

WFRP Criticals Unarmed – minor clarifications about this chart

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

UNARMED - HEAD

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-03	T	<i>Glancing Blow.</i> A heavy punch skims your cheek, barely failing to connect.	You suffer a penalty of -10 to your next rolled Test.
11-20	04-06	1	<i>Disorientating Blow.</i> A blow to the side of the head momentarily disorients you.	You make not take an Action on your next turn.
21-25	07-09	1	<i>Box On The Ear.</i> You get a good box on the ear which smarts something fierce and makes your ears ring.	Gain <i>Deafened (2)</i> .
26-30	10-15	1	<i>Off Balance!</i> Your foe tries to twist your head off and comes away with a handful of hair (or your scarf, hat or whatever if you happen to be bald). His attempt did send you off-balance and to the ground, however!	Gain <i>Prone</i> .
31-35	16-20	2	<i>Raked Face.</i> You enemy tries to gouge your eyes out but merely manages to get his nails into your skin, raking your face, leaving several long parallel oozing scratches.	You suffer a penalty of -10 to any Tests taken until the end of your next turn. The scratches also reduce your Fel characteristic by -10 for one week as people make wildly unfair speculations about their origin.
36-40	21-25	2	<i>Cheek Punch.</i> A vicious punch crumples one cheekbone, making your face look decidedly battered.	Gain <i>Stunned (1)</i> except you do not gain any <i>Fatigued Condition</i> once the <i>Stunned Condition</i> has been removed.

41-45	26-30	2	<i>Nostril Rip!</i> Your opponent jams a couple of fingers up your nostrils and then savagely rips them out again, tearing the sensitive flesh. Your eyes tear up from the brutal treatment.	Gain <i>Blinded (2)</i> .
46-50	31-35	2	<i>Ripped Ear.</i> Your foe manages to grab one of your ears, tearing it off and leaving it dangling by a few threads of flesh from the side of your head.	Gain <i>Deafened (2)</i> and suffer a penalty of -5 to your Fel whenever your mangled ear is obvious.
51-55	36-40	3	<i>Loosened Teeth.</i> You take one in the mouth, loosening several teeth and mashing your lips bloody. Hey, at least you bruised your attacker's knuckles!	Gain <i>Stunned (1)</i> . Roll an Average (+20) Toughness Test , losing one tooth for each SL of failure (see under Amputated Parts).
56-60	41-45	3	<i>Fractured Cheekbone.</i> A powerful punch mashes one side of your face, providing you with a magnificent black eye and fracturing the cheekbone.	Pass an Easy (+40) Endurance Test or gain <i>Unconscious</i> , otherwise gaining <i>Stunned (2)</i> .
61-65	46-50	3	<i>Broken Jaw.</i> A solid roundhouse blow to your chin fractures your lower jaw.	Pass an Easy (+40) Endurance Test or gain <i>Unconscious</i> , otherwise gaining <i>Stunned (2)</i> . Regardless, you suffer a Broken Bone (Minor) .
66-70	51-55	3	<i>Throat Punch.</i> Your unsportsmanlike opponent punches you in the throat, causing your windpipe to spasm and close, momentarily cutting off your airways.	Gain <i>Stunned (1)</i> . Once removed the <i>Stunned</i> Condition is replaced by <i>Fatigued (1)</i> , as usual, except you'll gain another <i>Fatigued</i> Condition each subsequent turn until you reach <i>Fatigued (3)</i> at which point you'll remove all <i>Fatigued</i> Conditions on your next turn as your throat recovers and you can breathe again.
71-75	56-60	4	<i>Smashed Teeth.</i> An elbow, boot or fist to your face sends teeth and blood flying.	Lose 1d10 teeth – Amputation (Challenging) .
76-80	61-65	4	<i>Head-Butt!</i> Your nemesis head-butts you in the face, flattening your nose, sending bolts of flashing pain shooting into your brain and a flood of involuntary tears from your eyes.	Gain <i>Stunned (2)</i> and <i>Blinded (2)</i> .
81-85	66-75	4	<i>Knee To The Face!</i> Your merciless opponent manages to grab hold of your ears (or hair, or hat) and yanks your face down do connect with his ascending knee. The ensuing crunch is the sound of several teeth and your jaw shattering.	Pass an Average (+20) Endurance Test or go <i>Unconscious</i> , otherwise gaining <i>Stunned (3)</i> . You suffer a Broken Bone (Major) and lose 1d10+5 teeth (see under Amputated Parts).

