

## BOLT/ARROW - HEAD

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-03	T	<i>Grazed Cheek.</i> The point grazes your cheek, leaving a line of red that will result in a thin, straight and quite heroic looking scar.	Once healed, the scar provides a bonus of +1 SL in appropriate social Tests. You can only gain this benefit once.  <b>No Extraction</b> is necessary.
11-20	04-06	1	<i>Ear Slap.</i> The shaft smacks your ear as it thrums past close enough to remove skin.	You gain <i>Deafened (2)</i> .  <b>No Extraction</b> is necessary.
21-25	07-09	1	<i>Neck Wound.</i> The arrow digs a shallow groove in the side of your neck. You are absolutely horrified, for a moment believing you just took your death wound! What was your Dooming again?	You must pass an <b>Average (+20) Cool or Endurance Test</b> to avoid dropping whatever you are carrying in your primary hand and clap it to your wound. (You can still let go and take an Action normally on your Turn.)  <b>No Extraction</b> is necessary.
26-30	10-15	1	<i>Splinter Damage.</i> The arrow deflects off a piece of armor or other equipment at the base of your neck, the shaft shattering and peppering the underside of your chin and face with splinters.	You suffer a -20 penalty to your next rolled Test.  <b>No Extraction</b> is necessary.
31-35	16-20	2	<i>Scraped Eye.</i> The fletching (or vanes if a crossbow bolt) of the projectile lacerate your cornea as the arrow flashes past fast enough that your blinking reflex fails to close the eye. The pain is quite excruciating!	Gain <i>Blinded (2)</i> .  <b>No Extraction</b> is necessary.
36-40	21-25	2	<i>Slashed Face.</i> The arrow point slashes your face to the bone. Whether cheekbone, jaw bone or chin, the ensuing scar will be a real doozy!	Gain <i>Bleeding (1)</i> . Also, roll 1d10-5 with any positive number being the penalty to your <b>Fel</b> whenever your new scar is obvious.  <b>No Extraction</b> is necessary.
41-45	26-30	2	<i>Pierced Muscle.</i> The arrow pierces one of the large muscles, like the trapezoid at the back or sternocleidomastoid at the side of your neck. Half the arrow's length is sticking out the other side. The increasing volume of your cursing at least indicates neither windpipe nor carotid was harmed during the shooting of this projectile.	Gain <i>Bleeding (1)</i> . Also, until <b>Extraction</b> of the arrow, its presence protruding from both front and back of your cervical area will inconvenience you enough for a -10 penalty to all Tests.  <b>Extraction</b> will be <b>Challenging (+0)</b> . Should you attempt it while still engaged in combat each attempt will require one Action and both hands.

46-50	31-35	2	<i>A Bleeder!</i> The arrow slams into your forehead at an angle, scouring your skull before glancing off. Like all head wounds, this one is a bleeder and your eyes fill with the blood pouring down your face!	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . You also gain <i>Blinded (2)</i> which cannot be removed until the Bleeding Condition has been removed.  No <b>Extraction</b> is necessary.
51-55	36-40	3	<i>Gurgle!</i> The arrow buries itself to the fletching in your neck, coming out the other side. You gurgle and spit blood, but although it looks exceedingly dramatic neither major blood vessels nor spine were in the arrow's path.	Gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . Also, you now effectively have a <b>Broken Bone (Minor)</b> , able to neither speak nor eat properly, except that the injury will be healed immediately once <b>Extraction</b> has been performed. You'll still have to roll an <b>Endurance Test</b> to avoid long-term effects.  <b>Extraction</b> will be <b>Hard (-20)</b> .
56-60	41-45	3	<i>Jammed Jaw.</i> The arrow scrapes across the zygomatic arc to jam itself into the hinge that is the temporomandibular joint connecting your lower jaw to your skull. You find yourself unable to close your mouth or even open it further.	Gain <i>Stunned (2)</i> . You suffer a <b>Broken Bone (Minor)</b> , except the bone can't begin to mend until the arrow is Extracted. Until <b>Extraction</b> happens you'll also constantly have <i>Fatigued (1)</i> due to the agonizing pain of having an arrowhead keeping your mouth jammed open.  <b>Extraction</b> will be <b>Hard (-20)</b> .
61-65	46-50	3	<i>Lodged Deep!</i> The arrow hits you in the back of the neck. Although your spinal cord is intact, the arrowhead is lodged deep in the bone, either in a cervical vertebrae or the thick base of the skull. Arrowheads stuck in bone are notoriously difficult to extract, so you may be looking at a life of pain and discomfort.	Gain <i>Stunned (1)</i> and pass a <b>Challenging (+0) Endurance Test</b> or go <i>Prone</i> . Also, after the end of the encounter you will gain <i>Fatigued (1)</i> any time you do anything physically strenuous (like fighting or an Athletics Test). This will keep happening until the arrow is <b>Extracted</b> .  <b>Surgery (Hard)</b> will be required for <b>Extraction</b> .
66-70	51-55	3	<i>Open Wide!</i> The arrow goes in through your mouth, cracking teeth and lacerating your tongue, before poking out behind the angle of your jaw. You spray a mist of blood around the shaft sticking out through your mouth as you shout with pain. Just beneath and behind your ear the arrowhead protrudes rudely, dripping with more of your precious blood.	Gain <i>Stunned (2)</i> and <i>Bleeding (2)</i> . Lose 1d10 teeth – <b>Amputation (Challenging)</b> . If you fail the <b>Endurance Test</b> for the <b>Amputation</b> you'll also lose the tongue.  <b>Extraction</b> will be <b>Challenging (+0)</b> .
71-75	56-60	4	<i>Face Hit!</i> The arrow crunches into	Gain <i>Stunned (3)</i> . Also, you contract a

