

## BULLET - HEAD

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-03	T	<i>Parted Hair.</i> The bullet misses your skull but messes up your haircut, which may or may not be an improvement.	If you fail a <b>Challenging (+0) Cool Test</b> your next Action may not be an attack.  <b>No Extraction</b> is necessary.
11-20	04-06	1	<i>Holed Hat.</i> A few inches lower and your opponent would have drilled you between the eyes... but now he instead drills your headgear.	A Hat, Leather Skullcap or Open Helm goes flying 1d10 yards. A Mail Coif or Helm robs you of one extra <b>Wound</b> as mail links dig into your scalp or your ears start ringing from the impact. If you're wearing <b>Flexible</b> layered armor only the outermost piece counts. If you were bareheaded, count this roll as the <i>Parted Hair</i> result instead.  <b>No Extraction</b> is necessary.
21-25	07-09	1	<i>Nicked Ear.</i> The bullet removes a piece of your ear, along with any earring in its path. The resulting asymmetry may impair your beauty somewhat.	You gain <i>Deafened (2)</i> . Roll 1d10-5; if the result is positive that is the penalty you suffer to your <b>Fel</b> whenever your mangled ear is visible.  <b>No Extraction</b> is necessary.
26-30	10-15	1	<i>Scratched Face.</i> Your nose, cheek, chin or some other protruding part of your facial features has a close encounter with the bullet, resulting in the loss of skin and some minor amount of blood.	You suffer a penalty of -10 to any Tests you take until the end of your next Turn.  <b>No Extraction</b> is necessary.
31-35	16-20	2	<i>Grazed Scalp.</i> The bullet parts not just your hair but your scalp. Like most scalp wounds it bleeds profusely!	Gain <i>Bleeding (1)</i> .  <b>No Extraction</b> is necessary.
36-40	21-25	2	<i>Engraved Forehead.</i> The bullet grazes your forehead, possibly removing part of an eyebrow. Blood starts running into your eyes and mouth in a very distracting manner.	Gain <i>Stunned (1)</i> , <i>Bleeding (1)</i> and <i>Blinded (2)</i> , the latter of which cannot be removed until the Bleeding Condition has first been removed.  <b>No Extraction</b> is necessary.
41-45	26-30	2	<i>Pierced Cheek.</i> Your mouth fills with blood and tooth fragments, courtesy of a bullet that went through one or both cheeks, connecting with some of your teeth on the way.	Gain <i>Stunned (2)</i> . Also, lose 1d10/2 teeth – <b>Amputation (Average)</b> .  <b>No Extraction</b> is necessary.
46-50	31-35	2	<i>Cracked Jaw.</i> The bullet tears a	Gain <i>Stunned (2)</i> and suffer a <b>Broken</b>

			furrow along the line of your lower jaw, causing a fracture before ricocheting off. You feel mildly disturbed as you discover your upper and lower rows of teeth no longer quite line up.	<b>Bone (Minor).</b>  No <b>Extraction</b> is necessary.
51-55	36-40	3	<i>Facial Wound.</i> The bullet crunches into your face, crumpling part of the maxillary and cheek bones, rearranging the symmetry of your face. Hey, at least your nose is still attached!	Pass an <b>Average (+20) Endurance Test</b> or gain <i>Unconscious</i> , otherwise gain <i>Stunned (2)</i> . You also suffer a -5 penalty to your <b>Fel</b> due to the scarring and asymmetry of your new face.  <b>Surgery (Challenging)</b> is required for <b>Extraction</b> .
56-60	41-45	3	<i>Smashed Mouth.</i> The bullet goes in through your open mouth. It lacerates your tongue and soft palate before it exits behind the angle of your jaw in a spray of spittle and blood.	Gain <i>Stunned (3)</i> and <i>Bleeding (1)</i> . For healing purposes count it as a <b>Broken Bone (Major)</b> except long-term effects are automatic as you'll never be able to speak properly again.  No <b>Extraction</b> is necessary.
61-65	46-50	3	<i>Neck Wound.</i> The bullet tears across the side of your neck, leaving quite a trench but fortunately a shallow one, missing the carotid artery and spine.	Gain <i>Bleeding (2)</i> . You must also pass a <b>Challenging (+0) 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.)  No <b>Extraction</b> is necessary.
66-70	51-55	3	<i>Grazed Skull.</i> The bullet impacts your skull at an acute angle, failing to penetrate before glancing off. It still manages to cause a minor skull fracture and a solid concussion that you'll feel for a while.	Gain <i>Stunned (2)</i> . When the Stunned Condition is removed it'll be replaced by <i>Fatigued (1)</i> which will last for 1d10 days.  No <b>Extraction</b> is necessary.
71-75	56-60	4	<i>Lost Eye.</i> The bullet shatters the bony orbit of one eye. The squishy eyeball in its path is simply obliterated.	Gain <i>Stunned (2)</i> . You lose the eye – <b>Amputation (Challenging)</b> . You must also pass a <b>Challenging (+0) Endurance Test</b> or contract a <b>Festering Wound</b> in the ruin that was your peeper.  <b>Surgery (Easy)</b> is required for <b>Extraction</b> .
76-80	61-65	4	<i>Stunned Spinal Cord.</i> The bullet goes in through the side of your neck, leaving an impressive hole as it starts tumbling while digging its way through your sternocleidomastoid muscle, missing your carotid artery by a hair. It finally lodges, nestled up	You are temporarily paralyzed from the neck down, effectively gaining the <i>Unconscious</i> Condition except you are awake and aware the whole time. Roll at the beginning of each of your subsequent turns, needing to pass a <b>Difficult (-10) Toughness Test</b> to recover, removing the Condition.

