

otes:

A bow, cross bow, or throwing weapon can be equipped in addition to any melee weapon and/or shield.

Arrows or quiver of arrows must be equipped in order to use the bow or cross bow, and a bow or crossbow must be equipped in order to use the special arrows.

Each **Magic+** point increases the amount of extra damage that the PC does by 1 (as shown in the Damage field in the character info screen,) and increases the chance of hitting the opponent by 5%. For more info on 'Damage' and '% Chance to Hit' see the manual.

Notation:

Icon/Name/Scenario/Damage Vs. Small/Vs. Large/Weight
/Nr. of Hands/Class/Race/Other (optional)

Magic Range Weapons

Sling of Bullets +3 (X6)/DN/3/3/46/1/
/F,R,T,C/All/Magic+3, Fires Bullets+3 (X6)

Shuriken (X6)/CB,DN/6/4/36/1/
/T/All/Fires Shuriken (X6)

*Throwing Axe of Sketch X!/GM/6/4/25/1/
/F,Mk,R,T/All/Magic+1, Fires Throwing Axe+1 X!

Throwing Axe +2 X!/??/6/4/20/1/
/F,Mk,R,T/All/Magic+2, Fires Throwing Axe+2 X!

Throwing Hammer +1 X!/CB,PP,GM,DN/6/6/50/1/
/F,C/All/Magic+1, Fires Throwing Hammer+1 X!

Throwing Hammer +2 X!/??/6/6/90/1/
/F,C/All/Magic+2, Fires Throwing Hammer+2 X!

Throwing Hammer +3 X!/?/?/6/6/70/1/
/F,C/All/Magic+3, Fires Throwing Hammer+3 X!

Dumbfounder +3 X!/GM/10/10/75/2/
/F,R,C/All/Magic+3, Fires Throwing Hammer+3 X!
/Hits 2 adjacent targets

Bow +1 X!/CB,CC,DN/6/6/70/2/
/F,R,T/All/Magic+1, Fires Arrow+1 X!

*Bow of Shalomar +2 X!/GM,CC/6/6/55/2/
/F,R,T/All/Magic+2, Fires Arrow+2 X!

Perrin's Eye +3 X!/GM/6/6/50/2/
/F,R,T/All/Magic+3, Fires Arrow+3 X!

*Bow of Champions +4 X!/DN/6/6/75/2/
/R/All/Magic+4, Luck+5, Fires Arrow Storm +4 X!

Cross Bow +2 X!/DN/8/8/170/2/
/F,R/All/Magic+2, Fires Arrow+2 X!

Double Dragon +2 X!/DN/8/8/160/2/
/F,R/All/Magic+2, Fires Arrow+2 X!, 2 times/use

Arrow of Seeking/PP/6/6/5/0/
/F,R,T/All/Never misses

Arrow of Saphron +3/GM,DN/6/6/5/0/
/F,R,T/All/Magic+3

Arrow Storm/GM,DN/6/6/5/0/
/F,R,T/All/Arrow Storm

Flaming Arrow/GM,DN/0/0/5/0/
/F,R,T/All/Heat+24

Arrow of Lightning/GM,CC,DN/0/0/5/0/
/F,R,T/All/Electric+24

Exploding Arrow of Antioch/GM,DN/6/6/5/0/
/F,R,T/All/Exploding Arrow

Arrow of Death/GM/6/6/5/0/
/F,R,T/All/Death Arrow

Throwing Daggers +1 (X12)/PP,GM,CC,DN/4/4/96/1/
/F,Mk,T/All/Magic+1, Fires Throwing Daggers +1 (X12)

Poison Throwing Daggers (X12)/CB,GM,DN/4/4/96/1/
/F,Mk,T/All/Magic+1, Fires Throwing Daggers +1 (X12)
/Poisons Target

Throwing Knife +5 (X6)/DN/4/4/72/1/
/F,Mk,R,T/All/Magic+5, Fires Throwing Knife +5 (X6)

hrowing Stars +1 (X24)/GM,CC,DN/6/4/22/1/
/F,Mk/All/Magic+1, Fires Throwing Stars+1 (X24)
/2 attacks/use

Biting Vipers +1 (X24)/GM,DN/6/4/22/1/
/F,Mk/All/Magic+1, Fires Throwing Stars+1 (X24)
/Poison Target, 2 attacks/use

Dart of Hornet's Nest (X1)/CB,GM,DN/2/2/2/1/
/F,Mk,R,T,M,E/All/Magic Damage

Dart of Frost (X1)/CB,PP,CC,DN/2/2/2/1/
/F,Mk,R,T,M,E/All/Cold Damage

Dart of Mental Terror (X1)/PP,GM,DN/2/2/2/1/
/F,Mk,R,T,M,E/All/Mental Damage

Dart of Poison (X1)/PP,GM,CC,DN/2/2/6/1/
/F,Mk,R,T,M,E/All/Poison Target