			your face, punching through the thin walls of the maxillary sinus to lodge its point somewhere by the base of your skull. The arrow head then has the temerity to detach itself from the shaft, leaving itself embedded deep inside your poor head. Extraction will be tricky...	<b>Festering Wound</b> , where you will suffer a -20 penalty to all <b>Endurance Tests</b> required by the <b>Infection</b> until <b>Extraction</b> has been performed.  <b>Surgery (Difficult)</b> will be required for <b>Extraction</b> . (Check YouTube for "Henry V arrow removal" to see a couple of videos on how that might be accomplished.)
76-80	61-65	4	<i>Nicked Carotid Artery.</i> Blood starts spraying everywhere as one of the major arteries in your neck is clipped by the arrow's passing. You quickly start feeling faint as your life gushes away...	Gain <i>Bleeding (3)</i> .  No <b>Extraction</b> is necessary.
81-85	66-75	4	<i>Lost Eye.</i> The arrow slams into the bony orbit of the eye. It doesn't quite penetrate into your brain but the eye itself is a total loss! What do you think will look best? A glass eye or an eye patch?	Gain <i>Stunned (3)</i> . Also, lose the eye – <b>Amputation (Difficult)</b> .  <b>Extraction</b> will be <b>Easy (+40)</b> as you cannot possibly do any more damage to the already ruined eye as you yank the shaft out.
86-90	76-80	4	<i>Penetrated Skull.</i> The arrowhead crunches into your skull, cracking the bone and causing a subdural hematoma. Although the arrow didn't penetrate into your brain, the point and the depressed fragments of skull will press down on it and exacerbate the bleeding until removed.	Gain <i>Stunned (3)</i> . Each turn there is 10% chance you'll go <i>Unconscious</i> . Once that has happened you'll stay <i>Unconscious</i> until <b>Extraction</b> has been performed.  <b>Surgery (Challenging)</b> will be required for <b>Extraction</b> , which will also involve so called trepanation to remove the pieces of skull and drain the bleeding.
91-93	81-85	5	<i>Ruined Face.</i> The arrow comes in from the side, going in at the edge of your eye socket, damaging the eyeball, then punches through facial bones and sinuses, completely wrecking most of your upper jaw including the nasal cavity. It finally knocks out a couple of teeth before poking out through the opposite cheek. This wound will leave your facial features between the level of your eyes and your mouth somewhat... irregular.	Gain <i>Stunned (3)</i> . Also, lose one eye, the nose and 1d10 teeth – <b>Amputation (Hard)</b> .  Extraction will be <b>Challenging (+0)</b> . If not performed within one week you'll also contract a <b>Festering Wound</b> .
94-96	86-94	5	<i>Choking!</i> The arrow goes in either through your larynx or your mouth, tearing through at least one large blood vessel. You start choking on your own blood,	You gain <i>Stunned (1)</i> , <i>Fatigued (2)</i> and <i>Bleeding (2)</i> , the latter of which requires <b>Surgery</b> to remove. Also, regardless of entry point you'll suffer a permanent penalty of -10 to any <b>Fel Tests</b> requiring

			coughing up great quantities of it, plenty of it spattering anyone unfortunate enough to stand too close.	smooth talking, due to damage to either tongue or vocal cords. <b>Extraction will be Difficult (-10).</b>
97-99	95-99	5	<p><i>Brain Damage.</i> The arrow penetrates your skull deeply, slicing up brain tissue and blood vessels as it goes in. The ensuing subarachnoid bleeding causes further damage. You black out from the pain!</p> <p>Extracting the arrow will require great care and a steady hand in order not to worsen the damage. Pray for no Fumbles! Simply leaving the arrow in place will involve sawing the shaft off as near your skull as possible, leaving a curious-looking stump protruding.</p>	<p>Gain <i>Unconscious</i>. Once recovered from that Condition you instead gain <i>Fatigued (1)</i> that will remain for a full week as you experience a powerful headache.</p> <p>Roll 1d10 for long-term effects:  1-5 <i>Frontal Lobe Damage</i> – Roll once on the <b>Mental Corruption Table</b>. This does not lose you any Corruption Points nor does it count towards your Corruption Limit.  6-7 <i>Temporal Lobe Damage</i> – You become very forgetful and your <b>Int</b> is reduced by -10.  8-9 <i>Parietal Lobe Damage</i> – You suffer what is called expressive aphasia, effectively losing spoken speech (see under <b>Amputated Parts - Tongue</b>).  0 <i>Pierced Eye</i> – You lose one eye (see under <b>Amputated Parts</b>) and will have to roll again, rerolling any additional 0 results.</p> <p><b>Surgery (Hard)</b> will be required for <b>Extraction</b>.</p>
00	100+	D	<i>William Tell Injury.</i> The arrow impales your skull, spitting it like an apple.	<p>You are now a surprised-looking corpse.</p> <p>Why bother with <b>Extraction</b>?</p>

