	ARM									
Die	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1	The character's hand is hit and he drops what he is holding unless a Routine Agility Test is made. A shield, if worn, is not affected.	The character's shoulder is hit, causing him to drop what he is holding unless an Agility Test is made. A shield, if worn, is not affected.	The character's shoulder is hit, causing him to drop what he is holding unless a Challenging Agility Test is made. A shield, if worn, is not affected.	Your blow gashes your opponent's forearm, causing them to drop anything held in the hand. A shield, if worn, is not automatically affected; a Strength Test is required to maintain a grip on the shield.	The blow painfully jabs the character's shoulder. Anything held in the hand is dropped and the arm is incapacitated for 1-10 rounds. Any actions using the arm suffer a -10% penalty until medical attention is received.	The blow opens a deep wound in the character's arm. Anything held in the hand is dropped and the arm counts as sprained, and cannot be used until medical attention is received.	The character's arm is badly dislocated and is incapacitated until medical attention is received. A successful surgical test is required to regain use of the arm, though recovery time is measured in days not weeks, and the arm cannot be permanently incapacitated or lost from failed surgery.	Bones in the character's arm are splintered and the pain makes him lose consciousness for 1-10–TB rounds on a failed Toughness Test or until Medical Attention is received (minimum 1 round). Successful surgery is required to save the arm above the elbow.	Bones in the character's arm are splintered and the pain makes him lose consciousness for 10–TB minutes on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the arm above the elbow	Bones in the character's shoulder are splintered and the pain makes him lose consciousness for 10–TB minutes or until Medical Attention is received. Successful surgery is required to save the arm at the shoulder.
2	Your blow gashes your opponent's forearm, causing them to drop anything held in the hand. A shield, if worn, is not automatically affected; a Strength Test is required to maintain a grip on the shield.	The blow opens a small cut on the character's forearm, incapacitating the hand for the next round and causing anything held in the hand to be dropped.	The blow gashes the character's forearm. Anything held in the hand is dropped and the arm is incapacitated for 1-5 rounds.	The blow strikes a nerve in the arm and anything held in the hand is dropped. The arm is incapacitated for 1-10 rounds and any actions using the arm suffer a -20% penalty until medical attention is received.	The blow opens a deep wound in the character's arm. Anything held in the hand is dropped and the arm counts as sprained, and cannot be used until medical attention is received.	The character's arm is badly dislocated and is incapacitated until medical attention is received. A successful surgical test is required to regain use of the arm, though recovery time is measured in days not weeks, and the arm cannot be permanently incapacitated or lost from failed surgery.	The character's arm is broken and it will require successful surgical treatment to save the incapacitated arm above the elbow.	Bones in the character's arm are splintered and the pain makes him lose consciousness for 10–TB rounds on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the arm above the elbow.	Bones in the character's shoulder are splintered and the pain makes him lose consciousness for 10–TB minutes on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the arm at the shoulder.	The bones in the character's shoulder are crushed and an artery is severed. Successful Medical Attention is required within TB minutes to prevent death from blood loss and a successful Toughness Test is required to remain conscious. Successful surgery is required to save the arm at the shoulder and successful Blood Loss treatment is required within 24 hours to prevent death.
3	The blow opens a small cut on the character's forearm, incapacitating the hand for the next round and causing anything held in the hand to be dropped.	The blow gashes the character's forearm. Anything held in the hand is dropped and the arm is incapacitated for 1-10 rounds.	The blow painfully jabs the character's shoulder. Anything held in the hand is dropped and the arm is incapacitated for 1-10 rounds. Any actions using the arm suffer a -10% penalty until medical attention is received.	The blow strikes the characters elbow and the arm is incapacitated for one hour or until attention is received. Any actions using the arm suffer a -20% penalty until medical attention is received.	The character's arm is badly dislocated and is incapacitated until medical attention is received. A successful surgical test is required to regain use of the arm, though recovery time is measured in days not weeks, and the arm cannot be permanently incapacitated or lost from failed surgery.	The bones in the character's wrist are splintered and anything held in the arm is dropped. A strapped on shield may still be used but at -20% WS penalty due to the pain. Successful medical treatment for incapacitation is needed to regain use of the hand.	The character's arm is broken and it will require successful surgical treatment to save the incapacitated arm above the elbow. The force knocks the character to the ground and he counts as Knocked Down for 1 round.	Bones in the character's arm are splintered and the pain makes him lose consciousness for 10–TB minutes on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the arm above the elbow.	The bones in the characters shoulder are crushed and an artery is severed. Successful Medical Attention is required within TB minutes to prevent death from blood loss. Successful surgery is required to save the arm at the shoulder and successful Blood Loss treatment is required within 24 hours to prevent death.	The character's arm is cut off at the shoulder and he falls unconscious to the ground after TB rounds or if a Toughness Test is failed. Successful Medical Attention is required within TB minutes to prevent death from blood loss. The arm is lost from the shoulder and successful Blood Loss treatment is required within 24 hours to prevent death.
4	The blow gashes the character's forearm. Anything held in the hand is dropped and the arm is incapacitated for 1-5 rounds.	The blow painfully jabs the character's shoulder. Anything held in the hand is dropped and the arm is incapacitated for 1-10 rounds. Any actions using the arm suffer a -10% penalty until medical attention is received.	The blow strikes a nerve in the arm and anything held in the hand is dropped. The arm is incapacitated for 1-10 rounds and any actions using the arm suffer a -20% penalty until medical attention is received.	The blow opens a deep wound in the character's arm. Anything held in the hand is dropped and the arm counts as sprained, and cannot be used until medical attention is received.	The bones in the character's wrist are splintered and anything held in the arm is dropped. A strapped on shield may still be used but at -20% WS penalty due to the pain. Successful medical treatment for incapacitation is needed to regain use of the hand.	The character's arm is broken and it will require successful surgical treatment to save the incapacitated arm above the elbow.	The character's arm is incapacitated and the pain makes him lose consciousness for 10–TB rounds on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the arm above the elbow.	The bones in the character's arm are crushed and an artery is severed. Successful Medical Attention is required within 1+TB minutes to prevent death from blood loss. Successful surgery is required to save the arm at the elbow and successful Blood Loss treatment is required within 24 hours to prevent death.	The character's arm is cut off above the elbow and he falls unconscious to the ground after 1+TB rounds or if a Toughness Test is failed. Successful Medical Attention is required within TB minutes to prevent death from blood loss. The arm is lost from the elbow and successful Blood Loss treatment is required within 24 hours to prevent death.	The character's arm is cut off at the shoulder and he falls unconscious to the ground after TB rounds or if a Challenging Toughness Test is failed. Successful Medical Attention is required within TB minutes to prevent death from blood loss. The arm is lost from the shoulder and successful Blood Loss treatment is required within 24 hours to prevent death.