			against your cervical spine, punching it hard enough to temporarily stun your spinal cord.	<b>Surgery (Challenging)</b> is required for <b>Extraction</b> .
81-85	66-75	4	<i>Shattered Zygomatic Arc.</i> The bullet glances off your cheekbone, shattering it. The impact is so powerful a hairline crack forms at the base of your skull as your temporal bone is smashed inward, causing a small cerebral hemorrhage.	Gain <i>Stunned (3)</i> . When the Stunned Conditions have been removed they'll be replaced by <i>Fatigued (2)</i> which will last for 1d10 days.  No <b>Extraction</b> is necessary.
86-90	76-80	4	<i>Broken Jaw.</i> The bullet hits you square on the chin, shattering bone and teeth before tearing through the base of your tongue and floor of the mouth, finally lodging at the back of your throat. Your shattered lower jaw is left dangling and bleeding.	Gain <i>Stunned (3)</i> and <i>Bleeding (1)</i> . You also suffer a <b>Broken Bone (Major)</b> and lose your tongue and 1d10 teeth – <b>Amputation (Challenging)</b> .  <b>Surgery (Difficult)</b> is required for <b>Extraction</b> .
91-93	81-85	5	<i>Cerebral Hemorrhage.</i> The bullet pierces your skull and tears through one hemisphere of your brain, front to back, causing significant bleeding. An instant of sharp pain is followed by darkness. When you wake up you find yourself not quite up to scratch anymore...	Gain <i>Unconscious</i> . When you wake up you are hemiplegic. Roll randomly for side, left or right. The arm and leg on that side are useless (see under <b>Amputated Parts</b> ). If you're lucky enough to find a particularly knowledgeable Surgeon (GM's decision) or a priestess or healer of Shallya she'll realize the damage may not be totally permanent as you still have one intact hemisphere to pick up the slack – after one full month of proper rehabilitation and training* you'll be down to a -10 penalty to any Tests using that arm as well as -1 to your <b>M</b> and -10 to <b>Ag</b> .  No <b>Extraction</b> is necessary or advisable.
94-96	86-94	5	<i>Brain Damage.</i> The bullet removes a piece of your skull as it passes just a little too close for your comfort, taking a piece of the underlying brain with it. You now have a hole in your head! Better cover it up quickly! Enough intact scalp remains for the opening to close, but you'll have a soft indentation over the missing skull piece forever more...	Pass a <b>Challenging (+0) Endurance Test</b> or go <i>Unconscious</i> ; otherwise gain <i>Stunned (3)</i> . Regardless, once recovered from either Condition you instead gain <i>Fatigued (1)</i> that will remain for a full week before you stop feeling dizzy.  Roll 1d10 for long-term effects: 1-5 <i>Frontal Lobe Damage</i> – Roll once on the Mental Corruption Table. 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 Int is

