

EXPANDED CRITICAL HITS FOR WARHAMMER FANTASY ROLEPLAY 4E

A bunch of years ago I wrote an extended set of Critical Hit charts for WFRP 2E, inspired by fellow physician Chuck's charts. My efforts were published at his Winds of Chaos website and evidently grew quite popular. There are a few things to be said about them, for example that I hadn't bothered reading the magic rules properly despite frequently referring to magic for healing purposes, or that my initial die roll columns didn't really reflect the lethality of the rule book sets (something I tried to address by making several versions of different lethality to choose from). Anyway, I had a lot of fun writing them...

Then 2E disappeared and the new 3E never really seemed suitable for converting my old charts...but now 4E has appeared and I'm totally excited!

I rather like the new injury rules, mostly because they enabled me to write results with a minimum of extra book-keeping required. The whole vibe of the 4E injury rules appear to me entertainingly cinematic and somewhat less lethal than in 2E, although fighting remains a deadly serious business. This is what I have tried to convey with my new charts. I haven't really tried for realism, because I think most users will appreciate the charts mostly for the gory descriptions rather than any lessons I could convey on trauma medicine. Indeed, some of the results can be described as just plain silly or blatantly unrealistic! For example, historically pretty much any trauma that penetrated into the abdominal or thoracic cavity was a death sentence. And things like a neck brace for "clearing up" whip-lash trauma (one of the results in the Crushing chart) is the cinematic treatment; in real life it tends to be more complicated.

Again, the whole purpose is pure entertainment employing gruesome descriptions and dark comedy in the WHFRP style, where the descriptions and effects vary depending on the method of harm. Realism is very much a secondary concern.

House rules for trauma in 4E that I've seen seem to be focused on adjusting Conditions (I fully agree that Bleeding can be an overpowered result) and/or the die roll for results (making higher or lower results more or less likely depending on what state your character is in). Rather than make my charts dependent on house rules (my own or anyone else's) I chose to just use RAW to the greatest extent possible. I believe this also offers the best chance for people to modify as desired.

WHAT'S NEW?

My new charts consist of the following ones:

- **Cutting:** For bladed weapons used to slash and chop, like an axe.
- **Crushing:** For weapons causing mainly blunt trauma, like a mace.
- **Piercing:** Mainly for melee weapons with a sharp point and usually also two edges, like a gladius-type shortsword or broadbladed spear, although also appropriate for thin blades like a rapier or stiletto.
- **Bullets:** For gunpowder weapons firing a single heavy bullet.
- **Arrows/Bolts:** For projectiles fired from a bow or crossbow, also appropriate for javelins and darts.

- **Teeth & Claws:** For natural weapons like fangs, claws and horns.
- **Shrapnel & Shot:** For gunpowder weapons and bombs using a multitude of smaller shot or pieces of shrapnel, like the iconic Blunderbuss.
- **Sling:** For the iconic Sling, whether firing stone or lead projectiles.
- **Flame & Energy:** Mainly for the effects of magical spells, could also work for various Skaven devices using flame.
- **Unarmed:** For fighting with your bare hands, feet, elbows, knees, teeth and nails, also appropriate for some Brawling weapons like Knuckledusters and Saps.

At first I wasn't sure it was even possible to gain a crit from a magical missile-type spell unless your target went below 0 Wounds from the effects, but then I saw that you could indeed make a Critical Cast which would cause a Critical Wound. With Miracles no such thing seems to be possible, but I assume you would still suffer a Critical Wound if taken below 0 Wounds. So mostly you would only bother with that when important NPCs or player characters were involved.

For 2E I made a Crit chart for Large Monsters, specifically so that huge and monstrous foes would not be crippled by injuries that would take down a frail human-sized target. Because the 4E Bestiary rules are so very different and because I do not know if any supplements modify the Rule Book take on large creatures to any greater extent, I do not plan on writing any 4E equivalent. Same goes for the Quadraped and Winged charts.

CORE & UP IN ARMS DICE ROLL COLUMNS

I have included die roll columns both for those who use the original rules from the Rule Book and for those who prefer the alternate ones from the Up In Arms supplement. In the latter critical hits taken while you still have Wounds left generally tend to be less serious but things turn much deadlier once you cross the 0 Wounds threshold, somewhat similar to how Critical Hits were treated in 2E (with the exception of Head hits where the chart is actually much deadlier with the Up In Arms version compared to the Rule Book chart).

Up In Arms also introduced the Trivial (T) level of critical wounds (which do not cause additional Wounds and do not count towards the number of Critical Wounds counted towards killing a Character), which I have borrowed and used in my tables. Also note that the alternative rules for what happens when a character reaches 0 Wounds are different in the Up In Arms supplement, replacing the ones in the Rule Book.

WHICH CHART SHOULD I USE?

Many weapons are obvious, such as an Axe (Cutting), Mace (Crushing) or Rapier (Piercing). Some weapons can use more than one chart. For example, depending on the design many Swords can be used to either slash (Cutting) or thrust (Piercing) – the old point vs edge discussion was first recorded in Roman times and still a hot topic in the Napoleonic Era! With a Pollaxe you are spoilt for choice (Cutting, Piercing or Crushing, depending on which end you use). Firearms firing a single projectile use the Bullet chart, but with weapons like the iconic Blunderbuss or a Bomb that use a hail of smaller projectiles or shrapnel you go with the Shrapnel & Shot chart.

The Sling chart is slightly special as the results depend to some degree on what kind of sling bullet you launched. This is because the historical descriptions of the effect of the more effective elongated almond-shaped cast lead bullets (often inscribed with phrases like “Take that!”) are just plain nasty, with lead sling projectiles actually penetrating into a target’s body, something a stone bullet or rock picked up from the ground wouldn’t do.

PRONOUNS & GROIN HITS

Throughout these charts I refer to characters and their foes as “he” – this is for simplicity’s sake, nothing else. I sometimes also refer to results that differ if the character is male or female, which in no

way suggests either the writer or any reader should feel bound to or limited by those terms. If the target of a certain hit has certain anatomical features the results ought to be appropriate, regardless of identity or pronoun used. If anyone feels offended, I am entirely to blame and I assure you it’s not intentional.

Incidentally, there are a few results with the added description “If male, you may find yourself having problems procreating” – this does not necessarily imply genital mutilation; it could be an injured seminal duct higher up in that area, temporary bruising in an uncomfortable spot, or just the psychological possibly fleeting effects of a disturbingly close call. It’s up to the group if you want to use it just for a laugh and then ignore it. It’s not important unless you agree to make it so, which is why the results description says “may find yourself having problems” rather than “will find yourself having problems”.

WHAT SUPPLEMENTS DO I HAVE?

I have only the Rule Book and the Up In Arms supplement. I do not have knowledge of any additional rules, spells or new items found in other supplements, so you’ll just have to fit them into my rules interpretations and suggestion as you see fit.

WOUNDS VS CRITICAL WOUNDS

Wounds are easily lost and generally easily recovered, and the Rule Book even outright says they represent things like minor cuts, abrasions and bruises, or the depletion of mental or spiritual energy reserves. You could also think of it as plain running out of luck (although Fate, Fortune, Resolve and Resilience also reflect that). Losing Wounds does not really represent taking a solid hit with ensuing tissue damage and trauma, but represents rather the steady degradation and draining of mental and physical reserves leading up to taking such a hit. A good roll could still result in a Critical Hit even with plenty of Wounds left.

A Critical Wound does represent actual tissue damage. Some argue certain weapons should cause an automatic Critical just from hitting, but there are Weapon Qualities giving an increased chance of causing a Critical Wound, like Impale or Damaging, that cover this.

“Hitting” an opponent does not necessarily mean actually connecting with your weapon; you can think of it as tiring the target out, causing him pain, beating down his defenses, or otherwise inconveniencing him, making it more likely your next swing will be a solid hit. A blow that resulted in lost Wounds without causing a Critical Hit could well have been deflected by the target’s armor, shield or weapon; it was just a much closer call than an outright miss or parry that did not result in any lost Wounds.

MINOR CLARIFICATIONS

Any Condition with a number attached, such as Bleeding (3), refers to the number of Conditions gained (in this case a total of three Bleeding Conditions).

I often use the Fatigued Condition to represent the effects of many different Critical Hits, like a collapsed lung or severe pain. In these cases the conditions for removal are specified; the Condition usually does not get removed after mere rest, as it would have otherwise.

Example: “Collapsed Lung. Gain Fatigued (3). For healing purposes, count as Torn Muscle (Major), with partial healing reducing your Conditions from Fatigued (3) to Fatigued (1) which will be removed once fully healed.” This means that the Fatigued Condition is the effect of the injury. The Torn Muscle mechanic is used only to determine the time required for partial and full healing, with the usual penalties/effects of Torn Muscle (Major) ignored and replaced by the prolonged Fatigued Condition. In this case we’re talking about partial healing after 30 – Toughness Bonus days, with full healing after another 30 – Toughness Bonus days, as per the rules in the Rule Book.

The different charts are not quite equivalent in their seriousness of the trauma inflicted. For example, piercing injuries to the body tend to be very serious indeed, which is why wearing a Breastplate with its Impenetrable Quality is such a good idea!

And for the record, I am not nor have I ever been a trauma surgeon. I actually specialize in geriatric medicine.

MEDICAL ATTENTION

The Rule Book defines Medical Attention as including but not limited to:

- Successful use of the Heal Skill
- Application of bandage, healing poultice, or similar
- Successful use of a spell or prayer that heals Wounds.

What the Rule Book leaves largely unsaid is how long this takes. Using the Heal Skill to speed up the healing of lost Wounds and applying a Healing Poultice to prevent a Minor Infection are actions that take place between combat encounters, not during them, and can take anything from minutes (for preparing and applying a poultice) to an extended effort spread out over most of a day (making an injured character comfortable, cleaning his injuries, etc).

- Any Heal tests to remove Bleeding Conditions, applying a Bandage, or taking a Draught or Herb that removes Conditions or recovers Wounds, are one-turn Actions that can be repeated turn after turn. Such an Action cannot be taken while in melee with an opponent, so you may have to depend on your friends and allies to keep unfriendlies away!

You could argue this isn't realistic, but the actual length of a turn is left deliberately vague in the Rule Book. It could be the couple of seconds necessary for a single swing, or it could represent a longer period of time with a series of exchanges finally resulting in someone landing a hit. Anyway, not allowing it would result in an awful lot of characters bleeding to death, with the rules for the Bleeding Condition being what they are.

- Surgery (a Heal Test with the benefit of the Surgery Talent) assumes you have at the very least a Physician's Trade Tools. Any Surgery use to remove Bleeding Conditions (with the requirement for Surgery defined in the Critical Hit chart results) is a one-turn Action as well. Using Surgery to prevent long-term effects, like setting a complicated fracture, will usually take an hour or more.

The Rule Book's reference to "resolving internal issues" refers to things like doing surgery to remove gallbladder stones or fix an inguinal hernia, not dealing with combat trauma. Although if the GM feels particularly evil, he can insist on enforcing the rules regarding risk of infection even for other uses of Surgery.

HOW NOT TO BLEED TO DEATH

It will not have escaped anyone that acquiring a Bleeding Condition or two in combat is a very serious thing indeed, especially if you don't have the Heal skill or a nearby ally possessing that skill. Not having the means to remove Bleeding Conditions means that you've pretty much lost the fight as you'll inevitably go Unconscious sooner or later and may die from bleeding out - with Bleeding (1) the chance is 50/50 whether the injury clots up or you expire eventually. Some injuries are extra tricky, requiring Surgery to remove the Bleeding Conditions.

So I'm going to list the ways to remove Bleeding Conditions, at least according to my own take on what the Rule Book says, as well as some extra suggestions:

- A successful Heal Test, with each SL removing one Bleeding Condition, unless Surgery is required. The Test is usually Challenging (+0).
- If the description of the Critical Wound says that Surgery is required to remove the Bleeding Conditions you'll need the Surgery Talent apart from a successful Heal Test. This also pretty much assumes you also have at least a Physician's Trade Tools or the GM will be well justified to dramatically increase the Difficulty of the Test.
- Any spell or prayer that recovers Wounds, with one Bleeding Condition removed per Wound recovered, including ones normally requiring Surgery.
- Application of the Faxyryll Herb, which removes all Bleeding Conditions caused by a single Critical Wound. This does not work on Bleeding Conditions requiring Surgery to remove, as those represent internal bleeding not really accessible to a Faxyryll poultice. (Although if the GM feels merciful he may allow the character to spend a Resolve Point to ignore the extreme discomfort of having the herb stuffed deep enough into a wound to staunch even internal bleeding.)
- Using a Bandage with a successful Heal Test, whether combined with Surgery or not, will remove one additional Bleeding Condition. A Bandage can also be applied by someone without the Heal Skill, substituting a successful Challenging (+0) Dexterity Test, which will remove a single Bleeding Condition. A Bandage is one-use, whether a Test is successful or not, although it can be boiled and repackaged between encounters. If Bleeding Conditions still remain after application, additional Bandages can be applied with further Heal or Dexterity Tests, although Difficulty will increase one level for each successfully applied Bandage previously used (for lack of room if nothing else).
- Spending Resolve. Spending a point of Resolve will remove one Condition. Ordinarily I'd say that applies to Bleeding that would require Surgery to remove as well, but you'd have to bear in mind that would make some Internal Bleeding results on these charts considerably less serious.

All the above methods are single-turn Actions and may be repeated indefinitely, until either all Bleeding Conditions are removed or the patient has bled to death. Think of it as a hastily applied tourniquet or improvised bandage, or if used with the Surgery Talent then the necessary anatomical knowledge and equipment for a quick clamp, suture or tied-off blood vessel.

At least, this is my take on the rules with some extra bells and whistles; your GM has the final word.

EMBEDDED PROJECTILES & EXTRACTION

Under the Impale Weapon Quality in the Rule Book you can read that a Critical Hit from an arrow/bolt or bullet will mean the projectile is lodged in the body, and that you cannot heal one of your lost Wounds for each projectile that remains unremoved. Removal requires a Challenging (+0) Heal test for an arrow/bolt, or the same aided by the Surgery Talent for a bullet.

The requirement for, and difficulty level of, any such removal will vary in my tables depending on the result. To differentiate from removal of Conditions I'll refer to projectile removal as Extraction.

If a projectile is lodged, it will be stated as requiring Extraction (Difficulty) or that Extraction will require Surgery (Difficulty). Several results will not require Extraction at all, with the projectile either not lodged or simply stuck somewhere where it'll cause no harm. If there is an added risk of infection it will also be stated.

The ammunition of Blunderbusses and Bombs do not have the Impale Quality, which is why requiring Extraction doesn't seem right, at least not to any frequent extent. That said, the Shrapnel & Shot chart will probably feature at least some results requiring projectile removal for the sake of flavor.

Surgery assumes you have at least a Physician's Trade Tools, containing things like arrow spoons and similar devices to extract projectiles. Generally speaking, if the arrowhead has come out the other side of the target, or if nothing sensitive is in the way of simply pushing it through, the Heal skill is sufficient in itself as you can usually then just break the shaft and pull it put. When lodged in bone or with vital organs in the way of pushing it through, Surgery may be required. Projectiles stuck in bone were notoriously difficult to get out, sometimes involving creative solutions like tying the offending arrowhead to a horse or the string of a wound-up crossbow.

As an aside, the behavior of bullets when encountering bone varies depending on time period. The round bullets used in smoothbore weapons (the most likely kind to be used in WFRP) tend to simply crack bone or deflect away from it. The later Minié Bullets used with rifled muskets instead tended to deform and spread out, totally shattering the bone and necessitating amputation, some of that effect due to the higher muzzle velocity. In my charts I've chosen to simply mix and match such descriptions according to the seriousness of the die roll, with higher results more similar in description to the effects of a Minié Bullet.

PROPER REHABILITATION & TRAINING

The Bullet chart and Sling chart each contains a Brain Damage result with the character becoming hemiplegic, requiring rehabilitation. It's up to the GM to decide if "proper rehabilitation and training"

MAGIC

In my 2E charts I put quite a bit of emphasis on magical healing as a way to save characters from the worst effects of various injuries. The 4E somewhat downplays the usefulness of magic as a method for healing, making Surgery the method of choice for rescuing wounded characters on the brink of death.

I'm ok with that, but I still think the use of magic and divine blessings and miracles, being so hard to acquire and master, should come with some possibilities in the area of healing.

- A Blessing of Tenacity can remove any one Condition, including Bleeding even if it ordinarily would require Surgery to remove.
- A Blessing of Healing DOES NOT count as applied Surgery except for the purpose of removing one Bleeding Condition along with the single Wound recovered.
- Rhya's Touch will count as applied Surgery.
- Shallya's Tears will totally remove any Critical Wound and its effects, regardless of whether or not it ordinarily would have required Surgery.
- Cauterise, from the Lore of Fire, will remove even Bleeding Conditions that would ordinarily require Surgery to remove. Apart from that, I don't think it should count as applied Surgery.

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 off for full one-month rehab, to allow a gradual training process, which can be accomplished in stages whenever opportunity permits, 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 and coordination (M -1, Agility -10)
- **4th week:** improved arm strength and coordination (-10 to Tests)

AMATEURE AMPUTATIONS

There are a few results that require an actual amputation. That's not a reference to the Amputation (Difficulty) rules in the Rule Book, but an actual saw-it-off procedure with gangrene and Blood Rot setting in unless the limb is removed. This is described as requiring Surgery, which includes removing the limb in such a manner that the stump can be sewn up with a flap of skin to aid healing, and that major blood vessels are properly tied off to minimize blood loss. That's the safe way to go about it.

If a character's limb is removed through the simple expediency of lopping it off with an axe or other sharp implement, because of a lack of surgeon availability, then the patient immediately gains Bleeding (3) and will contract a Festering Wound. Unless someone nearby has the Heal Skill or plenty of Bandages ready this may well be fatal, but that's the price you pay for going on adventures without some kind of healer along!

- Earthblood, from the Lore of Life, will count as applied Surgery.
- Healing Light, from the Lore of Light, will count as applied Surgery.
- Nostrum, from the Lore of Hedgecraft, will count as applied Surgery.

In short, any healing spell or blessing/miracle recovering more than a single Wound at a time can stand in for Surgery, and any spell or blessing/miracle that removes Conditions and Wounds can also remove any Bleeding Conditions, even ones normally requiring Surgery to remove.

The Cauterise spell would be an exception, counting as Surgery only when applied to removing Bleeding Conditions. If the GM likes he could allow it to count as Surgery in special circumstances, such as when trying to mend damage from the Flame & Energy chart, narrating it as the spell somehow drawing the fire away from the wounded limb and negating the damage.

This is merely my own optional take on it; your GM has the final word.

HEALING DRAUGHTS & POULTICES

These things were such an iconic part of WFRP 2e that I just have to mention them! Here are a few suggestions on how to interpret their effects, uses and limitations, and also make them more entertaining.

The 4E Rule Book states that preparation is usually required, using Trade (Apothecary) and Herbalist's Trade Tools. For things used between encounters (like a Healing Poultice or Earth Root) this is usually not a problem, but deciding whether or not you happened to have a ready potentially life-saving Healing Draught available in the middle of a fight could be troublesome. I suggest that all Draughts as well as the Faxtoryll and Salwort Herbs (all of which can be useful during an ongoing combat encounter) are simply counted as available if needed.

HEALING DRAUGHT

Since lost Wounds usually represent minor cuts and bruises as well as depleted energy reserves or just plain running out of luck, with actual major tissue damage being represented by the Critical Hits, the consequence of ingesting this draught is more a matter of a pick-me-up effect than actually speeding up any healing process.

These usually come in a small tightly stoppered glassware or ceramic bottle with a long enough shelf-life that it should last a while after acquiring it, carefully tucked into a backpack or belt. The actual content may vary wildly, often including things like laudanum, alcohol, weirdroot and such fun stuff, but the actual effect tends to be roughly equivalent, with the character being able to ignore all the aches and pains from lost Wounds, effectively recovering his Toughness Bonus number of Wounds.

Although the Rule Book states that dosage is one Draught per encounter, I suggest that the GM allows the use of more than one, with suitable side effects. For each extra Healing Draught ingested the character will have to pass a Challenging (+0) Endurance Test or gain Fatigued (1) as he becomes progressively more "high" from the contents. Just a suggestion!

HEALING POULTICE

As stated by the Rule Book, this one negates the need to test for Minor Infection after an encounter in which the character suffered a Critical Wound (assuming the GM enforces the rules for Disease and Infection), which would normally have been a Very Easy (+60) Endurance Test. Nothing is said about any effect on Festering Wounds or Blood Rot.

I suggest that this poultice also negates the need to test for a Festering Wound after combat with Creatures with the Infected Trait, normally an Easy (+40) Endurance Test if you suffered any Wounds in the fight.

For any Festering Wounds acquired in some other way, like from the Wounded Symptom or as a result of a Critical Hit, I'd suggest gaining a +20 Bonus to all Tests required by the Symptoms.

The ingredients of a Healing Poultice vary wildly, with every herbalist, physician, hedge witch or quack swearing by their own recipes. Some may have actual antibacterial properties, like honey or mouldy bread and various herbs, other creative ingredients including everything from eye of newt to grave soil or the (alleged) ash of saints. These ingredients are then usually combined with animal dung or boiled cow's urine to make a nice warm (and very smelly) sludge that you can wrap up in leaves or linen to hold in place against the injury.

Preparing a Healing Poultice takes some small amount of time, usually requiring a small pot or mortar and pestle (included in an Apothecary's Trappings or a Herbalist's Trade Tools), and possibly the cooperation of a friendly animal. A poultice does not keep well and cannot be kept in a character's backpack for later use, needing to be applied quickly after preparation. It is thus something prepared and applied in the peace and quiet after a combat encounter, not during one. It also inevitably makes you smell very bad for the rest of the day, possibly resulting in some penalties depending on what social interactions you engage in.

CRITICAL HIT CHART CLARIFICATIONS

UNARMED

- This chart is for when someone is really trying to hurt you but doesn't have any weapons available! In a friendly bar-brawl that is usually not the case, with people pulling their punches and all Critical Hits ignored, anyone reduced to 0 Wounds either going Unconscious or deciding to throw in the towel and be a spectator. Should you not pull your punches and roll for Critical Wounds on this chart the brawl may end sooner but there is a very real risk of serious injury or even death. That would mean you've transformed the entertaining bar fight into something else entirely!
- The Unarmed chart is deliberately less lethal with fewer crippling results than the weapons-related charts. Knuckledusters, Saps and Locked Gauntlets should count as Unarmed, while Spiked Gauntlets do not and should roll on the Piercing chart instead.
- The results in this chart pretty much assume the attacker has two working arms and two working legs. That said, any "blow" struck could be with a fist, an elbow, a knee, a foot or even a head-butt, as well as throws etc. Many of the results are pretty unlikely if the attacker is prone on the ground or has only one

functioning arm, in which case I suggest he is allowed to grab any nearby object to use as an Improvised Weapon instead.

FLAMES & ENERGY

- This chart is not for magically enhanced weapons like the Flaming Sword of Rhuin or Sigmar's Fiery Hammer; those weapons should use the chart appropriate for the weapon (in these cases the Cutting and Crushing charts), with the magical effects represented by the extra Conditions (such as Ablaze) those spells provide. Rather, this chart is for crits caused by Miracles like Soulfire or magical missile-type spells like Great Fires of U'Zhul, in which fire or blasts of energy are part of the description. Some spells such as Comet of Casandora, Screaming Skull or Stream of Corruption could also use this chart, although you may want to adjust the descriptive results a bit.
- Although strictly named FLAME & Energy, this chart could be used for Kislevite ice-magic or similar spells using cold rather than heat. On a cellular level tissues don't care whether they cook or freeze; the cell structures still get ruptured.

- Quite a few results will inflict an infection; this is because the barrier of intact skin is a big part of the body's defenses against microorganisms. Having one's skin burned off opens you up for both infections and dehydration.
- Though the chart has effects that sometimes inflict Conditions that are already part of the effects of certain spells, those are in addition to those already caused by getting hit. So if, for example, you have already been inflicted with Ablaze (2) and Prone by a Great Fires of U'Zhul spell just by getting hit,

and then take a crit from a Critical Cast, any Ablaze or other Conditions due to the crit result are simply added to the ones you have already accrued.

- I only have the Rule Book, so I'm not familiar with any spells from the supplements.

MOOKS: ALTERNATIVE SUDDEN DEATH RULES

As suggested with the Sudden Death rules in the Rule Book, sometimes you don't want to bother with book-keeping for unimportant NPCs like minor brigands, Goblins, animals, etc. But you may still want the pleasure of rolling for those juicy Critical Hits that your character worked so hard to achieve. I suggest the following rules:

- When the NPC reaches 0 Wounds the player who inflicted the damage gets all the fun of describing his kill-move. The NPC is either dead, dying or unconscious. The player may opt to knock the NPC unconscious for later interrogation, ransom or whatever, but the GM may decide that deliberately knocking someone out without accidentally killing him is harder than in the movies, requiring some suitable Test for a successful non-lethal KO (like a WS Test for the player character or an Endurance Test for the NPC).
- If the player inflicts a Critical Hit while the NPC still has Wounds left it'll usually be enough to either take the NPC out of the fight or inconvenience him enough to set him up for a killing blow next turn. You can roll on the usual charts for the gory descriptions, but replace everything under Additional Effects with the effects described below and ignore any additional Wounds inflicted except as a measurement of the seriousness of the effects. The effects below are deliberately written with minimal book-keeping in mind.

Extra Wounds from Critical	Description	Effects on NPC
T	Trivial Damage. Your blow wasn't really that effective.	The NPC suffers no extra ill effects.
1	Distracting Injury. Your foe flinches with pain.	The NPC gains Stunned (1).
2	Harmful Injury. You prove your superiority to all mooks by landing a good one.	Head: The NPC is Blinded (3). Body or Legs: The NPC is Prone. Arm: The NPC's arm is useless.
3	Demoralizing Injury. You convince your foe that he is better off somewhere else.	The NPC crawls or staggers away, bleeding and whimpering. If inflicted in melee, the player character may use his next Action to automatically finish the NPC off, cutting him down from behind. If not and the fight subsequently goes against the players the GM may decide the NPC returns to the fight, but will then count as Fatigued (2).
4	Crippling Injury. Pieces go flying as you expertly dismember your foe.	The NPC is Unconscious and will die at the end of the encounter without medical attention.
5 or D	Gross...	The player gets to describe the kill-move, just as if the NPC had been reduced to 0 Wounds.

WOUNDS & CRITICAL WOUNDS IN PRACTICE

This section is just meant as inspiration for GMs and players, on how lost Wounds, inflicted Critical Wounds and the alternative Sudden Death Mook Rules may play out on the tabletop.

SITUATION 1

Salundra von Drakenburg's player is fighting a crooked fellow Noble. She has just managed to hit him, causing him to lose several Wounds but failing to inflict a Critical Hit.

GM: "You press him more closely. As your blades lock, you almost but not quite manage to plant a knee in his crotch. He's definitely starting to sweat!"

Salundra's Player: "Neat!"

SITUATION 2

A player's character has just been hit by a Handgun to the Head Location, losing multiple Wounds.

Player: "Ouch! Please tell me that wasn't a Critical!"

GM: "It wasn't. You yank up your shield, knowing it'll do you little good. When the smoke clears there is a neat hole in the rim and a groove of bright metal on the side of your helm where the partly spent bullet glanced off. Your face is peppered with small wooden splinters from the inside of the shield."

Player: "Phew! I start looking for some cover."

SITUATION 3

The group of characters is fighting Goblins. The Mook Rules (see page 6) are in effect.

Player 1: <Has just hit a Goblin with his crossbow, inflicting a lucky Critical Hit to the Leg Location but not taking the Goblin down to 0 Wounds yet.>

GM: <Rolls on the Bolt and Arrow chart, reads the Pierced Buttock result out loud.> "The Goblin's howls echo through the forest. You see your crossbow bolt sticking out of its rear. It's Stunned." <Since the Critical would have caused 1 extra Wound it counts as a Distracting Injury on the Mook chart.>

Players: <High fives all around.>

Player 2: "Now it's Molrella's turn! She charges the Goblin and attacks with her Short Sword!" <Player 2's character easily takes the Stunned Goblin's last Wounds and then some. Ordinarily she'd be able to pick either the Cutting or Piercing chart to roll on as her weapon is capable of either sort of damage, but according to the Sudden Death rules the Goblin is out of action anyway.>

GM: "Describe your kill-move!"

Player 2: "Molrella hilt-bashes the Goblin into senselessness, then picks it up and breaks it across her knee!"

Player 1: "Dude, she's a Halfling! That Goblin is bigger than she is!"

Player 2: "Err...ok, but the hilt-bash was hard enough to push its nasal bone into its tiny brain!"

GM: "That'll do it."

SITUATION 4

The player's character is all out of Fate Points and in deep trouble, having just taken a Critical Wound that would render her Unconscious. All other characters are also out of action and it's all up to her...

GM: "So the roll was for the Fractured Skull result on the Crushing chart and you failed your Endurance Test against gaining Unconscious..."

Player: "I still have one point each of Resolve and Resilience! Can I spend the Resolve to ignore the effects of this crit?"

GM: "Yes, until the beginning of your next turn. Or you could spend it to simply remove the Unconscious Condition."

Player: "You're right! Though that'll still leave me with the Fatigued effects of the hit, rendering my character pretty ineffectual... but I have a plan!" <The player spends the Resolve and attacks her foe, a bareheaded renegade Knight of the White Wolf.>

GM: "Ok, so Salundra is seeing stars and can feel the shattered plates of her skull grinding against each other, but with a superhuman effort of will she manages to stay conscious! Want to roll for your attack?"

Player: "I burn my Resilience Point for an I Will Not Fail! The result is 11 and I pick his Head Location for my Critical, allowing me to avoid the Impenetrable Quality of his Plate since he's not wearing any helmet!"