5	The blow badly slices the character's forearm. Anything held in the hand is dropped and the arm is incapacitated for 1-5 rounds and any actions using the arm suffer a -10% penalty until medical attention is received.	The blow strikes a nerve in the arm and anything held in the hand is dropped. The arm is incapacitated for 1-10 rounds and any actions using the arm suffer a -20% penalty until medical attention is received.	The blow opens a deep wound in the character's arm. Anything held in the hand is dropped and the arm counts as sprained, and cannot be used until medical attention is received.	The character's arm is badly dislocated and is incapacitated until medical attention is received. A successful surgical test is required to regain use of the arm, though recovery time is measured in days not weeks, and the arm cannot be permanently incapacitated or lost from failed surgery. The force knocks the character to the ground and he counts as Knocked Down for 1 round.	The character's arm is broken and it will require successful surgical treatment to save the incapacitated arm above the elbow.	The character's shoulder is smashed and it will require successful surgical treatment to save the incapacitated arm. The force knocks the character to the ground and he counts as Knocked Down for 1 round.	The character's shoulder is smashed and the pain makes him lose consciousness for 10–TB rounds on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the arm at the shoulder.	The bones in the character's arm are crushed and an artery is severed. Successful Medical Attention is required within 1+TB minutes to prevent death from blood loss. Successful surgery is required to save the arm at the elbow and successful Blood Loss treatment is required within 24 hours to prevent death.	The character's arm is cut off at the shoulder and he falls unconscious to the ground after TB rounds or if a Challenging Toughness Test is failed. Successful Medical Attention is required within TB minutes to prevent death from blood loss. The arm is lost from the shoulder and successful Blood Loss treatment is required within 24 hours to prevent death.	The blow forces the shoulder of the character into his chest cavity. Several internal organs are damaged and he falls to the ground unconscious and mortally wounded. The character dies within the round.
6	The blow painfully jabs the character's shoulder. Anything held in the hand is dropped and the arm is incapacitated for 1-10 rounds. Any actions using the arm suffer a -10% penalty until medical attention is received.	The blow strikes the characters elbow and the arm is incapacitated for one hour or until attention is received. Any actions using the arm suffer a -20% penalty until medical attention is received.	Several of the character's fingers are badly broken and the hand is incapacitated until medical attention is received. Anything held in the arm is dropped, though a strapped on shield may still be used but at -10% WS penalty due to the pain.	The bones in the character's wrist are splintered and anything held in the arm is dropped. A strapped on shield may still be used but at -20% WS penalty due to the pain. Successful medical treatment for incapacitation is needed to regain use of the hand.	The character's arm is broken and it will require successful surgical treatment to save the incapacitated arm above the elbow. The force knocks the character to the ground and he counts as Knocked Down for 1 round.	The character's shoulder is smashed and the pain makes him lose consciousness for 10–TB rounds on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the arm at the shoulder.	The blow cuts the character's hand off above the wrist and he falls unconscious to the ground after 1-5+TB rounds or if a Toughness Test is failed. Successful Medical Attention is required within 1-5+TB minutes to prevent death from blood loss. The hand is lost and successful Blood Loss treatment is required within 24 hours to prevent death.	The character's arm is cut off above the elbow and he falls unconscious to the ground after 1+TB rounds or if a Toughness Test is failed. Successful Medical Attention is required within 1+TB minutes to prevent death from blood loss. The arm is lost from the elbow and successful Blood Loss treatment is required within 24 hours to prevent death.	The character's arm is cut off at the shoulder and he falls unconscious to the ground and dies of blood loss after TB rounds unless successful Medical Attention is required. The arm is lost from the shoulder and successful Blood Loss treatment is required within 24 hours to prevent death.	The blow tears or severs off both arms of the character from the elbows. The character collapses to his knees screaming for TB rounds in shock before collapsing and dying.
7	The blow strikes a nerve in the arm and anything held in the hand is dropped. The arm is incapacitated for 1-10 rounds and any actions using the arm suffer a -20% penalty until medical attention is received.	The blow opens a deep wound in the character's arm. Anything held in the hand is dropped and the arm counts as sprained, and cannot be used until medical attention is received.	The character's arm is badly dislocated and is incapacitated until medical attention is received. A successful surgical test is required to regain use of the arm, though recovery time is measured in days not weeks, and the arm cannot be permanently incapacitated or lost from failed surgery.	The character's arm is broken and it will require successful surgical treatment to save the incapacitated arm above the elbow.	The character's arm is incapacitated and the pain makes him lose consciousness for 10–TB rounds on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the arm above the elbow.	The character's hand is turned into a bloody ruin and an artery is severed. Successful Medical Attention is required within 1-5+TB minutes to prevent death from blood loss and a successful Routine Toughness Test is required to remain conscious. Successful surgery is required to save the hand and successful Blood Loss treatment is required within 24 hours to prevent death.	The bones in the character's arm are crushed and an artery is severed. Successful Medical Attention is required within 1+TB minutes to prevent death from blood loss. Successful surgery is required to save the arm at the elbow and successful Blood Loss treatment is required within 24 hours to prevent death.	The character's arm is cut off at the shoulder and he falls unconscious to the ground and dies of blood loss after TB rounds unless successful Medical Attention is received. The arm is lost from the shoulder and successful Blood Loss treatment is required within 24 hours to prevent death.	The blow slices through the shoulder down into the body of the character. The character collapses dead. The weapon cuts through muscle and bones and the weapon remains stuck, snagged on bones and sinew unless a Strength Test is made. The weapon can be removed on a subsequent Easy Strength Test.	The weapon smashes through the shoulder of the character before cutting or crushing the heart. Death is instantaneous.
