

**ARM**

- 1 Your shot grazes your target's hand, forcing a **Challenging (-10%) Will Power Test** to avoid dropping whatever is held in it. Regardless of the outcome, your target forfeits Initiative next round.
- 2 Your shot nicks the wrist of your target, opening a small but vicious wound. All of your target's **Weapon Skill Tests** are considered **Challenging (-10%)** during the next round.
- 3 Your shot glances off your target's elbow, causing him to drop whatever is held in the hand. The arm is useless for 1d10/2 rounds.
- 4 Your shot grazes your target's biceps, causing blood to run down the length of the arm. All of your target's **Weapon Skill Tests** are considered **Hard (-20%)** for the next round.
- 5 Your shot slices through the meat of your target's shoulder, forcing a **Hard (-20%) Will Power Test** to avoid dropping whatever is held in the other arm to grasp the shoulder in an attempt to staunch the pain. Regardless of the outcome of the test, your opponent loses the use of the arm for 1d10 rounds.
- 6 Your shot slices across the fingers of your target, neatly severing 1d10/2 extensor tendons and nicking the bones. Your target cannot release his grip, and is horrified to see thin white strips curling out of the exposed flesh on the back of his fingers. During the next round all of your target's **Weapon Skill Tests** are considered **Hard (-20%)**. In addition, he loses use of the hand until it is magically healed -- if this wound is allowed to heal naturally, the victim suffers a permanent -3% **Agility** penalty per severed tendon.
- 7\* Your shot pierces the hand of your target and passes between the metacarpal bones, fixing whatever is held in the hand to the arrow as well. Until the arrow is removed, your target's **Toughness Bonus** is reduced by 1 and all **Weapon Skill Tests** are considered **Hard (-20%)**. In addition, the hand may not be used until it is healed.
- 8\* Your shot pierces the wrist of your target, embedding itself in the carpal bones. Until the arrow is removed, your target's **Toughness Bonus** is reduced by 2 (minimum of zero), and all **Weapon Skill Tests** are considered **Very Hard (-30%)**. In addition, the hand may not be used until it is healed.
- 9\* Your shot pierces the forearm of your target, lodging in the ulna. Wracked with pain, your target forfeits any remaining actions this round and must pass a **Hard (-20%) Toughness Test** before any further actions may be taken. He is allowed one attempt per round, and may begin next round. In addition, the arm may not be used until it is healed.
- 10\* Your shot lodges in the elbow of your target, fracturing the ulna and fixing the arm at a 90 degree angle. Your target is stunned by blinding pain for 1d10/2 rounds, and until the arrow is removed, your target's **Toughness Bonus** is reduced by 3 (minimum of zero). In addition, the arm may not be used until the fracture heals in 1d10/2 weeks time.
- 11\* Your shot pierces the biceps of your target, lacerating the brachial artery. Your target bleeds heavily from the wound, losing a cumulative 10% per round from all combat characteristics (**WS, BS, S, and T**). When any of these characteristics reaches zero, your target falls unconscious.
- 12\* Your shot passes through the meat of your target's neck, severing the brachial plexus. Whatever is held in the hand is dropped and the arm is instantly paralyzed from the shoulder down. If magical healing is not obtained within 1d10 rounds, the paralysis becomes permanent.
- 13\* Your shot fractures the clavicle of your target and severs the subclavian artery before finally lodging itself in the meat of the shoulder. Your target must make a **Very Hard (-30%) Toughness Test** or fall unconscious immediately. Regardless of the test results, your target will lose 1d10 **Wounds** per round from massive blood loss -- each wound lost in this fashion translates into a cumulative 5% chance of dying each round.
- 14 Your shot enters the shoulder at an angle and exits at the back of the neck. Your target sways for a moment, uncertain, before his legs buckle and he collapses to the ground. Death is inevitable in 1d10/2 rounds.
- 15 Your shot strikes the area between the shoulder and the chest, burying itself down to the fletching and protruding between the ribs of your target's back. Your target's knees buckle and he falls to the ground. A soft, sucking noise emanates from the wound in conjunction with a few brief, ragged respirations, and then all is still.