				<p>reduced by -10.</p> <p>8-9 <i>Parietal Lobe Damage</i> – You suffer what is called expressive aphasia, effectively losing spoken speech (see under Amputated Parts - Tongue).</p> <p>0 <i>Occipital Lobe Damage</i> – You gain Blinded (1) except the Condition is permanent as your ability to perceive visual input is impaired.</p> <p>No <b>Extraction</b> is necessary.</p>
97-99	95-99	5	<p><i>Rattle-Rattle!</i> The bullet pierces your temple, but instead of boring through your brain it veers off and takes a trip along the inside of your skull, between bone and cortex. Mimicking a daredevil motorcycle rider in a Globe of Death Cage it tours most of the circumference of the inside of your cranium, finally coming to a stop somewhere in the back.</p>	<p>You go <i>Unconscious</i>. Anyone seeing the bullet entry hole will assume you're quite dead, needing to pass a <b>Hard (-20) Perception Test</b> to notice you're still breathing. You need to pass a <b>Challenging (+0) Endurance Test</b> (rolling once daily) to wake up again. Once you wake you'll need to pass the same Test again to avoid contracting <b>Blood Rot</b> from meningitis. If you pass you'll still be <i>Fatigued (2)</i> for another 1d10 days.</p> <p>Although you're certain you can sometimes hear the bullet rattle around inside your skull no <b>Extraction</b> is necessary.</p>
00	100+	D	<p><i>Bull's Eye!</i> Small entry wound. Massive exit wound. Lots of splatter. 'Nuff said.</p>	<p>With most of your brainpan emptied out there's not much that can be done about your extreme state of deadness...</p>

\*It's up to the GM to decide if "proper rehabilitation and training" can consist of just some knowledgeable advice followed by the character training on his own, or if it requires spending time somewhere like a temple of Shallya for more expert full-time care (possibly requiring a hefty "donation" to the temple). Spending a point of Resolve may also (if the GM permits) be an excuse to allow the character to start rehabilitating on his own through sheer doggedness and unwillingness to stay a cripple. The GM may also decide, if the character is unable to take the time for full rehab, to allow a gradual training process, for example – 1st week: partial use of leg (**M** -2, **Ag** -20), 2nd week: partial use of arm (-20 to Tests), 3rd week: improved leg strength (**M** -1, **Ag** -10), 4th week: improved arm strength (-10 to Tests), which can be accomplished in stages whenever opportunity permits.

## BULLET – ARM

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Fingertipped!</i> The bullet clips the end of a finger, leaving you with a black and blue nail. Annoying!	You may not use that hand for anything on your next turn but you don't drop anything held in it.  No <b>Extraction</b> is necessary.
11-20	11-20	1	<i>Grazed Arm.</i> You lose a strip of skin as the bullet grazes your arm.	You suffer a -10 penalty to your next Test using that arm.  No <b>Extraction</b> is necessary.
21-25	21-25	1	<i>Hand Wound.</i> The bullet cuts a track across the meat at the base of your thumb, causing blood to well up and make your grip slippery.	Until you take an Action to wipe off the blood you suffer a -10 penalty to any Tests using that hand.  No <b>Extraction</b> is necessary.
26-30	26-40	1	<i>It Went Clean Through!</i> The bullet makes a small neat hole through the triceps muscle at the back of your upper arm, passing through cleanly.	You suffer a <b>Torn Muscle (Minor)</b> .  No <b>Extraction</b> is necessary.
31-35	41-45	2	<i>Lost Finger.</i> You look down at your hand, which is suddenly one digit short!	You lose one finger – <b>Amputation (Easy)</b> .  No <b>Extraction</b> is necessary.
36-40	46-50	2	<i>Cracked Collarbone.</i> The bullet passes through the meaty part between shoulder and neck, clipping and cracking the clavicle on the way. The fracture is stable but far from painless!	Any time you want to use the arm for an Action during the rest of the encounter you must first pass an <b>Average (+20) Cool or Endurance Test</b> . Failure means you lose the Action. (You can still roll for <b>Opposed Melee Tests</b> as the defender, as necessity trumps discomfort.)  No <b>Extraction</b> is necessary.
41-45	51-55	2	<i>Biceps Injury.</i> The bullet smacks into the large muscle of your upper arm, passing through most of its length before lodging against the bone.	Gain <i>Bleeding (1)</i> and suffer a <b>Torn Muscle (Minor)</b> .  <b>Surgery (Easy)</b> is required for <b>Extraction</b> .
46-50	56-60	2	<i>Shoulder Wound.</i> You suffer the classic heroic injury of having your shoulder pierced yet remaining strangely almost 100% functional.	Gain <i>Bleeding (1)</i> , drop anything held in that hand, and suffer a <b>Torn Muscle (Minor)</b> . Should you receive any <b>Medical Attention</b> during or after the encounter you may aim a <b>Charm Test</b> at whoever gives it, making light of your injury or looking heroically suffering.