8	The blow opens a deep wound in the character's arm. Anything held in the hand is dropped and the arm counts as sprained, and cannot be used until medical attention is received.	Several of the character's fingers are badly broken and the hand is incapacitated until medical attention is received. Anything held in the arm is dropped, though a strapped on shidd may still be used but at -10% WS penalty due to the pain.	The bones in the character's wrist are splintered and anything held in the arm is dropped. A strapped on shield may still be used but at -20% WS penalty due to the pain. Successful medical treatment for incapacitation is needed to regain use of the hand.	The character's arm is broken and it will require successful surgical treatment to save the incapacitated arm above the elbow. The force knocks the character to the ground and he counts as Knocked Down for 1 round.	The character's hand is turned into a bloody ruin and an artery is severed. Successful Medical Attention is required within 1-5+TB minutes to prevent death from blood loss. Successful surgery is required to save the hand and successful Blood Loss treatment is required within 24 hours to prevent death.	The blow cuts the character's hand off above the wrist and he falls unconscious to the ground after 1-5+TB rounds or if a Toughness Test is failed. Successful Medical Attention is required within 1-5+TB minutes to prevent death from blood loss. The hand is lost and successful Blood Loss treatment is required within 24 hours to prevent death.	The character's arm is cut off above the elbow and he falls unconscious to the ground after 1+TB rounds or if a Toughness Test is failed. Successful Medical Attention is required within 1+TB minutes to prevent death from blood loss. The arm is lost from the elbow and successful Blood Loss treatment is required within 24 hours to prevent death.	Bones in the character's arm are splintered and forced into the blood stream. The arm is totally ruined and the character dies of blood loss and shock TB rounds later. A successful Toughness test will allow the character to remain conscious and he may act with -10% penalties to all actions until dead.	The characters elbow is crushed and a major artery is damaged. The character loses consciousness and dies from bleeding in TB rounds.	The arm is smashed into the chest of the character and a few broken ribs puncture the heart and lungs. Death comes before the character draws another breath and he falls to the ground dead.
9	The character's arm is badly dislocated and is incapacitated until medical attention is received. A successful surgical test is required to regain use of the arm, though recovery time is measured in days not weeks, and the arm cannot be permanently incapacitated or lost from failed surgery.	The bones in the character's wrist are splintered and anything held in the arm is dropped. A strapped on shield may still be used but at -20% WS penalty due to the pain. Successful medical treatment for incapacitation is needed to regain use of the hand.	The character's arm is broken and it will require successful surgical treatment to save the incapacitated arm above the elbow.	The character's hand is turned into a bloody ruin and an artery is severed. Successful Medical Attention is required within 1-5+TB minutes to prevent death from blood loss. Successful surgery is required to save the hand and successful Blood Loss treatment is required within 24 hours to prevent death.	The blow cuts the character's hand off above the wrist and he falls unconscious to the ground after 1-5+TB rounds or if a Toughness Test is failed. Successful Medical Attention is required within 1-5+TB minutes to prevent death from blood loss. The hand is lost and successful Blood Loss treatment is required within 24 hours to prevent death.	The bones in the character's arm are crushed and an artery is severed. Successful Medical Attention is required within 1+TB minutes to prevent death from blood loss. Successful surgery is required to save the arm at the elbow and successful Blood Loss treatment is required within 24 hours to prevent death.	The blow drives the shoulder into the chest, crushing internal organs. The character falls to the ground incapacitated and dies after TB rounds of pain.	The character's shoulder is crushed and dangles from several remaining ligaments. The shock and blood loss causes the character to fall unconscious and die after TB rounds.	The blow pulverizes the bones in the arm, severing a major artery. The character collapses and dies from shock and blood loss in one round.	The character's arm is cut off from the shoulder, and it drops to the ground in a shower of blood. He staggers backward a few yards before falling dead to the ground.
10	The bones in the character's wrist are splintered and anything held in the arm is dropped. A strapped on shield may still be used but at -20% WS penalty due to the pain. Successful medical treatment for incapacitation is needed to regain use of the hand.	The character's arm is broken and it will require successful surgical treatment to save the incapacitated arm above the elbow.	The character's arm is broken and it will require successful surgical treatment to save the incapacitated arm above the elbow. The force knocks the character to the ground and he counts as Knocked Down for 1 round.	The blow cuts the character's hand off above the wrist and he falls unconscious to the ground after 1-5+TB rounds or if a Routine Toughness Test is failed. Successful Medical Attention is required within 1-5+TB minutes to prevent death from blood loss. The hand is lost and successful Blood Loss treatment is required within 24 hours to prevent death.	The bones in the character's arm are crushed and an artery is severed. Successful Medical Attention is required within 1+TB minutes to prevent death from blood loss. Successful surgery is required to save the arm at the elbow and successful Blood Loss treatment is required within 24 hours to prevent death.	Bones in the character's arm are splintered and forced into the blood stream. The arm is totally ruined and the character dies of blood loss and shock TB rounds later. Until dead, the character may act with -10% penalties to all actions.	The character's arm is cut off and blood sprays over the killer. Character is shocked and stands watching his arm in horror. He dies of blood loss TB rounds later.	The character's arm is driven into his chest, destroying the heart. Death is instantaneous.	After cutting through the arm, the blow continues into the chest. The character collapses on the ground in a fountain of blood as he dies.	The blow slices of the character's arm at the shoulder and continues deep into the chest. Sharp fragments of bone sever major arteries and death from shock and blood loss is almost instantaneous.

LEG

Die	1	2	3	4	5	6	7	8	9	10
1	The character's is knocked back 2 yards and must make a Routine Agility Test or count as being Knocked Down for 1 round.	The character's is knocked back 2 yards and must make an Agility Test or count as being Knocked Down for 1 round.	The character's is knocked back 2 yards and must make an Agility Test or count as being Knocked Down for 1 round. He drops any hand held objects on a failed Agility Test even if he remains standing.	The character stumbles and can only take a half action on his next turn.	The blow painfully cuts into the character's ankle, damaging the hamstring and he requires an Agility Test or he is knocked to the ground for one round. Until medical attention is received he suffers -1 M and -10% to Mobility Actions such as Dodge Blow.	The blow opens a deep wound in the character's leg, and the leg counts as sprained, and is incapacitated until medical attention is received. The character is Knocked Down for one round.	The character's leg is badly dislocated and is incapacitated until medical attention is received. The character is Knocked Down for one round. A successful surgical test is required to regain use of the leg, though recovery time is measured in days not weeks, and the leg cannot be permanently incapacitated or lost from failed surgery.	The character's foot is broken and he is Knocked Down to the ground. The pain makes him lose consciousness for 10–TB rounds on a failed Toughness Test or until Medical Attention is received, otherwise all attacks are at a -20% penalty for one round. Successful surgery is required to save the character's foot.	The character's knee is smashed and the pain makes him lose consciousness for 10–TB rounds on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the leg above the knee. The character is Knocked Down to the ground and all attacks are at a -30% penalty for one round.	Bones in the character's hip are splintered and the pain makes him lose consciousness for 10–TB minutes or until Medical Attention is received. Successful surgery is required to save the leg at the hip.
