

Character Tracking

Campaign:

Character

Player:

Current Damage		Damage Threshold	Statistic Spreads						
Mental Concussion	Amount	Effects	Stats	Full	1/2	1/3 rd	1/4 th	1/5 th	
	HP×1	+4 D-Mod, Run, -2 Initiative, Shock ⁵ (full Con).	Str						
			Dex						
Laceration ¹	HP × 2	Possible Unconsciousness ⁴ (Recovery per Round), Shock ⁵ (1/2 Con), +8 D-Mod, Jog, -4 Initiative.	End						
Internal Injury ²	HP×3	Possible Unconsciousness ⁴ (Recovery per Round), Shock ⁵ (1/3 rd Con), +12 D-Mod, Jog, -6 Initiative.	Con						
Bones ²	HP × 4	Unconscious (Recovery per minute), Shock ⁵ (1/4 th Con), +16 D-Mod, Jog, -7 Initiative.	Int						
	HP × 5	Deep Unconscious (Recovery per 10 minute), +20 D-Mod, Jog, -8 Initiative,	Wis						
Others ³	HP×6	As above, Possible Coma (Recovery per day), +24 D-Mod, Walk, -9 Initiative.	Mem						
Bleeding ¹	HP×7	Coma (Recovery per day),	Cla						
Diccuing	III ^ /	+28 D-Mod, Walk, -10 Initiative.	Will						
Total Damage (not superficial)	HP × 8	Deep Coma (Recover per day), Possible Death, +32 D-Mod, Walk, -11 Initiative.	Luck						
Grand Total	The Grand Total Damag intil the Character Deve	ge is not reduced with the healing. The number accumulates elopment cycle, at which time the effects from all the damage	Cha						
Damage: t	akes it's toll. The valu evels. Bleeding is not a	e is added to the character's Experience Point to advance in	Bty						
Damage: Arms;	Legs; In	itiative: Physical: D4s // Mental:	D4s	D4s Enjoy the game					

Damage: Arms; Legs; Initiative: Physical: D4s // Mental: D4s

System Shock: Current: of Value:

Thresholds: 1^{st} ; +3 D-Mod // 2^{nd} ; +6 D-Mod // 3^{rd} ; +9 D-Mod and 1/2 Con of go unconcious // 4^{th} ; +12 D-Mod and 1/3 Con or go unconcious and 1/2 Con or cardiac arrest, etc.

Weapon Sise Factor (WSF): [Size ÷100, round up]

Weapon/Armor		Sl	ash ⁶	Pierce ⁶	Chop ⁶	Imp	act ⁶	Range	Speed	Drbly	y. Qı	ıal. E	ncumb.	Location
			F/V	F/V	F/\	7	F/V	yards	Tick	s			I-Moo	i
			F/V	F/V	F/\	7	F/V	yards	Tick	s			I-Moo	1
			F/V	F/V	F/\	7	F/V	yards	Tick	s			I-Moo	1
			F/V	F/V	F/V F/V	7	F/V	yards yards		s			I-Moo	1
		•	F/V	F/V		7	F/V					I-Moo	1	
			F/V	F/V	F/\	7	F/V	yards	Ticks				I-Moo	1
		•	F/V	F/V F/V		F/V		yards	Tick	S			I-Moo	1
		•	F/V	F/V	F/\	7	F/V	yards	Tick	S			I-Moo	1
			F/V	F/V	F/\	7	F/V	yards	Tick	S			I-Moo	1
Armor Protection	Chest Back	Belly Hips	Head	Neck	Shldr	Upper Arms	Lower	Hands	Thighs	Calves	Feet	Wings	Tail	
Slash (F/V)														
Pierce (F/V)							•					-		
Chop (F/V)														
Impact (F/V)														
			•					-	•			•		`

<u>General Note</u>: For areas that are changed a lot (Current Damage, Mood, etc.), use nongloss cellophane tape and write lightly on the tape. This will reduce wear on the sheet.

- 1) Heavy Activity/Jog (Run/Sprint): Bleeds 1 point per Turn per each full 20 points of laseration damage. Moderate Activity/Walk: 1 point per 2 Turns per full 20 points, Light Activity: 1 point per 3 Turns for each 20 points, Stroll: 1 point per 3 Turns for each 20 points, Rest: 1 point per minute for each 20 points.
- **2) Internal Injuries**: 10 Regeneration points per -1 Damage point. **Bones**; 100 per -1. Any internal bleeding is done a normal bleeding.
 - 3) List all other damage types elsewhere. The total of all other types is listed here.
 - 4) Roll % dice + 1/2 Total Current Damage. Compare with character's Will Power.
 - ${\bf 5)}$ The Con roll is the chance to prevent the body from going into shock.
 - 6) The armor's damage type reduction is accumulitive and may be shown for a specific location with the Armor Protaction area. F/V is for Flat (Rating \times 2) or Variable (Rating \times Hard Number).