**HEAD**

- 1 Your shot nicks your target's ear, causing a distracting stinging sensation. All of your target's **Weapon Skill Tests** are considered **Challenging (-10%)** next round.
- 2 Your shot strikes the cheek of your target, slicing open a wound that bleeds far more freely than expected. All parry attempts are considered **Challenging (-10%)** for 1d10/2 rounds.
- 3 Your shot grazes your target's neck, opening a wound that hampers your target's ability to defend himself. For the duration of combat, all further critical hits on this target are increased by +1.
- 4 Your shot slices the tip of the ear, separating the top third from the head. Pain lances down into the neck, forcing a **Hard (-20%) Will Power Test** to avoid forfeiting all actions next round in favor of screaming. Regardless of the outcome of the test, the flopping of the detached portion of the ear is quite distracting, such that your target loses one half action per round for 1d10/2 rounds. The ear can be restored with a successful **Challenging (-10%) Heal Test**; unfortunately this Heal Test restores only the ear, and not any Wounds.
- 5 Your shot grazes the scalp, opening a wound that pours blood into the eyes. Your target forfeits initiative next round and all **Weapon Skill Tests** are considered **Hard (-20%)** until the wound is bandaged.
- 6 Your shot slices a chunk of flesh from your target's cheek, exposing the maxillary bone beneath. Your target must attempt a **Hard (-20%) Toughness Test** once per round, and may not take any actions until the test is passed.
- 7 Your shot enters from the side and slices your target's nose, which falls from the face and dangles by a thin strand of skin. Blood pours from the ruins of your target's face and until healed, your target must waste one half action per round spitting out blood or spend the entire next round vomiting. All actions are considered **Challenging (-10%)** until healing is obtained and your target suffers a permanent -10% to **Fellowship** from the loss of the nose, but gains +5% to future **Intimidation** attempts.
- 8 Your shot enters the neck and buries itself up to the fletching. Surprisingly, there is very little blood and the arrow appears to have missed the major arteries and veins. While the arrow remains in place, all of your target's actions are considered **Hard (-20%)**. Removing this arrow without the Surgery Talent requires a **Very Hard (-30%) Agility Test**. Failing this test inflicts an additional **S3 hit** to the victim and opens an artery, causing the victim to lose **2 Wounds** each round until magical or mundane healing is obtained. If your target survives this experience, he must pass a **Hard (-20%) Will Power Test** or gain 1 **Insanity Point**.
- 9 Your shot neatly severs your target's ear, which falls to the ground with a soft thump. Your target loses 1 additional **Wound** per round from profuse bleeding, and all actions are considered **Hard (-20%)** until healing is obtained. Should your target survive, he suffers a permanent -15% to **Fellowship** but gains +10% to **Intimidation** attempts, and all future Listen-based **Perception Tests** from that side are considered **Hard (-20%)**.
- 10\* Your shot strikes your target's jaw, shattering 1d10 teeth. Your opponent must spit out one tooth per round (consuming one **Attack**) until all of the shattered teeth are gone. Permanently reduce **Fellowship** by 1% for each shattered tooth.
- 11\* Your shot punctures the eyeball at an angle and lodges in the bony orbit, causing a clear gelatinous substance to run down the face. All combat characteristics (**WS, BS, S, and T**) are reduced by 20% and your target has a 10% chance of dying from shock and blood loss each round until healing is obtained. No amount of healing will salvage the eye, however, which inflicts a permanent -30% penalty to Sight-based **Perception Tests**.
- 12\* Your shot penetrates your target's forehead and emerges at the top of the skull. Your target's knees buckle and must make a **Hard (-20%) Toughness Test** or fall unconscious. If passed, your target remains conscious for 1d10 rounds but must pass a **Hard (-20%) Toughness Test** once per round in order to take any actions at all. In addition, all combat characteristics (**WS, BS, S, and T**) suffer a -30% penalty until magical healing is obtained. Should your target survive, he must roll a random **Insanity**.
- 13\* Your shot enters the eye socket and exits the back of the skull. Your target falls unconscious and loses 1d10 **Wounds** per round, which translates into a cumulative 5% chance of dying per wound lost each round until magically healed. No amount of healing will salvage the eye.
- 14 Your shot shatters the teeth of your target and lodges in the back of the neck, transfixing the spinal cord. Your target drops to the ground immediately. Death is inevitable in 1d10/2 rounds.
- 15 Your shot enters at the bridge of the nose and buries itself in your target's skull. Your target falls backward, dead long before he strikes the ground.

\* The arrow or bolt is fixed within a body part. Removing it requires two half-actions: 1) breaking off the rear portion and 2) withdrawing the forward portion from the wound. If the person removing the arrow does not possess the Heal skill, a successful **Hard (-20%) Agility Test** is required in order to avoid inflicting an additional **S2 hit** on the victim.