				<b>Surgery (Average)</b> is required for <b>Extraction</b> .
51-55	61-75	3	<i>Tunneling!</i> The bullet enters near the deltoid muscle of your upper arm, tunnels through the soft tissues on the outside of the shoulder blade and finally makes an exit through the back of your neck.	You suffer a <b>Torn Muscle (Major)</b> .  No <b>Extraction</b> is necessary.
56-60	76-80	3	<i>Hole In The Hand!</i> You stretch out your hand in a vain attempt to ward off the projectile and it punches straight through the palm, allowing you to see your insufferably pleased opponent through the hole.	You suffer a <b>Broken Bone (Minor)</b> . Your middle finger might be a bit stiff afterwards but that is easily fixed by strapping it to the more flexible and functional ring finger.  No <b>Extraction</b> is necessary.
61-65	81-85	3	<i>Crater!</i> The bullet smashes into your shoulder blade. The projectile flattens and then shatters against the bone, the pieces tearing a ragged shallow crater as they spread outward from the impact and strip the shoulder blade of flesh and muscle. Grisly!	Gain <i>Stunned (1)</i> and <i>Bleeding (2)</i> . You suffer a <b>Torn Muscle (Major)</b> .  <b>Surgery (Average)</b> is required for <b>Extraction</b> of the bullet fragments still remaining in the wound.
66-70	86-90	3	<i>Broken Bone.</i> The bullet ricochets off your humerus on its way through your upper arm, breaking the bone. The arm falls limp at your side and the slightly deformed bullet lodges just underneath the skin near your armpit.	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . You suffer a <b>Broken Bone (Minor)</b> . Also, until you've spent an Action (using your other arm) sticking the broken limb into an improvised mitella or otherwise accomplished some sort of makeshift immobilization (like tucking it into your belt), the dangling extremity will unbalance and discomfort you enough for a -10 penalty to all <b>Ag Tests</b> .  <b>Surgery (Easy)</b> is required for <b>Extraction</b> .
71-75	91-95	4	<i>A Burrower!</i> The bullet enters near the wrist, then burrows a path along the long bones in your forearm, exiting the arm near the elbow, making a mess of muscles and tendons along the way.	The arm is useless until you've had some form of Medical Attention (see under <b>Amputated Parts</b> ), after which it'll count as a <b>Torn Muscle (Major)</b> .  No <b>Extraction</b> is necessary.
76-80	96-109	4	<i>Shattered Forearm.</i> The bullet shatters the radius, one of the long bones in the forearm, causing a nasty-looking open fracture with shards of bone poking through the skin.	Gain <i>Stunned (2)</i> . You suffer a <b>Broken Bone (Major)</b> . Also, the open fracture requires you to pass a <b>Challenging (+0) Endurance Test</b> or gain a <b>Festering Wound</b> .

				<b>Surgery (Challenging)</b> is required for <b>Extraction</b> of the many bone fragments even if the bullet didn't lodge.
81-85	110-115	4	<i>Collapsed Lung.</i> The bullet enters your shoulder just underneath the collarbone, exiting your back through the shattered shoulder blade. Either the bullet or a bone fragment pierces the top of your lung, which partly collapses as air and blood enters the pleural space.	Gain <i>Fatigued (2)</i> . Because it's only a rather minor pneumothorax you'll remove one Fatigued Condition each week spontaneously as the lung inflates itself back again. You also suffer a <b>Broken Bone (Minor)</b> .  No <b>Extraction</b> is necessary.
86-90	116-120	4	<i>Jammed Shoulder.</i> The bullet makes a mess of your shoulder, splintering bones and finally lodging inside the joint. You can no longer move your arm! Highly inconvenient!	Gain <i>Stunned (2)</i> . The arm is useless (see under <b>Amputated Parts</b> ). If you receive <b>Surgery (Difficult)</b> for <b>Extraction</b> of the bullet and to set the broken bones it'll count as a <b>Broken Bone (Major)</b> . Otherwise the arm remains useless.
91-93	121-125	5	<i>Shattered Wrist.</i> The bullet pierces your wrist, shattering the heads of the long bones of the forearm as well as several carpal bones, also severing the nerves and tendons controlling the fingers. The hand in question now hangs limply from what remains of your wrist.	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . The hand is useless – <b>Amputation (Average)</b> .  No <b>Extraction</b> is necessary.
94-96	126-130	5	<i>Wrecked Elbow.</i> The bullet hits you in the elbow where the long bones of the upper and lower arm meet in a delicately balanced joint. The wickedly aimed projectile shatters the heads of several of the bones and tears up the nerves and blood vessels passing through the joint. You'll never bend your arm again as the elbow is either completely jammed or entirely disconnected.	Gain <i>Stunned (2)</i> and <i>Bleeding (2)</i> . The arm is useless – <b>Amputation (Challenging)</b> .  <b>Surgery (Average)</b> is required for <b>Extraction</b> .
97-99	131-135	5	<i>Amputation Case!</i> The bullet whacks into your shoulder, pancaking and flattening as it slams into the top of your humerus, shattering the head and tuberosities (where the muscles attach), transforming them into a cascade of fragments. A complicated fracture like that will never heal and the dead bone fragments	Gain <i>Stunned (3)</i> . The arm is useless – <b>Amputation (Hard)</b> .  After the encounter you'll need <b>Surgery (Challenging)</b> within a week as the arm will have to be amputated at the shoulder or you'll contract <b>Blood Rot</b> as the extremity turns gangrenous.  No <b>Extraction</b> is necessary, as any remaining bullet fragments not removed