GM: "Nice one! Now let's roll well for that Critical Wound, shall we? This guy isn't out of ordinary Wounds yet!"

Core	UIA	W	Description	Additional Effects
01-10	01-03	T	Grazed Cheek. The point grazes your cheek, leaving a line of red that will result in a thin, straight and quite heroic looking scar.	Once healed, the scar provides a bonus of +1 SL in appropriate social Tests. You can only gain this benefit once. No Extraction is necessary.
11-20	04-06	1	Ear Slap. The shaft smacks your ear as it thrums past close enough to remove skin.	You gain <i>Deafened (2)</i> . No Extraction is necessary.
21-25	07-09	1	Neck Wound. The arrow digs a shallow groove in the side of your neck. You are absolutely horrified, for a moment believing you just took your death wound! What was your Dooming again?	You must pass an Average (+20) Cool or Endurance Test 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 Extraction is necessary.
26-30	10-15	1	Splinter Damage. The arrow deflects off a piece of armor or other equipment at the base of your neck, the shaft shattering and peppering the underside of your chin and face with splinters.	You suffer a -20 penalty to your next rolled Test. No Extraction is necessary.
31-35	16-20	2	Scraped Eye. The fletching (or vanes if a crossbow bolt) of the projectile lacerate your cornea as the arrow flashes past fast enough that you blinking reflex fails to close the eye. The pain is quite excruciating!	Gain <i>Blinded (2)</i> . No Extraction is necessary.
36-40	21-25	2	Slashed Face. The arrow point slashes your face to the bone. Whether cheekbone, jaw bone or chin, the ensuing scar will be a real doozy!	Gain <i>Bleeding (1)</i> . Also, roll 1d10-5 with any positive number being the penalty to your Fellowship whenever your new scar is obvious. No Extraction is necessary.
41-45	26-30	2	Pierced Muscle. The arrow pierces one of the large muscles, like the trapezoid at the back or sternocleidomastoid at the side of your neck. Half the arrow's length is sticking out the other side. The increasing volume of your cursing at least indicates neither windpipe nor carotid was harmed during the shooting of this projectile.	Gain <i>Bleeding (1)</i> . Also, until Extraction of the arrow, its presence protruding from both front and back of your cervical area will inconvenience you enough for a -10 penalty to all Tests. Extraction will be Challenging (+0) . Should you attempt it while still engaged in combat each attempt will require one Action and both hands.
46-50	31-35	2	A Bleeder! The arrow slams into your forehead at an angle, scouring your skull before glancing off. Like all head wounds, this one is a bleeder and your eyes fill with the blood pouring down your face!	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . You also gain <i>Blinded (2)</i> which cannot be removed until the Bleeding Condition has been removed. No Extraction is necessary.
51-55	36-40	3	Gurgle! The arrow buries itself to the fletching in your neck, coming out the other side. You gurgle and spit blood, but although it looks exceedingly dramatic neither major blood vessels nor spine were in the arrow's path.	Gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . Also, you now effectively have a Broken Bone (Minor) , able to neither speak nor eat properly, except that the injury will be healed immediately once Extraction has been performed. You'll still have to roll an Endurance Test to avoid long-term effects. Extraction will be Hard (-20) .
56-60	41-45	3	Jammed Jaw. The arrow scrapes across the zygomatic arc to jam itself into the hinge that is the temporomandibular joint connecting your lower jaw to your skull. You find yourself unable to close your mouth or even open it further.	Gain <i>Stunned (2)</i> . You suffer a Broken Bone (Minor) , except the bone can't begin to mend until the arrow is Extracted. Until Extraction happens you'll also constantly have <i>Fatigued (1)</i> due to the agonizing pain of having an arrowhead keeping your mouth jammed open. Extraction will be Hard (-20) .
61-65	46-50	3	Lodged Deep! The arrow hits you in the back of the neck. Although your spinal cord is intact, the arrowhead is lodged deep in the bone, either in a cervical vertebrae or the thick base of the skull. Arrowheads stuck in bone are notoriously difficult to extract, so you may be looking at a life of pain and discomfort.	Gain <i>Stunned (1)</i> and pass a Challenging (+0) Endurance Test or go <i>Prone</i> . Also, after the end of the encounter you will gain <i>Fatigued (1)</i> any time you do anything physically strenuous (like fighting or an Athletics Test). This will keep happening until the arrow is Extracted . Surgery (Hard) will be required for Extraction .
66-70	51-55	3	Open Wide! The arrow goes in through your mouth, cracking teeth and lacerating your tongue, before poking out behind the angle of your jaw. You spray a mist of blood around the shaft sticking out through your mouth as you shout with pain. Just beneath and behind your ear the arrowhead protrudes rudely, dripping with more of your precious blood.	Gain <i>Stunned (2)</i> and <i>Bleeding (2)</i> . Lose 1d10 teeth – Amputation (Challenging) . If you fail the Endurance Test for the Amputation you'll also lose the tongue. Extraction will be Challenging (+0) .

Core	UIA	W	Description	Additional Effects
71-75	56-60	4	Face Hit! The arrow crunches into your face, punching through the thin walls of the maxillary sinus to lodge its point somewhere by the base of your skull. The arrow head then has the temerity to detach itself from the shaft, leaving itself embedded deep inside your poor head. Extraction will be tricky...	Gain <i>Stunned (3)</i> . Also, you contract a Festering Wound , where you will suffer a -20 penalty to all Endurance Tests required by the Infection until Extraction has been performed. Surgery (Difficult) will be required for Extraction . (Check YouTube for "Henry V arrow removal" to see a couple of videos on how that might be accomplished.)
76-80	61-65	4	Nicked Carotid Artery. Blood starts spraying everywhere as one of the major arteries in your neck is clipped by the arrow's passing. You quickly start feeling faint as your life gushes away...	Gain <i>Bleeding (3)</i> . No Extraction is necessary.
81-85	66-75	4	Lost Eye. The arrow slams into the bony orbit of the eye. It doesn't quite penetrate into your brain but the eye itself is a total loss! What do you think will look best? A glass eye or an eye patch?	Gain <i>Stunned (3)</i> . Also, lose the eye – Amputation (Difficult) . Extraction will be Easy (+40) as you cannot possibly do any more damage to the already ruined eye as you yank the shaft out.
86-90	76-80	4	Penetrated Skull. The arrowhead crunches into your skull, cracking the bone and causing a subdural hematoma. Although the arrow didn't penetrate into your brain, the point and the depressed fragments of skull will press down on it and exacerbate the bleeding until removed.	Gain <i>Stunned (3)</i> . Each turn there is 10% chance you'll go <i>Unconscious</i> . Once that has happened you'll stay <i>Unconscious</i> until Extraction has been performed. Surgery (Challenging) will be required for Extraction , which will also involve so called trepanation to remove the pieces of skull and drain the bleeding.
91-93	81-85	5	Ruined Face. The arrow comes in from the side, going in at the edge of your eye socket, damaging the eyeball, then punches through facial bones and sinuses, completely wrecking most of your upper jaw including the nasal cavity. It finally knocks out a couple of teeth before poking out through the opposite cheek. This wound will leave your facial features between the level of your eyes and your mouth somewhat...irregular.	Gain <i>Stunned (3)</i> . Also, lose one eye, the nose and 1d10 teeth – Amputation (Hard) . Extraction will be Challenging (+0) . If not performed within one week you'll also contract a Festering Wound .
94-96	86-94	5	Choking! The arrow goes in either through your larynx or your mouth, tearing through at least one large blood vessel. You start choking on your own blood, coughing up great quantities of it, plenty of it spattering anyone unfortunate enough to stand too close.	You gain <i>Stunned (1)</i> , <i>Fatigued (2)</i> and <i>Bleeding (2)</i> , the latter of which requires Surgery to remove. Also, regardless of entry point you'll suffer a permanent penalty of -10 to any Fellowship Tests requiring smooth talking, due to damage to either tongue or vocal cords. Extraction will be Difficult (-10) .
97-99	95-99	5	Brain Damage. The arrow penetrates your skull deeply, slicing up brain tissue and blood vessels as it goes in. The ensuing subarachnoid bleeding causes further damage. You black out from the pain! Extracting of the arrow will require great care and a steady hand in order not to worsen the damage. Pray for no Fumbles! Simply leaving the arrow in place will involve sawing the shaft off as near your skull as possible, leaving a curious-looking stump protruding.	Gain <i>Unconscious</i> . Once recovered from that Condition you instead gain <i>Fatigued (1)</i> that will remain for a full week as you experience a powerful headache. Roll 1d10 for long-term effects: 1-5 Frontal Lobe Damage: 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 Temporal Lobe Damage: You become very forgetful and your Int is reduced by -10. 8-9 Parietal Lobe Damage: You suffer what is called expressive aphasia, effectively losing spoken speech (see under Amputated Parts - Tongue). 10 Pierced Eye: You lose one eye (see under Amputated Parts) and will have to roll again, rerolling any additional 0 results. Surgery (Hard) will be required for Extraction .
100	100+	D	William Tell Injury. The arrow impales your skull, spitting it like an apple.	You are now a surprised-looking corpse. Why bother with Extraction ?

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Grazed Arm. The arrow only narrowly grazes you anywhere between hand and shoulder, drawing a few drops of blood from the shallowest of cuts.	Pass an Average (+20) Cool Test or take a -10 penalty to your next rolled Test. No Extraction is necessary.
11-20	11-20	1	Nicked Wrist. The arrow nicks your wrist, opening up a small but painful wound.	You may not use that arm for any Action on your next Turn, but you do not drop anything held in it. No Extraction is necessary.
21-25	21-25	1	Forearm Wound. The arrow goes in almost parallel to your forearm, digging into the muscles at the upper part near the elbow, leaving the arrow sticking out at a sharp angle.	Until the arrow has been Extracted you suffer a -10 penalty to all Tests using that arm Extracting it needs only a single Action using your other hand to yank it out. No Heal skill is required.
26-30	26-40	1	Pierced Deltoid. The arrow goes into the deltoid muscle at the junction between upper arm and shoulder, causing your whole arm to spasm. Fortunately it did not hit bone and should be easy to push out the opposite side.	Gain <i>Bleeding (1)</i> . Also, you must pass a Hard (-20) Endurance Test or drop anything held in that hand. Extraction will be Easy (+40) .
31-35	41-45	2	Impaled Bicep. The arrow slams into the large bicep muscle on your upper arm, the arrowhead slicing it up pretty good before coming out the other side, all red and glistening with your blood.	Gain <i>Bleeding (1)</i> and suffer a Torn Muscle (Minor) . Extraction will be Very Easy (+60) .
36-40	46-50	2	Perforated Hand. The arrow impales your hand through the middle of the palm, passing between the metacarpal bones. Anything you held in the hand is punched out of your grip!	The hand is useless (see under Amputated Parts) until the arrow is Extracted . Anything held in the hand is dropped and flies 1d10 yards backwards. After Extraction it'll count as a Torn Muscle (Minor) . Extracting it needs only a single Action using your other hand to yank it out. No Heal skill is required.
41-45	51-55	2	Pierced Wrist. The arrow pierces your wrist, slamming through the carpal bones and coming out the other side. If you were carrying a shield it is now nailed to your forearm!	Gain <i>Stunned (1)</i> and suffer a Broken Bone (Minor) . If you were carrying any shield larger than a Buckler it is now nailed to your forearm, reducing its Shield Rating by 1. (Note that the <i>Up In Arms</i> supplement handles that Quality differently than the Rule Book.) Remedying this situation will require either Extraction (Easy) or taking two full Actions to detach the arrow from the shield and snapping off enough of the shaft not to impede it.
46-50	56-60	2	Sliced Fingers. The arrow slices across the back of your hand or fingers, tearing the extensor tendons of several fingers and nicking the underlying metacarpal or phalangeal bones. The sight of gleaming white bone and exposed torn tendons curling up from the flesh is quite upsetting! Also, you find yourself quite unable to open up your grip properly!	Pass a Difficult (-10) Cool Test or lose your next Action as you stare at the twitching tendons and gleaming bone. You also suffer a Torn Muscle (Major) . You can still flex the fingers, just not extend them very well, so you don't drop anything held in that hand. No Extraction is necessary.
51-55	61-75	3	Impaled Forearm. The arrow thumps into your lower arm, scraping the long bones as it punches through between the ulna and radius, poking out the opposite side.	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . The arm is useless for the rest of the encounter. Also, you suffer a Torn Muscle (Minor) . Extraction will be Average (+20) .
56-60	76-80	3	Elbow Wound. The arrowhead slices into the crook of your elbow, severing one of the arteries to the lower arm where it branches off from the larger brachial artery. Blood starts spurting!	Gain <i>Bleeding (2)</i> and suffer a Torn Muscle (Minor) . Also, the blood streaming down your arm is good enough for an extra -10 penalty to any Tests using that hand due to a slippery grip, until the Bleeding Conditions have been removed. Extraction will be Average (+20) .
61-65	81-85	3	Lodged In Bone! The arrow pierces your forearm, the arrowhead lodging in the ulna bone. It's stuck in there good!	Gain <i>Stunned (1)</i> . The arm is useless until the arrow has been Extracted . After that it'll count as a Torn Muscle (Minor) . Extraction can only be performed after the encounter, requiring Surgery (Challenging) .

Core	UIA	W	Description	Additional Effects
66-70	86-90	3	Lost Finger. You look down at your hand, suddenly finding yourself a finger short and a raw bleeding stump richer. Was that the “Whack!” noise you heard as that arrow flew by?	Lose one finger – Amputation (Very Easy) . Also, the blood streaming from your hand is good enough for a -10 penalty to any Tests using that hand due to a slippery grip, until you’ve had some sort of Medical Attention (or the end of the encounter, whichever comes first). No Extraction is necessary.
71-75	91-95	4	Cracked Scapula. Your foe’s shot fractures your scapula, either cracking the shoulder blade or snapping one of the protruding bony processes that are part of the shoulder joint. Sure sucks to be your arm right now!	Gain <i>Stunned (2)</i> and suffer a Broken Bone (Minor) . Extraction will require Surgery (Challenging) as the arrowhead has lodged in bone.
76-80	96-109	4	Pierced Humerus. The enemy’s arrowhead decides to take a liking to your upper arm bone, jamming itself deep into it after tearing through flesh and muscle.	Gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . The arm is useless until the arrow has been Extracted . After that it’ll count as a Torn Muscle (Minor) . Extraction can only be performed after the encounter, requiring Surgery (Challenging) .
81-85	110-115	4	Jammed Elbow. The arrow lodges in your elbow, severing the head of one of the long bones of the forearm and jamming the delicate elbow joint at a very painful 90-degree angle!	Gain <i>Stunned (3)</i> from the blinding pain. Also, suffer a Broken Bone (Major) , except it cannot begin to heal until the arrow is Extracted . Surgery (Hard) will be required to Extract the arrowhead and somewhat realign the bones of the elbow.
86-90	116-120	4	Brachial Artery. The arrow rips the brachial artery, the major blood vessel running along the inside of your upper arm, causing a spurting crimson deluge. Within seconds the whole side of your body is drenched in blood!	Gain <i>Bleeding (3)</i> . Extraction will be Challenging (+0) and any failure will result in gaining one <i>Bleeding Condition</i> as the arrow tears the artery up even further.
91-93	121-125	5	Nerve Damage. Your foe’s arrow passes through the meaty part where neck joins shoulder, above the clavicle, tearing through the nerves of the subclavian plexus supplying the arm.	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . The arm is useless (see under Amputated Parts), and unless you receive magical healing counting as applied Surgery (any spell or prayer capable of recovering more than one Wound, see also the Preface And Clarifications document) the paralysis will be permanent. Ordinary Surgery will not help. Extraction will be Challenging (+0) .
94-96	126-130	5	Subclavian Artery. The arrow goes in under the collarbone and severs the subclavian artery leading from the aorta to the arm. A scarlet fountain pulses up from the angle between your neck and shoulder!	Gain <i>Bleeding (3)</i> which requires Surgery to remove. Extraction will be Challenging (+0) .
97-99	131-135	5	Wrecked Shoulder. Your foe really does a number on your shoulder, his arrow piercing bone, nerves and blood vessels, finally punching out from your split and cracked shoulder blade.	Gain <i>Prone</i> , <i>Stunned (3)</i> and <i>Bleeding (2)</i> , the latter of which requires Surgery to remove. Also, the arm is permanently useless (see under Amputated Parts). Extraction will be Hard (-20) .
100	136+	D	Under The Armpit! The shot goes in under your arm, ripping through part of your triceps muscle before punching into your armpit. From there it continues into your torso, embedding itself to the fletching as it impales both your lungs. You cough once, producing an eruption of blood from your mouth, and then croak.	Oh you’re dead alright!

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Torn Clothing. An item of clothing or other gear cops it as the arrow whizzes past.	A pouch or pocket containing coins or other items is ripped open, or the cord of a medallion gets severed, a document gets torn...other players may make suggestions but the GM decides! Just go for funny and annoying! No Extraction is necessary.
11-20	11-20	1	Just A Graze! The arrow zips down your flank, leaving some torn skin and a spot of blood.	Your next Action may not be an attack. No Extraction is necessary.
21-25	21-25	1	Sliced Rib. The arrowhead digs a furrow along one of your ribs, taking away a strip of flesh.	You take a -20 penalty to your next rolled Test. No Extraction is necessary.
26-30	26-30	1	Thunk! The arrow is deflected or stopped by a belt buckle, scabbard or other item. It still delivers a good punch with all its kinetic energy transferred to your poor bruised self.	You go <i>Prone</i> . If, for some unfathomable reason, you went into battle naked you instead gain <i>Bleeding (1)</i> . No Extraction is necessary.
31-35	31-35	1	Whack! The arrow clips your shoulder, the shaft smacking you on the side of your head as it whirls off into the distance.	You miss your next Action and gain <i>Deafened (2)</i> . No Extraction is necessary.
36-40	36-40	2	Pierced Flank. The arrowhead enters and exits your flank, leaving the shaft embedded in your side with the ends protruding front and back. Fortunately it's only stuck in the flesh and muscle of the abdominal wall, not having actually penetrated into the abdominal cavity.	Gain <i>Bleeding (1)</i> . Until the arrow is Extracted you'll suffer a -10 penalty to any physical Tests. Extraction is easy, requiring only two hands and a full Action to snap and withdraw the shaft. The Heal skill is not necessary but if you lack it you must first pass an Average (+20) Cool Test to take the Action.
41-45	41-45	2	Hip Strike. The arrowhead embeds itself in the bony iliac crest of your hip, causing a minor fracture to the ilium bone of the pelvis. Although painful every time you put your weight on the leg on that side, it'll heal of itself in time.	Pass a Challenging (+0) Endurance Test or gain <i>Stunned (1)</i> . Regardless you'll suffer a -1 penalty to your M , which will last until the bone has mended in 30 minus your Toughness Bonus days. Surgery (Easy) will be required for Extraction .
46-50	46-50	2	Pierced Pectoral. The arrow nails one of your pectoral muscles to your ribcage. Because your impressive pecs are a vital part of your shoulder musculature you'll find it both painful and difficult to perform those heroic mighty swings needed to vanquish your foes.	Roll randomly for side, left or right. Until the arrow is Extracted you'll suffer a penalty of -2 to your Strength Bonus and -20 to all other physically demanding Tests using that arm. Extraction will be Challenging (+0) . If performed during an ongoing combat encounter it'll require two hands and a full Action.
51-55	51-55	2	Fractured Sternum. The arrow hits you straight on the breastbone, cracking it but failing to penetrate. Because the sternum is the structure connecting your ribs together you suddenly find those deep breaths somewhat painful.	You gain <i>Fatigued (1)</i> , which will last for one week. No Extraction is necessary as the penetration is very shallow and the cracked bone does not grip the arrowhead. Just pluck it out!
56-60	56-60	3	Punctured Abdomen. The arrowhead slices through flesh, fat and muscle, penetrating into your abdominal cavity. Fortunately its force was then spent and it failed to lacerate any of the organs there. Still, that's an infection waiting to happen!	Gain <i>Stunned (2)</i> . Pass a Challenging (+0) Endurance Test or go <i>Prone</i> . You also must pass a Hard (-20) Endurance Test or contract a Festering Wound . Extraction will be Difficult (-10) , and as long as the arrow remains you'll suffer a penalty of -10 to any Endurance Tests required by the Infection .
61-65	61-65	3	Damaged Lung. The arrow hits you high in the chest, puncturing the top of one lung, which partly collapses as air and blood leak into the pleural space. You find yourself out of breath and coughing blood!	Gain <i>Fatigued (2)</i> . Because it's only a rather minor pneumothorax you'll remove one <i>Fatigued Condition</i> each week spontaneously as the lung inflates itself back again. Surgery (Difficult) is required for Extraction .

Core	UIA	W	Description	Additional Effects
66-70	66-70	3	Pierced Bladder. The arrow hits low, between navel and groin. You're horrified to see urine start trickling down the shaft. Your bladder was just pierced! A faint unmistakable reek reaches your nostrils as you realize what has just happened.	Gain <i>Stunned (2)</i> . Fortunately for you, urine is mostly sterile so you only contract a Minor Infection . Also, until the wound has closed in a week or so you are prone to leaking, which reduces your Fellowship by -10 whenever you are near anyone with a sense of smell. Surgery (Difficult) will be required for Extraction , and as long as the arrow remains you'll suffer a penalty of -10 to any Endurance Tests required by the Infection.
71-75	71-75	3	Internal Bleeding. The arrowhead goes in between a pair of floating ribs and lacerates either your liver or your spleen, depending on whether your right or left side was turned towards your arrow-slinging foe. These organs are rich in blood vessels and the ensuing internal bleeding will soon become a very serious matter!	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. Surgery (Difficult) will be required for Extraction .
76-80	76-80	4	Lacerated Intestine. You take the arrow in the gut! The smell from the wound becomes clearly identifiable as fecal matter spill into your abdominal cavity. Peritonitis is already knocking on your door!	Gain <i>Stunned (2)</i> and <i>Prone</i> . Also, you contract Blood Rot . You can't recover 3 of your lost Wounds instead of the usual 1 Wound until the arrow is Extracted. Surgery (Hard) will be required for Extraction .
81-85	81-85	4	Pneumothorax. The arrow punches into one side of your chest, missing the heart but tearing up one of your lungs which collapses completely. Blood dribbles from your mouth as you try to draw breath!	Gain <i>Fatigued (3)</i> and <i>Prone</i> . For healing purposes, count as 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. Surgery (Difficult) will be required for Extraction .
86-90	86-90	4	Major Chest Wound. The arrowhead narrowly misses your heart, instead tearing through the bronchi and major blood vessels leading to the right lung, before ripping through that lung and coming out through your back right next to the spine. You'll just have to learn to live with only one lung...	Gain <i>Fatigued (3)</i> and <i>Prone</i> . For healing purposes, count as Torn Muscle (Major) with partial healing reducing your Conditions from <i>Fatigued (3)</i> to <i>Fatigued (2)</i> which sadly will be permanent. Extraction will be Difficult (-10) but at least you don't have to worry about causing further damage as that side of your chest is already pretty much wrecked.
91-93	91-95	5	Punctured Kidney. The arrow punches through one of your floating ribs to lacerate a kidney. This results in massive blood loss as the kidney's job is to filtrate your entire blood volume over and over again. You'll run out of blood in no time!	Gain <i>Stunned (1)</i> and <i>Bleeding (3)</i> , the latter of which cannot be removed without Surgery . Surgery (Very Hard) is required for Extraction , which will count as resolving an internal issue due to the arrowhead having ended up so deep inside a body cavity.*
94-96	96-110	5	Spinal Cord Damage. The arrow slams into your lower back, penetrating deep enough to sever your lumbar spinal cord. Your legs collapse underneath you and you can no longer even feel them! A tragic fate for an up-and-coming hero!	Both your legs are now paralyzed and useless (see under Amputated Parts). Needless to say, you are now also <i>Prone</i> . Surgery (Difficult) will be required for Extraction .
97-99	111-115	5	Massive Abdominal Trauma! You are bent slightly forward as the arrow hits, possibly in the process of trying to duck. This only means the projectile now goes through your body the long way! It enters near your solar plexus, then rips through your stomach sac, the thoracic diaphragm, the large and small intestine, and finally stops when it slams into the bones of your sacrum. To say that it caused a bit of a mess is not an understatement!	Pass a Challenging (+0) Endurance Test or expire on the spot from shock. Otherwise you'll live another Toughness Bonus days before dying from any number of complications involving respiratory distress, peritonitis and blood loss, being effectively helpless and sliding in and out of unconsciousness the whole time. If you receive magical healing** before that you'll survive but will have contracted Blood Rot and a permanent state of being <i>Fatigued (2)</i> . Should you still be interested in an Extraction after all that it'll require Surgery (Very Hard) and count as resolving an internal issue.*
100	116+	D	Transfixed Heart! The arrow cleanly transfixes your heart, killing you pretty much instantly. A most impressive instant kill shot!	What part of "killing you pretty much instantly" and "instant kill shot" didn't you understand?

* This refers to the description in the Rule Book under the Surgery Talent, with a risk of further injury and infection. See also pages 2-3 regarding Medical Attention, Surgery and Extraction. Perhaps leaving the arrowhead where it is would be a better idea...

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Torn Footwear. The arrow takes a chunk off the heel of your footwear, punching your foot sideways and making you stagger.	You need to pass an Easy (+40) Athletics Test or gain <i>Prone</i> . Also, your shoe/boot/whatever may need repair. If you were barefoot, lose one extra Wound as the bullet grazes your sole. No Extraction is necessary.
11-20	11-20	T	Near Miss! The shaft of the arrow slaps the inside of your thigh as it passes between your legs.	Your M is halved (round up) on your next Turn as you stumble while looking down to assure yourself of being intact. No Extraction is necessary.
21-25	21-25	1	Grazed Ankle. The arrow nicks your ankle, causing a small but painful cut on a malleolus that only hurts more as your footwear rubs against it for every step you take!	You suffer a penalty of -1 to your M for the rest of the encounter. You may make a Challenging (+0) Cool or Endurance Test each turn to ignore the penalty, but a failure of -4 SL or more will prevent you from any more tests as you accidentally open the cut further. If you weren't wearing any footwear or take an Action to remove it you automatically pass the Test. No Extraction is necessary.
26-30	26-40	1	Minor Shin Injury. The arrow glances off your tibia. It feels like getting kicked in the shin, only worse! Your enemy no doubt feels very remorseful as he watches you jump around on one leg.	You halve your M (round up) and suffer a penalty of -20 to any Agility Tests the next 1d10/2 Turns. No Extraction is necessary.
31-35	41-45	1	Hip Wound. The arrow tears a furrow along your hip, before deflecting and going spinning off into the distance.	You suffer a -20 penalty to your next Test rolled, and a penalty of -1 to your M and -10 to your Agility for the rest of the encounter. No Extraction is necessary.
36-40	46-50	1	Pierced Buttock. The arrow homes in on your gluteus muscle with unerring accuracy. Regardless of the incoming angle (from behind or the flank, slanting upwards or downwards), you find yourself with an embarrassing length of arrow shaft sticking out of your rear. Very undignified! You are very upset! Other players may or may not choose to remind you of this injury at appropriate intervals.	Gain <i>Bleeding (1)</i> . Until the arrow is Extracted you'll also suffer a halved M (round up) and a penalty of -20 to all Agility Tests . Due to the unfortunate placement Extraction will have to be performed by someone else. This will be an Average (+20) Test and will take a full Action and require that you be <i>Prone</i> if performed during an ongoing combat encounter.
41-45	51-55	2	Severed Toe Tendons. The arrow slices across the back of your foot, damaging several of the extensor tendons to your toes. This leads to you being able to curl but not properly extend your toes, with ensuing impaired balance and risk of stumbling over things as the front of your foot connects with ledges, stair steps, tree roots, etc.	Pass a Difficult (-10) Cool Test or lose your next Action as you look down at your dysfunctional foot and see the twitching white shreds of tendon curling out from the exposed flesh. You also suffer a Torn Muscle (Major) , except your M is unaffected. No Extraction is necessary.
46-50	56-60	2	Pierced Patellar Tendon. The arrow hits your thigh just above the knee, sinking into the large quadriceps tendon attached to the patella, nailing the tendon to the underlying bone of the lower femur.	Until the arrow is Extracted your M is reduced to 1 and you'll suffer a -30 penalty to all Tests involving the leg. Extraction will be Challenging (+0) and requires both hands and one full Action, after which you'll count as having a Torn Muscle (Minor) .
51-55	61-65	2	Severed Toe. The arrowhead pierces the front of your footwear. Next time you remove the footwear, one of your toes fall out. Disturbing!	You lose one toe – Amputation (Easy) . No Extraction is necessary.
56-60	66-70	2	Impaled Calf. The arrow transfixes your calf muscle.	Gain <i>Bleeding (1)</i> and suffer a Torn Muscle (Minor) . Extraction will be Average (+20) .
61-65	71-75	3	Thigh Wound. The arrow sinks deep into your thigh, tearing through both the quadriceps muscle in the front and hamstrings at the rear, the tip of the arrowhead poking out through the skin at the back of the leg.	Gain <i>Bleeding (2)</i> and suffer a Torn Muscle (Major) . Extraction will be Challenging (+0) .