86-90	76-80	4	<i>Tyson Move!</i> The savagery of your opponent knows no bounds as he manages to get a good hold on your head and proceeds to bite something protruding right off, spitting it out in a spray of blood.	You suffer an Amputation (Challenging) . Roll 1d10 to find out what got bitten off: 1-3 The nose 4-8 One ear 9-0 Enough cheek and/or lip to gain you a permanent penalty of -10 to your Fel
91-93	81-85	5	<i>Gouged Eye.</i> Your barbarous opponent jams a thumb into your eye, gouging it out or squishing it.	You gain <i>Stunned (3)</i> and <i>Blinded (2)</i> . You also lose the eye – Amputation (Hard) .
94-96	86-94	5	<i>Skull Fracture.</i> A brutal blow to your temple, whether delivered by a heel, elbow, knuckledusters or hand, fractures your skull.	Gain <i>Unconscious</i> . After you wake up you gain <i>Fatigued (2)</i> which will last until the plates of your skull have set again in 30 minus your Toughness Bonus days.
97-99	95-99	5	<i>Crushed Larynx.</i> Your foe crushes your windpipe, crumpling the cartilage of your larynx. This blocks your airways and you start choking dramatically!	You gain <i>Fatigued (1)</i> and will gain another level of <i>Fatigued</i> at the end of each of your subsequent turns until the cartilage is popped back into place. This requires either a Hard (-20) Heal Test by yourself or a Challenging (+0) Heal Test by someone else. If successful all <i>Fatigued</i> Conditions are removed but you won't be able to speak for a week. If you reach <i>Fatigued (10)</i> you go <i>Unconscious</i> and die from suffocation in another Toughness Bonus rounds.
00	100+	D	<i>Broken Neck.</i> Your enemy breaks your neck, either with a mighty blow snapping your poor head back, or by grabbing you by chin and back of head, violently twisting until a loud crack is heard. Death is instantaneous!	You and your lolling head are very much expired.

UNARMED – ARM

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Failed Grab.</i> A quick snatch at your sleeve fails but still makes you flinch!	Pass an Average (+20) Cool Test or your next Action may not be an attack.
11-20	11-20	1	<i>Shoulder Bash.</i> You take a jarring blow to the shoulder.	You suffer a penalty of -10 to your next rolled Test.
21-25	21-25	1	<i>Bruised Knuckles.</i> Bone slams into bone and yours come off worse!	You suffer a penalty of -10 to any Tests using that hand until the end of your next turn.
26-30	26-40	1	<i>Tug-Of-War!</i> Your foe manages to grab whatever you are holding in that hand and starts pulling!	Roll an Opposed Strength Test . Success or a draw means your enemy lets go. Loss by 1-4 SL means you lose your next Action but retain the item. Loss by 5+ SL means you drop what you held in that hand and your foe takes possession of it. If you were carrying it in both hands (like a two-handed weapon) you get to roll twice and pick the best result.
31-35	41-45	2	<i>Bruised Muscle.</i> An elbow or heel slams hard into your biceps muscle, bruising it badly.	You suffer a penalty of -10 to any Tests using that arm for the rest of the encounter.
36-40	46-50	2	<i>Twisted Wrist.</i> Your wrist is badly wrenched and sprained.	Your hand is useless for 1d10/3 turns (see under Amputated Parts) but you do not drop anything held in it.
41-45	51-55	2	<i>Bruised Collarbone.</i> Your opponent makes a vicious chop at your collarbone, bruising but not breaking it.	You suffer a Torn Muscle (Minor) except it heals in half the usual time.
46-50	56-60	2	<i>Funny-Bone Injury.</i> Your ulnar nerve at the elbow is smacked hard, causing your hand to spasm.	You drop anything held in that hand, and the arm is useless for the next 1d10/2 turns (see under Amputated Parts).
51-55	61-75	3	<i>Broken Finger.</i> Your foe manages to get hold of one of your fingers, bending it backwards savagely until the bone snaps.	One finger is useless (see under Amputated Parts) for 30 minus your Toughness Bonus days when the broken bone will have mended, possibly a bit on the crooked side but still functional.
56-60	76-80	3	<i>Temporary Paralysis.</i> You find yourself transported in time back to your childhood when your older brother would suddenly yell “Free shoulder punch!” and slam his knuckles into your deltoid shoulder muscle so hard your whole arm went numb... thanks to your friendly opponent you now get	Gain <i>Stunned (1)</i> . You drop anything held in that hand and the arm is useless for the next 1d10 turns (see under Amputated Parts).

