




Hunt XP ☐☐☐☐☐☐☐☐☐☐☐☐☐☒

■ ☐ Age ■ ☐ Age ■ ☐ Age ■ ☐ Age ■ Retired


The diagram shows a box labeled "Abilities/Impairments" on the left, which points to a box labeled "Abilities/Impairments" on the right. This box is connected to the "Movement" table, which is part of a larger table structure.


 Arms


- ☐ Dismembered Arm 1
No 2-Handed Weapons
- ☐ Dismembered Arm 2:
No weapons
- ☐ Ruptured Muscle: No 
- ☐☐☐☐ Contracture: -1 Acc
- ☐☐ Broken Arm: -1 Str & Acc


 **Body**

- ☐ ☐ ☐ ☐ G. Chest Wound: -1 Str
- ☐ Destoryed Back:
-2 Mov & no 2+ Str gear
- ☐ ☐ ☐ ☐ Broken Rib: -1 Spd

 **Waist**

- ☐ Intestinal Prolapse:
No waist gear
- ☐ ☐ ☐ ☐ Warped Pelvis: No 
- ☐ Destoryed Genitals:
No intimacy
- ☐ Broken Hip: -1 Mov

 **Legs**

- ☐ ☐ Dismembered Leg:
-2 Mov & no Dash
- ☐ Hamstrung: No  or Abilities
- ☐ ☐ Broken Leg: -1 Mov