

TEETH&CLAWS - HEAD

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-03	T	<i>A Close Call!</i> You get away with a good scare and a faceful of slobber and bad breath.	Pass a Challenging (+0) Cool Test or suffer a -10 penalty to your next rolled Test, as you wipe away monster drool.
11-20	04-06	1	<i>Face Hug!</i> Your foe makes a lunge at your face, causing you to stagger back.	Your next Action may not be an attack.
21-25	07-09	1	<i>Ear Chomp!</i> In an attempt to rip your face off, your foe nicks your ear, tearing a piece of it away.	Gain <i>Deafened (2)</i> . Roll 1d10-5; if the result is positive that is the penalty you suffer to your Fel whenever your mangled ear is visible.
26-30	10-15	1	<i>Go For The Eyes, Boo!</i> Growling, your foe rakes your face, only sheer luck stopping it from snacking on your eyeballs.	Gain <i>Blinded (2)</i> .
31-35	16-20	2	<i>Going For The Jugular!</i> Savagely going for your jugular, your foe is nearly successful, nicking at least large one vein.	Gain <i>Bleeding (1)</i> .
36-40	21-25	2	<i>Scalp Snack!</i> Ravening, your foe tears your scalp, causing blood to stream down your face and into your eyes.	Gain <i>Bleeding (1)</i> and <i>Blinded (2)</i> , the latter of which cannot be removed before the Bleeding Condition is removed.
41-45	26-30	2	<i>Face-Off!</i> Managing to hook fangs or claws around the angle of your jaw, your slavering foe almost tears your whole lower face off. Your mandible stays in place but bone and teeth are visible through the tears!	Gain <i>Stunned (1)</i> . Roll 1d10/2, which will be the penalty to your Fel whenever your scars from this encounter are obvious.
46-50	31-35	2	<i>Neck Toss!</i> Your slavering foe attempts to close his jaws and/or paws around your neck to tear your head off, but angular momentum sends you spinning out of the grip before fangs and/or claws sink in.	Gain <i>Prone</i> . If you were wearing a Hat, Leather Skullcap or Open Helm, it goes flying 1d10 yards in a random direction.
51-55	36-40	3	<i>Chin Crunch!</i> Pouncing, your foe targets your chin for some proper mauling, tearing off most of any beard you may possess and breaking your jaw.	Suffer a Broken Bone (Minor) . Also, roll 1d10-5; if the result is positive that is the penalty you suffer to your Fel whenever your scars and patchy beard are obvious.
56-60	41-45	3	<i>My Ear!</i> Your snarling foe gets hold of one of your ears and makes away with it!	Gain <i>Bleeding (1)</i> and lose the ear – Amputation (Easy) .
61-65	46-50	3	<i>Cheek Chomp!</i> In a display of animalistic brutality, your foe	Gain <i>Stunned (1)</i> and <i>Bleeding (1)</i> . Also, your face is now quite hideous, reducing