			to relive those happy childhood memories!	
61-65	81-85	3	<i>Broken Collarbone.</i> A heavy blow to the angle between shoulder and neck fractures your collarbone. You can still move your arm but feel the broken bone ends grinding against each other!	Although strictly speaking a fracture the injury counts as a Torn Muscle (Minor) .
66-70	86-90	3	<i>Boxer's Fracture.</i> Your hand gets slammed, fracturing a couple of the metacarpals, the long bones between wrist and fingers, a classical "boxer's fracture" usually caused by punching something too hard.	You suffer a Broken Bone (Minor) .
71-75	91-95	4	<i>Dislocated Thumb.</i> Your foe twists your thumb, bending it at an unfortunate angle, causing it to be dislocated. Not only very painful but also quite tricky to pop back in place!	You gain <i>Stunned (1)</i> from the severe pain. It counts as a Broken Bone (Minor) except that the absence of Medical Attention within one week of receiving the injury will cause you to automatically fail the Endurance Test for long-term effects.
76-80	96-109	4	<i>Dislocated Shoulder.</i> Your enemy grabs you and throws you over his hip, slamming you into the ground. You land on your shoulder with a crunch, your entire weight coming down on the joint and dislocating it!	Gain <i>Prone</i> . Your arm is useless (see under Amputated Parts) and the pain so severe you suffer a -10 penalty to all Tests. You can try to pop it back in place yourself, which is a Hard (-20) Test for either Cool, Endurance or Heal , depending on your method (which can consist of simply slamming yourself into something solid at a hopeful angle... or something slightly more scientific). Alternately, a friend or ally can attempt a Challenging (+0) Heal Test . This puts your arm back in action again without penalties. Otherwise the shoulder will pop back in place spontaneously during your next long rest, but will be sore enough for a -10 penalty to any Tests performed with that arm for the next 24 hours.
81-85	110-115	4	<i>Torn Hand.</i> Your opponent grabs two of your fingers in each hand and violently tears the two pairs in different directions, ripping your hand in half lengthwise, splitting it almost to the wrist! Although the metacarpals and tendons are intact, your hand now looks like a grotesque lobster claw.	Gain <i>Stunned (2)</i> . The hand is useless for the rest of the encounter (see under Amputated Parts), but will count as a Torn Muscle (Major) after the encounter when you've had a chance to wrap the two halves of the split hand together again with a bandage or rag.

86-90	116-120	4	<i>Dislocated Elbow.</i> Your elbow is dislocated with a nasty pop as your foe either gives it a mighty yank or manages to trap your forearm and then slams down on it hard enough for the joint to pop. This exceedingly painful dislocation leaves you with a useless arm and great discomfort!	Your arm is useless (see under Amputated Parts) and the pain so severe you suffer a -10 penalty to all Tests for the rest of the encounter. The arm will remain useless until given Medical Attention after the encounter, which requires a Challenging (+0) Heal Test to pop it back, which can be repeated once per day. If successful it'll count as a Torn Muscle (Minor) rather than a lost limb.
91-93	121-125	5	<i>Snapped Wrist.</i> Your foe manages to snap your wrist, making the hand stand out at an odd angle.	Gain <i>Stunned (1)</i> and suffer a Broken Bone (Minor) .
94-96	126-130	5	<i>Snapped Elbow.</i> Your enemy grapples your arm and then brings up a knee to slam into the elbow joint, snapping the elbow with a loud crack.	Gain <i>Stunned (2)</i> and suffer a Broken Bone (Major) .
97-99	131-135	5	<i>Crushed Shoulder.</i> You are picked up bodily and slammed into either the ground or some unfortunately placed corner, piece of furniture or tree. Your shoulder takes the full impact and breaks, the blow also tearing the brachial nerve plexus, leaving your arm paralyzed.	You gain <i>Prone</i> and <i>Stunned (3)</i> . You also lose all function in the arm permanently (see under Amputated Parts).
00	136+	D	<i>Crash Landing!</i> As you try to take a swing at him, your foe grabs your arm and uses your momentum to drag you toward him, and then roll backwards as he puts a foot in your stomach, hurling you over his head. You land with a crash, snapping your neck or crushing your skull! (If the GM judges that such a throw is completely unlikely, such as if you very considerably outweigh your foe, or have a very low centre of gravity, then he instead manages to get you so off-balance that you are still hurled to the ground and knocked unconscious, perhaps tripping you up as you stumble past him.)	You are dead due to an unfortunate and fatal landing! (If you are a Dwarf in full Plate, and thus extremely unlikely to be tossed, you instead gain <i>Unconscious</i> .)

