

JOSEF'S EXTENDED CRITICAL HITS

-- rough draft --

Wound levels and recovery of Wounds

Although there are players who feel that the whole Wounds system is flawed, creating an artificial and unrealistic buffer between taking hits and taking actual injury, even going so far as to suggest various other methods to depict trauma, I have intentionally kept this system to make it easier for everyone to use my charts, keeping most of the basics from the WFRP rulebook.

One of the most controversial items in the WFRP equipment list is the infamous Healing Poultice, a hideously effective and extremely unrealistic item that has been banned or severely altered by many player groups so as not to unbalance the game and remove the grim and gritty nature of WFRP combat. I have chosen to alter it significantly, making it much less effective but still useful. I have also modified the Healing Draught and revised magical healing in various ways.

The two different levels of being wounded remain basically unchanged:

- If a character has fewer than all his Wounds but more than three Wounds left he is Lightly Wounded. This represents relatively minor injuries such as bruises, sprains and pulled muscles, shallow cuts and gashes that lead to pain and minor blood loss but have not severely damaged muscles or organs, first degree burns with painful blisters, plain fatigue, etc. There is little risk of infection and you need little more than rest to recover fully. A Lightly Wounded character will wake up each morning feeling every ache and pain, being far from his usual healthy self and at risk of taking more severe injuries should he enter another fight in such a sorry state. When something happens, such as a new combat or any situation requiring a skill or attribute roll, the burst of adrenaline and the distraction will make you forget your misery momentarily, so you do not suffer any penalties apart from the fact that you are much closer to the Heavily Wounded state. The default natural healing rate is one Wound per day.
- If a character has between zero and three Wounds he is Heavily Wounded. By now he has taken large flesh wounds, bone-deep bruises with possibly some minor rib fractures, major burns, etc, but still not any really crippling injury. At this stage there is a risk of infection and proper medical care becomes more important. The default rate of healing is one Wound per week.

Natural healing and basic medical care:

Natural Healing: A character who receives no medical care will recover Wounds at a rate of one per day, of Lightly Wounded, or one per week, if Heavily Wounded. If the GM feels particularly nasty he may rule that lack of proper rest and food or such unhealthy environments as jungles will reduce this rate. If it is important to know when the Wounds are recovered they are recovered by the end of each day/week, usually when the character wakes up the next day.

The Heal Skill – Lightly Wounded: A wounded character may receive the benefits of successful use of this skill once per day, if Lightly Wounded, recovering 1d10 Wounds. Each healer may make one attempt per day per wounded character, each attempt taking approximately fifteen minutes. (Yes, this means that another healer may make an attempt if the first healer fails.) This represents binding bruised ribs and sprains tightly, proper cleaning, minor stitching, smearing ointments on burns and bandaging the injuries with clean fabric as well as making sure the wounded character gets rest and water (or at least a severe lecture on the importance of taking it a little easier the next time he picks a fight). If for some reason it is important to know when the Wounds are recovered the GM may rule that they are recovered either the next morning or incrementally throughout the next 24 hours.

The Heal Skill – Heavily Wounded: A Heavily Wounded character may receive the benefits of successful use of this skill once after each incident in which he has taken Wounds, whether already Heavily Wounded or reduced to it by the fresh trauma, as well as once after each time he has recovered one Wound through natural healing. This represents stitching up gaping slashes, the use of big bandages and possibly a hot iron to disinfect and prevent further loss of blood, splinting bad sprains and suspected fractures (although note that this does not represent the actual critical injury fractures described later, merely indicating that the wounded character looks like a rather miserable mummy, complete with groans, when the doctor is through with him), etc. Only one attempt may be made per day, regardless of the number of available healers, and takes approximately one hour. (Since it usually involves stitching and other procedures that cannot easily be improved on once a healer is finished another healer cannot make his own attempt if the first fails.) One Wound is recovered for each successful use and may be regarded as returned immediately once the healer is finished.

Note that it doesn't really matter if the skill is aided by the Surgery Talent, which only provides a bonus to the skill. The Talent will be essential for dealing with critical hits though, which will be described later.

Healing Draught: A Healing Draught is basically a painkiller, usually a mix of laudanum, weirdroot, alcohol and other drugs mixed with whatever herbs and other ingredients the pharmacist or old midwife who made it thinks will do the patient any good. Although it doesn't really heal any of the damaged tissue represented by the loss of Wounds it does allow you to forget or ignore the fact that you're fatigued and in pain. This has the effect of, immediately upon drinking it, restoring 4 Wounds to a Lightly Wounded character. It has no effect on a Heavily Wounded person. If you drink two Draughts in a single day you suffer a -10% penalty to your Int, WP and Fel, as you experience a mild "high", starting to take great interest in the colour of the dirt at your feet, telling your friends how much they mean to you and similarly odd behaviour. Drinking three Draughts in a single day extends the penalty to your battle skills and Ag as well as you start losing motor control as well as your common sense. In addition, there is a risk that you become addicted to Draughts if you overindulge in this manner. Roll a Very Easy (+30%) T test and a Very Easy (+30%) WP test. Should you fail both you have become addicted and will suffer a penalty of -10% to your WP and Fel on each day that you do not get at least one Draught as you become jittery, irritable and shaky.

A Draught is contained in a small clay or glass vessel, usually sealed with wax, and will last for months without any loss of effectiveness even if stuffed into the bottom of some adventurer's pack.

Healing Poultice: A Poultice is mix of various substances with a mainly antimicrobial effect, such as mouldy bread (a crude form of penicillin), spider webs and more or less poisonous ingredients such as mercury that will hopefully kill off any bacteria before killing the patient. These ingredients are added to a base of dung, boiled cow urine or some similar foul but easily malleable gunk, resulting in a warm stinking sludge that is pressed onto an injury, carefully packed into the wound and then tied in place with a piece of cloth or other suitable material (various hedge wizards, druids and old crones insist that for best effect large leaves held in place with vines or root fibres are required). This of course makes the wearer smell rather bad but may well save his life. In the dirty and unhealthy world of WFRP all open wounds or similar injuries usually produce copious pus and heal slowly due to the wound being contaminated with microorganisms. Proper use of a Poultice will rid the injury of these and allow it to heal more quickly if used before the wound has crusted over and begun closing on its own.

Poultices have no effect on Lightly Wounded characters, apart from the smell. A Heavily Wounded character, if treated with a Poultice before he has had any chance to regain a Wound from natural healing (usually one week), will halve the time it takes it to recover Wounds from natural healing, from a week to 3½ days. To effectively apply a poultice a successful Heal skill test is required, which must be performed after the character has lost one or more Wounds (either taking him to Heavily Wounded or making sure he stays Heavily Wounded after having already been down to # Wounds or less before the new injury) but before he has regained any Wounds from either natural or magical but not counting any Wounds regained from successful use of the Heal skill. In fact, the healer may use the same test to both treat the character as described above (recovering one Wound) and apply the Poultice. The Poultice stays on for one full day and a new test may be attempted the next day if the first test failed, with a new Poultice. The benefit of the Poultice lasts until the next time you take an injury or until you are no longer Heavily Wounded, whichever comes first.

A Poultice needs to be fresh and cannot be stored in a pack for more than a few hours before becoming useless. Ingredients can be bought for the same price as a ready Poultice but must be prepared properly, mixing the substances together and finding a suitable base (usually from a friendly cow) to boil down, which takes about half an hour and only needs either the Heal or Trade (Apothecary *or* Herbalist) skill although no roll is necessary to prepare it, only to apply it.

Short Summary – Wound levels, natural healing and basic medical care

- *If a character has between 0 and 3 Wounds left he is Heavily Wounded (HW); if he has 4 or more but less than his full Wounds attribute he is Lightly Wounded (LW).*
- *Natural healing recovers 1 Wound per day if the character is LW, per week if HW.*
- *The Heal skill, if successfully used, recovers d10 Wounds if the character is LW, 1 Wound if HW.*
- *A Healing Draught recovers 4 Wounds if the character is LW, none if HW. Multiple Draughts in a single day brings penalties. Draughts stores well.*
- *A Healing Poultice doubles the natural healing rate if the character is HW. Poultices need to be fresh.*

Quick summary of the time it takes to go from 0 Wounds to 4 Wounds (and thus going from Heavily Wounded to Lightly Wounded) depending on available aid:

- *Natural healing only: 4 weeks.*
- *Natural healing plus Heal skill: 2 weeks (1W on the first day from the skill, 1W after the first week from natural healing, then another 1W from a second use of the skill since you have now benefitted from natural healing and can use it again, then the final 1W from natural healing after a further one week).*
- *Natural healing plus Heal skill and Poultice: one week (1W on the first day from the skill, then 1W after 3½ days from natural healing aided by Poultice, another 1W immediately thereafter from a second use of the skill since you have now benefitted from natural*

healing, then the last 1W from natural healing after a further 3½ days).

- ***Magic and Heal skill: three days (1W first day from Heal skill plus another 1W from a spell, then a further 1W from additional spells once each day on the second and third day). See below for further information on magical healing.***

Magical Healing:

Magical healing is very effective but the various spells work in very different ways. Some of them are more akin to advanced surgery than anything else while other merely lends the body strength to speed up natural healing. The healing can be both a recovery of lost Wounds and, like the use of the Surgery Talent, a means to mitigate the effects of critical hits. The different forms of magical healing are divided into categories depending on what they do.

If not mentioned otherwise these spells can benefit an injured subject a maximum of once per day or once after each encounter in which Wounds were lost (whichever is more often) *for the purpose of regaining lost Wounds*. An unsuccessful casting may not be tried again *by the same caster* if an initial attempt to cast fails, but another magician can also make the attempt, or (at the GM's discretion) the original magician can use a Fortune Point to make another attempt.

For the purpose of mitigating the results of critical hits any number of successful spells may be cast although this will not restore additional Wounds and unsuccessful attempts may not be repeated by the same caster. Thus, if a character receives two critical hits during a fight, both requiring magical attention in order not to, for example, bleed to death or have to live with a crippled leg or whatever the effect was, he may receive the mitigating effects of a spell twice the same day from the same caster, once for either injury, although he'll only regain a single Wound that day (since the damage was inflicted during a single encounter).

Any one spell performed to mitigate the results of critical effects affects all results *stemming from a single hit* against that area. Most critical hits only have a single effect although some cause multiple effects (such as both a muscle/tendon injury and heavy bleeding). All critical results effects other than those caused by the same hit must be treated separately, even if inflicted against the same area (such as two separate hits both causing critical results in the same arm). Ordinary Wounds loss usually stems from multiple hits in multiple areas but for the purpose of regaining lost Wounds this is disregarded. It might be seen as the magical energies of the spell diffusing throughout the body in a diluted form to heal the blood-loss, fatigue and minor scrapes represented by the loss of Wounds rather than the more focused energies used to repair the deeper and more serious injuries represented by critical hits.

Quick-heal spells: These spells merely speed up the body's natural healing processes while doing little else. Thus, an improperly set fracture will heal crooked while large amounts of scar tissue forming in an untreated wound may well result in reduced function. Their use is thus mainly for recovering Wounds while their usefulness for treating critical hit effects is much reduced.

A quick-heal spell can heal only a maximum of 1 Wound at a time *if* the injured subject is Heavily Wounded. If the subject is Lightly Wounded he recovers a number of Wounds as described for each spell in the original rules.

This category of spells includes Blessing of Healing (Petty Divine Magic) and Rhya's Comfort (Lore of Taal and Rhya).

Blessing of Healing (Petty Divine Magic) only works on Lightly Wounded characters but can be combined with a more powerful spell on the same day, breaking the rule of being benefitted *for the purpose of regaining lost Wounds* only once per day or encounter by magical healing. (The purpose of this rule is to make this spell less unreasonably powerful compared to more powerful and difficult spells when treating Heavily Wounded characters.)

Repair-heal spells: These spells do more than simply speed up the natural healing process. The magician can sense the "wrongness" of the injury and guide the magical energies in such a way that the ends of severed blood-vessels, tendons and muscle-fibres seek each other out, fractured bones align and fuse, and internal organs mend. The magician does not necessarily understand how the injured tissues and organs he senses work, or even what they do, but he can still make sure that they regain their function.

A repair-heal spell can heal only a maximum of 1 Wound at a time if the injured subject is Heavily Wounded, just as for quick-heal spells. They may also mitigate the effects of critical hits, as described under the injuries section later.

This category of spells includes The Beast Made Well (Lore of Beasts), Healing of Hysh (Lore of Light), Earth Blood (Lore of Life), Cure Wounds (Lore of Shallya) and Healing Hand (Lore of Sigmar).

Miracle-heal spells: These spells are the most powerful healing spells available, not quite capable of raising the dead but performing feats of healing, such as reattaching severed limbs and repairing major nerve damage or horrific internal injuries, which are truly miraculous.

The effects of these spells are mainly that they more or less totally mitigate even severe effects of critical hits, as described under the injuries section later. If the description of the spell in the rules also includes the recovery of Wounds then there is no limit to the number of Wounds regained even if the injured subject is Heavily Wounded.

Miracle-heal spells also ignore the usual rules regarding the necessity of having to treat multiple critical effects separately. This kind of spell affects *all* critical effects a character is suffering from, in many cases even partly or fully repairing older injuries.

This category of spells includes Boon of Hysh (Lore of Light) and Golden Tears (Lore of Shallya). In the case of the latter spell it is suggested the GM allows it to be cast without a time limit, just as if it was one of the more regular healing spells (unless specifically stated in either the injury chapters or critical hit chart results). The reason behind this suggestion is that it seems strange that the Shallyan Lore (dedicated to a goddess of healing) should be less useful and rather limited in comparison to the spells of the Light College magical lore.

Special case spells: These are spells that fall into none of the above categories but have uses that include helping the injured.

Cure Disease (Lore of Shallya) is extremely useful for all wounds that become infected. The exact effects of this spell in any given situation are described under the injuries section later.

Cure Blight (Lore of Life) is a somewhat less powerful antimicrobial spell, granting 2d10 individuals a bonus of +20% on any T tests they have to take required by any infections (described below) caused by wounds. For "ordinary" disease the effect is as described in the WFRP rulebook.

Cauterize (Lore of Fire) can be used to stop bleeding, at least if the injury is reachable by touch, the situation becoming significantly more complicated if there is internal bleeding. The exact effects in any given situation are described under blood loss part of the injuries section later.

Short summary on magical healing:

- *For the purpose of regaining lost Wounds a healing spell may be attempted only once by the same caster for each day or encounter in which injury was suffered. If cast for the purpose of mitigating critical hit effects any one caster may still only attempt to cast once per day/ encounter and injury (each injury being all the critical effects caused by a single hit) but is allowed to cast any number of successful spells (once for each injury) for this purpose although no further Wounds will be recovered.*
- *Blessing of Healing (Petty Divine Magic) and Rhya's Comfort (Lore of Taal and Rhya) are all so called Quick-heal spells, which does nothing but recover Wounds for the injured subject, usually having little effect on critical hits effects. A maximum of 1 Wound can be recovered per use if the subject is Heavily Wounded. Blessing of Healing (Petty Divine Magic) only works on Lightly Wounded subjects.*
- *The Beast Made Well (Lore of Beasts), Healing of Hysh (Lore of Light), Earth Blood (Lore of Life), Cure Wounds (Lore of Shallya) and Healing Hand (Lore of Sigmar) are so called Repair-heal spells, which apart from recovering Wounds can also mitigate the effects of critical hits. A maximum of 1 Wound can be recovered per use if the subject is Heavily Wounded.*
- *Boon of Hysh (Lore of Light) and Golden Tears (Lore of Shallya) are so called Miracle-heal spells, which have no limit on the number of Wounds recovered, whether Heavily Wounded or not, and heavily mitigate the effects of critical hits. Unlike quick-heal and repair-heal spells a single miracle-heal spell affects all critical effects a character is suffering from.*
- *Cure Disease (Lore of Shallya), Cure Blight (Lore of Life) and Cauterize (Lore of Fire) are special case spells with special effects with regard to infections and bleeding, respectively.*

Infections

Infections are divided into categories, some of which progress from one category to another as an infection spreads, for example a local wound infection that turns into septicaemia.

Risk of infection from being Lightly Wounded: Normally no rolls are necessary to test for infection when a character is Lightly Wounded. At the GM's discretion a test may be made if a Lightly Wounded character received his injuries under particularly unhygienic circumstances, such as in a sewer or fighting against Skaven, Undead or followers of Nurgle. In that case treat the character as being Heavily Wounded for purposes of infection, described below.

Risk of infection from being Heavily Wounded: With deep wounds or major loss of skin or tissue the body becomes much more vulnerable to infection. (Note that there is no extra penalty to any tests for having taken a critical hit unless the critical hit result specifically mentions it. These rules effectively replace the optional rules from the WFRP Companion supplement regarding wound and surgical infections.)

The morning after an encounter in which Wounds were taken that brought the character to the Heavily Wounded level he must pass a Very Easy (+30%) T test. If a successful Heal test has been performed on him he may re-roll a failed test once. If a Healing Poultice has been successfully applied he may re-roll a second time.

Failure means that his wounds have been infected and he will begin to suffer the effects of a Minor Wound Infection. The location of the injury is unimportant unless the infection was caused by a critical hit.

Minor Wound Infection: A minor infection gives fever and weakness. Though feeling quite miserable, the character will be able to function, although with a penalty of -10% to all tests. The effects will last for d10/2 days. After that time he will have to take a Very Easy (+30%) T test (disregarding the -10% penalty) with the same re-rolls as before if a Heal test and/or Poultice has been successfully applied at any time between the start of the infection and then. (If the rules for the number of Heal tests allowed did not allow a new Heal test during that time an extra test may be made for the purpose of treating the infection *only* and will not restore any further Wounds.) A successfully cast Cure Disease or miracle-heal spell will immediately cure the infection completely. Surgery will have no effects whatsoever at this stage.

If the new Toughness test is successful the character will recover completely with no further ill effects. If the test is failed the infection will have spread and becomes a Septicaemia.

Septicaemia: This is what is sometimes called blood-poisoning or sepsis and refers to a systemic infection in which bacteria have entered the bloodstream and spread throughout the body. It is an often lethal condition for which only a strong constitution or magic will help.

Once Septicaemia sets in the character's condition rapidly progresses, gaining a penalty of an additional -10% to all tests for each period equal to his TB in hours. Once the penalty reaches -30% the next period makes him Helpless (as per the WFRP rules page 133), unable to perform any actions while he grows delirious and burns with fever.

(The GM might permit the character to make a Hard (-20%) T or WP (whichever is higher) test per turn, a success allowing him to perform a half-action on that turn. He may only attempt this for a number of turns equal to his TB before he must rest (counting as helpless again) for ten turns before

making another attempt. If he spends a Fortune Point he gets to make a full action that turn. This will allow even very sick characters a chance to react to events or perform heroic acts even while very ill.)

After d10 days of helplessness the character needs to pass a Hard (-20%) T test (disregarding the previous penalties) or die. Sacrificing a Fate Point will automatically count as a success, of course! If the character survives he will recover slowly, starting at a penalty of -30% to all tests and lessening this penalty by 10% for each period of time equal to one week minus one day per each point of TB (although no more often than once per day).

Poultices and Draughts will have no effects whatsoever. Surgery or normal Heal tests will not affect the progress of Septicaemia. The bacteria have already spread and are multiplying while effective ingested antibiotics are unknown in the Old World. A successful Cure Disease spell will count as a successful test and begin the recovery immediately, although starting at a penalty of only -20%. A miracle-heal spell will cause an instant full recovery.

Abscess (local wound infection): This is a name for a pus-filled space forming when a deep infection has been contained without spreading and becoming an outright septicaemia, and can result from certain critical effects. Unlike the Minor Wound Infection the location of the causing injury is important and it may be drained and cured through surgical means.

Although an abscess can form anywhere, for the purpose of these rules we'll deal only with those located in the limbs and head. An abscess will contain aggressive bacteria that will eat away at the tissues until defeated by the body's immune system or it is drained which will create a less bacteria-friendly environment in the wound, allowing the body to battle the infection more effectively. Sometimes nothing helps and septicaemia develops; sometimes bones and joints are eaten away and largely destroyed before the infection departs.

If the Abscess forms in an arm the character will suffer a penalty of -20% to all tests performed with that arm (-10% if performed with both arms) due to pain and swelling. If the Abscess forms in a leg the character will suffer a penalty of -2 to M and -20% to Dodge Blow tests. If the Abscess forms in the head area he will suffer a penalty -20% to any Int, WP or Fel tests due to severe headache and fever.

After d10/2 days the character will have to make a T test. Success will mean the abscess will disappear, with the penalties first halved and then totally gone after an additional d10/2 days. Failure will mean that the abscess remains and new tests will have to be made each d10/2 days until the infection has resolved one way or another. Failure by more than three degrees (meaning you failed the roll by more than 30%) will mean the infection has started to eat away at joints, bones and other tissues, making the penalty to any arm or leg permanent, while an Abscess located in the head area will become a Meningitis as well as permanently lower the character's Fel by -20% due to horrible scarring with parts of the face or skull missing, assuming he survives. If this happens to a limb Abscess the character will have to make a new T test after an additional d10/2 days. Failure will result in Septicaemia while success means the infection is gone, though the permanent penalties remain due to the damage done.

A Cure Disease spell will immediately cure an abscess at any stage, although any permanent penalties will remain. Any miracle-cure spells will not only cure the abscess but also remove any permanent penalties caused by it. (It is suggested the Golden Tears spell be allowed on any character who still suffers from an ongoing infection.) A repair-heal spell cast on a limb or head suffering permanent penalties will halve the penalty if cast within four weeks of the penalty debut.

A successful Heal test with the Surgery Talent (which will take approximately fifteen minutes including puncturing the abscess with a sharp knife, kneading the swelling to make sure you get all the

pus out and then washing the wound with alcohol; if the abscess has caused permanent penalties a much more thorough operation with removal of all dead tissue will be necessary, taking at least one hour) will heal the abscess, although any permanent penalties will remain. A Poultice will have no extra effect since the injury will be too deep for packing with a Poultice. A Draught will have no effect at all.

(A character with only the Heal skill without the Surgery Talent may attempt puncturing an Abscess before it has caused permanent penalties. This test will count as Difficult (-10%) and failure will result in the wounded subject suffering a penalty of -10% to his next Abscess-induced T test due to having introduced new bacteria into the wound.)

Meningitis: Meningitis is an infection of the brain (strictly speaking of the surrounding membranes) and can rapidly progress to be lethal within a matter of hours (strictly speaking it depends on the bacteria in question but I'm writing for dramatic effect here). It can occur either as a result of direct injury to the cranial area with ensuing contamination, or as a result of an infection elsewhere spreading.

Meningitis works exactly like a Septicaemia except he'll have to roll for survival after 3d10 hours rather than d10 days once helpless. Mundane and magical healing has the same effects or lack of effects.

If the character survives there is a risk of brain damage. Unless he passes a Very Easy (+30%) T test he'll have to roll d10 and consult the chart below:

1-5 *My head hurts:* A few brain cells died but they were not any important ones. If the GM feels sadistic he may decide that the character has lost a minor memory or two, suddenly discovering that he doesn't know his address or some such annoying occurrence later on.

6 *Cognitive Impairment:* The character suffers the loss of a few IQ points, reducing his Int characteristic by d10%.

7 *Motor Skill Reduction:* The character suffers a loss of balance and dexterity due to damage to his cerebellum (hind brain), reducing his Ag characteristic by d10%.

8 *Speech Loss:* Although still capable of making all the right sounds, the character can no longer produce adequate sentences and words due to damage to his speech centre. He becomes effectively mute. (Strictly speaking you rarely see an isolated expressive aphasia like this since there is usually also a loss of receptive as well as expressive function when this area is damaged but that is too hard to both represent in rules and to role-play, and I'm aiming for dramatic effect here...)

9 *Partial Paralysis:* One side of the character's body suffers a loss of strength and coordination. (Flip a coin for which side.) Although not completely paralyzed, he will suffer a penalty of -10% to all physical attributes and tests, doubling the penalty if an action is completely dependent on the limbs from the affected side (such as using a weapon in the affected hand) and halving his M characteristic, counting all Dodge Blow tests as Hard (-20%).

10 *Major Brain Damage:* The poor character turns into a vegetable, suffering a reduction of -30% to all his mental attributes, slipping into a permanent coma if any of them is reduced below zero.

Only miracle-heal spells can heal brain damage injuries, and the GM should rule that they must be performed within days or weeks of the debut (in the case of the Golden Tears spell while the infection is still ongoing) or they will become permanent regardless of any magic (although sacrificing a Fate Point will do the trick). The GM who feels nice may also declare that some sorts of physical therapy

(practically unknown in the Old World except possibly among Elven healers or mystical Cathayan monks) can mitigate the effects over time.

(Whenever “physical attributes” are mentioned, this refers to WS, BS, S, T and Ag while M, W and A are unaffected unless specifically specified. Likewise, “mental attributes” does not include Mag but only Int, WP and Fel.)

Pneumonia: Pneumonia is an infection of the lungs, resulting in fluids gathering in the lung and making breathing more difficult. Although usually caused by person-to-person contact or secondary to some other illness or weakness of the body (such as a flu) it can also happen due to injury, often as a secondary effect due to person not being able to take deep breaths or cough, for example due to rib fractures, which will allow bacteria to accumulate and multiply in the airways.

A character with Pneumonia will be weak and feverish, with laboured breathing and usually a nasty cough that produces lots of phlegm and/or pus. He’ll suffer a penalty of -20% to all tests. After d10/2 days he’ll have to pass a Routine (+10%) T test (disregarding the -20% penalty) or progress to full Septicaemia (where he’ll already be at the -20% stage). If he passes he’ll recover and the penalty will decrease at a rate of 5% for each full day of rest.

