10	Location	Special F	focto				F#	0 14	0,000	tatur		Λ	r Worn	m	i	b	10	Mass		147-	unde C	uffered	
	Head	Special Effects					Effect on Wound Status					Armo	r vvorn	m		D	AG	Mass	, T	vvo	unas s	unered	
10		Add 1 to positive damage.					Add damage to wound status																
9 8	Right Arm	Wound modifier doubled when using wounded					If damage exceeds wound status it replaces it, otherwise reduce																
	Left Arm	arm to perform tasks					by two and add to wound status							_									
5-7	Chest	Pain Resistance rolls incur a					Add damage to wound status Add damage to wound status																
3-4	Abdomen	-1 penalty until fully recovered					And damage to would status																
2	performing any agility related it replaces it, otherwise								wise re	educe													
	-			-								Armo	r Mass							rrent W	ound I	evel	
lecon	very/Deterioration Times & Modifiers Times indicated ar						1m				Total Mass Carried								Worst Wound Level				
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