			takes a bite out of your face, leaving most of one cheek torn and dangling like an unsightly flap of meat, exposing teeth and tongue.	your Fel by -10. Successful use of Heal skill will reduce the loss to -5 by means of crude stitching, while Surgery will realign the jigsaw-puzzle that is your face well enough to negate any loss.
66-70	51-55	3	<i>Face Mangling!</i> Fangs or paws close around your face. The maxillary bone of your upper jaw deforms with a crunch and your lower jaw is dislocated by the savage assault!	Gain <i>Stunned (2)</i> and suffer a Broken Bone (Major) .
71-75	56-60	4	<i>Nose Nibble!</i> Your slavering enemy makes a tasty snack of your nose. There is now a very disturbing hole in the middle of your face!	Lose the nose – Amputation (Easy) .
76-80	61-65	4	<i>Takedown!</i> Your foe tears into the back of your neck, ripping muscles and nicking vertebrae, wrenching your neck cruelly. You are born to the ground in a beautiful display of predatory hunting techniques, at the mercy of your feral foe!	Gain <i>Prone</i> and <i>Bleeding (2)</i> . Also, due to whip-lash trauma, you gain <i>Fatigued (1)</i> , which goes away normally after a rest. After the end of the encounter you will again gain <i>Fatigued (1)</i> any time you do anything physically strenuous (like fighting or an Athletics Test). At the end of each month from now you'll get to take a Hard (-20) Endurance Test to make this effect go away spontaneously. Alternatively, successful use of Surgery will get you a good neck brace that will clear it up in a couple of weeks, but while wearing it you'll be at -20 to your Ag .
81-85	66-75	4	<i>Lost Eye.</i> Gnashing and growling, your enemy rakes you across one side of the face, leaving several parallel furrows, including one across the eye.	Gain <i>Stunned (2)</i> . Also lose the eye – Amputation (Hard) . You must also pass a Challenging (+0) Endurance Test or contract a Festering Wound .
86-90	76-80	4	<i>Chewy-Chewy!</i> Your whole head disappears inside fanged jaws or clawed paws. Some chewing and/or mauling later, you are neither whole, hale, hearty nor pretty!	You lose parts – Amputation (Difficult) . Roll 1d10: 1-2 Right ear. 3-4 Left ear. 5 Nose. 6 Right eye. 7 Left eye. 8-9 1d10 teeth. 0 Roll twice. Regardless, your Fel is reduced by an extra -10 due to the extensive facial scarring.
91-93	81-85	5	<i>Cracked Skull.</i> The plates of your	Pass a Hard (-20) Endurance Test or gain

			skull break under the bestial assault, leaving your head looking all warped and weird.	<i>Unconscious</i> . Regardless, you gain <i>Fatigued (2)</i> , which will last 30 minus your Toughness Bonus days, when your bones have set again.
94-96	86-94	5	<i>Brain Snack!</i> Proving why it was a bad idea to tangle with something so well equipped in the ivory department, your foe cracks open your forehead, removing a piece of frontal lobe brain matter. This results in some disturbing changes to your personality.	Gain <i>Unconscious</i> . Roll once on the Mental Corruption Table when you wake up. This does not lose you any Corruption Points nor does it count towards your Corruption Limit. Also, pass a Challenging (+0) Endurance Test or contract a Festering Wound .
97-99	95-99	5	<i>Torn Throat</i> . Hungry for gore, your foe tears out a good piece of your throat! Apart from a torn carotid artery, your vocal apparatus is also mangled.	Gain <i>Bleeding (4)</i> . Should you survive, you'll also suffer the effects of a Broken Bone (Major) , except you fail all rolls for long-term effects automatically.
00	100+	D	<i>I'll Bite Your Head Off!</i> Your head is partly or entirely separated from your body. In the latter case, swallowing may be involved. Either way, there's a whole lot of blood spurting from your neck hole.	You are headless, lifeless and possibly about to be digested.