Mundane healing, Draughts and Poultices have no effect. A successful Cure Disease or miracle-heal type spell will instantly cure a Pneumonia, the former at a recovery rate twice as fast, the latter with instant recovery.

Short summary on infections:

- ***A Heavily Wounded character must pass a Very Easy (+30%) T test or suffer a Minor Wound Infection. Successful Heal tests or use of Poultices allow re-rolls. If infected he will suffer a penalty of -10% to all tests and have to make another test in d10/2 days to recover. Failure means the infection progresses to Septicaemia.***
- ***Septicaemia increases the penalty by an extra -10% per TB hours until it has reached -30% whereupon the character becomes Helpless. After d10 days he will have to pass a Hard (-20%) T test to survive, recovering at a rate of 10% per (7-TB) days. Only the Cure Disease spell or a miracle-heal spell is an effective treatment.***
- ***An Abscess will result from some critical hit results and gives a penalty of -20% to any tests requiring use of the limb affected (-20% to Int, WP and Fel if the head is affected), also taking a penalty of -2 to his M if a leg is affected. The character will have to pass a T test after d10/2 days to recover, recovering at a rate of first half the penalty upon passing the test and the rest of the penalty after d10/2 days. Failure means the Abscess remains and a new test must be made after d10/2 days. Failure by more than three degrees will cause a leg or arm infection to suffer a permanent penalty and a head infection to progress to Meningitis as well as cause a permanent penalty of -20% to Fel due to scarring. If a limb suffers permanent penalties an additional T test must be passed after d10/2 days to heal the Abscess or the infection will become a Septicaemia. Either a successful Cure Disease spell or Heal test with the Surgery Talent will heal an Abscess but any permanent penalty already incurred will remain. Miracle-heal spells will completely erase both infection and any permanent penalties. Repair-heal spells will halve the permanent penalty if cast within four weeks.***
- ***Meningitis works like Septicaemia except a roll for survival is required after 3d10 hours rather than d10 days and there is a risk of brain damage.***

- *Pneumonia causes a penalty of -20%. After d10/2 days a Routine (+10%) T test will have to be passed to recover at a rate of 5% for each full day of rest. Failure will result in Septicaemia. The Cure Disease or any miracle-heal spell will instantly cure Pneumonia, the former at a recovery rate twice as fast, the latter with instant recovery.*

Critical Hit Effects

This chapter deals with the various forms of injury that may result from a critical hit. They are divided into categories such as fractures, bleeding, etc. Each category is dealt with in regard to effects on the injured subject and the various means with which to treat the injury in order to mitigate its effects. Note that is possible for a critical hit to inflict multiple kinds of injury at the same time, such as added bleeding due to other trauma.

Each section lists a particular form of injury, such as fractures, usually also dividing each form into several degrees of severity. Each subsection then describes the effects of the injury and the various ways in which to deal with it depending on available forms of healing.

IMPORTANT! Generally, penalties from various different injuries are not cumulative. For any given situation you use the most severe penalty. If your arm is badly slashed it doesn't really matter much if you're also bleeding heavily or are suffering the effects of a collapsed lung when you try to take a swing at an opponent. The exception is injuries to the same limb where damage to different "subsystems" would combine to make life even more difficult for the poor victim, although the GM may choose to ignore this to make things simpler. Thus, having your arm both fractured (Fracture) and badly slashed (Muscle/Tendon Damage) would result in a double penalty when trying to use it. Other penalties stemming from injuries to other parts of the body would not further affect the function of the arm unless the penalties from them were more severe than the arm injuries.

IMPORTANT! Although the text makes frequent references to penalties "to all tests" this DOES NOT AFFECT TOUGHNESS TESTS unless it is specifically mentioned in the text! Since many T tests are taken for various causes while suffering penalties of one degree or another, this would make such tests too difficult. Also, a penalty to tests DOES NOT AFFECT ATTRIBUTES OR SECONDARY ATTRIBUTES DERIVED FROM THEM! Thus a penalty to Strength tests does not affect SB, unless specifically mentioned in the test. If the penalty is to the attribute score directly the text will state this.

Important terms!

"Time to heal period" – this is a term that refers to the time it takes for a critical injury to heal. There is a default time which may be altered, usually by magic (which will speed it up or even end it) or surgery (which will usually require the period to start all over again from day one). The sections for each type of injury will tell if the injured limb or body part can be used at all during the time to heal period and if any permanent penalties remain afterwards.

"Fine manipulation" – this refers to manual dexterity; the kind needed to pick locks, perform surgery, write legibly and similar tasks. The GM has the final say in what this includes. If only one hand is affected by penalties (as in the case of most injury-related penalties) it is suggested that the penalty be halved if the character can make reasonable use of his other hand in aid of the task.

"Improperly healed" – this refers to an injury where the healing process is over but has not managed to give the subject his full function back. This term thus applies after the time to heal period is over. If the text instead speaks of "having begun to heal improperly" the time to heal period is not yet over but will result in reduced function once it is, unless successful (usually surgical or magical) measures are taken. Note that after the time to heal period, you are indeed *healed*, just not successfully so. The opposite of an improperly healed injury is of course a properly healed injury, usually causing no permanent penalties after the time to heal period.

“Battle skill” – this refers to WS and BS, most penalties affecting both. The GM might rule that any penalty to battle skill also affects WP for purposes such as Channelling tests to make sure magic-users also get penalized by injuries.

FRACTURES

The first section of this chapter is a rant on what fractures represent, mostly in order to give the average real world reader an idea of why they are bad things to happen in the Old World where good orthopaedics don't really exist. For a detailed look on the rules, skip the first section and go straight to Minor Fractures. For a considerably briefer look at the rules, go straight to the short summary. If you hate rules, go to the simplified version placed last in the chapter. If you're the GM and don't want to bother with keeping track of the various injuries of lowly Goblin opponents, go to the “Sword Fodder Version Rules”.

The Fluff:

A fracture is a broken bone. The two ends of the fractured bone may be more or less dislocated from each other or the fracture may be stable with little dislocation, the ends fitting together nicely in less complicated cases. Since the bones are attachment points for muscles the muscles lose their ability to apply leverage when what was formerly a stable platform for that leverage suddenly comes loose; trying to use a limb with a fracture is not merely painful but may cause additional damage as fractured stumps grind against each other or tear up surrounding tissues. A fracture in a limb thus results in complete loss of function until healed.

The reduced function of an improperly healed fracture (and the body can usually make even two extremely misaligned ends fuse even though the healed bone may well look like a pretzel) is a result of many things, including muscles that can no longer apply proper leverage due to the attachment points suddenly being more or less misplaced, damage to joints due to a whole new load situation that they are not designed to take, etc.

Most people with the Heal skill in WFRP have experience setting and splinting fractures but sometimes more intimate knowledge of skeletal anatomy and assessing a fracture's arrangement, both before and after attempts at setting, as well as techniques for more complicated immobilization and splinting, is required. This is represented by the Surgery Talent and use of it does not necessarily involve an actual operation.

Fracture (Arm): A fractured arm is useless for most tasks except possibly some minor use of the fingers, although very little in the way of force can be applied. If the fracture is of the lower arm it usually is enough to splint the lower arm although a sling greatly helps to immobilize it and keep it out of further harm's way. An upper arm fracture requires a sling since having it dangling is simply too painful.

Fracture (Hand): A fractured hand is useless for fine manipulation and combat since it cannot properly grip anything. The most that can be accomplished is tucking objects under the arm or nudging and pushing them across a surface since the rest of the arm retains its function.

Fracture (Leg): A fractured leg cannot be used for walking or supporting oneself. Properly splinting a fracture of the lower leg usually includes immobilizing the foot and sometimes the knee joint since the muscles directing them attach to the lower leg in such a way as to make use painful. Likewise, a fracture of the upper leg is best handled lying down and keeping still since splinting the hip joint between leg and body is effectively impossible.

Fracture (Foot): This can represent anything from a severe sprain to a complicated fracture of the many bones inside the foot. Like a fractured leg, a fractured foot cannot be used for walking or supporting oneself. An improperly healed foot fracture can be very painful as the whole weight of the body tries to rest on the disordered remains of what was a very remarkably designed load bearing structure.

Fracture (Hip): This is break either of the uppermost part of the femur in one of several possible ways, although for the purpose of these rules the term also includes fractures of the pelvic part of the joint, the “cup” that holds the femur in place against the rest of the pelvis.

Minor Fracture:

This represents a fracture with little dislocation or in some part of the body that tends to correct any misalignment on its own over time, such as “greenstick” fractures or uncomplicated wrist and ankle fractures.

Default time to heal is four weeks for a Minor Fracture. If properly healed full function is regained; until then the character is effectively one-armed or one-legged (although see the rules for crutches in the Loss of Limb chapter). Improper healing will result in a penalty of -5% to battle skills (for an arm); or any tests requiring fine manipulation but not to battle skills (for a hand); or a permanent reduction of -1 to M (for a leg or foot).

Natural healing: The character must pass an Easy (+20%) T test at the end of the first week for the fracture to heal properly. A successful Heal test performed within that first week will count as an automatic success and no T test will be necessary. If the character spends a significant amount of time (GM’s call) in activities that will not allow the fractured limb enough rest and immobilization (such as sitting on a horse with a leg fracture) the time to heal will double.

Surgical healing: If the fracture has begun to heal improperly a Heal test with the Surgery Talent may be performed at any time during the time to heal period after the first week, involving deliberately re-fracturing the bone. This requires the time to heal period to start all over again but a successful test will allow full function to be regained once the fracture has healed. Failure will result in so much extra callus forming that any additional tests will suffer a cumulative penalty of -20% for each failed previous attempt. Failure by more than three levels (meaning you missed the roll by more than 30%) will make the Minor Fracture count as a Major Fracture.

Magical healing: Any quick-heal spell will halve the remaining time to heal, reducing it by half again for additional successful casting, down to a total minimum of ¼ of the original time (one week). Any repair-heal spell performed before the fracture has healed will allow full function to be regained immediately. Any miracle-heal spell performed at any time, even long after the fracture has healed, will immediately restore function and remove any penalties caused by the Minor Fracture.

Major Fracture:

This represents a more complicated fracture requiring proper setting and splinting in order not to heal crookedly in such a way as to cause severe impairment in form of stiffness and limited mobility.

Default time to heal is six weeks for a Major Fracture. If properly healed full function is regained; until then the character is effectively one-armed or one-legged (although see the rules for crutches in the Loss of Limb chapter). Improper healing will result in a penalty of -10% to battle skills (for an arm); or -10% to battle skills and -10% to any tests requiring fine manipulation (for a hand); or a permanent reduction of -1 to M and a penalty of -10% to all Dodge Blow tests (for a leg or foot).

Natural healing: A successful Difficult (-10%) Heal test performed within the first week of healing will be required for the fracture to heal properly. If the character spends a significant amount of time (GM's call) in activities that will not allow the fractured limb enough rest and immobilization (such as sitting on a horse with a leg fracture) the time to heal will double.

Surgical healing: If the fracture has begun to heal improperly a Heal test with the Surgery Talent may be performed at any time during the time to heal period after the first week, involving deliberately re-fracturing the bone. This requires the time to heal period to start all over again but a successful test will halve the permanent penalties once the fracture has healed. (The penalty to M will disappear if the success was by two levels or more.) Failure will result in so much callus forming that no more attempts may be made.

Magical healing: Any quick-heal spell will halve the remaining time to heal; this only applies once. Any repair-heal spell performed during the first week will ensure proper healing without permanent penalties; if performed after the first week but before the time to heal period has ended it will halve any penalties incurred by improper healing and halve the remaining time to heal; if performed after the fracture has healed it will have no effect. Any miracle-heal spell performed during the time to heal period will immediately end the time to heal period and remove any penalties caused by the Major Fracture; if performed after the time to heal period it will immediately halve any permanent penalties.

Severe Fracture:

This represents a horrific injury with multiple fragments of bone, utterly smashed joints, jagged ends of bone piercing the flesh, or similar very complicated fractures. If untended, such an injury will lead to gangrene and death unless an amputation is performed.

There is no default time to heal since such an injury cannot heal by itself. With blood-vessels and nerves damaged and bacteria thriving in the ruined and dying tissues only strong magic can rescue the injured limb. The character is effectively one-armed or one-legged (although see the rules for crutches in the Loss of Limb chapter).

Natural healing: If left untended gangrene will set in within 10/2 days, which means the character will suffer the effects of Septicaemia. However, as long as the source of the gangrene (meaning the injured limb) remains to continually feed the infection, *no recovery is possible!* Successful tests for survival will merely mean that the character remains in a helpless state and will have to roll again the next day, never gaining more than one extra day of survival for each success. (Sacrificing a Fate Point for survival at this stage will always mean that an amputation was somehow performed.)

Surgical healing: An amputation may be performed at any time. This requires a successful Heal test with the Surgery Talent. If successfully performed before Septicaemia sets in, the subject must pass a Normal T test or suffer a Minor Wound Infection (see the Infections chapter). If Septicaemia has already set in he will gain a +20% bonus to his test for surviving the Septicaemia (meaning the bonus will cancel out the test being Hard, making it a Normal T test). An amputation may be performed without the Talent or even the Heal skill, usually with a big axe and a source of fire for cauterization, but this will require that the subject of this rough-and-ready battlefield amputation pass a Normal T test or die from shock and blood loss, after which he will still have to roll for infection, just as with the surgically performed variety.

Magical healing: The Cure Disease spell will grant the subject one extra day of survival, but will not cure the Septicaemia unless the injured limb is first removed, but will cure any infection afterwards. Quick-heal spells are useless. Successful use of any repair-heal spell will remove the injury as an ongoing source of infection (because the bacteria will no longer have all that dead tissue to thrive in, meaning the subject will recover normally from Septicaemia if making a successful test

for survival, although note that the repair-heal spell does not cure the infection which is separate from the injury) but will leave the limb numb and crippled with a total loss of function. A miracle-heal spell will immediately cure both any infection and restore some of the limb's function, leaving the character with a penalty of -20% to battle skills and tests requiring fine manipulation (for an arm) or -2 to M and -20% to Dodge Blow tests (for a leg).

Hip Fracture:

These fractures are nasty special cases because of the difficulty of setting them properly, and tend to heal crookedly with a resulting loss in mobility. (Modern surgery involves removing and replacing the whole joint with artificial materials, a rather messy operation where you dig deeply into the poor patient, something the surgeons in the Old World lack both the skills and technology to do.) They mostly happen to the elderly and are a rare occurrence in the critical hit charts.

Default time to heal is six weeks. An improperly healed Hip Fracture will result in a penalty of -2 to M and -20% to all Dodge Blow tests. Until healed, the character is effectively one-legged (although see the rules for crutches in the Loss of Limb chapter).

Natural healing: If the character passes a Difficult (-10%) T test after the first week, the permanent penalty for an improperly healed Hip Fracture is halved once the fracture has healed. Passing the test by more than two levels (more than 20%) will result in a complete recovery without penalties once the fracture has healed. Failure will incur the full penalty after the time to heal period.

Surgical healing: With access to both the Surgery Talent and equipment for traction (basically a bed in which the subject has to stay for the whole healing time period, with the leg attached to a weight by a rope strung across a pulley to hold the leg stretched) a Hard (-20%) Heal test may be attempted if applied within the first week. Success will decrease the penalty as for Natural Healing, including the chance of full recovery for two levels of success.

Magical healing: Any quick-heal spell will halve the remaining time to heal; this only applies once. Any repair-heal spell performed during the first week will ensure proper healing without permanent penalties; if performed after the first week but before the time to heal period has ended it will halve any penalties incurred by improper healing and halve the remaining time to heal; if performed after the fracture has healed it will have no effect. Any miracle-heal spell performed during the time to heal period will immediately restore function and remove any penalties caused by the Major Fracture; if performed after the time to heal period it will immediately halve any permanent penalties.

Short summary of Fractures:

Minor Fracture: *Default time to heal is four weeks. An improperly healed fracture will cause a penalty of -5% to tests requiring use of that hand/arm or -1 to M for an improperly healed leg.*

- ***Minor Fracture, Natural Healing:*** *An Easy (+20%) T test is required after the first week for proper healing. A successful Heal test performed within that time also suffices.*
- ***Minor Fracture, Surgical Healing:*** *If a fracture has begun to heal improperly a successful Heal test with the Surgery Talent at any time during the time to heal period after the first week will require the time to heal period to start all over again but will allow full function to be regained once the fracture has healed. Failure will result in a cumulative penalty of -20% to further tests. Failure by more than three levels will make the Minor Fracture count as a Major Fracture.*

- *Minor Fracture, Magical Healing: Any quick-heal spell will halve the remaining time to heal, to a minimum of one week total. Any repair-heal spell performed before the fracture has healed will allow full function to be regained immediately. Any miracle-heal spell performed at any time, even long after the fracture has healed, will immediately restore full function.*

Major Fracture: *Default time to heal is six weeks. An improperly healed fracture will cause a penalty of -10% to tests requiring use of that hand/arm or a -1 to M and -10% to all Dodge Blow tests for an improperly healed leg fracture.*

- *Major Fracture, Natural Healing: A successful Difficult (-10%) Heal test is required during the first week of the time to heal period for proper healing.*
- *Major Fracture, Surgical Healing: If a fracture has begun to heal improperly a successful Heal test with the Surgery Talent at any time during the time to heal period after the first week will require the time to heal period to start all over again but will halve any permanent penalties caused by the fracture (removing the -1 M penalty if the success was by two levels or more). Failure will make further attempts impossible.*
- *Major Fracture, Magical Healing: Any quick-heal spell will halve the remaining time to heal once, to a minimum of three weeks. Any repair-heal spell performed during the first week will ensure proper healing; if performed after the first week but before the time to heal period has ended it will halve any penalties incurred by improper healing and halve the remaining time to heal; if performed after the fracture has healed it will have no effect. Any miracle-heal spell performed during the time to heal period will immediately restore full function; if performed after the time to heal period it will immediately halve any permanent penalties.*

Severe Fracture: *No recovery is allowed from Septicaemia induced by a Severe Fracture unless the limb is amputated or healed with a repair-heal or miracle-heal spell.*

- *Severe Fracture, Natural Healing: Septicaemia from gangrene will set in after d10/2 days. Successful rolls to survive merely grants one extra day of life per roll.*
- *Severe Fracture, Surgical Healing: Amputation requires a successful Heal test with the Surgery Talent, granting a Normal T test to avoid a Minor Wound Infection if performed before Septicaemia sets in, or a +20% bonus to the roll to survive Septicaemia if it has already set in. An amputation may be performed without either Surgery Talent or Heal skill but this will require that the subject pass a Normal T test or die from shock and blood loss, after which he will still have to roll for infection.*
- *Severe Fracture, Magical Healing: The Cure Disease spell will count as a successful role to survive the Septicaemia, but will not cure it unless the injured limb is first removed or healed by a repair-heal or miracle-heal spell. Quick-heal spells have no effect. Successful use of any repair-heal spell will remove the injury as an ongoing source of infection (meaning the subject may roll to recover from Septicaemia normally) but will leave the limb numb and crippled with a total loss of function. A miracle-heal spell will immediately cure both any infection and restore some of the limb's function, leaving the character with a penalty of -20% to battle skills and tests requiring fine manipulation (for an arm) or -2 to M and -20% to Dodge Blow tests (for a leg).*

Hip Fracture: *See main text, since this is such an unusual injury not deserving of taking up space in a short summary.*

Alternate simplified version of Fractures:

- *A Minor Fracture incapacitates a limb for four weeks. If no successful Heal tests are performed within one week this period increases to six weeks due to improper splinting and bandaging. A quick-heal spell will halve the time. A repair-heal or miracle-heal spell will immediately restore full function.*
- *A Major Fracture incapacitates a limb for six weeks and will afterwards cause a permanent penalty of -10% to all tests requiring use of the arm or -1 to M and -10% to Dodge Blow tests, depending on whether it happened to an arm or a leg. A successful Heal test with the Surgery Talent or any repair-heal or miracle-heal spell performed during the incapacitation period will remove this penalty. A quick-heal spell will halve the incapacitation period but not remove any penalties.*
- *A Severe Fracture requires either amputation or healing by a repair-heal or miracle-heal spell. Until that happens the subject will have to start rolling T tests for survival every day after d10/2 days as gangrene sets in. A repair-heal spell will stop the gangrene but the limb will be useless. A miracle-heal spell will immediately restore full function.*
- *A Hip Fracture incapacitates the leg for six weeks and will afterwards cause a penalty of -2 to M and -20% to Dodge Blow tests. A successful Heal test with the Surgery Talent, repair-heal or miracle-heal spell will remove any penalties, although the two former only if performed within the incapacitation period.*

Sword Fodder Version Rules for Unimportant NPCs:

- *A Minor Fracture incapacitates the limb and forces the NPC to pass a WP test or retreat from the battle.*
- *A Major Fracture makes the NPC fall to the ground clutching his injury, effectively stunned for the duration of the battle.*
- *A Severe Fracture makes the NPC helpless for the duration of the battle and it may be assumed he doesn't live long afterwards.*

MUSCLE/TENDON DAMAGE

This chapter deals with severe damage to muscles and the tendons attaching muscles to the underlying bone. Some injury to muscle tissue might take place even at the Lightly Wounded and Heavily Wounded but not yet critical stages but are at that level only minor “flesh-wounds” rather than incapacitating injuries that partly or wholly sever entire muscles or muscle groups.

Compared to fractures these injuries can be seen as less serious at first glance, often allowing some degree of function that would have been impossible with a fracture, due to other muscle-groups or remaining muscle-fibres taking up some of the strain. On the other hand, the thing about severed muscles and tendons is that they tend to remain severed, the ends shrivelling up and contracting away from each other unless expertly reattached through surgical or magical means. Thus, although the immediate effects may be less, the loss of function may be more enduring.

Minor Muscle/Tendon Damage:

This represents either a major gash in an important muscle that parts a large fraction of its muscle-fibres but does not entirely sever it, or damage to tendons that does not entirely sever them.

Minor Muscle/Tendon Damage (Arm) results in a penalty of -20% to all tests based on battle skills or S (including when calculating SB) although that penalty may be halved when performing tasks that require both hands (such as wielding a two-handed weapon).

Minor Muscle/Tendon Damage (Hand) results in a penalty of -20% to all tests based on battle skills or requiring fine manipulation although that penalty may be halved when performing tasks that require both hands (such as wielding a two-handed weapon or picking a lock).

Minor Muscle/Tendon Damage (Leg) results in a penalty of -2 to M and -20% to Dodge Blow tests, as well as any tests requiring extensive use of the legs, such as climbing.

The default time to heal is four weeks after which the penalty is halved for a further four weeks before disappearing entirely as the injured muscles regain their former strength.

Natural Healing: Successful application of a Healing Poultice will reduce the first time to heal period to three weeks. Apart from that no further benefit is possible from the Heal skill unless it is performed with the aid of the Surgery Talent since the healer lacks the skill and knowledge to do the special stitching required adapting and closing torn muscle rather than merely stitching the skin.

Surgical healing: A successful Heal test with the Surgery Talent will reduce the first time to heal period to two weeks if performed within the first week of receiving the injury.

Magical healing: A quick-heal spell will halve either the first or second time to heal period, depending on when it is performed; both periods if performed twice. A repair-heal spell will instantly end either the first or second time to heal period, depending on when it is performed; both periods if performed twice. A miracle-heal spell will instantly remove all penalties.

Major Muscle/Tendon Damage:

This represents either a major muscle or important tendons being entirely severed with the ends completely separated.

Major Muscle/Tendon Damage (Arm) results in a penalty of -30% to all tests based on battle skills or S (including when calculating SB) although that penalty may be halved when performing tasks that require both hands (such as wielding a two-handed weapon).

Minor Muscle/Tendon Damage (Hand) results in a penalty of -30% to all tests based on battle skills or requiring fine manipulation although that penalty may be halved when performing tasks that require both hands (such as wielding a two-handed weapon or picking a lock).

Minor Muscle/Tendons Damage (Leg) results in a penalty of -2 to M and -30% to Dodge Blow tests, as well as any tests requiring extensive use of the legs, such as climbing.

The default time to heal is four weeks after which the penalty is reduced to -20% to tests and -1 to M respectively, which will be permanent.

Natural healing: Successful application of a Healing Poultice will reduce the time to heal period to three weeks. Apart from that no further benefit is possible from the Heal skill unless it is performed with the aid of the Surgery Talent since the healer lacks the skill and knowledge to do the special stitching required adapting and closing torn muscle rather than merely stitching the skin.

Surgical healing: A successful Heal test with the Surgery Talent will reduce the permanent penalty to -10% to tests and no penalty to M if performed within the first week after receiving the injury.

Magical healing: A quick-heal spell will halve the time to heal period but will not reduce any penalties. A repair-heal spell will reduce the permanent penalty to -10% to tests and no penalty to M if performed at any time within the time to heal period. A miracle-heal spell will remove all penalties if performed within the time to heal period or reduce the permanent penalty to -10% to tests and no penalty to M if performed later.

Severe Muscle/Tendon Damage:

This represents damage affecting an entire muscle group, severely limiting function in the injured limb, such as severing the hamstrings entirely or cutting all the tendons on the back of the hand.

Severe Muscle/Tendon Damage (Arm) results in the arm becoming effectively useless, although some limited mobility remains (such as being able to extend the arm without being able to flex it). The fingers are still working and the hand can still grip. This will make it impossible to, for example, wield a sword although it's still possible to hold it dangling by one's side.

