

CRUSHING - HEAD

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-03	T	<i>I Felt The Draft.</i> Passing close enough to your face to make your eyelashes flutter, you get away from this close encounter with your opponent's weapon with just a good scare.	You suffer a penalty of -10 to your next rolled Test.
11-20	04-06	1	<i>Noggin' Rung.</i> The blow barely grazes your head, unsettling your headgear.	If completely bareheaded you must pass a Challenging (+0) Endurance Test or gain <i>Stunned (1)</i> . If wearing a hat, Leather Skullcap, Mail Coif or Open Helm you gain <i>Blinded (1)</i> as it settles across your eyes. A good full Helm is fitted and strapped on well enough to avoid any effects at all except a ringing noise as the weapon glances off.
21-25	07-09	1	<i>Black Eye.</i> Your foe's weapon glances off your cheekbone, making you see stars and leaving you with a black eye.	You gain <i>Blinded (2)</i> .
26-30	10-15	1	<i>Broken Nose.</i> You are blinded with pain as your nose is compressed beyond its breaking point.	You gain <i>Stunned (1)</i> . Make sure to play up any attempts to set it straight after the fight for maximum laughs.
31-35	16-20	2	<i>Mashed Ear.</i> Your ear is half torn away by a near miss intended to smash your head in.	Gain <i>Stunned (1)</i> , as well as a -5 penalty to Fel whenever your mangled ear is obvious. A nice hat or a new haircut is an obvious solution to your unsightliness.
36-40	21-25	2	<i>Scalp Flap.</i> Your opponent's weapon connects with your head, leaving a large flap of scalp dangling and in need of reattachment.	Gain <i>Bleeding (1)</i> . Also, you gain <i>Blinded (1)</i> , which cannot be removed until the bleeding Condition is removed, due to the copious amounts of blood running into your face.
41-45	26-30	2	<i>Burst Eardrum.</i> A solid blow to the side of your head bursts your eardrum.	Gain <i>Stunned (1)</i> . Also, pass an Average (+20) Endurance Test or suffer a permanent -10 penalty to all hearing-based Perception Tests due to bothersome tinnitus.
46-50	31-35	2	<i>Neck Smash.</i> Your opponent's weapon smashes into the meat of your neck, straining the large neck muscles.	Pass a Challenging (+0) Endurance Test or go <i>Prone</i> . Also, due to your wrenched neck you suffer a penalty of -10 to your Ag for the rest of the encounter.
51-55	36-40	3	<i>Face Crunch.</i> The blow crumples one cheekbone and fractures part of the maxillary bone, making your previously flawless face a bit	Pass an Easy (+40) Endurance Test or go <i>Unconscious</i> . Otherwise gain <i>Stunned (2)</i> .

			lopsided to look at.	
56-60	41-45	3	<i>Broken Teeth.</i> Your ivories crunch and shatter under your foe's blow, causing you to spit blood and shards.	Gain <i>Stunned (2)</i> . Lose 1d10 teeth – Amputation (Easy) .
61-65	46-50	3	<i>Busted Jaw.</i> You suffer a mandibular bone fracture as your opponent connects with either your chin or your jawline.	Pass an Average (+20) Endurance Test or go <i>Unconscious</i> . Otherwise gain <i>Stunned (2)</i> . Regardless, you suffer a Broken Bone (Minor) .
66-70	51-55	3	<i>Crushed Larynx.</i> The blow slams into your Adam's Apple, distorting the cartilage of your windpipe and closing your airways. You start to choke.	You gain <i>Fatigued (1)</i> and will gain another level of <i>Fatigued</i> at the end of each of your subsequent turns until the cartilage is popped back into place. This requires either a Hard (-20) Heal Test by yourself or a Challenging (+0) Heal Test by someone else. If successful all <i>Fatigued</i> Conditions are removed but you won't be able to speak for a week. If you reach <i>Fatigued (10)</i> you go <i>Unconscious</i> and die from suffocation in another Toughness Bonus rounds.
71-75	56-60	4	<i>Concussion.</i> A powerful wallop causes your poor brain to rattle around inside your skull in an unhealthy manner.	Pass a Difficult (-10) Endurance Test or go <i>Unconscious</i> . Otherwise gain <i>Fatigued (2)</i> for the rest of the day and vomit heavily at the end of the encounter.
76-80	61-65	4	<i>Whip-Lash Trauma.</i> Your head is whipped violently to one side, wrenching neck muscles and nerves. Headaches and tense muscles will plague you for a long time, even after the battle.	You gain <i>Fatigued (1)</i> , which goes away normally after a rest. After the end of the encounter you will again gain <i>Fatigued (1)</i> any time you do anything physically strenuous (like fighting or an Athletics Test). At the end of each month from now you'll get to take a Hard (-20) Endurance Test to make this effect go away spontaneously. Alternatively, successful use of Surgery will get you a good neck brace that will clear it up in a couple of weeks, but while wearing it you'll be at -20 to your Ag .
81-85	66-75	4	<i>Fractured Skull.</i> An unwholesome crack resounds across the battlefield as your skull is broken.	Pass a Hard (-20) Endurance Test or go <i>Unconscious</i> . Regardless, you also gain <i>Fatigued (2)</i> which will last until the plates of your skull have set again in 30 minus your Toughness Bonus days.
86-90	76-80	4	<i>Fractured Orbit.</i> The bony parts of your eye-socket crumple, trapping the muscles responsible for eye movement, resulting in double vision and a risk of permanent damage to the eye.	Gain <i>Stunned (3)</i> . Surgery will be required or you'll lose the eye (see under Amputated Parts) permanently.