			will inevitably lead to infection and gangrene. It was a good arm... hope you weren't too attached to it?	with the leg or coming out with the flood of pus won't really make much of a difference to your health.
00	136+	D	<i>A Spurting Mess!</i> The bullet goes in high on your arm, ricochets its way through various bony structures on its way into your chest before ripping up the subclavian artery where it branches off from the aorta, finally exiting in a spray of bright arterial blood near your neck. The fountain of crimson keeps pumping rhythmically as you collapse.	You are absolutely covered in your own blood! Oh, and also quite dead.



## BULLET – BODY

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Ooomph!</i> Your belt or some other sturdy item takes the hit, leaving you unharmed and very relieved.	Your next Action may not be an attack. If for some odd reason you were not wearing anything at all, you lose one extra <b>Wound</b> as the bullet departed with some of your skin attached.  <b>No Extraction</b> is necessary.
11-20	11-20	1	<i>Just A Graze!</i> The bullet leaves a line of oozing redness for you to remember it by.	You suffer a -10 penalty to your next rolled Test.  <b>No Extraction</b> is necessary.
21-25	21-25	1	<i>Rib Contusion.</i> The bullet whacks one of your lower ribs as it goes by, causing a hairline fracture.	You gain <i>Fatigued (1)</i> which will be removed when you pass an <b>Average (+20) Endurance Test</b> , rolling at the start of each of your turns.  <b>No Extraction</b> is necessary.
26-30	26-30	1	<i>Shoulder Punch.</i> The hit spins you around as it clips you high on the arm but fails to penetrate.	Pass a <b>Challenging (+0) Agility Test</b> or gain <i>Prone</i> .  <b>No Extraction</b> is necessary.
31-35	31-35	1	<i>Hip Punch.</i> Although just a glancing blow against the bony iliac crest on your hip, you still suffer a bonebruising contusion. Enough to make you weep... or at least limp!	You suffer a penalty of -1 to your <b>M</b> for the rest of the encounter.  <b>No Extraction</b> is necessary.
36-40	36-40	2	<i>Flank Wound.</i> The bullet hits you in the side, digging through the muscle of your abdominal wall at an acute angle but not managing to enter the abdominal cavity.	Gain <i>Bleeding (1)</i> .  <b>Surgery (Easy)</b> is required for <b>Extraction</b> .
41-45	41-45	2	<i>Chest Wound.</i> The bullet finds a gap between two ribs, angling slightly upwards as it glances off the lower one. Tearing a furrow through the muscle and meat of your chestwall it fails to penetrate your ribcage, ending up lodged underneath the upper rib.	Gain <i>Bleeding (1)</i> . You also count as <i>Fatigued (1)</i> until you pass a <b>Challenging (+0) Endurance Test</b> (rolling at the start of each of your subsequent turns).  <b>Surgery (Hard)</b> is required for <b>Extraction</b> .
46-50	46-50	2	<i>Spinal Blow.</i> The bullet hits you in the small of your back, cracking a vertebrae which temporarily	Gain <i>Prone</i> . You must pass an <b>Easy (+20) Endurance Test</b> before you can rise, rolling at the start of each of your