TEETH&CLAWS – ARM

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Tug-Of-War.</i> You wave your arm furiously to dislodge the monster that just got a grip on your sleeve/weapon/shield!	Pass a Challenging (+0) Strength Test or you may not use that arm or anything held in it until the end of your next turn.
11-20	11-20	1	<i>Raked Hand.</i> Howling with primal bloodlust, your foe rakes your hand, leaving torn skin and bare flesh oozing red.	You suffer a penalty of -10 to any Tests using that hand until the end of your next turn.
21-25	21-25	1	<i>Wrist Wound.</i> Your hand spasms as your murderous foe chomps down on or batters your wrist. A row of seeping indentations score a line across your lower arm, courtesy of fangs or claws.	You drop anything held in that hand.
26-30	26-40	1	<i>Biceps Bite.</i> Drooling with a lust for slaughter, your foe opens up your arm, tearing muscle and flesh.	You suffer a Torn Muscle (Minor) .
31-35	41-45	2	<i>Deltoid Dinner.</i> Your beastly foe cruelly tears a chunk of muscle from your upper arm, sending blood spurting over the both of you.	Gain <i>Bleeding (1)</i> and suffer a Torn Muscle (Minor) .
36-40	46-50	2	<i>Forearm Food.</i> In a display of pure savagery, your foe rips into your lower arm, damaging one of the arteries supplying the hand. Your grip soon grows slippery with blood!	Gain <i>Bleeding (1)</i> . Until the Bleeding Condition has been removed you'll have to pass an Average (+20) Dexterity Test any time you want to perform an Action requiring an item held in that's hand, or lose your grip and drop the item.
41-45	51-55	2	<i>Wrenched Arm.</i> With bestial strength, your foe almost rips your arm out of its socket!	The arm is useless (see under Amputated Parts) for 1d10 turns. Also, you drop any item held in that hand.
46-50	56-60	2	<i>Savaged Hand.</i> Phalangeal finger bones crackle and tendons creak as your hand becomes your foe's chew toy or miniature punching bag.	Your hand is useless (see under Amputated Parts) for the rest of the encounter. Afterward it'll be swollen and battered enough to count as a Torn Muscle (Minor) .
51-55	61-75	3	<i>Ri-i-i-ip!</i> In an unparalleled exhibit of carnivorous cruelty, your enemy digs claws, fangs or other natural cutlery into your forearm and proceeds to tear a long flap of skin and flesh off, all the way to the back of your hand, leaving muscle and	Gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . Also, suffer a Torn Muscle (Minor) . You must pass a Challenging (+0) Cool Test before you're allowed to use the arm for any Actions, rolling at the start of each of your turns until you pass.

			tendons exposed and glistening. A gruesome sight!	
56-60	76-80	3	<i>Dislocated Shoulder.</i> Your monstrous foe clamps on to your shoulder and bears down on you with its full weight, bearing you to the ground. Your shoulder joint is unable to take the strain and your shoulder dislocates with a sickening pop. Your screams are almost as loud as your enemy's howl of triumph.	Gain <i>Prone</i> . Your arm is useless (see under Amputated Parts) and the pain so severe you suffer a -10 penalty to all Tests. You can try to pop it back in place yourself, which is a Hard (-20) Test for either Cool, Endurance or Heal , depending on your method (which can consist of simply slamming yourself into something solid at a hopeful angle... or something slightly more scientific). Alternately, a friend or ally can attempt a Challenging (+0) Heal Test . This puts your arm back in action again without penalties. Otherwise the shoulder will pop back in place spontaneously during your next rest, but will be plenty sore enough for a -10 penalty to any Tests performed with that arm for the next 24 hours.
61-65	81-85	3	<i>Crunchy And Tasty!</i> Your foe ferociously latches on to your lower arm, twisting and pulling until there is a distinct crack as your wrist snaps.	Gain <i>Bleeding (1)</i> . You must also pass a Challenging (+0) Strength Test or go <i>Prone</i> . You suffer a Broken Bone (Minor) .
66-70	86-90	3	<i>Finger Food!</i> Feeling a bit puckish, your enemy decides to indulge in a snack. You stare in horror at the raw bleeding stump of one of your fingers!	Gain <i>Stunned (1)</i> . Lose one finger – Amputation (Easy) .
71-75	91-95	4	<i>Pit Stop!</i> Like the beast it is, your foe manages to catch hold of the triceps muscle at the back of your arm near the armpit. A chunk of tissue detaches and blood sprays from a severed artery!	Gain <i>Bleeding (2)</i> and suffer a Torn Muscle (Major) .
76-80	96-109	4	<i>Dislocated Elbow.</i> Spittle flying, your foe strikes with inhuman strength, nearly tearing your arm off. The elbow joint fails first, dislocating as ligaments and tendons tear and stretch in ways not designed by nature. The pain is unbelievable!	Gain <i>Stunned (1)</i> . Your arm is useless (see under Amputated Parts) and the pain so severe you suffer a -10 penalty to all Tests for the rest of the encounter. The arm will remain useless until given Medical Attention after the encounter, which requires a Challenging (+0) Heal Test , which can be repeated once per day. If successful it'll count as a Torn Muscle (Minor) rather than a lost limb.
81-85	110-115	4	<i>Marrow Munch!</i> Like the culinarily sophisticated monster that it is, your foe attempts to get at your delicious bone	Gain <i>Stunned (2)</i> and pass a Challenging (+0) Strength Test to avoid also going <i>Prone</i> . You suffer a Broken Bone (Major) .