## BOLT/ARROW – ARM

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Grazed Arm.</i> The arrow only narrowly grazes you anywhere between hand and shoulder, drawing a few drops of blood from the shallowest of cuts.	Pass an <b>Average (+20) Cool Test</b> or take a -10 penalty to your next rolled Test.  No <b>Extraction</b> is necessary.
11-20	11-20	1	<i>Nicked Wrist.</i> The arrow nicks your wrist, opening up a small but painful wound.	You may not use that arm for any Action on your next Turn, but you do not drop anything held in it.  No <b>Extraction</b> is necessary.
21-25	21-25	1	<i>Forearm Wound.</i> The arrow goes in almost parallel to your forearm, digging into the muscles at the upper part near the elbow, leaving the arrow sticking out at a sharp angle.	Until the arrow has been Extracted you suffer a -10 penalty to all Tests using that arm  <b>Extracting</b> it needs only a single Action using your other hand to yank it out. No <b>Heal skill</b> is required.
26-30	26-40	1	<i>Pierced Deltoid.</i> The arrow goes into the deltoid muscle at the junction between upper arm and shoulder, causing your whole arm to spasm. Fortunately it did not hit bone and should be easy to push out the opposite side.	Gain <i>Bleeding (1)</i> . Also, you must pass a <b>Hard (-20) Endurance Test</b> or drop anything held in that hand.  <b>Extraction</b> will be <b>Easy (+40)</b> .
31-35	41-45	2	<i>Impaled Bicep.</i> The arrow slams into the large bicep muscle on your upper arm, the arrowhead slicing it up pretty good before coming out the other side, all red and glistening with your blood.	Gain <i>Bleeding (1)</i> and suffer a <b>Torn Muscle (Minor)</b> .  <b>Extraction</b> will be <b>Very Easy (+60)</b> .
36-40	46-50	2	<i>Perforated Hand.</i> The arrow impales your hand through the middle of the palm, passing between the metacarpal bones. Anything you held in the hand is punched out of your grip!	The hand is useless (see under <b>Amputated Parts</b> ) until the arrow is <b>Extracted</b> . Anything held in the hand is dropped and flies 1d10 yards backwards. After <b>Extraction</b> it'll count as a <b>Torn Muscle (Minor)</b> .  <b>Extracting</b> it needs only a single Action using your other hand to yank it out. No <b>Heal skill</b> is required.
41-45	51-55	2	<i>Pierced Wrist.</i> The arrow pierces your wrist, slamming through the carpal bones and coming	Gain <i>Stunned (1)</i> and suffer a <b>Broken Bone (Minor)</b> . If you were carrying any shield larger than

			out the other side. If you were carrying a shield it is now nailed to your forearm!	a Buckler it is now nailed to your forearm, reducing its <b>Shield Rating</b> by 1. (Note that the <i>Up In Arms</i> supplement handles that Quality differently than the Rule Book.) Remediating this situation will require either <b>Extraction (Easy)</b> or taking two full Actions to detach the arrow from the shield and snapping off enough of the shaft not to impede it.
46-50	56-60	2	<i>Sliced Fingers.</i> The arrow slices across the back of your hand or fingers, tearing the extensor tendons of several fingers and nicking the underlying metacarpal or phalangeal bones. The sight of gleaming white bone and exposed torn tendons curling up from the flesh is quite upsetting! Also, you find yourself quite unable to open up your grip properly!	Pass a <b>Difficult (-10) Cool Test</b> or lose your next Action as you stare at the twitching tendons and gleaming bone. You also suffer a <b>Torn Muscle (Major)</b> . You can still flex the fingers, just not extend them very well, so you don't drop anything held in that hand.  No <b>Extraction</b> is necessary.
51-55	61-75	3	<i>Impaled Forearm.</i> The arrow thumps into your lower arm, scraping the long bones as it punches through between the ulna and radius, poking out the opposite side.	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . The arm is useless for the rest of the encounter. Also, you suffer a <b>Torn Muscle (Minor)</b> .  <b>Extraction</b> will be <b>Average (+20)</b> .
56-60	76-80	3	<i>Elbow Wound.</i> The arrowhead slices into the crook of your elbow, severing one of the arteries to the lower arm where it branches off from the larger brachial artery. Blood starts spurting!	Gain <i>Bleeding (2)</i> and suffer a <b>Torn Muscle (Minor)</b> . Also, the blood streaming down your arm is good enough for an extra -10 penalty to any Tests using that hand due to a slippery grip, until the Bleeding Conditions have been removed.  <b>Extraction</b> will be <b>Average (+20)</b> .
61-65	81-85	3	<i>Lodged In Bone!</i> The arrow pierces your forearm, the arrowhead lodging in the ulna bone. It's stuck in there good!	Gain <i>Stunned (1)</i> . The arm is useless until the arrow has been <b>Extracted</b> . After that it'll count as a <b>Torn Muscle (Minor)</b> .  <b>Extraction</b> can only be performed after the encounter, requiring <b>Surgery (Challenging)</b> .
66-70	86-90	3	<i>Lost Finger.</i> You look down at your hand, suddenly finding yourself a finger short and a raw bleeding stump richer. Was that the "Whack!" noise you heard as that arrow flew by?	Lose one finger – <b>Amputation (Very Easy)</b> . Also, the blood streaming from your hand is good enough for a -10 penalty to any Tests using that hand due to a slippery grip, until you've had some sort of <b>Medical Attention</b> (or the end of the encounter, whichever comes first).  No <b>Extraction</b> is necessary.

