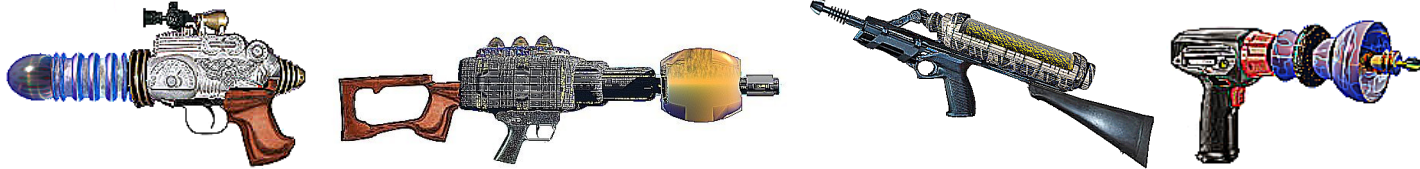


HORROR FOOLS WEAPONS TABLE #1



Welcome to the Gun Show

| Name | Damage | Range | Speed | Ammo | Special |
|----------------------|---------------------------|--------|-----------|------|--|
| Bruce Willis Special | Light | Short | Quick | ∞ | An ordinary looking Light Pistol that never runs out of ammo. Unless you tape it to your back. Then it turns invisible and loses all of its ammo except one bullet. |
| Casper Colt | Moderate | Short | Normal | 10 | Damages spiritual entities only (evil spirits, poltergeists, ghosts, etc.), not people or monsters or walls or chairs or anything else. |
| Fully Loaded Banana | Catastrophic | Medium | Ponderous | 2 | Only the first shot does damage, second shot forces target to test COR or fall down. Useless on monkeys. |
| Ghost Gun | Freak Check | Short | Normal | 6 | Shoots ghosts (literally). Make every shot count. Reloading is terrifying. |
| Gun Gun | Severe, Moderate or Light | Long | Ponderous | 6 | A shotgun that shoots little shotguns that shoot smaller shotguns that shoot... shotgun shells. Damage varies according to Range. Short = Severe, Medium = Moderate, Long = Light. |

| | | | | | |
|-----------------------------|---------------------|----------------------|------------------|-----------------|--|
| Head Canon | Severe | Long | Ponderous | 1 | Rolling under half allows you to change one of the target's powers to what the author's <i>true</i> intention was. |
| Hyooj Model 12 | Catastrophic | Short | Ponderous | 2 | A ginormous shotgun with a kick to match. Every time you fire it, roll a Contusion 2 attack against yourself and check COR or fall down. |
| Ray Gun | Moderate | Medium | Normal | 8 | On a Lucky Break, the target turns into "Ray," a Character with all Vital Stats of 2 and all Skills at 1. Doesn't use bullets, needs like 23 AA Batteries to reload. |
| SFK (Small Freakin' Gun) | Baby (1 pt) | Short | Normal | 6 | Fits nicely in the palm of your hand. You are always considered to be holding this weapon and never need to draw or prepare it. Takes 10 Rounds to reload. Them bullets are small, yo. |
| Side Arm | Light Severe | Short Medium | Normal Normal | 6 23 | Top set of stats applies when holding the gun normally, bottom set applies when holding the gun on its side. |
| Sideshow Pistol | Moderate | (Eat My) Short(s) | Normal | 6 | Deals Lethal damage against targets named Bart. |
| Ticket (for the Gunshow) | Light | C.Proximity | Normal | 1 | Exchange for any other Gun on this Table. |
| Violence Case | Moderate/ Severe | Short | Quick | 86 sh bursts | Anyone looking at the gun must make a Detection roll -2 or they see it only as a harmless black violin case. |