			marrow by the most direct route possible. The long humerus bone of your upper arm splinters and cracks!	
86-90	116-120	4	<i>Digit Delight!</i> Your hand is engulfed by fanged jaws or clawed paws. When they depart, several of your fingers depart as well!	Gain <i>Stunned (2)</i> and <i>Bleeding (1)</i> . You also lose 1d10/2 fingers – Amputation (Challenging) . If five fingers are lost you lose the entire hand.
91-93	121-125	5	<i>Meat Off The Bone!</i> With a truly monstrous disregard for civilized table manners, your vicious foe strips most of the meat and muscle from your upper arm and shoulder.	Gain <i>Stunned (2)</i> and <i>Bleeding (2)</i> . Your arm is permanently useless – Amputation (Hard) . You also contract as Festering Wound due to no longer having much of a skin barrier to protect what remains of your limb from filth and germs.
94-96	126-130	5	<i>Bite Size!</i> Giving itself entirely to its primal hunger, your foe slakes its appetite by helping itself to most of your arm, which is severed near the elbow, leaving ragged flesh and a splintered stub of bone.	Gain <i>Bleeding (3)</i> . Pass a Very Hard (-30) Cool or Endurance Test to avoid also gaining <i>Stunned (3)</i> . Needless to say, you lose the arm – Amputation (Challenging) .
97-99	131-135	5	<i>Donate Blood, Anyone?</i> You lift your arm to defend yourself but your feral and wily foe goes in under your guard to tear into the soft flesh at the armpit, ripping your brachial artery to shreds. Blood covers both your foe and your whole side!	Gain <i>Bleeding (3)</i> which requires Surgery to remove, probing deep into the torn mess to find an intact piece of artery to clamp. Should you survive, you also suffer a Torn Muscle (Major) .
00	136+	D	<i>Dismemberment!</i> Fell and feral, your foe clamps down on your shoulder near the angle of the neck. With merciless brutality it proceeds to tear your whole shoulder off. The shoulder blade and pieces of several ribs come away as well, exposing lung and splintered bone in the ensuing gaping hole.	Having just been deprived of one arm and almost a quarter of your torso, you expire speedily!

TEETH&CLAWS – BODY

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Things That Go Bump!</i> Your foe attempts to sink some teeth and/or claws into your body, but only manages to connect with the back of a paw or the blunt end of its muzzle.	Pass an Average (+20) Agility Test or suffer a -10 penalty to your next rolled Test as you stumble back.
11-20	11-20	1	<i>Fashion Vandal!</i> Your foe manages to catch hold of your shirt/jacket/coat/whatever and rips the front to shreds. Somebody get this beast a scratching post!	Apart from the expenses incurred for repair, you also suffer a penalty of -10 to any Tests rolled until the beginning of your next turn. If for some reason you are bare-chested you suffer one extra Wound instead.
21-25	21-25	1	<i>Snatch And Grab!</i> Your enemy latches on to a belt, scabbard, coat tail or other piece of gear or clothing, and tries to pull you off your feet.	You go <i>Prone</i> . If, for some unfathomable reason, you went into battle naked, you instead gain <i>Bleeding (1)</i> .
26-30	26-30	1	<i>Pecs For The Peckish!</i> Your famished foe takes a bite out of your chest muscles, leaving you with a few less muscle strands to work your shoulder with on that side. Your pecs are indeed quite important for those heroic swings and mighty blows, as you quickly discover to your chagrin.	Roll randomly for side, left or right. Any blows struck with the arm on that side suffer a penalty of -1 to your Strength Bonus , until healed. For healing purposes, count it as a Torn Muscle (Minor) with no other effect but the Strength Bonus penalty.
31-35	31-35	1	<i>Thin Slices, Please!</i> In mindless fury, your foe tears a strip of flesh from your ribs. A yellowish rib winks at you for a moment before the view is obscured by upwelling blood.	Gain <i>Bleeding (1)</i> .
36-40	36-40	2	<i>Shoulder Cut.</i> Your snarling foe leaps at you. As you try to turn away, it ravages the back of your shoulder, its teeth/claws grating painfully against your shoulder blade.	Roll randomly for side, left or right. Suffer a Torn Muscle (Minor) for the arm on that side.
41-45	41-45	2	<i>Raked Hip.</i> Howling, your foe rakes your hip, dealing you several long parallel gashes.	For the rest of the encounter you suffer a penalty of -1 to your M and -10 to your Ag .
46-50	46-50	2	<i>Just A Piece Off The Flank!</i> Hurling itself at you, your foe comes away with a mouthful's worth of lean flank meat.	Gain <i>Bleeding (2)</i> .