71-75	91-95	4	<i>Cracked Scapula.</i> Your foe's shot fractures your scapula, either cracking the shoulder blade or snapping one of the protruding bony processes that are part of the shoulder joint. Sure sucks to be your arm right now!	Gain <i>Stunned (2)</i> and suffer a <b>Broken Bone (Minor)</b> .  <b>Extraction</b> will require <b>Surgery (Challenging)</b> as the arrowhead has lodged in bone.
76-80	96-109	4	<i>Pierced Humerus.</i> The enemy's arrowhead decides to take a liking to your upper arm bone, jamming itself deep into it after tearing through flesh and muscle.	Gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . The arm is useless until the arrow has been Extracted. After that it'll count as a <b>Torn Muscle (Minor)</b> .  <b>Extraction</b> can only be performed after the encounter, requiring <b>Surgery (Challenging)</b> .
81-85	110-115	4	<i>Jammed Elbow.</i> The arrow lodges in your elbow, severing the head of one of the long bones of the forearm and jamming the delicate elbow joint at a very painful 90-degree angle!	Gain <i>Stunned (3)</i> from the blinding pain. Also, suffer a <b>Broken Bone (Major)</b> , except it cannot begin to heal until the arrow is Extracted.  <b>Surgery (Hard)</b> will be required to <b>Extract</b> the arrowhead and somewhat realign the bones of the elbow.
86-90	116-120	4	<i>Brachial Artery.</i> The arrow rips the brachial artery, the major blood vessel running along the inside of your upper arm, causing a spurting crimson deluge. Within seconds the whole side of your body is drenched in blood!	Gain <i>Bleeding (3)</i> .  <b>Extraction</b> will be <b>Challenging (+0)</b> and any failure will result in gaining one <i>Bleeding Condition</i> as the arrow tears the artery up even further.
91-93	121-125	5	<i>Nerve Damage.</i> Your foe's arrow passes through the meaty part where neck joins shoulder, above the clavicle, tearing through the nerves of the subclavian plexus supplying the arm.	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . The arm is useless (see under <b>Amputated Parts</b> ), and unless you receive magical healing counting as applied Surgery (any spell or prayer capable of recovering more than one Wound, see also the Preface And Clarifications document) the paralysis will be permanent. Ordinary <b>Surgery</b> will not help.  <b>Extraction</b> will be <b>Challenging (+0)</b> .
94-96	126-130	5	<i>Subclavian Artery.</i> The arrow goes in under the collarbone and severs the subclavian artery leading from the aorta to the arm. A scarlet fountain pulses up from the angle between your neck and shoulder!	Gain <i>Bleeding (3)</i> which requires <b>Surgery</b> to remove.  <b>Extraction</b> will be <b>Challenging (+0)</b> .
97-99	131-135	5	<i>Wrecked Shoulder.</i> Your foe really does a number on your	Gain <i>Prone, Stunned (3)</i> and <i>Bleeding (2)</i> , the latter of which requires <b>Surgery</b> to

			<p>shoulder, his arrow piercing bone, nerves and blood vessels, finally punching out from your split and cracked shoulder blade.</p>	<p>remove. Also, the arm is permanently useless (see under <b>Amputated Parts</b>).</p> <p><b>Extraction will be Hard (-20).</b></p>
00	136+	D	<p><i>Under The Armpit!</i> The shot goes in under your arm, ripping through part of your triceps muscle before punching into your armpit. From there it continues into your torso, embedding itself to the fletching as it impales both your lungs. You cough once, producing an eruption of blood from your mouth, and then croak...</p>	<p>Oh you're dead alright!</p>



