

### Wound Tracker

Healthy		□□□□	□□□□	
11 Nicked	+3	□□□□		
15 Grazed	+5	□□□□		
19 Hurt	+10	□□□□		
23 Injured	+15	□□□□		
27 Crippled	+20	□□□□		
<small>All movement actions are one grade more difficult. Free actions count as Simple actions, etc.</small>				
31 Down	+40	□□□□		
<small>Virtually incapacitated, you may speak only with a whisper. Free actions are possible, provided the wound does not prevent them. Movement actions are possible provided the wound does not prevent them and if a void point is spent</small>				
35 Out		□□□□		
<small>Immobile, unconscious and probably dying. It is not possible to take any action or even to speak</small>				
39 Dead		□		
				Earth = 2

### Wound Tracker

Healthy		□□□□	□□□□	
		□□□□	□□□□	
21 Nicked	+3	□□□□	□□□□	
29 Grazed	+5	□□□□	□□□□	
37 Hurt	+10	□□□□	□□□□	
45 Injured	+15	□□□□	□□□□	
53 Crippled	+20	□□□□	□□□□	
<small>All movement actions are one grade more difficult. Free actions count as Simple actions, etc.</small>				
61 Down	+40	□□□□	□□□□	
<small>Virtually incapacitated, you may speak only with a whisper. Free actions are possible, provided the wound does not prevent them. Movement actions are possible provided the wound does not prevent them and if a void point is spent</small>				
69 Out		□□□□	□□□□	
<small>Immobile, unconscious and probably dying. It is not possible to take any action or even to speak</small>				
77 Dead		□		
				Earth = 4

### Wound Tracker

Healthy		□□□□	□□□□	□□□□	
		□□□□	□□□□		
26 Nicked	+3	□□□□	□□□□		
36 Grazed	+5	□□□□	□□□□		
46 Hurt	+10	□□□□	□□□□		
56 Injured	+15	□□□□	□□□□		
66 Crippled	+20	□□□□	□□□□		
<small>All movement actions are one grade more difficult. Free actions count as Simple actions, etc.</small>					
76 Down	+40	□□□□	□□□□		
<small>Virtually incapacitated, you may speak only with a whisper. Free actions are possible, provided the wound does not prevent them. Movement actions are possible provided the wound does not prevent them and if a void point is spent</small>					
86 Out		□□□□	□□□□		
<small>Immobile, unconscious and probably dying. It is not possible to take any action or even to speak</small>					
96 Dead		□			
					Earth = 5

### Wound Tracker

Healthy		□□□□	□□□□	
		□□□□		
16 Nicked	+3	□□□□	□□	
22 Grazed	+5	□□□□	□□	
28 Hurt	+10	□□□□	□□	
34 Injured	+15	□□□□	□□	
40 Crippled	+20	□□□□	□□	
<small>All movement actions are one grade more difficult. Free actions count as Simple actions, etc.</small>				
46 Down	+40	□□□□	□□	
<small>Virtually incapacitated, you may speak only with a whisper. Free actions are possible, provided the wound does not prevent them. Movement actions are possible provided the wound does not prevent them and if a void point is spent</small>				
52 Out		□□□□	□□	
<small>Immobile, unconscious and probably dying. It is not possible to take any action or even to speak</small>				
58 Dead		□		
				Earth = 3

### Wound Tracker

Healthy		□□□□	□□□□	
		□□□□	□□	
18 Nicked	+3	□□□□	□□ □□	
26 Grazed	+5	□□□□	□□ □□	
34 Hurt	+10	□□□□	□□ □□	
42 Injured	+15	□□□□	□□ □□	
50 Crippled	+20	□□□□	□□ □□	
<small>All movement actions are one grade more difficult. Free actions count as Simple actions, etc.</small>				
58 Down	+40	□□□□	□□ □□	
<small>Virtually incapacitated, you may speak only with a whisper. Free actions are possible, provided the wound does not prevent them. Movement actions are possible provided the wound does not prevent them and if a void point is spent</small>				
66 Out		□□□□	□□ □□	
<small>Immobile, unconscious and probably dying. It is not possible to take any action or even to speak</small>				
74 Dead		□		
				Earth = 3 + The Force of Honour (Daidoji)

### Wound Tracker

Healthy		□□□□	□□□□	□□□□	
		□□□□	□□□□	□□□□	
31 Nicked	+3	□□□□	□□□□	□□	
43 Grazed	+5	□□□□	□□□□	□□	
55 Hurt	+10	□□□□	□□□□	□□	
67 Injured	+15	□□□□	□□□□	□□	
79 Crippled	+20	□□□□	□□□□	□□	
<small>All movement actions are one grade more difficult. Free actions count as Simple actions, etc.</small>					
91 Down	+40	□□□□	□□□□	□□	
<small>Virtually incapacitated, you may speak only with a whisper. Free actions are possible, provided the wound does not prevent them. Movement actions are possible provided the wound does not prevent them and if a void point is spent</small>					
103 Out		□□□□	□□□□	□□	
<small>Immobile, unconscious and probably dying. It is not possible to take any action or even to speak</small>					
115 Dead		□			
					Earth = 6