51-55	51-55	2	<i>Oomph!</i> Ferociously, your foe tries to dig into your belly but only manages to slam its muzzle or paw with great force into your solar plexus.	Gain <i>Stunned (1)</i> .
56-60	56-60	3	<i>One Rack Of Ribs, Please!</i> Ribs bend and crack under your foe's animalistic assault.	Suffer a Broken Bone (Minor) .
61-65	61-65	3	<i>Bestial Pounce!</i> Roaring as it launches itself through the air, your foe tears long strips of flesh from your back, exposing gleaming ribs and slamming you to the ground.	Gain <i>Stunned (2)</i> , <i>Bleeding (1)</i> and <i>Prone</i> .
66-70	66-70	3	<i>Lung Lunch!</i> Your vicious opponent digs its way through a couple of your upper ribs. The top of your lung is punctured, either by bone splinters or your foe's sharp natural implements. It partly collapses as air and blood leak into the pleural space, leaving you gasping for air.	Gain <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.
71-75	71-75	3	<i>Horrendous Hug!</i> In an attack of mindless fury, your enemy shatters multiple ribs and cracks your breastbone. You feel like you've been hugged by a bear... or maybe you just were?	Suffer a Broken Bone (Major) .
76-80	76-80	4	<i>Respiratory Banquet!</i> You find yourself very short of breath as teeth or claws pierce your chest wall to perforate one lung. As air and blood fill the pleural space, your lung collapses!	Gain <i>Fatigued (3)</i> . For healing purposes, count as Torn Muscle (Major) , with partial healing reducing your Conditions from <i>Fatigued (3)</i> to <i>Fatigued (1)</i> which will be removed once fully healed.
81-85	81-85	4	<i>Eviscerating Slash.</i> In a classic predatory disemboweling move, your foe catches you in the side, raking its natural killing tools across your belly. Your abdominal wall is pierced and a pink loop of intestine starts peeking out of the wound.	Gain <i>Stunned (2)</i> . You must drop anything held in one hand to hold your intestines in place until you've received Medical Attention . Also, you contract a Festering Wound . Until you've had Surgery you are unable to recover 2 of your lost Wounds .
86-90	86-90	4	<i>Groin Groceries!</i> Abandoning any sense of fair play, your sadistic foe goes for your groin! Any witnesses wince at such cruelty!	Gain <i>Bleeding (3)</i> as the many blood vessels in that sensitive area are mauled and mistreated. Pass a Hard (-20) Endurance Test or also gain <i>Stunned (2)</i> . If male, you may have problems procreating after this encounter.
91-93	91-95	5	<i>Belly Buffet!</i> Shedding any last remnants of animal or human	Gain <i>Stunned (3)</i> and <i>Broken</i> . You contract Blood Rot . Also, until you've

