





# HÂRNMASTER KÊTHÎRA



## COMBAT SKILLS

INITIATIVE	
AWARENESS	
DODGE	
EVASION	
SHOCK	

## ENCUMBRANCE

ARMOUR	
GEAR	
STR MOD	
ENC	
BULK	

## MOVEMENT

MOVE	
EFFECTIVE	
HALF	
FULL	
DOUBLE	

## TRAUMA

### HIT LOCATION

	ZN	LN	LOC	B	E	P	F	SHK
HEAD 1	1-5	SK						○ 5
	6-8	FA						● 4
	9-0	NK						● 5 ▽
ARMS 2-3	1-3	SH						● 3
	4-6	UA						○ 1 ▽
	7	EL						○ 2 ▽
	8-9	FO						○ 1 ▽
	0	HA						● 2 ▽
TORSO 4-7	1-4	TX						● 4
	5-8	AB						● 4
	9-0	PV						● 4
LEGS 8-0	1-4	TH						● 3 ▽
	5	KN						○ 2 ▽
	6-8	CA						○ 1 ▽
	9-0	FT						● 2 ▽
AREA ATTACK								● 6

### INJURIES

HB:

R
L

R
L

## COMBAT GEAR

### MELEE WEAPONS

WQ	HFT	RCH	ATK	DEF	ZD	IMP	TA

### MISSILE WEAPONS

WQ	DRW	BR	ATK	PRJ	ZD	IMP	TA

### ARMOUR / CLOTHING

### POSSESSIONS

### MOUNT

INI   CONTROL	
MTD PEN	
STR   MOD	
AGL	
LOAD   ENC	
HALF MOVE	
FULL MOVE	
DOUB. MOVE	
TURN	
BITE	
KICK	
PRESS	
DODGE	

### IMPACT

IMPACT	1+	5+	10+	15+	20+
INJURY	M1	S2	S3	G4	G5

### SHOCK STATE

SHOCK	≤6	7	8	9	10
STATE	•	STN	INC	UNC	KIA
BLEEDING		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### FATIGUE

WINDED	
WEARY	
WEAK	
PF	
END SR	

### STRESS

PSYCHE	
AURAL SHOCK	
SHADOW	

### SHOCK ROLL

CF	F	S	CS
2	1	0	-1

### AILMENTS

### NOTES