Core	UIA	W	Description	Additional Effects
66-70	76-80	3	Lower Leg Injury. The arrow fractures the fibula, one of the long bones in the lower leg, as it slams through, tearing a gaping wound through the calf. Shards of the fibula can momentarily be seen before the flow of blood obscures them.	Gain <i>Stunned (1)</i> and <i>Bleeding (2)</i> . Also, your M is reduced to 1 and you'll suffer a -30 penalty to all Tests involving the leg until the bone has set in 30 minus your Toughness Bonus days. Extraction will be Challenging (+0) .
71-75	81-85	3	Impaled Foot. The arrow transfixes your foot, crunching through the tarsal bones of the ankle. Your foot is momentarily nailed to the ground, pinning you in place.	You suffer a Broken Bone (Minor) and while still upright you are unable to move from the spot. At any time you can voluntarily go <i>Prone</i> to break the pin, after which you can crawl away as usual. Extraction will be Challenging (+0) .
76-80	86-90	4	Hip Fracture. The arrow slams into your hip, snapping the neck of the femur. A fracture like that is difficult to set, with a good chance of healing crooked.	Gain <i>Prone, Stunned (1)</i> and suffer a Broken Bone (Major) . Extraction will be Hard (-20) , requiring the arrowhead being pushed through to emerge from the lower gluteal region.
81-85	91-95	4	Pierced Knee. The arrow splits your patella before wrecking the rest of your knee joint, severing cruciform ligaments and cracking bone, finally jamming inside the joint. The lower leg is now largely unattached to the upper, at least from a mechanical viewpoint.	You gain <i>Prone, Stunned (2)</i> and suffer a Broken Bone (Major) , except even when healed you suffer a permanent penalty of -1 to your M (round up) and -20 to your Agility for any Tests requiring use of the leg. Surgery (Challenging) will be required for Extraction .
86-90	96-105	4	Shattered Tibia. The long shinbone shatters from the impact of the arrowhead, leaving only the thinner fibula to bear your entire weight...which it cannot do, resulting in the fibula snapping as well. The foot and lower half of your lower leg now dangle freely, with shards of bone poking through the skin. An ugly and complicated open fracture like that will ruin anyone's day!	You gain <i>Prone, Stunned (3)</i> and <i>Bleeding (1)</i> . If you receive 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. Extraction will be Challenging (+0) .
91-93	106-115	4	Severe Thigh Wound. The arrow rips through your upper thigh, tearing through flesh and muscle, clipping the femoral artery before lodging in the femur bone itself. Blood starts spurting and you begin to feel distinctly inconvenienced.	Gain <i>Bleeding (3)</i> . Also, suffer a Torn Muscle (Major) . 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. Surgery (Hard) is required for Extraction .
94-96	116-120	5	Nerve Damage. The arrowhead sinks into your hip, lacerating the femoral nerve, leaving your leg numb and useless.	Gain <i>Stunned (2)</i> and <i>Prone</i> . The leg is useless (see under Amputated Parts). Surgery (Hard) is required for Extraction .
97-99	121-125	5	Iliac Artery! The arrow slams into your hip near the groin. Cleaving through multiple smaller blood vessels it finally hits the jackpot in the shape of the external iliac artery! Massive loss of blood ensues!	Gain <i>Bleeding (3)</i> , which requires Surgery to remove. Should you survive you'll have a Torn Muscle (Major) . Surgery (Very Hard) is required for Extraction .
100	126+	D	Pelvic Ruin! The arrow slashes through your pelvic region, ripping through nerves and blood vessels. As you crash to the ground the shaft breaks and the jolted arrowhead tears new bloody paths through your innards. Death quickly follows.	You're very dead, probably with a disturbed expression on your face. Don't bother about Extraction ...

Core	UIA	W	Description	Additional Effects
01-10	01-03	T	Parted Hair. The bullet misses your skull but messes up your haircut, which may or may not be an improvement.	If you fail a Challenging (+0) Cool Test your next Action may not be an attack. No Extraction is necessary.
11-20	04-06	1	Holed Hat. 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 Wound as mail links dig into your scalp or your ears start ringing from the impact. If you're wearing Flexible layered armor only the outermost piece counts. If you were bareheaded, count this roll as the <i>Parted Hair</i> result instead. No Extraction is necessary.
21-25	07-09	1	Nicked Ear. 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 Fellowship whenever your mangled ear is visible. No Extraction is necessary.
26-30	10-15	1	Scratched Face. 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. No Extraction is necessary.
31-35	16-20	2	Grazed Scalp. The bullet parts not just your hair but your scalp. Like most scalp wounds it bleeds profusely!	Gain <i>Bleeding (1)</i> . No Extraction is necessary.
36-40	21-25	2	Engraved Forehead. 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. No Extraction is necessary.
41-45	26-30	2	Pierced Cheek. 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 – Amputation (Average) . No Extraction is necessary.
46-50	31-35	2	Cracked Jaw. The bullet tears a 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.	Gain <i>Stunned (2)</i> and suffer a Broken Bone (Minor) . No Extraction is necessary.
51-55	36-40	3	Facial Wound. 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 Average (+20) Endurance Test or gain <i>Unconscious</i> , otherwise gain <i>Stunned (2)</i> . You also suffer a -5 penalty to your Fellowship due to the scarring and asymmetry of your new face. Surgery (Challenging) is required for Extraction .
56-60	41-45	3	Smashed Mouth. 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 Broken Bone (Major) except long-term effects are automatic as you'll never be able to speak properly again. No Extraction is necessary.
61-65	46-50	3	Neck Wound. 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 Challenging (+0) Cool or Endurance Test 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 Extraction is necessary.
66-70	51-55	3	Grazed Skull. 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 Extraction is necessary.
71-75	56-60	4	Lost Eye. 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 – Amputation (Challenging) . You must also pass a Challenging (+0) Endurance Test or contract a Festering Wound in the ruin that was your peeper. Surgery (Easy) is required for Extraction .

Core	UIA	W	Description	Additional Effects
76-80	61-65	4	Stunned Spinal Cord. 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 against your cervical spine, punching it hard enough to temporarily stun your spinal cord.	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 Difficult (-10) Toughness Test to recover, removing the Condition. Surgery (Challenging) is required for Extraction .
81-85	66-75	4	Shattered Zygomatic Arc. 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 Extraction is necessary.
86-90	76-80	4	Broken Jaw. 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 Broken Bone (Major) and lose your tongue and 1d10 teeth – Amputation (Challenging) . Surgery (Difficult) is required for Extraction .
91-93	81-85	5	Cerebral Hemorrhage. 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 Amputated Parts). 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 M and -10 to Agility .* No Extraction is necessary or advisable.
94-96	86-94	5	Brain Damage. 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 Challenging (+0) Endurance Test 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 Frontal Lobe Damage: 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 Temporal Lobe Damage: You become very forgetful and your Int is reduced by -10. 8-9 Parietal Lobe Damage: You suffer what is called expressive aphasia, effectively losing spoken speech (see under Amputated Parts - Tongue). 10 Occipital Lobe Damage: You gain <i>Blinded (1)</i> except the Condition is permanent as your ability to perceive visual input is impaired. No Extraction is necessary.
97-99	95-99	5	Rattle-Rattle! 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.	You go <i>Unconscious</i> . Anyone seeing the bullet entry hole will assume you're quite dead, needing to pass a Hard (-20) Perception Test to notice you're still breathing. You need to pass a Challenging (+0) Endurance Test (rolling once daily) to wake up again. Once you wake you'll need to pass the same Test again to avoid contracting Blood Rot from meningitis. If you pass you'll still be <i>Fatigued (2)</i> for another 1d10 days. Although you're certain you can sometimes hear the bullet rattle around inside your skull no Extraction is necessary.
100	100+	D	Bull's Eye! Small entry wound. Massive exit wound. Lots of splatter. 'Nuff said.	With most of your brainpan emptied out there's not much that can be done about your extreme state of deadness...

* See Proper Rehabilitation & Training, page 4.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Fingertipped! 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 Extraction is necessary.
11-20	11-20	1	Grazed Arm. 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 Extraction is necessary.
21-25	21-25	1	Hand Wound. 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 Extraction is necessary.
26-30	26-40	1	It Went Clean Through! The bullet makes a small neat hole through the triceps muscle at the back of your upper arm, passing through cleanly.	You suffer a Torn Muscle (Minor) . No Extraction is necessary.
31-35	41-45	2	Lost Finger. You look down at your hand, which is suddenly one digit short!	You lose one finger – Amputation (Easy) . No Extraction is necessary.
36-40	46-50	2	Cracked Collarbone. 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 Average (+20) Cool or Endurance Test . Failure means you lose the Action. (You can still roll for Opposed Melee Tests as the defender, as necessity trumps discomfort.) No Extraction is necessary.
41-45	51-55	2	Biceps Injury. 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 Torn Muscle (Minor) . Surgery (Easy) is required for Extraction .
46-50	56-60	2	Shoulder Wound. 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 Torn Muscle (Minor) . Should you receive any Medical Attention during or after the encounter you may aim a Charm Test at whoever gives it, making light of your injury or looking heroically suffering. Surgery (Average) is required for Extraction .
51-55	61-75	3	Tunneling! 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 Torn Muscle (Major) . No Extraction is necessary.
56-60	76-80	3	Hole In The Hand! 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 Broken Bone (Minor) . 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 Extraction is necessary.
61-65	81-85	3	Crater! 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 Torn Muscle (Major) . Surgery (Average) is required for Extraction of the bullet fragments still remaining in the wound.
66-70	86-90	3	Broken Bone. 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 Broken Bone (Minor) . 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 Agility Tests . Surgery (Easy) is required for Extraction .

Core	UIA	W	Description	Additional Effects
71-75	91-95	4	A Burrower! 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 Amputated Parts), after which it'll count as a Torn Muscle (Major) . No Extraction is necessary.
76-80	96-109	4	Shattered Forearm. 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 Broken Bone (Major) . Also, the open fracture requires you to pass a Challenging (+0) Endurance Test or gain a Festering Wound . Surgery (Challenging) is required for Extraction of the many bone fragments even if the bullet didn't lodge.
81-85	110-115	4	Collapsed Lung. 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 Broken Bone (Minor) . No Extraction is necessary.
86-90	116-120	4	Jammed Shoulder. 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 Amputated Parts). If you receive Surgery (Difficult) for Extraction of the bullet and to set the broken bones it'll count as a Broken Bone (Major) . Otherwise the arm remains useless.
91-93	121-125	5	Shattered Wrist. 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 – Amputation (Average) . No Extraction is necessary.
94-96	126-130	5	Wrecked Elbow. 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 – Amputation (Challenging) . Surgery (Average) is required for Extraction .
97-99	131-135	5	Amputation Case! 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 will inevitably lead to infection and gangrene. It was a good arm...hope you weren't too attached to it?	Gain <i>Stunned (3)</i> . The arm is useless – Amputation (Hard) . After the encounter you'll need Surgery (Challenging) within a week as the arm will have to be amputated at the shoulder or you'll contract Blood Rot as the extremity turns gangrenous. No Extraction 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.
100	136+	D	A Spurting Mess! 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.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Oomph! 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 Wound as the bullet departed with some of your skin attached. No Extraction is necessary.
11-20	11-20	1	Just A Graze! The bullet leaves a line of oozing redness for you to remember it by.	You suffer a -10 penalty to your next rolled Test. No Extraction is necessary.
21-25	21-25	1	Rib Contusion. 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 Average (+20) Endurance Test , rolling at the start of each of your turns. No Extraction is necessary.
26-30	26-30	1	Shoulder Punch. The hit spins you around as it clips you high on the arm but fails to penetrate.	Pass a Challenging (+0) Agility Test or gain <i>Prone</i> . No Extraction is necessary.
31-35	31-35	1	Hip Punch. 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 M for the rest of the encounter. No Extraction is necessary.
36-40	36-40	2	Flank Wound. 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> . Surgery (Easy) is required for Extraction .
41-45	41-45	2	Chest Wound. 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 Challenging (+0) Endurance Test (rolling at the start of each of your subsequent turns). Surgery (Hard) is required for Extraction .
46-50	46-50	2	Spinal Blow. The bullet hits you in the small of your back, cracking a vertebrae which temporarily deforms enough to smack into your lumbar spinal cord, causing your legs to be momentarily paralyzed.	Gain <i>Prone</i> . You must pass an Easy (+20) Endurance Test before you can rise, rolling at the start of each of your subsequent turns. Once you're up again you'll have a -1 penalty to M and -10 to Agility for the rest of the encounter as your battered and stunned spinal cord recovers. Surgery (Average) is required for Extraction .
51-55	51-55	2	Cracked Shoulder Blade. 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 Torn Muscle (Minor) for the arm on that side. No Extraction is necessary.
56-60	56-60	3	Groin Hit. 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. No Extraction is necessary.
61-65	61-65	3	Abdominal Wall Penetration. 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 Challenging (+0) Endurance Test 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 Minor Infection . No Extraction is necessary or advisable.
66-70	66-70	3	Collapsed Lung. 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 <i>Fatigued Condition</i> each week spontaneously as the lung inflates itself back again. Surgery (Difficult) is required for Extraction .

Core	UIA	W	Description	Additional Effects
71-75	71-75	3	Cracked Breastbone. 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 Broken Bone (Minor) . No Extraction 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	Gut Shot! 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 Blood Rot . No Extraction is necessary or advisable.
81-85	81-85	4	Internal Bleeding. 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 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. Surgery (Hard) is required for Extraction , which will count as resolving an internal issue due to the bullet being lodged inside a body cavity.*
86-90	86-90	4	Major Chest Wound. 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 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. No Extraction is necessary.
91-93	91-95	5	Kidney Injury. 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 Surgery to remove. Surgery (Very Hard) is required for Extraction , which will count as resolving an internal issue due to the bullet being lodged inside a body cavity.*
94-96	96-110	5	Spinal Column Severed. 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 – Amputation (Hard) . Surgery (Hard) is required for Extraction .
97-99	111-115	5	Gutted! 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 Extraction is necessary.
100	116+	D	Heartbreak! 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.

* This refers to the description in the Rule Book under the Surgery Talent, with a risk of further injury and infection. See also pages 2-3 regarding Medical Attention, Surgery and Extraction. Perhaps leaving the bullet where it is would be a better idea...

** See page 4 for which spells count as applied Surgery. In this case, any spell or blessing/miracle capable of recovering multiple Wounds.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	That Was Close! You look down and see a bullet-sized hole through the loose fabric at your crotch.	You need to pass a Challenging (+0) Cool Test or lose your next Action. No Extraction is necessary.
11-20	11-20	T	Torn-Off Heel. The bullet grazes the ground, passing underneath your foot and tearing off the heel of your footwear.	You need to pass an Average (+20) Athletics Test or gain <i>Prone</i> . Also, your shoe/boot/whatever is ruined. If you were barefoot, lose one extra Wound as the bullet grazes your sole. No Extraction is necessary.
21-25	21-25	1	Graze. 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 Extraction is necessary.
26-30	26-40	1	Unfortunate Ricochet! 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 whirled past you.	You gain <i>Bleeding (1)</i> . No Extraction is necessary.
31-35	41-45	1	Malleolus Mash. 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 M and -10 to Agility for the rest of the encounter. No Extraction is necessary.
36-40	46-50	1	Butt Shot! 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 M and -20 to your Agility for the rest of the encounter. No Extraction is necessary.
41-45	51-55	2	Hip injury. 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 Extraction is necessary.
46-50	56-60	2	Pierced Foot. The bullet penetrates your foot, breaking some of the 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.	Your M is halved (round up) and you suffer a -20 penalty to your Agility , lasting until healed. For healing purposes it counts as a Torn Muscle (Minor) . No Extraction is necessary.
51-55	61-65	2	Calf Wound. 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 Torn Muscle (Minor) . No Extraction is necessary.
56-60	66-70	2	Fractured Pelvis. 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 Broken Bone (Minor) except the only effect is halving your M (round up) and you automatically pass the Endurance Test against long-term effects. Surgery (Average) is required for Extraction .
61-65	71-75	3	Thigh Wound. 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 Average (+20) Endurance Test or go <i>Prone</i> . Gain <i>Bleeding (2)</i> and suffer a Torn Muscle (Minor) . Surgery (Easy) is required for Extraction .
66-70	76-80	3	Broken Femur. 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 Broken Bone (Minor) . No Extraction is necessary.
71-75	81-85	3	Hip Fracture. 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 Broken Bone (Major) . Surgery (Hard) is required for Extraction .

Core	UIA	W	Description	Additional Effects
76-80	86-90	4	Wrecked Knee. 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 Broken Bone (Major) , except all tests to avoid long-term effects automatically fail. Surgery (Average) is required for Extraction .
81-85	91-95	4	Shattered Shin. The bullet hits you square on the shin. The resulting splintered mess leaves the lower 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.	You gain <i>Prone</i> , <i>Stunned (2)</i> and <i>Bleeding (1)</i> . Also suffer a Broken Bone (Major) except all tests to avoid long-term effects are automatically failed. The open fracture also causes you to contract a Festering Wound . No Extraction is necessary.
86-90	96-105	4	Severe Thigh Wound. 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 Torn Muscle (Major) . Surgery will be required or the injury will heal only partially, leaving you with a permanent penalty of -1 to M and -10 to any Tests using that leg. No Extraction is necessary.
91-93	106-115	4	Wrecked Foot. 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</i> and <i>Stunned (2)</i> . The foot is useless – Amputation (Difficult) . After the encounter you'll need to pass a Challenging (+0) Toughness Test to avoid having the foot go gangrenous, in which case you'll need Surgery (Average) to amputate the foot within one week or you'll contract Blood Rot as the dead tissues poison your body. No Extraction is necessary.
94-96	116-120	5	Severed Femoral Artery. 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 Surgery to remove. If you fail to bleed to death, you'll suffer a Torn Muscle (Major) . Surgery (Hard) is required for Extraction .
97-99	121-125	5	Amputation Case! 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</i> and <i>Stunned (3)</i> . The leg is useless – Amputation (Hard) . After the encounter you'll need Surgery (Difficult) within a week as the leg will have to be amputated at the hip or you'll contract Blood Rot as the extremity turns gangrenous. No Extraction 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.
100	126+	D	A Right Mess! The bullet performs acrobatics in your pelvic area, having entered through the hip. It 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.	Considering the current non-functionality of your various lower body organs, you're probably best off dead anyway!

Core	UIA	W	Description	Additional Effects
01-10	01-03	T	I Felt The Draft. 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	Noggin' Rung. 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	Black Eye. 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	Broken Nose. 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	Mashed Ear. 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 Fellowship 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	Scalp Flap. 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	Burst Eardrum. 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	Neck Smash. 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 Agility for the rest of the encounter.
51-55	36-40	3	Face Crunch. The blow crumples one cheekbone and fractures part of the maxillary bone, making your previously flawless face a bit lopsided to look at.	Pass an Easy (+40) Endurance Test or go <i>Unconscious</i> . Otherwise gain <i>Stunned (2)</i> .
56-60	41-45	3	Broken Teeth. 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	Busted Jaw. 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	Crushed Larynx. 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	Concussion. 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	Whip-Lash Trauma. 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 Agility .
81-85	66-75	4	Fractured Skull. 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.

Core	UIA	W	Description	Additional Effects
86-90	76-80	4	Fractured Orbit. 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	Burst Eye. 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!	Your gain <i>Stunned (3)</i> and your eye is lost – Amputation (Hard) .
94-96	86-94	5	Depressed Skull Fracture. 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	Brain Damage. 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.
100	100+	D	Splattered All Over The Place. 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.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Numbed Fingers. 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	Jarred Arm. 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	Funny-Bone Injury. 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	Bruised Muscle. 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	Mashed Fingers. 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	Bone Bruise. 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	Broken Fingers. 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	Broken Wrist. 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	Dislocated Thumb. 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	Broken Upper Arm. A clean break of your humerus (upper arm bone) is accompanied by a sickening crack. The arm drops limply at your side. Your opponent is no doubt grinning.	You suffer a Broken Bone (Minor) . 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 Agility Tests .
61-65	81-85	3	Dislocated Shoulder. 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	Forearm Fracture. 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	Dislocated Elbow. 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.

Core	UIA	W	Description	Additional Effects
76-80	96-109	4	Complicated Fracture. 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 Agility Tests .
81-85	110-115	4	Broken Elbow. 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	Severed Artery. 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	Broken Forearm. 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	Crushed Hand. 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	Ruined Shoulder. 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) .
100	136+	D	Smashed! 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.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Oomph! You are winded but undeterred!	You take your next Action last in the turn.
11-20	11-20	1	Rib Contusion. 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	Solar Plexus Hit. 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	Broken Rib. 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	Hip Contusion. 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	Cracked Pelvis. 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	Contused Kidney. 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	Groin Hit. 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	Broken Collarbone. 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	Multiple Rib Fractures. 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	Cracked Shoulder Blade. As you try to twist away from your foe's weapon, you still take a mighty whack across the back of your shoulder.	Roll randomly for side, left or right. The arm on that side counts as having a Broken Bone (Minor) .
66-70	66-70	3	Cracked Sternum. 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	Fractured Vertebrae. 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	Punctured Lung. 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	Internal Bleeding. 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	Burst Intestine. 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	Spinal Injury. 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	Pierced Pericardium. 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.

Core	UIA	W	Description	Additional Effects
97-99	111-115	5	Flail Chest. 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 and ineffectual lung inflation being the result.	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 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.
100	116+	D	Squashed Like A Bug! 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!

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	How High? 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	Toe Whack. 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	Glancing Blow. 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 Agility Tests for the rest of the encounter.
26-30	26-40	1	Knee Smack. An unfair blow cuts your leg out from under you.	You gain <i>Prone</i> .
31-35	41-45	1	Hip Bash. 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 Agility for the rest of the encounter
36-40	46-50	1	Bruised Shin. 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 Agility for the next 1d10/2 days.
41-45	51-55	2	Bruised Thigh. 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	Broken Ankle. Your ankle breaks with a nasty snap.	You suffer a Broken Bone (Minor) .
51-55	61-65	2	Fractured Foot. 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	Smashed Toe. Your opponent's weapon comes down hard, flattening one or more toes, leaving them hanging by shreds of tissue.	You lose 1d10/3 toes (round up) – Amputation (Average) .
61-65	71-75	3	Dislocated Kneecap. 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	Fractured Pelvis. 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	Broken Hip. 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	Broken Femur. 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	Shin Fracture. 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	Shattered Kneecap. 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.

Core	UIA	W	Description	Additional Effects
91-93	106-115	4	Shattered Foot. 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	Snapped Lower Leg. 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</i> , <i>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	Severed Artery. 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</i> , <i>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.
100	126+	D	Crunch! 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.

Core	UIA	W	Description	Additional Effects
01-10	01-03	T	Heroic Scar. 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	Clipped Ear. 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	Glancing Blow. 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	Slash Across The Forehead. 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	Nicked Vein. 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	Chipped Brain Pan. 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	Severed Ear. 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	Facial Wound. 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	Flapping Cheek. 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	Cleft Jaw. 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	Damaged Eye. 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	Injured Trachea. 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	Disfigurement. 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	Neck Injury. 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	Blinded. 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).

Core	UIA	W	Description	Additional Effects
86-90	76-80	4	Spurting Wound. Your foe lodges his blade in the angle between 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.	Gain <i>Bleeding (3)</i> . Also, until you've had Surgery , even after all Bleeding 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	Severed Tongue. 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	Lost Eye. 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	Split Skull. 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.
100	100+	D	Decapitation. 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.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Jarred Arm. 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	Minor Cut. A long but shallow wound is opened along your arm, bleeding freely.	Gain <i>Bleeding (1)</i> .
21-25	21-25	1	Sliced Muscle. 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	Biceps Injury. 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	Bleeding Hand. 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	Forearm Injury. 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	Tissue Loss. 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	Nerve Damage. Your foe's blade finds important nerves and blood vessels nestled between the bones of your forearm, not quite managing to completely sever those important structures, yet badly weakening your grip.	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . You also suffer a Torn Muscle (Major) .
51-55	61-75	3	Gaping Wound. 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	Severed Clavicle. 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	Lost Finger. 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	Split Hand. 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	Busted Arm. 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	Ruined Elbow. 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)</i> and <i>Bleeding (2)</i> . Also, you suffer a Broken Bone (Major) .

Core	UIA	W	Description	Additional Effects
81-85	110-115	4	Ruined Hand. You suddenly become less accomplished at math as your foe cuts half your hand off. If you still have both feet you can count to ten on your toes instead.	Gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . You also lose 1d10/2 fingers – Amputation (Challenging) . If five fingers are lost you lose the entire hand.
86-90	116-120	4	Ruined Shoulder. 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 <i>Fatigued Condition</i> per week until your deflated lung has inflated again.
91-93	121-125	5	Severed Wrist. 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	Useless Arm. 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	Severed Arm. 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>
100	136+	D	Dismemberment. 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.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Torn Clothing. 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	Oomph! 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	Shallow Gash. Whether diagonal, vertical or horizontal, it is quite painful and bleeds freely.	Gain <i>Bleeding (1)</i> .
26-30	26-30	1	Pectoral Injury. 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	Cut To The Hip. 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	Back-Smash. 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	Tummy Slice. 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	Groin Job. 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	Shoulder Injury. 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	Exposed Ribs. 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	Severed Ribs. 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	Pneumothorax. 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	Cracked Sternum. 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 Conditions</i> 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	Liver Laceration. 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	Holed Intestine. 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.

Core	UIA	W	Description	Additional Effects
86-90	86-90	4	Sucking Chest Wound. 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 the wound act as a valve. As air builds up it starts obstructing the workings of the other lung and heart.	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 (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	Lower Spine Injury. 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	Spilled Entrails. 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	Split Open. 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.
100	116+	D	Red Ruin. 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.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Damaged Shoe. 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 Agility Test you do your next turn. If you're not wearing any footwear the penalty becomes -20.
11-20	11-20	T	Shin Hit. 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 Agility Tests for the next 1d10 turns.
21-25	21-25	1	Calf Wound. 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 Agility Tests .
26-30	26-40	1	Minor Cut. Your opponent's blade lays open your leg, causing blood to flow freely.	Gain <i>Bleeding (1)</i> .
31-35	41-45	1	Hip Strike. 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	Lacerated Foot. 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	Hewn-Open Thigh. 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	Lacerated Hamstrings. 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	Cut To The Knee. 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	This Little Piggy. 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	Cracked Shin. 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	Severed Achilles Tendon. 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	Severed Hamstrings. 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	Groin Slash. 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	Femoral Artery. 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	Wrecked Knee. 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 Agility for any Tests requiring use of the leg.

Core	UIA	W	Description	Additional Effects
91-93	106-115	4	Heel! 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	Severed Foot. 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	Call Me Stumpy. 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) .
100	126+	D	Timber! 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.

Core	UIA	W	Description	Additional Effects
01-10	01-03	T	Hot Air. A wave of heat curls some of your facial hairs but you are otherwise unscathed.	You take a penalty of -10 to your next rolled Test.
11-20	04-06	1	Heat Wave. Your eyebrows crinkle and your face reddens from a close call with flaming death!	You may not take an Action on your next turns as you flinch from the heat.
21-25	07-09	1	My Hair! Your hair catches fire! (If you're bald, a hat or a beard will burn just fine instead.)	You drop anything held in your primary hand to beat the flames out. You can take a normal Action on your next turn.
26-30	10-15	1	Blistered Cheek. Your cheek blisters from the intense heat.	You take a penalty of -10 to any Tests you make until the end of your next turn.
31-35	16-20	2	Beard Blaze! Your facial and/or head hair really catches, going up in a burst of flame.	You gain <i>Blinded (2)</i> and must spend your next Action (requiring at least one free hand) beating the blaze out.
36-40	21-25	2	Who Knew Ear Wax Burned So Well?! All you can hear is the sound of crackling flames!	A living proof that any kind of wax will make a good candle, you gain <i>Deafened (2)</i> and suffer a penalty of -10 to all Tests until the Deafened Condition has been fully removed.
41-45	26-30	2	Temporarily Blinded. Half of your face blisters. One particularly large blister forms over your eyelid which swells and throbs.	Gain <i>Stunned (1)</i> . One eye is completely blinded (see under Amputated Parts) until the end of the encounter.
46-50	31-35	2	Burnt Ear. One ear chars and sizzles, leaving only ugly blackened remains of it.	Gain <i>Deafened (2)</i> , with one Condition removed at the end of each day. Also, you suffer a penalty of -5 to your Fellowship whenever your crisped ear is visible.
51-55	36-40	3	Fiery Inhalation. You gasp and inadvertently inhale blistering air and flame, scorching your mouth and throat.	Gain <i>Stunned (2)</i> . After removing the Stunned Conditions you gain <i>Fatigued (1)</i> , as usual, except it'll last one full week due to swollen airways.
56-60	41-45	3	Disfiguring Scars. Your face is forever scarred by horrible burns. Thankfully, you managed to squeeze your eyes shut, saving your sight.	You suffer a permanent penalty of 5 + 1d10/2 to your Fellowship .
61-65	46-50	3	Toasted Hearing Appendage. You take a blast to the side of your head, burning away one ear and crisping the inner ear as well.	You suffer the loss of one ear – Amputation (Average) . Also, for the rest of the encounter you gain <i>Fatigued (2)</i> from the dizziness as the fluids in the loop-shaped canals in your inner ear temporarily boil.
66-70	51-55	3	Corneal Damage. The corneas, the transparent front part of your eyeballs, blister as you barely fail to close your eyes in time.	Gain <i>Blinded (3)</i> . At the end of each of the next three days you need to pass an Average (+20) Endurance Test to remove one Condition. Failure makes one <i>Blinded Condition</i> permanent as your corneas scar and cloud. Any magical healing removing the Conditions will make the Test unnecessary.
71-75	56-60	4	Hot Lips. The lower part of your face takes terrible damage, burning away your lips, damaging your cheek muscles and scorching your tongue.	This counts as a Broken Bone (Major) as the muscles controlling your lower jaw and tongue try to recover from the broiling. Also, you suffer a permanent penalty of -20 to your Fellowship whenever your disfigured lipless mouth is visible.
76-80	61-65	4	Heat Shock. A ball of flame burns your scalp to the bone, almost boiling your brain inside the skull.	Pass a Hard (-20) Endurance Test or gain <i>Unconscious</i> from heat shock. If successful, instead gain <i>Fatigued (2)</i> . You also suffer a Festering Wound and will never regrow your head hair, suffering a penalty of -10 to your Fellowship whenever the exposed bone of your skull becomes obvious.
81-85	66-75	4	Cooked Eye. The blast of flame sears one side of your face, boiling one eyeball in its orbit.	Gain <i>Stunned (3)</i> . You also lose the eye – Amputation (Hard) . Apart from any Fellowship loss due to the lost eye you suffer an additional penalty of -10 to your Fellowship due to extensive scarring on that side of your face.
86-90	76-80	4	Spinal Blaze. A white-hot jet of flame bores its way into the back of your neck, stunning your spinal cord. You hear strange noises inside your head as cerebrospinal fluid bubbles and boils!	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 Difficult (-10) Toughness Test to recover, removing the Condition. You also contract a Festering Wound due to the deep burn.