2	A glancing blow causes the character to stumble, and he drops any hand held objects on a failed Agility Test.	The leg is numbed by the blow. The character's Movement characteristic is halved for 1 round, and he must pass an Agility Test or be Knocked Down for 1 round.	The leg is numbed by the blow. The character's Movement characteristic is reduced to 1 for 1 round and he suffers a -20% to Agility Tests in that time.	The leg is numbed by the blow. The character's Movement characteristic is reduced to 1 for 1-5 rounds, and in that time he cannot dodge and suffers a -20% to Agility Tests in that time.	The blow opens a deep wound in the leg, severely damaging muscle and tendons. The character is Knocked Down for one round and the leg counts as Sprained and is incapacitated until medical attention is received.	The character's leg is badly dislocated and is incapacitated until medical attention is received. The character is Knocked Down for one round. A successful surgical test is required to regain use of the leg, though recovery time is measured in days not weeks, and the leg cannot be permanently incapacitated or lost from failed surgery.	The character's shin is splintered and he is swept to the ground and counts as Knocked Down for 1-5 rounds. The shin is broken and will require successful surgical treatment to save the incapacitated leg below the knee.	The character's knee is smashed and the pain makes him lose consciousness for 10–TB rounds on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the leg above the knee. The character is Knocked Down to the ground and all attacks are at a -30% penalty for one round.	Bones in the character's upper leg are splintered and the pain makes him lose consciousness for 10–TB minutes on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the leg at the hip. The character is Knocked Down for 1-5 rounds and all attacks are at a -30% penalty for one round.	The character's leg is smashed and an artery is severed. Successful Medical Attention is required within TB minutes to prevent death from blood loss and a successful Toughness Test is required to remain conscious. The leg is incapacitated and the character is Knocked Down for 1-5 rounds. Successful surgery is required to save the leg at the hip and successful Blood Loss treatment is required within 24 hours.
3	The character's is knocked back 2 yards and must make an Agility Test or count as being Knocked Down for 1 round.	The character is tripped and lands heavily. All tests, including attacks and parries, are at -30% penalty for 1 round and he must spend a Stand Action as normal to get to his feet.	The blow causes a shallow but painful cut. The character's Movement characteristic is reduced to 1 for 1 round, and in that time he suffers a -20% to Agility Tests, and he can only take a half action on his next turn.	The blow painfully cuts into the character's ankle, damaging the hamstring and he requires an Agility Test or he is knocked to the ground for one round. Until medical attention is received he suffers -1 M and -10% to Mobility Actions such as Dodge Blow.	The character's leg is badly dislocated and is incapacitated until medical attention is received. The character is Knocked Down for one round. A successful surgical test is required to regain use of the leg, though recovery time is measured in days not weeks, and the leg cannot be permanently incapacitated or lost from failed surgery.	The character's foot is broken and he is swept to the ground and counts as Knocked Down for 1 round. The shin is broken and will require successful surgical treatment to save the foot.	The character's leg is broken and it will require successful surgical treatment to save the incapacitated leg above the knee. The force knocks the character to the ground and he counts as Knocked Down for 1-5 rounds.	The character's knee is smashed and the pain makes him lose consciousness for 10–TB rounds on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the leg above the knee. The character is forced to the ground dazed, counting as Stunned for one round.	The character's leg is smashed and an artery is severed. Successful Medical Attention is required within TB minutes to prevent death from blood loss and a successful Toughness Test is required to remain conscious. The leg is incapacitated and the character is Knocked Down for 1-5 rounds. Successful surgery is required to save the leg at the hip and successful Blood Loss treatment is required within 24 hours.	The character's leg is cut off from the hip and he collapses to the ground, falling unconscious instantly unless a Challenging Toughness test is made, and after TB rounds from blood loss otherwise. Successful medical attention is required within TB minutes to prevent death from blood loss and successful Blood Loss treatment is required within 24 hours.
4	The character stumbles and can only take a half action on his next turn.	The leg is numbed by the blow. The character's Movement characteristic is reduced to 1 for 1 round and he suffers a -20% to Agility Tests in that time.	The blow strikes a nerve in the leg and he is knocked to the ground dazed counting as Knocked Down for 1 round. The leg is incapacitated for 1-10 rounds, after which he suffers -1 M and -10% to Mobility Actions such as Dodge Blow until medical attention is received	The blow opens a deep wound in the leg, severely damaging muscle and tendons. The character is Knocked Down for one round and the leg counts as Sprained and is incapacitated until medical attention is received.	The character's foot is broken and he is swept to the ground and counts as Knocked Down for 1 round. The shin is broken and will require successful surgical treatment to save the foot.	The character's shin is splintered and he is swept to the ground and counts as Knocked Down for 1-5 rounds. The shin is broken and will require successful surgical treatment to save the incapacitated leg below the knee.	The character's knee is smashed and the pain makes him lose consciousness for 10–TB minutes on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the leg above the knee. The character is forced to the ground dazed, counting as Stunned for one round.	The character's upper leg is crushed and an artery is severed. Successful Medical Attention is required within 1+TB minutes to prevent death from blood. The leg is incapacitated and the character is Knocked Down for 1-5 rounds. Successful surgery is required to save the leg above the knee and successful Blood Loss treatment is required within 24 hours.	The character's leg is cut off at the knee and he collapses to the ground, falling unconscious instantly unless a Toughness test is made, and after 1+TB rounds from blood loss otherwise. Successful medical attention is required within 1+TB minutes to prevent death from blood loss and successful Blood Loss treatment is required within 24 hours.	The blow amputates the character's leg at the hip, and he collapses unconscious to the ground and dies of blood loss after TB rounds unless successful medical attention is received. The leg is incapacitated and the character is Knocked Down for 1-5 rounds. Successful surgery is required to save the leg above the knee and successful Blood Loss treatment is required within 24 hours.
