



Point Blank Shot: +1 Atk and Dmg Rolls within 30 ft.

Skip Shot: Ignore up to 9/10 lbs cover; -2 Atk Roll, -1 Dmg Die.

Double Tap: SemiAutomatic w/2 Bullets; -2 Atk Roll +1 Dmg Die.

Strife: Autofire 5 x 20 ft. instead of 10 x 10 ft.

Burst Fire: Autofire against single opponent w/5 Bullets (or 3); -4 on Atk Roll +2 Dmg Die.



WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

CLIP SIZE	AMMO REMAINING	SPARE CLIP
ATTACHMENTS		APPLICABLE FEATS

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