Severe Muscle/Tendon Damage (Hand) results in the hand becoming effectively useless for most manipulation and gripping even if some fingers can still either flex or extend to a limited degree.

Severe Muscle/Tendon Damage (Leg) results in the leg becoming effectively useless for anything but hopping on one leg at an M of 1 (although see the section on crutches in the Loss of Limb chapter). The leg can still, with some difficulty, be used for supporting one's weight but cannot exert enough strength to properly walk or run.

There is no default time to heal since this loss of function is permanent without surgical or magical intervention.

Natural healing: Although Heal tests and Healing Poultices will reduce the risk of infection, as described in the Infections chapter, there are no further benefits.

Surgical healing: A successful Heal test with the Surgery Talent will reduce the loss of function from total to the level of the penalties described under Major Muscle/Tendon (i.e. -30% to tests and -2 to M). This test must be performed within the first week after taking the injury and the reduction will come into effect six weeks after the test (effectively a time to heal period of six weeks), remaining permanently thereafter.

Magical healing: A quick-heal spell will have no effect on the loss of function; instead it will count as one week having already passed after receiving the injury, making further surgical healing impossible and limiting the time available for effective magical healing with more powerful spells. A repair-heal spell performed within four weeks after taking the injury will have the same effect as successful surgical healing, as described above. A miracle-heal spell performed within four weeks after taking the injury will restore function completely; if performed at any time after that it will have the same effect as successful surgery. (In these cases the time to heal period represents slowly regaining muscle strength rather than actual heal time.)

Short summary on Muscle/Tendon Damage:

Minor Muscle/Tendon Damage: *Default time to heal is four weeks. Until that time has passed the injury causes a penalty of -20% to all tests requiring use of the injured arm/hand (including for calculation of SB); -20% to Dodge Blow tests and -2 to M for an injured leg; after the time to heal period the penalty is halved; after a further time to heal period the penalty disappears entirely.*

- *Minor Muscle/Tendon Damage, Natural Healing: Successful use of a Healing Poultice reduces the first period to three weeks.*
- *Minor Muscle/Tendon Damage, Surgical Healing: Successful use of the Heal skill with the Surgery Talent reduces the first period to two weeks if performed within one week after receiving the injury.*
- *Minor Muscle/Tendon Damage, Magical Healing: A quick-heal spell will halve either period, depending on when it is performed; both if performed twice. A repair-heal spell will instantly end either period, depending on when it is performed; both if performed twice. A miracle-heal spell will instantly remove all penalties.*

Major Muscle/Tendon Damage: *Default time to heal is four weeks. Until that time has passed the injury causes a penalty of -30% to all tests requiring use of the injured arm/hand (including for calculation of SB); -30% to Dodge Blow tests and -2 to M for an injured leg; after the time to heal period the penalty is halved but the remaining penalty is permanent.*

- *Major Muscle/Tendon Damage, Natural Healing: Successful application of a Healing Poultice will reduce the time to heal period to three weeks.*
- *Major Muscle/Tendon Damage, Surgical Healing: A successful Heal test with the Surgery Talent will reduce the permanent penalty to -10% to tests and no penalty to M if performed within the first week after receiving the injury.*
- *Major Muscle/Tendon Damage, Magical Healing: A quick-heal spell will halve the time to heal period. A repair-heal spell will reduce the permanent penalty to -10% to tests and no penalty to M if performed within the time to heal period. A miracle-heal spell will remove all penalties if performed within the time to heal period or reduce the permanent penalty to -10% to tests and no penalty to M if performed later.*

Severe Muscle/Tendon Damage: *This cripples the affected limb permanently unless surgical or magical healing is provided.*

- *Severe Muscle/Tendon Damage, Natural Healing: No benefit.*
- *Severe Muscle/Tendon Damage, Surgical Healing: A successful Heal test with the Surgery Talent performed within one week of taking the injury will, after a time to heal period of six*

weeks, reduce the loss of function from total to the level of the penalties described under Major Muscle/Tendon (i.e. -30% to tests and -2 to M).

- *Severe Muscle/Tendon Damage, Magical Healing: A quick-heal spell will have no effect on the loss of function; instead it will count as one week having already passed after receiving the injury, making further surgical healing impossible and limiting the time available for effective magical healing with more powerful spells. A repair-heal spell performed within four weeks after taking the injury will have the same effect as successful surgical healing, as described above. A miracle-heal spell performed within four weeks after taking the injury will restore function completely; if performed at any time after that it will merely have the same effect as successful surgery.*

Alternate simplified version of Muscle/Tendon Damage:

- *Minor Muscle/Tendon Damage causes a penalty of -20% to all tests requiring use of the affected limb (including -20% to Dodge Blow tests and -2 to M if the affected limb is a leg). This penalty is halved after four weeks and disappears after a further four weeks. Surgical healing or a quick-heal spell will halve the time; a repair-heal or miracle-heal spell will immediately restore full function.*
- *Major Muscle/Tendon Damage will make the affected limb useless for four weeks. After that it will cause a permanent penalty of -20% to all tests requiring use of the affected limb (including -20% to Dodge Blow tests and -2 to M if the affected limb is a leg). Surgical healing or a repair-heal spell will halve the penalty. A miracle-heal spell will remove the penalty altogether.*
- *Severe Muscle/Tendon Damage will make the affected limb permanently useless. Surgical healing or a repair-heal spell will turn the injury into a Major Muscle/Tendon Damage. A miracle-heal spell will remove the effects altogether.*

Sword Fodder Version Rules for Unimportant NPCs:

- *A Minor Muscle/Tendon Damage will make the limb useless for the duration of the battle and forces the NPC to pass a WP test or retreat from the battle.*
- *A Major Muscle/Tendon Damage makes the NPC fall to the ground, clutching the injury, effectively stunned for the duration of the battle. He will be permanently crippled if he survives.*
- *A Severe Muscle/Tendon Damage makes the NPC helpless for the duration of the battle and will cripple him permanently if he survives. If the GM feels mean he may add fatal bleeding from a severed artery to make sure the NPC doesn't survive.*

BLEEDING

This chapter deals with blood-loss and its effects. All bleeding is defined as a combination of two factors; the speed with which you lose blood and how difficult it is to stop the bleeding. For example, veins and small arteries bleed less than major arteries and the bleeding from having a hand severed is considerably easier to stop than internal bleeding from a damaged spleen.

Thus, all bleeding will be defined as a split severity, such as Major/Internal Bleeding or Minor/Easy Bleeding.

Amount of bleeding can be *Minor*, *Major* or *Severe*. Difficulty of stopping bleeding can be *Easy*, *Regular*, *Hard* or *Internal*.

IMPORTANT! If a character suffering the effects of bleeding also has other injuries causing penalties they are NOT cumulative! Instead you simply use the higher penalty on any particular turn. For multiple injuries causing bleeding you also use only the higher penalty but each bleeding will have to be stopped separately. For example, a character has taken a Minor Muscle/Tendon Damage to his sword-arm, causing a penalty of -20% to his battle skills and reducing his SB by -2 when using that arm. He also takes a Minor Bleeding injury and after a number of turns start to feel the effects of it, suffering a penalty of -10% to his battle skills, S and Ag. He will now suffer the higher of the two penalties (from the arm wound) when using his injured arm while taking the smaller penalty for any other tests using WS, BS, S or Ag (from the bleeding). Once the penalties from the bleeding have accumulated to a staggering -30% the injury from the arm will no longer be significant in comparison to the extreme dizziness and weakness caused from such severe blood-loss; he'll be very unlikely to be able to hit anyone anyway.

Minor rant: A few words on the matter of tourniquets...

Contrary to popular conception and not a few Hollywood depictions a tourniquet is not a miracle-cure for bleeding. It is sometimes just fine for cases where a limb has been amputated but rarely otherwise. What a tourniquet does is cut off the flow of blood from *all* blood-vessels in the limb, not merely the injured ones. (The medical term for multiple vessels supplying the same area is *collaterals* and these can often provide sufficient blood to a limb even if the major artery supplying it has been severed.) Thus, if the injured limb has not been entirely severed (and is thus not in any need of a blood-supply) it will soon find itself starved of blood and begin to take damage. One none-too-perfect solution is to loosen the tourniquet every once in a while to allow blood to enter the limb but this will also allow renewed bleeding (very likely since the wound will probably not have clotted properly, having had no supply of extra clotting factors and fibrin from a continuous passage of blood through the area) and will still very likely cause damage to the limb anyway. The pressure necessary is in most cases also quite large, an inappropriately applied tourniquet doing little except compress the veins rather than the more important arteries. In some areas the arteries also run between bones (such as between the tibia and the fibula in the lower leg) and cannot thus be compressed properly. For the purposes of these rules and for the sake of dramatic effect I have allowed cruel reality to take a back seat and thus enable tourniquets to work better than in real life.

Amount of bleeding:

Minor Bleeding: This represents a comparatively small or slow bleeding, such as that from a single small artery or most veins. It won't kill you but may cause you to lose consciousness.

A character with a Minor Bleeding suffers a cumulative penalty of -10% to his battle skills, S and Ag each number of turns equal to his TB as he becomes progressively dizzier and weaker from loss of blood. The turn on which he receives the injury he suffers no penalty from the bleeding; the first

penalties begin after TB turns, increasing to -20% an additional TB turns after that, then -30% after a further TB turns and so on.

When either S or Ag or the higher of either his WS or BS (some creatures do not have BS and being a poor archer does not make you bleed faster) reaches zero he falls unconscious from loss of blood. He remains unconscious for 2d10 hours. When he wakes up he will have his battle skills, S and Ag halved for the next 24 hours (48 hours if he receives neither food nor drink). If he did not fall unconscious his penalties will be halved after 12 hours and removed completely after a further 12 hours. A quick-heal spell will halve the remaining time of each 12 or 24 hour period each time it is cast; a repair-heal will count as a complete 12 or 24 hour period while a miracle-heal spell will instantly remove all penalties caused by the bleeding.

Major Bleeding: This represents a larger blood-vessel having been damaged, causing rapid loss of large amounts of blood. Unless stopped in some way it is likely to cause you to bleed out completely.

A character with a Major Bleeding suffers a cumulative penalty of -5% to his battle skills, S and Ag each turn as he bleeds heavily.

When either S or Ag or the higher of either his WS or BS (some creatures do not have BS and being a poor archer does not make you bleed faster) reaches zero he falls unconscious. Unless the bleeding is stopped he must pass a T test each d10 turns after that or die in a widening pool of his own blood. If he passes two tests in a row the bleeding stops spontaneously (meaning muscles have clamped down in reflex around the injured area sufficiently to compress the bleeding vessels or a clot has formed).

If he survives he will wake up after 4d10 hours. He'll be weak as kitten, having his battle skills, S and Ag reduced to $\frac{1}{4}$ and his Int and WP reduced by $\frac{1}{2}$. These penalties will be reduced by $\frac{1}{4}$ for each 24 hours of rest (although not on any 24 hours in which the character received neither food nor drink). If he did not fall unconscious he will have his penalties halved after 24 hours and removed completely after a further 24 hours. Each quick-heal spell will halve the remaining time of each 24 hour period each time it is cast; a repair-heal spell will count as an extra 24 hours of rest and food while a miracle-heal spell will remove all penalties caused by the bleeding.

Severe Bleeding: This represents a catastrophic bleeding that will empty you of blood in mere moments unless quick help is available. Examples include a severed femoral artery in the leg or a nicked carotid artery in the neck.

A character with a Severe Bleeding suffers a cumulative penalty of -15% to his battle skills, S and Ag each turn as his lifeblood pours out on the ground in huge spurts.

When either S or Ag or the higher of either his WS or BS (some creatures do not have BS and being a poor archer does not make you bleed faster) reaches zero he falls unconscious. Once unconscious he will die in another d10 turns unless the bleeding is stopped.

If he survives he will recover at the same rate as for a Major Bleeding.

Difficulty of stopping the bleeding:

Easy: An Easy Bleeding will require little but pressure on the wounded area to stop it, such as a tight bandage, although sometimes burning with a hot iron is also used.

If someone with two working hands other than the wounded person takes a full action to apply a bandage (whether improvised or from prepared kit) and succeeds with a Heal skill test the bleeding will stop. If the person lacks the Heal skill he may roll against half his Ag instead. If the person performing the test has only one working hand (including if the wounded person himself takes the test

but is bandaging his own arm) it takes three times as long and he has to use his teeth to tighten the bandage.

The Surgery Talent provides no extra benefit except that the bandage will look neater.

Any sort of heal spell will immediately stop the bleeding and may speed up recovery (see under “Amount of bleeding” above). The Cauterize spell also instantly stops the bleeding.

Regular: A Regular Bleeding is more difficult to stop than an Easy one but far from impossible, taking more time (and usually a bigger bandage) but not anything more complicated. A temporary tourniquet is sometimes used initially.

The procedure is the same as for an Easy Bleeding but requires first removing any armour worn on the wounded area (taking one half-action per AP) and applying the bandage and/or tourniquet takes two full actions instead of one and cannot be done without at least two hands.

The Surgery Talent allows the bandaging to be performed with only a single full action. Magical spells work as for an Easy Bleeding.

Hard: This is a trickier proposition, with the injured vessel(s) usually deep or otherwise inaccessible within the wound causing the bleeding. It requires surgical knowledge and special equipment (such as forceps or pincers of some kind, included in the Trade Tools of any profession with the Surgery Talent) to find and clamp the spurting vessel.

First of all any armour worn on the wounded area must be removed, taking one half-action per AP. If either lacking the Surgery Talent or having it but lacking the tools described above, a successful Heal skill test (taking two full actions) will reduce the bleeding by one level (a Minor Bleeding turns into none, a Major into a Minor and a Severe into a Major) but this cannot be further improved without both the Talent and tools (or magic). The test cannot be performed without at least two hands.

A successful Heal test with access to both the Talent and the tools (taking two full actions after removing any armour as described above) will stop the bleeding. A successful casting of the Cauterize spell will also stop the bleeding, although it will require removing armour first, just as with a Heal test. A quick-heal spell will have no effect. A repair-heal or miracle-heal spell will stop the bleeding and does not require removing armour.

Internal: This is internal haemorrhaging and can be caused by both a sharp blade entering the body or by blunt trauma causing injury to organs such as the kidneys, spleen or liver. Sometimes it stops spontaneously, the surrounding tissues or fibrous membranes encapsulating the damaged organ containing the bleeding. Otherwise the victim will bleed out unless surgery or magical aid is available.

IMPORTANT! The amount and speed of bleeding may vary. Specific critical results may note that a bleeding is, for example, a Major Bleeding but at only a ¼ of the rate, meaning that the penalty will be only -5% every third turn. It's not unusual for internal bleeding to take its own sweet time killing a victim.

When a character falls unconscious from an Internal Bleeding he must pass a Hard (-20%) T test or continue to bleed. If successful, the bleeding stops spontaneously.

Heal tests without the Surgery Talent will have no effect. If the healer has both the Surgery Talent and the right surgical tools (included in the Trade Tools of any profession with the Surgery Talent) he may attempt emergency surgery (usually requiring opening up the abdomen since this is where the bleeding usually stems from) to remove the damaged organ and/or clamp the blood-vessels supplying it. With access to a surgical theatre with a proper operating table (with straps and other restraining

measures) the skill test may be performed at no penalty. Otherwise the patient will have to be restrained by other means and/or severely drugged with alcohol or some other intoxicating substance (four doses of Healing Draught will do the job). Other people holding him down will require a combined S of at least three times his own. A sufficient amount of rope or other suitable material, or a lesser number of Draughts, will add 30-60% to their combined S, depending on the GM's generosity. If sufficient S is unavailable, half of the lacking S is deducted as a penalty to the healer's skill test. A successful test will stop the bleeding completely. Regardless of whether or not the operation was a success the wounded character must spend four weeks in bed for post-op recovery and pass a T test or contract Septicaemia d10 days after the surgery.

The Cauterize spell is useless because the caster cannot reach the injured area deep inside the victim's body. However, if present at surgery he may cast the spell then which will, if it was cast successfully, not only stop the bleeding but also remove the risk of Septicaemia (the wounded character does not have to test against his T). A quick-heal spell will have no effect on the bleeding but will halve the post-op recovery period after surgery if cast afterwards. A repair-heal or miracle-heal spell will stop the bleeding (and remove any need for a post-op recovery period if cast after surgery, although not the need for a T test to avoid Septicaemia).

Short summary on Bleeding:

Bleeding is divided by speed of bleeding (Minor, Major or Severe) and difficulty of stopping the bleeding (Easy, Regular, Hard or Internal), presented as, for example, a Major/Hard Bleeding. Penalties from bleeding are not cumulative with penalties from other injuries or further wounds causing bleeding; simply use the higher penalty.

- ***A Minor Bleeding causes a cumulative penalty of -10% to WS, BS, S and Ag each TB turns, causing loss of consciousness once either reaches zero. Consciousness is regained after 2d10 hours, whereupon WS, BS, S and Ag are halved for 24 hours. If the character did not fall unconscious due to the bleeding having stopped any penalties are halved after 12 hours and removed after a further 12 hours. A quick-heal spell will halve the remaining time of each 12 or 24 hour period each time it is cast; a repair-heal will counts as a complete 12 or 24 hour period while a miracle-heal spell will instantly remove all penalties caused by the bleeding.***
- ***A Major Bleeding causes a cumulative penalty of -5% to WS, BS, S and Ag each turn, causing loss of consciousness once either reaches zero. He must pass a T test each d10 turns after that or die unless the bleeding is stopped. If he passes two tests in a row the bleeding stops spontaneously. If he survives he will wake up after 4d10 hours, his WS, BS, S and Ag reduced to ¼ and his Int and WP reduced by ½. These penalties will be reduced by ¼ for each 24 hours of rest. If the character did not fall unconscious penalties will be halved after 24 hours and removed completely after a further 24 hours. A quick-heal spell will halve the remaining time of each 24 hour period each time it is cast; a repair-heal spell will count as a complete 24 hour period while a miracle-heal spell will remove all penalties caused by the bleeding.***
- ***A Severe Bleeding causes a cumulative penalty of -15% to his WS, BS, S and Ag each turn, causing loss of consciousness once either reaches zero. Once unconscious he will die in another d10 turns unless the bleeding is stopped. If he survives he will recover at the same rate as for a Major Bleeding.***

- *An Easy Bleeding will require a full action and success with a Heal skill test (or a test against half Ag) to stop the bleeding. If the healer has only one hand available it takes three full actions. Any sort of heal spell or the Cauterize spell will instantly stop the bleeding.*
- *A Regular Bleeding uses the same procedure as for Easy Bleeding but requires first removing any armour worn on the wounded area (taking one half-action per AP) and takes two full actions instead of one and cannot be stopped without at least two hands available. The Surgery Talent allows the bandaging to be performed with only a single full action. Magical spells work as for an Easy Bleeding.*
- *A Hard Bleeding requires the Surgery Talent and special equipment (included in the Trade Tools of any profession with the Surgery Talent) as well as at least two hands and two full actions to stop the bleeding. Armour worn on the wounded area must first be removed, taking one half-action per AP. If lacking the Surgery Talent or tools a successful Heal skill test (taking two full actions) will reduce the bleeding by one level but this cannot be further reduced without access to both the Talent and tools or magic. A successful casting of the Cauterize spell will also stop the bleeding, although it will require removing armour first. A repair-heal or miracle-heal spell will stop the bleeding and does not require removing armour.*
- *An Internal Bleeding stops spontaneously if a Hard (-20%) T test is passed after the character falls unconscious. Otherwise an operation is required. The surgeon (who must have the Surgery Talent as well as appropriate Trade Tools) takes a penalty to his test unless the patient is appropriately restrained (see main text) during the operation. Whether successful or not, the patient must remain in bed for four weeks of post-op rest and pass a T test or contract Septicaemia d10 days after the operation. The Cauterize spell, if cast successfully during such an operation, will stop the bleeding and remove the need to test for Septicaemia. Either a repair-heal or miracle-heal will stop the bleeding regardless of when they are cast.*

Alternate simplified version of Bleeding:

Amount of bleeding:

- *Minor Bleeding causes a cumulative penalty of -5% to WS, BS, S and Ag each turn and causes unconsciousness when either reaches zero. The character recovers consciousness after 2d10 hours.*
- *Major Bleeding causes a 10% risk of dying from loss of blood of each turn until the bleeding is stopped or the character rolls 95 or more on the check (in which case the bleeding stops spontaneously).*
- *Severe Bleeding causes a cumulative 10% risk of dying each turn until the bleeding has stopped.*

Difficulty of stopping the bleeding:

- *Easy Bleeding is stopped with either a successful Heal test (or half Ag if the character does not have that skill) which takes one full action to perform or any magical healing or Cauterize spell.*

- *Regular Bleeding takes two full actions to stop and requires removing armour on the injured area (taking one half-action per AP) first, if using the Heal skill (or half Ag). Any magical healing or Cauterize spell will also stop the bleeding.*
- *Hard Bleeding requires the Surgery Talent and takes the same time as Regular Bleeding to stop, if using the Heal skill. A quick-heal, miracle-heal or Cauterize spell will also stop the bleeding.*
- *Internal Bleeding can only be stopped by a repair-heal or miracle-heal spell, or an operation which will require both a successful Heal test with the Surgery Talent and a successful T test by the patient. Failure of either or both will result in the patient dying on the operating table.*

Sword Fodder Version Rules for Unimportant NPCs:

- *Ignore difficulty of stopping.*
- *Minor Bleeding causes a 20% risk of falling unconscious each turn.*
- *Major Bleeding causes a 20% risk of dying each turn.*
- *Severe Bleeding will make the NPC lose unconsciousness and bleed to death within d10 turns.*

CHEST INJURIES

This chapter deals with injuries to the chest and the major organs therein, namely the lungs and heart. It also includes the effects of damage to the skeletal structures surrounding the chest cavity.

Lecture time: The Physiology of breathing...

To properly understand why damage to the lungs is a serious matter we need to understand how the body accomplishes the act of breathing. The chest cavity is enclosed by the *ribcage* which forms the sides, and the *diaphragm*, which is a sheath of muscle between the chest cavity and the abdominal cavity (with the oesophagus and aorta passing through it), defining the bottom. The lungs are contained within the *pleura*, or lung sack, a membrane that attaches to the inside of the ribcage and the upper surface of the diaphragm. The space between the lungs and the pleura (the *pleural space*) contains no air, only a small amount of fluid for lubrication.

Taking a breath involves contraction of the diaphragm (which in the act of contracting is drawn downwards) and of the muscles between the ribs, all combining to expand the volume of the chest cavity. Because the pleural space is a vacuum this results in a negative pressure inside the pleura, and thus the lungs are forced to expand with the rest of the chest cavity, drawing air through the airways down into the lungs to fill the extra volume. As the muscles of the ribcage and the diaphragm relax the negative pressure decreases and the air inside the lungs is forced out as the whole chest cavity decreases in volume back to its “relaxed” size.

Now... what happens if air finds its way into the pleural space? This can happen either by air penetrating through a pierced chest-wall from the outside or by air entering from the inside through a hole in the lung. When the chest expanded air would be drawn into the pleural space, reducing the negative pressure, causing the affected lung to collapse or at least not to expand with the rest of the chest cavity. Without expansion no air would be drawn into the lung. This is called a *pneumothorax* (which is Latin for air inside the chest). The right and left lung are separate spaces and thus only one lung would normally be affected by damage to that side. A pneumothorax can be large or small depending on the amount of air leaked into the pleura and the typical symptoms include a shortness of breath and dry coughing. Depending on whether or not the lung has been damaged the victim may also cough up blood.

When the hole has healed the air trapped inside the pleura is slowly absorbed through the surrounding tissues and the vacuum is restored.

A much more serious injury is the so-called *tension pneumothorax*. This happens when the wound causing the air-leak forms a one-way valve. Each breath you attempted to take would draw air into the pleural space, retaining it as the wound closed each time your chest contracted again, more and more air building up. The lung sharing space with the air inside the pleura would soon be totally collapsed and useless. As more and more air filled the pleura the opposite side of the chest would begin to be affected, being pushed against the opposite side of the ribcage. The other lung and the heart would find it more and more difficult to expand as available space inside the chest decreased and the aorta and other major vessels would be compressed. Unless the leakage of air was stopped quickly or the air somehow let out this would quickly lead to death by suffocation or a stopped heart.

(With modern real-life surgical techniques a chest tube is usually inserted to suck out the air while an air-tight patch is applied to the wound. In an emergency a needle can be inserted between the ribs to let air out, as depicted in the movie *Three Kings*.)

Rib Fracture:

There are many muscles that attach to the ribcage, many of them involved in movements of the arms (such as most of the chest muscles) but also muscles between the ribs that contribute to expanding the chest when breathing (although the main muscle responsible for breathing is the diaphragm; the rib musculature is therefore called *secondary breathing musculature*) which mean that they will pull on any broken rib whenever you take a breath, hurting like blazes. A secondary effect of this is that you're not able to properly ventilate your lungs with deep breaths, coughs, sneezes, etc, without severe pain. This in turn leads to bacteria tending to accumulate in the airways rather than being expelled through coughing, sneezing, etc. (With real-life modern medical care there is usually both sufficient painkillers and help from a physical therapist for breathing exercises to prevent this.)

Minor Rib Fracture: This represents a comparatively minor fracture or severe bruising of one or a few ribs. A Minor Rib Fracture causes a penalty of -10% to all tests requiring physical exertion or movement of the arms, including battle skill and Dodge Blow tests. The penalty is halved after one week and disappears after a further two weeks.

