

ARM

- 1 Your weapon smashes into your opponent's fingers, numbing them. For the next round, all of your opponent's **Weapon Skill Tests** are **Challenging (-10%)**.
- 2 Your weapon crushes your opponent's hand, forcing an immediate **Challenging (-10%) Toughness Test** in order to avoid dropping anything held in that hand.
- 3 Your weapon glances off your opponent's elbow, sending an electric shock down the length of the arm. Your opponent must make a **Hard (-20%) Toughness Test** or drop whatever is held in that hand.
- 4 Your weapon smashes into your opponent's biceps, forcing an immediate **Very Hard (-30%) Toughness Test** to avoid dropping whatever is held in that hand. In addition, your opponent's **Strength** is reduced by 1 for 1d10 rounds.
- 5 Your weapon crashes into your opponent's shoulder, causing whatever is held in that hand to be dropped. For the next 1d10 rounds, all of your opponent's **Weapon Skill Tests** are **Hard (-20%)**.
- 6 Your weapon smashes into your opponent's fingers, fracturing 1d10/2 of them. Your opponent's **Weapon Skill** (if this is the dominant hand) and **Agility** are reduced by 3% for each finger fractured for the next 1d10/2 weeks, unless magical healing is obtained.
- 7 Your blow crushes your opponent's hand, fracturing several metacarpals. The hand is useless until medical attention is received, and without magical healing all of your opponent's **Weapon Skill Tests** are considered **Hard (-20%)** as the bones heal during the next 1d10/2 weeks. Reduce **Agility** by 10% during this time.
- 8 Your weapon crashes into your opponent's wrist with a resounding crack. Anything held in the wrist is dropped and the hand hangs loosely at an odd angle. In addition, your opponent must make an **Hard (-20%) Will Power Test** or become too caught up in the pain to take any actions during the next 1d10/2 rounds. Passing the test reduces his **Weapon Skill** by 20% during the next 1d10/2 rounds.
- 9 Your weapon smashes into your opponent's forearm, fracturing its bones with a satisfying snap. Anything held in the hand is dropped, and your opponent must make an **Hard (-10%) Toughness Test** or drop to his knees in agony, unable to do anything but groan for 1d10/2 rounds. Passing the test reduces your opponent's **Weapon Skill** to 20% for 1d10/2 rounds as he is distracted by the pain. In the absence of magical healing, the bones require 1d10/2 weeks to heal, during which time **Strength** is reduced by half.
- 10 Your weapon crushes your opponent's elbow, splintering the joint and leaving it hanging from the upper arm with altogether too much mobility. Anything held in the hand is dropped, and the only action your opponent may take during the next 1d10 rounds is to scream in a most unmanly fashion. If no magical or mundane healing is obtained within 1d10 hours, the forearm will be lost, permanently reducing **Strength** by half. *GM Note:* if mundane healing is obtained, reduce **Strength** by 10% permanently from stiffness and muscular atrophy.
- 11 Your blow smashes into your opponent's shoulder, dislocating it. Nauseating waves of pain force him to spend the next 1d10 rounds vomiting. Until a successful **Hard (-20%) Heal Test** is performed to reduce the dislocation, the arm is useless. In addition, the injured arm must be held against the body with the elbow bent; any disruption in this position causes your opponent to spend the next 1d10/2 rounds paralyzed by excruciating pain. Even after obtaining healing, the arm must spend 1d10/2 weeks in a sling or face a permanent **-20%** to **WS**.
- 12 Your weapon smashes into your opponent's shoulder, stretching and tearing the brachial plexus, a bundle of nerves that supply the arm. The arm hangs limply, dislocated and paralyzed, and no amount of magical or mundane healing can restore its function. It will slowly wither as the muscles atrophy from non-use over the next 1d10 weeks. Reduce **Strength** by half, permanently.
- 13 Your weapon crashes into your opponent's shoulder, rending the humerus from its ligamentous insertions onto the scapula and stunning your opponent for 1d10 rounds. The limb is useless, hanging loosely by a few shredded bands of sinew and muscle, and your opponent must make a **Hard (-20%) Toughness Test** each round or fall unconscious. Magical or mundane healing must be obtained within 1d10 rounds or your opponent will die, but no amount of healing will restore the arm. If your opponent survives, **Weapon Skill** is reduced by 20% for 1d10 weeks because of lingering pain and stiffness, regardless of which arm is the dominant one. **Strength** is reduced by half, permanently.
- 14 Your weapon shatters your opponent's arm and carries large shards of bone and tissue through the ribcage and into the lungs. Shocked, your opponent coughs up a torrent of bright red blood before finally slumping to the ground. Death is inevitable in 1d10/2 rounds.
- 15 Your weapon demolishes the shoulder joint, rending bone and sinew before crashing through the ribcage. Your opponent falls to the ground, convulses once, and then never moves again.

