

SLING - HEAD

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-03	T	<i>Near Miss.</i> 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	<i>Parted Hair.</i> 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	<i>Split Scalp.</i> 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	<i>Black Eye.</i> 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	<i>Mangled Ear.</i> 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 Fel whenever the state of your torn ear is obvious. Also roll for any Pummel Quality .
36-40	21-25	2	<i>Broken Nose.</i> 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	<i>Split Forehead.</i> 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	<i>Broken Teeth.</i> 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	<i>Broken Jaw.</i> 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	<i>Smashed Ear.</i> 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	<i>Minor Concussion.</i> 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	<i>Blowout Fracture.</i> 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	<i>Crushed Larynx.</i> 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	<i>Smashed Mouth.</i> 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) .

				<p>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.</p> <p>Also roll for any Pummel Quality.</p>
81-85	66-75	4	<p><i>Lost Eye.</i> Your eye splatters in its orbit as the projectile crumples the surrounding bone!</p>	<p>Gain <i>Blinded (3)</i> and <i>Stunned (2)</i>. Lose the eye – Amputation (Hard).</p> <p>Also roll for any Pummel Quality.</p> <p>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.</p>
86-90	76-80	4	<p><i>Fractured Skull.</i> The projectile ricochets off the top of your head with a loud crack. Your skull has just been fractured!</p>	<p>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.</p> <p>Also roll for any Pummel Quality.</p>
91-93	81-85	5	<p><i>Torn Throat.</i> 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.</p> <p>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!</p>	<p>You gain <i>Fatigued (1)</i> and will gain another level of <i>Fatigued</i> at the end of each of your subsequent turns. If you reach <i>Fatigued (10)</i> you go <i>Unconscious</i> and die from suffocation in another Toughness Bonus rounds.</p> <p>The accumulation of <i>Fatigued Conditions</i> 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.</p> <p>If the projectile was a Lead Bullet you'll also gain <i>Bleeding (2)</i> as the almond-shaped bullet penetrates deep enough to tear veins and arteries as well.</p> <p>You don't get to roll for any Pummel Quality.</p>

				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	<i>Depressed Skull Fracture.</i> The projectile crunches into your skull, fracturing it. Shards of bone press down on your poor brain and a large subdural hematoma forms.	<p>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.</p> <p>If Surgery never becomes available you could conceivably last a long time with the right care, just uselessly comatose.</p> <p>There is no need to roll for any Pummel Quality.</p>
97-99	95-99	5	<i>Brain Damage.</i> 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 subarachnoidal lesion deep inside your unfortunate brain! Pain like a gunshot is almost instantly replaced by blessed unconsciousness...	<p>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.</p> <p>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 Ag.*</p> <p>There is no need to roll for any Pummel Quality.</p>
00	100+	D	<i>Splattered Brain.</i> The projectile goes in at some point where your skull is of less thickness and	Without a functioning brain, you sadly expire pretty much instantly.

		<p>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...</p>	<p>Of course, there is no need to roll for any Pummel Quality.</p>
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*It's up to the GM to decide if "proper rehabilitation and training" 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, 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, **Ag** -10)

4th week: improved arm strength and coordination (-10 to Tests)

, which can be accomplished in stages whenever opportunity permits.

SLING – ARM

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Finger Whack!</i> 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	<i>Scraped Hand.</i> 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	<i>Bruised Arm.</i> 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	<i>Funny-Bone Injury.</i> 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	<i>Sprained Finger.</i> 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	<i>Battered Wrist.</i> 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	<i>Cracked Collarbone.</i> 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	<i>Broken Fingers.</i> 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	<i>Fractured Shoulder.</i> 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	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.

			with aches and a stiff shoulder, leaving you plenty of reason to curse your dastardly foe in your old age.	
56-60	76-80	3	<i>Broken Wrist.</i> 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	<i>Snapped Forearm Bone.</i> 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	<i>Broken Humerus.</i> 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 Ag Tests .
71-75	91-95	4	<i>Broken Hand.</i> 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	<i>Broken Elbow.</i> 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	<i>Shattered Hand.</i> 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).
86-90	116-120	4	<i>Fractured Forearm.</i> The sling bullet snaps your forearm near the wrist, both the ulna and the radius breaking into multiple	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,

			fragments. With all the nerves and tendons that just got disrupted it's unlikely you'll regain full function in your hand.	except all Tests for long-term penalties automatically fail.
91-93	121-125	5	<i>Nerve Damage.</i> 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	<i>Open Fracture.</i> 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	<i>Internal Bleeding.</i> 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) .
00	136+	D	<i>Arterial Disaster!</i> 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?

SLING – BODY

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Near Miss.</i> 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	<i>Flank Hit.</i> 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	<i>Bruised Rib.</i> 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	<i>Clipped Shoulder.</i> 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	<i>Belly Button Punched!</i> 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</i> Condition once the <i>Stunned</i> Condition has been removed.
36-40	36-40	2	<i>Aiming Low!</i> 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	<i>Bruised Shoulder Blade.</i> 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	<i>Why Am I Peeing Red?!</i> 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	<i>Cracked Sternum.</i> 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	<i>Pelvis Fracture.</i> 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 Ag Tests until the bone has set in 30 minus your Toughness Bonus days.
61-65	61-65	3	<i>Bull's Eye!</i> 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	<i>Broken Ribs.</i> 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	<i>Burst Spleen.</i> 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	<i>Shattered Breastbone.</i> 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	<i>Ruptured Bowel.</i> 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 .
86-90	86-90	4	<i>Pneumothorax.</i> 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	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.

			your chest wall. Your lung collapses as air and blood enters the pleural space!	
91-93	91-95	5	<i>Kidney Injury.</i> 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	<i>Pierced Pericardium.</i> 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	<i>Cardiac Tamponade.</i> 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.
00	116+	D	<i>Broken Heart.</i> 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 the Preface And Clarifications document for information on how to remove Bleeding Conditions with spells and prayers.

**See the Preface And Clarifications document for information on which spells and prayers count as applied Surgery.

SLING – LEG

Roll, Rule Book	Roll, Up In Arms	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 Ag 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	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...

			heals it'll be flat and useless like a small fleshy pancake.	
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 Ag 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 Ag for any Tests requiring use of the leg.
86-90	96-105	4	<i>Toasted Tibia.</i> 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	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.

			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.	
91-93	106-115	4	<i>Ruined Foot.</i> 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	<i>Time Bomb!</i> 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	<i>Between A Rock And A Hard Place.</i> 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.
00	126+	D	<i>What follows is a series of unlikely events unfolding...</i> 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	<i>(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!)</i> Whether by bleeding out or courtesy of a fatty embolus, you are very much expired.

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