

WOUND TABLE

Dmg.	VW	WK	AV	ST	VS	SH
1-2	SW	LW	LW	LW	LW	LW
3-4	SW	SW	LW	LW	LW	LW
5-6	CW	SW	SW	LW	LW	LW
7-8	CW	CW	SW	SW	LW	LW
9-10	M0	CW	CW	SW	SW	LW
11-12	M1	M0	CW	CW	SW	SW
13-14	M2	M1	M0	CW	CW	SW
15-16	M3	M2	M1	M0	CW	CW
17-18	M4	M3	M2	M1	M0	CW
19-20	M5	M4	M3	M2	M1	M0
21-22	M6	M5	M4	M3	M2	M1
23-24	D	M6	M5	M4	M3	M2
25-26	D	D	M6	M5	M4	M3
27-28	D	D	D	M6	M5	M4
29-30	D	D	D	D	M6	M5
31-32	D	D	D	D	D	M6
33+	D	D	D	D	D	D

WOUND RECOVERY

Roll after 1 week. If successful reduce severity by 1 level

	VW	WK	AV	ST	VS	SH
LW	4	5	6	7	8	9
SW	3	4	5	6	7	8
CW	2	3	4	5	6	7
MW	1	2	3	4	5	6

CONSCIOUSNESS SAVE

	VW	WK	AV	ST	VS	SH
LW	5	6	7	8	9	10
SW	3	4	5	6	7	8
CW	1	2	3	4	5	6
M0	0	1	2	3	4	5
M1	0	0	1	2	3	4
M2	0	0	0	1	2	3
M3	0	0	0	0	1	2
M4	0	0	0	0	0	1
M5	0	0	0	0	0	0
M6	0	0	0	0	0	0

CUMULATIVE WOUNDS

PREV. WOUND LEVEL	NEW WOUND STATE									
	LW	SW	CW	M0	M1	M2	M3	M4	M5	M6
LW	LW	SW	CW	M0	M1	M2	M3	M4	M5	M6
SW	SW	CW	M0	M1	M2	M3	M4	M5	M6	D
CW	CW	M0	M1	M2	M3	M4	M5	M6	D	D
M0	M0	M1	M2	M3	M4	M5	M6	D	D	D
M1	M1	M2	M3	M4	M5	M6	D	D	D	D
M2	M2	M3	M4	M5	M6	D	D	D	D	D
M3	M3	M4	M5	M6	D	D	D	D	D	D
M4	M4	M5	M6	D	D	D	D	D	D	D
M5	M5	M6	D	D	D	D	D	D	D	D
M6	M6	D	D	D	D	D	D	D	D	D

WOUND EFFECTS

LIGHT WOUND (STUN 0)

-No Additional Effects

SERIOUS WOUND (STUN -1) -2 to all actions

Roll 1d6

Limb & Torso: 1-2 broken bone, 1/2 MA, -2 attack/defend

Head: 1= Lose an eye

2-6 = Skull fracture, 1/2 INT, REF, COOL

SERIOUS Wounds become CRITICAL if untreated for 20 minutes.

CRITICAL WOUND (STUN -2) -4 to all actions

Roll 1d6

Limb: 1-2 = Limb was severed or must be amputated

3-4 = bone shattered, limb useless, -4 attack/defend

5-6 = No Additional Effects

Torso: 1-2 = lung punctured, no movement

3-4 = major damage to abdominal organs INT, REF, COOL, MA reduced to 1

5-6 = major lower abdominal damage cannot move or attack due to pain

Head: 1= lose 1d6/2 points of INT and REF due to brain damage

2 = amnesia, DIFF INT roll to remember names & events

3 = blinded in both eyes

4 = jaw shattered

5-6 = roll as if SERIOUS

CRITICAL Wounds become Mortal 0 if untreated for 2 minutes.

MORTAL WOUND (STUN -3 to -9) -6 to -12 to all actions

Roll 1d6

Limb: 1-2 = Limb Severed or destroyed

3-4 = bone pulverized

5-6 = roll as for CRITICAL

Torso: 1 = Lungs punctured, no move

2 = Heart punctured

3 = rib cage pulverized

4 = major organ damage

5 = spinal column damaged

6 = internal bleeding

Head: 1 = -1d6 to INT and REF

2 = both eyes destroyed

3 = neck broken

4 = INT and REF reduced to 1

5-6 = roll as for CRITICAL

MORTAL Wounds increase in severity one level every 1 minute (20 rounds) until treated