

ARM

- 1 Your shot scrapes across your target's hand, forcing a **Hard (-20%) Weapon Skill Test** to avoid dropping whatever is held in it.
- 2 Your shot glances off your target's thumb. Your target forfeits one half-action, and all of his **Weapon Skill Tests** are considered **Challenging (-10%)** for the next round.
- 3 Your shot glances off your target's wrist, causing blood to run down the hand. All of your target's **Weapon Skill Tests** are considered **Hard (-20%)** for the next round.
- 4 Your shot grazes your target's biceps, causing him to drop whatever is held in the hand. The arm is useless for 1d10/2 rounds.
- 5 Your shot enters and exits your target's shoulder, causing no permanent damage but the pain is such that your target is unable to parry for 1d10/2 rounds.
- 6 Your shot passes through the metacarpal bones of the hand, damaging any item that may be held in it (it is useless until repaired). The hand cannot be used until magical or mundane healing is obtained.
- 7 Your shot strikes your target's fingers, fracturing 1d10/2 of them. The hand is useless until a successful **Average (+0%) Heal Test** is performed, and the fingers must be splinted for 1d10/2 weeks in order to avoid a permanent loss of **3% Agility** per fractured finger.
- 8* Your shot glances off bone and lodges in the forearm. Anything held in the hand is dropped, and the arm is useless for 1d10 rounds. In addition, until the shot is surgically removed with a successful **Hard (-20%) Heal Test** (which must be performed by a person in possession of the **Surgery** talent). Distracted by the pain, your target loses one half-action so long as his arm is useless. The **Toughness Test** to avoid infection is **Challenging (-10%)**.
- 9* Your shot lodges in the elbow of your target, preventing the arm from bending without excruciating pain. The arm is useless until the shot is surgically removed with a **Hard (-20%) Heal Test** (which must be performed by a person in possession of the **Surgery** talent). In addition, the arm must be kept in a sling for 2 weeks or lose a permanent **1d10%** from **Weapon Skill** due to stiffness. Your target loses one half action for the duration of combat due to pain.
- 10* Your shot lodges in the humerus beneath the biceps. Anything held in the hand is dropped and your target must spend the next 1d10/2 rounds paralyzed by the lancing pain, and the arm is useless until the shot is surgically removed as per #9.
- 11* Your shot lodges in the joint of the shoulder, causing a sickening grinding sensation any time the arm is moved. The arm is useless until magical or surgical attention is received as per #9, and your target must pass a **Hard (-20%) Will Power Test** in order to perform any further actions. The test is allowed once per round. If the arm is moved again for any reason, your target must pass a **Very Hard (-30%) Toughness Test** or fall unconscious. The **Toughness Test** to avoid infection is **Very Hard (-30%)**.
- 12* Your shot fractures the clavicle and imbeds itself in the chest of your target, who may take no actions for 1d10/2 rounds as he is overcome by pain. While the clavicle may heal as a result of magical or mundane healing, the shot is not amenable to surgical removal and will always remain lodged inside your target, who suffers a permanent loss of **10%** to his **Toughness**. The **Toughness Test** to avoid infection is **Very Hard (-30%)**.
- 13* Your shot shatters the clavicle of your target and carries through into the lung. Your target staggers on his feet and must pass a **Very Hard (-30%) Toughness Test** to avoid falling over. Paralyzed by pain, your target may take no actions until magical or mundane healing is obtained, which must occur within 1d10 rounds or death is inevitable. Recuperation from such a wound requires 1d10 weeks of convalescence and a **Very Hard (-30%) Toughness Test** to avoid infection. Even if your target survives, he loses **10%** from **Toughness** and **Will Power** permanently.
- 14 Your shot tears through the subclavian artery and vein just beneath the clavicle, causing blood to spurt rhythmically from the wound. Your target collapses immediately, and dies from shock 1d10/2 rounds later.
- 15 Your shot passes through the arm and into the chest, where its passage is stopped by several vital organs. Death from internal hemorrhaging is instantaneous.