Core	UIA	W	Description	Additional Effects
91-93	81-85	5	Burned Airways. You inhale to scream out your pain as the fire wash over you, sucking the flames deep into your lungs...	Gain <i>Stunned (3)</i> and <i>Fatigued (3)</i> . You get to roll once every week for the next three weeks, a Challenging (+0) Endurance Test , to remove one <i>Fatigued Condition</i> . Failure makes one <i>Fatigued Condition</i> permanent as your lungs and airways scar and turn fibrous and stiff. Regardless, you also contract Blood Rot from pneumonia as bacteria thrive in your pus-filled airways.
94-96	86-94	5	Horrible Burns. The flesh of your head and face blackens, cracks and peels as it fries under the relentless energies unleashed by your foe! If you survive this encounter you will be unrecognizable as the person you once were, or even as a human being!	Pass a Hard (-20) Endurance Test or gain <i>Unconscious</i> , otherwise gaining <i>Stunned (4)</i> , <i>Blinded (4)</i> and <i>Deafened (3)</i> . Roll an additional Challenging (+0) Endurance Test for each eye, ear and also your nose. Failure means you lose that part (see under Amputated Parts). The total loss of Fellowship for that cannot be less than a penalty of -30 as the scarring is very extensive even if individual features have survived.
97-99	95-99	5	Brain Damage. You barely manage to turn away in time to save your face, but the massive impact of thermal energy still partly cooks your brain inside your skull.	Gain <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. You also suffer a Festering Wound and will never regrow your head hair, suffering a penalty of -10 to your Fellowship whenever the exposed bone of your skull becomes obvious.
100	100+	D	Burnt Match Look-Alike. A blast of fire reduces your head to a greasy cloud of smoke, leaving only the blackened stump of your neck. The rest of your body drops limply to the ground, clothes smoldering.	Your life literally just went up in a cloud of smoke!

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Finger Warmer. Heat engulfs your hand but you manage to snatch it away before it becomes unbearable!	You suffer a penalty of -10 to your next rolled Test.
11-20	11-20	1	Hot-Hot-Hot! The clothes covering your arm catch fire. (A leather wristband, arm hair, fur or any held object can also catch fire if you're not wearing any clothing.)	Drop anything held in that arm so nothing impedes the furious waving necessary to put the fire out. You may still take a normal Action on your next turn.
21-25	21-25	1	Feel The Burn! Flames lick your upper arm, sending a blast of hot air into your face.	Gain <i>Blinded (1)</i> .
26-30	26-40	1	Blistered Hand. Blisters form on the back of your hand, popping and leaking fluid.	You suffer a penalty of -10 to any Test using that arm until the end of your next turn.
31-35	41-45	2	A Light Toasting. Flames roll along your arm from wrist to shoulder, passing too quickly to burn deeply, still leaving your arm red and throbbing.	You suffer a penalty of -10 to any Tests using that arm for the rest of the encounter.
36-40	46-50	2	Burnt Fingers. A wash of flame catches the outer digits on the ulnar side of your hand, severely burning them.	Pass a Challenging (+0) Endurance Test or drop anything held in that hand. Also, 1d10/5 fingers will be useless (see under Amputated Parts) for one week.
41-45	51-55	2	Flame-Grilled Shoulder. Fire crisps the skin over the shoulder blade, red and bleeding meat visible through the cracks.	Gain <i>Stunned (1)</i> . You also contract a Minor Infection due to the extensive skin loss.
46-50	56-60	2	Lightly Charred Appendage. The skin of your palm peels off in blackened shreds, exposing seeping red muscle and white tendons.	Your hand is useless (see under Amputated Parts) for the rest of the encounter.
51-55	61-75	3	Skin Peel. Most of your lower arm is covered in blisters that quickly start joining each other in large swathes of dead skin. It begins to come off in large shreds, exposing the raw tissues underneath.	Gain <i>Stunned (1)</i> . You also suffer the effects of a Torn Muscle (Minor) as your skin tries to grow back.
56-60	76-80	3	BBQ Pit. The smell of burnt hair surrounds you as flames torch your armpit. This unlucky location causes great discomfort, with a combination of huge blisters and exposed seeping flesh making any movement of the arm too painful to contemplate as newly formed crusts keep cracking and bleeding.	Gain <i>Stunned (1)</i> . The arm is useless (see under Amputated Parts) for one week, until enough new skin has formed.
61-65	81-85	3	Blackened Finger. You yank your hand away from a red-hot blast, thinking yourself lucky until you notice the one finger that didn't make it out of the danger zone in time...	You lose one finger – Amputation (Easy) . The blackened twig-like remains of it soon fall off of itself.
66-70	86-90	3	Shoulder Impact. A tongue of flame impacts your shoulder, burning your deltoid muscle deeply and causing flash burns to that side of your face.	Gain <i>Blinded (2)</i> and suffer a Torn Muscle (Major) .
71-75	91-95	4	Biceps BBQ. Fire engulfs your upper arm, eating away at muscle and tendons.	Gain <i>Stunned (2)</i> and suffer a Torn Muscle (Major) .
76-80	96-109	4	Debridement Case! Your elbow joint suffers the full wrath of your foe's deadly energies, muscle attachments and tendons crisping and curling under the assault.	Your arm is useless (see under Amputated Parts) for the rest of the encounter. Afterwards it'll count as having suffered a Torn Muscle (Major) . However, unless you receive Surgery within one week to painfully debride (cut away dead tissue) and straighten contracted muscles and tendons, only partial healing will be possible.
81-85	110-115	4	Exploded Hand. Your hand takes the brunt of a fiery impact, sending fingers and shreds of charred flesh flying.	Roll 1d10/5 plus one for the number of fingers lost – Amputation (Average) . The hand will be useless for the rest of the encounter, regardless of how many fingers still remain.
86-90	116-120	4	Charbroiled Arm. Flames charbroil the length of your arm, fusing muscle, tendons and remains of clothing into a charred mess. Pain quickly fades to numbness as free nerve endings in the skin are devoured by the fire.	Gain <i>Stunned (2)</i> and contract a Festering Wound . You also suffer a Torn Muscle (Major) except only partial healing is possible due to the amount of lost muscle and the stiff scar tissue that will replace it.
91-93	121-125	5	Blackened Stump. A jet of fire reduces your hand to a brittle husk of its former self. The better part of it crumbles to ash, leaving a black lump with a few metacarpal bone ends sticking out.	Gain <i>Stunned (3)</i> . You lose the hand – Amputation (Challenging) .

Core	UIA	W	Description	Additional Effects
94-96	126-130	5	Amputation By Fire! A river of flame surges over your arm, slicing through your upper arm like a cutting torch, not that you would know what a cutting torch is, living as you do in a regrettably low-tech fantasy world.	Pass a Challenging (+0) Endurance Test or gain <i>Unconscious</i> , otherwise gaining <i>Prone</i> and <i>Stunned (4)</i> . You lose the arm – Amputation (Difficult) .
97-99	131-135	5	Compartment Syndrome. Although looking rather nasty, the burn wound to your arm is about to turn even nastier! Interstitial pressure starts building up inside a major fascial compartment due to swelling and intramuscular edema. Insufficient blood supply leads to oxygen deprivation and necrosis!	Gain <i>Stunned (3)</i> . The arm is useless (see under Amputated Parts). If you don't receive Surgery within 48 hours to open up the compartment and relieve pressure you'll lose the arm permanently and contract Blood Rot as gangrene sets in. If you receive successful Surgery the injury will count as a Torn Muscle (Major) , although only partial healing will be possible.
100	136+	D	Conflagration! A ball of fire envelops half your body. You are thrown to one side, the arm a shriveled stump and the whole side of your body charred black.	You're toast...literally!

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Hot Enough For You? Body hair crinkle from the extreme heat, but you are otherwise unharmed.	You suffer a penalty of -10 to your next rolled Test.
11-20	11-20	1	Close Call. You stumble backwards from a wave of heat and flame.	You may not take an Action on your next turn.
21-25	21-25	1	Duck And Cover! Flames start licking your clothing but you manage to put them out by the old expedient of rolling on the ground.	Gain <i>Prone</i> . Should you choose not to go Prone you instead gain <i>Ablaze (1)</i> .
26-30	26-30	1	Heat Rash! The flames raise blisters on your torso and set your clothing to smoking dangerously.	You suffer a penalty of -10 to all Tests taken until the end of your next turn.
31-35	31-35	1	Hearburn. A ball of fire impacts your belly, the flames thankfully diverging to the sides rather than shooting up into your face.	Gain <i>Stunned (1)</i> .
36-40	36-40	2	Twisted Back. You attempt to twist away from the ball of flame approaching and badly wrench your back in the process.	For the next month you gain <i>Stunned (1)</i> any time you take a hit to the Body Location.
41-45	41-45	2	Burning Clothes. Your clothes catch fire!	Gain <i>Ablaze (1)</i> , or gain one additional level if you are already <i>Ablaze</i> .
46-50	46-50	2	Burning Equipment. Not just your clothes but your gear is starting to smolder!	Gain <i>Ablaze (1)</i> , or gain one additional level if you are already <i>Ablaze</i> . If you are wearing anything flammable, like booze, gunpowder charges or paper, you lose it and gain an additional level of <i>Ablaze</i> . If not, the GM decides on some other item of gear worn or carried that gets destroyed or damaged.
51-55	51-55	2	I Didn't Inhale! A tongue of flame lashes you chest, some of it flashing up into your face, getting inhaled.	Gain <i>Stunned (1)</i> . After removing the Stunned Conditions you gain <i>Fatigued (1)</i> , as usual, except it'll last 1d10 days as your upper airways swell up.
56-60	56-60	3	Pectoral Pain! Your chest muscles blacken and sizzle under the impact of a jet of fire! Your pectorals happen to be a vital part of your shoulder musculature, so you'll find it both painful and difficult to perform those heroic mighty swings needed to vanquish your foes!	Roll randomly for side, left or right. You suffer a Torn Muscle (Minor) for the Arm Location on that side.
61-65	61-65	3	Belly Burn. Your abdominal muscles are badly burned, 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.
66-70	66-70	3	Scorcher! A rapid transfer of thermal energy heats up your chest armor to uncomfortable levels!	If you were wearing metal armor on your Body Location, such as chainmail or plate, you suffer a penalty of -20 to any Tests taken for the rest of the encounter or until you've removed the armor. If you were not wearing metal armor on your Body, count this result as the " <i>Explosive Impact!</i> " result instead.
71-75	71-75	3	Explosive Impact! The rapid expansion of superheated air causes a detonation that sends you flying!	Gain <i>Prone</i> and suffer a Broken Bone (Minor) .
76-80	76-80	4	Do You Feel The Burn? The fire catches you low, setting fire to your clothes, most specifically your pants! You feel the heat start to build up in some very uncomfortable areas...	Gain <i>Stunned (1)</i> . Also gain <i>Ablaze (1)</i> , or gain one additional level if you are already <i>Ablaze</i> . The damage to your dignity is immeasurably greater as your pants now consist only of the lower part of the leggings. Performing various bodily functions, as well as procreating, will be difficult and uncomfortable for a while due to heavy blistering both front and back.
81-85	81-85	4	Sizzling Muscles. Fire washes over you. Whether hit to the front or in your back, the flames burn chest muscles and/or shoulder muscles vital to your arm and shoulder function.	Gain <i>Stunned (2)</i> . Both your arms also gain a Torn Muscle (Major) . You contract a Minor Infection due to heavy loss of skin.
86-90	86-90	4	Spinal Burn. You take the impact in your back, against the lower spine. The heat temporarily stuns your spinal cord and you collapse as you lose all control and feeling in both legs!	Gain <i>Prone</i> , as well as <i>Ablaze (1)</i> , or one additional level if you are already <i>Ablaze</i> . Both your legs are useless (see under Amputated Parts). At the end of each turn you may roll a Hard (-20) Endurance Test to regain use of your legs. Apart from that, any Athletics Test you take to remove <i>Ablaze Conditions</i> will be one level harder while your legs are out of action.

Core	UIA	W	Description	Additional Effects
91-93	91-95	5	Fried Ribcage. You take a ball of fire straight to the chest. Your breastbone cracks and turns brittle from the heat, the cartilage connecting it to your ribs burning and sizzling. As the sternum is what basically connects your ribcage together this severely impacts your ability to both breathe and move properly!	Gain <i>Prone</i> and <i>Stunned (3)</i> . You also suffer a Broken Bone (Major) , except you automatically fail any rolls for long-term penalties.
94-96	96-110	5	Broiled Lungs. The fiery impact cooks your lungs straight through your thoracic wall. You also inhale some of the flames, causing your airways to start swelling and scarring.	Gain <i>Stunned (3)</i> and <i>Fatigued (3)</i> . You get to roll once every week for the next three weeks, a Challenging (+0) Endurance Test , to remove one <i>Fatigued Condition</i> . Failure makes one <i>Fatigued Condition</i> permanent as your lungs and airways scar and turn fibrous and stiff. Regardless, you also contract Blood Rot from pneumonia as bacteria thrive in your pus-filled airways.
97-99	111-115	5	Flash Cooked Intestines. A white-hot blast blows through your abdominal wall, flash cooking several yards of your intestines. You are hurled backwards with a large smoking hole in your belly!	Gain <i>Prone</i> , <i>Broken</i> and <i>Fatigued (3)</i> . Your M is reduced to 1 and you cannot perform any physical Actions at all. Unless you receive magical healing equivalent to Surgery* within 24 hours you'll expire, otherwise suffering a permanent penalty of -15 to T and S as well as -2 to W plus a significant weight loss due to your now severely shortened digestive tract.
100	116+	D	Explosive Conflagration! A huge ball of fire impacts your chest. For a brief moment flames shoot out of your mouth, then the resulting explosive conflagration engulfs you totally, leaving little but a scorched skull and some broiled limbs lying amidst a couple of blackened ribs and vertebrae.	"Ashes to ashes" certainly describes your current state rather well, don't you think?

* See page 4 on magical healing for which spells and prayers can count as Surgery, but generally speaking any healing spell or Miracle capable of recovering multiple lost Wounds is considered equivalent to Surgery.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Jump! You are forced to make an undignified leap to avoid the river of flame passing along the ground underneath you.	You take your next Action last in the turn.
11-20	11-20	T	Outch-Outch-Outch! Your footwear briefly catches on fire. (Body hair, fur, leg bangles or pretty much anything will do for the unshod.)	Your M is halved on your next turn as you do a little dance to put the fire out.
21-25	21-25	1	Foot Blister. The heat causes a huge fluid-filled blister to form under the sole of your foot.	You suffer a penalty of -10 to any Agility Tests you take until the blister pops in 1d10 turns.
26-30	26-40	1	Licked By Flame! Flames lick your leg, crinkling hairs and charring clothing.	You suffer a penalty of -10 to all Tests taken until the end of your next turn.
31-35	41-45	1	Heat Blast. A blast of heat causes your thigh to cramp and twitch, the flesh reddening and the skin peeling.	You suffer a penalty of -1 to your M and -10 to Agility for the rest of the encounter.
36-40	46-50	1	Baked Shoe. Your footwear takes a grilling, causing it to fail just as you put your foot down. The foot goes one way, the sole of the footwear another!	Gain <i>Prone</i> . If you're not wearing any footwear you also gain the effects of the "Foot Blister" result.
41-45	51-55	2	A Proper Peeler! Dead skin and flesh peel from your lower leg, leaving exposed red tissue that seeps and sticks to everything, forming crusts that constantly crack and bleed.	You suffer a penalty of -2 to your M and -20 to any Agility Tests for one week, until some skin has started growing back.
46-50	56-60	2	Yikes! A blast of flame passes between your legs, your inner thighs reddening and blistering.	Gain <i>Stunned (1)</i> .
51-55	61-65	2	Burnt Leg. The outside of your thigh roasts from a glancing hit by a ball of fire.	You suffer a Torn Muscle (Minor) .
56-60	66-70	2	Lost Toe. You only barely snatch your foot out of the way as a blast craters the ground/sets the floor on fire/ blackens the paving stones...or maybe not entirely out of the way?	You lose one toe – Amputation (Easy) .
61-65	71-75	3	Bathed In Fire. Flames wash over your legs, then start licking up over your torso as well, as they take hold on your clothes.	Gain <i>Ablaze (1)</i> , or gain one additional level if you are already <i>Ablaze</i> .
66-70	76-80	3	Burnt Foot. The upper side of your foot is torched, skin and tendons crinkling under the jet of flame.	You gain <i>Stunned (2)</i> and suffer a Torn Muscle (Minor) . You also contract a Minor Infection due to the deep burn and loss of skin.
71-75	81-85	3	Broken Ankle. You try to leap aside as a ball of fire causes a glancing hit, the near miss throwing you to the side. Your ankle snaps as you land badly!	Gain <i>Stunned (1)</i> and <i>Prone</i> . You also suffer a Broken Bone (Minor) .
76-80	86-90	4	Fire Below! Flames engulf your whole leg, setting fire to clothing and footwear. Skin and muscle start charring, shreds of blackened tissue and clothing sailing off on the wind.	Gain <i>Ablaze (1)</i> , or gain one additional level if you are already <i>Ablaze</i> . You also suffer a Torn Muscle (Major) .
81-85	91-95	4	Exploded Foot. Your foot is punched out from under you, causing an undignified crash as you tumble to the ground. When you look down at the foot it seems to be distinctly smaller than before...	Gain <i>Prone</i> . You lose 1d10/2 toes – Amputation (Average) .
86-90	96-105	4	Debridement Case! The back of your leg suffers severe burns, the large hamstrings muscles and the tendons at the back of the knee crisping and curling as they are eaten away by the ferocious flames.	Gain <i>Stunned (2)</i> and <i>Prone</i> . Your leg is useless (see under Amputated Parts) for the rest of the encounter. Afterwards it'll count as having suffered a Torn Muscle (Major) . However, unless you receive Surgery within one week to painfully debride (cut away dead tissue) and straighten contracted muscles and tendons, only partial healing will be possible.
91-93	106-115	4	Grilled Calf. Flames eat away a large part of your calf, leaving your lower leg both blackened and markedly thinner than before.	You gain <i>Stunned (2)</i> . You also suffer a Torn Muscle (Major) , except only partial healing is possible due to extensive tissue loss.
94-96	116-120	5	Burnt-Off Leg. Your knee gets in the way of deadly elemental energies and pays the price. For a moment your lower leg remains attached to the upper, and then they part ways in a puff of ash!	Gain <i>Stunned (3)</i> and <i>Prone</i> . You lose the leg – Amputation (Hard) . The charred and skinless stump also causes you to contract a Festering Wound .

Core	UIA	W	Description	Additional Effects
97-99	121-125	5	Compartment Syndrome. Your thigh takes a proper toasting, leaving it looking over-cooked and swollen. Interstitial pressure starts building up inside a major fascial compartment due to swelling and intramuscular edema. Insufficient blood supply leads to oxygen deprivation and necrosis!	Gain <i>Stunned (3)</i> and <i>Prone</i> . The leg is useless (see under Amputated Parts). If you don't receive Surgery within 48 hours to open up the compartment and relieve pressure you'll lose the leg permanently and contract Blood Rot as gangrene sets in. If you receive successful Surgery the injury will count as a Torn Muscle (Major) , although only partial healing will be possible.
100	126+	D	Kablooie! Your leg is completely blown off at the hip by a blast of flame, the fire eating the flesh away from a large part of your pelvis. Boiling blood ruptures the roasted major arteries in your abdomen, causing an explosion of steaming blood as you drop to the ground, both broiled and shredded!	You are broiled, shredded, unsightly and very much dead.

Core	UIA	W	Description	Additional Effects
01-10	01-03	T	You Flinched! Your opponent's stab passes so close to your eye you're certain you must have lost a couple of eyelashes!	If you fail a Challenging (+0) Cool Test your next Action may not be an attack.
11-20	04-06	1	Pricked Cheek. A shallow stab wound appears in your cheek, courtesy of your wily enemy.	You suffer a penalty of -10 to your next rolled Test as you contemplate how close to your eye that one came.
21-25	07-09	1	Split Nose Tip. The tip of your opponent's weapon neatly bisects the very end of your nose. You find this very upsetting.	You become so enraged you suffer a penalty of -10 to all Tests until the beginning of your next turn. Also, the resulting prominent scar lowers your Fellowship by -5 until it falls off in a week's time.
26-30	10-15	1	Slashed Chin. The point of your enemy's weapon scores a line of red across your chin, bisecting any beard you may have.	You stumble backwards and must pass an Average (+20) Athletics Test or gain Prone .
31-35	16-20	2	Ripped Ear. Your foe's thrust glances along the line of your jaw, barely missing your carotid artery before tearing into your ear, removing a good piece of it, as well as any earring you were wearing.	<i>Gain Bleeding (1)</i> and a -5 penalty to Fellowship whenever your mangled ear is obvious. A nice hat or a new haircut is an obvious solution to hide your embarrassment.
36-40	21-25	2	Sliced Eyelid. Your eye barely escapes serious harm but your eyelid is lacerated.	You gain <i>Blinded (2)</i> .
41-45	26-30	2	Forehead Stab. You manage to duck enough to prevent having an eye put out, but the point of your enemy's weapon still crunches into your forehead. Luckily the penetration is shallow, but like most head injuries it bleeds profusely, blood pouring into your eyes.	You gain <i>Bleeding (1)</i> and <i>Blinded (2)</i> , the latter of which cannot be removed until the Bleeding Condition has been removed.
46-50	31-35	2	Vocal Apparatus Injury. A potentially lethal stab to the neck fails to go deep enough. However, either your vocal cords or the recurrent laryngeal nerve controlling them is damaged. Your voice will forever more sound hoarse and rasping.	You gain <i>Bleeding (2)</i> . Also, due to your altered voice quality you will suffer a permanent penalty of -5 to any Fellowship Tests requiring smooth talking.
51-55	36-40	3	Scalp Wound. Your foe's weapon scrapes along your skull, tearing a long hideous furrow through your scalp. Your whole head is soon covered with blood.	You gain <i>Bleeding (2)</i> and <i>Blinded (2)</i> . If you ask your GM nicely he may allow the hair along the scar to come out pure white, giving you a dashing white streak to set you off from the common crowd.
56-60	41-45	3	Neck Vein. Your foe prepares to celebrate your imminent demise as he stabs through a blood vessel in your neck. Luckily the gush of blood is the dark red flow of a large vein rather than the bright crimson spurts of a severed carotid artery.	You gain <i>Bleeding (3)</i> .
61-65	46-50	3	Stabbed In The Face! Your foe's weapon crunches into your face, penetrating into the sinuses of your upper jaw bone near the nose. You'll have a heck of a scar!	You gain <i>Stunned (2)</i> . Also, you need to pass an Average (+20) Endurance Test or contract a Festering Wound .
66-70	51-55	3	Stabbed In The Mouth! Your opponent's thrust pierces your cheek and shatters several teeth as it goes through.	Lose 1d10 teeth – Amputation (Challenging) .
71-75	56-60	4	Lacerated Neck Muscles. Your foe's weapon slices into the muscles on the side of your neck. The resulting imbalance in the amount of working muscle fibers makes your head feel decidedly wobbly on your shoulders.	Trying to keep your head moving in the direction you want it as you duck and weave through the battle is distracting enough to cause you to count as <i>Fatigued (1)</i> . Also gain <i>Bleeding (1)</i> .
76-80	61-65	4	Split Jaw. Your evilly grinning enemy slams his weapon into the side of your face near the angle of your lower jaw, splitting the bone near the hinge of the mouth.	You suffer a Broken Bone (Minor) . Also, your lower jaw is now disturbingly unstable and so distracting that you suffer a -10 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.
81-85	66-75	4	Ear Puncture. Your opponent, by intent or accident, thrusts his weapon into your ear. Its tip temporarily jams in the bony parts of the ear canal before being withdrawn, but your inner ear is quite ruined.	You gain <i>Stunned (1)</i> , the subsequent <i>Fatigued</i> Condition gained after removing the <i>Stunned</i> Condition explained by your now disturbed sense of balance due to the damage to your inner ear. Also, you lose the ear – Amputation (Easy) .
86-90	76-80	4	Ruined Mouth. Your unreasonably mean foe rams his weapon into your mouth, shattering teeth and severing your tongue. At least now he doesn't have to listen to your taunts.	You gain <i>Stunned (1)</i> and <i>Bleeding (2)</i> . Also, lose 1d10 teeth and your tongue – Amputation (Challenging) .
91-93	81-85	5	Pierced Eye. A malicious poke in the eye bursts your eyeball!	You gain <i>Stunned (2)</i> and <i>Blinded (3)</i> . Also, lose the eye – Amputation (Hard) .

Core	UIA	W	Description	Additional Effects
94-96	86-94	5	Deep Neck Wound. A deep thrust to the neck tears through blood vessels and windpipe. You start to choke on your own blood in a most dramatic (and for you foe highly entertaining) manner.	You gain <i>Stunned (1)</i> , <i>Fatigued (2)</i> and <i>Bleeding (2)</i> , the latter of which requires Surgery to remove. Also, due to damaged vocal cords you'll suffer a permanent penalty of -10 to any Fellowship Tests requiring smooth talking.
97-99	95-99	5	Brain Damage. Your enemy's blade crunches through your temple, penetrating to the brain. The resulting cerebral trauma comes with disturbing changes to your personality.	You gain <i>Unconscious</i> . There is a 50% chance the thrust went through your eye socket rather than the temple, in which case you also lose an eye (see under Amputated Parts). 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. You must also pass a Challenging (+0) Endurance Test or contract Blood Rot due to meningitis from the bacteria deposited inside your skull by the weapon.
100	100+	D	Split Open! Pick a spot – either neck, mouth or the bridge of your nose between your eyes. That's the entry point. The exit point is the back of your head. There; we have now determined the path of your victorious foe's weapon!	You couldn't possibly be any more dead.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	A Close Shave. Your enemy's weapon splits a couple of the hairs on the back of your hand.	You must pass a Challenging (+0) Cool Test or suffer a penalty of -10 to your next rolled Test as you stare at the offending hairs.
11-20	11-20	1	Slashed Hand. The tip of your foe's weapon slashes across the back of your hand. All the important tendons survive but you lose your grip on whatever you held in that hand as you yank it away.	You must pass a Challenging (+0) Endurance Test or drop whatever you held in that hand. Even if you succeed you may not use that hand to attack as your next Action.
21-25	21-25	1	Sliced Skin. A poorly aimed swipe still parts skin, leaving glistening muscle tissue and tendons exposed and twitching. An unnerving sight!	You suffer a penalty of -10 to all Tests using that arm until you pass an Average (+20) Cool Test .
26-30	26-40	1	Pricked Bicep. A stab to your upper arm parts muscle fibers, weakening the limb.	You suffer a Torn Muscle (Minor) .
31-35	41-45	2	Pierced Deltoid. A quick thrust to the upper part of your arm damages the deltoid muscle and causes your hand to spasm as the large nerve descending from the brachial plexus is temporarily stunned from the blow.	You suffer a Torn Muscle (Minor) . Also, gain <i>Bleeding (1)</i> and pass a Hard (-20) Endurance Test to avoid dropping whatever you held in that hand.
36-40	46-50	2	Injured Hand. Your foe's well-aimed weapon drives into the meat of your palm, causing leaking blood to make your grip unreliaibly slippery.	For the rest of the encounter, at the beginning of each of your turns, roll 1d10/2 and subtract one. Then treat the hand as having lost that many fingers (see under Amputated Parts) during that turn only.
41-45	51-55	2	Perforated Muscle. Your enemy rams his weapon clear through your upper arm, piercing cleanly through one of the large muscles.	You suffer a Torn Muscle (Major) .
46-50	56-60	2	Pierced Shoulder. Your foe stabs into your shoulder, his weapon grinding against bone as it goes in.	You suffer a Torn Muscle (Minor) and gain <i>Bleeding (2)</i> .
51-55	61-75	3	Lost Finger. A thrust to the hand wrecks a finger joint or two. Either that or it severs several of the tendons inside the hand controlling the fingers. Regardless, you lose all finger function, whether the finger in question stays attached or is now rolling on the ground.	You lose 1d10/5 fingers – Amputation (Easy) .
56-60	76-80	3	Stab To The Inside Of The Elbow. Your enemy's weapon sinks into the soft tissues on the inside of the elbow...you know, the large artery and important nerves and stuff? Those soft tissues?	You suffer a Torn Muscle (Major) and gain <i>Bleeding (2)</i> .
61-65	81-85	3	Impaled Hand. Your opponent cleanly spits either your hand or your wrist on the end of his weapon. Ouch!	Your hand is useless (see under Amputated Parts). For healing purposes it counts as a Broken Bone (Minor) except you automatically fail any test for long-term effects.
66-70	86-90	3	Pierced Forearm. Your lower arm is impaled, the weapon passing between the radius and the ulna (the two long bones in the forearm). Luckily for you, the edges of the weapon passed between most of the nerves and blood vessels on its path, rather than severing them.	You gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . Your hand is useless for the rest of the encounter (see under Amputated Parts) and you also suffer a Torn Muscle (Minor) .
71-75	91-95	4	Ripped-Up Arm. The tip of your merciless enemy's weapon drives into the biceps muscle near your elbow, ramming deep and then tearing a path up along the bone almost all the way to your shoulder. It opens up a long, deep and hideous gash along the length of your upper arm. Horrid!	You gain <i>Stunned (2)</i> and <i>Bleeding (2)</i> . Your arm is useless for the rest of the encounter and you also suffer a Torn Muscle (Major) except only partial healing is possible without Surgery .
76-80	96-109	4	Split Elbow. Your foe's weapon slams into your elbow, severing the head of one of the long bones making up the joint and effectively jamming the whole elbow. Painful!	You gain <i>Stunned (2)</i> and suffer a Broken Bone (Major) .
81-85	110-115	4	Clipped Lung. Your opponent thrusts deep into your shoulder, his weapon going in under the collar bone, clipping the top of your lung which partly collapses. You find yourself suddenly short of breath.	Gain <i>Fatigued (2)</i> . Because it's only a rather minor pneumothorax you'll remove one <i>Fatigued Condition</i> each week spontaneously as the lung inflates itself back again.
86-90	116-120	4	Ruined Hand. Your adversary messily impales your hand, and not in a nice way. Rather than slipping between them, the edges of his point split most of the metatarsals making up the palm of your hand in half, taking with them every tendon and nerve controlling your fingers.	Roll 1d10. If the result is 5 or more, you lose the entire hand, otherwise that is how many fingers you lose. Amputation (Average) .