## BOLT/ARROW – BODY

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Torn Clothing.</i> An item of clothing or other gear cops it as the arrow whizzes past.	A pouch or pocket containing coins or other items is ripped open, or the cord of a medallion gets severed, a document gets torn ... other players may make suggestions but the GM decides! Just go for funny and annoying!  <b>No Extraction</b> is necessary.
11-20	11-20	1	<i>Just A Graze!</i> The arrow zips down your flank, leaving some torn skin and a spot of blood.	Your next Action may not be an attack.  <b>No Extraction</b> is necessary.
21-25	21-25	1	<i>Sliced Rib.</i> The arrowhead digs a furrow along one of your ribs, taking away a strip of flesh.	You take a -20 penalty to your next rolled Test.  <b>No Extraction</b> is necessary.
26-30	26-30	1	<i>Thunk!</i> The arrow is deflected or stopped by a belt buckle, scabbard or other item. It still delivers a good punch with all its kinetic energy transferred to your poor bruised self.	You go <i>Prone</i> . If, for some unfathomable reason, you went into battle naked you instead gain <i>Bleeding (1)</i> .  <b>No Extraction</b> is necessary.
31-35	31-35	1	<i>Whack!</i> The arrow clips your shoulder, the shaft smacking you on the side of your head as it whirls off into the distance.	You miss your next Action and gain <i>Deafened (2)</i> .  <b>No Extraction</b> is necessary.
36-40	36-40	2	<i>Pierced Flank.</i> The arrowhead enters and exits your flank, leaving the shaft embedded in your side with the ends protruding front and back. Fortunately it's only stuck in the flesh and muscle of the abdominal wall, not having actually penetrated into the abdominal cavity.	Gain <i>Bleeding (1)</i> . Until the arrow is <b>Extracted</b> you'll suffer a -10 penalty to any physical Tests.  <b>Extraction</b> is easy, requiring only two hands and a full Action to snap and withdraw the shaft. The <b>Heal skill</b> is not necessary but if you lack it you must first pass an <b>Average (+20) Cool Test</b> to take the Action.
41-45	41-45	2	<i>Hip Strike.</i> The arrowhead embeds itself in the bony iliac crest of your hip, causing a minor fracture to the ilium bone of the pelvis. Although painful every time you put your weight on the leg on that side, it'll heal of itself in time.	Pass a <b>Challenging (+0) Endurance Test</b> or gain <i>Stunned (1)</i> . Regardless you'll suffer a -1 penalty to your <b>M</b> , which will last until the bone has mended in 30 minus your Toughness Bonus days.  <b>Surgery (Easy)</b> will be required for <b>Extraction</b> .
46-50	46-50	2	<i>Pierced Pectoral.</i> The arrow nails	Roll randomly for side, left or right. Until

			one of your pectoral muscles to your ribcage. Because your impressive pecs are a vital part of your shoulder musculature you'll find it both painful and difficult to perform those heroic mighty swings needed to vanquish your foes.	the arrow is <b>Extracted</b> you'll suffer a penalty of -2 to your <b>Strength Bonus</b> and -20 to all other physically demanding Tests using that arm.  <b>Extraction</b> will be <b>Challenging (+0)</b> . If performed during an ongoing combat encounter it'll require two hands and a full Action.
51-55	51-55	2	<i>Fractured Sternum.</i> The arrow hits you straight on the breastbone, cracking it but failing to penetrate. Because the sternum is the structure connecting your ribs together you suddenly find those deep breaths somewhat painful.	You gain <i>Fatigued (1)</i> , which will last for one week.  <b>No Extraction</b> is necessary as the penetration is very shallow and the cracked bone does not grip the arrowhead. Just pluck it out!
56-60	56-60	3	<i>Punctured Abdomen.</i> The arrowhead slices through flesh, fat and muscle, penetrating into your abdominal cavity. Fortunately its force was then spent and it failed to lacerate any of the organs there. Still, that's an infection waiting to happen!	Gain <i>Stunned (2)</i> . Pass a <b>Challenging (+0) Endurance Test</b> or go <i>Prone</i> . You also must pass a <b>Hard (-20) Endurance Test</b> or contract a <b>Festering Wound</b> .  <b>Extraction</b> will be <b>Difficult (-10)</b> , and as long as the arrow remains you'll suffer a penalty of -10 to any <b>Endurance Tests</b> required by the <b>Infection</b> .
61-65	61-65	3	<i>Damaged Lung.</i> The arrow hits you high in the chest, puncturing the top of one lung, which partly collapses as air and blood leak into the pleural space. You find yourself out of breath and coughing blood!	Gain <i>Fatigued (2)</i> . Because it's only a rather minor pneumothorax you'll remove one <i>Fatigued Condition</i> each week spontaneously as the lung inflates itself back again.  <b>Surgery (Difficult)</b> is required for <b>Extraction</b> .
66-70	66-70	3	<i>Pierced Bladder.</i> The arrow hits low, between navel and groin. You're horrified to see urine start trickling down the shaft. Your bladder was just pierced! A faint unmistakable reek reaches your nostrils as you realize what has just happened.	Gain <i>Stunned (2)</i> . Fortunately for you, urine is mostly sterile so you only contract a <b>Minor Infection</b> . Also, until the wound has closed in a week or so you are prone to leaking, which reduces your <b>Fel</b> by -10 whenever you are near anyone with a sense of smell.  <b>Surgery (Difficult)</b> will be required for <b>Extraction</b> , and as long as the arrow remains you'll suffer a penalty of -10 to any <b>Endurance Tests</b> required by the <b>Infection</b> .
71-75	71-75	3	<i>Internal Bleeding.</i> The arrowhead goes in between a pair of floating ribs and lacerates either your liver or your spleen, depending	Gain <i>Bleeding (1)</i> which can only be removed through <b>Surgery</b> . Because the spleen is an important part of your immune system there is a 50%

