

HIT POINTS & DAMAGE

HIT POINTS/LOCATION

Head	Chest	Ab'n	Hand	Foot	Arm(U)	Arm(L)	Leg(U)	Leg(L)	H.Pts
2	6	5	1	1	2	2	3	2	01-07
2	8	6	2	2	3	3	4	3	08-15
3	10	8	3	3	5	4	6	5	16-23
4	12	10	4	3	6	5	8	6	24-31
5	14	12	4	4	8	6	10	8	32-39
6	16	14	5	4	10	7	12	10	40-47
7	17	15	5	4	12	9	14	12	48-55
8	18	16	6	5	14	11	15	13	56-63
9	20	17	6	6	16	12	17	14	64-71
10	21	18	7	6	17	14	19	15	72-79
11	22	19	7	7	19	15	21	16	80-87
12	23	20	8	7	20	16	22	17	88-95
13	25	21	8	8	21	17	23	18	96-103
14	27	22	9	8	22	19	25	19	104-111

HIT POINTS = BODY TYPE \times 8 +/-D4 THEREFORE NORMAL RANGE = 4 - 84

WOUND STATUS

LIGHT WOUND - $\frac{1}{4}$ OF TOTAL HP, XACTOR SUFFERS NO PENALTIES, FLESH WOUND
 SERIOUS WOUND - $\frac{1}{2}$ OF TOTAL HP, XACTOR SUFFERS -25% TO ALL SKILLS
 CRITICAL WOUNDS - $\frac{3}{4}$ OF TOTAL HP, XACTOR SUFFERS -50% TO ALL SKILLS
 MORTAL WOUND - TOTAL HP, ALL CONCENTRATION FOR LIFE PRESERVATION

WOUND STATE	MODIFIER	EFFECT
LIGHT	0	UNCONSCIOUS
SERIOUS	-2	UNCONSCIOUS
CRITICAL	-4	UNCONSCIOUS/FATAL IF NOT TREATED ASAP
MORTAL	-6	DEATH

SAVE V. STUN (BODY TYPE) MODIFIED AS ABOVE

IF XACTOR TAKES DAMAGE EQUAL OR GREATER THAN CAN BE WITHSTOOD IN A SINGLE LOCATION, REFER TABLE ABOVE, THEN THEY MUST SAVE V. DEATH. FAILURE WILL CAUSE THE XACTOR TO DIE IN MINUTES EQUAL TO BODYTYPE \times 5 MINUTES UNLESS AID IS FORTHCOMING, A SUCCESSFUL SAVE RENDERS THE VICTIM UNCONSCIOUS BUT REQUIRING AID ASAP