Core	UIA	W	Description	Additional Effects
91-93	121-125	5	Severe Shoulder Injury. Your foe drives his weapon clean through your shoulder, wrecking joint, muscles, nerves and blood vessels on its path before being stopped by your shoulder blade.	Gain <i>Stunned (3)</i> and <i>Bleeding (2)</i> . Your arm is useless. If you receive Surgery within a week it'll count as a Torn Muscle (Major) except only partial healing is possible; otherwise the arm remains useless (see under Amputated Parts).
94-96	126-130	5	Wrecked Forearm. Your brutal antagonist's weapon impales your forearm, severing the long radius bone as well as important blood vessels and nerves. The remaining long bone, the fibula, then also snaps as your opponent yanks out his weapon with a cruel twist of his wrist. This leaves half your lower arm dangling while the blood spurts. Very distressing!	Gain <i>Stunned (3)</i> and <i>Bleeding (3)</i> . You lose your hand – Amputation (Challenging) .
97-99	131-135	5	Stabbed In The Armpit! Your sneaky nemesis manages to slam his weapon in under your arm, severing the large brachial artery. Have you made your peace with Morr?	Gain <i>Stunned (2)</i> and <i>Bleeding (3)</i> , the latter of which requires Surgery to remove. Should you fail to bleed to death the arm will remain useless due to a wrecked brachial nerve plexus (see under Amputated Parts).
100	136+	D	Shish Kebab! Your triumphant enemy's weapon enters through or under your shoulder, driving deep into your body, impaling heart and lungs. The crimson deluge as he withdraws his weapon is most impressive!	You expire with a whimper, spitted like a lamb but not nearly as cute.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	A Mere Prick! Your grandfather's pocket watch, a belt buckle, a small book of Sigmarite hymns or some other possibly valuable object took most of the blow, and you get away with merely the tiniest prick, causing a single drop of blood to well up from the tiny puncture.	If on your next turn wish to do anything but attack the foe who inflicted this hit you'll have to first pass an Easy (+40) Cool Test .
11-20	11-20	1	One To The Chest. The Human (or Elf, or Dwarf, or Halfling) chest wall is actually quite thick, easily saving you from a rather lackluster thrust.	You flinch from the sudden pain and suffer a penalty of -10 to your next rolled Test.
21-25	21-25	1	One To The Belly. The Human (or Elf, or Dwarf, but particularly Halfling!) abdominal wall is actually quite thick, easily saving you from a rather mediocre stab on behalf of your erstwhile opponent.	You say "Ooomph!" and suffer a penalty of -10 to all Tests until the beginning of your next turn.
26-30	26-30	1	Widened Bellybutton. You look down to see that your foe has just significantly widened up your bellybutton. If you were equipped with an "outie" it has now been transformed into an "innie".	You stumble backwards and gain <i>Prone</i> .
31-35	31-35	1	Nicked Collarbone. A hasty thrust takes a chip out of your collarbone near the sternum.	Roll randomly for side, left or right. On your next turn you cannot perform any attack with that arm and suffer a -10 penalty to all other Tests.
36-40	36-40	2	Rib Rake. Your enemy tries to ram his weapon between your ribs but hits one of them square on. The tip rakes along it, tearing flesh and skin.	Gain <i>Bleeding (1)</i> .
41-45	41-45	2	Hip Strike. Your opponent's weapon tears a red trench along the bony crest of your hip, leaving yellowish-white bone visible.	Gain <i>Stunned (1)</i> .
46-50	46-50	2	Pierced Bladder. Clear yellow urine drips from your adversary's weapon as he withdraws it from your body. He just punctured your bladder! A faint smell of ammonia spreads around you.	Gain <i>Stunned (2)</i> . Fortunately for you, urine is mostly sterile so you only contract a Minor Infection from this violation of your bodily integrity. Also, until the wound has closed in a week or so you are prone to leaking, which reduces your Fellowship by -10 whenever you are near anyone with a sense of smell.
51-55	51-55	2	The Gall Of It! Your foe's weapon drives into the upper right quadrant of your abdomen, lacerating the gall bladder and spilling its contents into your abdominal cavity.	Gain <i>Stunned (2)</i> and <i>Prone</i> as you vomit violently. Also, you contract a Festering Wound .
56-60	56-60	3	Pierced Lung. The strike takes you just under the collarbone, piercing the top of your lung which partly deflates as blood and air enters the pleural space between lung and chest wall. You start gasping for air.	Gain <i>Fatigued (2)</i> which drops to <i>Fatigued (1)</i> after the end of the encounter. Because it's only a rather minor pneumothorax you'll get to remove the last <i>Fatigued</i> Condition after one week as the lung inflates itself back again.
61-65	61-65	3	Collapsed Lung. Your foe drives his weapon in between your ribs, ripping into one lung which collapses. You find yourself desperately short of breath.	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.
66-70	66-70	3	Groin Job! Your unspeakably evil enemy rams his weapon into the many and vulnerable blood vessels where thigh meets abdomen, the area also known as your groin. Very bloody, very painful!	Gain <i>Bleeding (2)</i> and <i>Stunned (2)</i> . There is much wincing among the witnesses to your misfortune.
71-75	71-75	3	Internal Bleeding. The tip of your antagonist's weapon pierces your liver or spleen, depending on whether he saw his opening against your right or left upper abdominal quadrant. The inflicted internal bleeding could well be your doom!	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.
76-80	76-80	4	Punctured Intestine. Your foe takes all the fun out of your life by ramming his weapon into your gut, slicing up your intestines and spilling fecal matter into your abdominal cavity.	Gain <i>Stunned (2)</i> and <i>Prone</i> . Also, you contract Blood Rot . You can't recover 2 of your lost Wounds until you've had Surgery .
81-85	81-85	4	Sucking Chest Wound. Your opponent plunges his weapon deep into your chest. 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 the wound act as a valve. As air builds up it starts obstructing the workings of the other lung and heart.	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 successful Surgery is applied your <i>Fatigued</i> Condition is immediately reduced to <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.

Core	UIA	W	Description	Additional Effects
86-90	86-90	4	Torn Diaphragm. Your adversary rams his weapon into your solar plexus, rupturing the diaphragm muscles that are your main breathing musculature, also damaging your abdominal aorta. It's even odds as to whether you die from suffocation or blood loss!	Gain <i>Fatigued (4)</i> and <i>Bleeding (2)</i> , the latter of which cannot be removed without Surgery . Should you fail to bleed to death, then for healing purposes it'll count as a Torn Muscle (Major) with partial healing reducing your Condition from <i>Fatigued (4)</i> to <i>Fatigued (2)</i> , but full healing still leaving you permanently <i>Fatigued (1)</i> .
91-93	91-95	5	Punctured Kidney. The blow punches through a couple of floating ribs in your side to lacerate a kidney. This results in massive blood loss as the kidney's job is to filtrate your entire blood volume over and over again. You're in trouble!	Gain <i>Stunned (2)</i> and <i>Bleeding (3)</i> , the latter of which cannot be removed without Surgery .
94-96	96-110	5	Broken Heart. A straight thrust to the middle of your chest takes off a fragment of your breastbone. What you're about to discover, to your great detriment, is that the fragment pierced the pericardial sac surrounding your heart.	Gain <i>Stunned (3)</i> . Every turn for the rest of the encounter there is a 10% chance the beating of your heart will migrate the fragment to where it'll lacerate your heart muscle, causing instant death. Should you survive the encounter you'll only have to roll once every day. Removing the fragment will require Surgery , which will count as resolving an internal issue, complete with associated risks, as per described under the Surgery Talent .
97-99	111-115	5	The Old Thrust And Twist! Your opponent slams his weapon into your belly, then twists it cruelly with a flick of his wrist to let air into the wound and break the suction of your abdominal muscles clamping around the blade, before tearing it out in a spray of blood and other more disgusting tissues.	Umm...no, that is not survivable. If you're out of Fate Points you may spend a Resilience Point instead, to twist away barely in time and take the foe's weapon into your side instead of straight into your gut. With your abdominal wall badly ripped but the abdominal cavity un-pierced, the effect would then be that you gain <i>Prone</i> , <i>Stunned (3)</i> and <i>Bleeding (1)</i> instead of a messy death. If the GM is nice your foe will still think you're dying and turn his attention elsewhere.
100	116+	D	Impaled! In one side and out the other. Your foe has to pull mightily to free his weapon, but you just can't seem to care as your vital organs were in the way.	You leave this life, with a very impressive pool of blood left behind to mark your passage.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Whack! The haft or flat of the blade of the weapon smacks into your shin. You swear.	If you fail an Average (+20) Endurance Test your M is reduced to zero on your next turn, as you jump up and down in place, cursing loudly.
11-20	11-20	T	Sliced Skin. The tip of your opponent's weapon leaves a narrow flap of detached skin winking redly at the world around it.	Pass an Easy (+40) Cool Test or miss your next Action as you wink back at the unsightly piece of loosened epidermis.
21-25	21-25	1	Shallow Shin Stab. Your foe's weapon takes a small fragment off from your tibia.	You gain a penalty of -1 to your M for the rest of the encounter.
26-30	26-40	1	Buttock Injury. You try to twist away from the unfriendly implement but it still catches you in an unfortunate spot. Your trousers now have a hole and a slowly spreading red stain at the back.	Suffer a -10 penalty to all Tests on your next Turn. Also, you are acutely embarrassed, with exact details up to your GM.
31-35	41-45	1	Patellar Ligament. Your foe sinks the tip of his weapon in just above your knee, into the large tendon connecting the kneecap to the quadriceps muscles of the thigh.	Your M is halved (round up) and you suffer a -10 penalty to all Agility tests requiring use of the leg for the rest of the encounter.
36-40	46-50	1	Thigh Wound. Your adversary gifts you a shallow thrust to the thigh. Luckily the edges of the weapon go in along the grain of the muscle fibers, saving you from severe damage to your thigh muscle.	Any time you attempt a Dodge or Athletics Test (including sprinting) requiring use of the leg for the next week, you automatically fail the test on an uneven result on the units die as your injured leg betrays you.
41-45	51-55	2	Pierced Foot. Your foe's weapon stabs down into your foot, sinking in between the metatarsal bones to emerge from the sole of your foot.	You suffer a Torn Muscle (Minor) .
46-50	56-60	2	Pierced Calf. Your foe spears your calf, lacerating the muscle.	You gain <i>Bleeding (1)</i> and suffer a Torn Muscle (Minor) .
51-55	61-65	2	Deep Stab. A deep thrust and a savage twist opens up a gaping wound in either your calf or your thigh. Blood gushes out in a small scarlet tide.	You gain <i>Bleeding (2)</i> and suffer a Torn Muscle (Major) .
56-60	66-70	2	Severed Toe. One of your toes either goes flying or decides to stick around a little longer...at least until the shred of tissue still connecting it to the foot deteriorates.	You lose a toe – Amputation (Average) .
61-65	71-75	3	Split Kneecap. Your opponent's weapon slams into your patella, splitting it in half.	You gain <i>Prone</i> and suffer the effects as for a Broken Bone (Minor) . The leg will have to be bound and held in place for proper healing, just as if it had been an actual fracture.
66-70	76-80	3	Severed Vein. Your antagonist spears your thigh, splitting bundles of muscle fibers and tearing a large vein. Blood pours out of both the entrance and exit wounds on either side of the leg as your wrongdoer extracts his weapon.	You gain <i>Bleeding (2)</i> and suffer a Torn Muscle (Major) .
71-75	81-85	3	Lower Leg Fracture. Your foe spears your shin, cracking one of the long bones in the lower leg. A disgusting snapping sound accompanies your howl of pain.	You gain <i>Prone</i> and <i>Stunned (1)</i> . Also, you suffer a Broken Bone (Major) .
76-80	86-90	4	Foot Fracture. Your enemy spears your foot near the ankle, his weapon crunching in among tarsal bones, ligaments, tendons and nerves, making a right proper mess of that delicate structure.	You gain <i>Prone</i> and <i>Stunned (1)</i> . You also suffer a Broken Bone (Minor) , except that Surgery will be required within a week or you'll have a lamed foot (see under Amputated Parts). Otherwise you'll automatically lose function in 1d10/2 toes instead (see under Amputated Parts).
81-85	91-95	4	Damaged Achilles' Tendon. A stab to the back of your leg severs the major tendon there with a nasty snapping sound. You crash to the ground as your leg folds under you.	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 received Surgery within a week of receiving the injury that M penalty is reduced to -1 after an additional 30 minus your Toughness bonus days.
86-90	96-105	4	Wrecked Knee. Your foe spears your knee, his weapon piercing the joint and severing the cruciform ligaments anchoring the bones of the lower leg to the upper. He also severs the popliteal artery behind the knee.	Gain <i>Prone</i> , <i>Stunned (2)</i> and <i>Bleeding (2)</i> . Also, function in the leg is lost – Amputation (Challenging) . If soccer ever catches on in the Old World, at least <i>you</i> never had anything to do with it!

Core	UIA	W	Description	Additional Effects
91-93	106-115	4	Groin Hit. Your unsporting enemy's weapon punches in at the angle between leg and body, piercing into the groin. Rich with blood vessels and other sensitive structures, this is an area that it well and truly sucks to be stabbed in!	Gain <i>Stunned (3)</i> and <i>Bleeding (3)</i> . If male, there is a risk you'll also end up having problems procreating.
94-96	116-120	5	Severed Nerve. An electric shock followed by complete numbness results from your foe's weapon penetrating deep into your upper thigh and severing the important femoral nerve.	Gain <i>Prone</i> , <i>Stunned (2)</i> and <i>Bleeding (2)</i> . Also, function in the leg is lost – Amputation (Difficult) . As you tumble to the ground you wave your arms wildly, dropping everything held in both hands, the objects in question going flying 1d10 yards in random directions.
97-99	121-125	5	Femoral Artery. Your adversary's practical knowledge of anatomy allows him to precisely target the inside of your thigh, tearing your femoral artery. A massive loss of blood is in your future!	Gain <i>Bleeding (4)</i> which cannot be removed without Surgery . Should you fail to bleed to death you'll suffer a Torn Muscle (Major) .
100	126+	D	Impaled Pelvis. Your foe slams his weapon into your upper thigh at an angle. It proceeds tearing upwards into your hip, continuing on deep into your pelvis where it severs the major iliac artery. Resulting shock and blood loss kills you mercifully and quickly.	You leave a surprised-looking but reasonably pretty corpse.

Core	UIA	W	Description	Additional Effects
01-10	01-03	T	Buzz! Shrapnel and shot go whistling and thrumming through the air around your head. You flinch like a wuss!	Pass a Challenging (+0) Cool Test or suffer a penalty of -10 to your next rolled Test.
11-20	04-06	1	You Blinked! A small projectile removes several eyelashes and nicks one eyebrow.	You gain <i>Blinded (1)</i> .
21-25	07-09	1	Where's My Hat? You duck as small fragments pepper your face and scalp, a larger piece going so close that any headgear you are wearing gets caught.	A Hat, Leather Skullcap or Open Helm goes flying 1d10 yards. A Mail Coif robs you of one extra Wound as mail links dig into your scalp. An enclosed Helm gains you <i>Deafened (2)</i> as the sound of a fistful of leadshot thrown into a metal bucket assaults your ears! If you are bareheaded you lose a single point of Fellowship due to minor facial scarring. If you're wearing Flexible layered armor only the outermost piece counts.
26-30	10-15	1	Torn Ear. A chunk of your ear goes spinning through the air.	Gain <i>Deafened (2)</i> . Pass an Easy (+40) Cool Test to avoid dropping anything held in your primary hand to clap it to your wounded ear. You can take an Action normally after that. Roll 1d10-5; if the result is positive that is the penalty to your Fellowship whenever your mangled ear is obvious.
31-35	16-20	2	Facial Wound. Your head snaps back, blood flying as your cheek is sliced to the bone, barely missing your eye.	Gain <i>Blinded (1)</i> and <i>Bleeding (1)</i> . The resulting scar will be impressive without being disfiguring, gaining you +1 SL on any Intimidate Test against a target likely to be frightened by such things. You can only gain this benefit once.
36-40	21-25	2	Neck Wound. A swirling fragment opens up a good-sized hole in the side of your neck. Anyone curious enough for a closer look can actually see one of the major blood vessels beating in there!	Although now exposed to the public, both your jugular and carotid survived this close call. Smaller vessels still gain you <i>Bleeding (2)</i> .
41-45	26-30	2	Grazed Forehead. Your forehead takes a gash, causing blood to run into your eyes.	Gain <i>Bleeding (1)</i> . You also gain <i>Blinded (2)</i> which cannot be removed until the Bleeding Condition has been removed.
46-50	31-35	2	Eat This! You literally eat a faceful of shrapnel. You spit blood, tooth fragments and shot!	Gain <i>Stunned (2)</i> and lose 1d10/2 teeth – Amputation (Average) .
51-55	36-40	3	Scalp Flap. A hail of shrapnel glances off your skull, lightly concussing you and leaving a palm-sized piece of scalp dangling.	Gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . Each turn for the rest of the encounter there is a 20% risk the flap will get in your eyes, gaining you <i>Blinded (1)</i> as well. After the encounter you need to pass an Easy (+40) Toughness Test or gain a prominent bald spot as the lacerated scalp fails to heal in an esthetic manner.
56-60	41-45	3	Broken Jaw. A projectile smashes into your chin, breaking your jaw.	Pass an Average (+20) Endurance Test or go <i>Prone</i> . Gain <i>Stunned (2)</i> and suffer a Broken Bone (Minor) .
61-65	46-50	3	Mangled Face. A blast of shrapnel removes chunks from one side of your face, including one ear and quite a bit of cheek, leaving white jawbone visible through the rents.	Gain <i>Stunned (3)</i> . Lose one ear – Amputation (Average) . Also, the extensive scarring gains you a penalty of -5 to your Fellowship in any situation where a handsome exterior is imperative.
66-70	51-55	3	Jammed Jaw. A piece of shot or shrapnel jams itself into the hinge that is the temporomandibular joint, connecting your lower jaw to your skull. You find yourself unable to close your mouth or even to open it much further without severe pain.	Gain <i>Stunned (2)</i> . You suffer a Broken Bone (Minor) , except the bone can't begin to mend until the projectile is removed. Until that happens you'll also constantly have <i>Fatigued (1)</i> due to the agonizing pain of having the fragment keeping your mouth jammed open. Removal requires a Hard (-20) Heal Test and a steady hand.
71-75	56-60	4	Damaged Jugular. Your jugular vein eats a fragment, causing a cascade of dark blood to pour down your side.	Gain <i>Bleeding (3)</i> .
76-80	61-65	4	Eye Injury. You take a hail of fragments to the face. One nicks the edge of your orbital cavity, ripping its way through one of the rectus muscles controlling eye movements, finally lodging somewhere behind the eye near the optic nerve. Your other eye gets away with a subconjunctival hemorrhage, which looks nasty with the redness and all, but is quite harmless.	Gain <i>Stunned (2)</i> and <i>Blinded (3)</i> . You'll need Surgery within a week or you'll lose the eye (see under Amputated Parts) and gain a Festering Wound as the fragment lacerates both eye and optic nerve. The surgery will require you to be either unconscious or have nerves of steel as the surgeon will have to get his instruments hooked around the eyeball and push it aside to locate and extract the fragment by feel. Anyone watching the procedure will have to pass a Difficult (-10) Cool Test or be violently sick. Even a successful operation will leave you with a lazy eye due to the damaged eye muscles.

Core	UIA	W	Description	Additional Effects
81-85	66-75	4	Lost Nose. An errant fragments departs along with a significant portion of your nose. Left side, right side, upper part or lower part; it matters not as the result is an unsightly hole in the middle of your face. The impact also leaves you with two black eyes, which unlike your nose is only a temporary inconvenience.	Gain <i>Stunned (2)</i> and <i>Blinded (2)</i> as pain radiates from the fractured and torn remains of your dearly departed nose. Also, you lose the nose – Amputation (Average) .
86-90	76-80	4	Lost Eye. A piece of shrapnel or shot pulps one eye, causing a small rivulet of clear gel mixed with blood to run slowly down your cheek.	Gain <i>Stunned (3)</i> . Lose the eye – Amputation (Difficult) .
91-93	81-85	5	Destroyed Face! You roll around on the ground, both hands clasped to the ruin of your face.	Gain <i>Prone</i> and <i>Broken</i> . You suffer a Broken Bone (Major) and also lose various parts – Amputation (Hard) . Roll three times and ignore but don't reroll any multiples of an already rolled result: Roll 1d10: 1-2 Left ear 3-4 Right ear 5-6 Nose 7 1d10 teeth 8 Another 1d10 teeth 9 One eye 10 Both eyes
94-96	86-94	5	Brain Damage. The blast sends a piece of your skull flying, fragments of shot or bone penetrating into your brain. You now have a hole in your head! Enough intact scalp remains for the opening to close, but you'll have a soft indentation over the missing piece of skull forever more...	Pass a Challenging (+0) Endurance Test 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 Frontal Lobe Damage: 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 Temporal Lobe Damage: You become very forgetful and your <i>Int</i> is reduced by -10. 8-9 Parietal Lobe Damage: You suffer what is called expressive aphasia, effectively losing spoken speech (see under Amputated Parts - Tongue). 10 Occipital Lobe Damage: You gain <i>Blinded (1)</i> except the Condition is permanent as your ability to perceive visual input is impaired.
97-99	95-99	5	Torn Throat. Multiple fragments tear through your neck, ripping apart windpipe and muscle, nicking a carotid artery and damaging your lower jaw. You start choking on blood and torn flesh as even more crimson gushes out in rhythmic spurts through the ragged wounds.	Gain <i>Prone</i> and <i>Bleeding (3)</i> , the latter of which can only be removed through Surgery . Should you fail to bleed to death you'll still suffer extensive damage to your voice apparatus, effectively losing use of your tongue (see under Amputated Parts).
100	100+	D	Brain Spill! The blast takes off the top of your skull, sending brain matter, hair and bone shards flying. Whatever remains of your poor brain sloshes out of the opened brainpan to spill on the ground as you collapse, limp like a boned fish.	Head all hollowed out, it's pretty certain you're dead as a doorknob.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Graze. A fragment slices the skin on the back of your hand, stinging something fierce!	You suffer a penalty of -10 to your next rolled Test using that arm.
11-20	11-20	1	Jarred Hand. One of your knuckles is skinned as a shot ricochets off it, causing your fingers to spasm.	Pass an Average (+20) Endurance Test to avoid dropping anything held in that hand. If the item was held in both hands you may reroll once.
21-25	21-25	1	Hot-Hot-Hot! A hot fragment embeds itself in your arm. A smell of burnt pork starts spreading as you wave your arm furiously to dislodge the offending metal.	Until you have removed the fragment you suffer a penalty of -20 to any Tests using that arm. Removal requires nothing more than the use of your other hand and a single Action to yank it out, no roll required.
26-30	26-40	1	Slashed Arm. Like a small deadly Frisbee, a sharp shard slices into your upper arm, severing muscle fibers aplenty before spinning away.	You suffer a Torn Muscle (Minor) .
31-35	41-45	2	Bleeding Wound. Fragments pepper the inside of your elbow, damaging a blood vessel, sending strands of crimson flying any time you take a new swing.	Gain <i>Bleeding (1)</i> and suffer a Torn Muscle (Minor) .
36-40	46-50	2	Pierced Hand. A fiery piece of shrapnel slams into your hand, lodging in the palm between a couple of the metacarpal bones. Your hand won't work properly and the fragment is uncomfortably hot!	Your hand is useless (see under Amputated Parts) until the fragment has been removed, which requires an Average (+20) Heal Test and the point of a dagger or some other suitable implement to dig it out. Afterwards, one of your fingers may be a little stiff but will work just fine if helpfully strapped to a functional neighboring digit.
41-45	51-55	2	Forearm Wound. Your forearm is badly torn by a hail of fragments or shot, leaving tendons, bone and twitching muscle visible.	You suffer a Torn Muscle (Major) .
46-50	56-60	2	Lost Finger. Whatever you held in that hand is punched right out of your grip. When you look down at your hand one of your fingers is dangling by a small scrap of tissue.	Whatever you held in that hand goes flying 1d10/3 yards in a random direction. If the object was fragile it breaks rather than flies. You also lose one finger – Amputation (Easy) .
51-55	61-75	3	Severed Biceps. A whirling piece of hot metal severs most of the top of your biceps, leaving the greater part of this big muscle flopping down like a big useless lump under the skin by your elbow.	You suffer a Torn Muscle (Major) as well as a penalty of -2 to your Strength Bonus for any attacks or actions using that arm. Unless you receive Surgery to stitch the ends together within one week a penalty to your Strength Bonus of -1 will be permanent even after the Torn Muscle has healed.
56-60	76-80	3	Smashed Wrist. A piece of shot smashes the head of the long radius bone by the wrist. Your hand is now bent at an odd angle and throbbing with pain.	You suffer a Broken Bone (Minor) .
61-65	81-85	3	Shredded Hand. Your hand takes the full brunt of the blast, taking on the aspect of Morr's own hand. Tendons are sturdy things but skin and flesh is shredded from bone! Although robbed of most sensation due to no longer having skin to feel with, you are still very surprised to see your fingers curl and flex at your command, tendons visibly stretching and pulling.	Drop anything held in that hand and suffer a Torn Muscle (Major) . Although strictly speaking still able to flex and extend your torn fingers, until at least partially healed you'll first have to pass a Difficult (-10) Cool or Endurance Test (pick the worst) any time you wish to pick something up or perform an Action using that hand, to be able to ignore the pain and surreal sensation of gripping with bare bone and twitching tendons!
66-70	86-90	3	Torn Artery. A swarm of projectiles slices into the inside of your upper arm, nicking the brachial artery and ripping up the triceps muscle. A discomforting amount of blood starts pouring from the tear in your arm.	Gain <i>Bleeding (2)</i> and suffer a Torn Muscle (Major) .
71-75	91-95	4	Busted Humerus Bone. Two different heavy projectiles smash into your upper arm, one cracking off the greater tubercle muscle attachment point near the shoulder, the other snapping the long body of the shaft halfway to the elbow. With your upper arm bone essentially in three pieces your poor upper extremity is in very poor shape!	You suffer a Broken Bone (Major) .
76-80	96-109	4	Did A Mole Just Hit Me? An enterprising projectile burrows through your upper arm the long way, entering near the elbow and taking a few twists and turns before exiting near your armpit. Along the way, it makes a royal mess of various soft tissues and also dings your brachial nerve.	Gain <i>Stunned (2)</i> and <i>Bleeding (2)</i> . Your arm is useless for 1d10 days (see under Amputated Parts) after which your stunned brachial nerve recovers and you'll instead have a Torn Muscle (Major) .

