## **Character:**

Ranged combat weapons:

AP Costs:	single shot: Reloading:	Burst/Aimed Repeating:	Damage:	
Range Single shot/Burst	CQC: close range: middle range: far range: extreme range:		CQC: close range: middle range: far range: extreme range:	
Ammunition:	Used:		Available:	

AP Costs:	single shot: Reloading:	Burst/Aimed Repeating:	Damage:	
Range Single shot/Burst	CQC: close range: middle range: far range: extreme range:		CQC: close range: middle range: far range: extreme range:	
Ammunition:	Used:		Available:	