HEAD

- 1 Your weapon glances off the side of your opponent's head, causing a loud ringing noise that reduces his **Weapon Skill** by 10% next round.
- 2 Your blow glances off your opponent's cheekbone, momentarily disorienting him. In addition to losing his attacks next round, your opponent will gain a black eye for 1d10 days.
- 3 Your weapon glances off the bridge of your opponent's nose, causing the eyes to water. For the next 1d10/2 rounds, all of your opponent's **Weapon Skill Tests** are considered **Challenging (-10%)**.
- 4 Your weapon smashes into the meat of your opponent's neck, straining the trapezius muscle. For the next 1d10/2 rounds, all of your opponent's **Weapon Skill Tests** are considered **Hard (-20%)**.
- 5 Your weapon lands a solid blow to the side of your opponent's head, bursting the eardrum. Your opponent must make a **Challenging (-10%) Will Power Test** or spend the next round groaning in pain as blood runs in small rivulets down the side of the head. As the eardrum reseals itself over the next 1d10/2 weeks, reduce any **hearing-based Perception Tests** by 20%.
- 6 Your blow connects to the side of your opponent's head with a sickening thud. Concussed, your opponent falls to the ground and must take a **Hard (-20%) Toughness Test** once per round until passed. During this time, the only action your opponent may take is to stare at all the pretty lights. Should your opponent survive combat, he must make a **Challenging (-10%) Toughness Test** or suffer amnesia until magical healing is obtained.
- 7 Your weapon fractures your opponent's nose; forcing an immediate **Hard (-20%) Toughness Test** to avoid spending the next 1d10/2 rounds taking no actions other than spitting out blood. Passing the test means that your opponent is only stunned for a single round. If no medical attention is sought and the nose heals on its own, subtract a permanent 1d10% from **Fellowship**.
- 8 Your blow crashes into the jaw of your opponent, shattering 1d10 teeth. Your opponent must spit out one tooth per round (consuming one **Attack**) until all of the shattered teeth are gone. Reduce **Fellowship** by 1% for each shattered tooth.
- 9 Your weapon crashes into your opponent's jaw, dislocating it. All combat characteristics (**WS**, **BS**, **S**, and **T**) are reduced by 20% from the pain, and any further **Critical Hits** are increased in severity by +1 until either magical or mundane healing is obtained.
- 10 Your weapon slips under the jaw and smashes into your opponent's neck, glancing off the trachea. For the remainder of combat, your opponent emits a squeaking noise as he gasps against a spasmed airway, and he must make a **Hard (-20%) Toughness Test** each round or lose a cumulative 10% from his combat characteristics (**WS**, **BS**, **S**, and **T**). When any one of these characteristics reaches zero, your opponent falls unconscious.
- 11 Your weapon crushes your opponent's orbit, causing a blow-out fracture. Your opponent loses consciousness, and **1d10 Wounds** are lost per round until medical attention is received; if magical healing is not received within 1d10 hours, the eye is lost. Mundane healing may staunch the bleeding and prevent further wound loss, but can not salvage the eye. Neither can it prevent infection, which occurs if the character fails a **Hard (-20%) Toughness Test**.
- 12 With a noise strangely reminiscent of a gong, your blow turns your opponent's head at an odd angle, cracking the spine where it joins to the base of the skull. Your opponent falls unconscious, and will die if magical healing is not obtained in 1d10/2 hours. Should magical healing be obtained, the character must make an immediate **Very Hard (-30%) Toughness Test** or face permanent paralysis from the neck down. If the test is passed, the character is not paralyzed but does suffer a permanent 10% loss to **Intelligence**, **Will Power**, and **Fellowship** from brain damage.
- 13 Your weapon smashes into the side of your opponent's head, causing internal hemorrhaging. Surprisingly, the only discernible result is a minor nosebleed. Your opponent suffers no penalties and may act normally until the end of 1d10/2 rounds, at which time he suddenly falls over dead.
- 14 Your weapon caves in the side of your opponent's skull with a nauseating crunch. Death is inevitable, and your opponent spends the next 1d10 rounds -- the rest of his life! -- convulsing in small circles on the ground.
- 15 Your weapon crushes the skull of your opponent like an egg-shell, spattering both of you with blood and grey matter. Death is immediate.