			deforms enough to smack into your lumbar spinal cord, causing your legs to be momentarily paralyzed.	subsequent turns. Once you're up again you'll have a -1 penalty to <b>M</b> and -10 to <b>Ag</b> for the rest of the encounter as your battered and stunned spinal cord recovers.  <b>Surgery (Average)</b> is required for <b>Extraction</b> .
51-55	51-55	2	<i>Cracked Shoulder Blade.</i> The bullet slams into the back of your shoulder as you twist around to dodge it. The blow is glancing but still manages to tear a furrow along your back and cause a minor fracture of the shoulder blade.	Roll randomly for side, left or right. The wound counts as a <b>Torn Muscle (Minor)</b> for the arm on that side.  <b>No Extraction</b> is necessary.
56-60	56-60	3	<i>Groin Hit.</i> Passing perilously close to even more sensitive areas, the bullet causes significant bleeding and plenty of pain as it enters low, making a short but bloody path through one side of the groin just underneath the skin, exiting through the horizontal gluteal crease, also known as the seat of your breeches.	Gain <i>Stunned (3)</i> and <i>Bleeding (1)</i> . Also, you now have a couple of holes in your pants.  <b>No Extraction</b> is necessary.
61-65	61-65	3	<i>Abdominal Wall Penetration.</i> The bullet punches you in the stomach, penetrating into the abdominal cavity. Fortunately it was thus spent, failing to lacerate your intestines, instead nestling into the fatty tissue of the mesentery (the folds attaching the intestines to the abdominal wall).	Gain <i>Stunned (3)</i> and pass a <b>Challenging (+0) Endurance Test</b> or also gain <i>Prone</i> . As the bullet settles inside your body, a cyst forms, eventually encapsulating this foreign object. As this takes place, you contract a <b>Minor Infection</b> .  <b>No Extraction</b> is necessary or advisable.
66-70	66-70	3	<i>Collapsed Lung.</i> You take the bullet high on your chest, near the shoulder. It punctures one of your lungs near its top, causing it to partly collapse as air and blood leaks into the pleural space. You start feeling short of breath.	Gain <i>Fatigued (2)</i> . Because it's only a rather minor pneumothorax you'll remove one Fatigued Condition each week spontaneously as the lung inflates itself back again.  <b>Surgery (Difficult)</b> is required for <b>Extraction</b> .
71-75	71-75	3	<i>Cracked Breastbone.</i> The bullet hits you square in the sternum, cracking it. As this is the bone basically connecting all your ribs together both breathing and moving just got a lot harder and more painful.	You suffer a <b>Broken Bone (Minor)</b> .  <b>No Extraction</b> is necessary, as the bullet is lodged just under the skin close enough to the entry wound to allow even a clod like you to easily push it out.

76-80	76-80	4	<i>Gut Shot!</i> The bullet pierces your small intestine, causing fecal matter to spill into your abdominal cavity. It'll take a strong constitution to survive such a wound!	Gain <i>Stunned (2)</i> . You also contract <b>Blood Rot</b> .  No <b>Extraction</b> is necessary or advisable.
81-85	81-85	4	<i>Internal Bleeding.</i> The bullet punches through some lower ribs to lacerate either your liver or your spleen, depending on which side you got hit in. This is very serious, as any injury to either of those organs can cause massive and fatal blood loss.	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% chance you'll lose the <b>Resistance (Disease) Talent</b> , if you have it.  <b>Surgery (Hard)</b> is required for <b>Extraction</b> , which will count as resolving an internal issue due to the bullet being lodged inside a body cavity.*
86-90	86-90	4	<i>Major Chest Wound.</i> One lung completely collapses as the bullet tears straight through your chest, exiting close to the spine. The resulting blood loss and acute respiratory distress brightens your foe's whole day!	Gain <i>Fatigued (3)</i> and <i>Bleeding (2)</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.  No <b>Extraction</b> is necessary.
91-93	91-95	5	<i>Kidney Injury.</i> Going in just under the lower ribs, the bullet shreds one of your kidneys. This results in massive blood loss as the kidney's job is to filtrate your entire blood volume over and over again. You'll be emptied out in no time!	Gain <i>Stunned (1)</i> and <i>Bleeding (3)</i> , the latter of which requires <b>Surgery</b> to remove.  <b>Surgery (Very Hard)</b> is required for <b>Extraction</b> , which will count as resolving an internal issue due to the bullet being lodged inside a body cavity.*
94-96	96-110	5	<i>Spinal Column Severed.</i> You'll have a hard time explaining the wound to your back but there it is... a cleanly severed spinal cord, its protective vertebral column also pretty much trashed. Your legs won't obey you anymore.	Both legs are paralyzed – <b>Amputation (Hard)</b> .  <b>Surgery (Hard)</b> is required for <b>Extraction</b> .
97-99	111-115	5	<i>Gutted!</i> The bullet, having the temerity to deform and flatten out for maximum tissue damage, tears through your abdominal cavity one side to the other, making a spectacular exit hole through which your torn-up intestines start spilling. Yuck!	Nope... not really something a surgeon can fix! Really. Maybe a magician or a priestess of Shallya?  The only thing that can save your life is a spell or prayer** within your Toughness Bonus turns, in which case you'll live but gain <i>Fatigued (4)</i> . Otherwise you'll perish.  No <b>Extraction</b> is necessary.

00	116+	D	<i>Heartbreak!</i> A well-aimed shot indeed! Why, you would be very impressed with your opponent if you weren't so thoroughly dead from the ruptured heart and severed pulmonary veins!	You find yourself heartless... Heartbroken? Well, in any case deceased.
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\*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 bullet 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.