5	The character is tripped and lands heavily. All tests, including attacks and parries, are at -30% penalty for 1 round and he must spend a Stand Action as normal to get to his feet.	The blow causes a deep wound in the character's calf, and anything held in the hands is dropped on a failed Agility Test as he stumbles to keep balance. The leg is incapacitated for 1-10 rounds.	The blow opens a deep wound in the leg, severely damaging muscle and tendons. The character is Knocked Down for one round and the leg counts as Sprained and is incapacitated until medical attention is received.	The character's leg is badly dislocated and is incapacitated until medical attention is received. The character is Knocked Down for one round. A successful surgical test is required to regain use of the leg, though recovery time is measured in days not weeks, and the leg cannot be permanently incapacitated or lost from failed surgery.	The character's leg is broken and it will require successful surgical treatment to save the incapacitated leg above the knee. The force knocks the character to the ground and he counts as Knocked Down for 1 round.	The character's leg is broken and it will require successful surgical treatment to save the incapacitated leg above the knee. The force knocks the character to the ground and he counts as Knocked Down for 1-5 rounds.	Bones in the character's upper leg are splintered and the pain makes him lose consciousness for 10–TB minutes on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the leg at the hip. The character is Knocked Down for 1-5 rounds and all attacks are at a -30% penalty for one round.	The character's upper leg is crushed and an artery is severed. Successful Medical Attention is required within 1+TB minutes to prevent death from blood loss and a successful Toughness Test is required to remain conscious. The leg is incapacitated and the character is Knocked Down for 1-5 rounds. Successful surgery is required to save the leg above the knee and successful Blood Loss treatment is required within 24 hours.	The blow amputates the character's leg at the hip, and he collapses unconscious to the ground and dies of blood loss after TB rounds unless successful medical attention is received. The leg is lost from the hip and successful Blood Loss treatment is required to prevent death within 24 hours.	The bones in the upper leg splinter and cut a major artery. The character falls to the ground in pain and dies in TB rounds.
6	The blow causes a deep wound in the character's calf, and anything held in the hands is dropped on a failed Agility Test as he stumbles to keep balance. The character's Movement characteristic is halved for 1-5 rounds, and in that time he suffers a -20% to Agility Tests.	The blow strikes a nerve in the leg and he is knocked to the ground dazed counting as Knocked Down for 1 round. The leg is incapacitated for 1-10 rounds, after which he suffers -1 M and -10% to Mobility Actions such as Dodge Blow until medical attention is received	The blow dislocates the character's ankle and he falls to the ground, counting as Knocked Down for one round. A successful surgical test is required to regain use of the foot, though recovery time is measured in days not weeks. The character suffers -1 M and -10% penalty to Mobility Tests such as Dodge.	The character's foot is broken and he is swept to the ground and counts as Knocked Down for 1 round. The shin is broken and will require successful surgical treatment to save the foot.	The character's shin is splintered and he is swept to the ground and counts as Knocked Down for 1-5 rounds. The shin is broken and will require successful surgical treatment to save the incapacitated leg below the knee.	Bones in the character's upper leg are splintered and the pain makes him lose consciousness for 10–TB minutes on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the leg at the hip. The character is Knocked Down for 1-5 rounds.	The character stares for a second at blood gushing from his stump of an ankle, before falling to the ground. A successful Toughness Test will prevent him from passing out immediately, though he will fall unconscious from pain and blood loss in 1-5+TB rounds. Successful medical attention is required within 1-5+TB minutes and Blood Loss treatment is required within 24 hours.	The blow amputates the character's leg at the hip, and he collapses unconscious to the ground and dies of blood loss after TB rounds unless successful medical attention is received. The leg is lost from the hip and successful Blood Loss treatment is required to prevent death within 24 hours.	The blow smashes through the leg and into the pelvis, caving in the abdomen. The character collapses, dragging your weapon, to the ground unless a Challenging Strength Test is made. The weapon can be recovered on subsequent rounds on a successful Strength Test.	The blow severs both of the character's legs at the knees and he falls to the ground screaming in pain. He dies from shock and blood loss in TB rounds.
7	The leg is numbed by the blow. The character's Movement characteristic is reduced to 1 for 1-5 rounds, and in that time he cannot dodge and suffers a -20% to Agility Tests in that time.	The blow opens a deep wound in the leg, severely damaging muscle and tendons. The character is Knocked Down for one round and the leg counts as Sprained and is incapacitated until medical attention is received.	The character's leg is badly dislocated and is incapacitated until medical attention is received. The character is Knocked Down for one round. A successful surgical test is required to regain use of the leg, though recovery time is measured in days not weeks, and the leg cannot be permanently incapacitated or lost from failed surgery.	The character's leg is broken and it will require successful surgical treatment to save the incapacitated leg above the knee. The force knocks the character to the ground and he counts as Knocked Down for 1 round.	The character's knee is smashed and the pain makes him lose consciousness for 10–TB minutes on a failed Toughness Test or until Medical Attention is received. Successful surgery is required to save the leg above the knee. The character is forced to the ground dazed, counting as Stunned for one round.	The character stares for a second at blood gushing from his stump of an ankle, before falling to the ground. A successful Toughness Test will prevent him from passing out immediately, though he will fall unconscious from pain and blood loss in 1-5+TB rounds. Successful medical attention is required within 1-5+TB minutes and Blood Loss treatment is required within 24 hours.	The character's leg is cut off at the knee and he collapses to the ground, falling unconscious instantly unless a Toughness test is made, and after 1+TB rounds from blood loss otherwise. Successful medical attention is required within 1+TB minutes to prevent death from blood loss and successful Blood Loss treatment is required within 24 hours.	The blow smashes the character's femur and pelvis, driving a sharp bone fragment into his femoral artery. The character dies from shock and blood loss TB rounds later. A successful Toughness test will allow the character to remain conscious, though the leg is useless, the character counts as Knocked Down, and all actions are at -30% penalty.	The character's thigh is totally destroyed and he faints to the ground and dies from shock and blood loss.	The blow severs both of the character's legs at the hip and he falls to the ground dead from shock and blood loss.
8	The blow strikes a nerve in the leg and he is knocked to the ground dazed counting as Knocked Down for 1 round. The leg is incapacitated for 1-10 rounds, after which he suffers -1 M and -10% to Mobility Actions such as Dodge Blow until medical attention is received	The blow dislocates the character's ankle and he falls to the ground, counting as Knocked Down for one round. A successful surgical test is required to regain use of the foot, though recovery time is measured in days not weeks. The character suffers -1 M and -10% penalty to Mobility Tests such as Dodge.	The character's foot is broken and he is swept to the ground and counts as Knocked Down for 1 round. The shin is broken and will require successful surgical treatment to save the foot.	The character's leg is broken and it will require successful surgical treatment to save the incapacitated leg above the knee. The force knocks the character to the ground and he counts as Knocked Down for 1-5 rounds.	The character's foot is turned into a bloody ruin and an artery is severed. Successful Medical Attention is required within 1-5+TB minutes to prevent death from blood loss. Successful surgery is required to save the foot and successful Blood Loss treatment is required within 24 hours to prevent death. The force knocks the character to the ground and he counts as Knocked Down for 1-5 rounds.	The character's upper leg is crushed and an artery is severed. Successful Medical Attention is required within 1+TB minutes to prevent death from blood loss and a successful Toughness Test is required to remain conscious. The leg is incapacitated and the character is Knocked Down for 1-5 rounds. Successful surgery is required to save the leg above the knee and successful Blood Loss treatment is required within 24 hours.	The blow amputates the character's leg at the hip, and he collapses unconscious to the ground unless a Toughness test is made and dies of blood loss after TB rounds unless successful medical attention is received. The leg is lost from the hip and successful Blood Loss treatment is required to prevent death within 24 hours. The character counts as Knocked Down, and all actions are at -30% penalty.	The blow severs the character's femoral artery, showering blood over a wide area. Death from blood loss is almost instant.	The blow severs both of the character's legs at the hip and he falls to the ground and dies of shock and blood loss in TB rounds.	The blow cuts through the character's thigh and disembowels him. He falls dead to the ground.
