Pain

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1 Introduction

0-100 System: Different events (stabbing, shooting, breaking bones, etc.) increase pain # by however many points.

1.1 Threshold System

Con x 5 = Pain Threshold
(100,-10)

(-10,0)	Fortitude checks for ability damage/major complications (losing part of face, chainsaw massacre, etc.)
(1,10)	Fortitude checks for minor complications (stab wounds, gun shots, large bones breaking, etc.)
(11,25)	Major skill penalties start to form (arm breaks, minor breaks, etc.)
(26,40)	Movement impaired, minor skills penalties (shit beaten out of you, etc.)
(41,50)	Loud cursing (papercut, stubbed toe, etc.)

1.2 Damage Table

All pain damage is taken in addition to raw damage pain
Pain recovers at a rate of your hit-die plus con modifier per hour

Bone breaking (major)	(1 d102 d10)
Bone breaking (minor)	(1 d61 d10)
Gunshot	(depending on how much damage they do)
-Shotgun	(1 d61 d10)
-Hollow-Point	(1 d61 d10)
-Small Arms	(1 d41 d6)
-Armor-Piercing	(01 d3)
-Heavy Caliber	(1 d122 d12)
-Medium Caliber	(1 d31 d4)
-Cannon	(instant death)
Raw damage	(2 x damage)
Amputation (major)	(2 d62 d12)
Amputation (minor)	(1 d41 d6)