UNARMED – BODY

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Staggered!</i> You stagger backwards but right yourself.	You suffer a penalty of -10 to your next rolled Test.
11-20	11-20	1	<i>Body Blow!</i> A blow to the ribs just under an armpit sends you reeling.	You make not take an Action on your next turn.
21-25	21-25	1	<i>Tackle!</i> Your opponent slams into you, shoulder first.	Make an Opposed Strength Test – failure means you gain <i>Prone</i> .
26-30	26-30	1	<i>Collarbone Chop!</i> Your foe makes a vicious chop at your collarbone.	You take a penalty of -10 to all Test until the end of your next turn.
31-35	31-35	1	<i>Solar Plexus Punch!</i> You take one straight in the gut, slamming the breath from your body.	Gain <i>Stunned (1)</i> except you do not gain any <i>Fatigued Condition</i> once the <i>Stunned Condition</i> has been removed.
36-40	36-40	2	<i>Take-Down!</i> The sound of ribs creaking accompanies the whoosh of your forcefully expelled breath as your foe knocks you to the ground.	Gain <i>Prone</i> and <i>Stunned (1)</i> except you do not gain any <i>Fatigued Condition</i> once the <i>Stunned Condition</i> has been removed.
41-45	41-45	2	<i>Fractured Rib.</i> Your opponent's blow causes a hairline fracture in one of your ribs, making deep breaths a painful experience for you.	You gain <i>Fatigued (1)</i> for the rest of the encounter.
46-50	46-50	2	<i>Kidney Punch!</i> Your ribs flex and creak under the assault. After the encounter you have a good scare as your pee turns red from a contused kidney!	Gain <i>Stunned (2)</i> .
51-55	51-55	2	<i>Dislocated Collarbone.</i> A blow to the angle between neck and shoulder dislocates the collarbone on that side.	Roll randomly for side, left or right. The arm on that side is useless for 1d10 turns (see under Amputated Parts).
56-60	56-60	3	<i>Twisted Back.</i> You wrench your back badly, something that will come back and haunt you for a while.	Gain <i>Stunned (1)</i> . For the next month, any time you take a hit to the <i>Body Location</i> , you'll gain <i>Stunned (1)</i> again.
61-65	61-65	3	<i>Hip Bruise.</i> A savage kick to the hip leaves a huge bruise.	You suffer a penalty of -1 to your M and -10 to all Ag Tests for the rest of the encounter.
66-70	66-70	3	<i>Groin Hit.</i> Your despicable foe manages to land a good one to your crotch area, upsetting you greatly!	Gain <i>Stunned (3)</i> .
71-75	71-75	3	<i>Broken Ribs.</i> Your enemy pummels your ribs, breaking several of them.	You suffer a Broken Bone (Minor) .
76-80	76-80	4	<i>Arrhythmia.</i> A powerful blow to	Roll an Extended Challenging (+0)

