

Crimson Exodus

ROLEPLAYING GAME

| | | | | |
|-----------------|---|---|---|--------------------------------------|
| Wounds | -1D <input type="checkbox"/> -2D <input type="checkbox"/> | Stunned <input type="checkbox"/> | Shock Stage <input type="text"/> | Cause <input type="text"/> |
| Severity | <input type="text"/> | Location | <input type="text"/> | Bleeding <input type="text"/> |
| Trauma | <input type="text"/> | | | |
| Severity | <input type="text"/> | Location | <input type="text"/> | Bleeding <input type="text"/> |
| Trauma | <input type="text"/> | | | |
| Severity | <input type="text"/> | Location | <input type="text"/> | Bleeding <input type="text"/> |
| Trauma | <input type="text"/> | | | |
| Severity | <input type="text"/> | Location | <input type="text"/> | Bleeding <input type="text"/> |
| Trauma | <input type="text"/> | | | |

Knock Out

Anaemia

Notes

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

Fatigue

Chronic Fatigue -1D -2D

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

Toughness **Reflex**

Dodge **Block**

| Weapons | Type | Wound | PR | Reach | Attack | Parry |
|---------|------|-------|----|-------|--------|-------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

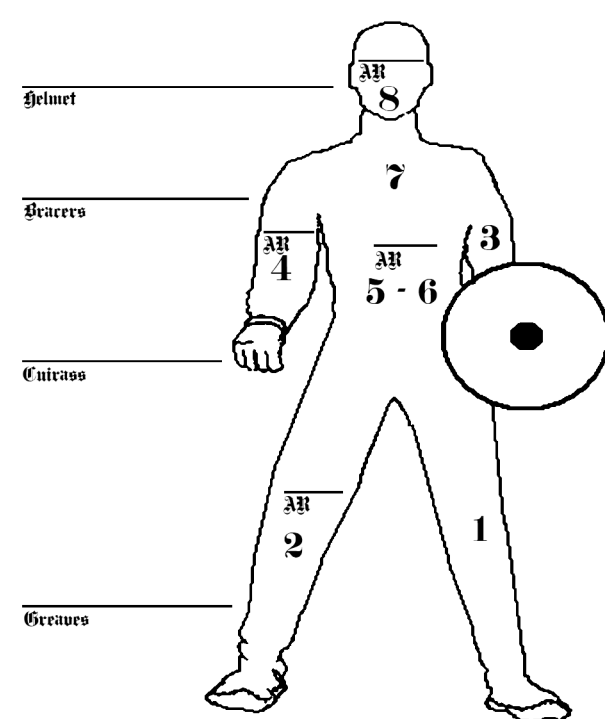
| Shield | Type | Wound | PR | Reach | Attack | Parry |
|--------|------|-------|----|-------|--------|-------|
| | | | | | | |

| Ranged | Type | Wound | PR | Range | Attack | Reload |
|--------|------|-------|----|-------|--------|--------|
| | | | | | | |
| | | | | | | |
| | | | | | | |

Ammunition

Equipment

Armour -1D -2D -3D



Wealth **Notes**