BODY

- 1 Your weapon glances off your opponent's abdomen, wounding him. During the next round your opponent may only take a half action as he recovers.
- 2 Your weapon glances off your opponent's ribcage, forcing an immediate **Challenging (-10%) Toughness Test** to avoid suffering a **-10%** penalty to all actions during the next round.
- 3 Your blow strikes your opponent squarely in the solar plexus, knocking the wind from him. For the next round, the only action your opponent may take is a **Hard (-20%)** attempt to parry.
- 4 Your weapon strikes your opponent in the abdomen, forcing an immediate **Very Hard (-30%) Toughness Test** to avoid spending the next round doing nothing other than vomiting. If he passes the test, he may only take a single half action next round.
- 5 Your blow smashes into your opponent's side beneath the arm, contusing several ribs. All actions during the next 1d10/2 rounds are considered **Hard (-20%)**.
- 6 Your weapon crashes into the left flank of your opponent, contusing his spleen. As blood wells up within the organ, your opponent suffers a cumulative **-5%** per round to his **Weapon Skill** characteristic. When **WS** reaches zero, your opponent must make a **Challenging (-10%) Toughness Test** each round or fall unconscious.
- 7 Your weapon lands a solid blow to the ribcage with a satisfying crunch. All of your opponent's actions are considered **Hard (-20%)** for the next 1d10 rounds as he guards his contused ribs.
- 8 Your weapon crashes into your opponent's groin, causing him to fall to his knees with a high-pitched squeal. Your opponent is considered helpless for the next 1d10/2 rounds, incapacitated from the blinding pain. Should your opponent survive the battle, he must make a **Hard (-20%) Toughness Test** or be rendered impotent. If your opponent is female, she is allowed a **Very Hard (-30%) Toughness Test** reduce the amount of rounds she is incapacitated to 1.
- 9 Your blow drives hard into your opponent's abdomen, forcing all of the air out of his lungs. Your opponent must make a **Hard (-20%) Will Power Test** to avoid fleeing combat immediately. If successful, all tests for the next 1d10 rounds are considered **Hard (-20%)** and your opponent must make an immediate **Hard (-20%) Toughness Test** to maintain control over his bowels to avoid soiling himself.
- 10 Your weapon crashes into your opponent's side, cracking several ribs and driving them into internal organs. Blood loss increases at a rate of **1 cumulative Wound per round** until your opponent falls unconscious at the end of 1d10 rounds. Wound loss, of course, continues, and further critical hits are rolled on the Sudden Death table (count "Flee" results as "Death").
- 11 Your blow smashes into the middle of your opponent's clavicle, snapping it in two. There is a 50% chance that one of the fragments has punctured a lung. If this occurs, magical healing must be obtained within 1d10 rounds or death is inevitable. If the lung is not punctured, reduce all combat characteristics (**WS, BS, S, T**) by 20% until magical or mundane healing is obtained.
- 12 Your opponent twists to avoid your blow, but it crashes against his back, fracturing the spine. Your opponent falls to the ground, unable to move his legs. Further attacks and parries are considered **Very Hard (-30%)**. An additional **1d10 Wounds** are lost per round from internal bleeding and your opponent must make a **Hard (-20%) Toughness Test** each round to avoid falling unconscious. If no magical healing is obtained in 1d10 rounds, your opponent dies. Should your opponent survive, he is permanently paralyzed from the waist down (reduce **Movement** score to zero), gains **1d10 Insanity Points**, and is plagued by recurrent nightmares forcing him to relive the trauma.
- 13 Your blow lands with a resounding crack against your opponent's sternum, fracturing it and compressing the heart beneath. Unbeknownst to your opponent, the shearing force has lacerated one of his coronary arteries. As blood fills the pericardial sac, your opponent will lose a cumulative **-15%** to all of his combat characteristics (**WS, BS, S, and T**) each round. When one of these characteristics falls below zero, your opponent falls to the ground, dead -- regardless of any attempts at magical or mundane healing.
- 14 Your blow smashes into the chest of your opponent, cracking the sternal plate and tearing through the tissue of the lungs. Your opponent staggers backward, coughs up a gout of frothy dark fluid, and collapses unconscious. Death is inevitable in 1d10/2 rounds.
- 15 Your blow crashes into your opponent's chest, caving it in. You must make a successful **Challenging (-10%) Agility Test** to withdraw your weapon from the chest cavity of your dead opponent.