			decency, your foe rams muzzle or paws into your abdomen, trying to feed on you while you're still alive. This damages your gastrointestinal tract, spilling content into your body cavity.	had Surgery you are unable to recover 3 of your lost Wounds .
94-96	96-110	5	<i>Gore Fest!</i> Its small mind filled with images of gore and frenzied feeding, your foe digs into your flank, savaging a kidney, the liver or some other organ rich in blood vessels. A crimson tide drenches the both of you!	Gain <i>Stunned (1)</i> and <i>Bleeding (3)</i> , the latter of which can only be removed using Surgery .
97-99	111-115	5	<i>Gutted!</i> Your blood-smeared foe politely belches after dragging out and ingesting a couple of feet of your small intestine. You sink to your knees, cradling the gaping tear in your belly from which the rest of your mangled innards are spilling.	Not really a survivable experience! You will expire within half your Toughness Bonus days (round up), helpless and slipping in and out of consciousness. If you receive magical healing equivalent to Surgery (see the Preface And Clarifications document for specifics*) before then, you'll survive but suffer a permanent penalty of -15 to T and S as well as -2 to W plus a significant weight loss due to your now severely shortened digestive tract.
00	116+	D	<i>Partition!</i> In a disturbing display of unbridled savagery and complete contempt for civilized behavior, your foe digs in claws and fangs, braces itself, and then with a mighty burst of bestial strength simply tears you in half.	You and your two separate halves are utterly lifeless. You have ceased to be. You are an ex-character!

*This refers to any spell or prayer capable of recovering more than one Wound at a time. The Preface And Clarifications document specifies which spells from the Rule Book count as applied Surgery.

TEETH&CLAWS – LEG

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Chewed Shoe.</i> You barely get your foot out of the way as your foe tears off the tip of your footwear.	You suffer a -10 penalty on any Ag Test you do your next turn. If you're not wearing footwear the penalty is -20.
11-20	11-20	T	<i>Foot Bump.</i> Your overeager foe slams into your foot as it tries to clamp fangs or claws into your lower extremity.	Pass an Easy (+40) Athletics Test to avoid gaining <i>Prone</i> .
21-25	21-25	1	<i>Grazed Leg.</i> Thirsting for your blood, your foe merely manages to rob you of some skin and drench your legwear in slobber.	You suffer a penalty of -10 to your next rolled Test.
26-30	26-40	1	<i>Raked Hip.</i> With the scent of blood in its nostrils, your enemy rakes your hip, dealing you several long parallel gashes.	You suffer a penalty of -1 to your M and -10 to your Ag for the rest of the encounter.
31-35	41-45	1	<i>Collision!</i> As you attempt to dodge your enemy's slaving attention you are taken unaware by a sudden rush. The ensuing collision sends you flying!	You gain <i>Prone</i> . You must pass an Average (+20) Dexterity Test or drop anything held in your primary hand, sending it flying 1d10 yards in a random direction.
36-40	46-50	1	<i>Sprain.</i> Your foe growls in satisfaction as it catches hold of your leg. You manage to wrench it loose but suffer a sprain in the process.	You suffer a Torn Muscle (Minor) .
41-45	51-55	2	<i>Burger Feast!</i> A credit to the culinary tastes of monsters everywhere, your foe takes a couple of brass pennies' worth of hamburger from your buttock.	You gain <i>Bleeding (1)</i> and suffer a Torn Muscle (Minor) . Also, there is a rather large hole in your pants...
46-50	56-60	2	<i>Tastes Like Chicken!</i> Its savagery knowing no limits, your enemy tears open your thigh, delighting in the flow of blood and your shouts of pain.	You gain <i>Bleeding (2)</i> and suffer a Torn Muscle (Minor) .
51-55	61-65	2	<i>Severed Toe Tendons.</i> Your growling foe removes flesh from the back of your foot, damaging several of the extensor tendons to your toes. This leads to you being able to curl but not properly extend your toes, with ensuing impaired balance and risk of stumbling over things as the front of your foot connects with ledges, stair steps, tree roots, etc.	Pass a Difficult (-10) Cool Test or lose your next Action as you look down at your dysfunctional foot and see the twitching white shreds of tendon curling out from the exposed flesh. You also suffer a Torn Muscle (Major) , except your M is unaffected.