Core	UIA	W	Description	Additional Effects
81-85	110-115	4	Jammed Elbow. A fragment wedges itself good inside your elbow joint. Your arm is jammed in a painful position, half flexed and half extended. Every movement results in bolts of excruciating pain flashing up your arm.	Gain <i>Stunned (3)</i> . You also suffer a Broken Bone (Minor) , except it can't begin to heal until the fragment has been removed. Removal will require Surgery (Challenging) .
86-90	116-120	4	Wrecked Hand. Fingers are sent flying as your hand explodes from the impact of a tight grouping of multiple projectiles. You stare in horror at the mangled mess at the end of your arm.	Roll 1d10/5 plus one for the number of fingers lost – Amputation (Average) . Gain <i>Stunned (3)</i> and <i>Bleeding (1)</i> . You also suffer a Broken Bone (Minor) .
91-93	121-125	5	Nerve Damage. Multiple fragments tear into your shoulder, one of them detouring up through the meat of your neck, shredding the brachial plexus. Your arm is instantly and irreversibly paralyzed from the shoulder down!	Gain <i>Stunned (3)</i> . Your arm is useless – Amputation (Challenging) .
94-96	126-130	5	Amputation Case! A hail of shot turns your arm into a grisly minced mass of meat and fragmented bone. The lower part hangs from the upper by shreds of tendon and muscle, leaving no choice but speedy amputation!	Gain <i>Stunned (3)</i> and <i>Bleeding (2)</i> . The arm is destroyed – Amputation (Hard) , and you'll need Surgery to amputate the remains within one week or you'll contract Blood Rot as gangrene sets in.
97-99	131-135	5	Severed Subclavian Artery. A piece of metal smashes in between the collarbone and upper ribs, ricocheting against the inner surface of the shoulder blade before severing the large subclavian artery branching off from the aorta to the arm. A pumping spray of bright red blood rises up from the wound in your shoulder near the neck!	Gain <i>Stunned (2)</i> and <i>Bleeding (3)</i> , the latter of which can only be removed through Surgery . Should you fail to bleed to death you'll have a Broken Bone (Minor) . Unless the shrapnel is removed you'll be unable to recover one of your lost Wounds . Removal will require Surgery (Challenging) .
100	136+	D	Blunderbuss Do Your Thing! The blast almost tears your shoulder off. Metal and bone fragments continue on to rip through your chest cavity, shredding your lungs and the large blood vessels connecting them to your heart.	You're quite perforated and very much a goner.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Shredded Clothes. Your jacket/vest/tabard/whatever is turned into a right shredded mess. You'll find pieces of shot in your pockets, underwear and shoes for weeks!	Pass an Average (+20) Cool Test or be very annoyed, taking a penalty of -10 to your next rolled Test. If, for some odd reason, you went into battle naked, you'll lose one additional Wound as you take some cuts from spent fragments.
11-20	11-20	1	Peppered! You feel like you've ended up at the centre of a swarm of angry bees as fragments and shot whistle past you. You flinch as one piece makes a small cut near your neck and other spent fragments pelt your chest.	You gain Blinded (1) as you duck your head and raise an arm, shield or other object to protect your face. You feel like a wuss!
21-25	21-25	1	Raked Ribs. A piece of shot tears across your chest, making a gash across a couple of ribs.	You take a penalty of -20 to your next rolled Test.
26-30	26-30	1	BBQ Time! A fiery hot fragment digs into your flank. There is extreme discomfort as it lodges there, smoking and possibly also sizzling a bit!	Until you've removed the fragment you'll suffer a penalty of -20 to all Tests taken. Removal requires one Action , a free hand to expose the wound and some object held in the other hand to dig it out. A small sharp object like a dagger or a utensil would be perfect, but bulkier stuff like a Hand Weapon requires an Average (+20) Dexterity Test . If you're running out of hands you need to take one Action each for exposing and digging, respectively.
31-35	31-35	1	Heroic Rib! A projectile that would have punched through to lacerate your kidney instead ricochets off a floating rib, which pays for its heroism by snapping in two.	You gain Fatigued (1) for the rest of the encounter, after which you can bind your chest tightly to function almost normally despite the discomfort.
36-40	36-40	2	Stunt Man Dive! Your shield, cuirass, pauldron or simply a good-sized belt buckle takes the brunt of the hit, spinning you around to take a dramatic looking fall.	Gain Prone . A credulous foe may believe you dead, should you encourage such gullible thinking. An Opposed Test of Perform versus Perception may be in order...
41-45	41-45	2	Abdominal Pain. Several fragments rip into your glorious heroic six-pack. You double over and then find the experience of trying to straighten up a very painful one, as each such movement feels like you're tearing your belly apart!	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	What the..?! Whatever your opponent had in his nasty filthy little pocket (piece of string, a half-eaten fig, a clipped brass penny, the One Ring...), he clearly stuffed down the barrel before pulling the trigger!	Gain Stunned (1) . Also, whatever just dug into your torso will have to be extracted within 48 hours or you'll contract a Festering Wound . This'll require Surgery (Easy) and will reveal whatever horror the GM or the other players can come up with that could conceivably fit into a Blunderbuss barrel or Bomb.
51-55	51-55	2	Horrific Chest Injury. A blast of shrapnel tears skin and flesh from your upper body, exposing ribs and chest muscles. You're a frightful sight, but luckily the wounds are of shallow depth and there was no penetration to your thoracic cavity.	Gain Stunned (2) and Bleeding (1) . Pass an Average (+20) Athletics Test or also gain Prone . If the GM is enforcing the Infection rules you'll have to pass an Easy (+40) Endurance Test or contract a Minor Infection due to the major loss of skin to act as an antibacterial barrier.
56-60	56-60	3	Shredded Shoulder. You twist around to dodge the hail of fragments, which still catches you on the back of the shoulder. Multiple pellets strip the flesh from your shoulder blade, spattering the side of your face with shreds of flesh and spent fragments!	Gain Stunned (2) and Bleeding (2) . Roll randomly for side, right or left – the arm on that side suffers a Torn Muscle (Minor) .
61-65	61-65	3	Gored Glutes. Shrapnel tear across the soft tissues just below the iliac crest in the back, ripping the upper part of your gluteus medius muscle, weakening the function of the hip.	Your gait becomes a bit odd and lopsided; gaining you a Torn Muscle (Major) with the effect is halving your M (round up) and a penalty of -20 to your Agility , with partial healing reducing the penalty to -1 to your M and -10 to Agility .
66-70	66-70	3	Groin Gash. You sink to your knees as you press one hand to your groin where a sharp fragment just went in, causing plentiful bleeding.	Drop whatever you held in one of your hands. Gain Prone and Bleeding (2) . Pass a Challenging (+0) Endurance Test or also gain Stunned (2) . You may use the hand normally on your next Turn.
71-75	71-75	3	Busted Ribcage. Several pieces of shot bust two or three of your ribs and tear up the cartilage attaching others to your breastbone. With your ribcage so badly broken every movement and breath turns into sheer agony!	Suffer a Broken Bone (Minor) . Pass a Challenging (+0) Endurance Test or go Prone .

Core	UIA	W	Description	Additional Effects
76-80	76-80	4	Pierced Lung. Projectiles hammer your chest, one of them piercing your chest wall and damaging one lung, which starts to partially collapse as blood starts filling the pleural space. You find yourself with a severely diminished respiratory capacity!	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.
81-85	81-85	4	Internal Organ Grievance. You take a burst of shot to the solar plexus. One of the pellets penetrate further than its compatriots, holing something you'd rather keep intact... stomach content, gall, fecal matter or some other foulness start leaking into your abdominal cavity. Next stop peritonitis!	Gain <i>Stunned (3)</i> . You also contract Blood Rot . Unless you receive Surgery you won't be able to recover two of your lost Wounds . If you're singularly unlucky you'll encounter a surgeon who will insist on testing his theories of digestion through the hole in your stomach before (maybe) sewing you up. (Note to GM: Look up the story of Canadian trapper Alexis St Martin for inspiration.)
86-90	86-90	4	Not As Wide As A Temple Door, Nor As Deep As A Well... But It Will Do. A fragment punches in just beneath a floating rib, penetrating deeply and lacerating something with a good blood supply, like the liver, spleen or a minor branch of the abdominal aorta. You start bleeding out, leaving just enough time for a memorable quote or two.	Gain <i>Bleeding (1)</i> which can only be removed through Surgery . "A plague on both your houses!" -Tilean Duelist Mercutio, expressing great disappointment that someone brought a Blunderbuss to a swordfight...
91-93	91-95	5	Double Pneumothorax. You take the full blast to your chest, shrapnel and shot puncturing both lungs! You cough blood and gasp for air as your respiratory apparatus collapses. With the pleural spaces filling with air and blood there's no room for your lungs to expand to draw in that life-sustaining oxygen!	Gain <i>Prone</i> and <i>Broken</i> . Also gain <i>Fatigued (4)</i> , which for healing purposes will be treated as a Torn Muscle (Major) with partial healing reducing your Conditions from <i>Fatigued (4)</i> to <i>Fatigued (2)</i> . However, even when fully healed you'll still have <i>Fatigued (1)</i> which will be permanent.
94-96	96-110	5	Disembowelment. Merciless metal carves open your stomach to spill your guts! Loops of intestine start dribbling out the ghastly hole in your abdomen. Your foe appears to be equal parts thrilled and nauseated at the display!	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	Catastrophic Bleeding. Numerous pieces of metal violate your body, one of them finding its way to some structure with an awful lot of blood passing through; like a kidney, a pulmonary artery or some equally vital anatomical detail. Loss of blood is next best thing to explosive!	Gain <i>Bleeding (3)</i> , which can only be removed through magical healing. Ordinary Surgery is no good, as the surgeon would have to dig into you in a way that would only speed your passing.
100	116+	D	Kablooie! A burst of shrapnel blasts open your ribcage, ripping heart and lungs to pieces, killing you instantly in an explosion of gore.	Being able to see your spine through your chest cavity should convince anyone that you're very much dead.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Dance, Tenderfoot! Shrapnel whine and ricochet around your feet, forcing you to jump!	You take your next Action last in the Turn.
11-20	11-20	T	Too Close For Comfort! You realize that the draft you're feeling is due to a new set of holes in your garments somewhere in the vicinity of your crotch.	Pass an Easy (+40) Cool Test or suffer a penalty of -20 to your next rolled Test as you try to push the thought of what have happened to the back of your mind.
21-25	21-25	1	Shin Whack. A pellet or fragment whacks your shin, procuring a yelp and some minor stumbling.	You suffer a penalty of -10 to any Agility Tests for the next 1d10 turns.
26-30	26-40	1	Perforated Thigh. Several projectiles embed themselves in the muscle of your thigh. Although individually minor injuries, together they're enough to provide you with a proper limp.	You suffer a Torn Muscle (Minor) . The small projectiles do not need extraction and will become encapsulated in fibrous tissue over time.
31-35	41-45	1	Pierced Patella. A fragment sticks out like a bent nail from your kneecap. Any breeches, skirt or thigh-high boots you were wearing are now nailed to your knee!	Gain <i>Stunned (1)</i> and <i>Prone</i> . You need to take a full Action to dislodge the annoying fragment before you can get upright again.
36-40	46-50	1	Calf Wound. A spinning piece of metal whacks into the side of your calf, carving up a deep bleeding wound.	Gain <i>Bleeding (1)</i> and suffer a penalty of -1 to your M for the rest of the encounter.
41-45	51-55	2	Did That One Just Come Out Of My..?! A projectile slams into the side of your thigh, high up near the hip. It burrows through the meat and then exits at the back just above the gluteal sulcus (the crease separating thigh from buttock) in a spray of blood.	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . For the next 1d10 days you also suffer a penalty of -1 to your M and will have problems sitting down. You now also have a hole in your pants.
46-50	56-60	2	Bleeding Wound. Clipping you high up near the back of your knee, a piece of shot barely misses your vital popliteal artery but still severs the great saphenous vein. Your footwear quickly starts filling up with dark blood!	Gain <i>Bleeding (2)</i> . Should you attempt any Athletics Test requiring steady footing before you've had a chance to empty out your boot you'll suffer a penalty of -10 to the Test.
51-55	61-65	2	Torn Lower Leg. Shrapnel pierces your lower leg, leaving a couple of good-sized exit wounds as they slice their way out through your calf. A virtual Latin library of muscles (gastrocnemius, peroneus longus, soleus) find themselves with a lot fewer working fibers.	Gain <i>Bleeding (1)</i> and suffer a Torn Muscle (Minor) . You also need to pass an Average (+20) Athletics Test or go <i>Prone</i> .
56-60	66-70	2	Lost Toe. Dust and debris swirl around you as a hail of shrapnel pelt the ground around your feet. You have just congratulated yourself on a good dodge when your attention is drawn to one bit of debris in particular flying past your face...it's suspiciously toe-shaped?	Lose one toe – Amputation (Easy) .
61-65	71-75	3	Fractured Fibula. A chunk of metal sails through your fibula, splintering it. This is a non-weight-bearing bone of the lower leg, but you'll still hobble your way through life for a while!	Gain <i>Stunned (2)</i> . Your M will be reduced to 1 and you'll suffer a penalty of -30 to your Agility until you've had the leg properly and tightly bound up after the encounter, after which it'll count as a Torn Muscle (Major) .
66-70	76-80	3	Major Thigh Wound. The blast almost separates the large quadriceps muscles at the front of your thigh from their attachments to bone and tendons. The whole bleeding mass of muscle looks disturbingly wobbly and loose.	Gain <i>Stunned (2)</i> , <i>Bleeding (2)</i> and <i>Prone</i> . You suffer a Torn Muscle (Major) , except the leg will be useless (see under Amputated Parts) until at least partially healed.
71-75	81-85	3	Knee Injury. A fragment lodges inside your knee joint, ripping the meniscus and tearing cruciform ligaments. The offending fragment will continue making a nuisance of itself until removed. You'll never dance in the top tier again!	Gain <i>Stunned (2)</i> and <i>Prone</i> . You also suffer a Broken Bone (Major) , except you'll automatically fail any Tests for long-term penalties. Unless you receive Surgery to remove the fragment that penalty will be increased to halving your M (round up) and -20 to Agility Tests as the fragment keeps jamming the joint.
76-80	86-90	4	Crippled Foot. A well-placed blast makes a mess of your foot, fracturing tarsal and metatarsal bones, sending toes flying! What remains bears a closer resemble to a puzzle than a foot!	Gain <i>Stunned (3)</i> , <i>Bleeding (1)</i> and <i>Prone</i> . Lose 1d10/5 toes – Amputation (Average) , and suffer a Broken Bone (Major) , except you'll automatically fail all Tests for long-term penalties. Also, you'll need to pass an Average (+20) Endurance Test or gain a Festering Wound .
81-85	91-95	4	Fractured Tibia. A piece of shrapnel takes a large fragment off your tibia, the long weight-bearing bone of your lower leg. The new structural weakness quickly makes itself felt as your weight causes the tibia to snap, a broken-off jagged end tearing out through the skin, sending you crashing to the ground howling with pain.	Gain <i>Stunned (3)</i> and <i>Prone</i> . The leg is useless (see under Amputated Parts), and will remain so unless you receive Surgery within a week. If you do it'll count as a Broken Bone (Major) , except any Test for long-term penalties automatically fail. Regardless, you also contract a Festering Wound due to the open fracture.

Core	UIA	W	Description	Additional Effects
86-90	96-105	4	Femoral Artery Severed. Projectiles savage the inside of your thigh, clipping your femoral artery. Bright arterial blood starts spraying in rhythmic spurts! You start feeling faint as your blood pressure drops rapidly.	Gain <i>Bleeding (4)</i> and suffer a Torn Muscle (Minor) .
91-93	106-115	4	Blown-Off Foot. The blast hits you in the ankle, neatly severing your foot from its attachments to the rest of the leg. Depending on the grouping of the projectiles hitting you, enough tissue may remain for the foot to dangle from the torn lower leg but that's a purely temporary state of things as the foot is quite deceased and will either fall off on its own or part from you courtesy of a sharp blade (a pair of scissors would do the trick nicely).	Gain <i>Stunned (2)</i> , <i>Bleeding (2)</i> and <i>Prone</i> . Also, lose the foot – Amputation (Challenging) .
94-96	116-120	5	Destroyed Knee. In the grand tradition of organized crime everywhere, a blast to the kneecap tends to settle even the fiercest argument. Whether your foe is a member of any such association matters little, as you find yourself all out of arguments regardless.	Gain <i>Stunned (3)</i> , <i>Bleeding (2)</i> and <i>Prone</i> . The leg is useless – Amputation (Hard) , and will have to come off within a week (requiring Surgery) or you'll also contract Blood Rot as gangrene sets in.
97-99	121-125	5	Severed Leg. Either a very large and sharp piece of shrapnel or a very nice and tight grouping of shot completely severs your leg above the knee. The gory stump immediately starts spurting blood everywhere.	Gain <i>Stunned (1)</i> , <i>Bleeding (4)</i> and <i>Prone</i> . You lose the leg – Amputation (Hard) , which will land 1d10/2 yards away in a random direction.
00	126+	D	Destroyed Pelvis. The burst of projectiles practically explodes your pelvis, turning the bones into a storm of fragments that tear up multiple internal organs, nerves and major blood vessels, including the bladder, hypogastric plexus and both iliac arteries. You expire quickly from the sheer shock.	After such a severe violation of bodily integrity, you are very much dead and departed!

Core	UIA	W	Description	Additional Effects
01-10	01-03	T	Near Miss. The sling bullet whizzes by so close you felt it tug at your cheek.	Pass an Easy (+40) Cool Test or suffer a penalty of -10 to your next rolled Test. You don't get to roll for any Pummel Quality .
11-20	04-06	1	Parted Hair. The sling bullet grazed the top of your head, either just parting your hair or making a real racket if you were wearing a helmet.	You suffer a penalty of -10 to your next rolled Test. If you were wearing an Open Helm or Helm you gain <i>Deafened (2)</i> instead. Also roll for any Pummel Quality .
21-25	07-09	1	Split Scalp. The sling bullet splits your scalp. Like most head-wounds, this one is a bleeder!	Gain <i>Bleeding (1)</i> . Also roll for any Pummel Quality .
26-30	10-15	1	Black Eye. The sling bullet smacks you right underneath on eye, which will result in a real beauty of a shiner!	Gain <i>Blinded (2)</i> . Also roll for any Pummel Quality .
31-35	16-20	2	Mangled Ear. The sling bullet scrapes across the side of your skull, taking a good piece of your ear with it.	Gain <i>Deafened (2)</i> and <i>Stunned (1)</i> . Roll 1d10-5 with any positive number being the penalty you suffer to your Fellowship whenever the state of your torn ear is obvious. Also roll for any Pummel Quality .
36-40	21-25	2	Broken Nose. Pain stabs like lightning through your skull, making your eyes water, as the sling bullet smashes your nose flat. Within a day you'll also develop two magnificent black eyes.	Gain <i>Blinded (2)</i> and <i>Stunned (1)</i> . Also roll for any Pummel Quality .
41-45	26-30	2	Split Forehead. The sling bullet rings your bell, leaving a shilling-sized thick flap of skin winking open above one eye. Blood starts pouring down your face and into your eyes.	Gain <i>Bleeding (1)</i> and <i>Blinded (2)</i> , the latter of which cannot be removed until the Bleeding Condition has been removed. Also roll for any Pummel Quality .
46-50	31-35	2	Broken Teeth. You take your foe's projectile straight in the mouth and start spitting blood and tooth fragments.	Gain <i>Stunned (2)</i> . You lose 1d10/2 teeth – Amputation (Easy) . Also roll for any Pummel Quality .
51-55	36-40	3	Broken Jaw. The projectile hits you in the chin, breaking your lower jaw.	You suffer a Broken Bone (Minor) . If it was a Lead Bullet you instead suffer a Broken Bone (Major) as the almond-shaped projectile punches in deep, tearing up the floor of your mouth. Also roll for any Pummel Quality .
56-60	41-45	3	Smashed Ear. The sling bullet smashes into the side of your head, right in the ear, spalling fragments from the surrounding bone.	Pass an Easy (+20) Endurance Test or gain <i>Unconscious</i> , otherwise gaining <i>Stunned (2)</i> . You lose the ear – Amputation (Easy) . Also roll for any Pummel Quality .
61-65	46-50	3	Minor Concussion. The projectile slams into your head near the temple, causing you to see stars, your peripheral vision graying out. You feel dizzy and nauseated!	Pass a Challenging (+0) Endurance Test or gain <i>Prone</i> . Regardless, you gain <i>Fatigued (1)</i> which will last 1d10 days. Also roll for any Pummel Quality . If the projectile was a Lead Bullet , then roll on this chart again. If the new result is <i>Brain Damage</i> or any higher result, you suffer the <i>Brain Damage</i> result instead as the almond-shaped bullet penetrates your skull. On any other roll, use the <i>Minor Concussion</i> result.
66-70	51-55	3	Blowout Fracture. The sling bullet smashes into the zygomatic arch of your cheekbone. This structure forms a part of the floor of the bony orbit of the eye, and the blow pushes parts of the shattered bone up against the eye.	Gain <i>Blinded (2)</i> . Pass a Challenging (+0) Endurance Test or also go <i>Prone</i> . The eye is useless, prevented from moving properly in its socket (see under Amputated Parts). Unless you receive Surgery within a week the eye will be permanently lost. Also roll for any Pummel Quality .
71-75	56-60	4	Crushed Larynx. The projectile 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. You don't get to roll for any Pummel Quality .
76-80	61-65	4	Smashed Mouth. The projectile slams into your mouth, breaking bone and shattering teeth.	Pass a Challenging (+0) Endurance Test or gain <i>Unconscious</i> , otherwise gaining <i>Stunned (3)</i> . You also suffer a Broken Bone (Major) and lose 1d10 teeth – Amputation (Average) . If the projectile was a Lead Bullet you must also pass a Challenging (+0) Toughness Test or also lose your tongue (see under Amputated Parts) as the almond-shaped projectile penetrates deeply, tearing through the soft tissues of your mouth. Also roll for any Pummel Quality .

Core	UIA	W	Description	Additional Effects
81-85	66-75	4	Lost Eye. Your eye splatters in its orbit as the projectile crumples the surrounding bone!	Gain <i>Blinded</i> (3) and <i>Stunned</i> (2). Lose the eye – Amputation (Hard) . Also roll for any Pummel Quality . If the projectile was a Lead Bullet , then roll on this chart again. If the new result is <i>Brain Damage</i> or any higher result, you suffer the <i>Brain Damage</i> result as well as the loss of an eye, as the almond-shaped bullet penetrates deep into your skull. On any other roll, use the <i>Lost Eye</i> result.
86-90	76-80	4	Fractured Skull. The projectile ricochets off the top of your head with a loud crack. Your skull has just been fractured!	Pass a Hard (-20) Endurance Test or go <i>Unconscious</i> . Regardless, you also gain <i>Fatigued</i> (2) which will last until the plates of your skull have set again in 30 minus your Toughness Bonus days. Also roll for any Pummel Quality .
91-93	81-85	5	Torn Throat. The bullet smashes into your neck with great force, tearing trachea and vocal cords. You start to choke dramatically as blood, crumpled cartilage and torn soft tissue block your upper airways. If your worthy opponent was using the latest in sling technology, meaning those nasty aerodynamic and heavy lead sling bullets that tend to penetrate deeply, it's a toss-up as to whether you choke or bleed out first. You see, some large blood vessels were also in the way of the lead bullet's path through your neck area!	You gain <i>Fatigued</i> (1) and will gain another level of <i>Fatigued</i> at the end of each of your subsequent turns. If you reach <i>Fatigued</i> (10) you go <i>Unconscious</i> and die from suffocation in another Toughness Bonus rounds. The accumulation of <i>Fatigued</i> Conditions can be halted by another character succeeding with a Hard (-20) Heal Test , sticking his fingers down your throat to clear away the torn tissues and other gunk. If the projectile was a Lead Bullet you'll also gain <i>Bleeding</i> (2) as the almond-shaped bullet penetrates deep enough to tear veins and arteries as well. You don't get to roll for any Pummel Quality . Should you survive this nasty experience you lose your vocal apparatus. This is effectively a lost tongue (see under Amputated Parts).
94-96	86-94	5	Depressed Skull Fracture. The projectile crunches into your skull, fracturing it. Shards of bone press down on your poor brain and a large subdural hematoma forms.	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. There is no need to roll for any Pummel Quality .
97-99	95-99	5	Brain Damage. The projectile slams your noggin' so hard you get an intracranial hematoma and not just one of those comparatively benign subdural ones, but a genuine subarachnoid lesion deep inside your unfortunate brain! Pain like a gunshot is almost instantly replaced by blessed unconsciousness...	You gain <i>Unconscious</i> . At the end of each subsequent day you must roll a Hard (-20) Toughness Test . Success means you wake up. Failure by -6 SL or more means you expire. 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 Amputated Parts). If you're lucky enough to find a particularly knowledgeable Surgeon 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 M and -10 to Agility . [*] There is no need to roll for any Pummel Quality .
100	100+	D	Splattered Brain. The projectile goes in at some point where your skull is of less thickness and sturdiness than elsewhere, like the temple or through the rear of the orbit of one eye. It proceeds to smash your brain to a pulp. Regrettably for you, this is not something you just walk off.	Without a functioning brain, you sadly expire pretty much instantly. Of course, there is no need to roll for any Pummel Quality .

* See Proper Rehabilitation & Training, page 4.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Finger Whack! The projectile whacks your fingers, causing you to yelp loudly!	Pass an Easy (+40) Endurance Test or drop whatever you held in that hand.
11-20	11-20	1	Scraped Hand. The sling bullet glances off the back of your hand, leaving scraped skin.	You suffer a penalty of -20 to your next rolled Test using that arm.
21-25	21-25	1	Bruised Arm. The projectile bounces off your upper arm, leaving an ugly bruise.	You suffer a Torn Muscle (Minor) , except it heals in a quarter (round up) of the normal time.
26-30	26-40	1	Funny-Bone Injury. Your ulnar nerve at the elbow is smacked by a hard-flung projectile, 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).
31-35	41-45	2	Sprained Finger. The projectile catches the edge of your hand, leaving one finger unnaturally bent. Fortunately the bone is intact, requiring merely someone to yank the abused finger back in place.	Your hand is useless (although you don't drop anything held in it) until you pass a Challenging (+0) Endurance Test , rolling at the start of each of your subsequent turns. One finger remains useless (see under Amputated Parts) until the end of the encounter.
36-40	46-50	2	Battered Wrist. The projectile smashes into your wrist, spalling a few bone fragments from the head of the long ulna bone in your forearm. Although severely bruised and painful, your wrist remains basically intact.	You suffer a Torn Muscle (Minor) and need to pass a Challenging (+0) Endurance Test or drop anything held in that hand.
41-45	51-55	2	Cracked Collarbone. The projectile clips and cracks your clavicle. 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 Average (+20) Cool or Endurance Test . Failure means you lose the Action. (You can still roll for Opposed Melee Tests as the defender, as necessity trumps discomfort.)
46-50	56-60	2	Broken Fingers. The projectile fractures phalangeal bones in two of your fingers, leaving them bent and twisted.	Two fingers will be useless (see under Amputated Parts) until the bones have set, which will take 30 minus your Toughness Bonus days.
51-55	61-75	3	Fractured Shoulder. You take a hard hit on the roof of your shoulder, breaking the acromion process, with its attachments to various tendons and muscles. Though it'll heal you'll probably be bothered with aches and a stiff shoulder, leaving you plenty of reason to curse your dastardly foe in your old age.	You suffer a Torn Muscle (Major) . If you keep your arm immobilized and in a sling the whole time it'll heal in half the normal time.
56-60	76-80	3	Broken Wrist. The hard-flung projectile breaks your wrist, snapping the head of the radius bone, leaving your hand at an odd angle.	You suffer a Broken Bone (Minor) .
61-65	81-85	3	Snapped Forearm Bone. The sling bullet snaps the long ulna bone in your forearm near your elbow. The other long bone, the radius, makes sure your arm stays straight but hardly in any condition to be used.	You gain <i>Stunned (1)</i> and suffer a Broken Bone (Minor) .
66-70	86-90	3	Broken Humerus. The projectile manages to hit you in the groove between the biceps and triceps muscles on the side of your upper arm. Less protected by sheaths of muscle at that location, your upper arm bone cracks. Your arm drops limply at your side!	You gain <i>Stunned (2)</i> and suffer a Broken Bone (Minor) . 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 Agility Tests .
71-75	91-95	4	Broken Hand. Your hand takes a hit right in the palm, breaking several metacarpal bones.	You gain <i>Stunned (2)</i> and suffer a Broken Bone (Minor) , except any Tests for long-term penalties automatically fail. If the projectile was a Lead Bullet you also gain <i>Bleeding (1)</i> as the almond-shaped slug burrowed through your palm all the way to the wrist!
76-80	96-109	4	Broken Elbow. Your elbow gets crushed! The head of at least one of the long bones snap off and turn the joint into a disaster site!	You gain <i>Stunned (2)</i> and suffer a Broken Bone (Major) .
81-85	110-115	4	Shattered Hand. The speeding projectile wrecks your hand, smashing both metacarpal and carpal bones, ripping apart tendons and nerves. Any potential career with the violin ends here and now...	Gain <i>Stunned (2)</i> . You suffer a Broken Bone (Major) , except any Tests for long-term penalties automatically fail. Also, you permanently lose function in 1d10/5 plus one fingers (see under Amputated Parts).

Core	UIA	W	Description	Additional Effects
86-90	116-120	4	Fractured Forearm. The sling bullet snaps your forearm near the wrist, both the ulna and the radius breaking into multiple fragments. With all the nerves and tendons that just got disrupted it's unlikely you'll regain full function in your hand.	Gain <i>Stunned (3)</i> . The hand is useless (see under Amputated Parts), but if you receive Surgery within one week it'll count as a Broken Bone (Major) instead, except all Tests for long-term penalties automatically fail.
91-93	121-125	5	Nerve Damage. The sling bullet smashes through your collarbone, then batters the brachial nerve plexus, aided further by fragments from the shattered collarbone. Your arm is paralyzed from the shoulder down.	Gain <i>Stunned (3)</i> . Your arm is permanently useless (see under Amputated Parts).
94-96	126-130	5	Open Fracture. Your elbow gets hit hard, the head of the upper arm bone breaking into at least three pieces, with both the medial and lateral epicondyles going separate ways. Sharp bone fragments tear out from the skin, creating an open complicated fracture!	Gain <i>Stunned (3)</i> and <i>Bleeding (2)</i> . The arm is useless (see under Amputated Parts). Surgery will be required within one week to amputate above the elbow, or you'll contract Blood Rot as gangrene sets in.
97-99	131-135	5	Internal Bleeding. The projectile crashes into the inside of your upper arm near the armpit. The humerus (the long bone in the upper arm) cracks lengthwise into several fragments, resulting in long shards of sharp bone that tear through the surrounding soft tissues. One such bony knife rips through your brachial artery, causing massive internal bleeding!	You gain <i>Stunned (2)</i> and <i>Bleeding (3)</i> , the latter of which can only be removed through Surgery . Should you survive you'll also have Broken Bone (Major) .
100	136+	D	Arterial Disaster! Whether your opponent managed to pick a particularly sharp sling stone or used one of them newfangled lead bullets, he sure knew how to throw fast and hard! Either the projectile itself or a bone fragment from your shattered shoulder tears through your subclavian artery, causing massive internal hemorrhaging! Your consciousness and life quickly seeps away...	Wow...you actually got killed by getting hit in the arm by a thrown stone! Didn't see that one coming, did ya?

