

WFRP Criticals Flame & Energy – minor clarifications about this chart

- 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...

FLAME & ENERGY - HEAD

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-03	T	<i>Hot Air.</i> 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	<i>Heat Wave.</i> 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	<i>My Hair!</i> 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	<i>Blistered Cheek.</i> 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	<i>Beard Blaze!</i> 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	<i>Who Knew Ear Wax Burned So Well?!</i> 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	<i>Temporarily Blinded.</i> 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	<i>Burnt Ear.</i> 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 Fel whenever your crisped ear is visible.
51-55	36-40	3	<i>Fiery Inhalation.</i> 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	<i>Disfiguring Scars.</i> 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 Fel .
61-65	46-50	3	<i>Toasted Hearing Appendage.</i> 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	<i>Corneal Damage.</i> 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	<i>Hot Lips.</i> 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 Fel whenever your disfigured lipless mouth is visible.
76-80	61-65	4	<i>Heat Shock.</i> 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 Fel whenever the exposed bone of your skull becomes obvious.
81-85	66-75	4	<i>Cooked Eye.</i> 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 Fel loss due to the lost eye you suffer an additional penalty of -10 to your Fel due to extensive scarring on that side of your face.

86-90	76-80	4	<i>Spinal Blaze.</i> 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!	<p>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.</p> <p>You also contract a Festering Wound due to the deep burn.</p>
91-93	81-85	5	<i>Burned Airways.</i> You inhale to scream out your pain as the fire wash over you, sucking the flames deep into your lungs...	<p>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.</p>
94-96	86-94	5	<i>Horrible Burns.</i> 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!	<p>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 Fel for that cannot be less than a penalty of -30 as the scarring is very extensive even if individual features have survived.</p>
97-99	95-99	5	<i>Brain Damage.</i> 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.	<p>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.</p> <p>You also suffer a Festering Wound and will never regrow your head hair, suffering a penalty of -10 to your Fel whenever the exposed bone of your skull becomes obvious.</p>
00	100+	D	<i>Burnt Match Look-Alike.</i> 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.	<p>Your life literally just went up in a cloud of smoke!</p>

FLAME & ENERGY – ARM

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Finger Warmer.</i> 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	<i>Hot-Hot-Hot!</i> 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	<i>Feel The Burn!</i> Flames lick your upper arm, sending a blast of hot air into your face.	Gain <i>Blinded (1)</i> .
26-30	26-40	1	<i>Blistered Hand.</i> 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	<i>A Light Toasting.</i> 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	<i>Burnt Fingers.</i> 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	<i>Flame-Grilled Shoulder.</i> 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	<i>Lightly Charred Appendage.</i> 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	<i>Skin Peel.</i> 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	<i>BBQ Pit.</i> The smell of burnt hair surrounds you as flames torch your armpit. This unlucky location causes great	Gain <i>Stunned (1)</i> . The arm is useless (see under Amputated Parts) for one week, until enough new skin has formed.

			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.	
61-65	81-85	3	<i>Blackened Finger.</i> 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	<i>Shoulder Impact.</i> 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	<i>Biceps BBQ.</i> 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	<i>Debridement Case!</i> 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	<i>Exploded Hand.</i> 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	<i>Charbroiled Arm.</i> 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	<i>Blackened Stump.</i> 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) .

94-96	126-130	5	<i>Amputation By Fire!</i> 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	<i>Compartment Syndrome.</i> 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.
00	136+	D	<i>Conflagration!</i> 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!

FLAME & ENERGY – BODY

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Hot Enough For You?</i> 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	<i>Close Call.</i> 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	<i>Duck And Cover!</i> 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 <i>Prone</i> you instead gain <i>Ablaze (1)</i> .
26-30	26-30	1	<i>Heat Rash!</i> 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	<i>Heartburn.</i> 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	<i>Twisted Back.</i> 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	<i>Burning Clothes.</i> 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	<i>Burning Equipment.</i> 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>I Didn't Inhale!</i> 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 <i>Stunned</i> 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	<i>Pectoral Pain!</i> 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	<i>Belly Burn.</i> 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	<i>Scorcher!</i> 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	<i>Explosive Impact!</i> 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	<i>Do You Feel The Burn?</i> 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	<i>Sizzling Muscles.</i> 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	<i>Spinal Burn.</i> 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.
91-93	91-95	5	<i>Fried Ribcage.</i> 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	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.

			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!	
94-96	96-110	5	<i>Broiled Lungs.</i> 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	<i>Flash Cooked Intestines.</i> 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, 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.
00	116+	D	<i>Explosive Conflagration!</i> 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 the Preface and Clarifications document for details, but generally speaking any healing spell or Miracle capable of recovering multiple lost Wounds is considered equivalent to Surgery.

FLAME & ENERGY – LEG

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Jump!</i> 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	<i>Outch-Outch-Outch!</i> 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	<i>Foot Blister.</i> The heat causes a huge fluid-filled blister to form under the sole of your foot.	You suffer a penalty of -10 to any Ag Tests you take until the blister pops in 1d10 turns.
26-30	26-40	1	<i>Licked By Flame!</i> 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	<i>Heat Blast.</i> 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 Ag for the rest of the encounter.
36-40	46-50	1	<i>Baked Shoe.</i> 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 " <i>Foot Blister</i> " result.
41-45	51-55	2	<i>A Proper Peeler!</i> 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 Ag Tests for one week, until some skin has started growing back.
46-50	56-60	2	<i>Yikes!</i> A blast of flame passes between your legs, your inner thighs reddening and blistering.	Gain <i>Stunned (1)</i> .
51-55	61-65	2	<i>Burnt Leg.</i> 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	<i>Lost Toe.</i> 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	<i>Bathed In Fire.</i> 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	<i>Burnt Foot.</i> 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	<i>Broken Ankle.</i> 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	<i>Fire Below!</i> 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	<i>Exploded Foot.</i> 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	<i>Debridement Case!</i> 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	<i>Grilled Calf.</i> 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	<i>Burnt-Off Leg.</i> 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 .
97-99	121-125	5	<i>Compartment Syndrome.</i> 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.

00	126+	D	<i>Kablooie!</i> 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.
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