CYBERPUNK 2020 ADVANCED HIT LOCATIONS ver 2.0

NAME: _____

Notes:

	Save	BTM

Medical History:

Code	Location
01-05	SKULL
06-10	FACE
11-12	NECK
13-23	LEFT ARM
24-26	LEFT HAND
27-37	RIGHT ARM
38-40	RIGHT HAND
41-57	CHEST
58-74	ABDOMEN
75-85	LEFT LEG
86-87	LEFT FOOT
88-98	RIGHT LEG
99-00	RIGHT FOOT

Medical Inventory:

Level	Stun
Light	Stun = 0
Serious	Stun = 1
Critical	Stun = 2
Mortal	Stun = 3
Mortal 1	Stun = 4
Mortal 2	Stun = 5
Mortal 3	Stun = 6
Mortal 4	Stun = 7
Mortal 5	Stun = 8
Mortal 6	Stun = 9
DECEASED	

Modifiers

Serious (-2 REF)

Critical (REF, INT, COOL reduced to half)

Mortal (REF, INT, COOL reduced to one-third)

Make a Death Save (roll under BT minus Mortality Level)

Skull (01-05)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
	TOTAL SP		

Face (06-10)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
	TOTAL SP		

Neck (11-12)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
	TOTAL SP		

Chest (41-57)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
	TOTAL SP		

Abdomen (58-74)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
	TOTAL SP		

Left Arm (13-23)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
	TOTAL SP		

Right Arm (27-37)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
	TOTAL SP		

Left Hand (24-26)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
	TOTAL SP		

Right Hand (38-40)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
	TOTAL SP		

Left Leg (75-85)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
	TOTAL SP		

Right Leg (88-98)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
	TOTAL SP		

Left Foot (86-87)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
	TOTAL SP		

Right Foot (99-100)

	SP	SP DMG	WOUNDS
Permanent			
Armour Type			
	TOTAL SP		

Armour Layering

Difference in SPs	Bonus Number
0-4	+5
5-8	+4
9-14	+3
15-20	+2
21-26	+1
27+	0

Notes:

Created by CBC