9	The blow opens a deep wound in the leg, severely damaging muscle and tendons. The character is Knocked Down for one round and the leg counts as Sprained and is incapacitated until medical attention is received.	The character's foot is broken and he is swept to the ground and counts as Knocked Down for 1 round. The shin is broken and will require successful surgical treatment to save the foot.	The character's leg is broken and it will require successful surgical treatment to save the incapacitated leg above the knee. The force knocks the character to the ground and he counts as Knocked Down for 1 round.	The character's foot is turned into a bloody ruin and an artery is severed. Successful Medical Attention is required within 1-5+TB minutes to prevent death from blood loss. Successful surgery is required to save the foot and successful Blood Loss treatment is required within 24 hours to prevent death. The character is tripped to the ground and counts as Knocked Down for 1 round.	The blow cleanly cuts off the character's foot and he falls to the ground. A successful Toughness Test will prevent him from passing out immediately, though he will fall unconscious from pain and blood loss in 1-5+TB rounds. Successful medical attention is required within 1-5+TB minutes and Blood Loss treatment is required within 24 hours.	The blow amputates the character's leg at the hip, and he collapses unconscious to the ground unless a Toughness test is made and dies of blood loss after TB rounds unless successful medical attention is received. The leg is lost from the hip and successful Blood Loss treatment is required to prevent death within 24 hours. The character counts as Knocked Down, and all actions are at -30% penalty.	The flow shatters the character's pelvis and he dies screaming in agony and internal bleeding in TB rounds.	The characters leg is cut off at hip and he falls unconscious to the ground and dies of blood loss after TB rounds.	The blow forces the hip of the character into his abdomen. Several internal organs are damaged and he falls to the ground and dies before the end of the round.	The character's leg is cut from their body and he falls to the ground dead in a pool of his own blood and entrails.
10	The character's ankle is broken and he is Knocked Down for 1 round. Successful medical treatment for incapacitation is required to regain use of the foot.	The character's shin is splintered and he is swept to the ground and counts as Knocked Down for 1-5 rounds. The shin is broken and will require successful surgical treatment to save the incapacitated leg below the knee.	The character's leg is broken and it will require successful surgical treatment to save the incapacitated leg above the knee. The force knocks the character to the ground and he counts as Knocked Down for 1-5 rounds.	The blow cuts off the character's foot. A Routine Toughness Test will prevent him from passing out immediately, though he will fall unconscious from pain and blood loss in 1-5+TB rounds. Successful medical attention is required within 1-5+TB minutes and Blood Loss treatment is required within 24 hours. The character is Knocked Down for one round.	The blow almost cuts the character's leg clean off. The character falls to the ground in a spray of blood and dies in TB rounds.	The character's leg is cut off at the knee and he spirals to the ground hitting his head and crushing his skull. The character dies TB rounds later.	The blow splits the leg open and the character falls to the ground dead in a fountain of blood.	The character's leg is cut off and it falls to the ground in a shower of blood. He looks at it a few seconds before falling dead to the ground.	The weapon goes through the hip of the character before ripping the abdomen open. Death is instantaneous.	The character's leg and hip are completely destroyed, and the blow continues into the abdomen. The character is disembowel and falls to the ground dead.

Unless specified, an incapacitated leg or foot will impart the relevant penalties to mobility and dodging etc. and will Knock Down for 1-5 rounds. A Stand Action is normally required after being Knocked Down and an Agility Test is required to keep hold of hand held objects.

BODY

Die	1	2	3	4	5	6	7	8	9	10
1	The force of the blow knocks your opponent backwards 2 yards and he must make an Agility Test or count as being Knocked Down for 1 round.	The force of the blow knocks your opponent backwards 2 yards and he must make an Agility Test or count as being Knocked Down for 1 round. Any hand held things are additionally dropped on a failed Agility Test.	The character is struck hard in the groin and the pain is such that he cannot take any actions for 1 round.	The character is knocked to the ground and badly winded. All his tests and attacks suffer a -30% penalty for 1 round and he must use a stand action to get to his feet.	The character has the wind knocked out of him for 10-TB rounds and all actions are at -20% during that time.	The character is knocked to the ground, counting as Stunned for 1-10 rounds.	The blow glances off the character's shoulder, dislocating the collarbone. The pain reduces all characteristics by 10% or 1 until medical treatment is received. The character is Knocked Down for 1 round and drops any hand held object of a failed Agility Test.	The character's stomach is slashed and blood sprays in a wide arch. The character collapses to the ground on a failed Toughness Test. The character counts as Stunned for 1-5 rounds, and dies after TB minutes from blood loss unless treated, and must have successful Blood Loss treatment within 24 hours.	The blow bites into the character's spine and he falls to the ground unable to do anything, counting as Helpless until medical attention is received. Successful treatment for Incapacitation is required; otherwise he is permanently paralysed from the waist down. Partial successful treatment will typically impose Movement and Agility penalties due to loss of movement in one or both legs.	The blow collapses the opponent's lungs. The character falls to the ground, counting as Stunned until Medical Attention is received and collapses on a failed Toughness Test or otherwise after TB rounds. The character dies after TB minutes from blood loss unless treated, and must have successful Blood Loss treatment within 24 hours. Additionally, a failed Toughness Test will result in a permanent loss of 2d10 Toughness.