Major Rib Fracture: This represents multiple fractured ribs. A Major Rib Fracture causes a penalty of -20% to all tests requiring physical exertion or movement of the arms, including battle skill and Dodge Blow tests. The penalty is halved after two weeks and disappears after a further two weeks. Unless the wounded character passes a Very Easy (+30%) T test he will contract Pneumonia after d10 days.

Severe Rib Fracture: This represents multiple broken ribs with dislocated fragments possibly tearing through the skin or even puncturing a lung. The penalties and risk of pneumonia is the same as for a Major Rib Fracture but directly upon taking a hit causing a Severe Rib Fracture the wounded character must also pass a Very Easy (+30%) T test or suffer the effects of Collapsed Lung (Minor).

IMPORTANT! If a character suffering the effects of a rib fracture also has other injuries causing penalties they are NOT cumulative! Instead you simply use the higher penalty on any particular turn. The injuries must still be healed separately. For example, a character has taken a Minor Muscle/Tendon Damage to his sword-arm, causing a penalty of -20% to his battle skills and reducing his SB by -2 when using that arm. He also takes a Minor Rib Fracture, suffering a penalty of -10% to his battle skills and Dodge Blow tests. He will now suffer the higher of the two penalties (from the arm wound) when using his injured arm while taking the smaller penalty for any other battle skill tests as well as Dodge Blow tests.

Natural Healing: A successful Heal skill test will reduce the penalty from a rib fracture by -5% (whether before or after it has been halved), although this will require at least six turns and make it impossible to wear Plate on the Body since it involves tightly bandaging the injured ribs. If the healer also has the Surgery Talent he will reduce the time it takes for the penalty to disappear completely by one week (thus, a Minor Rib Fracture will cause only a penalty of -5% for one week and will have healed completely after only a further one week, with no penalty caused during that last week). Drinking at least one Healing Draught per day during the first week will eliminate the risk of contracting Pneumonia for both Major and Severe Rib Fractures since the effects of the painkillers will allow more or less normal breathing to ventilate the lungs (although will in most cases not restore any Wounds since the character will probably still be Heavily Wounded). Healing Poultices will have no effect.

Surgical Healing: See above.

Magical Healing: A quick-heal spell will reduce the time required to heal by one week per spell and will allow a re-roll for any failed T test to resist contracting Pneumonia if cast before it has developed. A repair-heal spell will completely heal a Minor Rib Fracture and turn a Major or Severe Rib Fracture

into a Minor. Both quick-heal and repair-heal spells can be cast repeatedly to further improve the rate of healing. A miracle-heal spell will instantly cure any Rib Fracture.

Collapsed Lung:

This represents a pneumothorax, as described above. It can be either Minor or Major, depending on whether it is a small or large pneumothorax. The character experiences chest pain and a shortness of breaths, becoming pale and distraught.

Collapsed Lung (Minor): This results in a penalty of -10% to all tests. After TB turns the character also has to pass a Very Easy (+30%) T test or pass out from lack of oxygen, regaining consciousness after 2d10 hours.

Collapsed Lung (Major): This results in a penalty of -20% to all tests. After TB turns the character also has to pass an Easy (+20%) T test or pass out from lack of oxygen, regaining consciousness after 2d10 hours. If successful he will have to take another identical test after a further TB turns, and again a further TB turns after that. Passing the test three times in a row means you don't have to take further tests. After d10 days the character will have to pass a Very Easy (+30%) T test or contract Pneumonia.

Natural Healing: The default time to heal is two weeks and the penalties are halved after half that time. Neither the Heal skill, Healing Poultices or Healing Draughts affect this.

Surgical Healing: No extra benefits.

Magical Healing: A quick-heal spell doubles the rate of natural healing. A repair-heal spell instantly cures a Collapsed Lung (Minor) and turns a Major one into a Minor One. Both types of spells may benefit the wounded character repeatedly. A miracle-heal spell instantly cures any Collapsed Lung and removes the necessity for having to test for Pneumonia.

Sucking Chest Wound:

This represents a very dangerous tension pneumothorax, as described above. The character suffers a cumulative penalty of -5% to his battle skills, Ag, Int and WP each turn due to lack of oxygen, beginning on the turn after receiving the injury. When any of those attributes reaches zero he falls unconscious. Once he is unconscious his breaths become shallower and less strained which slows down the rate at which air leaks into his chest, although he will look pale and clearly dying to anyone who sees him. Every five minutes (thirty turns) after falling unconscious he will have to pass a Normal T test or expire.

Natural Healing: The Heal skill in itself is insufficient to save someone with a Sucking Chest Wound from dying, nor will Healing Poultices or Healing Draughts help.

Surgical Healing: If the healer has the Surgery Talent he may have the necessary knowledge to try to apply an airtight bandage of some sort to the wound to prevent further leakage of air (although such bandages are very primitive in WFRP, not like the plastic dressings used by real-life modern medics). If a successful Heal test with the Surgery Talent is performed on an unconscious character with a Sucking Chest Wound (this takes at least one minute and requires removing any chest armour and clothing) he will have to test for dying only every fifteen minutes and will no longer have to test if he succeeds with three tests in a row, as the wound will have closed and clotted on its own by then. The character will regain consciousness after 2d10 hours but will count as having a Collapsed Lung (Major), meaning a -20% penalty to all tests until healed, as described under Collapsed Lung above.

Magical Healing: A quick-heal spell will reduce the Sucking Chest Wound to a Collapsed Lung (Major), with the effects described under Collapsed Lung above. (If not already unconscious he will

have to test for falling unconscious as if having just received the Collapsed Lung injury.) A repair-heal spell will reduce the Sucking Chest Wound to a Collapsed Lung (Minor), with the effects described under Collapsed Lung above. (If not already unconscious he will have to test for falling unconscious as if having just received the Collapsed Lung injury.) A miracle-heal spell will completely heal a Sucking Chest Wound.

Broken Collarbone:

Although this injury mainly affects the arm it is placed among chest injuries due to its anatomical location. The collarbone (or clavicle) is a bone that makes up a part of the shoulder girdle, attaching to the shoulderblade (or scapula) and breastbone (or sternum). A fracture causes sharp pain whenever the arm is moved.

A Broken Collarbone injury forces the character to pass a WP test before making an action requiring any use of the arm beyond fine manipulation with the hand, including ranged or close combat attacks and parries, due to the pain. If successful he still suffers a -10% penalty to the action he attempts.

Natural Healing: The default time to heal is six weeks, after which the effects described above disappear. No Heal test is necessary.

Surgical Healing: If the healer has the Surgery Talent he can construct a simple sling that reduces the time to heal to four weeks. No Heal test is necessary.

Magical healing: A quick-heal spell halves the remaining time to heal; any other healing spell instantly heals the injury.

Short summary on Chest Injuries:

Rib Fractures:

- *A Minor Rib Fracture causes a penalty of -10% to all tests requiring physical exertion or movement of the arms, including battle skill and Dodge Blow tests. The penalty is halved after one week and disappears after a further two weeks.*
- *A Major Rib Fracture causes a penalty of -20%. The penalty is halved after two weeks and disappears after a further two weeks. Unless the wounded character passes a Very Easy (+30%) T test he will contract Pneumonia after d10 days.*
- *A Severe Rib Fracture causes the same penalties and risk of pneumonia as for a Major Rib Fracture but directly upon taking a hit causing a Severe Rib Fracture the wounded character must also pass a Very Easy (+30%) T test or suffer the effects of Collapsed Lung (Minor).*
- *Rib Fractures, Natural and Surgical Healing: A successful Heal skill test will reduce the penalty from a rib fracture by -5%. This test requires six turns and makes it impossible to wear Plate armour on the body due to heavy bandaging. If the healer also has the Surgery Talent he will also reduce the time it takes for the penalty to disappear completely by one week. Drinking at least one Healing Draught per day during the first week will eliminate the risk of contracting Pneumonia.*
- *Rib Fractures, Magical Healing: A quick-heal spell will reduce the time required to heal by one week per spell and will allow a re-roll for any failed T test to resist contracting*

Pneumonia. A repair-heal spell will completely heal a Minor Rib Fracture and turn a Major or Severe Rib Fracture into a Minor. A miracle-heal spell will instantly cure any Rib Fracture.

Collapsed Lung:

- *Collapsed Lung (Minor) results in a penalty of -10% to all tests. After TB turns the character also has to pass a Very Easy (+30%) T test or pass out from lack of oxygen, regaining consciousness after 2d10 hours.*
- *Collapsed Lung (Major) increases the penalty to -20% and the test for passing out is only Easy (+20%) instead. If successful he will have to take another identical test after a further TB turns, and again a further TB turns after that until he has either passed the test three times in a row or is unconscious. After d10 days the character will also have to pass a Very Easy (+30%) T test or contract Pneumonia.*
- *Collapsed Lung, Natural Healing: The default time to heal is two weeks and the penalties are halved after half that time. No effects from Heal skill, Healing Poultices or Healing Draughts.*
- *Collapsed Lung, Surgical Healing: No extra benefits.*
- *Collapsed Lung, Magical Healing: A quick-heal spell doubles the rate of natural healing. A repair-heal spell instantly cures a Collapsed Lung (Minor) and turns a Major one into a Minor One. A miracle-heal spell instantly cures any Collapsed Lung and removes the necessity for having to test for Pneumonia.*

Sucking Chest Wound:

- *A Sucking Chest Wound causes a cumulative penalty of -5% to his battle skills, Ag, Int and WP each turn, beginning on the turn after receiving the injury causing unconsciousness when any of those attributes reaches zero. Every five minutes (thirty turns) after falling unconscious the victim will have to pass a Normal T test or die.*
- *Sucking Chest Wound, Natural Healing: No effects from the Heal skill, Healing Poultices or Healing Draughts.*
- *Sucking Chest Wound, Surgical Healing: A successful Heal test with the Surgery Talent performed on an unconscious character with a Sucking Chest Wound (this takes one minute and requires removing any chest armour and clothing) will mean he only has to test for dying every fifteen minutes, surviving if he succeeds with three tests in a row. The character will regain consciousness after 2d10 hours but will count as having a Collapsed Lung (Major).*
- *Sucking Chest Wound, Magical Healing: A quick-heal spell will reduce the Sucking Chest Wound to a Collapsed Lung (Major). A repair-heal spell will reduce the Sucking Chest Wound to a Collapsed Lung (Minor), with the effects described under Collapsed Lung above. If not already unconscious the victim will have to test for falling unconscious as if having just received the Collapsed Lung injury. A miracle-heal spell will completely heal a Sucking Chest Wound.*

Broken Collarbone:

- *A Broken Collarbone injury forces the character to pass a WP test before making any action requiring use of the arm beyond fine manipulation with the hand. If successful he still suffers a -10% penalty to the action he attempts.*
- *Broken Collarbone, Natural Healing: The default time to heal is six weeks, after which the effects disappear. No Heal test is necessary.*
- *Broken Collarbone, Surgical Healing: If the healer has the Surgery Talent he can construct a simple sling that reduces the time to heal to four weeks. No Heal test is necessary.*
- *Broken Collarbone, Magical healing: A quick-heal spell halves the remaining time to heal; any other healing spell instantly heals the injury.*

Alternate simplified version of Chest Injuries:

- *A Minor Rib Fracture causes a penalty of -10% to all tests. A Major Rib Fracture causes a penalty of -20% to all tests. In both cases the penalty is halved after two weeks and disappears after four weeks. Either a quick-heal spell or a successful Heal test with the Surgery Talent will halve that time while any repair-heal or miracle-heal spell will instantly cure a Rib Fracture. A Severe Rib Fracture counts as a Collapsed Lung (Major) instead.*
- *A Minor Collapsed Lung causes a 10% risk of falling unconscious each turn for the duration of the combat. A Major Collapsed Lung causes a 20% risk of falling unconscious each turn for the duration of the combat. A successful Heal test with the Surgery Talent or any heal spell will remove this risk completely.*
- *A Sucking Chest Wound causes a cumulative 10% risk of falling unconscious each turn. Once he has fallen unconscious the character will have to pass a T test to survive. A successful Heal test with the Surgery Talent or any heal spell will remove either risk completely.*
- *A Broken Collarbone causes a penalty of -10% to all battle skill tests for four weeks. A quick-heal spell will halve that time while a repair-heal or miracle-heal spell will completely remove the penalty.*

Sword Fodder Version Rules for Unimportant NPCs:

- *A Minor Rib Fracture, Collapsed Lung (Minor) or Broken Collarbone will all cause a penalty of -10% to all tests for the remainder of the battle and forces the NPC to pass a WP test or retreat from the battle.*
- *A Major or Severe Rib Fracture or Collapsed Lung (Major) will cause the NPC to count as stunned for the remainder of the combat and he will be incapacitated for several weeks if he survives.*
- *A Sucking Chest Wound will make the NPC fall to the ground, counting as helpless and dying within an hour unless magical aid is given.*

ABDOMINAL INJURIES

The abdomen is divided from the chest by the large sheath of muscle called the diaphragm and contains many different organs, some of them protected by the lower ribs or cradled inside the pelvis.

Lecture time: Guts and stuff...

An enormous amount of blood passes through the *kidneys* every minute; some of it is rendered down to urine and passed on to the *urinary bladder*. Damage to the kidneys tends to result in severe bleeding but they are partially hidden behind the lower part of the ribcage and it is quite possible to live with only one kidney if you lose one.

The *liver*, a large organ on the right side, is also partially protected by ribs and is another organ through which large amounts of blood pass, in this case on its way from the intestinal area back into the great veins leading to the heart, in the process being cleansed of toxins and leaving behind some of the nutrients picked up from the intestines. Damage to the liver is another injury that often results in large loss of blood, although at a slower rate since the flow is mostly venous rather than arterial.

The *spleen* is a rather small organ on the left side, its functions including storage of white blood-cells aiding the immune system. Apart from causing bleeding if damaged, often necessitating the removal of the entire spleen, its loss means an increased vulnerability to infections.

The *intestinal tract* includes the whole path travelled by the food you eat, the oesophagus emptying into the stomach where acid starts working on the food particles, on through the first part of the small intestine, called the duodenum (Latin for twelve fingers' breadths) where enzymes and bile from the pancreas and gall-bladder are added to further process the food. After passing through several yards' worth of *small intestine* the food enters the *large intestine*, also called the colon, a much shorter and thicker length of gut, and finally empties into the rectum.

Most of these organs are attached to or enveloped by the *peritoneum*, a membrane that lines the abdominal cavity and keeps the organs in place, making sure they don't rattle around inside the abdominal cavity.

And by the way, most of the knowledge imparted in the above segment, apart from the purely anatomical details, is *way beyond* the knowledge and understanding of most Old World physicians and scholars!

Minor Abdominal Injury:

This represents an injury that has pierced the abdominal wall of flesh and muscle through to the abdominal cavity although not piercing any important organs within. Bacteria will spread through the wound into the abdomen and cause an infection of the peritoneum lining it, a so-called *peritonitis*. The symptoms, as the infection progresses, include pain, the muscles of the abdomen growing very rigid and tender, and fever.

The initial injury is quite painful, usually resulting in penalties described in the individual critical hit result. After the combat in which he received the injury is over (or after one hour, whichever is shorter) the character doubles over from agony as his abdomen becomes rigid and the muscles excruciatingly tense, with a pronounced tenderness causing great pain at the slightest movement or touch, causing a penalty of -30% to all tests. After 12 hours he has to roll a T test. If unsuccessful he contracts Septicaemia (see the Infections chapter), although he already counts as being at the -30% penalty stage of Septicaemia and thus becomes helpless after the next TB hours. If the test is passed the peritonitis is being successfully fought by the character's immune system and the penalty is halved after 24 hours. It

remains at -15% until the character has gone from Heavily Wounded to Lightly Wounded, since having a hole in the muscles of the belly can be a real pain.

Natural Healing: As described above. Ordinary Heal skill tests, Healing Draughts and Healing Poultices (applying one merely risks inserting more foreign matter and microorganisms into the abdominal cavity) have no effect.

Surgical Healing: Attempting exploratory surgery on someone with full-blown peritonitis for the purpose of discovering the source of the infection would in this case result in little but a larger hole in the abdominal wall through which to insert bacteria since no important internal organs were damaged by the hit. However, successful use of the Heal skill with the Surgery Talent will tell the healer that there is little evidence of such damage (such as the smell of faeces or leakage of bile from the wound) and that surgery is thus not indicated.

Magical Healing: A Shallyan Cure Disease spell will kill the infection and it will count as if the character had succeeded with his T test to avoid Septicaemia regardless of whether or not he has already contracted it and he will recover as described above (immediately reverting from a helpless state to having a penalty of -30% if he had progressed to Helpless from the Septicaemia). A quick-heal spell will have no extra effect apart from speeding up the rate at which he goes from Heavily to Lightly Wounded. A repair-heal spell will close the wound but will not affect the infection if it has already progressed to Septicaemia; otherwise the character gains a +10% bonus on his T test to resist contracting Septicaemia. A miracle-heal spell will have the same effects as a successful Cure Disease spell.

Major Abdominal Injury:

This represents an injury that has pierced the abdominal wall of flesh and muscle through to the abdominal cavity and damaged some organ within that starts to leak its contents, including bacteria, into the abdomen, causing a severe infection. (This is one reason you should not give a person with gut-wounds water; it will merely flush more faecal matter out through the pierced intestine.) Without major surgery or magical healing such an injury is an almost certain death sentence.

The initial injury is quite painful, usually resulting in penalties described in the individual critical hit result. After the combat in which he received the injury is over (or after one hour, whichever is shorter) the character doubles over from agony as his abdomen becomes rigid and the muscles excruciatingly tense, with a pronounced tenderness causing great pain at the slightest movement or touch, causing a penalty of -30% to all tests. After 12 hours he automatically becomes Helpless. He has to pass a T test each 12 hours after that or die.

(The GM might permit the character to make a Hard (-20%) T or WP (whichever is higher) test per turn, a success allowing him to perform a half-action on that turn. He may only attempt this for a number of turns equal to his TB before he must rest (counting as helpless again) for ten turns before making another attempt. If he spends a Fortune Point he gets to make a full action that turn. This will allow even very sick characters a chance to react to events or perform heroic acts even while very ill.)

(IMPORTANT! This is not an ordinary Septicaemia since the progress is much faster and the hole in his intestinal organs continues to leak foul matter into his abdominal cavity, constantly adding new bacteria to the infection. Success with each new T test simply means he has another 12 hours to live, painful as they will be. Sacrificing a Fate Point is recommended since only that will allow the character to survive without aid. In that case he'll recover to a non-helpless state and then recovering at the same state as if having just survived a Septicaemia.)

Natural Healing: As described above. Ordinary Heal skill tests, Healing Draughts and Healing Poultices (applying one merely risks inserting more foreign matter and microorganisms into the abdominal cavity) have no effect.

Surgical Healing: In order to give the body a chance to combat the infection caused by faecal matter or other foulness continuously leaking from the damaged intestinal tract into the abdominal cavity the tears must be closed and the leakage stopped. This requires a surgical operation where the abdomen is opened and the intestines and other organs examined for damage. A pierced gall-bladder can be simply removed while damaged gut must be either closed up again or damaged sections removed with the two ends stitched together (the Latin term for such a joining is *anastomosis*). Attempts are also usually made to clean up or flush away any foulness from the intestines found in the area. This kind of meticulous and complicated surgery is beyond most surgeons in the Old World and even a successful operation is in most cases made futile by massive the septicaemia already caused by wound.

This kind of operation cannot be performed without a proper surgical room, complete with an operating table featuring the necessary restraining straps and belts since most anaesthesia such as alcohol or draughts must be ingested and are thus made useless or even dangerous by the damage to the intestinal tract. A successful Very Hard (-30%) Heal skill test with the Surgery Talent is required to repair the damage. Failure will result in the character counting as helpless and having to roll T tests to avoid dying, except he'll have to roll every six hours instead of twelve, due to the added damage and contamination caused by the failed surgery. Success will instead mean that the character counts as suffering from an ordinary Septicaemia, although already counting as being at the helpless stage (see the Infections chapter).

Magical Healing: Either a quick-heal or a repair-heal spell will close up the wound and prevent further contamination but will not prevent the peritonitis infection already caused by the injury. The character thus does not suffer the full effects of a Major Abdominal Injury as described above but will count as having contracted Septicaemia instead (see the Infections chapter). If already Helpless he will count as already being at that stage of Septicaemia; otherwise he will begin at the full penalty of -30% and suffer that for a further TB hours before reaching the Helpless stage of Septicaemia.

A miracle-heal spell will heal both the injury and the infection. The character will immediately counts as recovering from a Septicaemia, starting at a penalty of -20% and decreasing it at a rate of 10% per period equalling one week minus one day per point of TB. Any further miracle-heal spells will immediately cause instant full recovery.

A Cure Disease spell will temporarily cure the infection but will not close the wound which will cause a renewed infection. Each successful spell will count as a successful T test to survive for the next twelve hours and will reduce the characters Helpless state to a mere -30% penalty to all tests instead. After twelve hours he will again become helpless and will have to start taking more tests for survival a further twelve hours after that.

(Combined Healing – Team work in action: Unless there is access to miracle-heal class spells the most efficient way to survive this kind of injury is a combination of the Cure Disease spell and either surgical or magical healing, thus both closing the injury and fighting the infection. Failure to do either will either result in merely delaying the passing of the patient or trusting him to have a very tough constitution.)

Severe Abdominal Injury:

This represents the kind of massive damage that only the most powerful healing spells can do anything about. It is a Major Abdominal Injury on a grander scale, sometimes an outright

disembowelment, with such massive lacerations of the intestines that surgery becomes effectively impossible. Faecal matter in great amounts spill into the abdominal cavity, causing severe peritonitis.

The character becomes instantly Helpless from the agony. Each TB hours he will have to pass a T test or die, taking a cumulative penalty of -10% to his next test for each success.

Natural Healing: Ordinary Heal skill tests, Healing Draughts and Healing Poultices have no effect.

Surgical Healing: See Major Abdominal Injury above, except that the surgeon will have to pass three Heal tests in a row to succeed. Without massive amounts of Fortune Points this is unlikely to succeed...

Magical Healing: A quick-heal spell will have no effect. If performed during an ongoing surgical operation (should a magician even consider such an outlandish idea), a successful repair-heal spell will reduce the difficulty of the surgeon's Heal tests to merely Difficult (-10%), otherwise it will merely reduce the penalty to the T tests the victim have to take to survive each TB hours temporarily to zero, after which the penalty will start increasing again by -10% for each successful test, since the infection that is the main killer from such an injury has already taken a firm hold.

A miracle-heal spell will heal both the injury and the infection. The character will immediately count as recovering from a Septicaemia, starting at a penalty of -30% and decreasing it at a rate of 10% per period equalling one week minus one day per point of TB. Any further miracle-heal spells will immediately cause instant full recovery.

A Cure Disease spell will temporarily cure the infection but will not close the massive wound which will cause a renewed infection. Each successful spell will count as a successful T test to survive for the next TB hours and will reduce the characters Helpless state to a mere -30% penalty to all tests instead. After TB hours he will again become helpless and will have to start taking more tests for survival a further TB hours after that.

(As can be seen above, unless there is access to miracle-heal class spells or an exceedingly lucky and/or skilful surgeon most magical healing will do little but provide a few more hours of life in which you have a chance to take the victim to a suitably powerful magician or cleric.)

Short summary on Abdominal Injuries:

Minor Abdominal Injury:

- *After the combat the character takes a -30% penalty to all tests from the pain. After twelve hours he must pass a T test or contract Septicaemia (counting as already being at the -30% penalty stage and thus next becoming Helpless). If he passes he halves the penalty after 24 hours and recovers completely once he is again only Lightly Wounded rather than Heavily Wounded.*
- *Minor Abdominal Injury, Natural Healing: No benefit from ordinary Heal skill tests, Healing Poultices or Healing Draughts.*
- *Minor Abdominal Injury, Surgical Healing: A successful Heal skill test with the Surgery Talent will tell the healer that the injury is Minor rather than Major but confers no extra benefit in other ways.*
- *Minor Abdominal Injury, Magical Healing: A Shallyan Cure Disease spell will count as a successful T test not to contract Septicaemia regardless of whether or not the character has already contracted it, with recovery as described above (immediately reverting from Helpless*

to only having a penalty of -30% if he was already Helpless from Septicaemia at the time). A quick-heal spell will have no extra effect. A repair-heal spell will gain the character a +10% bonus on his T test to resist contracting Septicaemia. A miracle-heal spell will have the same effects as a successful Cure Disease spell.

