Os valores no topo da tabela representam o dano da arma, enquanto os valores dentro das células o intervalo do randomizador.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |  |
| Nada | ( +26 )  ( -20 ) | ( +26 )  ( -09 ) | ( +26 )  ( +00 ) | ( +26 )  ( +12 ) | ( +26 )  ( +20 ) | ( +26 )  ( +23 ) |  |  |  |  |  |  |  |  |  |  |  |  |  |  | **Nada** |
| Atordoado | ( -21 ) ( -26 ) | ( -10 )  ( -22 ) | ( -01 )  ( -20 ) | ( +11 )  ( -17 ) | ( +19 )  ( -13 ) | ( +22 )  ( -10 ) | ( +26 )  ( -05 ) | ( +26 )  ( +00 ) | ( +26 )  ( +07 ) | ( +26 )  ( +15 ) | ( +26 )  ( +23 ) |  |  |  |  |  |  |  |  |  | **Atordoado** |
| Machucado |  | ( -23 )  ( -26 ) | ( -21 )  ( -26 ) | ( -18 )  ( -26 ) | ( -14 )  ( -26 ) | ( -11 )  ( -23 ) | ( -06 )  ( -21 ) | ( -01 )  ( -20 ) | ( +06 )  ( -18 ) | ( +14 )  ( -16 ) | ( +22 )  ( -14 ) | ( +26 )  ( -05 ) | ( +26 )  ( +05 ) | ( +26 )  ( +12 ) | ( +26 )  ( +20 ) | ( +26 )  ( +23 ) |  |  |  |  | **Machucado** |
| Ferido |  |  |  |  |  | ( -24 )  ( -26 ) | ( -22 )  ( -26 ) | ( -21 )  ( -26 ) | ( -19 )  ( -26 ) | ( -17 )  (- 26 ) | ( -15 )  ( -22 ) | ( -06 )  ( -20 ) | ( +04 )  ( -18 ) | ( +11 )  ( -15 ) | ( +19 )  ( -10 ) | ( +22 )  ( -08 ) | ( +26 )  ( -05 ) | ( +26 )  ( +10 ) | ( +26 )  ( +20 ) |  | **Ferido** |
| Incapacitado |  |  |  |  |  |  |  |  |  |  | ( -23 )  ( -26 ) | ( -21 )  ( -26 ) | ( -19 )  ( -26 ) | ( -16 )  ( -26 ) | ( -11 )  ( -26 ) | ( -09 )  ( -24 ) | ( -06 )  ( -22 ) | ( +09 )  ( -19 ) | ( +19 )  ( -15 ) | ( +26 )  ( +00 ) | **Incapacitado** |
| Morto |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | ( -25 )  ( -26 ) | ( -23 )  ( -26 ) | ( -20 )  ( -26 ) | ( -16 )  ( -26 ) | ( -01 )  ( -26 ) | **Morto** |