## BULLET – LEG

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>That Was Close!</i> You look down and see a bullet-sized hole through the loose fabric at your crotch.	You need to pass a <b>Challenging (+0) Cool Test</b> or lose your next Action.  No <b>Extraction</b> is necessary.
11-20	11-20	T	<i>Torn-Off Heel.</i> The bullet grazes the ground, passing underneath your foot and tearing off the heel of your footwear.	You need to pass an <b>Average (+20) Athletics Test</b> or gain <i>Prone</i> . Also, your shoe/boot/whatever is ruined. If you were barefoot, lose one extra <b>Wound</b> as the bullet grazes your sole.  No <b>Extraction</b> is necessary.
21-25	21-25	1	<i>Graze.</i> The bullet scrapes your leg, causing a small but painful injury.	You suffer a penalty of -10 to all tests until the end of your next Turn.  No <b>Extraction</b> is necessary.
26-30	26-40	1	<i>Unfortunate Ricochet!</i> The bullet actually hit the ground in front of you, where it ricocheted and deformed into a spinning disk of lead that slashed your calf as it whirred past you.	You gain <i>Bleeding (1)</i> .  No <b>Extraction</b> is necessary.
31-35	41-45	1	<i>Malleolus Mash.</i> The bullet whacks either the lateral or medial malleolus of your ankle, causing pain to shoot up your leg. As this battered bony protuberance is the anchoring point of several tendons of the ankle joint, this is effectively a sprained foot for you!	You suffer a penalty of -1 to your <b>M</b> and -10 to <b>Ag</b> for the rest of the encounter.  No <b>Extraction</b> is necessary.
36-40	46-50	1	<i>Butt Shot!</i> You get hit high on the leg... very high. One of your buttocks now has two holes in it, one small, one slightly larger. Painful and embarrassing!	You miss your next Action as your eyes widen and you contemplate the nature of your new wound. You also suffer a penalty of -1 to your <b>M</b> and -20 to your <b>Ag</b> for the rest of the encounter.  No <b>Extraction</b> is necessary.
41-45	51-55	2	<i>Hip injury.</i> The bullet tears a red furrow along the bony iliac crest on your hip. The impact spins you around and the strength of the leg fails you, sending you crashing to the ground.	You gain <i>Prone</i> .  No <b>Extraction</b> is necessary.
46-50	56-60	2	<i>Pierced Foot.</i> The bullet penetrates your foot, breaking some of the	Your <b>M</b> is halved (round up) and you suffer a -20 penalty to your <b>Ag</b> , lasting

			metatarsal bones before exiting through the sole of the foot, leaving an ugly hole that you fortunately don't have to look at unless employing minor acrobatics.	until healed. For healing purposes it counts as a <b>Torn Muscle (Minor)</b> .  No <b>Extraction</b> is necessary.
51-55	61-65	2	<i>Calf Wound.</i> The bullet strikes the side of your lower leg, tearing through your gastrocnemius, the large muscle in the calf. The large exit wound is both unsightly and bloody.	Gain <i>Bleeding (1)</i> and suffer a <b>Torn Muscle (Minor)</b> .  No <b>Extraction</b> is necessary.
56-60	66-70	2	<i>Fractured Pelvis.</i> The bullet hits the bony crest high on your hip, cracking the ilium bone of the pelvis. Although stable the fracture is painful and leaves you unable to support your weight properly on that leg.	You gain <i>Stunned (2)</i> . Also, you suffer a <b>Broken Bone (Minor)</b> except the only effect is halving your <b>M</b> (round up) and you automatically pass the <b>Endurance Test</b> against long-term effects.  <b>Surgery (Average)</b> is required for <b>Extraction</b> .
61-65	71-75	3	<i>Thigh Wound.</i> The bullet bores through your thigh, creating a gory wound canal just laterally of the femur, lodging underneath the skin at the back of your leg.	Pass an <b>Average (+20) Endurance Test</b> or go <i>Prone</i> . Gain <i>Bleeding (2)</i> and suffer a <b>Torn Muscle (Minor)</b> .  <b>Surgery (Easy)</b> is required for <b>Extraction</b> .
66-70	76-80	3	<i>Broken Femur.</i> The bullet hammers into your thigh, piercing flesh and muscle, then ricocheting off the long bone before exiting off to one side in a spray of red. The bone cracks from the impact, sending you to the ground, groaning and cursing.	Gain <i>Stunned (2)</i> , <i>Bleeding (1)</i> and <i>Prone</i> . Also suffer a <b>Broken Bone (Minor)</b> .  No <b>Extraction</b> is necessary.
71-75	81-85	3	<i>Hip Fracture.</i> The bullet goes in near your hip, smacking into the upper end of your thigh bone. The neck of the femur snaps. Setting a fracture like that is difficult work, with a good chance of it healing crooked.	You gain <i>Prone</i> and suffer a <b>Broken Bone (Major)</b> .  <b>Surgery (Hard)</b> is required for <b>Extraction</b> .
76-80	86-90	4	<i>Wrecked Knee.</i> Your foe kneecaps you, splintering your patella and wrecking the cruciform ligaments anchoring the bones of the lower leg to the upper. You'll live with either a very stiff knee or a very unstable one, and you'll never dance again!	You gain <i>Stunned (2)</i> and <i>Prone</i> . Also suffer a <b>Broken Bone (Major)</b> , except all tests to avoid long-term effects automatically fail.  <b>Surgery (Average)</b> is required for <b>Extraction</b> .
81-85	91-95	4	<i>Shattered Shin.</i> The bullet hits you square on the shin. The resulting splintered mess leaves the lower	You gain <i>Prone</i> , <i>Stunned (2)</i> and <i>Bleeding (1)</i> . Also suffer a <b>Broken Bone (Major)</b> except all tests to avoid long-