Major Abdominal Injury:

- *After the combat the character takes a penalty of -30% to all tests from the pain. After 12 hours he automatically becomes Helpless. He has to pass a T test every 12 hours after that or die from severe peritonitis.*
- *Note that healing a Major Abdominal Injury requires both healing the wound and curing the infection caused by the wound. Either one will not be sufficient in itself.*
- *Major Abdominal Injury, Natural Healing: No benefit from ordinary Heal skill tests, Healing Poultices or Healing Draughts.*
- *Major Abdominal Injury, Surgical Healing: A successful Very Hard (-30%) Heal skill test with the Surgery Talent and access to a proper operating table is required to repair the damage. Failure will result in the character counting as Helpless and having to roll T tests to avoid dying as described above, except he'll have to roll every six hours instead of twelve. Success will instead mean that the character counts as suffering from an ordinary Septicaemia, although already counting as being at the Helpless stage of the Septicaemia.*
- *Major Abdominal Injury, Magical Healing: Either a quick-heal or a repair-heal spell will mean that the character does not suffer the effects of a Major Abdominal Injury but it will count as the character having contracted Septicaemia instead. If already Helpless he will count as already being at that stage of Septicaemia; otherwise he will begin at a penalty of -30% for a further TB hours before reaching the Helpless stage. A miracle-heal spell will heal both the injury and the infection and the character will immediately counts as being in recovery from Septicaemia, although starting at a penalty of only -20%. Any further miracle-heal spells will immediately cause instant full recovery. A Cure Disease spell will count as a successful T test to survive for the next twelve hours and will reduce the character's Helpless state to a mere -30% penalty to all tests instead. After twelve hours he will again become Helpless, as described above, and will have to start taking more tests for survival a further twelve hours after that, the progress of the injury effects merely temporarily interrupted.*

Severe Abdominal Injury:

- *The character becomes instantly Helpless from the agony. Each TB hours he will have to pass a T test or die, taking a cumulative penalty of -10% to his next test for each success.*
- *Severe Abdominal Injury, Natural Healing: No benefit from ordinary Heal skill tests, Healing Poultices or Healing Draughts.*
- *Severe Abdominal Injury, Surgical Healing: As for Major Abdominal Injury, except that the surgeon will have to pass three skill tests in a row for success.*
- *Severe Abdominal Injury, Magical Healing: A quick-heal spell will have no effect. If performed during an ongoing surgical operation (should a magician even consider such an outlandish idea), a successful repair-heal spell will reduce the difficulty of the surgeon's Heal tests to merely Difficult (-10%), otherwise it will merely reduce the penalty to the T*

tests the victim have to take to survive each TB hours temporarily to zero, after which the penalty will start increasing again. A miracle-heal spell will heal both the injury and the infection. The character will immediately count as being under recovery from Septicaemia, starting at a penalty of -30%. Any further miracle-heal spells will immediately cause instant full recovery. A Cure Disease spell will count as a successful T test to survive for the next TB hours and will reduce the characters Helpless state to a mere -30% penalty to all tests instead. After TB hours he will again become Helpless and will have to start taking T tests for survival a further TB hours after that.

Alternate simplified version of Abdominal Injuries:

- *A Minor Abdominal Injury results in a penalty of -30% from the pain to all tests once the combat is over. After 24 hours he must pass a T test or become Helpless from fever and delirium. If he succeeds he recovers at a rate of reducing the penalty by 10% each 24 hours. If he fails he will have to pass a second T test after a further d10 days or die. A successful Cure Disease or miracle-heal spell will count as having passed all T tests and the character will recover as described; no other spells will have any effect, nor will surgery, Poultices or Draughts.*
- *A Major Abdominal Injury results in a penalty of -30% from the pain to all tests once the combat is over. After 24 hours he becomes Helpless from fever and delirium and will have to pass a T test after a further d10/2 days or die, remaining Helpless and having to roll again after each further 24 hours to survive. To heal this injury fully either a miracle-heal spell is required or both either a successful repair-heal spell or Very Hard (-30%) Heal skill test with the Surgery Talent and a Cure Disease spell or Very Hard (-30%) T test. Either method will result in the character counting as being under recovery from Septicaemia, starting at a penalty of -30%.*
- *A Severe Abdominal Injury results in the character immediately becoming Helpless. Each TB hours he will have to pass a T test or die, gaining a cumulative penalty of -10% to each further test if successful. Only a miracle-heal spell will cure the injury, with the character counting as being under recovery from Septicaemia, starting at a penalty of -30%. A Cure Disease spell will only grant the character a further twelve hours of life before he has to start taking T test again.*

Sword Fodder Version Rules for Unimportant NPCs:

- *A Minor Abdominal Injury will cause a penalty of -30% to all tests and the NPC will have to pass a T test after the battle or die from infection after d10 days. He must also pass a WP test or have to retreat from the combat.*
- *A Major Abdominal Injury will make the NPC immediately Helpless. Unless he receives major magical aid he will die within d10/2 days.*
- *A Severe Abdominal Injury will make the NPC immediately Helpless. He will expire in great agony before the day is over.*

HEAD INJURIES

This chapter deals with various injuries to the head area, including jaw fractures, damage to the eyes, concussion, brain damage and intracranial bleeding. Minor things such as black eyes, broken noses or burst eardrums are usually described in the critical hit result, being comparatively uncomplicated.

Minor Jaw Fracture:

This is usually a fracture of the lower jaw (*mandible* in medical terms). Since the teeth fit very precisely together while still allowing a certain freedom of movement such as grinding motions when chewing any dislocation of the jaw or part of the jaw tends to interfere with this fit, causing difficulty to close or even open the mouth properly. Chewing usually becomes very painful and speech might also become difficult, depending on the location of the fracture and degree of dislocation, since the jaw muscles used for chewing (the major muscles of mastication connecting the jaw to either the cheek bone ridge or the temples, the hinge being the jaw joint or *temporomandibular joint*) would pull on the fragments. If a jaw fracture heals with some degree of dislocation this will disturb the whole carefully balanced system of jaw joint, teeth and muscles of mastication, leading to muscles becoming strained due to a shift in the way they must exert force, often causing annoying headaches and pains.

A minor fracture usually features little in the way of dislocation and only one or two lines of fracture, usually one on either side. It prevents eating solid foods (usually forcing the victim to take his meals through a straw) and makes speech indistinct and slurred until healed (causing a -20% penalty to tests where being understood properly or sounding good is important, such as most Charm tests or when speaking a foreign language).

Natural Healing: The default time to heal is six weeks. At the end of that period the character must pass a Very Easy (+30%) T test for the fracture to heal without misalignment. If he fails he will experience headaches and various problems with his jaws such as painful clicking of the jaw joint in the future; this has no effect ruleswise but is a real pain for the character, sometimes leading to lifelong suffering. If a successful Heal skill test is performed within the first two weeks a bandage holding the jaw shut and in place allows a failed T test to be re-rolled.

Surgical Healing: A successful Heal skill test with the Surgery Talent produces a much more stable and efficient bandage, possibly with some kind of intraoral plate to further stabilize the jaw and extraction of any damaged teeth, resulting in the fracture healing without complications in four weeks.

Magical Healing: A quick-heal spell halves the time to heal each time it is cast, but a T test must still be taken, as for Natural Healing. A repair-heal or miracle-heal spell instantly heals a Minor Jaw Fracture without complications, the latter also curing any previously poorly healed and misaligned jaw fractures.

Major Jaw Fracture:

This is a more severe fracture, usually with multiple fragments and several damaged teeth, making healing more complicated. The penalties and necessity of ingesting only liquid nourishment is as for a Minor Jaw Fracture.

Natural Healing: The default time to heal is six weeks but without medical care the healing will result in the jaw healing crookedly, causing misaligned teeth and much suffering in the form of headaches and aching jaw joints, as well as some visible asymmetry of the lower face. The character must pass a T test or suffer a reduction of -10/2% to his Fel. If a successful Heal skill test is performed within the first two weeks a bandage holding the jaw shut and in place removes the necessity for a T

test but cannot prevent the misalignment. This has no effects ruleswise but is a pain for the character, often leading to lifelong suffering.

Surgical Healing: A successful Heal skill test with the Surgery Talent produces a much more stable and efficient bandage with wiring and an intraoral plate to stabilize the jaw, as well as extraction of any damaged teeth. The fracture heals without complications in six weeks.

Magical Healing: A quick-heal spell halves the time to heal each time it is cast, but provides no further benefits. A repair-heal reduces the time to heal to two weeks and ensures correct alignment without complications. A miracle-heal spell instantly heals a Major Jaw Fracture without complications, also curing any previously poorly healed and misaligned jaw fractures.

Severe Jaw Fracture:

This is a gruesome injury, despite its name implicating far more than merely a fracture, effectively the lower jaw torn away and left to dangle by varying amounts of soft tissue, often severely broken in many places. It is usually a fatal injury and without powerful magical healing the survivor will often curse the cruel fate that left him to live with only half a face.

The damage is rarely limited to the jaw only, the structures and soft tissues of the throat often affected in such a way as to prevent proper breathing, either by direct damage or by heavy bleeding clogging the airways. When receiving a Severe Jaw Fracture the character must pass a T test or start choking. The combination of pain from the injury and lack of air immediately makes him Helpless, as all he can do is thrash about and gurgle. He'll die in 3xTB turns.

If the T test is successful the character's airways are free. Whether he passed the test or failed but was saved by medical attention he will have to pass a second T test or contract an Abscess in d10 days. Regardless, he does not have a functioning mouth and will be unable to either speak or eat anything but liquids poured directly down his throat. With Old World technology and care only limited nourishment is thus possible and the character will gradually lose all increases to T and S gained through his careers (at a rate of 10% per month) until his T and S values are back at the originally rolled values plus any Talent bonus due to malnourishment and loss of muscle mass. He will be unable to complete any further careers requiring increases to T or S due to his physical weakness. Although able to understand and write any language learned he will be effectively mute. For the purposes of any tests involving face-to-face contact his Fel is reduced to a mere 5% by the gruesomeness of the injury.

Natural Healing: If the character starts choking a successful Heal skill test will allow the character to take a second T test. If he passes his airways are cleared from blood and ruined tissues and he will no longer be choking. If unsuccessful the damage to his throat was too severe to be unblocked easily and he will continue to choke. Assuming the lower jaw wasn't simply severed and any Abscess didn't turn fatal the remains of it will slowly wither and fall off due to dry gangrene (an infected "wet" gangrene is represented by the Abscess).

Surgical Healing: If the character is choking due to a failed second T test, as for Natural Healing above, a successful Heal skill test with the Surgery Talent (requiring two full turns) will prevent him from choking to death, representing a tracheotomy (cutting a hole in the beneath the Adam's apple to bypass the obstruction). A Heal skill test with the Surgery Talent may also be attempted to perform an amputation of the remaining lower jaw, in which case a successful test removes the necessity to take a test for contracting an Abscess.

Magical Healing: A quick-heal spell performed before an Abscess is contracted will count as a successful T test to avoid the Abscess, closing up any open wounds and thus preventing infection. A repair-heal test will stop choking as well as prevent an Abscess forming, just as a quick-heal spell,

resulting in the lower jaw remaining in place but lifeless, paralyzed and often very visibly mangled, with effects on feeding and speech as described above with the exception of the Fel reduction which is reduced to a mere -20% penalty. A miracle-heal spell performed within one day will successfully heal a Severe Jaw Fracture, making it count as a Minor Jaw Fracture with no risk of complication, otherwise counting as a repair-heal spell if performed later at which time the dead tissues of the lower jaw will already be unrecoverable. A Cure Disease spell will, of course, affect any Abscess as usual, also preventing one from developing if cast before it happens.

Damaged Eye:

This represents serious but not outright blinding damage; it can be either to the eye itself or to surrounding tissues, such as the muscles controlling eye movement, in which case the result might be a disturbing tendency toward double vision rather than reduced vision as such. Generally speaking Old World medical knowledge and techniques are insufficient to repair this kind of damage although magic might do some good.

BS and sight-based Perception tests suffer a penalty of -10% and the benefit bonus of any Talent aiding such tests (Excellent Vision, Keen Senses and Sharpshooter but not Marksman) is halved. Damage to an eye is usually highly visible, whether in the form of evident scarring or uncoordinated eye movements, reducing Fel by -5% for Fel-based tests where appearance is important (such as Charm tests). An eye-patch will remove this penalty but will result in the penalties for Lost Eye while the patch is worn.

Natural Healing: Little can be done except rinse the eye with water to remove foreign objects or turning the eyelid inside out to inspect for such objects caught under the lid. Regardless, the damage and penalties are unaffected.

Surgical Healing: Although a surgeon might be able to stitch a slashed eyelid or make other cosmetic repairs (although most surgeons would refrain from trying to do anything involving needles or scalpels so close to the eyes of a patient who might flinch at inconvenient moments) it is not enough to repair the damage or reduce the penalties.

Magical Healing: If performed within one day of taking the damage a miracle-heal spell will completely repair a damaged eye. Otherwise it will count as a repair-heal spell, in which case cosmetic damage will be repaired to such an extent that Fel is not affected at all but the other penalties remain. A quick-heal spell has no benefit.

Lost Eye:

This represents blinding damage and might even remove the eye from its socket altogether. Only strong magic brought to bear immediately can return sight to the victim.

BS and sight-based Perception tests suffer a penalty of -20% and the benefit bonus of any Talent aiding such tests (Excellent Vision, Keen Senses and Sharpshooter but not Marksman) is lost due to a loss of depth perception. Since peripheral vision is also strongly affected the bonus an opponent receives for outnumbering a character with a Lost Eye is increased by 10%. (For example, being outnumbered by two-to-one gives the opponents a +20% bonus each.) Eye-patches are such a common sight in the Old World that no Fel penalties are caused by being one-eyed.

An eye-socket with a missing or damaged eye is prone to infection. The character who receives an injury causing a Lost Eye must pass an Easy (+20%) T test or contract an Abscess after d10 days.

If a character with a Lost Eye suffers a Damaged Eye injury to his healthy eye penalties to BS and sight-based Perception tests are increased to -30% and an extra penalty of -10% to his WS and any skill or characteristics tests where good vision is deemed important (GM's call) is also added.

If a character suffers a Lost Eye injury to both eyes he is blind. His BS is reduced to zero and he may never perform any sight-based Perception tests. He may never move at better than half his M since he cannot see where he is going and must, unless led by someone else or using a stick to feel his way forward, make an Ag test every turn that he tries to move at better than a M of 1 or stumble and fall (unless the path is perfectly straight and smooth; GM's call). He suffers a -50% penalty to all WS tests and loses all free parries (he may exchange attacks for parries if he has the Lightning Parry Talent) as well as any Dodge Blow skill. In any situation where sight is deemed important the GM should feel free (and indeed obligated) to slap the poor character with reductions of ½ or more to any skill or characteristics tests. It would be simpler to simply roll up a new character...

Natural Healing: A successful Heal skill test involves stitching the socket shut to prevent infection and allows the character to re-roll a failed T test if performed within one day of receiving the injury.

Surgical Healing: A successful Heal skill test with the Surgery Talent involves a more thorough treatment of the empty socket (if necessary removing the remains of the eyeball first) before stitching it shut. If performed before an Abscess has formed it counts as a successful T test to resist contracting it.

Magical Healing: A quick-heal spell will remove the risk of contracting an Abscess if performed within one day of receiving the injury but will bring no further benefit. A repair-heal spell will do the same and might even restore the eyeball in its place if the magician so desires, which will be cosmetically beneficial (the character can skip the eye-patch without grossing people out) but will not restore sight. A miracle-heal spell will completely repair a Lost Eye and restore sight if performed within two turns of receiving the injury; otherwise it will count as a repair-heal spell. A Cure Disease spell will, of course, affect any Abscess as usual, also preventing one from developing if cast before it happens.

Concussion:

This represents something a bit more serious than a simple knock-out, with the character feeling rather awful when waking up, even some risk of falling into a permanent coma. The brain has quite literally been rattled around inside the skull, explaining the rather severe effects, even though no real structural damage has been caused.

A character with a Concussion has been knocked unconscious and will remain unconscious for 2d10 hours, after which he must roll a Normal T test. Success means he will experience headache, nausea, blurred vision and fatigue for 2d10 hours, causing a penalty of -10% to battle skills, Ag, Int, Fel and WP while it lasts. If the test fails the effects last d10 days and he will have to roll a second test. Failure on the second test means he suffers amnesia, a memory-loss of the hours immediately preceding the injury, plus he must roll a third test. Failure on the third test means he slips into a coma from dangerous swelling of the brain and will die in 2xTB days unless revived.

Natural Healing: A successful Heal skill test will mean you have managed to make a character in a coma ingest enough fluids to survive for an extra TB days. No extra benefits are gained from attempting to treat a Concussion.

Surgical Healing: A successful Heal skill test with the Surgery Talent will mean you have managed to slide a tube through the patient's nose or mouth into his stomach, thus enabling the surgeon to feed him fluids and keep him alive an extra TB weeks with continuous care. No extra benefits are gained from attempting to treat a Concussion.

Magical Healing: A quick-heal spell will instantly awaken an unconscious character with a Concussion but will not affect any penalties or a coma. A repair-heal spell will awaken an unconscious character and halve any penalties from the Concussion but will not affect a coma. A miracle-heal spell will awaken an unconscious character and remove all penalties incurred by the Concussion; if performed on a character in a coma that character will wake up but will have to take T tests just as for regaining consciousness from a Concussion, possibly slipping back into the coma again.

Intracranial Bleeding:

This refers to a subdural hematoma, which is a bleeding between the membranes on the surface of the brain, causing compression of the delicate brain tissue underneath; since the skull is unyielding the softer brain gives way first. There are other forms of intracranial bleeding as well, such as epidural or subarachnoid but these are rarer and will in this context usually represent the reason behind a failed surgery test (because no subdural bleeding was found) or outright brain damage.

A subdural bleeding usually results from trauma to the skull, sometimes with pieces of the skull having been pushed into the cranial cavity to rupture blood-vessels and even exert further pressure on the brain by their very presence (a depressed skull fracture, depicted in both the first season of "*Rome*" and "*Master and Commander*").

If unchecked, such a bleeding will slowly increase the intracranial pressure, causing ever more serious symptoms as the ability of the brain to function properly diminishes. Disorientation and weakness is followed by unconsciousness and altered breathing pattern, possibly seizures and finally death.

The only real cure is a called trepanation, which involves drilling or scraping a hole in the skull to relieve the pressure and remove any fragments of skull pressing on the brain. Actually quite a well-known procedure in the Old World, physicians also use it for a variety of other reasons, including (usually failed) attempts to cure migraine, epilepsy and letting out evil spirits or daemons. Needless to say, it is not an entirely risk-free operation.

There is no immediate effect of an Intracranial Bleeding apart from the effects described in the critical hit result, which may include being knocked out or otherwise stunned. After 24 hours the character starts to feel increasingly nauseous and disoriented, halving his battle skills, Ag and Int. After a further d10 hours he counts as Helpless and falls unconscious d10 hours after that. If left untreated he will die in another d10xTB hours after that.

Natural Healing: No benefit is gained; only surgery will help.

Surgical Healing: For the trepanation procedure a proper surgical room is usually required. With access to a surgical theatre with a proper operating table (with straps and other restraining measures) a Heal skill test with the Surgery Talent may be taken at no penalty. Otherwise the patient will have to be restrained by other means and/or severely drugged with alcohol or some other intoxicating substance (four doses of Healing Draught will do the job). Other people holding him down will require a combined S of at least three times his own. A sufficient amount of rope or other suitable material, or a lesser number of Draughts, will add 30-60% to their combined S, depending on the GM's generosity.

If sufficient S is unavailable, half of the lacking S is deducted as a penalty to the healer's skill test. (A character with the Fearless, Stout-Hearted or Very Resilient Talent may, if they pass a Hard (-20%) WP test, actually sit through the operation without flinching with but a minimum of restraints, in which case no penalty is taken. Of course, only Trollsayers and other madmen would even contemplate this...)

A successful test means that a hole has been successfully drilled in the character's skull, suitably placed to remove blood and clots as well as any fragments of skull dislocated from the fractured skull causing the injury. Either the hole is simply left there to close as well as it can on its own as bone grows back or a metal plate (often a hammered-flat coin) is nailed in place and covered with a flap of the scalp. The character will wake up in 2d10 hours (or twice that if he ingested multiple doses of Healing Draught or a lot of alcohol for painkiller) and will then count as having woken up from a Concussion (see above). Also, he will have to pass an Easy (+20%) T test or contract Meningitis (see the Infections chapter).

Magical Healing: A quick-heal spell will have no effect. A repair-heal spell cast before the character has fallen unconscious will stop the bleeding and the character instead counts as having just woken up from a Concussion and will have to roll appropriate T tests. If cast after the character has fallen unconscious as a result of his Intracranial Bleeding he will count as having fallen into a coma (see under Concussion above), meaning he'll eventually die unless revived with a miracle-heal spell but it'll take longer. The difference from a coma caused by a Concussion is that surgery can also revive the victim. If surgery is performed successfully the effects of the coma will disappear and the character will wake up as described under Surgical Healing above. A miracle-heal spell cast successfully on a character with an Intracranial Bleeding who has not yet fallen unconscious will immediately cure him of all effects; if cast on an already unconscious character he'll count as having just been Concussed and will have to roll for duration as well as appropriate T tests once he wakes up.

Brain Damage:

This represents various injuries in which parts of the brain are damaged which leads to various handicaps and loss of function. The type of trauma inflicting the damage may vary greatly and location is important which means that the critical hit charts usually name the exact loss of function although this section also includes the possibility for making such damage more random in nature. Old World medical knowledge and techniques totally lack the means to deal with this kind of injury although in some cases various forms of therapy and training may allow some function to be regained. It is suggested that the GM allows such therapy to be had only in remote Shallyan monasteries or from High Elf healers or mysterious Cathayan monks, since this kind of knowledge and skills is very rare and far from fully understood.

(It should be mentioned that the descriptions of the various symptoms caused by injury to the locations listed below are extremely simplified and described with an eye towards playability rather than realism.)

1. *Occipital lobe damage:* The visual cortex at the back of the head has been damaged, preventing the brain from interpreting the information from the eyes even though they are undamaged. No therapy is effective. Roll 1d10 to determine the extent of the injury. 1-4 *Homonymous hemianopsia sinister:* Left-side visual field defect that has the effect of Lost Eye although without any effects on appearance. If the character should also suffer a real Lost Eye injury the effect is that of having suffered both a Lost Eye as well as Damaged Eye. 1-8 *Homonymous hemianopsia dexter:* Right-side visual field defect that has the effects of Lost Eye although

without any effects on appearance. If the character should also suffer a real Lost Eye injury the effect is that of having suffered both a Lost Eye as well as Damaged Eye. 9-10 *Anopsia*: The character is completely blind, as described under Lost Eye.

2. *Frontal lobe damage*: The character becomes very uninhibited and unrestrained in a selfish and hedonistic manner, taking what he wants with little regard for consequences, shocking his surroundings, often acquiring a very colourful language as well. He loses the Etiquette Talent if he had it and may never regain it. His new behaviour earns him a permanent reduction of -10% to his Fel and the penalty should be temporarily doubled whenever the character is in "polite society". No therapy is possible. This can be hard to roleplay; if the GM approves the player of a character with this injury may substitute such behaviour for something along the lines of the symptoms associated in popular media with Tourette's Syndrome; sudden outbursts of inappropriate words and phrases: "Of course I and my partners would do anything to aid a member of the Sigmarite Church's Inquisition... WANKER! Huh? Oh I assure you I'd never refer to such a glorious personage as yourself in any derogatory manner whatsoever... you see I have this old head injury... TURNIPS! TURNIPS AND ANTI-FREEZE! Huh? Arrested?" (A severe frontal dysfunction is actually much more far-reaching in its consequences than described here, including decreased executive functions and flexibility, and usually quite tragic. For the interested, I suggest checking up on the historical case of Phineas Gage.)
3. *Epileptic fits*: The character becomes subject to epilepsy. Any time he ends up in a situation with emotional upset there is a 5% chance he suffers a fit. The fit lasts for 2d10 turns during which he counts as Helpless. Afterwards he is tired and disorientated, suffering a -10% penalty to all tests for the next d10 hours. No therapy is possible, which doesn't stop some physicians from trying all sorts of strange cures, including trepanation. Anyone seeing such a fit might misinterpret it as some sort of possession, especially in small or insular communities where people haven't seen such fits before.
4. *Temporal lobe damage*: The character becomes very forgetful and easily distracted. This has the effect of reducing his Int characteristic by -5% and the GM should force Int tests whenever there is a need to recall things. Roleplay it! No therapy is possible.
5. *Left parietal lobe damage*: The character's speech centre is damaged, preventing him from formulating sentences and writing. He becomes effectively mute and illiterate, although he can still use any Secret Signs he knows even though he lacks the ability to communicate any complex messages to anyone. Also, the left side of the brain is where artistic ability is said to be located, so the character suffers a -20% penalty to any Trade or Performer skill where artistic skill is important. No therapy is possible. (Strictly speaking you rarely see an isolated expressive aphasia like this since there is usually also a loss of receptive as well as expressive function when this area is damaged but that is too hard to both represent in rules and to roleplay, and I'm aiming for dramatic effect rather than realism in this case.)
6. *Right parietal lobe damage*: The character's sense of direction is hopelessly jumbled. He would get lost in his own backyard and thus loses any Navigation skill and Orientation Talent he may have. Occasionally he will even lose direction when dressing himself, ending up with his trousers on backwards or buttons all mismatched with their buttonholes. No therapy is possible. (Strictly speaking a character with a severe spatial dysfunction would have problems with most practical tasks as well but that would make the character virtually unplayable and I'm aiming for dramatic effect rather than realism in this case.)
7. *Facial paralysis*: The facial nerve on one side is damaged, either at its base in the brain or somewhere along its course. One side of the character's face droops and his speech becomes

slurred. Eye movement is unimpaired but the eyelid also droops, partially blocking the vision of that eye. The character suffers a -10% penalty to his Fel due to his bizarre appearance and slurred speech, also suffering a -10% penalty to any language tests where making himself heard and understood clearly is important. Several weeks of therapy can halve the penalties if given within six months of the injury.