**BODY**

- 1 Your shot grazes the trunk of your target, rending any clothing or armour in this location. Decrease AP by 1 for any armour except plate. If your target is not wearing armour in this location, he is momentarily distracted and may only take one half-action next round.
- 2 Your shot grazes your target's trunk, bruising a rib. Forced to guard his injured side, your target may only parry next round.
- 3 Your shot glances off your target's rib, taking a small strip of flesh with it. Forced to favor his uninjured side, your target may only parry for the next d10/2 rounds.
- 4 Your shot glances off your target's sternum, knocking the wind from him. Your target drops to his knees and may take no actions at all during the next round while he recovers.
- 5 Your shot enters and exits the flank of your target. Until the wound is bandaged, every move your target makes is painful, and all **Weapon Skill Tests** are considered **Challenging (-10%)**.
- 6\*\* Your shot penetrates deep into the left lower quadrant of the abdomen. So long as the arrow remains in place, all **Weapon Skill Tests** are considered **Challenging (-10%)**. Should the target survive combat, he must pass a **Challenging (-10%) Toughness Test** or fall prey to a random infection from the wound.
- 7\*\* Your shot penetrates deep into the left upper quadrant of the abdomen. So long as the arrow remains in place, all **Weapon Skill Tests** are considered **Hard (-20%)**. Should your target survive combat, he must pass a **Hard (-20%) Toughness Test** to avoid contracting an infection at the wound site. Unfortunately, the wound is such that it never fully heals and continues to bother the victim throughout his life. If this Critical Hit Entry is rolled again, the above penalties are doubled.
- 8\*\* Your shot penetrates deep into the right lower quadrant of the abdomen. Your target falls to the ground, and is horrified to discover fecal matter escaping from the wound site. Your target must pass a **Hard (-20%) Will Power Test** to recover from the shock before he may perform any actions (one attempt per round is allowed). All actions are considered **Challenging (-10%)** so long as the arrow remains in place. Should your target survive combat and obtain surgical or magical healing, he must pass a **Very Hard (-30%) Toughness Test** to avoid contracting an infection at the wound site.
- 9\*\* Your shot penetrates deep into the right upper quadrant of the abdomen. So long as the arrow remains in place, any movement sends waves of pain and nausea throughout your target, who must pass a **Hard (-20%) Will Power Test** each time any action is attempted. If this test is passed, all actions are considered **Hard (-20%)**. Should the victim survive combat and magical healing is not obtained, he must pass a **Hard (-20%) Toughness Test** or lose a permanent 5% from **Toughness** due to lingering effects of the wound.
- 10\* Your shot shatters the clavicle. Your target drops to his knees, stunned by the pain and unable to take any actions at all for 1d10 rounds. So long as the arrow remains in place, your target loses an additional 2 Wounds per round from blood loss, which translates into a 10% chance of dying each round until healed.
- 11\* Your shot penetrates deep into the belly and emerges at the back, lacerating the renal artery. Beginning next round, all combat characteristics (**WS, BS, S, T**) suffer a cumulative -10% per round due to internal hemorrhaging. When any characteristic falls below zero, your target falls unconscious, and will die in 1d10 rounds if magical healing is not obtained.
- 12\* Your shot penetrates deep into the chest, puncturing a lung. With each inspiration, there is a concomitant sucking noise. Any action attempted is considered **Very Hard (-30%)**, and your target will lose a cumulative 1 **Wound** per round beginning next round until the arrow is removed and magical healing is received. Wounds lost in this fashion translate into a cumulative 5% chance of death each round.
- 13\*\* Your shot fractures a lower rib and tears through the diaphragm. Your target's respiration is ragged and shallow as he attempts to breathe. All actions are considered **Very Hard (-30%)**, and he must pass a **Hard (-20%) Toughness Test** each round or fall unconscious -- after which magical healing must be obtained within 1d10 rounds or death is inevitable.
- 14 Your shot plunges deep into the belly and emerges through the spine. Your target falls to the ground and seizes for 1d10 rounds, and then vomits a bilious fluid before finally dying.
- 15 Your shot penetrates the sternal plate and transfixes the heart. Shocked, your target looks down and coughs up a gout of blood before crumpling to the ground, dead.

\* The arrow or bolt is fixed within a body part. Removing it requires two half-actions: 1) breaking off the rear portion and 2) withdrawing the forward portion from the wound. If the person removing the arrow does not possess the Heal skill, a successful **Hard (-20%) Agility Test** is required in order to avoid inflicting an additional S2 hit on the victim.

