

Standardized Weapon Damages							
	D	MR	RR	Explosives	RDC	Burst R	Weight
Fine – 1	1	0Ft	0Ft	0	0	0	1/100 oz
Fine	1D2	0Ft	5Ft	1D6	15	5Ft	1/50 oz
Diminutive	1D3	0Ft	10Ft	2D6	15	5Ft	1/10 oz
Tiny	1D4	0Ft	20Ft	3D6	18	10Ft	2 oz
Small	1D6	5Ft	30Ft	4D6	18	10Ft	1lb
Medium	1D8	5Ft	40Ft	6D6	21	15Ft	5lbs
Large	2D6	10Ft	90Ft	10D6	21	15Ft	15lbs
Huge	2D8	10Ft	120Ft	14D6	24	20Ft	50lbs
Gargantuan	2D12	15Ft	150Ft	18D6	24	20Ft	150lbs
Colossal	4D8	15Ft	180Ft	22D6	27	25Ft	400lbs
Colossal + 1	4D10	-	210Ft	26D6	27	25Ft	1700lbs
Damage Types	Examples						
Slashing	Sword / Flechette Pistol						
Bludgeoning	Mace / Cannon						
Piercing	Spear / Needler						
Ballistic	GunSword/Gun						
Acid							
Cold	Ice Spear / Ice Gun						
Electric	Light Saber / Laser Pistol						
Fire	Lava Club / Plasma Rifle						
Sonic	Vibro-Blade / Bull-Horn						

Unarmed damage = Size – 3 Damage Steps

Creatures can use weapons 1 size smaller as 1 handed light weapons.

Creatures can use weapons the same size as themselves as 1 handed weapons.

Creatures can use weapons 1 step larger than themselves as 2 handed weapons.

Creatures can use explosives one size smaller as ammo or thrown weapons.

Creatures can use explosives the same size as 1 use weapons. They cannot throw them. They can carry 4 at any 1 time.

Creatures can use explosives up to one size larger as 1 use weapons. They cannot throw them. They can carry 1 at any 1 time.

Creatures use their str mod for melee AR/Damage and Dex mod for ranged AR/Damage

Creatures use their str mod for defense but loose it under touch attacks

Ammunition for ranged weapons is 2D20 per gun