			on whether your right or left side was turned towards your arrow-sliding foe. These organs are rich in blood vessels and the ensuing internal bleeding will soon become a very serious matter!	chance you'll lose the <b>Resistance (Disease) Talent</b> , if you have it.  <b>Surgery (Difficult)</b> will be required for <b>Extraction</b> .
76-80	76-80	4	<i>Lacerated Intestine.</i> You take the arrow in the gut! The smell from the wound becomes clearly identifiable as fecal matter spill into your abdominal cavity. Peritonitis is already knocking on your door!	Gain <i>Stunned (2)</i> and <i>Prone</i> . Also, you contract <b>Blood Rot</b> . You can't recover 3 of your lost <b>Wounds</b> instead of the usual 1 <b>Wound</b> until the arrow is Extracted.  <b>Surgery (Hard)</b> will be required for <b>Extraction</b> .
81-85	81-85	4	<i>Pneumothorax.</i> The arrow punches into one side of your chest, missing the heart but tearing up one of your lungs which collapses completely. Blood dribbles from your mouth as you try to draw breath!	Gain <i>Fatigued (3)</i> and <i>Prone</i> . For healing purposes, count as <b>Torn Muscle (Major)</b> , with partial healing reducing your Conditions from <i>Fatigued (3)</i> to <i>Fatigued (1)</i> which will be removed once fully healed.  <b>Surgery (Difficult)</b> will be required for <b>Extraction</b> .
86-90	86-90	4	<i>Major Chest Wound.</i> The arrowhead narrowly misses your heart, instead tearing through the bronchi and major blood vessels leading to the right lung, before ripping through that lung and coming out through your back right next to the spine. You'll just have to learn to live with only one lung...	Gain <i>Fatigued (3)</i> and <i>Prone</i> . For healing purposes, count as <b>Torn Muscle (Major)</b> with partial healing reducing your Conditions from <i>Fatigued (3)</i> to <i>Fatigued (2)</i> which sadly will be permanent.  <b>Extraction</b> will be <b>Difficult (-10)</b> but at least you don't have to worry about causing further damage as that side of your chest is already pretty much wrecked.
91-93	91-95	5	<i>Punctured Kidney.</i> The arrow punches through one of your floating ribs to lacerate a kidney. This results in massive blood loss as the kidney's job is to filtrate your entire blood volume over and over again. You'll run out of blood in no time!	Gain <i>Stunned (1)</i> and <i>Bleeding (3)</i> , the latter of which cannot be removed without <b>Surgery</b> .  <b>Surgery (Very Hard)</b> is required for <b>Extraction</b> , which will count as resolving an internal issue due to the arrowhead having ended up so deep inside a body cavity.*
94-96	96-110	5	<i>Spinal Cord Damage.</i> The arrow slams into your lower back, penetrating deep enough to sever your lumbar spinal cord. Your legs collapse underneath you and you can no longer even feel them! A tragic fate for an up-and-coming hero!	Both your legs are now paralyzed and useless (see under <b>Amputated Parts</b> ). Needless to say, you are now also <i>Prone</i> .  <b>Surgery (Difficult)</b> will be required for <b>Extraction</b> .

97-99	111-115	5	<i>Massive Abdominal Trauma!</i> You are bent slightly forward as the arrow hits, possibly in the process of trying to duck. This only means the projectile now goes through your body the long way! It enters near your solar plexus, then rips through your stomach sac, the thoracic diaphragm, the large and small intestine, and finally stops when it slams into the bones of your sacrum. To say that it caused a bit of a mess is not an understatement!	Pass a <b>Challenging (+0) Endurance Test</b> or expire on the spot from shock. Otherwise you'll live another <b>Toughness Bonus</b> days before dying from any number of complications involving respiratory distress, peritonitis and blood loss, being effectively helpless and sliding in and out of unconsciousness the whole time. If you receive magical healing** before that you'll survive but will have contracted <b>Blood Rot</b> and a permanent state of being <i>Fatigued (2)</i> .  Should you still be interested in an <b>Extraction</b> after all that it'll require <b>Surgery (Very Hard)</b> and count as resolving an internal issue.*
00	116+	D	<i>Transfixed Heart!</i> The arrow cleanly transfixes your heart, killing you pretty much instantly. A most impressive instant kill shot!	What part of "killing you pretty much instantly" and "instant kill shot" didn't you understand?