**LEG**

- 1 Your shot grazes the foot of your target, causing a painful but superficial wound. For the next round, all parry attempts are considered **Challenging (-10%)**.
- 2 Your shot grazes the ankle of your target. For the next round, your target may only parry as he favors his uninjured side, and his **Movement** score is reduced by 1.
- 3 Your shot glances off your target's shin. For the next d10/2 rounds, your target's **Movement** score is halved and he may only parry as he hops around on his uninjured foot.
- 4 Your shot glances off your target's kneecap. Your target must make a **Challenging (-10%) Will Power Test** to avoid dropping his weapon, but regardless of the outcome of the test, your target is blinded by pain and unable to perform any action during the next round.
- 5 Your shot glances off your target's hip, carrying a small chunk of flesh with it. Distracted by pain and forced to guard his injured side, your target may only parry for the next 1d10 rounds. All parries are considered **Challenging (-10%)**.
- 6 Your shot slices across the toes of your target, neatly severing 1d10/2 extensor tendons and nicking the bones. Your target's **Movement** score is reduced by 1 until magical or surgical healing is obtained, and all **Weapon Skill Tests** are considered **Challenging (-10%)** for the duration of combat.
- 7\* Your shot transfixes the foot and embeds itself solidly in the ground, pinning your target in place. Your target's **Movement** score is reduced to zero and all actions are considered **Challenging (-10%)** while the arrow is in place.
- 8\* Your shot sails through the fibula, fracturing it into several pieces inside the lower leg. Your target's **Movement** score is reduced by 2 for the next 1d10/2 weeks as the fracture heals. In addition, your target's **Weapon Skill Tests** are considered **Hard (-20%)** for the duration of combat.
- 9\* Your shot shatters the shin of your target, who crumples to the ground with a soft groan. Searing pain prevents your target from taking any actions at all for the next 1d10/2 rounds. While the fracture heals over the next 1d10/2 weeks, your target will not be able to bear weight on that leg, effectively reducing his **Movement** score by half.
- 10\* Your shot shatters the kneecap. Your target collapses to the ground in a heap and spends the next 1d10 rounds screaming in agony. For the next 1d10/2 weeks, your target's **Movement** score is reduced to 1 and any movement of the leg requires a **Challenging (-10%) Toughness Test** to avoid vomiting.
- 11\* Your shot sinks deep into the leg, fracturing the femur. Your target falls to the ground, desperately grasping his thigh to prevent the blood from spurting out. 2 additional **Wounds** are lost per round, your target's **Movement** score is reduced to 1, and all actions are considered **Hard (-20%)** until magical or surgical healing is obtained.
- 12\* Your shot sinks deep into the hip of your target, fracturing the femur at its neck. **Movement** score is reduced to 1 and your target must pass a **Very Hard (-30%) Will Power Test** each time any action is attempted. If the fracture is not magically or surgically healed, **Movement** is permanently reduced by 2 points (minimum 1).
- 13\* Your shot sinks deep into the hip, shattering the pelvic bone. Blood loss is significant -- 3 additional **Wounds** are lost per round, which translates into a cumulative 15% chance of dying each round. Additionally, your target must pass a **Hard (-20%) Toughness Test** each round or fall unconscious, and any action attempted during this time is considered **Very Hard (-30%)**. Should the target survive combat, the **Movement** score is permanently reduced by 3 points (minimum 1), as he walks with an ungainly limp.
- 14 Your shot shatters the femur and lays open the femoral artery, which sprays a fountain of blood. Your target falters and collapses to the ground. Death occurs when the spray of blood ceases 1d10 rounds later.
- 15 Your shot drives deep into the leg, tearing artery, muscle, and bone. Blood pours in torrents from the wound and your target staggers momentarily before falling face first into the ground, dead.

\*\* GM Note: The arrow has entered the abdomen and there is a chance that greater damage has occurred. Roll an unmodified **Toughness Test** -- if the roll is greater than the target's **Toughness**, the arrow has pierced an internal organ or major blood vessel. Follow the directions below.

Hemorrhaging from the wound has been momentarily halted by the presence of the arrow, but if the arrow is removed by anyone who does not possess the **Surgery** talent, bleeding will resume. 1d10 hours after this occurs, the victim must make a **Toughness Test** every hour or fall unconscious. For each hour after the first test, all combat characteristics (**WS, BS, T, and S**) suffer a **cumulative 10% penalty** due to increasingly severe abdominal pain and dizziness. When any characteristic reaches zero, the victim falls unconscious. Only magical or surgical healing within 2d10 hours may save the victim from death.