8. *Partial paralysis*: One side of the character's body suffers a loss of strength and coordination, effectively becoming completely paralyzed. The character is unable to move without help except by a slow crawl, dragging and pushing himself forward by his remaining functional arm and leg. He can do any task that only requires one arm but cannot perform any task requiring two hands or use of more than one leg. With several weeks of therapy he will gradually regain some function, able to use weakened limbs on the affected side to some degree, suffering a penalty of -20% to any tasks dependent on the weaker side's limbs and a penalty of -10% to any physical tasks or skills requiring use of all limbs (such as climbing or dancing). His M characteristic is halved and all Dodge Blow tests count as Hard (-20%).
9. *Cerebellum damage*: The character's hind brain is damaged. This area works to coordinate movements and the damage causes a penalty of -10% to Ag and -1 to M. No therapy is possible.
10. *Monothematic delusion*: The character suffers bizarre delusions. Examples can include that people around him are actually the same person in disguise or identical-looking impostors, or even that the whole area is in fact an identical location somewhere else. This has the effect of gaining the character two extra IP. No therapy is possible.

Natural Healing: The only "natural" healing is the therapy suggested; there are no known methods to regrow lost brain tissue.

Surgical Healing: See Natural Healing.

Magical Healing: Only miracle-heal spells have any effect. If cast within one hour of receiving the injury it counts as having received therapy; if cast later there is no effect.

Short summary on Head Injuries:

Jaw Fractures:

- *A Minor Jaw Fracture causes a -20% penalty to all speech related tests and necessitates a liquid diet. The default time to heal six weeks, after which the character will have to pass a Very Easy (+30%) T test or suffer lifelong problems in the form of headaches and painful clicking of the jaw joint but gaining no other penalties apart from that. A successful Heal skill test performed within two weeks of the receiving the injury will allow a re-roll. If the healer also had the Surgery Talent the jaw heals without complications in only four weeks. Repair-heal or miracle-heal spells instantly heal a Minor Jaw Fracture; a quick-heal spell merely halves the default time to heal.*
- *A Major Jaw Fracture will automatically cause the complications of a Minor Jaw Fracture as well as forcing a T test to avoid having Fel reduced by d10/2 if left untreated. Default time to heal is six weeks. A successful Heal skill test performed within two weeks of receiving the injury will remove the necessity for the T test to avoid Fel reduction. If the healer also had the Surgery Talent the jaw heals without complications in six weeks. A quick-heal spell halves the default time to heal. A repair-heal reduces the time to heal to two*

weeks and ensures healing without complications. A miracle-heal spell instantly heals a Major Jaw Fracture without complications.

- *A Severe Jaw Fracture is often fatal, forcing a T test to avoid death from suffocation in 3xTB turns, the character counting as Helpless while choking. A successful Heal skill test will allow a new T test to survive. If still choking he can be saved by a successful Heal skill test with the Surgery Talent, representing an emergency tracheotomy (taking two turns). Assuming he hasn't choked to death he'll have to pass another T test to avoid contracting an Abscess after d10 days, unless the remains of the lower jaw are amputated by use of the Heal skill with the Surgery Talent or he receives the benefit of a quick-heal spell. Assuming the character has survived all this he now lacks a lower jaw, is effectively mute, has to reduce his Fel to a mere 5% for any face-to-face interactions with other people and also has severe problems feeding himself, losing all increases to his S and T at a rate of 10% per month, and can now never complete any new career requiring increases in either characteristic. A repair-heal test will stop choking as well as prevent an Abscess forming, allowing a lifeless, useless and often visibly mangled lower jaw to remain in place, with effects on feeding and speech as described above although the Fel reduction is reduced to -20%. A miracle-heal spell performed within one day will successfully heal a Severe Jaw Fracture, making it count as a Minor Jaw Fracture with no risk of complication, otherwise counting as a repair-heal spell if performed later. A Cure Disease spell will, of course, affect any Abscess as usual, also preventing one from developing if cast before it happens.*

Damaged Eye:

- *BS and sight-based Perception tests suffer a penalty of -10% and the benefit bonus of any Talent aiding such tests (Excellent Vision, Keen Senses and Sharpshooter but not Marksman) is halved. Fel is reduced by -5% for Fel-based tests where appearance is important (such as Charm tests). An eye-patch will remove this penalty but will result in the penalties for Lost Eye while the patch is worn. Neither Natural nor Surgical Healing brings any benefit to a Damaged Eye injury.*
- *If performed within one day of taking the damage a miracle-heal spell will completely repair a damaged eye. Otherwise it will count as a repair-heal spell, in which case cosmetic damage will be repaired to such an extent that Fel is not affected at all but the other penalties remain. A quick-heal spell has no benefit.*

Lost Eye:

- *BS and sight-based Perception tests suffer a penalty of -20% and the benefit bonus of any Talent aiding such tests (Excellent Vision, Keen Senses and Sharpshooter but not Marksman) is lost. The bonus an opponent receives for outnumbering a character with a Lost Eye is increased by 10%. The character who receives an injury causing a Lost Eye must pass an Easy (+20%) T test or contract an Abscess after d10 days. Eye-patches are such a common sight in the Old World that no Fel penalties are caused by being one-eyed.*
- *Lost Eye, Natural Healing: A successful Heal skill test performed within one day of receiving the injury allows the character to re-roll a failed T test.*
- *Lost Eye, Surgical Healing: A successful Heal skill test with the Surgery Talent performed before an Abscess has formed counts as a successful T test to resist contracting it.*
- *Lost Eye, Magical Healing: A quick-heal spell will remove the risk of contracting an Abscess if performed within one day of receiving the injury but will bring no further benefit.*

A repair-heal spell will do the same and might even restore the eyeball in its place if the magician so desires, which will be cosmetically beneficial (the character can skip the eye-patch without grossing people out) but will not restore sight. A miracle-heal spell will completely repair a Lost Eye and restore sight if performed within two turns of receiving the injury; otherwise it will count as a repair-heal spell.

Concussion:

- *A character who receives a Concussion is unconscious for 2d10 hours and will suffer a penalty of -10% to battle skills, Ag, Int, WP and Fel for 2d10 hours upon waking up. He also has to roll a Normal T test and keep rolling new tests until he succeeds. A first failure means the penalty lasts d10 days; a second failure means loss of memory for the hours immediately preceding the Concussion; a third failure means he slips into a coma and will die after 2xTB days.*
- *A character in a coma who is treated with a successful Heal skill test will survive for an extra TB days. If the healer also has the Surgery Talent and keeps up continuous treatment the character in coma will survive for TB weeks. A quick-heal spell will instantly awaken an unconscious character with a Concussion but will not affect any penalties or a coma. A repair-heal spell will awaken an unconscious character and halve any penalties from the Concussion but will not affect a coma. A miracle-heal spell will awaken an unconscious character and remove all penalties incurred by the Concussion; if performed on a character in a coma that character will wake up but will have to take T tests just as for regaining consciousness from a Concussion, possibly slipping back into the coma again.*

Intracranial Bleeding:

- *A character with an Intracranial Bleeding halves his battle skills, Ag and Int after 24 hours has passed from receiving the injury. After a further d10 hours he becomes Helpless and falls unconscious a further d10 hours after that. If left untreated he will die in d10xTB hours.*
- *Intracranial Bleeding, Natural Healing: No benefit.*
- *Intracranial Bleeding, Surgical Healing: A successful Heal test with the Surgery Talent represents a trepanation (complete with a metal plate to cover the hole) and the character will awaken in 2d10 hours, counting as having just woken up from a Concussion, as described above. He also has to pass an Easy (+20%) T test or contract Meningitis (see the Infections chapter). The surgeon takes a penalty to his test unless the patient is appropriately restrained (see main text) during the operation, although a character with the Fearless, Stout-Hearted or Very Resilient Talent may attempt self-restraint which requires passing a Hard (-20%) WP test.*
- *Intracranial Bleeding, Magical Healing: A quick-heal spell will have no effect. A repair-heal spell cast before the character has fallen unconscious will stop the bleeding and the character instead counts as having just woken up from a Concussion. If cast after the character has fallen unconscious he will count as having fallen into a coma (see under Concussion above) although surgery as well as magical healing can also revive him. If surgery is performed successfully the effects of the coma will disappear and the character will wake up as described under Surgical Healing above. A miracle-heal spell cast successfully on a character with an Intracranial Bleeding who has not yet fallen unconscious will immediately cure him of all effects; if cast on an already unconscious*

character he'll count as having just received a Concussion, including having to roll for the duration of his unconsciousness.

Brain Damage:

- *The effects vary but no natural or surgical healing is possible. Magical healing with miracle-heal spells performed within one hour of receiving the injury or a long period of physical therapy (allowed only at the GM's call) may in some cases lessen the effects (see main text).*

Alternate simplified version of Head Injuries:

Jaw Fractures:

- *A Minor Jaw Fracture causes a penalty of -20% to all speech-related tests and necessitates a liquid diet for six weeks. A successful Heal skill test with the Surgery Talent or a quick-heal spell will halve that time. Either a repair-heal or miracle-heal spell will instantly heal a Minor Jaw Fracture.*
- *A Major Jaw Fracture causes the same penalties as a Minor Jaw Fracture and, if untreated, also causes a permanent reduction of Fel by d10/2% due to asymmetries of the face and general grumpiness caused by the constant headaches resulting from the misaligned teeth. A successful Heal skill test with the Surgery Talent, a repair-heal spell or a miracle-heal will remove the Fel reduction; the time required to heal is affected the same as for a Minor Jaw Fracture.*
- *A Severe Jaw Fracture causes death within 3xTB turns due to choking unless a successful Heal skill test with the Surgery Talent or repair-heal spell is performed. In either case the character now no longer has a functional lower jaw and is effectively mute and has his Fel reduced to a mere 5% due to the hideous appearance of his face. In addition he may never increase his S or T any further (and may thus not complete any career requiring this) due to having to subsist on a liquid diet.*

Eye Injury:

- *A Damaged Eye reduces BS and sight-related Perception skill tests by -10%. Only a miracle-heal spell can restore full eyesight.*
- *A Lost Eye reduces BS and sight-related Perceptions skill tests by -20% and opponents get an additional +10% to hit bonus if outnumbering the character. Only a miracle-heal spell performed within two turns may restore a Lost Eye.*

Concussion:

- *A character with a Concussion is unconscious for 2d10 hours and will also suffer a penalty of -10% to all tests for an additional 2d10 hours after waking up. Unless passing a T test he will also suffer a memory loss of the hours immediately preceding his Concussion. If he rolls a natural 100 on the die-roll when testing for amnesia he doesn't wake up, instead sliding into a coma.*

- *A quick-heal spell will instantly awaken a Concussed character. A repair-heal spell will also remove any penalties and amnesia upon awakening. A miracle-heal spell is the only thing (apart from using a Fate Point) that can awaken a character in a coma.*

Intracranial Bleeding:

- *A character with an Intracranial Bleeding will begin to suffer a penalty of -20% to all tests 24 hours after receiving the injury. A further d10 hours after that he will lose consciousness and will die within another d10xTB hours.*
- *A repair-heal spell cast before the character has lost consciousness will stop the Intracranial Bleeding from progressing further and the character will instead count as having just awakened from a Concussion. If already unconscious only a successful miracle-heal spell or surgery can help him. The former will make the character count as having just awakened from a Concussion. The latter requires either a proper operating table with restraining straps or that the character has the Fearless, Stout-Hearted or Very Resilient Talent, in which case he can manage to endure the operation with a minimum of restraints. Success with a Heal skill test with the Surgery Talent will count as the character having just received a Concussion rather than the original injury.*

Brain Damage:

- *The effects vary but no natural or surgical healing is possible. Magical healing with miracle-heal spells performed within one hour of receiving the injury or a long period of physical therapy (allowed only at the GM's call) may in some cases lessen the effects (see main text).*

Sword Fodder Version Rules for Unimportant NPCs:

- *A Minor Jaw Fracture forces the NPC to pass a T test or be knocked unconscious. If he passes he will be stunned for d10 turns.*
- *A Major Jaw Fracture causes an instant KO on the NPC.*
- *A Severe Jaw Fracture will cause the NPC to become Helpless and choke to death within d10 turns.*
- *A Damaged Eye will force the NPC to retreat from the battle.*
- *A Lost Eye will make the NPC Helpless for the duration of the battle, as well as blinding him.*
- *A Concussion will knock the NPC unconscious and make him feel very sick when he wakes up the next day, assuming he survives the battle.*
- *An Intracranial Bleeding will knock the NPC unconscious. He'll never wake up, sliding into a coma and quietly dying within the next day or two.*
- *Brain Damage is instantly fatal for Unimportant NPCs.*

DISLOCATED JOINTS

This chapter deals with injuries to the soft tissues of joints, the sort that does not properly fit into either the Fractures or Muscle & Tendon Damage chapters. Depending on the nature of the injury they might be quite temporary in nature (a simple matter of popping the joint back again) or quite severe and crippling (such as when ligaments are torn).

Dislocated Shoulder:

The shoulder is an odd joint, allowing great mobility but hardly being very stable, depending mostly on muscular connections for stability. A powerful blow can separate the bone of the upper arm (the humerus) from the shoulder (actually from the joint against the shoulder-blade, the scapula), causing great pain and significantly reduced mobility.

A dislocated shoulder effectively makes the arm useless, though the hand can still be used for gripping lighter objects. Unless the arm is immobilized with a sling the pain is so great that the character suffers a penalty of -10% to all other physical activity as he tries to keep his injured arm from being jarred. Providing a sling does not require any Heal skill tests.

Natural Healing: If left unattended with nothing but a sling to ease the pain the arm will remain useless for d10 weeks, whereupon some function is regained, enabling the character to use the arm with a penalty of -20% for any tests requiring any amount of force or strength. This penalty will be halved within another two weeks after which the character must pass an Easy (+20%) T test to regain full function after a further two weeks. Failure will mean the penalty becomes permanent.

A successful Heal skill test performed at any time before the penalty has become permanent will pop the shoulder back in place. This represents a rather rough method of doing things which is very painful for the patient, with one or more people forcefully tugging the arm back into place. The character will suffer a -20% penalty to any tests made with that arm for the next d10/2 days whereupon full function is regained.

Surgical Healing: A trained surgeon with a certain amount of anatomical knowledge can often make the process of popping a shoulder back into place significantly less unpleasant, sometimes even manipulating both arm and body position in such a way as to literally let it “drop” back into place. A successful Heal skill test with the Surgery Talent performed at any time before the penalty has become permanent will immediately restore full function without penalties.

Magical Healing: A quick-heal spell will reduce the time the arm is useless from d10 days to none but any penalties after that remain unaffected by the spell. A repair-heal spell performed at any time before the penalty has become permanent will immediately restore full function without penalties. A miracle-heal spell will also remove any permanent penalty caused by an untreated dislocation.

Dislocated Knee:

This represents damage to the ligaments and cartilage inside the knee joint, the kind of injury that happens to soccer players or other athletes who take bad stumbles or tackles. The result is that the whole knee joint becomes unstable, leading to “wobbliness” and poor balance. These ligaments tend to heal poorly and Old World surgical techniques are insufficient for any kind of repair.

Dislocated Knee (Minor):

This represents damage to some of the cruciate ligaments and/or a meniscus that causes a penalty of -1 to M and makes all Dodge Blow tests count as Difficult (-10%). The GM should use any

opportunity to harass the character with descriptions of various aches and other discomforts caused by bad weather or long marches.

Dislocated Knee (Major):

This represents a very bad injury with most of the ligaments entirely severed and the cartilage badly torn. The knee is either so stiff or so unstable that the character suffers a penalty of -2 to M and makes all Dodge Blow tests count as Hard (-20%).

Natural Healing: This type of injury does not resolve spontaneously, nor can someone with the Heal skill do more than wrap the knee in order to keep any swelling down, having no effect ruleswise.

Surgical Healing: No further benefit can be had from the Surgery Talent.

Magical Healing: A quick-heal spell has no effect. A repair-heal spell cast within one week of receiving the injury means a Dislocated Knee (Minor) will heal without penalties while a Dislocated Knee (Major) injury will turn it into a Dislocated Knee (Minor). A miracle-heal spell cast at any time will completely heal a either injury if cast within one week of receiving it; if cast later it will completely heal a Dislocated Knee (Minor) while turning a Dislocated Knee (Major) into a Dislocated Knee (Minor).

Short summary on Dislocated Joints:

Dislocated Shoulder:

- *A dislocated shoulder makes the arm useless, though the hand can still be used for gripping lighter objects. Unless the arm is immobilized with a sling the pain is so great that the character suffers a penalty of -10% to all other physical activity tests.*
- *Dislocated Shoulder, Natural Healing: The arm will remain useless for d10 weeks, thereafter suffering a penalty of -20% for any tests requiring any amount of force or strength. This penalty will be halved within another two weeks after which the character must pass an Easy (+20%) T test to regain full function after a further two weeks. Failure will mean the penalty becomes permanent. A successful Heal skill test performed at any time before the penalty has become permanent will pop the shoulder back in place although the character will suffer a -20% penalty to any tests made with that arm for the next d10/2 days whereupon full function is regained.*
- *Dislocated Shoulder, Surgical Healing: A successful Heal skill test with the Surgery Talent performed at any time before the penalty has become permanent will immediately restore full function without penalties.*
- *Dislocated Shoulder, Magical Healing: A quick-heal spell will reduce the time the arm is useless from d10 days to none but any penalties after that remain unaffected by the spell. A repair-heal spell performed at any time before the penalty has become permanent will immediately restore full function without penalties. A miracle-heal spell will also remove any permanent penalty caused by an untreated dislocation.*

Dislocated Knee:

- *A Dislocated Knee (Minor) will cause a penalty of -1 to M and make all Dodge Blow tests count as Difficult (-10%).*

- *A Dislocated Knee (Major) will cause a penalty of -2 to M and make all Dodge Blow tests count as Hard (-20%).*
- *No benefit can be had from the Heal skill, with or without the Surgery Talent.*
- *A quick-heal spell has no effect. A repair-heal spell cast within one week of receiving the injury means a Dislocated Knee (Minor) will heal without penalties while a Dislocated Knee (Major) injury will turn it into a Dislocated Knee (Minor). A miracle-heal spell cast at any time will completely heal a either injury if cast within one week of receiving it; if cast later it will completely heal a Dislocated Knee (Minor) while turning a Dislocated Knee (Major) into a Dislocated Knee (Minor).*

Alternate simplified version of Dislocated Joints:

Dislocated Shoulder:

- *A Dislocated Shoulder makes the arm useless. If left untreated the arm will regain function after d10 weeks but suffer a penalty of -20% to all tests requiring any amount of force or strength for a further d10/2 weeks before healing completely.*
- *Either a successful Heal skill test or any healing spell will pop the shoulder back into place and no further penalties are suffered.*

Dislocated Knee:

- *A Dislocated Knee (Minor) will cause a penalty of -1 to M and make all Dodge Blow tests count as Difficult (-10%).*
- *A Dislocated Knee (Major) will cause a penalty of -2 to M and make all Dodge Blow tests count as Hard (-20%).*
- *A repair-heal spell will reduce the level of a Dislocated Knee by one step (Major to Minor, Minor to none, although it can't be repeated twice) while a miracle-heal spell will restore full function regardless of the level.*

Sword Fodder Version Rules for Unimportant NPCs:

- *A Dislocated Shoulder makes the NPC retreat from the battle and makes his arm useless for several weeks unless treated by a healer who pops it back into place.*
- *A Dislocated Knee (Minor) reduces the NPC's M by -1 and makes him unable to perform Dodge Blow tests for the duration of the battle.*
- *A Dislocated Knee (Major) leaves the NPC unable to stand or walk for the duration of the battle and leaves him permanently crippled and in need of crutches if he survives.*

LOSS OF LIMBS

This chapter deals with traumatic amputation as well as the various prosthetics and crutches available in the Old World.

Traumatic Amputation & Limb Loss:

This is damage that is so severe a limb is severed or torn off outright, either fully or so nearly as to make no difference, the limb hanging by a few threads of flesh. It is usually accompanied by some degree of Bleeding critical damage result as well (see the Bleeding chapter) since one or more large arteries are severed as a result of the injury. Limb loss can also be the result of deliberate amputation to save a patient from gangrene or to remove an offending mutation. In the critical hit charts an outright amputation will be referred to as Traumatic Amputation (Limb) but will always have the effects of Limb Loss (Limb) described below apart from the immediate effects (bleeding, stunning, etc) described in the hit result. The main difference is that a Traumatic Amputation (Limb) can sometimes be helped by the Golden Tears miracle-heal spell from the Shallyan Lore, as described below.

Limb Loss (Hand): This represents a functional loss of the hand. It can be through loss of most of the whole lower arm or merely loss of all the fingers, rendering any remaining part of the hand useless.

The character can still use the remainder of the arm to perform simple tasks that requires neither grip nor finesse, such as pushing things around on a table surface or carrying saddle-bag by its straps, but is severely limited in the normally two-handed tasks he can do, having to use his mouth to make knots, hold lock-picks, etc. If such a task can conceivably be performed with only one hand the GM should allow it at no penalty but double or triple (or more) the amount of time it takes. He may not use any two-handed close combat weapons and can only reload and use slings, gunpowder weapons or crossbows (taking three times the usual time to reload and staying in the same spot while doing it).

The arm will still have to be armoured as enough of it remains to be considered an intact hit location, although of course any damage results affecting the hand are exchanged for the nearest reasonable higher result.

Limb Loss (Arm): This represents a loss of the arm at approximately the level of the elbow or above.

For normally two-handed tasks, use the same limitations as for Limb Loss (Hand) except that only slings and pistols may benefit from the Aim manoeuvre due to the lack of steadying provided from an extra arm.

The arm is no longer considered a hit location and does not need armour. Any hits from ranged weapons are considered to have missed and an extra die-roll is made to determine hit location by close combat hits (hitting the same missing limb a second time is considered a miss).

Limb Loss (Foot): This represents a functional loss of the foot. It can be through loss of most of the whole lower leg or merely the loss of a significant part of the foot itself, rendering normal walking on it impossible.

Unaided by a peg-leg or crutches (see below) the character is unable to move faster than at M 1, hopping along on one leg. He is unable to use the Dodge Blow skill and must pass an Ag test each turn he moves like this on any but the most even ground or if he engages in combat, falling down if he fails (counting as knocked down). The alternative is crawling at M ½ which entails no risk of falling and

counts as being knocked down in combat, counting all Dodge Blow tests as Hard (-20%) and close combat attacks as Difficult (-10%).

The leg will still have to be armoured as enough of it remains to be considered an intact hit location, although of course any damage results affecting the foot are exchanged for the nearest reasonable higher result.

Limb Loss (Leg): This represents a loss of the leg at approximately the level of the knee or above.

Unaided by a peg-leg or crutches (see below) the character is unable to move faster than at M 1, hopping along on one leg. He is unable to use the Dodge Blow skill and must pass an Ag test each turn he moves like this on any but the most even ground or if he engages in combat, falling down if he fails (counting as knocked down). The alternative is crawling at M ½ which entails no risk of falling and counts as being knocked down in combat, counting all Dodge Blow tests as Very Hard (-30%) and close combat attacks as Hard (-20%). The increased difficulty is because of the loss of leverage that can still be exerted by half a leg; a character still able to kneel (even if one leg ends somewhere below the knee) is capable of twisting and turning without too much difficulty compared to someone with only a single knee.

The leg is no longer considered a hit location and does not need armour. Any hits from ranged weapons are considered to have missed and an extra die-roll is made to determine hit location by close combat hits (hitting the same missing limb a second time is considered a miss).

Limb Loss (Legless): This represents loss of both feet and/or legs from having contracted Limb Loss (Foot) or (Leg) on both sides.

Unaided, the character can only move along by crawling or lifting himself along by his arms at M ½, counting all Dodge Blow tests as Very Hard (-30%) and close combat attacks as Hard (-20%). He is capable of climbing ropes or ladders by pulling himself along by his arms but the GM should require S tests to do this.

Limb Loss (Fingers): The hand has one thumb and four fingers. Losing just one joint does not count as loss of a finger; a Limb Loss (Fingers) represents losing enough of one or more fingers to make them useless. The critical hit result will tell you which fingers are lost (sometimes both number and location are random) and the effects are described below.

Losing a **thumb** means you no longer have an opposing digit to create a strong grip. Since you can no longer grip a weapon properly you suffer a penalty of -10% to battle skills when using that hand. Tests requiring fine manipulation and delicate manual dexterity suffer a -20% penalty if the injured hand is the character's main hand (usually the right unless he has the Ambidexterity Talent), reduced to -10% if the opposite hand is the injured one and the task requires two hands (usually the case).

Losing **one finger** is more of a cosmetic concern than a reduction of function, causing no penalties. (Strictly speaking this depends on the finger but for simplicity's sake this is ignored.) Losing **two fingers** means you suffer penalties. Tests requiring fine manipulation and delicate manual dexterity suffer a -10% penalty if the injured hand is the character's main hand (usually the right unless he has the Ambidexterity Talent). Losing **three fingers** (including the thumb, if that was also lost) means you can no longer use close combat weapons with that hand. You can fire a bow, handgun or crossbow although reloading will take twice as long. (To fire a bow if all you have on your right hand is a thumb and one more finger requires a thumb ring of bone or leather as you draw it with your thumb.) Pistols, crossbow pistols or slings cannot be used. Penalties for other tasks are the same as for losing a thumb. Losing **four or more fingers** means the hand is effectively useless for most tasks.

Natural Healing: It is not possible to reattach a severed limb with Old World surgical techniques but various other critical hit effects from a Traumatic Amputation (Limb), such as Bleeding, are usually treatable (see the relevant chapters).

Surgical Healing: See Natural Healing.

Magical Healing: Quick-heal and repair-heal spells cannot reattach a severed limb but various other critical hit effects from a Traumatic Amputation (Limb), such as Bleeding, are usually treatable with these spells (see the relevant chapters). The only miracle-heal spell that can heal a Traumatic Amputation in such a way as to save the affected limb is the Shallyan Lore Golden Tears spell, which not only affects all secondary effects (such as Bleeding) but also reattaches the limb without any loss of function, but the latter effect only if the spell was cast within two turns of the wounded character receiving the injury. It has no effect on severed heads, only hands/arms and feet/legs.