\*This refers to the description in the Rule Book under the Surgery Talent, with a risk of further injury and infection. See also the Preface And Clarifications document. Perhaps leaving the arrowhead where it is would be a better idea...

\*\*See the Preface And Clarifications document. In this case, any spell or blessing/miracle capable of recovering multiple Wounds. Those are listed in the document as counting as applied Surgery.

## BOLT/ARROW – LEG

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Torn Footwear.</i> The arrow takes a chunk off the heel of your footwear, punching your foot sideways and making you stagger.	You need to pass an <b>Easy (+40) Athletics Test</b> or gain <i>Prone</i> . Also, your shoe/boot/whatever may need repair. If you were barefoot, lose one extra <b>Wound</b> as the bullet grazes your sole.  No <b>Extraction</b> is necessary.
11-20	11-20	T	<i>Near Miss!</i> The shaft of the arrow slaps the inside of your thigh as it passes between your legs.	Your <b>M</b> is halved (round up) on your next Turn as you stumble while looking down to assure yourself of being intact.  No <b>Extraction</b> is necessary.
21-25	21-25	1	<i>Grazed Ankle.</i> The arrow nicks your ankle, causing a small but painful cut on a malleolus that only hurts more as your footwear rubs against it for every step you take!	You suffer a penalty of -1 to your <b>M</b> for the rest of the encounter. You may make a <b>Challenging (+0) Cool or Endurance Test</b> each turn to ignore the penalty, but a failure of -4 SL or more will prevent you from any more tests as you accidentally open the cut further. If you weren't wearing any footwear or take an Action to remove it you automatically pass the Test.  No <b>Extraction</b> is necessary.
26-30	26-40	1	<i>Minor Shin Injury.</i> The arrow glances off your tibia. It feels like getting kicked in the shin, only worse! Your enemy no doubt feels very remorseful as he watches you jump around on one leg.	You halve your <b>M</b> (round up) and suffer a penalty of -20 to any <b>Ag Tests</b> the next 1d10/2 Turns.  No <b>Extraction</b> is necessary.
31-35	41-45	1	<i>Hip Wound.</i> The arrow tears a furrow along your hip, before deflecting and going spinning off into the distance.	You suffer a -20 penalty to your next Test rolled, and a penalty of -1 to your <b>M</b> and -10 to your <b>Ag</b> for the rest of the encounter.  No <b>Extraction</b> is necessary.
36-40	46-50	1	<i>Pierced Buttock.</i> The arrow homes in on your gluteus muscle with unerring accuracy. Regardless of the incoming angle (from behind or the flank, slanting upwards or downwards), you find yourself with an embarrassing length of arrow shaft sticking out of your rear. Very	Gain <i>Bleeding (1)</i> . Until the arrow is Extracted you'll also suffer a halved <b>M</b> (round up) and a penalty of -20 to all <b>Ag Tests</b> .  Due to the unfortunate placement <b>Extraction</b> will have to be performed by someone else. This will be an

			undignified! You are very upset!  Other players may or may not choose to remind you of this injury at appropriate intervals.	<b>Average (+20) Test</b> and will take a full Action and require that you be <i>Prone</i> if performed during an ongoing combat encounter.
41-45	51-55	2	<i>Severed Toe Tendons.</i> The arrow slices across the back of your foot, damaging several of the extensor tendons to your toes. This leads to you being able to curl but not properly extend your toes, with ensuing impaired balance and risk of stumbling over things as the front of your foot connects with ledges, stair steps, tree roots, etc.	Pass a <b>Difficult (-10) Cool Test</b> or lose your next Action as you look down at your dysfunctional foot and see the twitching white shreds of tendon curling out from the exposed flesh. You also suffer a <b>Torn Muscle (Major)</b> , except your <b>M</b> is unaffected.  No <b>Extraction</b> is necessary.
46-50	56-60	2	<i>Pierced Patellar Tendon.</i> The arrow hits your thigh just above the knee, sinking into the large quadriceps tendon attached to the patella, nailing the tendon to the underlying bone of the lower femur.	Until the arrow is <b>Extracted</b> your <b>M</b> is reduced to 1 and you'll suffer a -30 penalty to all Tests involving the leg.  <b>Extraction</b> will be <b>Challenging (+0)</b> and requires both hands and one full Action, after which you'll count as having a <b>Torn Muscle (Minor)</b> .
51-55	61-65	2	<i>Severed Toe.</i> The arrowhead pierces the front of your footwear. Next time you remove the footwear, one of your toes fall out. Disturbing!	You lose one toe – <b>Amputation (Easy)</b> .  No <b>Extraction</b> is necessary.
56-60	66-70	2	<i>Impaled Calf.</i> The arrow transfixes your calf muscle.	Gain <i>Bleeding (1)</i> and suffer a <b>Torn Muscle (Minor)</b> .  <b>Extraction</b> will be <b>Average (+20)</b> .
61-65	71-75	3	<i>Thigh Wound.</i> The arrow sinks deep into your thigh, tearing through both the quadriceps muscle in the front and hamstrings at the rear, the tip of the arrowhead poking out through the skin at the back of the leg.	Gain <i>Bleeding (2)</i> and suffer a <b>Torn Muscle (Major)</b> .  <b>Extraction</b> will be <b>Challenging (+0)</b> .
66-70	76-80	3	<i>Lower Leg Injury.</i> The arrow fractures the fibula, one of the long bones in the lower leg, as it slams through, tearing a gaping wound through the calf. Shards of the fibula can momentarily be seen before the flow of blood obscures them.	<i>Gain Stunned (1)</i> and <i>Bleeding (2)</i> . Also, your <b>M</b> is reduced to 1 and you'll suffer a -30 penalty to all Tests involving the leg until the bone has set in 30 minus your <b>Toughness Bonus</b> days.  <b>Extraction</b> will be <b>Challenging (+0)</b> .
71-75	81-85	3	<i>Impaled Foot.</i> The arrow transfixes your foot, crunching through the tarsal bones of the ankle. Your foot is momentarily nailed to the	You suffer a <b>Broken Bone (Minor)</b> and while still upright you are unable to move from the spot. At any time you can voluntarily go <i>Prone</i> to break the

