

Installation/features

1. Drop all files in scripts into base game
-



1. Player Ragdoll on Damage
 - When the player takes damage (health drops), the character enters a ragdoll state for a few seconds.
 - Safe: Won't trigger while on horseback, in vehicles, or if already ragdolling.
 - Cooldown prevents repeated ragdolls in quick succession.

2. Bleeding Out Mechanic

- Starts bleeding when player health drops below 100
- Slowly drains health until death if no intervention.