Prosthetics:

Despite rumours of near-miraculous Dwarven artefacts such as artificial golden hands and rocket-powered legs most people in the Old World have to make do with significantly less advanced prosthetics if they are so unlucky as to emerge from a fight minus a limb or two.

Limb Loss (Hand):

Hook: Price and exact appearance varies wildly, some examples including various (more or less) practical refinements such as extra or exchangeable blades and even tools or clamps for gripping. A simple hook counts as an Improvised Weapon in close combat and cannot be used for parries or be thrown. Although useful for many things, such as waving in someone's face when you use the Intimidate skill or peeling apples (if you have a really sharp edge on the hook) it does not allow normally two-handed tasks to be performed well enough to remove the effects described under Limb Loss (Hand).

Weapon Prosthesis: Various Hand Weapons (usually a heavy cleaver-like blade), Daggers, Morning Stars and even Bucklers can be attached to the wrist stump for use in combat. However, the absence of the flexibility and extra control afforded by a hand and wrist reduces WS by 10% when using such a Weapon Prosthesis. Crossbow Pistols or gunpowder Pistols are also (barely) possible but loading takes extra time, just as for Limb Loss (Hand), and BS is reduced by 10% when aiming such a weapon (which cannot be detached and used as a normal pistol).

Limb Loss (Arm):

Unless the GM feels like introducing various Dwarven (or Chaotic) artefacts there are no good prosthetics to replace an entire arm.

Limb Loss (Foot):

Single Crutch: Using a single crutch allows the character to move at M 1 and even to fight, although one hand (usually the one opposite to the lost limb) will be occupied holding the crutch and all Dodge Blow tests count as Hard (-20%). The character may use the crutch as an Improvised Weapon but will have pass an Ag test each turn he does this to avoid falling.

Two Crutches: Using one crutch under each arm the character can move at M 2 although both arms will be occupied holding the crutches and all Dodge Blow tests count as Very Hard (-30%). Dropping one crutch will make the character count as having a Single Crutch (see above).

Peg Leg: A character with a Peg Leg suffers a penalty of -1 to M and all Dodge Blow tests count as Difficult (-10%). The GM should also increase the difficulty of all tests requiring significant use of both legs (such as Climbing) by one (or even two) levels, possibly forcing Ag tests to retain footing on slippery surfaces. Walking long distances on a Peg Leg is brutal punishment for a stump that isn't as well designed as a real foot to withstand the constant bumping and chafing, so distances travelled on foot should be reduced by as much as 25-50% per day of march.

Limb Loss (Leg):

Single Crutch: See Limb Loss (Foot).

Two Crutches: See Limb Loss (Foot).

Long Peg Leg: This is a Peg Leg that reaches above knee-level, making for a much less stable platform than the ordinary shorter Peg Leg. A character with a Long Peg Leg suffers a penalty of -2 to M and all Dodge Blow tests count as Very Hard (-30%). The GM should also increase the difficulty of all tests requiring significant use of both legs (such as Climbing) by one (or even two) levels, possibly forcing Ag tests to retain footing on slippery surfaces. Distances travelled on foot should be reduced by as much as 50-75% per day of march. It is often combined with either a Single Crutch or Two Crutches in which case the lower penalties are used for any given situation.

Limb Loss (Legless):

Cart or Wheelchair: This is a small wheeled box or chair in which the character sits, dragging himself along either by pulling at the wheels or pushing against the ground (usually with a pair of wooden blocks held in his hands to prevent damage and wear to the them). The speed is totally dependent on the terrain over which the cart/wheelchair is travelling, ranging from practically zero in deep mud to ludicrous speeds when going downhill on a flat surface (in which case the GM should force various tests as well as consult any house rules he may have regarding high-speed collisions). The character counts all Dodge Blow tests as Very Hard (-30%) and suffers a penalty of -10% to his WS when trying to hit opponents in close combat due to his limited range and mobility when confined to his vehicle.

If the cart/wheelchair is pulled by animals of one kind or another (large dogs for example) the maximum speed is the animals' M minus 1, with suitable penalties depending on the terrain. The GM should frequently ask the character to test against his Drive skill for this kind of travel.

Crutches & Peg Legs: If two Peg Legs (whether Long or ordinary) are combined with Two Crutches the character can move at M 1 but may not use the Dodge Blow skill and must pass an Ag test each turn he fights (for which he must first drop one crutch or use it as an Improvised Weapon) to avoid falling down. Due to extremely poor balance his WS suffers a penalty of -20%.

Short summary of Loss of Limbs:

- ***A Traumatic Amputation (Limb) can be healed completely without loss of function if a Golden Tears spell from the Shallyan Lore is cast successfully within two turns. Other spells may only affect other effects of such an injury, such as Bleeding.***

Limb Loss:

- ***Limb Loss (Hand): If a task can conceivably be performed with only one hand the GM should allow it at no penalty but double or triple (or more) the amount of time it takes. The***

character may not use any two-handed close combat weapons and can only reload and use slings, gunpowder weapons or crossbows (taking three times the usual time to reload and staying in the same spot while doing it). The arm remains a hit location although any damage results affecting the hand are exchanged for the nearest reasonable higher result.

- *Limb Loss (Arm): Use the same limitations as for Limb Loss (Hand) except that only slings and pistols may benefit from the Aim manoeuvre due to the lack of steadying provided from an extra arm. The arm is no longer considered a hit location and does not need armour. Any hits from ranged weapons are considered to have missed and an extra die-roll is made to determine hit location by close combat hits.*
- *Limb Loss (Foot): The character is unable to move faster than at M 1. He is unable to use the Dodge Blow skill and must pass an Ag test each turn he moves on any but the most even ground or if he engages in combat, falling down if he fails (counting as knocked down). The alternative is crawling at M ½ which entails no risk of falling and counts as being knocked down in combat, counting all Dodge Blow tests as Hard (-20%) and close combat attacks as Difficult (-10%). Any damage results affecting the foot are exchanged for the nearest reasonable higher result.*
- *Limb Loss (Leg): The character is unable to move faster than at M 1, hopping along on one leg. He is unable to use the Dodge Blow skill and must pass an Ag test each turn he moves like this on any but the most even ground or if he engages in combat, falling down if he fails (counting as knocked down). The alternative is crawling at M ½ which entails no risk of falling and counts as being knocked down in combat, counting all Dodge Blow tests as Very Hard (-30%) and close combat attacks as Hard (-20%). The leg is no longer considered a hit location. Any hits from ranged weapons are considered to have missed and an extra die-roll is made to determine hit location by close combat hits.*
- *Limb Loss (Legless): The character can only move along by crawling or lifting himself along by his arms at M ½, counting all Dodge Blow tests as Very Hard (-30%) and close combat attacks as Hard (-20%).*
- *Limb Loss (Fingers): Loss of the thumb gives a penalty of -10% to battle skills when using that hand and a penalty of -20% to tests requiring fine manipulation if it was the right (main) hand, -10% if it was the left (or the character has the Ambidexterity Talent). Loss of one finger has no effect. Loss of two fingers gives a penalty of -10% to tests requiring fine manipulation if the affected hand was the right and the character lacks the Ambidexterity Talent. Loss of three fingers means the character cannot use close combat weapons and pistols, crossbow pistols and slings while reloading bows and crossbows take twice as long and other penalties are as for losing a thumb. Losing four or more fingers makes the hand useless for most tasks.*

Prosthetics:

- *A Hook (Hand) counts as an Improvised Weapon in close combat and cannot be used for parries or be thrown.*
- *Various Hand Weapons (usually a heavy cleaver-like blade), Daggers, Morning Stars and even Bucklers can be attached to a Weapon Prosthesis (Hand) for use in combat at a WS penalty of -10%. Crossbow Pistols or gunpowder Pistols are also (barely) possible but loading takes extra time, just as for Limb Loss (Hand), and BS is reduced by 10% when aiming such a weapon (which cannot be detached and used as a normal pistol).*

- *No prosthesis is possible for Limb Loss (Arm).*
- *A Single Crutch (Foot or Leg) allows the character to move at M 1 and even to fight, although one hand (usually the one opposite to the lost limb) will be occupied holding the crutch and all Dodge Blow tests count as Hard (-20%). The character may use the crutch as an Improvised Weapon but will have to pass an Ag test each turn he does this to avoid falling.*
- *Two Crutches (Foot or Leg) allows the character to move at M 2 although both arms will be occupied holding the crutches and all Dodge Blow tests count as Very Hard (-30%). Dropping one crutch will make the character count as having a Single Crutch.*
- *A Peg Leg (Foot) reduces M by -1 and all Dodge Blow tests count as Difficult (-10%). The difficulty of all tests requiring significant use of both legs (such as Climbing) should be increased by one or two levels with optional Ag tests to retain footing on slippery surfaces. Distance travelled on foot should be reduced by as much as 25-50% per day of march.*
- *A Long Peg Leg (Leg) reduces M by -2 and all Dodge Blow tests count as Very Hard (-30%). The difficulty of all tests requiring significant use of both legs (such as Climbing) should be increased by one or two levels with optional Ag tests to retain footing on slippery surfaces. Distance travelled on foot should be reduced by as much as 50-75% per day of march. A Long Peg Leg is often combined with either a Single Crutch or Two Crutches in which case the lower penalties are used for any given situation.*
- *A Cart/Wheelchair (Legless) makes all Dodge Blow tests count as Very Hard (-30%) and WS is reduced by -10% when the character tries to hit in close combat. Speed is dependent on terrain as the GM sees fit. An animal-drawn Cart/Wheelchair is allowed by the GM's permission.*
- *With Crutches & Peg Legs (Legless) the character can move at M 1 but may not use the Dodge Blow skill and must pass an Ag test each turn he fights (for which he must first drop one crutch or use it as an Improvised Weapon) to avoid falling down. Due to extremely poor balance his WS suffers a penalty of -20%.*

Alternate simplified version of Loss of Limbs:

- *Any Traumatic Amputation (Limb) can be healed without loss of function by successful casting of the Golden Tears spell within two turns. Other healing spells merely affect other effects than the Limb Loss, such as Bleeding.*
- *Limb Loss (Hand) means the character cannot use two-handed weapons. Tasks that usually require two hands but that can conceivably be performed using only one hand take three times as long. A prosthetic hook can be used as an Improvised Weapon.*
- *Limb Loss (Arm) means the character cannot use two-handed weapons. Tasks that usually require two hands but that can conceivably be performed using only one hand take three times as long. The arm no longer counts as a hit location.*
- *Limb Loss (Foot) means the character counts as knocked down and can only crawl at M 1 without prosthetics. A peg leg reduces M by -1 and makes all Dodge Blow tests count as Difficult (-10%).*

- ***Limb Loss (Leg)*** means the character counts as knocked down and can only crawl at M 1 without prosthetics. A peg leg reduces M by -2 and makes all Dodge Blow tests count as Hard (-20%). Adding a crutch reduces it to -1 and Difficult (-10%) respectively, but means one hand is occupied holding the crutch.
- ***Limb Loss (Legless)*** means the character counts as knocked down and can only crawl at M ½ without either a cart or a wheelchair, which allows him to roll along at M 1 (or faster if downhill or on smooth ground) if using both arms to push. If immobile (due to using his arms to fight) he counts as knocked down even though technically he is upright.
- ***Limb Loss (Fingers)*** means the character suffers a penalty of -5% per finger to his battle skills when using that hand and the same penalty to tests requiring fine manipulation and manual dexterity.

Sword Fodder Version Rules for Unimportant NPCs:

- ***Any Traumatic Amputation (Limb)*** results in the NPC bleeding to death within d10 turns. Loss of fingers instead makes him retreat from the combat.
- ***Any Limb Loss or Prosthetics*** are either totally cosmetic or variously crippling with penalties as the GM sees fit. (Usually loss of free parry for a lost arm or hand and penalties to M and Dodge Blow for peg legs.)

ARMOUR DAMAGE

This chapter deals with damage to armour rather than flesh. The exact effects of the damage done to a piece of armour are described in the critical hit result and mostly consist of either of two effects.

Reduced AP: Pieces have been torn away or large rents been made, reducing the AP on that location by one or more points. This effect lasts until the armour is repaired.

Reduced mobility: A plate has been buckled or straps have snapped, hindering normal movement, resulting in a penalty to battle skills. This affects a character until the armour has been removed and will affect him again if the armour is worn without first being repaired.

Removing and putting on armour:

Removing armour is a time-consuming process, involving multiple straps and fastenings. It takes one half-action per point of AP per location. You must remove one full layer at a time, outermost first, meaning first any plate, then any mail and finally any leather.

Example: Removing Full Plate from one leg takes first one full action (one half-action per point of AP) to remove the Plate part, then another full action to remove the Mail legging, and finally one half-action to remove the Leather legging.

Sleeved Mail Shirts, Sleeved Mail Coats and Leather Jacks must be removed as a single unit; you cannot remove parts of them but must remove them on all covered locations at the same time. Being interrupted while in the process of removing any of those means your arms are trapped and cannot be used until you've taken enough actions to complete the removal. All Helmets, Coifs and Skullcaps can be removed with only a single half-action each.

Example: A Full Plate Armour suit is to be removed. Since the Plate parts are worn over Full Mail Armour and Full Leather Armour (which includes a Sleeved Mail Shirt and Leather Jack) the Plate must be removed from Body and Arms before either of the latter can be removed. Helmet, Coif and Skullcap require one half-action each. Removing the Plate from Body and Legs takes three full actions (two half-actions per location since Plate has AP 2). The Sleeved Mail Shirt must be removed as a single unit, taking another three full actions (same amount of AP, same number of locations). The Leather Jack takes one and a half action (one point of AP on a total of three locations). The character is now wearing armour on his legs only. Each layer and leg can be removed separately, each Plate Legging taking one full action (AP 2 each), each Mail Legging another full action (AP 2 each) and the Leather Leggings one half-action each (AP 1 each). The whole process has taken fourteen full actions (one half-action per layer on the head plus one half-action per AP for four additional locations is $1\frac{1}{2}$ plus $\frac{1}{2} \times 5 \times 5$ equals 14).

Putting armour on takes roughly twice as long, meaning a full action per point of AP. Double that time for each location where you have only one hand available, usually meaning when you're putting armour on your own opposite arm.

Multiple people can help with putting on armour, doing one location per person, but this prevents the wearer from spending actions since he can only stand there and allow himself to be helped.

Example: An Imperial Knight wants to put on Full Plate Armour. If doing it himself it'll take one full action per point of AP per location on Body, Legs and Arms plus an additional one full action per AP on the Arms (since that takes double the time because he can only use one arm) plus one full action each for Skullcap, Coif and Helmet; a total of 38 turns. If two squires were to put it on for him it would take five full actions for the Arms (one full action per AP, taking one arm each) and the same for the

Legs. One squire would then take another five full actions for the Body while the second would deal with the Head (taking only three full actions), for a total of fifteen turns. Note that this is not described in the correct order since the Sleeved Mail Shirt and Leather Jack would had to be put on as single units before any further layers could be added.

Note that putting on armour was historically and realistically a lot more time-consuming than this but the above rules should suffice for combat situations where PCs are caught without their armour on or where they need to remove pieces for access to stop bleeding or when wanting to shed dented plates that reduce mobility.

Armour Repair:

This section describes how to “heal” armour. It usually requires time, effort and money, although a competent armorer is usually easier to find than a competent healer.

Only the outermost layer counts as damaged, so Full Plate Armour taking damage from a critical hit always counts as Plate Damage rather than Mail or Leather Damage.

Magical Repair: The Transformation of Metal spell from the Lore of Metal can be used to completely repair any damage to Mail or Plate although the Quality of the item may change as a result, as described in the rulebook and the Realms of Sorcery supplement. The spell can be cast even if the armour was described as irreparable due to damage.

Leather Armour Damage:

Minor: This represents mostly damage to the seams with little or only minor damage to the larger surfaces, easily stitched together. A successful Normal Trade (Armourer or Tailor) will remove the effects of the damage. Any professional armourer or leatherworker with access to a shop will automatically succeed, charging 10% of the cost of the armour for that location.

Major: This represents a badly slashed or torn piece of leather armour. Patching is possible but will look unattractive and clumsy. A successful Normal Trade (Armourer) test will remove the effects of the damage but the item’s Craftsmanship can never exceed Good. Failure will also repair the damage but Craftsmanship will be Poor. Any professional armourer with access to a shop will automatically succeed, charging 25% of the cost of a similar Good craftsmanship item but will be more likely to try to get you to buy a new item since it’ll offend his professional pride to repair such a disastrously mangled item.

Mail/Scale Armour Damage:

Minor: This usually represents a large hole where rings have been split or scales have been torn away. Replacement rings or scales will have to be riveted or stitched into place to close up the defect. Performing such repair in the field is difficult but not impossible, requiring a successful Difficult (-10%) Trade (Armourer) test to remove the effects of the damage. If performed in a proper shop the test is Easy (+20%) and the armourer will charge 10% of the original cost of the armour for that location regardless of whether he performs the job himself or a character does it with borrowed tools (the tools and equipment to draw wire and rivet rings are usually constantly in use in any shop manufacturing mail, so the character is basically just interfering with the normal routines).

Major: This represents a badly torn item, literally hanging from the character by a few scraps of leather backing and a single row of links, providing little in the way of protection. Repair will require a multitude of new rings or scales! This work must be performed in a proper shop with access to the right tools and amount of materials necessary. A professional armourer will automatically succeed and

charge 30% of the original cost of the armour for that location, or 20% if a character borrows the shop and performs the work himself (the cut represents the extra work repairing the backing and the comparatively larger amount and complexity of new riveting required as compared to that required for Minor damage, meaning this is the kind of work the armourer could not have left to his apprentices to do most of) in which case a successful Normal Trade (Armourer) test is required.

Plate Armour Damage:

Minor: This usually represents damage to straps or some minor denting, requiring only minor repairs to remove the effects of the damage. A successful Easy (+20%) Trade (Armourer) test is required, if done by a character in the field; no more tools than a hammer and/or some spare straps are required (always included in the appropriate Trade Tools). Any professional armourer with access to a shop will automatically succeed, charging 1% of the cost of the armour for that location.

Major: This represents serious denting with a lot of distortion and possibly even cracking of the plates. A full smithy with access to a hot forge and an anvil will be required to remove the effects of the damage. Cost will be 20% of the original cost of the armour for that location, or 5% if a character borrows a smithy and do the work themselves (which will require a successful Normal Trade (Armourer) test).

REMOVING ARROWS AND BULLETS

This chapter deals with the removal of embedded arrowheads and bullets (or shrapnel). A hit from an arrow/bolt or bullet/shrapnel that only causes Wound loss but no critical hit are considered to either have not become embedded in the victim or to be stuck in such a way as to make removal easy enough not to require any rolls or tests. Only critical hits that mention the need for either Bullet Removal (including shrapnel from the Explosion/Shrapnel chart) or Arrow Removal (including crossbow bolts) require use of the rules below.

Removal is defined by two qualities; the difficulty of removing the bullet/arrow and what the effects will be if it is not removed. The levels of difficulty are *Easy*, *Regular* or *Hard*. The possible effects are *Minor Wound Infection (MWI)*, *Abscess*, *Ache* or *None*. A removal might thus be referred to, for example, as Arrow Removal (Regular/Abscess), indicating that removal will require some work and that leaving the arrowhead in the wound will result in an abscess forming.

Magical healing cannot assist in removal of arrows/bullets/shrapnel but may limit the effects, as described below.

Difficulty of removal:

Easy: This usually represents either an arrow that has pierced all the way through the affected location, needing only to have its point or fletching broken off in order to withdraw the shaft or push the arrow the rest of the way through, or a bullet (or piece of shrapnel) that has lodged just underneath the skin, often both visible and discernable by touch, requiring no more than a minor incision in order to remove it.

No roll against skill is necessary. Removal can be swift once all armour on the location is removed, taking little more than two turns (one full action to break off the shaft or make the incision, and one full action to withdraw the shaft or remove the bullet). Double the time if the injured character does the work himself and double it again if he can only use one arm (usually the case if the arrow/bullet is removed from the other arm). However, if the healer totally lacks the Heal skill the injured character must make an extra test for Minor Wound Infection, even if he passed the original test for having become Heavily Wounded at the time of suffering the critical hit that necessitated the removal, since the wound was not properly cleaned and irrigated.

Regular: This represents a case where the arrowhead/bullet/shrapnel has lodged deep and requires tools and skills (or lacking this, a lot of brute force and a high threshold for pain) to remove.

With access to proper tools such as an arrow extractor for arrowheads or a pair of suitable pincers for bullets (included in the Trade Tools of Barber Surgeons or Physicians) and the Heal skill with the Surgery Talent no roll is necessary. The arrow/bullet/shrapnel comes out automatically and the wound is professionally cleaned afterwards. This takes about five minutes in total. If the tools are lacking a successful roll against the Heal skill is required as the surgeon has to improvise with whatever sharp blades or other implements he can muster.

If the healer lacks the Surgery Talent things get a bit more interesting. Either the arrow/bullet can be literally dug out or the arrow needs to be pushed through the body and withdrawn from the other side, something that is not always practical depending on which anatomical structures might get in the way (such as lungs, large blood-vessels, etc). Unless a Hard (-20%) Heal skill test is passed the arrow/bullet must be left inside the wound, automatically causing whatever effect a non-removal is described as causing for that particular result.

No attempts may be made without the Heal skill.

Hard: This represents a really difficult case with the offending arrowhead/bullet/shrapnel having lodged somewhere highly inaccessible, such as near the spine or a large blood-vessel where attempts to remove it may cause more harm than good. Only the most skilled surgeons would even attempt removal in these cases!

With access to both the Surgery Talent and a proper surgical theatre, complete with an operating table with suitable straps and restraints, a Hard (-20%) test against the surgeon's Heal skill is required for successful removal.

If someone lacking the Surgery Talent should attempt removal the GM should ask the injured character if he has any Fate Points left and inflict the poor bugger with a Collapsed Lung, a Bleeding (Major/Hard), permanent paralysis or some other suitable injury if there are none available.

Effects of non-removal:

None: This actually does not represent no effect at all but merely means that the character cannot use the pierced limb properly until the arrow/bullet is removed. A typical case might be an arrow through the biceps that causes pain whenever you try to flex the arm, a bullet lodged under the skin in the palm of your hand preventing you from holding a weapon properly, a bolt through the neck that somehow missed your arteries but makes you very reluctant to make any sudden moves or a large jagged chunk of shrapnel grating against your shinbone that keeps you hopping on one leg until the offending metal has been removed. In most (but not all) cases the removal is Easy; see the relevant critical hit result.

If the wound is in the arm the character cannot use that arm. If the wound is in the leg he may not use the Dodge Blow skill and can only move at half his M. If the wound is in the body or head/neck he loses one half-action per turn. If the GM feels generous he may allow the character to roll against his WP to make an otherwise forbidden action with a penalty of -20%.

Magical healing has no effect; as long as the bullet/arrow remains the penalty also remains.

Minor Wound Infection (MWI): The character automatically contracts a Minor Wound Infection (see the Infections chapter) after TB/2 days if the arrow/bullet/shrapnel hasn't been removed before then. This can be due to either the arrowhead/bullet itself or scraps of clothing, armour or other foreign objects having been pushed into the wound by the hit.

Heal tests and Healing Poultices for treating a Minor Wound Infection caused in this manner may not be used until the arrow/bullet/shrapnel has been removed.

If the character survives the infection and the arrow/bullet/shrapnel is left in the wound it will be encapsulated by fibrotic scar tissue and will cause no further problems.

A Cure Disease spell will of course heal any Minor Wound Infection. Either a quick-heal or repair-heal spell cast before the infection has occurred will prevent it from happening as any foreign matter is also quickly encapsulated in scar tissue. A miracle-heal spell will do the same and heal any infection even if it has progressed to Septicaemia.

Abscess: The character automatically contracts an Abscess after TB/2 days if the offending arrow/bullet/shrapnel hasn't been removed before then. This is usually the case when the wound is in close proximity to a joint or a large amount of foreign matter has been drawn into the wound, sometimes including fragments of the projectile itself.

Abscesses are usually treatable by Heal skill tests with the Surgery Talent (see the Infections chapter) but no such tests may be used until the arrow/bullet/shrapnel has been removed.

If the character survives the abscess and the arrow/bullet/shrapnel is left in the wound it will be encapsulated by fibrotic scar tissue and will cause no further problems although any permanent effects from an Abscess that turned serious due to failed T tests (see the Infections chapter) will remain.

Abscesses caused in this manner are affected by healing spells the usual way (see the Infections chapter). If cast before an Abscess has occurred a quick-heal spell will have no effect, a repair-heal spell will reduce the Abscess to a Minor Wound Infection and a miracle-heal spell will completely prevent any infection from occurring at all.

Ache: The character suffers some kind of long-term penalty if the offending arrow/bullet/shrapnel hasn't been removed. This happens when the arrowhead/bullet/shrapnel is lodged in such a manner as to interfere with normal function. There are many possible causes such as direct mechanical interference with muscle/tendon or joint movement, pressure on a nerve or large amounts of scar tissue forming. Removal is generally (but not always) Hard; see the relevant critical hit result.

