Crimson Exodus
Roleplaying Game

Wounds -1D ☐ -2D ☐ **Stunned** ☐ | **Shock Stage** | **Cause**

Severity Trauma	**Location**	**Bleeding**	**Knock Out**	
Severity Trauma	**Location**	**Bleeding**	**Anaemia**	
Severity Trauma	**Location**	**Bleeding**		
Severity Trauma	**Location**	**Bleeding**	**Notes**	
Severity Trauma	**Location**	**Bleeding**		

Superficial → Nasty (-1D) → Grievous (-2D) → Grim → Mortal

Fatigue | **Chronic Fatigue** | -1D ☐ -2D ☐

Fresh → Winded → Exhausted (-1D) → Drained (-2D)

Armour -1D ☐ -2D ☐ -3D ☐

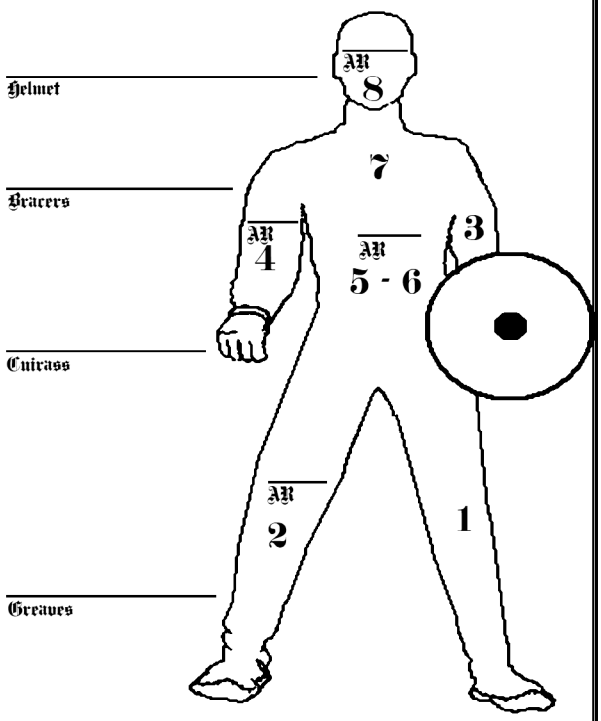
-2D	Deadly Strike	both actions, +2 WS, PR1, spec. loc.
+1D	Desperate Defence	both actions
+1D	Feint	-1 WS, only once
+1D	Focused Strike	both actions
-1D	Forceful Strike	+1 WS
-	Harass	opponent -1D
-1D	Targeted	both actions, specify location

Toughness | **Reflex**

Dodge | **Block**

Weapons	Type	Wound	PR	Range / Reach	Attack	Parry

Ammunition



Equipment

Wealth | **Notes**