

NPC vs. NPC QUICK KILL SYSTEM

Attacker XP's	Target XP's					
	0	300	500	1000	1500	2000
0	0	-1	-2	-3	-4	-5
300	1	0	-1	-2	-3	-4
500	2	1	0	-1	-2	-3
1000	3	2	1	0	-1	-2
1500	4	3	2	1	0	-1
2000	5	4	3	2	1	0

Apply IC and other appropriate modifiers (Cannot See, etc.) as normal.

Roll 2d10 + Mods	Effect of Attack
2	NE
3	NE
4	NE
5	NE
6	NE
7	NE
8	NE
9	NE
10	Discard
11	Discard
12	Injured
13	Injured
14	Serious
15	Serious
16	C+U
17	Dead
18	Dead
19	Dead
20	Dead
Disregard Stun. All injuries include "Discard."	