2	The wind is knocked out of the character. All tests and attacks suffer -20% for 1 round.	The character is struck hard in the groin and the pain is such that he cannot take any actions for 1 round.	The blow strikes the character hard across the ribs causing him to drop any hand held objects on a failed Agility Test. The character can only take a half action for the next 1-5 rounds.	The blow breaks several ribs, and all actions suffer a -10% penalty until medical attention is received. The injury counts as a Dislocation for duration purposes. The character is Knocked Down for 1 round.	The character is knocked to the ground, counting as Stunned for 1-10 rounds.	The blow strikes the heart, sending the character sprawling to the ground in a daze. He may only take a half action until medical attention is received and counts as Stunned for 1 round.	The blow pierces the character's abdomen causing internal bleeding. The character drops to his knees in pain, counting as Helpless for 1 round. The pain reduces all characteristics by 10% or 1 until medical treatment is received and the character dies from blood loss after 1+TB minutes. Successful Blood Loss treatment within 24 hours is required.	The weapon deeply pierces the character's stomach. The character collapses to the ground on a failed Toughness Test. The character counts as Helpless for 1-5 rounds, and dies after TB minutes from blood loss unless treated, and must have successful Blood Loss treatment within 24 hours.	The blow smashes the character's abdomen, rupturing a kidney and damaging other organs. The character falls to the ground, counting as Stunned until Medical Attention is received and collapses on a failed Toughness Test or otherwise after TB rounds. The character dies after 1+TB minutes from blood loss unless treated, and must have successful Blood Loss treatment within 24 hours. Additionally, a failed Toughness Test will result in a permanent loss of 1d10 Toughness.	The blow pierces the character's abdomen, causing serious internal bleeding. The character falls to the ground, counting as Stunned until Medical Attention is received. The character dies after TB rounds from blood loss unless treated, and must have successful Blood Loss treatment within 24 hours.
3	The character is hit hard in the chest and stumbles back. He can only take a half action next turn.	The blow strikes the character hard across the ribs causing him to drop any hand held objects on a failed Agility Test. The character can only take a half action for the next 1-5 rounds.	Your weapon grazes the character's groin, causing him to drop to the ground in agony. The character is Stunned for 1 round and suffers a -10% penalty to all actions for 1-10 rounds.	The character is knocked to the ground, counting as Stunned for 1-5 rounds.	The smashes the character's chest sending him backwards to the ground. The character is knocked out for 10-TB minutes and suffers a -10% penalty to all actions until medical attention is received. The injury counts as a Dislocation for duration purposes.	The blow breaks ribs and causes internal bleeding. The character is badly winded for 1-5 rounds, and suffers -30% to all actions. The character must pass a Toughness Test at the end of every minute or pass out from blood loss, after which they will die in 1-10+TB minutes. The character can be saved with medical treatment and successful Blood Loss treatment within 24 hours is required.	The blow breaks some of the character's ribs and a shard of bone punctures a lung. The character is sent sprawling to the ground and counts as Stunned for 1-5 rounds. The character dies after 1+TB minutes from blood loss unless treated, and must have successful Blood Loss treatment within 24 hours. All his tests and attacks suffer a -30% penalty until medical attention is received.	The blow bites into the character's spine and he falls to the ground unable to do anything, counting as Helpless until medical attention is received. Successful treatment for Incapacitation is required; otherwise he is permanently paralysed from the waist down. Partial successful treatment will typically impose Movement and Agility penalties due to loss of movement in one or both legs.	The blow collapses the opponent's lungs. The character falls to the ground, counting as Stunned until Medical Attention is received and collapses on a failed Toughness Test or otherwise after TB rounds. The character dies after TB minutes from blood loss unless treated, and must have successful Blood Loss treatment within 24 hours. Additionally, a failed Toughness Test will result in a permanent loss of 2d10 Toughness.	The cuts deeply into the side of the character, rupturing internal organs and completely severing the spine. He collapses unconscious to the ground and dies of blood loss after TB rounds unless successful medical attention is received and must receive Blood Loss treatment within 24 hours. He is permanently paralysed from the waist down.
4	The character is struck hard in the groin and the pain is such that he cannot take any actions for 1 round.	The character is knocked to the ground and badly winded. All his tests and attacks suffer a -30% penalty for 1 round and he must use a stand action to get to his feet.	The blow breaks several ribs, and all actions suffer a -10% penalty until medical attention is received. The injury counts as a Dislocation for duration purposes. The character is Knocked Down for 1 round.	The blow glances off the character's shoulder, dislocating the collarbone. The pain reduces all characteristics by 10% or 1 until medical treatment is received. The character is Knocked Down for 1 round and drops any hand held object of a failed Agility Test.	The blow strikes the heart, sending the character sprawling to the ground in a daze. He may only take a half action until medical attention is received and counts as Stunned for 1 round.	The blow pierces the character's abdomen causing internal bleeding. The character drops to his knees in pain, counting as Helpless for 1 round. The pain reduces all characteristics by 10% or 1 until medical treatment is received and the character dies from blood loss after 1+TB minutes. Successful Blood Loss treatment within 24 hours is required.	The character's stomach is slashed and blood sprays in a wide arch. The character collapses to the ground on a failed Toughness Test. The character counts as Helpless for 1-5 rounds, and dies after TB minutes from blood loss unless treated, and must have successful Blood Loss treatment within 24 hours.	The blow causes several internal injuries and the character collapses to the ground, counting as Stunned, and must pass a Toughness Test each round to remain conscious. The character dies within 1-10+TB rounds from blood loss, and must have successful Blood Loss treatment within 24 hours.	Your weapon cuts and smashes ribs and destroys a lung. The character remains standing and conscious on a successful Toughness Test. He dies of suffocation and blood loss in TB rounds but, if standing, may continue to act with a -30% penalty to all actions until he is dead.	The character's chest is destroyed and he falls to the ground unable to move. He dies within TB rounds.
5	The blow strikes the character hard across the ribs causing him to drop any hand held objects on a failed Agility Test. The character can only take a half action for the next 1-5 rounds.	Your weapon grazes the character's groin, causing him to drop to the ground in agony. The character is Stunned for 1 round and suffers a -10% penalty to all actions for 1-10 rounds.	The character is knocked to the ground, counting as Stunned for 1-10 rounds.	The blow smashes into the character's side, breaking ribs and bruising internal organs. The pain reduces all characteristics by 10% or 1 until medical treatment is received and the injury counts as Broken for duration purposes. The character is knocked senseless and counts as Stunned for 1 round.	The blow pierces the character's abdomen causing internal bleeding. The character drops to his knees in pain, counting as Helpless for 1 round. The pain reduces all characteristics by 10% or 1 until medical treatment is received and the character dies from blood loss after 1+TB minutes. Successful Blood Loss treatment within 24 hours is required.	The blow breaks some of the character's ribs and a shard of bone punctures a lung. The character is sent sprawling to the ground and counts as Stunned for 1-5 rounds. The character dies after 1+TB minutes from blood loss unless treated, and must have successful Blood Loss treatment within 24 hours. All his tests and attacks suffer a -30% penalty until medical attention is received.	The blow bites into the character's spine and he falls to the ground unable to do anything, counting as Helpless until medical attention is received. Successful treatment for Incapacitation is required; otherwise he is permanently paralysed from the waist down. Partial successful treatment will typically impose Movement and Agility penalties due to loss of movement in one or both legs.	The character's internal organs are badly damaged and he falls to the ground screaming for TB rounds before dying.	The blow destroys many internal organs and the character falls to the ground screaming in agony and dies within the round.	The character's chest is destroyed and the heart and lungs are damaged. The character collapses to the ground in agony and dies from blood loss and suffocation in TB rounds.