HEAD

- 1 Your shot nicks the scalp of your target. The stinging wound distracts your target, causing the loss of one half action next round.
- 2 Your shot glances off the chin of your target, causing a profuse amount of bleeding. For the next 1d10 rounds, your target's **Toughness Bonus** is reduced by 1.
- 3 Your shot grazes the eyebrow, causing a steady trickle of blood that interferes with your target's vision. Your target suffers a **-10%** to **WS** over the next d10/2 rounds.
- 4 Your shot grazes the neck of your target. The sharp, burning sensation causes him to lose one half action for the next 1d10/2 rounds.
- 5 Your shot nicks your target's ear. The resulting pain causes him to forfeit any ability to parry over the next 1d10/2 rounds.
- 6 Your shot glances off the skull of your target. If your target is wearing a helmet, he is stunned for 1 round. If not, he is stunned for 1d10/2 rounds.
- 7 Your shot lances into the cheek of your target, smashing 1d10 teeth. Your target must spit out one tooth per round (consuming one **Attack**) until all of the shattered teeth are gone. Reduce **Fellowship** by 1% for each shattered tooth.
- 8 Your shot glances off the bridge of your target's nose. Tears spring up by reflex, partially blinding your target for the next 1d10 rounds. During this time, your target suffers a **-20%** penalty to all combat characteristics (**WS, BS, S, T**), and a **-30%** to any parry attempt.
- 9 Your shot glances off the trachea, opening up a wound that hisses with each attempt at respiration. Your target is paralyzed by pain for 1d10 rounds, unable to take any action, and cannot speak until magically or surgically healed. Should your target survive combat, he will speak in a raspy, harsh whisper for the rest of his life.
- 10* Your shot crashes into the cheekbone, sending a spray of blood and bone shards. Your target collapses to the ground and must pass a **Hard (-20%) Toughness Test** to remain conscious. If passed, your target forfeits one half action per round, and all actions are considered **Hard (-20%)** until medical attention is received.
- 11* Your shot tears through the side of the neck, opening up the jugular vein. Your target loses the use of one hand as he attempts to staunch the flow of blood, but if medical attention is not received within 1d10 rounds, he will fall unconscious and die 1d10 rounds later. All actions are considered **Very Hard (-30%)**, and all further critical hit effects during this combat are increased by +2.
- 12* Your shot blows through the orbit, demolishing the (roll 1d10: 1-5=right, 6-10=left) eye. Your target is stunned for 1d10 rounds and until magical or surgical attention is received, all actions are considered **Very Hard (-30%)**. In addition, a **Hard (-20%) Toughness Test** must be passed after healing to avoid contracting a random infection. No amount of magical or surgical intervention can salvage the eye, however, which inflicts a permanent **-30%** to sight-based **Perception Tests**.
- 13 Your shot smashes through the jaw and blows open the vertebral artery, causing your target to cough and choke against a torrent of blood. Slowly, your target lowers himself to the ground and sits, glassy eyes staring off into the distance. Here he remains until he falls over dead, 1d10 rounds later.
- 14 Your shot drives through the bridge of the nose, carrying fragments of bone deep into the brain. Your target collapses immediately, and death is inevitable in 1d10/2 rounds.
- 15 Your shot penetrates the forehead, causing your target to sway momentarily as a small rivulet of blood runs down his face. Moments later he collapses, dead before he hits the ground.



* The shot is lodged within a body part. Removing it requires a successful **Heal Test**, which must be performed by a person who possesses the **Surgery** talent. Unless otherwise indicated, the **Heal Test** is **Challenging (-10%)** for shots lodged in limbs, **Hard (-20%)** for shots lodged in the abdomen, and **Very Hard (-30%)** for shots lodged in the head or chest. Unfortunately, disease is an ever-present worry, and the victim must pass a **Toughness Test** to avoid contracting a random infection. The difficulty of this **Toughness Test** is **Hard (-20%)** unless otherwise indicated.

BODY

- 1 Your shot glances off a rib. Distracted by the lancing pain, your target may only parry next round.
- 2 Your shot enters and exits the flank of your target. Until the wound is bandaged, your target suffers a **-10% to Weapon Skill**.
- 3 Your shot glances off the chest of your target. For the next 1d10/2 rounds, your target may only parry as he catches his breath.
- 4 Your shot glances off your target's clavicle, stunning him until the end of the next round.
- 5 Your shot glances off the spine of your target, sending electric shocks radiating down both his legs. For the next 1d10 rounds, your target may only parry as he regains his footing.
- 6** Your shot punctures the right upper quadrant of the abdomen, causing blood and bile to seep out of the wound. Until the shot is surgically removed, all actions are considered **Challenging (-10%)**, and should your target survive combat, he must pass a **Challenging (-10%) Toughness Test** to avoid falling prey to a random infection.
- 7** Your shot punctures the right lower quadrant of the abdomen, causing blood and fecal matter to ooze from the wound. Until the shot is surgically removed, all actions are considered **Hard (-20%)**, and should your target survive combat, he must pass a **Hard (-20%) Toughness Test** to avoid falling prey to a random infection. Should your target survive this combat, he will be plagued by chronic constipation for the rest of his life.
- 8** Your shot penetrates the left upper quadrant of the abdomen. 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 **Hard (-20%)** until the shot is surgically removed. 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 the upper central portion of the abdomen, causing blood and stomach contents to seep from the wound. Until magical or surgical attention is received, 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 penetrates the lower central portion of the abdomen, causing blood and urine to leak from the wound. Your target is stunned for 1d10 rounds, unable to take any action at all except writhe in pain.
- 11* Your shot shatters the clavicle. Your target must make an immediate **Hard (-20%) Toughness Test** or fall unconscious. If passed, your target may only parry for the next 1d10 rounds, and all actions are considered **Hard (-20%)** until magical or surgical attention is received.
- 12** Your shot buries itself in the abdomen, lacerating an artery. Unless magical or surgical attention is received, your target loses 10% from all combat characteristics (**WS, BS, S, and T**) per round. When any of these characteristics reach zero, he dies. Should your target survive combat, he will be plagued by chronic diarrhea for the rest of his life.
- 13* Your shot penetrates the chest, puncturing a lung and opening a sucking chest wound. Your target must pass a **Very Hard (-30%) Toughness Test** or fall unconscious immediately. If passed, your target is stunned for 1d10 rounds -- at the end of which, if no magical or surgical healing is received, death is inevitable. Should your target survive, he must pass a **Very Hard (-30%) Toughness Test** or lose a permanent **-10%** from **Will Power**, as he suffers from recurrent nightmares that force him to relive this combat over and over again.
- 14 Your shot enters just beneath the sternal plate and tears through the aorta, the largest blood vessel in the body. Your target collapses; death from internal hemorrhaging is inevitable in 1d10/2 rounds.
- 15 Your shot buries itself deep within the chest cavity of your target, ripping through the ventricles of the heart. Death from massive blood loss is instantaneous.

