Weapon	Mod	Pb	Cl	Ef	Ln	Ex	Dam	Rof	Ammo	Spent Ammo	Location

Brawling / Martial Art Maneuvers

Current Medical Stats

Flesh (Fw)
- Usage: -2T
- Stun Avoid: Size(Wil)
- KO Avoid: DL-2
- KO Time: 1D Rounds
- Stabilize: 1 Hour
- Heal Time: 1 Hour
- Stab/Heal Mod: -2Df

Bruise (Br)
- Usage: -2T
- Stun Avoid: DL-2
- KO Avoid: DL-3
- KO Time: 1D Rounds
- Stabilize: NA
- Heal Time: 1 Minute
- Stab/Heal Mod: -2Df

Wound (Wn)
- Usage: +1Df
- Stun Avoid: Auto
- KO Avoid: DL
- KO Time: 1D Minutes
- Stabilize: 1 Minute
- Heal Time: 1Day
- Stab/Heal Mod: ---

Twack (Tw)
- Usage: +1Df
- Stun Avoid: DL
- KO Avoid: DL-1
- KO Time: 1D Minutes
- Stabilize: NA
- Heal Time: 1/2 Hour
- Stab/Heal Mod: ---

Equipment

Splatter (Sp)
- Usage: Unusable
- Stun Avoid: Auto
- KO Avoid: DL+2
- KO Time: 1D Hours
- Stabilize: 1 Round
- Heal Time: 3 Days
- Stab/Heal Mod: +2Df

(Death)

Break (Bk)
- Usage: Unusable
- Stun Avoid: DL+2
- KO Avoid: DL+1
- KO Time: 1D Hours
- Stabilize: NA
- Heal Time: 1 Day
- Stab/Heal Mod: +2Df

(Continue to Splatter)

Miscellaneous

Notes

Character History