

Trauma Level Sheet

Trauma Level:			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Heal Rate:			48	24	24	24	30	30	30	36	36	42	42	48	54	60	66	72	78	84	90	102	114	126	144	168	204
Decline Rate:															40	34	30	26	22	18	14	10	8	6	4	2	1
Damage Type		STM	BLM	Impairment Level																							
Concussive	+10	-15	1	1	2	2	3	4	5	6	7	8	9	11	13	15	17	19	21	24	27	30	34	38	42	46	50
Impact	+4	-5	1	1	2	2	3	4	5	6	8	10	12	14	16	18	20	22	25	28	31	34	37	40	43	46	50
Puncture	+1	-2	1	2	3	4	5	6	8	10	12	14	16	18	20	22	25	28	31	34	37	39	41	43	45	47	50
Cut	-	-	1	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	48	50
Burn	-2	-8	2	4	6	8	10	12	14	16	19	21	23	25	27	29	31	33	36	38	40	42	44	46	48	49	50
Hydro Shock	+2	+4	3	6	9	12	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	46	47	48	49	50
Body Zone		Trauma modifier		Secondary Effects																							
1	Head	1.6		+80	+70	+60	+50	+40	+30	+20	+15	+10	+5	0	-5	-10	-15	-20	-25	-30	-35	-40	-50	-60	-70	-80	-90
	½all								60	50	40	30	25	20B	18	16	14	12	10E	8	6	5S	4	4	3	3	3
2	Face/neck	1.4			+80	+70	+60	+50	+40	+30	+25	+20	+15	+10	+5	0	-5	-10	-15	-20	-25	-30	-	-	-	-	-
	½all								60	40	20	8	4	2B/E	1	1	1	1	1I	1	1I	-	-	-	-	-	-
3, 6	Shoulders	1.0									+80	+70	+65	+60	+55	+50	+45	+40	+40	+35	+35	+30	+30	+25	+24	+20	+20
	½all Physical											B	60	45	35	30	25	20	16	13	10S	7	5	3E	2	1	
4, 7	Torso	1.4							+80	+70	+65	+60	+55	+50	+45	+40	+40	+35	+35	+30	+30	+25	+25	+20	+20	+15	+15
	All Physical								60	40B	30	23	18	15	12	10	8E	6	4	3	2S	2	1	1	1	1	1
5, 8	Vitals	1.6					+80	+70	+65	+60	+55	+50	+45	+40	+35	+35	+30	+30	+25	+25	+20	+20	+15	+10	+10	+5	+5
	All Physical								60	40	30	23	18	15E	12	10	8	6	4	3	2S	2	1	1B	1	1	1
9, 11	Hips	1.0											+80	+70	+65	+60	+55	+50	+45	+40	+40	+35	+35	+30	+30	+25	+25
	Legs														60	45B	35	30	25	20	16	13S	10	7	5	3	2
10	Groin	1.2							+80	+70	+65	+60	+55	+50	+45	+40	+40	+35	+35	+30	+30	+25	+25	+20	+20	+15	+15
	Legs														60	45	35	30	25E	20	16	13	10S	7	5	3	2
12, 14	Upper Arm	0.8											+80	+70	+65	+60	+55	+50	+45	+40	+40	+35	+35	-	-	-	-
	Arms												60	45B	35	26	18	12	8	4	2	1S	1M	-	-	-	-
13, 15	Forearm	0.8												+80	+75	+70	+65	+60	+55	+50	-	-	-	-	-	-	-
	Arms													60B	40	24	16	8	4	2M	-	-	-	-	-	-	-
16, 19	Thighs	0.8												+80	+75	+70	+65	+60	+55	+50	+50	+50	+50	+50	-	-	-
	Legs													60	60B	45	35	25	18	12	8	2S	1	1M	-	-	-
17, 20	Knees	1.0												+80	+75	+70	+65	+60	+55	+50	-	-	-	-	-	-	-
	Legs											B	60	45	32	16	8	4	2	1M	-	-	-	-	-	-	-
18, 21	Calves	0.8												+80	+75	+70	+65	+60	+55	+50	+45	-	-	-	-	-	-
	Legs											60	45B	35	26	18	12	8	4	2	1S/M	-	-	-	-	-	-
22-23	Hands	0.6												+80	+75	+70	+65	-	-	-	-	-	-	-	-	-	-
	Arms									B	60	50	40	20	10	5	2M	-	-	-	-	-	-	-	-	-	-
24-25	Feet	0.6												+80	+75	+70	+65	-	-	-	-	-	-	-	-	-	-
	Legs									B	60	50	40	20	10	5	2M	-	-	-	-	-	-	-	-	-	-

- S = Shock = Shock, the person with the trauma goes into shock and if no medical help is provided the person will die.
 B = Broken Bone = Broken, the bone structure is broken in that Body Zone.
 M = Severed Limb = Missing, the Body Zone is severed from the body.
 E = Eventually Fatal = Eventually Fatal, the trauma needs serious medical treatment.
 I = Instantly Fatal = Instantly fatal, death is instant, only the body zone 2 (neck) has it.