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LEG

- 1 Your shot grazes your target's ankle. Your target is distracted by the pain until the end of the next round, during which time he suffers a **-10% to Weapon Skill**.
- 2 Your shot glances off your target's great toe, causing severe pain. Your target may only parry until the end of the next round.
- 3 Your shot grazes the calf of your target, who stumbles and loses his balance. While struggling to regain his balance over the next 1d10/2 rounds, your target forfeits one half action per round.
- 4 Your shot glances off the side of the knee, causing your target to lose his balance and fall to the ground. As he rights himself, he is unable to parry until the end of the next round, during which time his **Movement** score is reduced by one.
- 5 Your shot glances off the kneecap, causing excruciating pain. Your target is stunned for one round.
- 6* Your shot buries itself in the meat of your target's thigh. Distracted by the pain and blood loss, your target suffers a **-20%** penalty to his **Weapon Skill** and a **-1 Movement** until the wound is bandaged. The wound is deep, and should your target survive combat, he must pass a **Challenging (-10%) Toughness Test** to avoid infection.
- 7* Your shot shatters the bones in the midfoot. **Movement** score is halved and your target is stunned for one round. Until medical attention is received, all of your target's actions are considered **Challenging (-10%)**. Should your target survive, recuperation requires the use of crutches for 1d10/2 weeks. If he is not healed by someone with the **Surgery** talent, **Movement** score is permanently reduced by 1.
- 8* Your shot shatters the fibula, a non-weight-bearing bone in the lower leg. Until medical attention is received, your opponent may only parry. Any attempt to bear weight on the injured leg requires a **Hard (-20%) Toughness Test** to avoid spending the next round vomiting. **Movement** score is reduced by half, and should your target survive, he must pass a **Hard (-20%) Toughness Test** to avoid contracting a random infection at the wound site. Recovering from the fracture requires the use of crutches for 1d10/2 weeks.
- 9* Your shot smashes into 1d10/2 toes, destroying them. Your target is stunned for one round, and until medical attention is received, reduce **Movement** score by 1. During this time, all actions taken by the target are considered **Hard (-20%)**. If more than 3 toes are lost, the reduction in **Movement** score becomes permanent.
- 10* Your shot strikes the hip, fracturing it. Unable to remain standing, your target collapses and spends the next 1d10 rounds vomiting. Until medical attention is received, all actions are considered **Hard (-20%)**. Recuperation requires 1d10/2 weeks of convalescence.
- 11* Your shot slams into the femur, fracturing it. Your target immediately collapses to the ground and must pass a **Hard (-20%) Will Power Test** or fall unconscious. Until medical attention is received, all actions are considered **Very Hard (-30%)**. Recuperation requires 1d10 weeks of convalescence.
- 12* Your shot shatters the shin. Until the end of the next round, your target counts as prone as he writhes around in utter agony. After this time, he must pass a **Hard (-20%) Will Power Test** every round in order to take any action at all, which is then considered **Very Hard (-30%)**. Healing requires 1d10 weeks on crutches and a **Hard (-20%) Toughness Test** to avoid infection.
- 13* Your shot shatters the kneecap and lodges in the joint of the knee, causing a nauseating grinding sensation with any movement. Your target is stunned for 1d10 rounds, after which he passes out. If magical or surgical healing is not obtained within 1d10 rounds, your target will die. Should he survive, he will walk with a limp and **Movement** score is reduced by half, permanently. The **Toughness Test** to avoid infection is **Very Hard (-30%)**.
- 14 Your shot tears through the internal iliac artery in the hip, causing rapid blood loss. Your target collapses, and dies in 1d10 rounds.
- 15 Your shot tears through the upper leg, opening the femoral artery and fracturing the neck of the femur. Death from massive blood loss is instantaneous.

** GM Note: The shot 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 shot has pierced an internal organ or major blood vessel. Follow the directions below.

Hemorrhaging from the wound has momentarily been halted by the presence of the shot, but if the shot 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.