Character	Date	Number

D10	Location	Special Effects	Effect on Wound Status	Armor Worn	m	i	b	AG	Mass	Wounds Suffered
10	Head	Add 1 to positive damage.	Add damage to wound status							
9	Right Arm	Wound modifier doubled when using wounded arm to perform tasks	If damage exceeds wound status it replaces it, otherwise reduce by two and add to wound status							
8	Left Arm									
5-7	Chest		Add damage to wound status							
3-4	Abdomen	Pain Resistance rolls incur a -1 penalty until fully recovered	Add damage to wound status							
2	Right Leg	Wound modifier doubled when performing any agility related tasks. If stunned, fall prone.	If damage exceeds wound status it replaces it, otherwise reduce by two and add to wound status							
1	Left Leg									

Recovery/Deterioration Times & Modifiers Times indicated are intervals between EN rolls

	1d	5d	20d	1d	30m	5m	1m	
OK	1	2	3	4	5	6	7	Dead

Armor Mass		Current Wound Level	
Total Mass Carried		Worst Wound Level	
Total Weight Carried		Next Recovery/Deterioration	

Weapon	Skill	Fire Combat PM	ROF	DC	Ammo	Range	Reload	Jam	Parry	Close PM	DC	Normal PM	DC	Reach PM	DC	Draw	Weight

Possessions	Mass

Merit Point Category	Merit Points	Rank

Personal Relationships

Cash & Savings		
Cash	Location	Amount

Character Development	
Unspent Character Points	Fields Being Studied

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