LEG

- 1 Your blow glances off your opponent's knee, sending him off balance. Reduce **Weapon Skill** by 10% for the next round. Should your opponent survive, hereafter this knee will always stiffen 24 hours before a coming storm.
- 2 Your weapon glances off your opponent's hip, forcing an immediate **Challenging (-10%) Agility Test** to avoid falling unceremoniously on his rump. If the test is passed, your opponent may only take a half action next round.
- 3 Your blow strikes the side of your opponent's knee, twisting it inward. Reduce **Weapon Skill** by 20% during the next round as your opponent attempts to avoid supporting himself on that leg.
- 4 Your blow glances off your opponent's shin. Your opponent must make an immediate **Very Hard (-30%) Will Power Test** to avoid dropping his weapon and forfeiting all actions next round as he hops around on one leg.
- 5 Your blow smashes into the meat of your opponent's thigh, driving him down on one knee. Your opponent must attempt a **Hard (-20%) Agility Test** once per round in order to stand. Until the test is passed, your opponent may only take half actions, and all parry attempts are **Challenging (-10%)**.
- 6 Your weapon crashes into your opponent's hip, bringing him down to the ground. Your opponent is unable to regain his footing for 1d10/2 rounds, during which time all actions are considered **Hard (-20%)**.
- 7 Your blow smashes into your opponent's foot, fracturing his great toe. Your opponent looks down at his foot, then back at you, and then must make a **Hard (-20%) Will Power Test** or flee combat at a **Movement** score of 1 less than normal. Should he pass the test, all actions for the next 1d10 rounds are considered **Hard (-20%)**.
- 8 Your blow crushes your opponent's foot, fracturing several metatarsals. Your opponent drops to his knees and must stay there for the remainder of combat, as he is unable to bear weight on his injured foot. During this time, **Weapon Skill Tests** are considered **Hard (-20%)** and **Movement** is reduced by 2.
- 9 Your blow shatters your opponent's ankle, and he collapses unceremoniously to the ground. Your opponent must make a **Very Hard (-30%) Will Power Test** to avoid doing nothing other than grabbing the ankle and screaming for 1d10/2 rounds. Regardless of the outcome, your opponent's **Movement** score is reduced by 2 and all combat characteristics (**WS, BS, S, and T**) are reduced by 10% for the remainder of combat.
- 10 Your blow shatters your opponent's shin, and he collapses in a heap, rolling on the ground for 1d10/2 rounds. Blinded by the pain, he may not take any actions at all during this time. Even if your opponent survives and obtains magical or mundane healing, **Movement** is permanently reduced by 1.
- 11 Your blow shatters the kneecap. Your opponent drops to the ground clutching his knee and his throaty screams echo across the battlefield. He is incapacitated for the remainder of combat, and the pain is so intense that he must make an immediate **Hard (-20%) Will Power Test** to avoid losing bladder control. Should your opponent survive and obtain magical or mundane healing, **Movement** is permanently reduced by 1.
- 12 Your blow connects solidly in the middle of the leg, and with an audible "pop," your opponent's knee joint bends in the wrong direction. He collapses, incapacitated from the pain, and must make a **Very Hard (-30%) Toughness Test** each round or fall unconscious. If magical or mundane healing is not obtained within 1d10 hours, the leg below the knee is lost. Reduce **Movement** by half, permanently.
- 13 Your blow crashes into the meat of your opponent's thigh, fracturing the femur and lacerating the femoral artery. Your opponent crumbles in a heap, unconscious, and his leg turns purple and swells visibly, right before your eyes. Death will occur if no magical or mundane healing is obtained in 1d10 rounds. No amount of healing may save the leg, however; even if your opponent survives, his **Movement** score is permanently reduced to 1.
- 14 Your blow smashes into your opponent's hip, driving the femur from its socket with a loud snap. Your opponent collapses to the ground; a large, slick white bone adorned with shredded tendons protrudes gracelessly from the ruins of his hip. The chest continues its ragged rise and fall in the midst of a rapidly expanding pool of blood until death occurs in 1d10/2 rounds.
- 15 Your weapon crushes the pelvis of your opponent, driving large shards of bone into the descending aorta. Your opponent collapses to the ground in a heap, and dies shortly after a brief, gurgling moan escapes his lips.