Health Level

- Unhurt
- Bruised
- Hurt
- Bleeding
- Wounded
- Injured
- Crippled
- Dead/K.O.

<table>
<thead>
<tr>
<th>Attack</th>
<th>Defense</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>12</td>
</tr>
</tbody>
</table>

Totals: [Blank]

Head: Difficulty- 9
Lower your health to crippled. If at injured or lower, you are dead.

Arms: Difficulty- 8
Minus 1 to LR score
Lower your health level by one.

Body: Difficulty- 4
Lower your health level by one.

Legs: Difficulty- 7
Minus 1 to Movement Die
Lower your health level by one.

Abilities

[Blank lines]

Credits: [Blank]

Skill Points: [Blank]