

This segment is just meant as inspiration for GMs and players, on how lost Wounds, inflicted Critical Wounds and the alternative Sudden Death Mook Rules may play out on the tabletop.

Situation 1 – Salundra von Drakenburg’s player is fighting a crooked fellow Noble. She has just managed to hit him, causing him to lose several Wounds but failing to inflict a Critical Hit.>

GM: “You press him more closely. As your blades lock, you almost but not quite manage to plant a knee in his crotch. He’s definitely starting to sweat!”

Salundra’s player: “Neat!”

Situation 2 – A player’s character has just been hit by a Handgun to the Head Location, losing multiple Wounds.

Player: “Ouch! Please tell me that wasn’t a Critical!”

GM: “It wasn’t. You yank up your shield, knowing it’ll do you little good. When the smoke clears there is a neat hole in the rim and a groove of bright metal on the side of your helm where the partly spent bullet glanced off. Your face is peppered with small wooden splinters from the inside of the shield.”

Player: “Phew! I start looking for some cover.”

Situation 3 – The group of characters is fighting Goblins. The Mook Rules (see the Preface And Clarifications document) are in effect.

<Player 1’s character has just hit a Goblin with his crossbow, inflicting a lucky Critical Hit to the Leg Location but not taking the Goblin down to 0 Wounds yet.>

GM: *<Rolls on the Bolt and Arrow chart, reads the Pierced Buttock result out loud.>* “The Goblin’s howls echo through the forest. You see your crossbow bolt sticking out of its rear. It’s Stunned.”
<Since the Critical would have caused 1 extra Wound it counts as a Distracting Injury on the Mook chart.>

Players: *<High fives all around.>*

Player 2: “Now it’s Molrella’s turn! She charges the Goblin and attacks with her Short Sword!”

<Player 2’s character easily takes the Stunned Goblin’s last Wounds and then some. Ordinarily she’d be able to pick either the Cutting or Piercing chart to roll on as her weapon is capable of either sort of damage, but according to the Sudden Death rules the Goblin is out of action anyway.>

GM: “Describe your kill-move!”

Player 2: "Molrella hilt-bashes the Goblin into senselessness, then picks it up and breaks it across her knee!"

Player 1: "Dude, she's a Halfling! That Goblin is bigger than she is!"

Player 2: "Err... ok, but the hilt-bash was hard enough to push its nasal bone into its tiny brain!"

GM: "That'll do it."

Situation 4 – The player's character is all out of Fate Points and in deep trouble, having just taken a Critical Wound that would render her Unconscious. All other characters are also out of action and it's all up to her...

GM: "So the roll was for the Fractured Skull result on the Crushing chart and you failed your Endurance Test against gaining Unconscious..."

Player: "I still have one point each of Resolve and Resilience! Can I spend the Resolve to ignore the effects of this crit?"

GM: "Yes, until the beginning of your next turn. Or you could spend it to simply remove the Unconscious Condition."

Player: "You're right! Though that'll still leave me with the Fatigued effects of the hit, rendering my character pretty ineffectual... but I have a plan!"

<The player spends the Resolve and attacks her foe, a bareheaded renegade Knight of the White Wolf.>

GM: "Ok, so Salundra is seeing stars and can feel the shattered plates of her skull grinding against each other, but with a superhuman effort of will she manages to stay conscious! Want to roll for your attack?"

Player: "I burn my Resilience Point for an I Will Not Fail! The result is 11 and I pick his Head Location for my Critical, allowing me to avoid the Impenetrable Quality of his Plate since he's not wearing any helmet!"

GM: "Nice one! Now let's roll well for that Critical Wound, shall we? This guy isn't out of ordinary Wounds yet!"