91-93	81-85	5	<i>Burst Eye.</i> Your eyeball goes squish as your opponent smashes his weapon into your face, leaving clear gelatinous liquid mixed with blood running down your cheek. Painful!	You gain <i>Stunned (3)</i> and your eye is lost – Amputation (Hard) .
94-96	86-94	5	<i>Depressed Skull Fracture.</i> Your foe's weapon crunches into your skull, shards pressing down on your brain and a large subdural hematoma forming.	You go <i>Unconscious</i> and will stay that way until Surgery removes the offending bone-shard and clears away the large clot to relieve the pressure on the brain. This process is known as trepanation, and tends to take a full day. It is often attended by a large crowd of onlookers eager to see the latest in scientific medical advances. Should the surgery be successful you'll still have to pass a Challenging (+0) Endurance Test or contract Blood Rot from resulting meningitis. If Surgery never becomes available you could conceivably last a long time with the right care, just uselessly comatose.
97-99	95-99	5	<i>Brain Damage.</i> Something essential was destroyed, or a piece of your soul went flying off through the cracks... regardless of cause, you're just not you anymore.	You go <i>Unconscious</i> . Roll once on the Mental Corruption Table when you wake up. This does not lose you any Corruption Points nor does it count towards your Corruption Limit.
00	100+	D	<i>Splattered All Over The Place.</i> Depending on the GM's mercy, you either die instantly from a smashed skull or in a couple of turns, choking on your own blood as your lower jaw is completely torn off.	You are quite dead and ready for a closed casket funeral.

CRUSHING – ARM

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Numbed Fingers.</i> A whack across the fingers causes you to yelp loudly but you manage to hang on to anything held in that hand.	You may not use that hand for anything on your next turn but you don't drop anything held in it.
11-20	11-20	1	<i>Jarred Arm.</i> A painful thump causes you to lose your grip and anything you held in that hand goes flying.	You drop anything held in that hand.
21-25	21-25	1	<i>Funny-Bone Injury.</i> Your ulnar nerve at the elbow is smacked hard, causing your hand to spasm.	You drop anything held in that hand, and the arm is useless for the next 1d10/2 turns (as in Amputated Parts but temporary).
26-30	26-40	1	<i>Bruised Muscle.</i> Your biceps, deltoid or some other major arm muscle takes a heavy blow, giving you a real beauty of a bruise.	Until you pass a Challenging (+0) Endurance Test to shake off the pain, any Tests you do with that arm gains a -10 penalty.
31-35	41-45	2	<i>Mashed Fingers.</i> Your knuckles are skinned and the tendons to your fingers badly bruised.	You suffer a Torn Muscle (Minor) which will heal in half the usual time.
36-40	46-50	2	<i>Bone Bruise.</i> Major muscles are crushed against the underlying bone, causing a hairline fracture and subperiosteal bleeding.	You suffer a Torn Muscle (Minor) .
41-45	51-55	2	<i>Broken Fingers.</i> A couple of your fingers end up bent at odd angles and a metacarpal or two is fractured, rendering your hand swollen and useless.	You suffer a Broken Bone (Minor) which will heal in half the usual time.
46-50	56-60	2	<i>Broken Wrist.</i> Your opponent snaps your wrist, leaving it dangling at a decidedly dysfunctional angle. Don't worry; it looks worse than it is!	You suffer a Broken Bone (Minor) .
51-55	61-75	3	<i>Dislocated Thumb.</i> Your foe hits your thumb at an unfortunate angle, causing it to be dislocated. Not only very painful but also tricky to pop back in place!	You gain <i>Stunned (1)</i> from the severe pain. It counts as a Broken Bone (Minor) except that the absence of Medical Attention within one week of receiving the injury will cause you to automatically fail the Endurance Test for long-term effects.
56-60	76-80	3	<i>Broken Upper Arm.</i> A clean break of your humerus (upper	You suffer a Broken Bone (Minor) . Also, until you've spent an Action (using your

			arm bone) is accompanied by a sickening crack. The arm drops limply at your side. Your opponent is no doubt grinning.	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 Ag Tests .
61-65	81-85	3	<i>Dislocated Shoulder.</i> The human shoulder joint is held in place with little but muscles and tendons... except yours just took a hard enough blow to pop it out of its socket! A very ineffective design, sadly.	Your arm is useless (see under Amputated Parts) and the pain so severe you suffer a -10 penalty to all Tests. You can try to pop it back in place yourself, which is a Hard (-20) Test for either Cool, Endurance or Heal , depending on your method (which can consist of simply slamming yourself into something solid at a hopeful angle... or something slightly more scientific). Alternately, a friend or ally can attempt a Challenging (+0) Heal Test . This puts your arm back in action again without penalties. Otherwise the shoulder will pop back in place spontaneously during your next rest, but will be sore enough for a -10 penalty to any Tests performed with that arm for the next 24 hours.
66-70	86-90	3	<i>Forearm Fracture.</i> Either your radius or your ulna (the two long bones in your forearm) snaps in half. The arm stays straight but there are enough muscle attachments, tendons and nerves in the area to risk lasting damage.	You suffer a Broken Bone (Major) .
71-75	91-95	4	<i>Dislocated Elbow.</i> Your foe's strike is so powerful your elbow is completely dislocated. This is incredibly painful!	Your arm is useless (see under Amputated Parts) and the pain so severe you suffer a -10 penalty to all Tests for the rest of the encounter. The arm will remain useless until given Medical Attention after the encounter, which requires a Challenging (+0) Heal Test , which can be repeated once per day. If successful it'll count as a Torn Muscle (Minor) rather than a lost limb.
76-80	96-109	4	<i>Complicated Fracture.</i> Your opponent shatters your upper arm, fracturing it into several pieces.	You suffer a Broken Bone (Major) . 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 -20 penalty to all Ag Tests .
81-85	110-115	4	<i>Broken Elbow.</i> The elbow really is a most marvelous and complex construction, but now sadly treated in a most destructible manner by your disrespectful foe. The elegant joining of radius, ulna and humerus is turned into a splintered mess.	You suffer a Broken Bone (Major) and gain <i>Stunned (2)</i> . Surgery will be required within one week of receiving the injury or the Endurance Test for long-term effects will count as automatically failed.
86-90	116-120	4	<i>Severed Artery.</i> Not only does your opponent break your arm; the splintered bone ends also tear open an artery!	You gain <i>Bleeding (3)</i> and suffer a Broken Bone (Major) .
91-93	121-125	5	<i>Broken Forearm.</i> Both bones in the forearm snap somewhere between wrist and elbow. Shards poke out through the skin and delicate nerves and tendons are torn.	You gain <i>Stunned (2)</i> and <i>Bleeding (2)</i> . Your arm is useless (see under Amputated Parts). If you receive Surgery it'll count as a Broken Bone (Major) with automatic long-term penalties; otherwise the arm will remain useless. The open fracture will also cause a Festering Wound .
94-96	126-130	5	<i>Crushed Hand.</i> Your enemy's weapon comes down with terrible force, crushing your hand, splaying it out like an obscene flattened thing, every bone in it pulverized.	Gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . You lose the hand – Amputation (Challenging) .
97-99	131-135	5	<i>Ruined Shoulder.</i> Your foe's strike descends on your shoulder, dislocating and breaking every bone in the joint and nearly tearing your whole arm off! Your subclavian artery is also torn, causing serious internal bleeding!	Gain <i>Bleeding (2)</i> which will require Surgery to remove. You lose the function of the arm permanently – Amputation (Very Hard) .
00	136+	D	<i>Smashed!</i> Your foe's weapon comes crashing in from the side, smashing your shoulder to pieces and continuing into your chest, driving splinters of bone into your lungs and heart.	You expire in a suitably squashed manner.

CRUSHING – BODY

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Oomph!</i> You are winded but undeterred!	You take your next Action last in the turn.
11-20	11-20	1	<i>Rib Contusion.</i> You get smacked over the ribs, providing you with a nice bruise.	You gain <i>Fatigued (1)</i> which can be removed once you pass an Average (+20) Endurance Test , rolling at the end of each of your subsequent turns.
21-25	21-25	1	<i>Solar Plexus Hit.</i> Your foe hits you with a solid blow to the solar plexus, temporarily paralyzing your diaphragm. You gasp for air!	You gain <i>Stunned (1)</i> but don't get any <i>Fatigued</i> Condition once you've recovered.
26-30	26-30	1	<i>Broken Rib.</i> Your opponent cracks one of your ribs, making deep breaths a painful experience for you.	You gain <i>Fatigued (1)</i> for the rest of the encounter.
31-35	31-35	1	<i>Hip Contusion.</i> Your foe's weapon slams into the bony crest high on your hip.	Pass a Challenging (+0) Endurance Test or go <i>Prone</i> .
36-40	36-40	2	<i>Cracked Pelvis.</i> Your opponent's weapon crashes into your side near the hip, causing a hairline fracture in your pelvis.	You suffer a Broken Bone (Minor) except the only effect is halving your M and you automatically pass the Endurance Test against long-term effects.
41-45	41-45	2	<i>Contused Kidney.</i> A painful blow into your side causes your pee to take on a reddish tinge for the next few days.	Gain <i>Stunned (2)</i> .
46-50	46-50	2	<i>Groin Hit.</i> A low blow... enough said!	Gain <i>Stunned (3)</i> . You may find your chances of procreation reduced in the future. The GM has final say.
51-55	51-55	2	<i>Broken Collar Bone.</i> A hit on your shoulder cracks a collar bone. Although not crippling for your arm function, the broken ends grinding against each other are quite uncomfortable.	Roll randomly for side, left or right. The arm on that side counts as having a Torn Muscle (Minor) .
56-60	56-60	3	<i>Multiple Rib Fractures.</i> Snaps and pops announce the fact that several of your ribs just broke! Breathing and moving just turned into a real pain.	You suffer a Broken Bone (Major) .
61-65	61-65	3	<i>Cracked Shoulder Blade.</i> As you try to twist away from your foe's weapon, you still take a mighty whack across the back of your	Roll randomly for side, left or right. The arm on that side counts as having a Broken Bone (Minor) .

			shoulder.	
66-70	66-70	3	<i>Cracked Sternum.</i> Your enemy's weapon slams into your chest with a hideous crunch. Your breastbone, connecting all your ribs, is partially cracked!	Gain <i>Stunned (2)</i> and <i>Prone</i> . You also suffer a Broken Bone (Major) .
71-75	71-75	3	<i>Fractured Vertebrae.</i> A tremendous blow to your back cracks a couple of vertebrae, temporarily paralyzing your legs as your spinal column momentarily flexes and compresses the spinal canal.	Gain <i>Prone</i> , except you can't rise or use your legs for anything until you've passed a Hard (-20) Endurance Test , getting to roll at the end of each of your subsequent turns.
76-80	76-80	4	<i>Punctured Lung.</i> Splinters from a shattered rib punctures one lung. Air leaking into the pleural space causes the lung to partly collapse, robbing you of much needed oxygen.	Gain <i>Fatigued (3)</i> . For healing purposes, count as Torn Muscle (Major) , with partial healing reducing your Conditions from <i>Fatigued (3)</i> to <i>Fatigued (1)</i> which will be removed once fully healed.
81-85	81-85	4	<i>Internal Bleeding.</i> Blunt trauma or a splintered rib ruptures either the spleen or liver, causing serious internal bleeding.	Gain <i>Bleeding (1)</i> which can only be removed through Surgery . Because the spleen is an important part of your immune system there is a 50% chance you'll lose the Resistance (Disease) Talent , if you have it.
86-90	86-90	4	<i>Burst Intestine.</i> A heavy blow to your gut ruptures a length of intestine, spilling fecal content into your abdominal cavity.	Gain <i>Stunned (2)</i> and <i>Prone</i> . Also, you contract Blood Rot .
91-93	91-95	5	<i>Spinal Injury.</i> Your spine is snapped, cutting the spinal cord. This results in you becoming a paraplegic with useless legs and poor bladder and bowel control. Tragic!	Both your legs are now useless – Amputation (Hard) . Needless to say, you are now also <i>Prone</i> .
94-96	96-110	5	<i>Pierced Pericardium.</i> Bone splinters from your chest wall penetrate to your heart, piercing the pericardial sac surrounding this most vital organ.	Gain <i>Fatigued (3)</i> which will last until you've had Surgery , which will require a lengthy procedure and cause a Festering Wound regardless of success or failure. Until success happens you also have a 10% chance of dying each day as the fragments migrate deeper.
97-99	111-115	5	<i>Flail Chest.</i> A combination of multiple rib fractures causes one side of your chest to essentially detach from the rest of the rib cage. Your diaphragm and other breathing muscles find it very hard to work under these conditions, with much grinding together of broken bone ends	Gain <i>Unconscious</i> , although you're strictly speaking awake, helpless and in great distress for the first Toughness Bonus turns before actually losing consciousness. Unless you receive Surgery within a day you'll expire. Successful Surgery will still not prevent you from contracting Blood Rot due to being unable to cough properly to

			and ineffectual lung inflation being the result.	ventilate your lungs and prevent pneumonia. Should you survive you'll be bedridden and helpless for 40+1d10 days while your chest pieces reconnect, and will afterwards gain <i>Fatigued (1)</i> permanently.
00	116+	D	<i>Squashed Like A Bug!</i> The incredibly powerful swing punches your chest flat against your spine before breaking that too! All vital organs caught in between are pulped! Exaggerated!	You're very dead... also a bit of a mess. If you were wearing a breastplate, that is flat too!

CRUSHING – LEG

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>How High?</i> You manage to make a heroic leap, your foe's weapon passing harmlessly underneath you.	You must pass a Challenging (+0) Athletics Test or you may not attack as your Action next turn.
11-20	11-20	T	<i>Toe Whack.</i> Your opponent's weapon bounces off the tip of your footwear, breaking a toe nail.	You suffer a -10 penalty on all Tests until the beginning of your next turn.
21-25	21-25	1	<i>Glancing Blow.</i> You lose a good deal of skin to a blow that scrapes along your leg. Exactly the kind of injury that oozes and stings and makes your pants stick to it... yeech!	You suffer a -10 penalty to all Ag Tests for the rest of the encounter.
26-30	26-40	1	<i>Knee Smack.</i> An unfair blow cuts your leg out from under you.	You gain <i>Prone</i> .
31-35	41-45	1	<i>Hip Bash.</i> A mighty whack to your hip makes a crunching noise, leaving you to wonder if it was just muscle fibers or your pelvis that broke.	You suffer a penalty of -1 to your M and -10 to your Ag for the rest of the encounter
36-40	46-50	1	<i>Bruised Shin.</i> A subperiosteal bleeding, some impressive swelling and a nasty discoloration is the price you pay for fighting.	Due to a pronounced limp your M is halved (round up) and you suffer a -20 penalty to your Ag for the next 1d10/2 days.
41-45	51-55	2	<i>Bruised Thigh.</i> You take a major wallop to your thigh, causing an enormous bruise and the mother of all "charley horses" as your thigh muscles cramp painfully.	Your leg is useless (see under Amputated Parts) until you pass a Hard (-20) Endurance Test , rolling at the end of each of your subsequent turns. Pass a Challenging (+0) Athletics Test or gain <i>Prone</i> any time you take another hit to any Location. You'll recover fully from these effects at the end of the encounter.
46-50	56-60	2	<i>Broken Ankle.</i> Your ankle breaks with a nasty snap.	You suffer a Broken Bone (Minor) .
51-55	61-65	2	<i>Fractured Foot.</i> Your foe slams his weapon down on your foot, breaking several metatarsals and possibly a tarsal bone or two as well.	This is a complicated fracture, counting as a Broken Bone (Minor) except you automatically fail any test to avoid long-term effects unless receiving Surgery within a week.
56-60	66-70	2	<i>Smashed Toe.</i> Your opponent's weapon comes down hard, flattening one or more toes, leaving them hanging by shreds of	You lose 1d10/3 toes (round up) – Amputation (Average) .

			tissue.	
61-65	71-75	3	<i>Dislocated Kneecap.</i> A blow coming in from the side smacks your patella sideways, effectively locking your knee joint up in a most painful way.	You gain <i>Prone</i> and <i>Stunned (1)</i> . Also, your leg is useless (see under Amputated Parts) until the kneecap has been popped back into place. You can try to pop it back in place yourself, which is a Very Hard (-30) Test for either Cool, Endurance or Heal , depending on your method (which can consist of simply slamming your knee into something solid at a hopeful angle... or a slightly more scientific proposal). Alternately, a friend or ally can attempt a Challenging (+0) Heal Test . After a successful pop, you'll instead count as having suffered a Torn Muscle (Minor) .
66-70	76-80	3	<i>Fractured Pelvis.</i> A painful hit on the bony crest high on your hip, cracking your pelvis. Thankfully a stable fracture, but still painful.	You gain <i>Stunned (2)</i> . Also, you suffer a Broken Bone (Minor) except the only effect is halving your M and you automatically pass the Endurance Test against long-term effects.
71-75	81-85	3	<i>Broken Hip.</i> The hit either snaps the head of your femur (the long bone in your thigh) or drives it into the acetabulum (the concave "cup" on the pelvic bone against which the hip articulates), cracking it. Setting a fracture like that is difficult work, with a good chance of it healing crooked.	You gain <i>Prone</i> and suffer a Broken Bone (Major) .
76-80	86-90	4	<i>Broken Femur.</i> The blow snaps your thigh bone diagonally (also called an oblique fracture), leaving knife-like edges that lacerate the surrounding tissues.	You gain <i>Prone</i> , <i>Stunned (2)</i> and <i>Bleeding (1)</i> , also suffering a Broken Bone (Major) .
81-85	91-95	4	<i>Shin Fracture.</i> Your tibia is fractured. The leg is still reasonably straight thanks to an intact fibula (the other thinner long bone in your lower leg) but any weight put upon it leads to excruciating pain as the broken bone ends grind against each other. Shards of bone poke out of the skin. Nasty!	You gain <i>Prone</i> , <i>Stunned (2)</i> and <i>Bleeding (1)</i> , also suffering a Broken Bone (Major) and contracting a Festering Wound due to the open fracture.
86-90	96-105	4	<i>Shattered Kneecap.</i> Your foe smashes your kneecap into multiple fragments, also cracking off pieces of the ends of the long bones coming together at the knee joint.	You gain <i>Prone</i> and <i>Stunned (3)</i> , also suffering a Broken Bone (Major) except you automatically fail any test to avoid long-term effects unless receiving Surgery within a week.

91-93	106-115	4	<i>Shattered Foot.</i> Your opponent lands a terrible blow on your foot, splintering many bones and mashing the softer tissues into an unsightly paste.	You gain <i>Prone</i> and lose the foot – Amputation (Hard) . Also, the maimed remains of the foot will have to be amputated within a week (requiring Surgery) or you'll contract Blood Rot as the shattered foot goes gangrenous.
94-96	116-120	5	<i>Snapped Lower Leg.</i> Both bones in the lower leg snap, leaving your foot and lower part of the leg dangling. Pieces of shattered bone poke out through the skin.	You gain <i>Prone, Stunned (3)</i> and <i>Bleeding (1)</i> . If you receive Surgery within a week it'll count as a Broken Bone (Major) except you automatically fail any test to avoid long-term effects. Otherwise the leg is permanently useless (see under Amputated Parts). Regardless, you contract a Festering Wound due to the open fracture.
97-99	121-125	5	<i>Severed Artery.</i> Your enemy crushes your pelvis, causing broken bone ends to tear your femoral artery where it branches off from the aorta deep inside your pelvic area. The copious bleeding is all but guaranteed to end your life!	You gain <i>Prone, Stunned (3)</i> and <i>Bleeding (3)</i> , the latter of which is caused by a major artery severed high enough that an ordinary tourniquet is useless, requiring Surgery (and a long clamp) to remove the Bleeding Condition. Should you fail to bleed to death you'll end up with Blood Rot and two useless legs (see under Amputated Parts) as the damage also extends to sensitive nerve structures and ruptured internal organs like the bladder or bowels.
00	126+	D	<i>Crunch!</i> Pretty much as above, except even messier, plus a fatty embolus from the shattered bone structures travels to your lungs and causes a massive pulmonary embolism to really ruin your day.	As if a paralyzed lower body, massive loss of blood and an embolism wasn't enough, the combined shock of it all also mercifully kills you.