

PIERCING - HEAD

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-03	T	<i>You Flinched!</i> 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	<i>Pricked Cheek.</i> 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	<i>Split Nose Tip.</i> 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 scab lowers your Fel by -5 until it falls off in a week's time.
26-30	10-15	1	<i>Slashed Chin.</i> 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 <i>Prone</i> .
31-35	16-20	2	<i>Ripped Ear.</i> 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 Fel 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	<i>Sliced Eyelid.</i> Your eye barely escapes serious harm but your eyelid is lacerated.	You gain <i>Blinded (2)</i> .
41-45	26-30	2	<i>Forehead Stab.</i> 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	<i>Vocal Apparatus Injury.</i> 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 Fel Tests requiring smooth talking.

51-55	36-40	3	<i>Scalp Wound.</i> 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	<i>Neck Vein.</i> 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	<i>Stabbed In The Face!</i> 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	<i>Stabbed In The Mouth!</i> 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	<i>Lacerated Neck Muscles.</i> 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	<i>Split Jaw.</i> 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	<i>Ear Puncture.</i> 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 Condition</i> gained after removing the <i>Stunned Condition</i> 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	<i>Ruined Mouth.</i> 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	<i>Pierced Eye.</i> 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) .
94-96	86-94	5	<i>Deep Neck Wound.</i> 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 Fel Tests requiring smooth talking.
97-99	95-99	5	<i>Brain Damage.</i> 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.
00	100+	D	<i>Split Open!</i> 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.

PIERCING – ARM

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>A Close Shave.</i> 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	<i>Slashed Hand.</i> 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	<i>Sliced Skin.</i> 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	<i>Pricked Bicep.</i> A stab to your upper arm parts muscle fibers, weakening the limb.	You suffer a Torn Muscle (Minor) .
31-35	41-45	2	<i>Pierced Deltoid.</i> 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	<i>Injured Hand.</i> Your foe's well-aimed weapon drives into the meat of your palm, causing leaking blood to make your grip unreliably 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	<i>Perforated Muscle.</i> 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	<i>Pierced Shoulder.</i> 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	<i>Lost Finger.</i> A thrust to the hand wrecks a finger joint or two.	You lose 1d10/5 fingers – Amputation (Easy) .

			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.	
56-60	76-80	3	<i>Stab To The Inside Of The Elbow.</i> 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	<i>Impaled Hand.</i> 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	<i>Pierced Forearm.</i> 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> . You 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	<i>Ripped-Up Arm.</i> 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	<i>Split Elbow.</i> 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	<i>Clipped Lung.</i> 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 Fatigued Condition each week spontaneously as the lung inflates itself back again.
86-90	116-	4	<i>Ruined Hand.</i> Your adversary	Roll 1d10. If the result is 5 or more, you

	120		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.	lose the entire hand, otherwise that is how many fingers you lose. Amputation (Average).
91-93	121-125	5	<i>Severe Shoulder Injury.</i> 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	<i>Wrecked Forearm.</i> 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	<i>Stabbed In The Armpit!</i> 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).
00	136+	D	<i>Shish Kebab!</i> 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.

PIERCING – BODY

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>A Mere Prick!</i> 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	<i>One To The Chest.</i> 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	<i>One To The Belly.</i> 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	<i>Widened Bellybutton.</i> 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	<i>Nicked Collarbone.</i> 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	<i>Rib Rake.</i> 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	<i>Hip Strike.</i> 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	<i>Pierced Bladder.</i> Clear yellow urine drips from your adversary's	Gain <i>Stunned (2)</i> . Fortunately for you, urine is mostly sterile so you only

			weapon as he withdraws it from your body. He just punctured your bladder! A faint smell of ammonia spreads around you.	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 Fel by -10 whenever you are near anyone with a sense of smell.
51-55	51-55	2	<i>The Gall Of It!</i> 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	<i>Pierced Lung.</i> 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	<i>Collapsed Lung.</i> 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	<i>Groin Job!</i> 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	<i>Internal Bleeding.</i> 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	<i>Punctured Intestine.</i> 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	<i>Sucking Chest Wound.</i> 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	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

			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.	your Fatigued Condition is immediately reduced to <i>Fatigued (3)</i> . For healing purposes, count as Torn Muscle (Major) with partial healing reducing your Condition <i>from Fatigued (3) to Fatigued (1)</i> which will be removed once fully healed.
86-90	86-90	4	<i>Torn Diaphragm.</i> 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 <i>from Fatigued (4) to Fatigued (2)</i> , but full healing still leaving you permanently <i>Fatigued (1)</i> .
91-93	91-95	5	<i>Punctured Kidney.</i> 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	<i>Broken Heart.</i> 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	<i>The Old Thrust And Twist!</i> 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, 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.

00	116+	D	<i>Impaled!</i> 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.
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PIERCING – LEG

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Whack!</i> 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	<i>Sliced Skin.</i> 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	<i>Shallow Shin Stab.</i> 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	<i>Buttock Injury.</i> 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	<i>Patellar Ligament.</i> 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 Ag tests requiring use of the leg for the rest of the encounter.
36-40	46-50	1	<i>Thigh Wound.</i> 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	<i>Pierced Foot.</i> 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	<i>Pierced Calf.</i> 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	<i>Deep Stab.</i> 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	<i>Severed Toe.</i> One of your toes either goes flying or decides to	You lose a toe – Amputation (Average) .

			stick around a little longer... at least until the shred of tissue still connecting it to the foot deteriorates.	
61-65	71-75	3	<i>Split Kneecap.</i> 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	<i>Severed Vein.</i> 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	<i>Lower Leg Fracture.</i> 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	<i>Foot Fracture.</i> 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	<i>Damaged Achilles' Tendon.</i> 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	<i>Wrecked Knee.</i> 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!
91-93	106-115	4	<i>Groin Hit.</i> Your unsporting enemy's weapon punches in at the angle between leg and body, piercing into the groin. Rich with blood	Gain <i>Stunned (3)</i> and <i>Bleeding (3)</i> . If male, there is a risk you'll also end up having problems procreating.

			vessels and other sensitive structures, this is an area that it well and truly sucks to be stabbed in!	
94-96	116-120	5	<i>Severed Nerve.</i> 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, 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	<i>Femoral Artery.</i> 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) .
00	126+	D	<i>Impaled Pelvis.</i> 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.