

## NPC Damage Tracking Sheet

**NPC:**

### Damage Track

Wound Level	Damage	1st Aid DIF
Slight	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	4
Hurt -1	<input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	6
Wounded -2	<input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9	8
Injured - 3 (½ Move)	<input type="checkbox"/> 10 <input type="checkbox"/> 11 <input type="checkbox"/> 12	10
Debilitated -4	<input type="checkbox"/> 13 <input type="checkbox"/> 14 <input type="checkbox"/> 15	12
Crippled - 5 (Crawl)	<input type="checkbox"/> 16 <input type="checkbox"/> 17 <input type="checkbox"/> 18	14
Incapacitated	<input type="checkbox"/> 19 <input type="checkbox"/> 20 <input type="checkbox"/> 21	15
Dying	<input type="checkbox"/> 22 <input type="checkbox"/> 23 <input type="checkbox"/> 24	16

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