Character Date Number														Number										
D10 Location Special Effects					Effect on Wound Status						Armo	Armor Worn m i b AG					Mas	Mass Wounds Suffered						
10	Head	Add 1 to p	ge.	Add damage to wound status																				
9	Right Arm	Wound me	If damage exceeds wound status																					
8	Left Arm	when using wounded ft Arm arm to perform tasks					it replaces it, otherwise reduce by two and add to wound status																	
5-7	Chest				Add damage to wound status																			
3-4	Abdomen	Pain Resis	cur a	Add damage to wound status												+								
	7,540,	-1 penalty																						
2	Right Leg	performing any agility related						If damage exceeds wound status it replaces it, otherwise reduce by two and add to wound status																
\vdash	Left Leg			_							A	11					+	-	rrent W	/ad 1				
Recov	very/Deteriorat	1d 5d		1d	11mes ir	olicated 5m	are int	ervais c	etwee	n EN rolls		or Mass						_						
	OK 1 2 3 4					5 6 7 Dead					Total Mass Carried							Worst Wound Level						
<u></u>											Total Weight Carried							Next Recovery/Deterioration						
										Fire Con						ose		rmal		ach				
Weap	oon			_	Ski	II	PM	ROF	DC	Ammo	Range	Reload	Jam	Parry	PM	DC	PM	DC	PM	DC	Draw	Weight		
				_																				
Posse	Possessions Mass											Merit Point Category M						erit Points Rank						
													Personal Relationships											
_																								
					avings							Character Developmen												
Cash Loca					ation	tion Amount					_	Unspent Character Points						Fields Being Studied						