

Chivalry & Sorcery™ Missile Chart

BOW TYPE:				Bow Name:				Reload AP:				Quick Draw AP: (-20% to TSC)			
Hunting Arrows				War Arrows				Armor Piercing Arrows				Range			
Success Modifier	Distance in feet	Damage	Crit Modifier	Success Modifier	Distance in feet	Damage	Crit Modifier	Success Modifier	Distance in feet	Damage	Crit Modifier				
00%				00%				00%				SR			
-05%				-05%				-05%				MR			
-10%				-10%				-10%				LR			
-20%				-20%				-20%				ER			
-30%				-30%				-30%				MAX			

CROSSBOW TYPE:				Name:				Reload AP:											
Hunting Bolts				Lt. Crossbow bolts				Mdm. Crossbow Bolts				Hvy. Crossbow Bolts				Range			
Success Modifier	Distance in feet	Damage	Crit Mod	Success Modifier	Distance in feet	Damage	Crit Mod	Success Modifier	Distance in feet	Damage	Crit Mod	Success Modifier	Distance in feet	Damage	Crit Mod				
																SR			
																MR			
																LR			
																ER			
																MAX			

WAR DART		JAVELIN		AP:	
AXE	KNIFE	PILUM			
Success Modifier	Damage	Distance in Feet	Crit Mod	Range	
00%				SR	
-05%				MR	
-10%				LR	
-20%				ER	
-30%				MAX	

Abbreviation	Description
SR	Short Range
MR	Medium Range
LR	Long Range
ER	Extreme Range
MAX	Maximum Range

Sling (stone Bullets)				Sling (Lead Bullet)				Sling Staff (Stone Bullet)				Sling Staff (Lead Bullet)				Range
Success Modifier	Distance in Feet	Damage	Crit Mod	Success Modifier	Distance in Feet	Damage	Crit Mod	Success Modifier	Distance in Feet	Damage	Crit Mod	Success Modifier	Distance in Feet	Damage	Crit Mod	
00%				00%				00%				00%				SR
-05%				-05%				-05%				-05%				MR
-10%				-10%				-10%				-10%				LR
-20%				-20%				-20%				-20%				ER
-30%				-30%				-30%				-30%				MAX