			the chest bruises your breastbone and makes your heart start beating irregularly.	Endurance Test at the start of each of your subsequent turns. Failure means you gain <i>Unconscious</i> . An <i>Astounding Failure (-6 SL)</i> means you die. Accumulating 4 SL means your heart starts beating normally again.
81-85	81-85	4	<i>Smashed Ribcage</i> . Your foe gets a good grip on you and savagely slams his knee over and over again into your side, breaking several ribs and contusing a lung.	Gain <i>Stunned (2)</i> and suffer a Broken Bone (Major) .
86-90	86-90	4	<i>Ruptured Spleen</i> . A vicious kick to your left flank ruptures your spleen. Because this organ functions as an important blood filter, this naturally causes serious bleeding! Fortunately the fibrous capsule surrounding the spleen remains intact, which may save your life...	Gain <i>Bleeding (1)</i> which can only be removed through magical healing.* Surgery or ordinary Heal Tests don't work as the bleeding is inside the fibrous capsule surrounding the spleen, impossible to get at. Fortunately, the capsule also contains the bleeding, which will stop after 1d10+5 turns, causing the <i>Bleeding Condition</i> to be removed. Because the spleen is an important part of your immune system you'll lose any Resistance (Disease) Talent that you had.
91-93	91-95	5	<i>Body Slam!</i> Your opponent picks you up bodily and then slams you back first into the ground. Not only does this punch the air out of your lungs, you also hit the back of your head and everything goes dark...	You gain <i>Unconscious</i> .
94-96	96-110	5	<i>Pneumothorax</i> . Repeated blows to your chest fractures a rib badly enough to pierce one lung. You cough blood and start feeling very short of breath as the lung collapses.	Gain <i>Fatigued (3)</i> . For healing purposes, count as Torn Muscle (Major) , with partial healing reducing your Conditions from <i>Fatigued (3)</i> to <i>Fatigued (1)</i> which will be removed once fully healed.
97-99	111-115	5	<i>Internal Bleeding</i> . Your merciless foe's blows break several of the floating ribs protecting your right flank, driving sharp fragments into your body and lacerating your liver.	Gain <i>Bleeding (2)</i> , which requires Surgery to remove. Should you fail to bleed to death you'll still suffer a Broken Bone (Minor) .
00	116+	D	<i>Broken Spine</i> . Your enemy slams you down on your back across his knee with irresistible force, breaking your spine!	Pass a Challenging (+0) Toughness Test or die from the shock. Success still leaves you <i>Stunned (4)</i> with two useless legs (see under Amputated Parts).

*See the Preface and Clarifications document for information on how to remove Bleeding Conditions with spells and prayers.

UNARMED – LEG

Roll, Rule Book	Roll, Up In Arms	W	Description	Additional Effects
01-10	01-10	T	<i>Near Miss.</i> You barely avoid a swipe at your leg, jumping backwards just in time.	You take your next Action last in the turn.
11-20	11-20	T	<i>Foot Swipe.</i> Your foe attempts to kick your feet out from under you.	Your M is halved on your next turn as you steady yourself.
21-25	21-25	1	<i>Bruised Hip.</i> You take a vicious blow to your hip.	You suffer a penalty of -20 to your next rolled Test.
26-30	26-40	1	<i>Kicked In The Shin!</i> You get kicked in the shin, which is both embarrassing and painful.	You suffer a penalty of -1 to your M and -10 to your Ag for 1d10 turns.
31-35	41-45	1	<i>Toe Stomp!</i> Your enemy stomps on your foot, catching your toes with such wicked force that you wail piteously in pain!	1d10/2 of your toes become useless for the rest of the encounter (see under Amputated Parts).
36-40	46-50	1	<i>Jump Kick!</i> Your opponent leaps into the air and kicks downwards, catching you on the thigh.	Pass an Average (+20) Endurance Test or go <i>Prone</i> . Regardless, you suffer a penalty of -1 to your M and -10 to your Ag for the rest of the encounter.
41-45	51-55	2	<i>Spin Kick!</i> A ferocious kick to your hip spins you around and knocks you to the ground.	You gain <i>Prone</i> .
46-50	56-60	2	<i>Bruised Thigh.</i> Your quadriceps muscles are mashed against your thigh bone, and badly bruised.	Your M is halved (round up) and you suffer a penalty of -20 to your Ag for the rest of the encounter.
51-55	61-65	2	<i>A Pain In The Patookas!</i> There's no nice way of saying this... but you just got kicked in the butt. And kicked hard!	You gain <i>Prone</i> and anything held in your hands goes flying out of your grip. If the ground is suitably dirty, muddy or gravelly, you get a faceful of that as well!
56-60	66-70	2	<i>Sprained Ankle.</i> You manage to hold your charging foe back but your foot still twists under you as you push back, spraining your ankle.	You suffer a Torn Muscle (Minor) .
61-65	71-75	3	<i>Groin Kick.</i> Your enemy proves that your good looks are no protection against a good ol' low blow!	Gain <i>Stunned (3)</i> .
66-70	76-80	3	<i>Broken Foot.</i> A metatarsal bone, one of the long bones of the midfoot, snaps as you suffer a heavy hit.	Gain <i>Stunned (1)</i> . Your M is reduced to 1 and you suffer a penalty of -30 to your Ag until the bone has healed in 30 minus your Toughness Bonus days.
71-75	81-85	3	<i>Swollen Knee.</i> Your knee swells up after a vicious blow, doubling in size as blood and fluid collect in the joint.	Your leg is useless (see under Amputated Parts) for the rest of the encounter, afterwards counting as a Torn Muscle (Minor) .