			end of your leg dangling with sharp shards of bone poking out through the wound. An ugly complicated open fracture which cannot possibly heal fully.	term effects are automatically failed. The open fracture also causes you to contract a <b>Festering Wound</b> .  No <b>Extraction</b> is necessary.
86-90	96-105	4	<i>Severe Thigh Wound.</i> The bullet slashes into your thigh, deforming and causing a massive exit wound, leaving a great flap of muscle that used to be a big part of your hamstrings dangling from the back of the leg.	Gain <i>Bleeding (3)</i> . You also suffer a <b>Torn Muscle (Major)</b> . <b>Surgery</b> will be required or the injury will heal only partially, leaving you with a permanent penalty of -1 to <b>M</b> and -10 to any Tests using that leg.  No <b>Extraction</b> is necessary.
91-93	106-115	4	<i>Wrecked Foot.</i> The bullet enters your foot near the toes, then travels along the long metatarsal bones, ripping apart tendons and blood vessels the whole way before deflecting upwards through the soft tissues to smash into the ankle, shattering several tarsal bones. It finally exits near one of the malleolus prominences, having pretty much travelled the length of the foot, leaving nothing but ruin behind.	Gain <i>Prone and Stunned (2)</i> . The foot is useless – <b>Amputation (Difficult)</b> . After the encounter you'll need to pass a <b>Challenging (+0) Toughness Test</b> to avoid having the foot go gangrenous, in which case you'll need <b>Surgery (Average)</b> to amputate the foot within one week or you'll contract <b>Blood Rot</b> as the dead tissues poison your body.  No <b>Extraction</b> is necessary.
94-96	116-120	5	<i>Severed Femoral Artery.</i> The bullet tears through the flesh and muscle of your inner thigh, high up near the groin. The femoral artery is torn, causing massive bleeding. A crimson fountain pumps rhythmically from the wound.	Gain <i>Bleeding (3)</i> , which requires <b>Surgery</b> to remove. If you fail to bleed to death, you'll suffer a <b>Torn Muscle (Major)</b> .  <b>Surgery (Hard)</b> is required for <b>Extraction</b> .
97-99	121-125	5	<i>Amputation Case!</i> The bullet hits high on your hip, smashing in right between the lesser and greater trochanter protuberances near the head of the thigh bone, transforming it into a mess of splintered bone fragments. A complicated fracture like that will never heal and the dead bone fragments will inevitably lead to infection and gangrene. The whole leg will have to come out!	Gain <i>Prone and Stunned (3)</i> . The leg is useless – <b>Amputation (Hard)</b> .  After the encounter you'll need <b>Surgery (Difficult)</b> within a week as the leg will have to be amputated at the hip or you'll contract <b>Blood Rot</b> as the extremity turns gangrenous.  No <b>Extraction</b> is necessary, as any remaining bullet fragments not removed with the leg or coming out with the flood of pus won't really make much of a difference to your health.
00	126+	D	<i>A Right Mess!</i> The bullet performs acrobatics in your pelvic area, having entered through the hip. It	Considering the current non-functionality of your various lower body organs, you're probably best off

		<p>ricochets back and forth between skeletal structures before taking an upward turn, ripping up through various organs like the bladder before hitting the lower part of the abdominal aorta at the bifurcation of the iliac vessels. Massive internal bleeding ensues, leading to rapid loss of blood pressure and consciousness followed by death.</p>	<p>dead anyway!</p>
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