56-60	66-70	2	<i>Achilles Atrocity!</i> Displaying its predatory skills when it comes to bringing down fleeing prey, your foe savages the back of your ankle, damaging the large Achilles tendon.	You gain <i>Prone</i> and the leg is useless for the rest of the encounter (see under Amputated Parts). Afterwards it'll count as Torn Muscle (Major) .
61-65	71-75	3	<i>Broken Ankle.</i> A hideous crackling sound assaults your ears as your savage foe breaks your ankle between its teeth and/or claws.	You suffer a Broken Bone (Minor) .
66-70	76-80	3	<i>Don't Like Fast Food!</i> Making sure you can't get away, your foul foe prepares for its feast by tearing apart the large hamstring muscles at the back of your thigh, sending you crashing to the ground.	Gain <i>Prone</i> and <i>Bleeding (2)</i> . Also suffer a Torn Muscle (Major) . Your leg is useless (see Amputated Parts) until the Torn Muscle has completely healed.
71-75	81-85	3	<i>This Little Piggy...</i> One or more toes disappear down a monstrous gullet or go flying, possibly in the direction of the market...	You lose one toe – Amputation (Challenging) , with one additional toe lost for each full -2 SL levels of failure to the Endurance Test .
76-80	86-90	4	<i>Is Calf The Same As Veal?</i> Your foe satiates its hunger by ripping off most of your calf muscle. Its prominent absence leaves your two legs looking decidedly mismatched...	You gain <i>Stunned (1)</i> , <i>Bleeding (2)</i> and <i>Prone</i> . Also, you suffer a Torn Muscle (Major) except only partial healing is possible as much muscle tissue is simply missing.
81-85	91-95	4	<i>Is Thigh Dark Meat Or White Meat?</i> Your foe clamps fangs and/or claws around your thigh, worrying at the meat until the muscle and flesh has almost completely detached from the bone. Major veins and arteries are severed by this unkind treatment, resulting in major loss of blood.	Gain <i>Bleeding (3)</i> and <i>Prone</i> . For healing purposes the leg counts as a Broken Bone (Major) except all tests for long-term penalties are automatically failed.
86-90	96-105	4	<i>Knee d'Oeuvre.</i> Being the monster it is, your foe feels no compunction going for your kneecap, tearing it out in a spray of blood! The patella is left hanging by a few threads of still intact tendon as you go down with a hideous scream of pain and horror!	Gain <i>Stunned (3)</i> and <i>Prone</i> . For healing purposes it counts as a Broken Bone (Major) , except even when healed you suffer a permanent halved M (round up) and -20 to your Ag for any Tests requiring use of the leg. You also suffer a Festering Wound due to the wide open joint.
91-93	106-115	4	<i>Eat Here Or To Go?</i> Your foe's revolting appetites become obvious to all onlookers as it tears your foot off at the ankle!	Gain <i>Stunned (2)</i> , <i>Bleeding (2)</i> and <i>Prone</i> . Lose the foot – Amputation (Challenging) .
94-96	116-120	5	<i>Could You Slice It For Me?</i> Your lower leg is left stripped of skin and flesh, the half-severed foot dangling limply. Shards of the long	Gain <i>Stunned (3)</i> , <i>Bleeding (2)</i> and <i>Prone</i> . The leg is lost – Amputation (Challenging) . If you don't receive Surgery within a week for a proper

			bones, the tibia and ulna, stick out from the gory mess. It's obvious it'll have to come off! Your foe looks insufferably pleased with itself!	amputation you'll contract Blood Rot as the remains go gangrenous.
97-99	121-125	5	<i>I Like My Steak Bloody!</i> Always hungry for more gore, your brutish foe produces plenty of it! Your femoral artery is shredded at the junction between inner thigh and groin. The severed stump then withdraws into the pelvis, making it almost impossible to find and clamp the spurting vessel. Your world starts graying out at the edges...	Gain <i>Bleeding (3)</i> , which requires Surgery to remove. If you fail to bleed to death, the leg will still be useless as the major nerves were also severed (see under Amputated Parts).
00	126+	D	<i>Drum Stick!</i> Your fell foe exults in thumbing its muzzle at all things good and civilized, tearing and wrenching at your leg until it rips free from its socket at the hip. Death is mercifully quick, from loss of blood and sheer shock at your foe's ferocious strength!	Your one-legged state is of only minor concern as you are also a corpse nowadays...