

Head/Torso Damage

Skills' modifier (non cumulative)	Damage roll (including modifier)	Effect	
0	1	1 stun	
0	2	1 stun, 1 Health loss	
0	3	1 stun, 2 Health loss	
-5	4	2 stuns, D4 Health loss	Bleeding, 1H loss
-10	5	3 stuns, D6 Health loss	per 2 rounds
-15	6	3 stuns, D8 Health loss	Death in D10 rounds
	7	DEATH	

If head, auto KO, if torso
10% chance of paralysis

Limb Damage

Skills' modifier (non cumulative)	Damage roll (including modifier)	Effect	
0	1	None	
0	2	1 limb stun	
0	3	1 stun, 1 Health loss	
0	4	D4 limb stuns, 2 Health loss	
-5	5	2 stuns, D4 Health loss	Bleeding, -1H
-10	6	3 stuns, D4 Health loss	per 3 rounds

Cannot use limb

Hit Locations

Projectile hits	Location	Hand to Hand hits
1-10	Head	1-10
11-30	Chest	11-35
31-51	Abdomen	36-60
51-60	Right Arm	61-70
61-70	Left Arm	71-80
71-85	Right Leg	81-90
86-100	Left Leg	91-100