			ground, pinning you in place.	pin, after which you can crawl away as usual.  <b>Extraction will be Challenging (+0).</b>
76-80	86-90	4	<i>Hip Fracture.</i> The arrow slams into your hip, snapping the neck of the femur. A fracture like that is difficult to set, with a good chance of healing crooked.	Gain <i>Prone, Stunned (1)</i> and suffer a <b>Broken Bone (Major)</b> .  <b>Extraction will be Hard (-20)</b> , requiring the arrowhead being pushed through to emerge from the lower gluteal region.
81-85	91-95	4	<i>Pierced Knee.</i> The arrow splits your patella before wrecking the rest of your knee joint, severing cruciform ligaments and cracking bone, finally jamming inside the joint. The lower leg is now largely unattached to the upper, at least from a mechanical viewpoint.	You gain <i>Prone, Stunned (2)</i> and suffer a <b>Broken Bone (Major)</b> , except even when healed you suffer a permanent penalty of -1 to your <b>M</b> (round up) and -20 to your <b>Ag</b> for any Tests requiring use of the leg.  <b>Surgery (Challenging)</b> will be required for <b>Extraction</b> .
86-90	96-105	4	<i>Shattered Tibia.</i> The long shinbone shatters from the impact of the arrowhead, leaving only the thinner fibula to bear your entire weight... which it cannot do, resulting in the fibula snapping as well. The foot and lower half of your lower leg now dangle freely, with shards of bone poking through the skin. An ugly and complicated open fracture like that will ruin anyone's day!	You gain <i>Prone, Stunned (3)</i> and <i>Bleeding (1)</i> . If you receive <b>Surgery</b> within a week it'll count as a <b>Broken Bone (Major)</b> except you automatically fail any test to avoid long-term effects. Otherwise the leg is permanently useless (see under <b>Amputated Parts</b> ). Regardless, you contract a <b>Festering Wound</b> due to the open fracture.  <b>Extraction will be Challenging (+0).</b>
91-93	106-115	4	<i>Severe Thigh Wound.</i> The arrow rips through your upper thigh, tearing through flesh and muscle, clipping the femoral artery before lodging in the femur bone itself. Blood starts spurting and you begin to feel distinctly inconvenienced.	Gain <i>Bleeding (3)</i> . Also, suffer a <b>Torn Muscle (Major)</b> . If you fail a <b>Challenging (+0) Endurance Test</b> you're also unlucky enough to have had the artery severed high enough that an ordinary tourniquet is useless, in which case <b>Surgery</b> (and a long clamp) is necessary to remove the Bleeding Condition.  <b>Surgery (Hard)</b> is required for <b>Extraction</b> .
94-96	116-120	5	<i>Nerve Damage.</i> The arrowhead sinks into your hip, lacerating the femoral nerve, leaving your leg numb and useless.	Gain <i>Stunned (2)</i> and <i>Prone</i> . The leg is useless (see under <b>Amputated Parts</b> ).  <b>Surgery (Hard)</b> is required for <b>Extraction</b> .

97-99	121-125	5	<i>Iliac Artery!</i> The arrow slams into your hip near the groin. Cleaving through multiple smaller blood vessels it finally hits the jackpot in the shape of the external iliac artery! Massive loss of blood ensues!	Gain <i>Bleeding (3)</i> , which requires <b>Surgery</b> to remove. Should you survive you'll have a <b>Torn Muscle (Major)</b> .  <b>Surgery (Very Hard)</b> is required for <b>Extraction</b> .
00	126+	D	<i>Pelvic Ruin!</i> The arrow slashes through your pelvic region, ripping through nerves and blood vessels. As you crash to the ground the shaft breaks and the jolted arrowhead tears new bloody paths through your innards. Death quickly follows.	You're very dead, probably with a disturbed expression on your face.  Don't bother about <b>Extraction</b> ...