CYBERPUNK 2020 ADVANCED HIT LOCATIONS ver 2.0

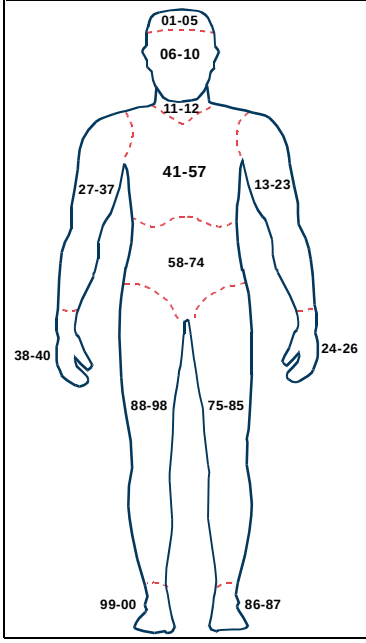
NAME: _____

Notes:

Save	BTM

Medical History:

Medical Inventory:



01-05 - SKULL
06-10 - FACE
11-12 - NECK
13-23 - LEFT ARM
24-26 - LEFT HAND
27-37 - RIGHT ARM
38-40 - RIGHT HAND
41-57 - CHEST
58-74 - ABDOMEN
75-85 - LEFT LEG
86-87 - LEFT FOOT
88-98 - RIGHT LEG
99-00 - RIGHT FOOT

	Light *Stun = 0*
	Serious *Stun = 1*
	Critical *Stun = 2*
	Mortal *Stun = 3*
	Mortal 1 *Stun = 4*
	Mortal 2 *Stun = 5*
	Mortal 3 *Stun = 6*
	Mortal 4 *Stun = 7*
	Mortal 5 *Stun = 8*
	Mortal 6 *Stun = 9*
	DECEASED

Modifiers

Serious (-2 REF)

Critical (REF, INT, COOL reduced to half)

Mortal (REF, INT, COOL reduced to one-third)

Make a Death Save (roll under BT minus Mortality Level)

Skull (01-05)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
		TOTAL SP	

Face (06-10)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
		TOTAL SP	

Neck (11-12)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
		TOTAL SP	

Chest (41-57)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
		TOTAL SP	

Abdomen (58-74)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
		TOTAL SP	

Left Arm (13-23)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
		TOTAL SP	

Right Arm (27-37)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
		TOTAL SP	

Left Hand (24-26)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
		TOTAL SP	

Right Hand (38-40)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
		TOTAL SP	

Left Leg (75-85)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
		TOTAL SP	

Right Leg (88-98)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
		TOTAL SP	

Left Foot (86-87)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
		TOTAL SP	

Right Foot (99-100)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
		TOTAL SP	

Armour Layering

Difference in SPs	Bonus Number
0-4	+5
5-8	+4
9-14	+3
15-20	+2
21-26	+1
27+	0

Notes:

Created by CBC