

Alternate Fuzion Hits Chart

In each Wound Category, make sure that one only has a number of open boxes equal to their **BOD** Characteristic. Black out all extras, as they are rendered irrelevant. Damage is resolved as normal, each point of Killing damage taken is marked in its own box. As the character is damaged, he begins to suffer penalties to his Primary Characteristics. However, it must be noted that while no Primary Characteristic may be reduced below 1, any additional penalty beyond that threshold is applied to all attempts at skill resolution. So, if Bob the Plumber (with his **TECH** of 4) is attempting to fix his toilet, and he is Critically wounded, his **TECH** is effectively 1 (**TECH** 4 and a -4 Penalty equals 0. But, his stat can't go below 1). The remaining single point is subtracted from his skill roll: **TECH** (1) + Plumbing (5) + 3D6 (10) - 1 = 15, before comparing to the target number.

Scratched	Light	Medium	Serious	Critical	Mortal	Dead
No Modifier	No Modifier	-1 to Attributes	-2 to Attributes	-4 to Attributes	-5 to Attributes	-6 to Attributes