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Near Miss. The sling bullet causes but a glancing hit, whirring away into the distance. You pat yourself down to make sure you're unhurt...	If you were wearing anything fragile, like a draught bottle, a monocle hanging from a pocket chain, or some similar thing, there's a 50% chance one random such item will be smashed to pieces.
11-20	11-20	1	Flank Hit. The projectile smacks into your side, leaving a bit of a bruise and some scraped skin.	You flinch and falter in your step, suffering a penalty of -10 to your next rolled Test.
21-25	21-25	1	Bruised Rib. The sling bullet impacts the side of your chest, causing a hairline fracture to one of your ribs. Moving and weaving through the fight now causes you quite a bit of discomfort!	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.
26-30	26-30	1	Clipped Shoulder. The sling bullet clips your shoulder, spinning you around and ricocheting up to smack your ear painfully.	Gain <i>Deafened (2)</i> . You also need to pass an Average (+20) Athletics Test or go <i>Prone</i> .
31-35	31-35	1	Belly Button Punched! You take a hit right in the stomach, getting the wind knocked out of you.	Gain <i>Stunned (1)</i> , except you don't gain any <i>Fatigued Condition</i> once the <i>Stunned Condition</i> has been removed.
36-40	36-40	2	Aiming Low! The projectile, undoubtedly aimed even lower, hits you hard beneath the navel. A wave of nausea doubles you over and you taste vomit at the back of your throat!	Gain <i>Prone</i> as you go to your knees and dribble a bit. Depending on when you last had dinner there may even be some actual hurling!
41-45	41-45	2	Bruised Shoulder Blade. As you try your skills at acrobatic dodging, you get hit on the back of your shoulder. Skin and muscle is mashed against bone, possibly even chipping it a bit.	Roll randomly for side, left or right. The arm on that side suffers a Torn Muscle (Minor) .
46-50	46-50	2	Why Am I Peeing Red? You take one heck of a whack to the flank, your lower ribs flexing under the strain. Your poor kidney is contused, causing you to pee red for a few days.	Gain <i>Stunned (2)</i> .
51-55	51-55	2	Cracked Sternum. Right in the middle of the sniper's triangle, you take one to the middle of your chest, causing a stable but painful fracture of your breastbone, making deep breaths a real drag.	You gain <i>Fatigued (1)</i> which will last one whole week before the bone has started setting.
56-60	56-60	3	Pelvis Fracture. The sling bullet slams into the bony crest high on your hip, cracking the wing of the ilium bone.	Gain <i>Stunned (1)</i> . You'll suffer a penalty of -1 to your M and -20 to any Agility Tests until the bone has set in 30 minus your Toughness Bonus days.
61-65	61-65	3	Bull's Eye! You take the sling bullet right in the groin! Uncomfortable for you and highly amusing for your foe.	Gain <i>Stunned (3)</i> . Depending on the nature of the bruising you may encounter difficulties procreating for a while.
66-70	66-70	3	Broken Ribs. The projectile breaks several of your ribs. This will make any breathing and physical exertions a proper pain in your patookas!	You suffer a Broken Bone (Minor) . If the projectile was a Lead Bullet you reroll the result once. If the result comes up as <i>Pneumothorax</i> or any higher result you use the <i>Pneumothorax</i> result instead as the bullet penetrates your chest. On any other result, use the <i>Broken Ribs</i> result instead.
71-75	71-75	3	Burst Spleen. The sling bullet smashes into your left side, some of your floating ribs gaining hairline fractures as they flex under the impact. The blow bursts your spleen, causing heavy internal bleeding!	Gain <i>Bleeding (1)</i> which can only be removed through magical healing.* Surgery or ordinary Heal Tests don't work as the bleeding is inside the fibrous capsule surrounding the spleen, impossible to get at. Fortunately, the capsule also contains the bleeding, which will stop after 1d10+5 turns, causing the <i>Bleeding Condition</i> to be removed. Because the spleen is an important part of your immune system you'll lose any Resistance (Disease) Talent that you had.
76-80	76-80	4	Shattered Breastbone. The sling bullet lands with such force that your sternum is shattered to pieces. As it is connected to pretty much every rib you have, helping hold the whole ribcage together, this severely impacts your ability to take a deep breath and be a chill dude.	You suffer a Broken Bone (Major) .
81-85	81-85	4	Ruptured Bowel. A hard-flung projectile to the belly ruptures a length of intestine, spilling fecal matter into your abdominal cavity, leading to a serious infection and peritonitis.	Gain <i>Stunned (2)</i> and <i>Prone</i> . Also, you contract Blood Rot .

Core	UIA	W	Description	Additional Effects
86-90	86-90	4	Pneumothorax. The pleural sac of one of your lungs is torn, either by the bone shards from ribs fractured by a Stone Bullet or by a Lead Bullet punching through your chest wall. Your lung collapses as air and blood enters the pleural space!	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.
91-93	91-95	5	Kidney Injury. The sling bullet slams into your right flank, breaking one of the lower ribs. The jagged end of it gets punched deep, where it lacerates one of your kidneys. As the kidneys' job is to filtrate your entire blood volume over and over again, this is bad news indeed.	Gain <i>Stunned (1)</i> and <i>Bleeding (3)</i> , the latter of which requires Surgery to remove. Should you survive, you'll still have a Broken Bone (Minor) . Because stopping the bleeding probably required clamping off the whole organ, you'll incidentally also have only one kidney left...
94-96	96-110	5	Pierced Pericardium. Bone splinters from a shattered rib penetrate to your heart, lacerating 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'll have a 10% chance of dying each day as the fragments migrate deeper.
97-99	111-115	5	Cardiac Tamponade. You experience high-energy trauma to your chest, the resulting shearing forces partly detaching your ascending aorta from the heart. Blood immediately starts filling the pericardial sac surrounding your heart, causing what is called a hemopericardium. The accumulation of blood prevents your heart from beating effectively, rapidly reducing your cardiac output.	Gain <i>Stunned (2)</i> . You also 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. Only magical healing can save you, requiring a spell or prayer equivalent to Surgery** to stop further accumulation of <i>Fatigued Conditions</i> . Ordinary Surgery won't do any good. If you survive you'll be able to remove one level of <i>Fatigued Condition</i> every second day.
100	116+	D	Broken Heart. The projectile slams into the center of your chest with deadly force. A Stone Bullet cracks your breastbone and causes your heart to falter and go into a fatal arrhythmia, the heart muscle beating furiously but without any coordination between its four chambers, resulting in quick loss of consciousness and death from lack of oxygenated blood. A Lead Bullet simply punches straight through your breastbone to tear up the large veins and arteries connecting the heart to the lungs, resulting in massive and fatal bleeding.	Since a working heart is required for proper living (being undead doesn't count) you die tragically.

* See pages 3-4 for information on how to remove Bleeding Conditions with spells and prayers.

** See page 4 for information on which spells and prayers count as applied Surgery.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	<i>Skipping Stone.</i> The sling bullet skips over the ground, forcing you to make an undignified leap into the air to avoid it.	You take your next Action last in the turn.
11-20	11-20	T	<i>Ricochet!</i> The sling bullet ricochets off the ground to hit you perilously close to your groin.	Luckily for you, its force was spent. You still flinch and miss a step, so you must halve your M (round up) on your next turn.
21-25	21-25	1	<i>Bruised Shin.</i> You take it on the shin, the projectile bouncing off your lower leg.	You suffer a penalty of -1 to your M and -10 to your Agility for the rest of the encounter.
26-30	26-40	1	<i>Battered Toes.</i> The sling bullet slams into the tip of your foot, mercilessly battering your toes.	1d10/2 of your toes become useless for the rest of the encounter (see under Amputated Parts).
31-35	41-45	1	<i>Sprained Ankle.</i> The sling bullet smacks your lateral malleolus, the prominence on the outer side of your ankle, bruising it badly. With all the tendons attached to it, this is effectively a really nasty sprain.	For the next 1d10/2 days, any time you roll for a Dodge or Athletics Test , you automatically fail on an uneven roll on the unit die, as your battered ankle betrays you.
36-40	46-50	1	<i>You Go High, It Goes Low!</i> The projectile comes in just barely above the ground and slams your foot sideways. You take a bit of a tumble.	Gain <i>Prone</i> . If you aren't wearing any footwear you also suffer the effects of the <i>Sprained Ankle</i> result above.
41-45	51-55	2	<i>Thigh Whack!</i> The sling bullet gives you a painful whack high up on the inside of your thigh as it passes between your legs.	You squeeze your thighs together hard and reduce your M to 1 on your next turn, also missing your next Action as you whimper pitifully.
46-50	56-60	2	<i>Bone Bruise.</i> A solid hit results in the mother of all bone bruises. The impact site swells up painfully as blood starts pooling between cartilage and underlying bone.	You suffer a Torn Muscle (Minor) .
51-55	61-65	2	<i>Torn Tendon.</i> The sling bullet slams into your leg just above the knee, the impact causing a rupture in the large quadriceps tendon. You suddenly find it difficult to straighten the leg properly!	You suffer a Torn Muscle (Major) .
56-60	66-70	2	<i>Lost Toe.</i> One of your toes makes the ultimate sacrifice. A Lead Bullet takes the heroic digit off cleanly, possibly leaving it dangling by a scrap of tissue. A Stone Bullet simply squashes it flat. Even if it heals it'll be flat and useless like a small fleshy pancake.	You lose one toe – Amputation (Average) . If you're equipped with the iconic Small But Vicious Dog you can always give it to the dog...
61-65	71-75	3	<i>Dislocated Kneecap.</i> The projectile hits your kneecap, coming in from the side and neatly dislocating it from its groove over the knee joint in a most agonizing fashion. Your poor patella now stands out from the side of your knee like a big ugly bump under the skin, effectively locking your leg in a painful bent position.	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>Ankle Fracture.</i> The sling bullet hits the side of your foot, fracturing the malleolus. Although the fracture is a stable nondisplaced break, you can't put your weight on that foot!	You gain <i>Prone</i> and suffer a Broken Bone (Minor) .
71-75	81-85	3	<i>Cracked Fibula.</i> The projectile impacts the outside of your lower leg, fracturing the shaft of the long fibula bone. Although not a weight-bearing bone, this injury still makes walking a painful business.	Gain <i>Stunned (2)</i> . Your M will be reduced to 1 and you'll suffer a penalty of -30 to your Agility until you've had the leg properly and tightly bound up after the encounter, after which it'll count as a Torn Muscle (Major) .
76-80	86-90	4	<i>Groin Strike!</i> With unerring accuracy, the sling bullet slams into your nether regions like it had been guided there!	Gain <i>Stunned (4)</i> and <i>Prone</i> as you double up in extreme agony and vomit helplessly. If male, there is a risk you'll also end up having problems procreating.
81-85	91-95	4	<i>Catastrophic Knee Damage.</i> The projectile strikes your knee with devastating force. A Stone Bullet simply shatters the heads of both the femur and tibia into multiple fragments. A Lead Bullet rips through the kneecap and wrecks the cruciform ligaments and other inner structures of the knee joint. Regardless, your knee is pretty much history as a meaningful and valued member of this team.	Gain <i>Stunned (3)</i> and <i>Prone</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 Agility for any Tests requiring use of the leg.

Core	UIA	W	Description	Additional Effects
86-90	96-105	4	Toasted Tibia. Your tibia is toast. A hard-flung projectile makes a direct hit to the front of your shin, fracturing the bone to pieces, some fragments penetrating through the skin. The leg is still reasonably straight thanks to an intact fibula (the other long bone in your lower leg) but the tibia was the weight-bearing part of the duo.	You gain <i>Stunned (3)</i> and <i>Prone</i> , also suffering a Broken Bone (Major) and contracting a Festering Wound due to the open fracture.
91-93	106-115	4	Ruined Foot. The sling bullet shatters your midfoot, making a mess of the complicated puzzle of tarsal bones in that part of the foot. Tendons and nerves are also ravaged. If the sling bullet was a Lead Bullet it actually penetrates all the way through to your sole! Regardless, your foot is a ruin.	You gain <i>Stunned (2)</i> and <i>Prone</i> . You also permanently lose function in the foot – Amputation (Challenging) .
94-96	116-120	5	Time Bomb! What appeared to be a deep bone bruise is actually a lot worse! The femur of your thigh is cracked lengthwise. When weight is put on it, it'll shatter as a diagonal fracture, with the sharp ends doing horrific damage as the leg suddenly and unexpectedly compresses and shortens underneath you!	You gain <i>Stunned (1)</i> and suffer a Torn Muscle (Minor) . However, any time you do a Melee Attack , Athletics Test (including Running) or Dodge , there is a 25% chance the leg will break. The downward-pointing fragment will poke out of your leg near the knee in a spray of blood, while the upward-pointing fragment will rip up into the pelvic area, severing the femoral nerve. You'll gain <i>Bleeding (2)</i> and the leg will be permanently paralyzed – Amputation (Hard) .
97-99	121-125	5	Between A Rock And A Hard Place. The sling bullet breaks your tibia in half. As your whole weight comes down on your shattered lower leg, the fibula snaps as well, leaving nothing but broken bones and jagged shards that tear through the soft tissues of your leg when you collapse. The arteries and nerves supplying your foot are severed, leaving the broken-off end of your lower leg cold, numb and lifeless.	You gain <i>Stunned (3)</i> , <i>Prone</i> and <i>Bleeding (2)</i> . You also permanently lose function in the foot – Amputation (Hard) , and the leg will have to come off below the knee, requiring Surgery within one week or you'll contract Blood Rot as gangrene sinks its teeth into the lifeless extremity.
100	126+	D	<p>What follows is a series of unlikely events unfolding...</p> <p>If the projectile was a Lead Bullet at least it makes some sense that deep penetration was a contributing factor, with the fast-moving and spinning almond-shaped heavy bullet smashing into your groin where the thigh meets the abdomen and punching through skin and soft tissue to tear your femoral artery in half.</p> <p>With the bullet plugging the entry-hole in your leg, the level of internal bleeding is not immediately obvious, with friends and foes alike smirking in fake sympathy as you grab your groin and sink to your knees with a pained expression on your face. It's only when you keel over and croak, still with the same pained expression on your face, that a large pool of blood starts spreading around you, making the cause of your demise obvious.</p> <p>If the projectile was a Stone Bullet or improvised rock picked from the ground*, things start getting even more unlikely! It smashes into your thigh, managing to hit just in the groove between the rectus femoris and either the medial or lateral vastus muscles of the quadriceps, allowing the stone to apply its full kinetic energy to your femur where it is weakly padded by protective sheaths of muscle. The long thigh bone thus snaps from the impact, about a third of the way up from the knee.</p> <p>A chunk of bone marrow detaches from the fractured bone and gets into the bloodstream by way of the femoral vein. From there it travels to your heart and gets ejected into the pulmonary artery, whereupon it then gets stuck in your lung as a massive fatty pulmonary embolism. You grow pale, grab your chest and then slump to the ground where you quietly expire.</p>	<p>(I do apologize for this mess, but figuring out how being hit by a stone on the leg can kill you required quite a bit of effort!)</p> <p>Whether by bleeding out or courtesy of a fatty embolus, you are very much expired.</p>

* That would be the wonderfully named Pebble from the Up In Arms supplement.

Core	UIA	W	Description	Additional Effects
01-10	01-03	T	A Close Call! You get away with a good scare and a faceful of slobber and bad breath.	Pass a Challenging (+0) Cool Test or suffer a -10 penalty to your next rolled Test, as you wipe away monster drool.
11-20	04-06	1	Face Hug! Your foe makes a lunge at your face, causing you to stagger back.	Your next Action may not be an attack.
21-25	07-09	1	Ear Chomp! In an attempt to rip your face off, your foe nicks your ear, tearing a piece of it away.	Gain <i>Deafened (2)</i> . Roll 1d10-5; if the result is positive that is the penalty you suffer to your Fellowship whenever your mangled ear is visible.
26-30	10-15	1	Go For The Eyes, Boo! Growling, your foe rakes your face, only sheer luck stopping it from snacking on your eyeballs.	Gain <i>Blinded (2)</i> .
31-35	16-20	2	Going For The Jugular! Savagely going for your jugular, your foe is nearly successful, nicking at least large one vein.	Gain <i>Bleeding (1)</i> .
36-40	21-25	2	Scalp Snack! Ravening, your foe tears your scalp, causing blood to stream down your face and into your eyes.	Gain <i>Bleeding (1)</i> and <i>Blinded (2)</i> , the latter of which cannot be removed before the Bleeding Condition is removed.
41-45	26-30	2	Face-Off! Managing to hook fangs or claws around the angle of your jaw, your slavering foe almost tears your whole lower face off. Your mandible stays in place but bone and teeth are visible through the tears!	Gain <i>Stunned (1)</i> . Roll 1d10/2, which will be the penalty to your Fellowship whenever your scars from this encounter are obvious.
46-50	31-35	2	Neck Toss! Your slavering foe attempts to close his jaws and/or paws around your neck to tear your head off, but angular momentum sends you spinning out of the grip before fangs and/or claws sink in.	Gain <i>Prone</i> . If you were wearing a Hat, Leather Skullcap or Open Helm, it goes flying 1d10 yards in a random direction.
51-55	36-40	3	Chin Crunch! Pouncing, your foe targets your chin for some proper mauling, tearing off most of any beard you may possess and breaking your jaw.	Suffer a Broken Bone (Minor) . Also, roll 1d10-5; if the result is positive that is the penalty you suffer to your Fellowship whenever your scars and patchy beard are obvious.
56-60	41-45	3	My Ear! Your snarling foe gets hold of one of your ears and makes away with it!	Gain <i>Bleeding (1)</i> and lose the ear – Amputation (Easy) .
61-65	46-50	3	Cheek Chomp! In a display of animalistic brutality, your foe takes a bite out of your face, leaving most of one cheek torn and dangling like an unsightly flap of meat, exposing teeth and tongue.	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . Also, your face is now quite hideous, reducing your Fellowship 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.
66-70	51-55	3	Face Mangling! Fangs or paws close around your face. The maxillary bone of your upper jaw deforms with a crunch and your lower jaw is dislocated by the savage assault!	Gain <i>Stunned (2)</i> and suffer a Broken Bone (Major) .
71-75	56-60	4	Nose Nibble! Your slavering enemy makes a tasty snack of your nose. There is now a very disturbing hole in the middle of your face!	Lose the nose – Amputation (Easy) .
76-80	61-65	4	Takedown! Your foe tears into the back of your neck, ripping muscles and nicking vertebrae, wrenching your neck cruelly. You are born to the ground in a beautiful display of predatory hunting techniques, at the mercy of your feral foe!	Gain <i>Prone</i> and <i>Bleeding (2)</i> . Also, due to whip-lash trauma, 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 Agility .
81-85	66-75	4	Lost Eye. Gnashing and growling, your enemy rakes you across one side of the face, leaving several parallel furrows, including one across the eye.	Gain <i>Stunned (2)</i> . Also lose the eye – Amputation (Hard) . You must also pass a Challenging (+0) Endurance Test or contract a Festering Wound .

Core	UIA	W	Description	Additional Effects
86-90	76-80	4	Chewy-Chewy! Your whole head disappears inside fanged jaws or clawed paws. Some chewing and/or mauling later, you are neither whole, hale, hearty nor pretty!	You lose parts – Amputation (Difficult) . Roll 1d10: 1-2 Right ear 3-4 Left ear 5 Nose 6 Right eye 7 Left eye 8-9 1d10 teeth 10 Roll twice Regardless, your Fellowship is reduced by an extra -10 due to the extensive facial scarring.
91-93	81-85	5	Cracked Skull. The plates of your skull break under the bestial assault, leaving your head looking all warped and weird.	Pass a Hard (-20) Endurance Test or gain <i>Unconscious</i> . Regardless, you gain <i>Fatigued (2)</i> , which will last 30 minus your Toughness Bonus days, when your bones have set again.
94-96	86-94	5	Brain Snack! Proving why it was a bad idea to tangle with something so well equipped in the ivory department, your foe cracks open your forehead, removing a piece of frontal lobe brain matter. This results in some disturbing changes to your personality.	Gain <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. Also, pass a Challenging (+0) Endurance Test or contract a Festering Wound .
97-99	95-99	5	Torn Throat. Hungry for gore, your foe tears out a good piece of your throat! Apart from a torn carotid artery, your vocal apparatus is also mangled.	Gain <i>Bleeding (4)</i> . Should you survive, you'll also suffer the effects of a Broken Bone (Major) , except you fail all rolls for long-term effects automatically.
100	100+	D	I'll Bite Your Head Off! Your head is partly or entirely separated from your body. In the latter case, swallowing may be involved. Either way, there's a whole lot of blood spurting from your neck hole.	You are headless, lifeless and possibly about to be digested.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Tug-Of-War. You wave your arm furiously to dislodge the monster that just got a grip on your sleeve/weapon/shield!	Pass a Challenging (+0) Strength Test or you may not use that arm or anything held in it until the end of your next turn.
11-20	11-20	1	Raked Hand. Howling with primal bloodlust, your foe rakes your hand, leaving torn skin and bare flesh oozing red.	You suffer a penalty of -10 to any Tests using that hand until the end of your next turn.
21-25	21-25	1	Wrist Wound. Your hand spasms as your murderous foe chomps down on or batters your wrist. A row of seeping indentations score a line across your lower arm, courtesy of fangs or claws.	You drop anything held in that hand.
26-30	26-40	1	Biceps Bite. Drooling with a lust for slaughter, your foe opens up your arm, tearing muscle and flesh.	You suffer a Torn Muscle (Minor) .
31-35	41-45	2	Deltoid Dinner. Your beastly foe cruelly tears a chunk of muscle from your upper arm, sending blood spurting over the both of you.	Gain <i>Bleeding (1)</i> and suffer a Torn Muscle (Minor) .
36-40	46-50	2	Forearm Food. In a display of pure savagery, your foe rips into your lower arm, damaging one of the arteries supplying the hand. Your grip soon grows slippery with blood!	Gain <i>Bleeding (1)</i> . Until the Bleeding Condition has been removed you'll have to pass an Average (+20) Dexterity Test any time you want to perform an Action requiring an item held in that's hand, or lose your grip and drop the item.
41-45	51-55	2	Wrenched Arm. With bestial strength, your foe almost rips your arm out of its socket!	The arm is useless (see under Amputated Parts) for 1d10 turns. Also, you drop any item held in that hand.
46-50	56-60	2	Savaged Hand. Phalangeal finger bones crackle and tendons creak as your hand becomes your foe's chew toy or miniature punching bag.	Your hand is useless (see under Amputated Parts) for the rest of the encounter. Afterward it'll be swollen and battered enough to count as a Torn Muscle (Minor) .
51-55	61-75	3	Ri-i-i-ip! In an unparalleled exhibit of carnivorous cruelty, your enemy digs claws, fangs or other natural cutlery into your forearm and proceeds to tear a long flap of skin and flesh off, all the way to the back of your hand, leaving muscle and tendons exposed and glistening. A gruesome sight!	Gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . Also, suffer a Torn Muscle (Minor) . You must pass a Challenging (+0) Cool Test before you're allowed to use the arm for any Actions, rolling at the start of each of your turns until you pass.
56-60	76-80	3	Dislocated Shoulder. Your monstrous foe clamps on to your shoulder and bears down on you with its full weight, bearing you to the ground. Your shoulder joint is unable to take the strain and your shoulder dislocates with a sickening pop. Your screams are almost as loud as your enemy's howl of triumph.	Gain <i>Prone</i> . 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 plenty sore enough for a -10 penalty to any Tests performed with that arm for the next 24 hours.
61-65	81-85	3	Crunchy And Tasty! Your foe ferociously latches on to your lower arm, twisting and pulling until there is a distinct crack as your wrist snaps.	Gain <i>Bleeding (1)</i> . You must also pass a Challenging (+0) Strength Test or go <i>Prone</i> . You suffer a Broken Bone (Minor) .
66-70	86-90	3	Finger Food! Feeling a bit puckish, your enemy decides to indulge in a snack. You stare in horror at the raw bleeding stump of one of your fingers!	Gain <i>Stunned (1)</i> . Lose one finger – Amputation (Easy) .
71-75	91-95	4	Pit Stop! Like the beast it is, your foe manages to catch hold of the triceps muscle at the back of your arm near the armpit. A chunk of tissue detaches and blood sprays from a severed artery!	Gain <i>Bleeding (2)</i> and suffer a Torn Muscle (Major) .
76-80	96-109	4	Dislocated Elbow. Spittle flying, your foe strikes with inhuman strength, nearly tearing your arm off. The elbow joint fails first, dislocating as ligaments and tendons tear and stretch in ways not designed by nature. The pain is unbelievable!	Gain <i>Stunned (1)</i> . 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.
81-85	110-115	4	Marrow Munch! Like the culinarily sophisticated monster that it is, your foe attempts to get at your delicious bone marrow by the most direct route possible. The long humerus bone of your upper arm splinters and cracks!	Gain <i>Stunned (2)</i> and pass a Challenging (+0) Strength Test to avoid also going <i>Prone</i> . You suffer a Broken Bone (Major) .

Core	UIA	W	Description	Additional Effects
86-90	116-120	4	Digit Delight! Your hand is engulfed by fanged jaws or clawed paws. When they depart, several of your fingers depart as well!	Gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . You also lose 1d10/2 fingers – Amputation (Challenging) . If five fingers are lost you lose the entire hand.
91-93	121-125	5	Meat Off The Bone! With a truly monstrous disregard for civilized table manners, your vicious foe strips most of the meat and muscle from your upper arm and shoulder.	Gain <i>Stunned (2)</i> and <i>Bleeding (2)</i> . Your arm is permanently useless – Amputation (Hard) . You also contract as Festering Wound due to no longer having much of a skin barrier to protect what remains of your limb from filth and germs.
94-96	126-130	5	Bite Size! Giving itself entirely to its primal hunger, your foe slakes its appetite by helping itself to most of your arm, which is severed near the elbow, leaving ragged flesh and a splintered stub of bone.	Gain <i>Bleeding (3)</i> . Pass a Very Hard (-30) Cool or Endurance Test to avoid also gaining <i>Stunned (3)</i> . Needless to say, you lose the arm – Amputation (Challenging) .
97-99	131-135	5	Donate Blood, Anyone? You lift your arm to defend yourself but your feral and wily foe goes in under your guard to tear into the soft flesh at the armpit, ripping your brachial artery to shreds. Blood covers both your foe and your whole side!	Gain <i>Bleeding (3)</i> which requires Surgery to remove, probing deep into the torn mess to find an intact piece of artery to clamp. Should you survive, you also suffer a Torn Muscle (Major) .
100	136+	D	Dismemberment! Fell and feral, your foe clamps down on your shoulder near the angle of the neck. With merciless brutality it proceeds to tear your whole shoulder off. The shoulder blade and pieces of several ribs come away as well, exposing lung and splintered bone in the ensuing gaping hole.	Having just been deprived of one arm and almost a quarter of your torso, you expire speedily!

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Things That Go Bump! Your foe attempts to sink some teeth and/or claws into your body, but only manages to connect with the back of a paw or the blunt end of its muzzle.	Pass an Average (+20) Agility Test or suffer a -10 penalty to your next rolled Test as you stumble back.
11-20	11-20	1	Fashion Vandal! Your foe manages to catch hold of your shirt/jacket/coat/whatever and rips the front to shreds. Somebody get this beast a scratching post!	Apart from the expenses incurred for repair, you also suffer a penalty of -10 to any Tests rolled until the beginning of your next turn. If for some reason you are bare-chested you suffer one extra Wound instead.
21-25	21-25	1	Snatch And Grab! Your enemy latches on to a belt, scabbard, coat tail or other piece of gear or clothing, and tries to pull you off your feet.	You go Prone . If, for some unfathomable reason, you went into battle naked, you instead gain Bleeding (1) .
26-30	26-30	1	Pecs For The Peckish! Your famished foe takes a bite out of your chest muscles, 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	Thin Slices, Please! In mindless fury, your foe tears a strip of flesh from your ribs. A yellowish rib winks at you for a moment before the view is obscured by upwelling blood.	Gain Bleeding (1) .
36-40	36-40	2	Shoulder Cut. Your snarling foe leaps at you. As you try to turn away, it ravages the back of your shoulder, its teeth/claws grating painfully against your shoulder blade.	Roll randomly for side, left or right. Suffer a Torn Muscle (Minor) for the arm on that side.
41-45	41-45	2	Raked Hip. Howling, your foe rakes your hip, dealing you several long parallel gashes.	For the rest of the encounter you suffer a penalty of -1 to your M and -10 to your Agility .
46-50	46-50	2	Just A Piece Off The Flank! Hurling itself at you, your foe comes away with a mouthful's worth of lean flank meat.	Gain Bleeding (2) .
51-55	51-55	2	Oomph! Ferociously, your foe tries to dig into your belly but only manages to slam its muzzle or paw with great force into your solar plexus.	Gain Stunned (1) .
56-60	56-60	3	One Rack Of Ribs, Please! Ribs bend and crack under your foe's animalistic assault.	Suffer a Broken Bone (Minor) .
61-65	61-65	3	Bestial Pounce! Roaring as it launches itself through the air, your foe tears long strips of flesh from your back, exposing gleaming ribs and slamming you to the ground.	Gain Stunned (2) , Bleeding (1) and Prone .
66-70	66-70	3	Lung Lunch! Your vicious opponent digs its way through a couple of your upper ribs. The top of your lung is punctured, either by bone splinters or your foe's sharp natural implements. It partly collapses as air and blood leak into the pleural space, leaving you gasping for air.	Gain Fatigued (2) which drops to Fatigued (1) after the end of the encounter. Because it's only a rather minor pneumothorax you'll get to remove the last Fatigued Condition after one week as the lung inflates itself back again.
71-75	71-75	3	Horrendous Hug! In an attack of mindless fury, your enemy shatters multiple ribs and cracks your breastbone. You feel like you've been hugged by a bear...or maybe you just were?	Suffer a Broken Bone (Major) .
76-80	76-80	4	Respiratory Banquet! You find yourself very short of breath as teeth or claws pierce your chest wall to perforate one lung. As air and blood fill the pleural space, your lung collapses!	Gain Fatigued (3) . For healing purposes, count as Torn Muscle (Major) , with partial healing reducing your Conditions from Fatigued (3) to Fatigued (1) which will be removed once fully healed.
81-85	81-85	4	Eviscerating Slash. In a classic predatory disemboweling move, your foe catches you in the side, raking its natural killing tools across your belly. Your abdominal wall is pierced and a pink loop of intestine starts peeking out of the wound.	Gain Stunned (2) . You must drop anything held in one hand to hold your intestines in place until you've received Medical Attention . Also, you contract a Festering Wound . Until you've had Surgery you are unable to recover 2 of your lost Wounds .
86-90	86-90	4	Groin Groceries! Abandoning any sense of fair play, your sadistic foe goes for your groin! Any witnesses wince at such cruelty!	Gain Bleeding (3) as the many blood vessels in that sensitive area are mauled and mistreated. Pass a Hard (-20) Endurance Test or also gain Stunned (2) . If male, you may have problems procreating after this encounter.