76-80	86-90	4	<i>Broken Ankle.</i> Your ankle snaps with a sharp crack.	You gain <i>Prone</i> and suffer a Broken Bone (Minor) .
81-85	91-95	4	<i>Dislocated Kneecap.</i> A heavy heel to the side of your knee punches the kneecap sideways. With your patella dislocated and standing out like an ugly bump from the side of your knee, your leg is effectively locked in a painful bent position!	You gain <i>Prone</i> and <i>Stunned (1)</i> . Also, your leg is useless (see under Amputated Parts) until the kneecap has been popped back into place. You can try to pop it back in place yourself, which is a Very Hard (-30) Test for either Cool, Endurance or Heal , depending on your method (which can consist of simply slamming your knee into something solid at a hopeful angle... or a slightly more scientific proposal). Alternately, a friend or ally can attempt a Challenging (+0) Heal Test . After a successful pop, you'll instead count as having suffered a Torn Muscle (Minor) .
86-90	96-105	4	<i>Smashed Foot.</i> Your foe stomps down hard on your foot, grinding his heel in while bones shatter and break under it!	You gain <i>Prone</i> and <i>Stunned (2)</i> . Also, you suffer a Broken Bone (Major) .
91-93	106-115	4	<i>Shattered Knee.</i> Your very unsportsmanlike enemy slams a powerful blow into the side of your knee, bending the knee inwards in a most painful and unnatural manner, popping something inside the joint. Ligaments inside the knee have snapped, making the joint unstable and wobbly!	Gain <i>Prone</i> and <i>Stunned (3)</i> . You suffer a Broken Bone (Major) and will automatically fail all Tests for long-term penalties.
94-96	116-120	5	<i>Shin Stomp!</i> Your foe slams you to the ground and then stomps on your shin, breaking both tibia and fibula. Those two long bones shatter into sharp shards that tear out through the skin like bony daggers!	Gain <i>Prone</i> , <i>Bleeding (1)</i> and <i>Stunned (3)</i> . If you receive Surgery within a week the injury will count as a Broken Bone (Major) except you'll fail all Tests for long-term penalties. Otherwise you'll lose use of the leg permanently (see under Amputated Parts). Regardless, you contract a Festering Wound from the open fracture.
97-99	121-125	5	<i>Dislocated Hip.</i> Whether from a powerful blow or some gruesome wrestler's move to force you into an involuntary and hurtful split, your opponent dislocates your hip. This breaks off a fragment of the acetabulum, the part of the pelvic bone forming the "cup" socket holding the head of the thighbone in place, leaving you screaming in agony on the ground.	Gain <i>Prone</i> and <i>Stunned (4)</i> . The leg is useless (see under Amputated Parts). If you receive Surgery within a week and spend a month bedridden and in traction (the leg detained in a crane-like scaffolding and held stretched out by pulleys and weights) your leg will heal with the long-term penalties associated with failing all Tests after suffering a Broken Bone (Major) .

				Otherwise the strain on blood vessels and nerves will result in avascular necrosis (bone death) in the joint and enduring nerve damage, making the leg permanently useless.
00	126+	D	<i>Backflip!</i> Your foe sweeps your legs out from under you with such force that you make an impressive backflip. Sadly you smack the back of your head when you land, cracking your skull.	You are the latest and saddest example of the consequences of engaging in amateur acrobatics without proper supervision. Yup, you just died!