An Ache in an arm causes a penalty of -10% to battle skills when using that arm. An Ache in a leg causes a penalty of -1 to M and makes all Dodge Blow tests count as Difficult (-10%). An Ache in the body permanently reduces the W characteristic by 2. An Ache in the head/neck means the character must pass a T test each morning; if successful all he feels is a dull pain; if unsuccessful he suffers a penalty of -10% to Fel and Ag the rest of the day due to sharp spasms of pain shooting through his head, neck and sometimes one or both of his arms.

No heal spells except a miracle-heal spell has any effect on an Ache. Such a spell will completely heal an Ache, often causing the offending arrowhead, bullet or piece of shrapnel to migrate to the surface and fall to the ground, making a useful object for an amulet or other keepsake as a reminder of worse days.

Short summary on Removing Arrows and Bullets:

- ***Removal of arrows/bullets/shrapnel is defined by difficulty of the removal (Easy, Regular or Hard) and the effects of non-removal (None, Minor Wound Infection, Abscess or Ache). The effect is suffered if removal fails. A critical hit might thus require, for example, Arrow Removal (Regular/Minor Wound Infection).***

Difficulty of removal:

- ***Easy: Removal requires removing all armour on the affected location but only takes two turns to accomplish with no roll necessary. Time required is doubled if the wounded character performs the removal himself and doubled again if he only has one arm available. If the healer lacks the Heal skill there is a risk of infection; the character must test for Minor Wound Infection just as if he was Heavily Wounded (even if he has already passed such a test).***
- ***Regular: Someone with both the Surgery Talent and the appropriate Trade Tools automatically succeeds, taking about five minutes. A roll against his Heal skill is necessary if no tools are available. If the Surgery Talent is lacking the Heal skill test counts as Hard (-20%). No attempt may be made without any Heal skill at all.***
- ***Hard: With access to both the Surgery Talent and a proper surgical theatre, complete with an operating table with suitable straps and restraints, a Hard (-20%) test against the surgeon's Heal skill is required for successful removal.***

Effects of non-removal:

- *None: If the wound is in the arm the character cannot use that arm. If the wound is in the leg he may not use the Dodge Blow skill and can only move at half his M. If the wound is in the body or head/neck he loses one half-action per turn. If the GM feels generous he may allow the character to roll against his WP to make an otherwise forbidden action with a penalty of -20%. These effects last until the arrow/bullet/shrapnel is removed. Magical healing has no effect; as long as the bullet/arrow remains the penalty also remains.*
- *Minor Wound Infection: The character automatically contracts a Minor Wound Infection (see the Infections chapter) after TB/2 days if the arrow/bullet/shrapnel hasn't been removed before then. Heal tests and Healing Poultices for treating a Minor Wound Infection caused in this manner may not be used until the arrow/bullet/shrapnel has been removed. A Cure Disease spell will heal any Minor Wound Infection. Either a quick-heal or repair-heal spell cast before the infection has occurred will prevent it from. A miracle-heal spell will do the same and will heal any infection even if it has progressed to Septicaemia.*
- *Abscess: The character automatically contracts an Abscess after TB/2 days if the arrow/bullet/shrapnel hasn't been removed before then. Abscesses may not be treated with Heal skill tests with the Surgery Talent (see the Infections chapter) until the arrow/bullet/shrapnel has been removed. Abscesses caused in this manner are affected by healing spells the usual way (see the Infections chapter). If cast before an Abscess has occurred a quick-heal spell will have no effect, a repair-heal spell will reduce the Abscess to a Minor Wound Infection and a miracle-heal spell will completely prevent any infection from occurring at all.*
- *Ache: The character suffers some form of penalty depending on the location of the wound, unless the arrow/bullet/shrapnel is removed. An Ache in an arm causes a penalty of -10% to battle skills when using that arm. An Ache in a leg causes a penalty of -1 to M and makes all Dodge Blow tests count as Difficult (-10%). An Ache in the body permanently reduces the W characteristic by 2. An Ache in the head/neck means the character must pass a T test each morning; if successful all he feels is a dull pain; if unsuccessful he suffers a penalty of -10% to Fel and Ag the rest of the day due to sharp spasms of pain shooting through his head, neck and sometimes one or both of his arms. No heal spells except a miracle-heal spell has any effect on an Ache. Such a spell will completely heal an Ache.*

Alternate simplified version of Removal of Arrows and Bullets:

- *Removal of arrows/bullets/shrapnel is defined by difficulty of the removal (Easy, Regular or Hard) and the effects of non-removal (None, Minor Wound Infection, Abscess or Ache). The effect is suffered if removal fails. A critical hit might thus require, for example, Arrow Removal (Regular/Minor Wound Infection).*

Difficulty of removal:

- *Easy: Removal takes two turns and does not require any rolls.*
- *Regular: Success is automatic if the healer has both the Surgery Talent and appropriate Trade Tools. Without the Talent or lacking the tools a successful Heal skill test is required.*

- *Hard: A Hard (-20%) Heal skill test with the Surgery Talent must be passed and the operation cannot be performed in the field.*

Effects of non-removal:

- *None: The character suffers a penalty of -20% to his battle skills (when using that arm, if the wound is in the arm) or halves his M (if the wound is in the body or legs) or loses one half-action per turn (if the wound is in the head) until the arrow/bullet/shrapnel is removed. (Removal is often Easy, making this effect temporary.)*
- *Minor Wound Infection: The character contracts an infection the next day that will give him a penalty of -10% to all tests for d10 days. Any heal spell or the Cure Disease spell will counteract this effect if cast before the infection is contracted. The Cure Disease spell or a miracle-heal spell will remove the effect even if cast after the infection has occurred.*
- *Abscess: The character contracts a pus-filled abscess that will give him a penalty of -20% to all tests for 2d10 days. Any heal spell or the Cure Disease spell will counteract this effect if cast before the infection is contracted. The Cure Disease spell, a miracle-heal spell or a successful Heal skill test with the Surgery Talent will remove the effect even if cast after the abscess has occurred.*
- *Ache: Unless the arrow/bullet/shrapnel is removed the character will suffer a penalty of -10% to his battle skills (when using that arm, if the wound is in an arm) or -1 to his M (if the wound is in a leg) or -2 to his W (if the wound is in the body) or -5% to his Fel (if the wound is in the head, due to constant pain and the sore temper resulting from it). A miracle-heal spell will completely cure an Ache.*

Sword Fodder Version Rules for Unimportant NPCs:

- *Any critical hit resulting in any Arrow/Bullet/Shrapnel Removal becoming necessary will force the NPC to pass a WP test or retreat from the battle to nurse his hurts or simply stare in horror at the shaft sticking out from his body.*

The Hacking & Chopping chart is appropriate for weapons relying on a heavy blade for damage, such as Hand Weapon Axes, Falchions or Broadswords, Halberds and most bladed Great Weapons. Most less chopping-optimized one-handed swords such as shortwords, longswords and sabres would instead use the Slashing & Cutting chart.

CRITICAL HITS - HACKING & CHOPPING DAMAGE

Arm:

1. *Vs None/Leather:* You only manage to connect with the flat of the blade, your blade thumping off your opponent's shoulder, staggering him. He suffers a penalty of -10% to his battle skills until the end of his next turn. (If he was wearing None rather than Leather the penalty is increased to -20%.)

Vs Mail/Scale: Your blade skitters along your opponent's upper arm, sending sparks flying but leaving him otherwise unharmed. He suffers a penalty of -10% to his battle skills until the end of his next turn.

Vs Plate: Your blade rebounds off your opponent's pauldron with a resounding clang, making him flinch temporarily. He suffers a penalty of -10% to his battle skills until the end of his next turn.

2. *Vs None/Leather:* Your blade doesn't quite connect with the limb-severing finality you strived for, instead leaving a shallow cut near your opponent's elbow. He suffers a penalty of -20% to his battle skills until the end of his next turn and must pass a WP test or drop whatever he is holding in that hand.

Vs Mail/Scale: An electric spasm of pain shoots through your opponent's arm as your blow connects with his elbow, failing to penetrate his mail but bruising him to the bone. He must pass a T test or be stunned for one turn; if successful he may not use that arm for either parrying or attacking until the end of his next turn.

Vs Plate: Your blow glances off your opponent's elbow guard and careens along his vambrace-clad forearm to smack painfully into the back of his hand. He may not use that arm for either parrying or attacking until the end of his next turn.

3. *Vs None/Leather:* Your blade takes a chunk of flesh from the palm of your opponent's hand and causes his grip to become slippery with blood. He suffers a penalty of -10% to his battle skills when using that hand for the duration of the battle.

Vs Mail/Scale: Your blow connects solidly with your opponent's forearm, bouncing off the mail but leaving a bone-deep bruise. He suffers a penalty of -10% to his battle skills when using that arm for the duration of the battle.

Vs Plate: With a loud crunch of buckling metal your weapon smashes into your foe's articulated elbow guard, crumpling it and causing the joint to partially lock up. He suffers a penalty of -10% to his battle skills until the armour is repaired, the repair counting as Minor Damage (Plate).

4. *Vs None/Leather:* Your weapon sends whatever your opponent was holding in his hand flying d10 yards away. If he was holding a shield the handle or straps break, making it useless until repaired (requiring either a successful Trade (Armourer) test or paying a weapons smith 5% of the shield's price). The tip of one random finger also goes flying and can never be found

again, probably gobbled up by the local wildlife. Your opponent is stunned until the end of his next turn.

Vs Mail/Scale: Your blade smashes into your foe's shoulder and tears down the length of his upper arm, splitting links or shedding scales the whole way and bruising him badly. With his biceps muscle tenderized in such a manner your opponent suffers a penalty of -10% to his battle skills when using that arm and must reduce damage by one point when hitting with that arm for the duration of the battle. Also, his AP on that arm is reduced by one point, repair counting as Minor Damage (Mail/Scale).

Vs Plate: Two fingers break as your opponent's gauntlet wards off a blow that would otherwise have severed half his hand. The injured digits are fortunately held securely in place within the gauntlet without dislocation but the pain causes a penalty of -10% to his battle skills when using that hand for the duration of the battle and for two more weeks or until treated by any healing spell.

5. *Vs None/Leather:* The sharp edge of your weapon gashes the inside of the crook of your opponent's arm, causing blood to pour forth as a vein is slashed. Your foe is stunned until the end of his next turn and suffers Bleeding (Minor/Easy).

Vs Mail/Scale: Your weapon comes down with great force on your opponent's upper arm, failing to cut through the armour but causing a hairline fracture of the bone and some truly impressive bruising. Your opponent is staggered, suffering a penalty of -20% to his battle skills when using that arm for the duration of the battle.

Vs Plate: Your blow smashes into your opponent's wrist, bending the vambrace and causing its edge to dig painfully into his wrist, preventing him from using the hand properly until the steel has been unbent. He suffers a penalty of -20% to his battle skills when using that hand until the armour has been removed. Repair counts as Minor (Plate).

6. *Vs None/Leather:* Your blade cuts into your opponent's forearm, damaging muscles and tendons. The injury counts as Minor Muscle/Tendon Damage (Arm). If he was wearing no armour at all the sight of exposed glistening layers of twitching red muscle also so disconcerts him he must pass a WP test or drop whatever he is holding in the opposite hand to clasp at the wound in a vain attempt to close it.

Vs Mail/Scale: You just miss severing your foe's hand and instead break his wrist as your weapon bends links or deforms scales. The injury counts as Minor Fracture (Hand).

Vs Plate: The force of your blow almost knocks your opponent over, hitting the pauldron protecting his shoulder hard and fracturing his collarbone with a loud snap. The injury counts as a Broken Collarbone (see the Chest Injuries chapter).

7. *Vs None/Leather:* Your weapon makes a clean cut in your foe's upper arm near the shoulder, causing blood to spurt from a severed artery. This counts as a Major/Regular Bleeding.

Vs Mail/Scale: An ugly crunch is heard as your blade comes down on your opponent's hand, leaving the little finger dangling by a shred of flesh and cutting through the metacarpal (one of the five long bones inside the hand) of the ring finger and breaking that of the middle finger as well, leaving the hand crippled. This counts as Limb Loss (Fingers) (One Finger) as well as a Major Fracture (Hand).

Vs Plate: Your blade slams down, breaking your opponent's collarbone as his pauldron briefly flexes under the fury of your blow. This counts as a Broken Collarbone (see the Chest Injuries chapter) and knocks him to the ground.

8. *Vs None/Leather:* Your blade comes down between the middle and fourth finger of your opponent's hand, splitting the palm lengthwise in almost its entire length. This looks absolutely gruesome, the hand parted down the middle like a lobster's claw, but fortunately for your foe the blade passed between the long metacarpal bones inside the hand, cutting parallel to tendons and nerves rather than severing them. He immediately drops whatever he is holding in that hand and must pass a WP test or be stunned d10/2 turns by the horrible sight. The hand is useless for the remainder of the battle, after which the two halves can be bound together tightly, allowing some use of the hand while it heals. The injury counts as Major Muscle/Tendon Damage (Hand).

Vs Mail/Scale: Your blow cuts into your foe's upper arm, cleanly breaking the bone and severing enough links in the mail to make blood flow freely down his side. The injury counts as a Major Fracture (Arm) and a Minor/Easy Bleeding.

Vs Plate: Your foe reels as your weapon crashes down on his shoulder, splitting the straps holding the pauldron in place and dislocating the shoulder as it is forced downward in a manner intended by neither nature nor armourer. He is stunned until the end of his next turn and must pass a T test or be knocked down. The injury counts as Dislocated Shoulder and Minor Damage (Plate), with the armour not wearable until repaired (unless the wearer dislocates his shoulder first).

9. *Vs None/Leather:* The edge of your weapon severs the biceps muscle of your opponent's upper arm from its tendonous attachment to the bones of his forearm, leaving the bulk of that important muscle as a wobbling useless lump in its muscle sheath under the skin. This counts as a Severe Muscle/Tendon Damage (Arm). If he was wearing No Armour rather than Leather it also counts as a Major/Easy Bleeding.

Vs Mail/Scale: Your blow makes a splintery mess of your foe's shoulder as it cuts down into the joint between arm and body, smashing the part of the shoulderblade that attaches to the shoulder girdle and stunning him until the end of his next turn. It counts as a Major Fracture (Arm) and a Minor/Regular Bleeding.

Vs Plate: Your weapon sends an elbow guard flying in two pieces, leaving disconnected plates flapping, reducing AP by 1 on that location and counting as Major Damage (Plate). The expense of repair is far from your foe's mind, however, as the blow also dislocated his elbow and broke off bone fragments from every muscle attachment in the joint. He must pass a Hard (-20%) WP test or be stunned for d10 turns from the quite excruciating pain. The injury counts as a Major Fracture (Arm).

10. *Vs None/Leather:* Your blade cleanly severs your opponent's hand, sending spurts of bright arterial blood shooting through the air. This counts as Limb Loss (Hand) and Major/Easy Bleeding.

Vs Mail/Scale: Your weapon smashes into your foe's forearm, cutting through links and flesh, severing muscle and tendons on the inside of the arm, leaving the hand unable to grip properly. This counts as Major Muscle/Tendon Damage (Arm) and Minor/Regular Bleeding.

Vs Plate: You send your blade slamming into your opponent's pauldron with great force but only manage to hit at a sharp angle. The metal withstands the blow but as your weapon is

deflected it instead hits him in the head, the flat of the blade rebounding off his temple. He must pass a Difficult (-10%) T test to avoid being knocked out with a Concussion (see the Head Injuries chapter), being stunned for d10 turns if successful.

11. *Vs None/Leather:* The foe looks with horror at the stump of his arm, raggedly severed at the elbow, blood pumping out in rhythmic spurts. If anything was held in that arm it goes flying d10 yards in a random direction. The injury counts as Limb Loss (Arm) and a Major/Regular Bleeding. Any armour suffers Major Damage (Leather) and can't be worn until repaired.

Vs Mail/Scale: A disgusting crackling noise is heard as your blade crunches deeply into your opponent's elbow, making a horrible mess of splintered bones and torn flesh mixed with severed mail links, leaving the arm bent at an unnatural angle, the joint ruined beyond recognition. The pain stuns him for d10 turns and the injury counts as a Severe Fracture (Arm), in all likelihood requiring amputation unless magical healing is provided.

Vs Plate: Your weapon cuts through your foe's armoured glove to leave his hand dangling by thin threads of flesh and leather. The sight of his hand flapping around uselessly in this manner so disconcerts him he must pass a WP test or be stunned until he can pass a new test (getting one new attempt on each of his subsequent turns). The injury counts as Limb Loss (Hand) with a Major/Easy Bleeding.

12. *Vs None/Leather:* Your weapon cleaves through flesh, a mighty blow that strips muscle and gristle from your opponent's arm from the shoulder halfway to the elbow, leaving gouged bone visible for a fraction of a second before the gushing blood covers it. He is stunned for d10 turns, both by pain and the sight of such a huge gaping wound in his flesh. The injury counts as a Severe Muscle/Tendon Injury (Arm) and a Major/Hard Bleeding. Any armour is now effectively AP 0 with Major Damage (Leather).

Vs Mail/Scale: The blow crunches into your foe's shoulder, splitting links and biting deep. His collarbone is split as the blade goes in, nicking the large artery to the arm. Blood gushes into the air as you yank your weapon out, certain that your foe has but little time left in this world. This impressive injury counts as a Broken Collarbone and a Major/Hard Bleeding.

Vs Plate: You hack away at your heavily armoured foe's joints, finally finding a gap at his elbow, the plates buckling inwards as you ram your weapon into him. Bone snaps and the riven plates further aggravate the injury, splintering the bone further. Blood leaks in large amounts from the armoured joint, leaving little doubt in your mind that you have caused your hated opponent grievous harm. The injury counts as a Severe Fracture (Arm) with a Major/Regular Bleeding.

13. *Vs None/Leather:* You hack your opponent's arm off at the shoulder, drenching your immediate surroundings in a spray of blood. Gleefully, you watch your foe suffer a Severe/Regular Bleeding apart from the obvious Limb Loss (Arm). Any armour suffers Major Damage (Leather) and can't be worn until repaired.

Vs Mail/Scale: Only few links of armour connects your foe's arm to his body after a truly magnificent display of the inferiority of mail links to a strongly wielded and heavy blade. Your opponent considers buying better protection in his next life as he watches his lifeblood gush out onto the ground. Apart from Limb Loss (Arm) and a Severe/Regular Bleeding, the armour on that location is also useless until repaired, counting as Major Damage (Mail).

Vs Plate: With a wicked blow from below, you bypass most of your foe's protection and slam your weapon up into his armpit, nearly severing the arm and almost lifting him from the

ground with the fury of your swing. Still, his armour saves him from an outright amputation but the blood pouring forth might make that matter a moot point. The injury counts as a Severe Muscle/Tendon Injury with Major/Hard Bleeding. He is also stunned for d10 turns.

14. *Vs None/Leather:* Your weapon passes straight through your opponent's arm and continues into his body, cleaving through one lung and several large bloodvessels, ending his life before he can do more than stare in amazement at you. Any armour suffers Major Damage (Leather) and can't be worn until repaired.

Vs Mail/Scale: Your hard swung blow makes a mockery of the flexibility of armour such as mail, driving splinters of your foe's ruined shoulder deep into his body, piercing heart and lungs, killing him instantly. Should you wish to claim his armour it now has Minor Damage with one point less of AP.

Vs Plate: Your blade drives down in the junction between shoulder and neck, sending a huge spray of blood into the air as you sever the artery just branching from the aorta to the arm. Your opponent crumples to the ground as he slides off your blade, dead as a doorknob.

15. *Vs None/Leather:* In a truly ridiculous display of the skill of hacking and hewing (either that or sheer berserk fury) you first sever your poor opponent's forearm with a mighty swing; on the backstroke you take the remainder of the arm off at the shoulder; for a finish you then take off his other arm and proceed to send his head flying off his now armless shoulders. A hush settles over the battlefield as all present marvel at your bloodthirstiness. Either that or whatever the GM says happens!

Vs Mail/Scale: Your weapon begins its journey somewhere in the vicinity of your foe's shoulder, then proceeds to travel a gory path through multiple ribs and several major organs before exiting somewhere near his opposite hip. Whatever armour he was wearing on chest and arm now has Major Damage with one point less of AP, which is nothing compared to the state his poor body is in. Utterly overkilled would be an accurate description.

Vs Plate: Splitting plate in half is usually a feat attributed to Giants, berserk Minotaurs or similar monsters, but you make a good substitute, cleaving through metal as you drive your weapon through his arm and onward through whatever armour he is wearing on his body to leave him sliding to the ground in what comes pretty close to two separate bodyhalves. Armour on that arm as well as body is effectively ruined forever.

CRITICAL HITS - HACKING & CHOPPING DAMAGE

Body:

16. *Vs None/Leather:* You slash your opponent across the chest, rending his clothing, causing him to flinch, suffering a penalty of -10% to his battle skills until the end of his next turn. If he was wearing None rather than Leather he may also not perform any attack action on his next turn as you inflict a shallow but painful cut across his skin.

Vs Mail/Scale: Your blade thumps into your foe's belly without penetrating his mail. He emits a surprised "Oof!" along with the smell of garlic or cooked squig or whatever else he may have eaten recently and suffers a penalty of -10% to his battle skills until the end of his next turn.

Vs Plate: With a skirl of metal against metal your weapon rakes the front of your foe's breastplate, sending up enough sparks to make him suffer a penalty of -10% to his battle skills until the end of his next turn.

17. *Vs None/Leather:* A cut along your opponent's ribs leaves white bone gleaming between the red lips of a painful wound. If he was wearing None rather than Leather he is stunned until the end of his next turn, otherwise suffering a penalty of -20% to his battle skills for the same amount of time.

Vs Mail/Scale: You unbalance your foe with a blow to the chest, then spin around to deliver a magnificent blow across his shoulderblades. Though it fails to penetrate his mail it knocks him to the ground flat on his face.

Vs Plate: You manage to get your blade underneath your opponent's guard and slam it into his side. The edge fails to find its way between the plates but nevertheless knocks his breath away, causing a penalty of -20% to his battle skills until the end of his next turn.

18. *Vs None/Leather:* Your blade cuts into your opponent's side just above his hip, wounding him badly. As he tries to guard his injured side your next blow knocks whatever he held in one random hand d10 yards away in a random direction. Apart from losing his weapon or shield or whatever it was he held he also suffers a penalty of -20% to his battle skills until the end of his next turn.

Vs Mail/Scale: With a resounding noise of torn metal you rip your weapon through the front of your foe's armour, sending links or scales flying, reducing his AP on that location by one point. Repair counts as Minor Damage (Mail/Scale) and he also suffers a penalty of -20% to his battle skills until the end of his next turn.

Vs Plate: Your blow winds your opponent but only dents his breastplate, making him suffer a penalty of -20% to his battle skills until the end of his turn. The dent is a remarkably ugly one but doesn't reduce AP although counting as Minor Damage (Plate) for the purpose of repair.

19. *Vs None/Leather:* Your blade comes down across your foe's left shoulderblade as he tries to twist away from your blow. If he was wearing any armour at all rather than None the force of the impact is somewhat reduced, making him suffer a penalty of -20% to his battle skills when using that arm for the remainder of the battle due to deep bruising and a nasty cut; otherwise the blade badly lacerates the muscle, counting as a Minor Muscle/Tendon Injury (Arm).

Vs Mail/Scale: Ribs break as your foe's mail just manages to shed your blade before it penetrates. This counts as a Minor Rib Fracture (see the Chest Injuries chapter).

Vs Plate: Your blow snaps straps and sends a pauldron flying, reducing AP on his body by one point. The large piece of steel flapping from his shoulder by a remaining strap is so distracting your foe suffers a penalty of -10% to his battle skills until he can take a half action to unfasten it, allowing it to drop to the ground. Repair is as for Minor Damage (Plate).

20. *Vs None/Leather:* Your blade gashes your foe's side deeply, penetrating the wall of muscle and flesh to drive fragments of cloth or leather into his abdomen before you withdraw your bloodsly weapon. This stuns him until the end of his next turn and counts as a Minor Abdominal Injury (see the Abdominal Injuries chapter).

Vs Mail/Scale: Your weapon smashes into your opponent's chest, cracking his breastbone and several ribs. This stuns him until the end of his next turn and counts as a Major Rib Fracture (see the Chest Injuries chapter).

Vs Plate: A terrific blow sends your foe sprawling, knocked to the ground with badly bruised ribs. Apart from being knocked down he is stunned until the end of his next turn and counts as having a Minor Rib Fracture (see the Chest Injuries chapter).

21. *Vs None/Leather:* Your weapon comes down near the junction between body and neck, missing your foe's left jugular by mere inches. Nature saw fit to equip him with sturdy enough ribs to save him from being split from neck to breastbone but his collarbone is cleft and the top of his lung clipped, counting as both a Broken Collarbone and Collapsed Lung (Minor) (see the Chest Injuries chapter).

Vs Mail/Scale: Mere metal is not enough to keep your blade from your hated foe's flesh, your weapon splitting rings to lodge

Vs Plate:

22. *Vs None/Leather:*

Vs Mail/Scale:

Vs Plate:

23. *Vs None/Leather:*

Vs Mail/Scale:

Vs Plate:

24. *Vs None/Leather:*

Vs Mail/Scale:

Vs Plate:

25. *Vs None/Leather:*

Vs Mail/Scale:

Vs Plate:

26. *Vs None/Leather:*

Vs Mail/Scale:

Vs Plate:

27. *Vs None/Leather:*

Vs Mail/Scale:

Vs Plate:

28. *Vs None/Leather:*

Vs Mail/Scale:

Vs Plate:

29. *Vs None/Leather:*

Vs Mail/Scale:

Vs Plate:

30. *Vs None/Leather:*

Vs Mail/Scale:

Vs Plate: