

CUTTING - HEAD

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-03	T	<i>Heroic Scar.</i> A pink to the cheek, resulting in a classical dueling scar once healed, making you look very dashing indeed.	Once healed, the scar provides a bonus of +1 SL in appropriate social Tests. You can only gain this benefit once.
11-20	04-06	1	<i>Clipped Ear.</i> An earlobe or small section of your ear is severed or left dangling by a thread.	Gain <i>Deafened (2)</i> .
21-25	07-09	1	<i>Glancing Blow.</i> Your headgear goes flying or is dislodged as your foe's blade barely misses taking a chunk of your skull with it.	If this location is unarmored you gain <i>Stunned (1)</i> . A Leather Skullcap or Open Helm is dropped. A Mail Coif or Helm cause <i>Blinded (2)</i> , except you can negate it immediately by using a single Action to adjust it back to its proper position. If wearing layered Flexible armor only the outermost armor is affected.
26-30	10-15	1	<i>Slash Across The Forehead.</i> Blood pours down your face and flows into your eyes. Very inconvenient!	Gain <i>Bleeding (1)</i> . Also, you gain <i>Blinded (2)</i> until the bleeding Condition is removed.
31-35	16-20	2	<i>Nicked Vein.</i> A vein in your neck is nicked, causing heavy bleeding but fortunately missing the carotid artery.	Gain <i>Bleeding (2)</i> .
36-40	21-25	2	<i>Chipped Brain Pan.</i> Your scalp is cut, the blade going deep enough to chip your skull. Your bell is well and truly rung!	Gain <i>Stunned (2)</i> .
41-45	26-30	2	<i>Severed Ear.</i> One of your ears is completely removed, providing you with an unsightly hole in the side of your head rather than a proper hearing organ.	Gain <i>Deafened (3)</i> and <i>Bleeding (1)</i> . Lose an ear - Amputation (Average) .
46-50	31-35	2	<i>Facial Wound.</i> Your head is whipped around by a slash across the face. Whether across the bridge of your nose, cheek bone or chin, it sends a spray of blood across a wide arc, spattering your opponent liberally with your precious bodily fluids.	Gain <i>Stunned (2)</i> . Also, you must pass an Average (+20) Endurance Test or gain <i>Prone</i> .
51-55	36-40	3	<i>Flapping Cheek.</i> A sloppily aimed blow leaves your cheek dangling and flapping, exposing teeth and tongue. You're a frightful sight!	Gain <i>Stunned (2)</i> . Also, your face is now quite hideous, reducing your Fellowship Characteristic by -10. Successful use of Heal skill will reduce the loss to -5 by means of crude stitching, while Surgery

				will realign the jigsaw-puzzle that is your face well enough to negate any loss.
56-60	41-45	3	<i>Cleft Jaw.</i> A slash to the side of your head leaves teeth visible through a gaping cut in your cheek, and cuts through the mandibular bone on that side, severing it near the hinge that is your temporomandibular joint.	Gain <i>Stunned (2)</i> . Lose 1d10 teeth – Amputation (Challenging) , plus suffer a Broken Bone (Major) . Also, your lower jaw is now disturbingly unstable and so distracting that you suffer an additional -20 penalty to all Tests until you take an Action to stuff your beard, handkerchief or other suitable article into your mouth to bite down on in order to hold your jaw in place.
61-65	46-50	3	<i>Damaged Eye.</i> You take a cut across one eyelid, also injuring the eye beneath, causing excruciating pain.	Gain <i>Blinded (2)</i> , which cannot be removed until you have had Medical Attention . Also, you must pass a Hard (-20) Endurance Test or drop what you have in your primary hand to clap it to the injury. If unsuccessful, you may attempt another Average (+0) Endurance Test at the beginning of each of your next turns to remove the hand and use it normally again.
66-70	51-55	3	<i>Injured Trachea.</i> You barely avoid getting beheaded but your foe's blade still nicks your trachea and takes a piece out of your Adam's apple, giving you a small but disturbing extra smile and making amusing whistling noises as air passes in and out through the hole.	Gain <i>Bleeding (1)</i> and <i>Fatigued (2)</i> , the latter of which lasts until you have had Medical Attention to plug the hole. Also, gain Broken Bone (Minor) as the injury also makes it difficult to talk properly and eating solid food comfortably until healed.
71-75	56-60	4	<i>Disfigurement.</i> Your foe's blade bisects your face diagonally, removing the major part of your nose as well as chunks of lip and part of one eyelid, leaving you horribly disfigured.	Gain <i>Stunned (3)</i> and <i>Prone</i> . Also lose your nose – Amputation (Challenging) , except a Gilded Nose cannot reduce the resulting Fellowship Characteristic loss as the scarring is too extensive.
76-80	61-65	4	<i>Neck Injury.</i> You take your foe's blade to the back of your neck, not deep enough for serious spinal damage but still leaving your noggin' less attached than previously.	Gain <i>Bleeding (2)</i> . Also suffer a Torn Muscle (Major) which will affect all physical actions and Tests until your neck muscles have knitted back together well enough to stabilize your head.
81-85	66-75	4	<i>Blinded.</i> Your dastardly foe slashes you across the eyes, cutting through the bridge of your nose and lacerating your eyelids. Highly unsporting of him!	Gain <i>Stunned (2)</i> and <i>Blinded (3)</i> , the latter of which will last until have had Medical Attention . After the encounter, make an Easy (+40) Endurance Test for each eye or lose that eye (see under Amputated Parts).
86-90	76-80	4	<i>Spurting Wound.</i> Your foe lodges his blade in the angle between	Gain <i>Bleeding (3)</i> . Also, until you've had Surgery , even after all Bleeding

			your neck and shoulder, failing in his desire to cleave you to the sternum but still damaging a major blood vessel, causing a spurting arterial spray of blood.	Conditions are removed, any Critical Hit to Head or Body will inflict a new <i>Bleeding (1)</i> as the wound reopens.
91-93	81-85	5	<i>Severed Tongue.</i> You take one straight in the mouth, losing tongue, many teeth and possibly a bit of jawbone, looking like someone tried to give you a Glasgow Grin but became a little too enthusiastic with the slicing.	Gain <i>Prone, Stunned (3)</i> and <i>Bleeding (2)</i> . Lose tongue and 2d10 teeth – Amputation (Average) .
94-96	86-94	5	<i>Lost Eye.</i> The blow splits one side of your face from eyebrow down to the corner of the mouth, crumpling one side of your upper jaw. A glass eye and some wooden teeth may be in order!	Gain <i>Prone, Stunned (3)</i> and <i>Bleeding (1)</i> . Lose one eye and d10/2 teeth – Amputation (Hard) .
97-99	95-99	5	<i>Split Skull.</i> Your skull is cleft, causing a cerebral hemorrhage as the blade sinks into the softness beneath, stopping just short of lobotomizing you.	Pass a Very Hard (-30) Endurance Test to avoid gaining the <i>Unconscious</i> Condition; otherwise gain <i>Prone</i> . If the Test was an Impressive Failure (-4 SL or more) you gain Blood Rot due to resulting meningitis; otherwise you gain a Minor Infection . Also gain Broken Bone (Minor) and <i>Fatigued (2)</i> , the latter of which will last until the bone has set.
00	100+	D	<i>Decapitation.</i> Your head goes flying 1d10/5 yards; if the roll amounts to zero yards your head still remains attached but not by much. For extra amusement value, there are also optional “Apple Splitter” versions in which the cut passes through a line somewhere above the neck but with otherwise similar results.	You are very much deceased.

CUTTING – ARM

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Jarred Arm.</i> The flat of your foe's blade smacks your fingers or elbow, causing your hand to spasm.	Pass a Challenging (+0) Endurance Test or drop whatever you held in that hand. A two-handed item or weapon held in both hands isn't dropped but can't be used your next turn.
11-20	11-20	1	<i>Minor Cut.</i> A long but shallow wound is opened along your arm, bleeding freely.	Gain <i>Bleeding (1)</i> .
21-25	21-25	1	<i>Sliced Muscle.</i> You take a blow to the deltoid muscle near the shoulder, severing muscle fibers and weakening your arm.	You suffer a Torn Muscle (Minor) .
26-30	26-40	1	<i>Biceps Injury.</i> The major muscle of your upper arm is carved open; exposing glistening red tissue for a moment before upwelling blood fills the gash.	You suffer a Torn Muscle (Minor) and gain <i>Bleeding (1)</i> .
31-35	41-45	2	<i>Bleeding Hand.</i> You take a cut across your hand, nicking tendons and making your grip slippery with blood.	Before taking an Action that requires you to hold something in that hand, you need to pass a Very Easy (+30) Dexterity Test to avoid having that object slip from your hand. If object is held in two hands you may reroll a failed Test. This effect lasts until the end of the encounter.
36-40	46-50	2	<i>Forearm Injury.</i> Your opponent lands a blow to your lower arm near the elbow, slicing through muscle to the very bone.	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . You also suffer a Torn Muscle (Minor) and must pass a Challenging (+0) Endurance Test to keep your grip on any item held in that hand. A two-handed weapon or item isn't dropped but can't be used your next turn if the Test is failed.
41-45	51-55	2	<i>Tissue Loss.</i> A meaty chunk of muscle from the flesh of your upper arm and shoulder hangs by a few threads of tissue after a clean solid slice. Your new dangly bit will have to come off after the fight is over. A sharp pair of scissors will do the trick.	Suffer a Torn Muscle (Major) .
46-50	56-60	2	<i>Nerve Damage.</i> Your foe's blade finds important nerves and blood vessels nestled between the bones of your forearm, not quite managing to completely	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . You also suffer a Torn Muscle (Major) .

			sever those important structures, yet badly weakening your grip.	
51-55	61-75	3	<i>Gaping Wound.</i> Your biceps muscle is almost entirely severed from its tendonous attachments, leaving a gaping bleeding gash. An ugly wound indeed!	Gain <i>Bleeding (2)</i> . You also suffer a Torn Muscle (Major) .
56-60	76-80	3	<i>Severed Clavicle.</i> The blade comes down on your shoulder, the cracking sound of your collarbone snapping under the edge not quite as loud as your scream of pain.	You drop anything held in that hand and your arm is useless until you manage to succeed on a Difficult (-10) Endurance Test to overcome the pain, rolling at the start of your turn. Regardless, you suffer a -10 penalty to all tests involving any physical movement and -20 to any tests involving that arm until the bone has set in 20 minus your Toughness Bonus days.
61-65	81-85	3	<i>Lost Finger.</i> You stare in horror at the bloody stump that used to be a perfectly functional finger.	Gain <i>Stunned (1)</i> . You also lose one finger – Amputation (Average) .
66-70	86-90	3	<i>Split Hand.</i> Your foe's blade comes down between your middle and ring finger, cleaving your hand lengthwise almost to the wrist, leaving the hand split like a grotesque lobster claw. Gruesome!	You must pass a Challenging (+0) Cool Test or gain <i>Stunned (2)</i> from the horrible sight. Fortunately the blade passed between the metacarpal bones, keeping nerves and tendons in the hand intact. The hand is useless for the rest of the encounter (see under Amputated Parts), but will count as a Torn Muscle (Major) after the encounter when you've had a chance to wrap the two halves of the split hand together again with a bandage or rag.
71-75	91-95	4	<i>Busted Arm.</i> The blade cuts through flesh and muscle to break your upper arm. You shout in pain as your arm drops to your side, no longer straight nor powerful. Your opponent congratulates himself on a job well done.	Gain <i>Stunned (2)</i> and suffer a Broken Bone (Minor) .
76-80	96-109	4	<i>Ruined Elbow.</i> The end of one of the forearm bones is severed near the elbow, leaving the arm muscles no leverage to work with as the tendons try in vain to work with a suddenly mobile attachment point.	Gain <i>Stunned (2) and Bleeding (2)</i> . Also, you suffer a Broken Bone (Major) .
81-85	110-115	4	<i>Ruined Hand.</i> You suddenly become less accomplished at	Gain <i>Stunned (2) and Bleeding (1)</i> . You also lose 1d10/2 fingers – Amputation

			math as your foe cuts half your hand off. If you still have both feet you can count to ten on your toes instead.	(Challenging) . If five fingers are lost you lose the entire hand.
86-90	116-120	4	<i>Ruined Shoulder</i> . Your shoulder joint is deeply hacked into, sending bone splinters into the top of your lung, puncturing it. This causes a minor pneumothorax to complicate your breathing, as your lung partly collapses when air enters the pleural space.	Gain <i>Stunned (3)</i> . You also suffer a Broken Bone (Major) and will be <i>Fatigued (2)</i> , removing one Fatigued Condition per week until your deflated lung has inflated again.
91-93	121-125	5	<i>Severed Wrist</i> . Your foe cuts through your forearm, sending your hand on its merry way.	Gain <i>Stunned (3)</i> and <i>Bleeding (2)</i> . Also, lose your hand – Amputation (Difficult) .
94-96	126-130	5	<i>Useless Arm</i> . The blow comes down at an angle and scrapes along the bone, practically peeling the flesh off the length of your upper arm, severing nerves and tendons, leaving the arm a horrid, dripping, crippled and useless mess.	Gain <i>Stunned (4)</i> and <i>Bleeding (3)</i> . Also, lose use of your arm permanently – Amputation (Hard) .
97-99	131-135	5	<i>Severed Arm</i> . Your upper arm is severed near the shoulder. You miss it already.	Gain <i>Stunned (4)</i> and <i>Bleeding (4)</i> . Also, lose your arm – Amputation (Very Hard) . <i>'Tis but a scratch!' – The Black Knight</i>
00	136+	D	<i>Dismemberment</i> . Your foe's unstoppable weapon cleaves through your arm and keeps going on its bloody path into your neck or chest. Either way, catastrophic damage is done to your vital areas and you expire pretty much instantly.	You end your life as a less than whole person.

CUTTING – BODY

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Torn Clothing.</i> Your foe's blade tears through the front of your shirt/vest/jacket/tabard, ruining it quite thoroughly.	If for some reason you entered the fight bare-chested, you suffer one extra Wound as the blade instead slices your skin.
11-20	11-20	1	<i>Ooomph!</i> The flat of your enemy's blade slams into your stomach, temporarily winding you.	Gain <i>Fatigued (1)</i> which lasts until you pass an Average (+20) Endurance Test , rolling at the end of each of your turns.
21-25	21-25	1	<i>Shallow Gash.</i> Whether diagonal, vertical or horizontal, it is quite painful and bleeds freely.	Gain <i>Bleeding (1)</i> .
26-30	26-30	1	<i>Pectoral Injury.</i> The proud bulge of your chest muscles gains a deep gash, leaving you with a few less muscle strands to work your shoulder with on that side. Your pecs are indeed quite important for those heroic swings and mighty blows, as you quickly discover to your chagrin.	Roll randomly for side, left or right. Any blows struck with the arm on that side suffer a penalty of -1 to your Strength Bonus , until healed. For healing purposes, count it as a Torn Muscle (Minor) with no other effect but the Strength Bonus penalty.
31-35	31-35	1	<i>Cut To The Hip.</i> Your opponent aims low, sinking his weapon into the bony iliac crest high on your hip. Despite a nasty crunch your pelvis is only lightly chipped, your mobility unimpaired.	Gain <i>Bleeding (1)</i> . Unless you pass an Average (+20) Endurance Test you are also <i>Stunned (1)</i> , except you'll not suffer any <i>Fatigued Condition</i> to replace it once removed. An Impressive Failure (-4 SL or more) will also leave you <i>Prone</i> .
36-40	36-40	2	<i>Back-Smash.</i> Your attempt to duck and weave results in you taking a heavy cut across your back, smashing you to the ground in agony.	Gain <i>Prone</i> and <i>Bleeding (1)</i> .
41-45	41-45	2	<i>Tummy Slice.</i> Your six-pack becomes a nine-pack as your abdominal muscles are badly slashed, leaving you doubled over and unable to straighten up properly for the pain.	For the rest of the encounter you'll have to pass a Challenging (+0) Endurance Test at the beginning of each of your turns or suffer a penalty of -20 to all physical Actions and Tests as well as halved M for the rest of that turn.
46-50	46-50	2	<i>Groin Job.</i> A low blow. Although your codpiece, undergarments or a quick twist to the side saves your nether regions from mutilation you still take a frightful blow and the wealth of blood vessels in that area doesn't help much either.	You gain <i>Bleeding (1)</i> . Unless you pass a Hard (-20) Endurance Test you'll also gain <i>Stunned (2)</i> .

51-55	51-55	2	<i>Shoulder Injury.</i> As you try to twist away from your foe's blade, it still slams into the back of your shoulder, almost cracking the scapula and leaving your arm badly weakened.	Roll randomly for side, left or right. You suffer a Torn Muscle (Minor) for the arm on that side.
56-60	56-60	3	<i>Exposed Ribs.</i> A long shallow gash exposes gleaming yellow bone as your chest is badly lacerated. A ghastly-looking injury!	You gain <i>Bleeding (2)</i> and <i>Stunned (1)</i> .
61-65	61-65	3	<i>Severed Ribs.</i> Although failing to enter your chest cavity, your opponent's blade still manages to cleave through several ribs, leaving you very discomforted as every breath you take grinds their broken ends against each other.	You gain <i>Stunned (1)</i> and suffer a Broken Bone (Minor) .
66-70	66-70	3	<i>Pneumothorax.</i> One of your lungs collapse as your chest wall is penetrated, either by your enemy's blade or the broken ribs it left in its wake. You find yourself suddenly very short of breath.	Gain <i>Fatigued (3)</i> . For healing purposes, count as Torn Muscle (Major) , with partial healing reducing your Condition from <i>Fatigued (3)</i> to <i>Fatigued (1)</i> , which will be removed once fully healed.
71-75	71-75	3	<i>Cracked Sternum.</i> Your foe sinks his blade into your chest, splitting your sternum. As the breastbone is what holds the ribs together and moving in synch, this makes breathing both a difficult and painful proposition for you.	Gain <i>Fatigued (3)</i> . For healing purposes, count as Broken Bone (Major) , with the <i>Fatigued</i> Conditions removed once healed, except that any permanent long-term effect remaining will be an enduring <i>Fatigued (1)</i> which can never be removed.
76-80	76-80	4	<i>Liver Laceration.</i> Your foe's weapon cuts through a lower floating rib to gash your liver. Internal bleeding and any resulting infection may be the end of your misspent existence.	Gain <i>Bleeding (1)</i> which can only be removed by Surgery . Make a Challenging (+0) Endurance Test ; failure means you contract Blood Rot , otherwise gaining a Festering Wound .
81-85	81-85	4	<i>Holed Intestine.</i> You take your opponent's blade square in the belly, piercing the abdominal wall and damaging your gut. Fecal matter leak into your abdominal cavity, causing serious infection.	Gain <i>Stunned (3)</i> . You contract Blood Rot . The injury requires Surgery to heal properly; 2 Wounds cannot be recovered unless healed by a surgeon.
86-90	86-90	4	<i>Sucking Chest Wound.</i> You suffer what is called a tension pneumothorax, meaning your lung collapses as air enters the pleural space between lung and chest wall, each breath you try to take causing further air to enter but not get out as the edges of	You gain <i>Fatigued (1)</i> , gaining another level at the end of each of your subsequent turns. When you have reached <i>Fatigued (10)</i> you expire. This accumulation can only be stopped using Surgery . If you survive you return to <i>Fatigued (3)</i> after the encounter. For healing purposes, count as Torn Muscle

			the wound act as a valve. As air builds up it starts obstructing the workings of the other lung and heart.	(Major) with partial healing reducing your Condition from <i>Fatigued (3)</i> to <i>Fatigued (1)</i> which will be removed once fully healed.
91-93	91-95	5	<i>Lower Spine Injury.</i> Your foe hacks into your lower back, damaging your spinal column, hurling you to the ground and possibly also injuring your spinal cord.	You suffer the loss of the use of both legs – effectively a double Amputation (Hard) but roll only once. If you get successful Surgery the lost function of the legs instead change to Broken Bone (Major) affecting both limbs as the surgeon manages to brace your back in such a way that your battered but un-severed spinal cord can recover. (A failure would possibly indicate a good brace but that the spinal cord really was severed after all.)
94-96	96-110	5	<i>Spilled Entrails.</i> Your enemy guts you, splitting open your belly and causing your entrails to spill out the gash. You desperately try to hold them inside while contemplating your probable near demise.	You must use one hand to try to hold your escape-prone intestines inside for the rest of the encounter. This is regardless of any medical attention gained; you won't trust just a flimsy bandage to hold your guts in place! You also gain <i>Bleeding (2)</i> , <i>Broken</i> and contract Blood Rot . Your injury requires Surgery to heal properly; 3 of your lost Wounds cannot be recovered unless healed by a surgeon and until that happens any Critical Hit to your Body will have a 25% risk of causing you to contract Blood Rot again.
97-99	111-115	5	<i>Split Open.</i> A mighty slash opens up your chest, cutting through bone and muscle, severing one of the major arteries leading from the aortic arc to neck or arm. Bright blood sprays straight up from the angle of neck and body like a beautiful red fountain.	You go <i>Unconscious</i> and gain <i>Bleeding (3)</i> , the latter of which can only be removed through Surgery . If you survive the encounter you suffer the effects of Broken Bone (Major) to your body and Torn Muscle (Major) to one random arm.
00	116+	D	<i>Red Ruin.</i> Red ruin flops at your opponent's feet as he splits you in half. From shoulder to hip or horizontally; the angle of it doesn't really matter, as most of your vital organs are bisected regardless.	You are quite messily dead.

CUTTING – LEG

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Damaged Shoe.</i> You barely get your foot out of the way as your enemy's blade takes off the tip of your footwear.	You suffer a -10 penalty on any Ag Test you do your next turn. If you're not wearing any footwear the penalty becomes -20.
11-20	11-20	T	<i>Shin Hit.</i> Your foe misses taking off your foot but the backswing catches your shin with the flat of the blade. There is much cursing.	You must pass an Average (+20) Endurance Test or suffer a -10 penalty to all Ag Tests for the next 1d10 turns.
21-25	21-25	1	<i>Calf Wound.</i> A slash to the side of your leg gives you a shallow cut on the calf, weakening your stance.	For the rest of the encounter you suffer a -1 penalty to your M and a -10 penalty to all Ag Tests .
26-30	26-40	1	<i>Minor Cut.</i> Your opponent's blade lays open your leg, causing blood to flow freely.	Gain <i>Bleeding (1)</i> .
31-35	41-45	1	<i>Hip Strike.</i> Though it fails to cut deeply, this solid strike nevertheless unbalances you badly.	Pass a Challenging (+0) Athletics Test or go <i>Prone</i> . For the rest of the encounter you also suffer a -1 penalty to your M .
36-40	46-50	1	<i>Lacerated Foot.</i> Your foe sees an opening and slashes open a carelessly exposed foot. You really need to practice your foot work to avoid this sort of thing!	Gain <i>Bleeding (1)</i> . For the rest of the encounter you suffer a -1 penalty to your M . After the encounter you must pass a Challenging (+0) Endurance Test or lose one toe – Amputation (Average) .
41-45	51-55	2	<i>Hewn-Open Thigh.</i> Your enemy's blade lays open your thigh lengthwise nearly to the bone. Although it misses the femoral artery blood still gushes out in copious amounts.	Gain <i>Bleeding (2)</i> . Luckily the cut went along the grain of your thigh muscles rather than across, so most of your muscle fibers are quite intact.
46-50	56-60	2	<i>Lacerated Hamstrings.</i> Your wily opponent manages to hook his weapon around your leg and slashes open the back of your thigh, lacerating the muscles and tendons above the back of the knee.	You suffer a Torn Muscle (Minor) and must pass a Challenging (+0) Athletics Test or go <i>Prone</i> .
51-55	61-65	2	<i>Cut To The Knee.</i> A most ungentlemanly blow takes bone-chips out of your knee-joint and clips your kneecap. Your leg crumples underneath you.	You gain <i>Prone, Stunned (1)</i> and suffer a Broken Bone (Minor) .

56-60	66-70	2	<i>This Little Piggy.</i> One or more toes go flying, possibly in the direction of the market...	You lose one toe – Amputation (Challenging) , with one additional toe lost for each full -2 SL levels of failure to the Endurance Test .
61-65	71-75	3	<i>Cracked Shin.</i> With a resounding crack your tibia is cut in half, leaving you unable to support yourself on that leg as splintered bone ends grind against each other.	You gain <i>Prone, Stunned (2)</i> and <i>Bleeding (1)</i> , also suffering a Broken Bone (Major) .
66-70	76-80	3	<i>Severed Achilles Tendon.</i> A sickening snap is heard as the major tendon behind your ankle is cut, crippling your use of that foot.	Gain <i>Prone</i> and <i>Stunned (2)</i> . The leg is useless for 30 minus your Toughness Bonus days (see under Amputated Parts), after which you halve your M (round up) permanently as the ends of the tendon have shriveled up without reconnecting properly. If you receive Surgery within a week of receiving the injury the M penalty is reduced to -1 after an additional 30 minus your Toughness Bonus days.
71-75	81-85	3	<i>Severed Hamstrings.</i> A brutal draw-cut to the back of your knee severs major tendons and muscles, crippling your leg.	Gain <i>Prone</i> and <i>Bleeding (2)</i> . Also suffer a Torn Muscle (Major) . Your leg is useless (see Amputated Parts) until the Torn Muscle has completely healed.
76-80	86-90	4	<i>Groin Slash.</i> Everyone witnessing your calamity winces as your foe lands one in a most uncomfortable region, which also happens to be the home of several large blood vessels, adding severe bleeding to your misfortune.	Gain <i>Bleeding (2)</i> and <i>Stunned (3)</i> . If male, you may find yourself having problems procreating.
81-85	91-95	4	<i>Femoral Artery.</i> A slash to the inside of your thigh cuts the femoral artery, resulting in some truly spectacular arterial spurting.	Gain <i>Bleeding (3)</i> . If you fail a Challenging (+0) Endurance Test you're also unlucky enough to have had the artery severed high enough that an ordinary tourniquet is useless, in which case Surgery (and a long clamp) is necessary to remove the Bleeding Condition.
86-90	96-105	4	<i>Wrecked Knee.</i> Your opponent's weapon cleaves through your knee, shattering bone and ligaments, wrecking the joint thoroughly. You'll never dance again!	Gain <i>Bleeding (2)</i> , <i>Prone</i> and <i>Stunned (2)</i> . For healing purposes it counts as a Broken Bone (Major) , except even when healed you suffer a permanent halved M (round up) and -20 to your Ag for any Tests requiring use of the leg.

91-93	106-115	4	<i>Heel!</i> Your foe's blade removes a large part of the rear of your foot. What remains is sadly a very unstable platform to stand on.	Gain <i>Stunned (1)</i> . You also effectively lose your foot – Amputation (Average) , as too little of it remains to function properly.
94-96	116-120	5	<i>Severed Foot.</i> Your foot goes to the great shoe store in the sky, departing the rest of your lower extremity in a spray of blood.	Gain <i>Bleeding (2)</i> and <i>Stunned (2)</i> . Also, lose your foot – Amputation (Challenging) .
97-99	121-125	5	<i>Call Me Stumpy.</i> Your foe cleaves through your leg, severing it below the knee. You consider getting a peg leg.	Gain <i>Bleeding (3)</i> and <i>Stunned (3)</i> . Also, lose your leg – Amputation (Hard) .
00	126+	D	<i>Timber!</i> Your leg is completely or mostly severed at the thigh near the hip, the blade possibly even continuing its path into the other leg as well. Regardless, the shock and huge loss of blood quickly sends you to Morr's realm.	You are not merely one leg the poorer but also quite dead.