Core	UIA	W	Description	Additional Effects
91-93	91-95	5	Belly Buffet! Shedding any last remnants of animal or human decency, your foe rams muzzle or paws into your abdomen, trying to feed on you while you're still alive. This damages your gastrointestinal tract, spilling content into your body cavity.	Gain <i>Stunned (3)</i> and <i>Broken</i> . You contract Blood Rot . Also, until you've had Surgery you are unable to recover 3 of your lost Wounds .
94-96	96-110	5	Gore Fest! Its small mind filled with images of gore and frenzied feeding, your foe digs into your flank, savaging a kidney, the liver or some other organ rich in blood vessels. A crimson tide drenches the both of you!	Gain <i>Stunned (1)</i> and <i>Bleeding (3)</i> , the latter of which can only be removed using Surgery .
97-99	111-115	5	Gutted! Your blood-smeared foe politely belches after dragging out and ingesting a couple of feet of your small intestine. You sink to your knees, cradling the gaping tear in your belly from which the rest of your mangled innards are spilling.	Not really a survivable experience! You will expire within half your Toughness Bonus days (round up), helpless and slipping in and out of consciousness. If you receive magical healing equivalent to Surgery* before then, you'll survive but suffer a permanent penalty of -15 to T and S as well as -2 to W plus a significant weight loss due to your now severely shortened digestive tract.
100	116+	D	Partition! In a disturbing display of unbridled savagery and complete contempt for civilized behavior, your foe digs in claws and fangs, braces itself, and then with a mighty burst of bestial strength simply tears you in half.	You and your two separate halves are utterly lifeless. You have ceased to be. You are an ex-character!

* This refers to any spell or prayer capable of recovering more than one Wound at a time. See page 4 for clarification which spells from the Rule Book count as applied Surgery.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Chewed Shoe. You barely get your foot out of the way as your foe tears off the tip of your footwear.	You suffer a -10 penalty on any Agility Test you do your next turn. If you're not wearing footwear the penalty is -20.
11-20	11-20	T	Foot Bump. Your overeager foe slams into your foot as it tries to clamp fangs or claws into your lower extremity.	Pass an Easy (+40) Athletics Test to avoid gaining <i>Prone</i> .
21-25	21-25	1	Grazed Leg. Thirsting for your blood, your foe merely manages to rob you of some skin and drench your legwear in slobber.	You suffer a penalty of -10 to your next rolled Test.
26-30	26-40	1	Raked Hip. With the scent of blood in its nostrils, your enemy rakes your hip, dealing you several long parallel gashes.	You suffer a penalty of -1 to your M and -10 to your Agility for the rest of the encounter.
31-35	41-45	1	Collision! As you attempt to dodge your enemy's slaving attention you are taken unaware by a sudden rush. The ensuing collision sends you flying!	You gain <i>Prone</i> . You must pass an Average (+20) Dexterity Test or drop anything held in your primary hand, sending it flying 1d10 yards in a random direction.
36-40	46-50	1	Sprain. Your foe growls in satisfaction as it catches hold of your leg. You manage to wrench it loose but suffer a sprain in the process.	You suffer a Torn Muscle (Minor) .
41-45	51-55	2	Burger Feast! A credit to the culinary tastes of monsters everywhere, your foe takes a couple of brass pennies' worth of hamburger from your buttock.	You gain <i>Bleeding (1)</i> and suffer a Torn Muscle (Minor) . Also, there is a rather large hole in your pants...
46-50	56-60	2	Tastes Like Chicken! Its savagery knowing no limits, your enemy tears open your thigh, delighting in the flow of blood and your shouts of pain.	You gain <i>Bleeding (2)</i> and suffer a Torn Muscle (Minor) .
51-55	61-65	2	Severed Toe Tendons. Your growling foe removes flesh from the back of your foot, damaging several of the extensor tendons to your toes. This leads to you being able to curl but not properly extend your toes, with ensuing impaired balance and risk of stumbling over things as the front of your foot connects with ledges, stair steps, tree roots, etc.	Pass a Difficult (-10) Cool Test or lose your next Action as you look down at your dysfunctional foot and see the twitching white shreds of tendon curling out from the exposed flesh. You also suffer a Torn Muscle (Major) , except your M is unaffected.
56-60	66-70	2	Achilles Atrocity! Displaying its predatory skills when it comes to bringing down fleeing prey, your foe savages the back of your ankle, damaging the large Achilles tendon.	You gain <i>Prone</i> and the leg is useless for the rest of the encounter (see under Amputated Parts). Afterwards it'll count as Torn Muscle (Major) .
61-65	71-75	3	Broken Ankle. A hideous crackling sound assaults your ears as your savage foe breaks your ankle between its teeth and/or claws.	You suffer a Broken Bone (Minor) .
66-70	76-80	3	Don't Like Fast Food! Making sure you can't get away, your foul foe prepares for its feast by tearing apart the large hamstring muscles at the back of your thigh, sending you crashing to the ground.	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.
71-75	81-85	3	This Little Piggy... One or more toes disappear down a monstrous gullet or 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 .
76-80	86-90	4	Is Calf The Same As Veal? Your foe satiates its hunger by ripping off most of your calf muscle. Its prominent absence leaves your two legs looking decidedly mismatched...	You gain <i>Stunned (1)</i> , <i>Bleeding (2)</i> and <i>Prone</i> . Also, you suffer a Torn Muscle (Major) except only partial healing is possible as much muscle tissue is simply missing.
81-85	91-95	4	Is Thigh Dark Meat Or White Meat? Your foe clamps fangs and/or claws around your thigh, worrying at the meat until the muscle and flesh has almost completely detached from the bone. Major veins and arteries are severed by this unkind treatment, resulting in major loss of blood.	Gain <i>Bleeding (3)</i> and <i>Prone</i> . For healing purposes the leg counts as a Broken Bone (Major) except all tests for long-term penalties are automatically failed.
86-90	96-105	4	Knee d'Oeuvre. Being the monster it is, your foe feels no compunction going for your kneecap, tearing it out in a spray of blood! The patella is left hanging by a few threads of still intact tendon as you go down with a hideous scream of pain and horror!	Gain <i>Stunned (3)</i> and <i>Prone</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 Agility for any Tests requiring use of the leg. You also suffer a Festering Wound due to the wide open joint.
91-93	106-115	4	Eat Here Or To Go? Your foe's revolting appetites become obvious to all onlookers as it tears your foot off at the ankle!	Gain <i>Stunned (2)</i> , <i>Bleeding (2)</i> and <i>Prone</i> . Lose the foot – Amputation (Challenging) .

Core	UIA	W	Description	Additional Effects
94-96	116-120	5	Could You Slice It For Me? Your lower leg is left stripped of skin and flesh, the half-severed foot dangling limply. Shards of the long bones, the tibia and ulna, stick out from the gory mess. It's obvious it'll have to come off! Your foe looks insufferably pleased with itself!	Gain <i>Stunned (3)</i> , <i>Bleeding (2)</i> and <i>Prone</i> . The leg is lost – Amputation (Challenging) . If you don't receive Surgery within a week for a proper amputation you'll contract Blood Rot as the remains go gangrenous.
97-99	121-125	5	I Like My Steak Bloody! Always hungry for more gore, your brutish foe produces plenty of it! Your femoral artery is shredded at the junction between inner thigh and groin. The severed stump then withdraws into the pelvis, making it almost impossible to find and clamp the spurting vessel. Your world starts graying out at the edges...	Gain <i>Bleeding (3)</i> , which requires Surgery to remove. If you fail to bleed to death, the leg will still be useless as the major nerves were also severed (see under Amputated Parts).
100	126+	D	Drum Stick! Your fell foe exults in thumbing its muzzle at all things good and civilized, tearing and wrenching at your leg until it rips free from its socket at the hip. Death is mercifully quick, from loss of blood and sheer shock at your foe's ferocious strength!	Your one-legged state is of only minor concern as you are also a corpse nowadays...

Core	UIA	W	Description	Additional Effects
01-10	01-03	T	Glancing Blow. A heavy punch skims your cheek, barely failing to connect.	You suffer a penalty of -10 to your next rolled Test.
11-20	04-06	1	Disorientating Blow. A blow to the side of the head momentarily disorients you.	You make not take an Action on your next turn.
21-25	07-09	1	Box On The Ear. You get a good box on the ear which smarts something fierce and makes your ears ring.	Gain <i>Deafened</i> (2).
26-30	10-15	1	Off Balance! Your foe tries to twist your head off and comes away with a handful of hair (or your scarf, hat or whatever if you happen to be bald). His attempt did send you off-balance and to the ground, however!	Gain <i>Prone</i> .
31-35	16-20	2	Raked Face. Your enemy tries to gouge your eyes out but merely manages to get his nails into your skin, raking your face, leaving several long parallel oozing scratches.	You suffer a penalty of -10 to any Tests taken until the end of your next turn. The scratches also reduce your Fellowship characteristic by -10 for one week as people make wildly unfair speculations about their origin.
36-40	21-25	2	Cheek Punch. A vicious punch crumples one cheekbone, making your face look decidedly battered.	Gain <i>Stunned</i> (1) except you do not gain any <i>Fatigued</i> Condition once the <i>Stunned</i> Condition has been removed.
41-45	26-30	2	Nostril Rip! Your opponent jams a couple of fingers up your nostrils and then savagely rips them out again, tearing the sensitive flesh. Your eyes tear up from the brutal treatment.	Gain <i>Blinded</i> (2).
46-50	31-35	2	Ripped Ear. Your foe manages to grab one of your ears, tearing it off and leaving it dangling by a few threads of flesh from the side of your head.	Gain <i>Deafened</i> (2) and suffer a penalty of -5 to your Fellowship whenever your mangled ear is obvious.
51-55	36-40	3	Loosened Teeth. You take one in the mouth, loosening several teeth and mashing your lips bloody. Hey, at least you bruised your attacker's knuckles!	Gain <i>Stunned</i> (1). Roll an Average (+20) Toughness Test , losing one tooth for each SL of failure (see under Amputated Parts).
56-60	41-45	3	Fractured Cheekbone. A powerful punch mashes one side of your face, providing you with a magnificent black eye and fracturing the cheekbone.	Pass an Easy (+40) Endurance Test or gain <i>Unconscious</i> , otherwise gaining <i>Stunned</i> (2).
61-65	46-50	3	Broken Jaw. A solid roundhouse blow to your chin fractures your lower jaw.	Pass an Easy (+40) Endurance Test or gain <i>Unconscious</i> , otherwise gaining <i>Stunned</i> (2). Regardless, you suffer a Broken Bone (Minor) .
66-70	51-55	3	Throat Punch. Your unsportsmanlike opponent punches you in the throat, causing your windpipe to spasm and close, momentarily cutting off your airways.	Gain <i>Stunned</i> (1). Once removed the <i>Stunned</i> Condition is replaced by <i>Fatigued</i> (1), as usual, except you'll gain another <i>Fatigued</i> Condition each subsequent turn until you reach <i>Fatigued</i> (3) at which point you'll remove all <i>Fatigued</i> Conditions on your next turn as your throat recovers and you can breathe again.
71-75	56-60	4	Smashed Teeth. An elbow, boot or fist to your face sends teeth and blood flying.	Lose 1d10 teeth – Amputation (Challenging) .
76-80	61-65	4	Head-Butt! Your nemesis head-butts you in the face, flattening your nose, sending bolts of flashing pain shooting into your brain and a flood of involuntary tears from your eyes.	Gain <i>Stunned</i> (2) and <i>Blinded</i> (2).
81-85	66-75	4	Knee To The Face! Your merciless opponent manages to grab hold of your ears (or hair, or hat) and yanks your face down do connect with his ascending knee. The ensuing crunch is the sound of several teeth and your jaw shattering.	Pass an Average (+20) Endurance Test or go <i>Unconscious</i> , otherwise gaining <i>Stunned</i> (3). You suffer a Broken Bone (Major) and lose 1d10+5 teeth (see under Amputated Parts).
86-90	76-80	4	Tyson Move! The savagery of your opponent knows no bounds as he manages to get a good hold on your head and proceeds to bite something protruding right off, spitting it out in a spray of blood.	You suffer an Amputation (Challenging) . Roll 1d10 to find out what got bitten off: 1-3 The nose 4-8 One ear 9-10 Enough cheek and/or lip to gain you a permanent penalty of -10 to your Fellowship
91-93	81-85	5	Gouged Eye. Your barbarous opponent jams a thumb into your eye, gouging it out or squishing it.	You gain <i>Stunned</i> (3) and <i>Blinded</i> (2). You also lose the eye – Amputation (Hard) .
94-96	86-94	5	Skull Fracture. A brutal blow to your temple, whether delivered by a heel, elbow, knuckledusters or hand, fractures your skull.	Gain <i>Unconscious</i> . After you wake up you gain <i>Fatigued</i> (2) which will last until the plates of your skull have set again in 30 minus your Toughness Bonus days.

Core	UIA	W	Description	Additional Effects
97-99	95-99	5	Crushed Larynx. Your foe crushes your windpipe, crumpling the cartilage of your larynx. This blocks your airways and you start choking dramatically!	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.
100	100+	D	Broken Neck. Your enemy breaks your neck, either with a mighty blow snapping your poor head back, or by grabbing you by chin and back of head, violently twisting until a loud crack is heard. Death is instantaneous!	You and your lolling head are very much expired.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Failed Grab. A quick snatch at your sleeve fails but still makes you flinch!	Pass an Average (+20) Cool Test or your next Action may not be an attack.
11-20	11-20	1	Shoulder Bash. You take a jarring blow to the shoulder.	You suffer a penalty of -10 to your next rolled Test.
21-25	21-25	1	Bruised Knuckles. Bone slams into bone and yours come off worse!	You suffer a penalty of -10 to any Tests using that hand until the end of your next turn.
26-30	26-40	1	Tug-Of-War! Your foe manages to grab whatever you are holding in that hand and starts pulling!	Roll an Opposed Strength Test . Success or a draw means your enemy lets go. Loss by 1-4 SL means you lose your next Action but retain the item. Loss by 5+ SL means you drop what you held in that hand and your foe takes possession of it. If you were carrying it in both hands (like a two-handed weapon) you get to roll twice and pick the best result.
31-35	41-45	2	Bruised Muscle. An elbow or heel slams hard into your biceps muscle, bruising it badly.	You suffer a penalty of -10 to any Tests using that arm for the rest of the encounter.
36-40	46-50	2	Twisted Wrist. Your wrist is badly wrenched and sprained.	Your hand is useless for 1d10/3 turns (see under Amputated Parts) but you do not drop anything held in it.
41-45	51-55	2	Bruised Collarbone. Your opponent makes a vicious chop at your collarbone, bruising but not breaking it.	You suffer a Torn Muscle (Minor) except it heals in half the usual time.
46-50	56-60	2	Funny-Bone Injury. 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 (see under Amputated Parts).
51-55	61-75	3	Broken Finger. Your foe manages to get hold of one of your fingers, bending it backwards savagely until the bone snaps.	One finger is useless (see under Amputated Parts) for 30 minus your Toughness Bonus days when the broken bone will have mended, possibly a bit on the crooked side but still functional.
56-60	76-80	3	Temporary Paralysis. You find yourself transported in time back to your childhood when your older brother would suddenly yell "Free shoulder punch!" and slam his knuckles into your deltoid shoulder muscle so hard your whole arm went numb...thanks to your friendly opponent you now get to relive those happy childhood memories!	Gain <i>Stunned (1)</i> . You drop anything held in that hand and the arm is useless for the next 1d10 turns (see under Amputated Parts).
61-65	81-85	3	Broken Collarbone. A heavy blow to the angle between shoulder and neck fractures your collarbone. You can still move your arm but feel the broken bone ends grinding against each other!	Although strictly speaking a fracture the injury counts as a Torn Muscle (Minor) .
66-70	86-90	3	Boxer's Fracture. Your hand gets slammed, fracturing a couple of the metacarpals, the long bones between wrist and fingers, a classical "boxer's fracture" usually caused by punching something too hard.	You suffer a Broken Bone (Minor) .
71-75	91-95	4	Dislocated Thumb. Your foe twists your thumb, bending it at an unfortunate angle, causing it to be dislocated. Not only very painful but also quite 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.
76-80	96-109	4	Dislocated Shoulder. Your enemy grabs you and throws you over his hip, slamming you into the ground. You land on your shoulder with a crunch, your entire weight coming down on the joint and dislocating it!	Gain <i>Prone</i> . 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 long rest, but will be sore enough for a -10 penalty to any Tests performed with that arm for the next 24 hours.
81-85	110-115	4	Torn Hand. Your opponent grabs two of your fingers in each hand and violently tears the two pairs in different directions, ripping your hand in half lengthwise, splitting it almost to the wrist! Although the metacarpals and tendons are intact, your hand now looks like a grotesque lobster claw.	Gain <i>Stunned (2)</i> . 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.

Core	UIA	W	Description	Additional Effects
86-90	116-120	4	Dislocated Elbow. Your elbow is dislocated with a nasty pop as your foe either gives it a mighty yank or manages to trap your forearm and then slams down on it hard enough for the joint to pop. This exceedingly painful dislocation leaves you with a useless arm and great discomfort!	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 to pop it back, which can be repeated once per day. If successful it'll count as a Torn Muscle (Minor) rather than a lost limb.
91-93	121-125	5	Snapped Wrist. Your foe manages to snap your wrist, making the hand stand out at an odd angle.	Gain <i>Stunned (1)</i> and suffer a Broken Bone (Minor) .
94-96	126-130	5	Snapped Elbow. Your enemy grapples your arm and then brings up a knee to slam into the elbow joint, snapping the elbow with a loud crack.	Gain <i>Stunned (2)</i> and suffer a Broken Bone (Major) .
97-99	131-135	5	Crushed Shoulder. You are picked up bodily and slammed into either the ground or some unfortunately placed corner, piece of furniture or tree. Your shoulder takes the full impact and breaks, the blow also tearing the brachial nerve plexus, leaving your arm paralyzed.	You gain <i>Prone</i> and <i>Stunned (3)</i> . You also lose all function in the arm permanently (see under Amputated Parts).
100	136+	D	Crash Landing! As you try to take a swing at him, your foe grabs your arm and uses your momentum to drag you toward him, and then roll backwards as he puts a foot in your stomach, hurling you over his head. You land with a crash, snapping your neck or crushing your skull! (If the GM judges that such a throw is completely unlikely, such as if you very considerably outweigh your foe, or have a very low centre of gravity, then he instead manages to get you so off-balance that you are still hurled to the ground and knocked unconscious, perhaps tripping you up as you stumble past him.)	You are dead due to an unfortunate and fatal landing! (If you are a Dwarf in full Plate, and thus extremely unlikely to be tossed, you instead gain <i>Unconscious</i> .)

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Staggered! You stagger backwards but right yourself.	You suffer a penalty of -10 to your next rolled Test.
11-20	11-20	1	Body Blow! A blow to the ribs just under an armpit sends you reeling.	You make not take an Action on your next turn.
21-25	21-25	1	Tackle! Your opponent slams into you, shoulder first.	Make an Opposed Strength Test – failure means you gain <i>Prone</i> .
26-30	26-30	1	Collarbone Chop! Your foe makes a vicious chop at your collarbone.	You take a penalty of -10 to all Test until the end of your next turn.
31-35	31-35	1	Solar Plexus Punch! You take one straight in the gut, slamming the breath from your body.	Gain <i>Stunned (1)</i> except you do not gain any <i>Fatigued Condition</i> once the <i>Stunned Condition</i> has been removed.
36-40	36-40	2	Take-Down! The sound of ribs creaking accompanies the whoosh of your forcefully expelled breath as your foe knocks you to the ground.	Gain <i>Prone</i> and <i>Stunned (1)</i> except you do not gain any <i>Fatigued Condition</i> once the <i>Stunned Condition</i> has been removed.
41-45	41-45	2	Fractured Rib. Your opponent's blow causes a hairline fracture in one of your ribs, making deep breaths a painful experience for you.	You gain <i>Fatigued (1)</i> for the rest of the encounter.
46-50	46-50	2	Kidney Punch! Your ribs flex and creak under the assault. After the encounter you have a good scare as your pee turns red from a contused kidney!	Gain <i>Stunned (2)</i> .
51-55	51-55	2	Dislocated Collarbone. A blow to the angle between neck and shoulder dislocates the collarbone on that side.	Roll randomly for side, left or right. The arm on that side is useless for 1d10 turns (see under Amputated Parts).
56-60	56-60	3	Twisted Back. You wrench your back badly, something that will come back and haunt you for a while.	Gain <i>Stunned (1)</i> . For the next month, any time you take a hit to the Body Location, you'll gain <i>Stunned (1)</i> again.
61-65	61-65	3	Hip Bruise. A savage kick to the hip leaves a huge bruise.	You suffer a penalty of -1 to your M and -10 to all Agility Tests for the rest of the encounter.
66-70	66-70	3	Groin Hit. Your despicable foe manages to land a good one to your crotch area, upsetting you greatly!	Gain <i>Stunned (3)</i> .
71-75	71-75	3	Broken Ribs. Your enemy pummels your ribs, breaking several of them.	You suffer a Broken Bone (Minor) .
76-80	76-80	4	Arrhythmia. A powerful blow to the chest bruises your breastbone and makes your heart start beating irregularly.	Roll an Extended Challenging (+0) Endurance Test at the start of each of your subsequent turns. Failure means you gain <i>Unconscious</i> . An <i>Astounding Failure (-6 SL)</i> means you die. Accumulating 4 SL means your heart starts beating normally again.
81-85	81-85	4	Smashed Ribcage. Your foe gets a good grip on you and savagely slams his knee over and over again into your side, breaking several ribs and contusing a lung.	Gain <i>Stunned (2)</i> and suffer a Broken Bone (Major) .
86-90	86-90	4	Ruptured Spleen. A vicious kick to your left flank ruptures your spleen. Because this organ functions as an important blood filter, this naturally causes serious bleeding! Fortunately the fibrous capsule surrounding the spleen remains intact, which may save your life...	Gain <i>Bleeding (1)</i> which can only be removed through magical healing.* Surgery or ordinary Heal Tests don't work as the bleeding is inside the fibrous capsule surrounding the spleen, impossible to get at. Fortunately, the capsule also contains the bleeding, which will stop after 1d10+5 turns, causing the <i>Bleeding Condition</i> to be removed. Because the spleen is an important part of your immune system you'll lose any Resistance (Disease) Talent that you had.
91-93	91-95	5	Body Slam! Your opponent picks you up bodily and then slams you back first into the ground. Not only does this punch the air out of your lungs, you also hit the back of your head and everything goes dark...	You gain <i>Unconscious</i> .
94-96	96-110	5	Pneumothorax. Repeated blows to your chest fractures a rib badly enough to pierce one lung. You cough blood and start feeling very short of breath as the lung collapses.	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.

Core	UIA	W	Description	Additional Effects
97-99	111-115	5	Internal Bleeding. Your merciless foe's blows break several of the floating ribs protecting your right flank, driving sharp fragments into your body and lacerating your liver.	Gain <i>Bleeding (2)</i> , which requires Surgery to remove. Should you fail to bleed to death you'll still suffer a Broken Bone (Minor) .
100	116+	D	Broken Spine. Your enemy slams you down on your back across his knee with irresistible force, breaking your spine!	Pass a Challenging (+0) Toughness Test or die from the shock. Success still leaves you <i>Stunned (4)</i> with two useless legs (see under Amputated Parts).

* See pages 3-4 for information on how to remove Bleeding Conditions with spells and prayers.

Core	UIA	W	Description	Additional Effects
01-10	01-10	T	Near Miss. You barely avoid a swipe at your leg, jumping backwards just in time.	You take your next Action last in the turn.
11-20	11-20	T	Foot Swipe. Your foe attempts to kick your feet out from under you.	Your M is halved on your next turn as you steady yourself.
21-25	21-25	1	Bruised Hip. You take a vicious blow to your hip.	You suffer a penalty of -20 to your next rolled Test.
26-30	26-40	1	Kicked In The Shin! You get kicked in the shin, which is both embarrassing and painful.	You suffer a penalty of -1 to your M and -10 to your Agility for 1d10 turns.
31-35	41-45	1	Toe Stomp! Your enemy stomps on your foot, catching your toes with such wicked force that you wail piteously in pain!	1d10/2 of your toes become useless for the rest of the encounter (see under Amputated Parts).
36-40	46-50	1	Jump Kick! Your opponent leaps into the air and kicks downwards, catching you on the thigh.	Pass an Average (+20) Endurance Test or go <i>Prone</i> . Regardless, you suffer a penalty of -1 to your M and -10 to your Agility for the rest of the encounter.
41-45	51-55	2	Spin Kick! A ferocious kick to your hip spins you around and knocks you to the ground.	You gain <i>Prone</i> .
46-50	56-60	2	Bruised Thigh. Your quadriceps muscles are mashed against your thigh bone, and badly bruised.	Your M is halved (round up) and you suffer a penalty of -20 to your Agility for the rest of the encounter.
51-55	61-65	2	A Pain In The Patookas! There's no nice way of saying this... but you just got kicked in the butt. And kicked hard!	You gain <i>Prone</i> and anything held in your hands goes flying out of your grip. If the ground is suitably dirty, muddy or gravelly, you get a faceful of that as well!
56-60	66-70	2	Sprained Ankle. You manage to hold your charging foe back but your foot still twists under you as you push back, spraining your ankle.	You suffer a Torn Muscle (Minor) .
61-65	71-75	3	Groin Kick. Your enemy proves that your good looks are no protection against a good ol' low blow!	Gain <i>Stunned (3)</i> .
66-70	76-80	3	Broken Foot. A metatarsal bone, one of the long bones of the midfoot, snaps as you suffer a heavy hit.	Gain <i>Stunned (1)</i> . Your M is reduced to 1 and you suffer a penalty of -30 to your Agility until the bone has healed in 30 minus your Toughness Bonus days.
71-75	81-85	3	Swollen Knee. Your knee swells up after a vicious blow, doubling in size as blood and fluid collect in the joint.	Your leg is useless (see under Amputated Parts) for the rest of the encounter, afterwards counting as a Torn Muscle (Minor) .
76-80	86-90	4	Broken Ankle. Your ankle snaps with a sharp crack.	You gain <i>Prone</i> and suffer a Broken Bone (Minor) .
81-85	91-95	4	Dislocated Kneecap. A heavy heel to the side of your knee punches the kneecap sideways. With your patella dislocated and standing out like an ugly bump from the side of your knee, your leg is effectively locked in a painful bent position!	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) .
86-90	96-105	4	Smashed Foot. Your foe stomps down hard on your foot, grinding his heel in while bones shatter and break under it!	You gain <i>Prone</i> and <i>Stunned (2)</i> . Also, you suffer a Broken Bone (Major) .
91-93	106-115	4	Shattered Knee. Your very unsportsmanlike enemy slams a powerful blow into the side of your knee, bending the knee inwards in a most painful and unnatural manner, popping something inside the joint. Ligaments inside the knee have snapped, making the joint unstable and wobbly!	Gain <i>Prone</i> and <i>Stunned (3)</i> . You suffer a Broken Bone (Major) and will automatically fail all Tests for long-term penalties.
94-96	116-120	5	Shin Stomp! Your foe slams you to the ground and then stomps on your shin, breaking both tibia and fibula. Those two long bones shatter into sharp shards that tear out through the skin like bony daggers!	Gain <i>Prone</i> , <i>Bleeding (1)</i> and <i>Stunned (3)</i> . If you receive Surgery within a week the injury will count as a Broken Bone (Major) except you'll fail all Tests for long-term penalties. Otherwise you'll lose use of the leg permanently (see under Amputated Parts). Regardless, you contract a Festering Wound from the open fracture.

Core	UIA	W	Description	Additional Effects
97-99	121-125	5	Dislocated Hip. Whether from a powerful blow or some gruesome wrestler's move to force you into an involuntary and hurtful split, your opponent dislocates your hip. This breaks off a fragment of the acetabulum, the part of the pelvic bone forming the "cup" socket holding the head of the thighbone in place, leaving you screaming in agony on the ground.	Gain <i>Prone</i> and <i>Stunned (4)</i> . The leg is useless (see under Amputated Parts). If you receive Surgery within a week and spend a month bedridden and in traction (the leg detained in a crane-like scaffolding and held stretched out by pulleys and weights) your leg will heal with the long-term penalties associated with failing all Tests after suffering a Broken Bone (Major) . Otherwise the strain on blood vessels and nerves will result in avascular necrosis (bone death) in the joint and enduring nerve damage, making the leg permanently useless.
100	126+	D	Backflip! Your foe sweeps your legs out from under you with such force that you make an impressive backflip. Sadly you smack the back of your head when you land, cracking your skull.	You are the latest and saddest example of the consequences of engaging in amateur acrobatics without proper supervision. Yup, you just died!