6	The blow bruises several ribs, and all actions suffer a -10% penalty until medical attention is received. The injury counts as Sprained.	The character has the wind knocked out of him for 10-TB rounds and all actions are at -20% during that time.	The smashes the character's chest sending him backwards to the ground. The character is knocked out for 10-TB minutes and suffers a -10% penalty to all actions until medical attention is received. The injury counts as a Dislocation for duration purposes.	The blow breaks ribs and causes internal bleeding. The character is badly winded for 1-5 rounds, and suffers -30% to all actions. The character must pass a Toughness Test at the end of every minute or pass out from blood loss, after which they will die in 1-10+TB minutes. The character can be saved with medical treatment and successful Blood Loss treatment within 24 hours is required.	The blow bites into the character's spine and he falls to the ground unable to do anything, counting as Helpless until medical attention is received. Successful treatment for Incapacitation is required; otherwise he is permanently paralysed from the waist down. Partial successful treatment will typically impose Movement and Agility penalties due to loss of movement in one or both legs.	The character's abdomen is cut open and blood pours around his feet. The character collapses to the ground on a failed Toughness Test and counts as Stunned for 1-5 rounds. He collapses after 1-5+TB rounds from blood loss unless treated and dies within TB minutes. He must have successful Blood Loss treatment within 24 hours.	The blow smashes the character's abdomen, rupturing a kidney and damaging other organs. The character falls to the ground, counting as Stunned until Medical Attention is received and collapses on a failed Toughness Test or otherwise after TB rounds. The character dies after TB minutes from blood loss unless treated, and must have successful Blood Loss treatment within 24 hours. Additionally, a failed Toughness Test will result in a permanent loss of 1d10 Toughness.	The blow destroys many internal organs and the character falls to the ground screaming in agony and dies within the round.	The blow penetrates the stomach and destroys the spine. The character collapses and dies from shock and blood loss within the round.	The character is disembowelled and almost cut in two. He falls to the ground dead.
7	The character is knocked to the ground and badly winded. All his tests and attacks suffer a -30% penalty for 1 round and he must use a stand action to get to his feet.	The blow breaks several ribs, and all actions suffer a -10% penalty until medical attention is received. The injury counts as a Dislocation for duration purposes. The character is Knocked Down for 1 round.	The blow smashes into the character's side, breaking ribs and bruising internal organs. The pain reduces all characteristics by 10% or 1 until medical treatment is received and the injury counts as Broken for duration purposes. The character is knocked senseless and counts as Stunned for 1 round.	The blow pierces the character's abdomen causing internal bleeding. The character drops to his knees in pain, counting as Stunned for 1 round. The pain reduces all characteristics by 10% or 1 until medical treatment is received and the character dies from blood loss after 1+TB minutes. Successful Blood Loss treatment within 24 hours is required.	The character's abdomen is cut open and blood pours around his feet. The character collapses to the ground on a failed Toughness Test and counts as Stunned for 1-5 rounds. He collapses after 1-10+TB rounds from blood loss unless treated and dies within 1+TB minutes. He must have successful Blood Loss treatment within 24 hours.	The blow pierces the character's abdomen, causing serious internal bleeding. The character falls to the ground, counting as Stunned until Medical Attention is received. The character dies after TB rounds from blood loss unless treated, and must have successful Blood Loss treatment within 24 hours.	The weapon cuts deeply into the character's side, spilling blood over a wide area. The character collapses unconscious and will die in TB rounds.	The blow stops the character's heart. He collapses to the ground, spasms for TB rounds, and is dead.	The blow slices the character's abdomen, damaging several vital organs. He collapses, coughing up blood and death is almost instantaneous.	The blow slips between the character's ribs and pierces the heart. The character staggers for a few seconds and then falls to the ground dead.
8	The character has the wind knocked out of him for 10-TB rounds and all actions are at -20% during that time.	The blow breaks several ribs, and all actions suffer a -10% penalty until medical attention is received. The injury counts as a Dislocation for duration purposes. The character is Stunned for 1 round.	The blow strikes the heart, sending the character sprawling to the ground in a daze. He may only take a half action until medical attention is received and counts as Stunned for 1 round.	The blow bites into the character's spine and he falls to the ground unable to do anything, counting as Helpless until medical attention is received. Successful treatment for Incapacitation is required; otherwise he is permanently paralysed from the waist down. Partial successful treatment will typically impose Movement and Agility penalties due to loss of movement in one or both legs.	The blow collapses the opponent's lungs. The character falls to the ground, counting as Stunned until Medical Attention is received and collapses on a failed Toughness Test or otherwise after TB rounds. The character dies after TB minutes from blood loss unless treated, and must have successful Blood Loss treatment within 24 hours. Additionally, a failed Toughness Test will result in a permanent loss of 2d10 Toughness.	The blow destroys several vertebrae in the character's upper spine. The neck sags dangerously and the character falls to the ground. The character gargles up blood for TB rounds before being still.	The character's chest is flayed open and organs spout blood high into the air. The character falls to his knees before slumping dead to the ground.	Several internal organs are ruptured by the blow and death occurs in a matter of seconds.	The blow disembowels the character and the weapon continues into the ribcage. The weapon remains stuck unless a Strength Test is made. The weapon can be recovered on subsequent rounds on a successful Strength Test.	The character is disembowelled and falls to the ground in a shower of entrails. He dies almost instantly.
9	The blow breaks several ribs, and all actions suffer a -10% penalty until medical attention is received. The injury counts as a Dislocation for duration purposes. The character is Knocked Down for 1 round.	The blow smashes into the character's side, breaking ribs and bruising internal organs. The pain reduces all characteristics by 10% or 1 until medical treatment is received and the injury counts as Broken for duration purposes. The character is knocked senseless and counts as Stunned for 1 round.	The blow breaks ribs and causes internal bleeding. The character is badly winded for 1-5 rounds, and suffers -30% to all actions. The character must pass a Toughness Test at the end of every minute or pass out from blood loss, after which they will die in 1-10+TB minutes. The character can be saved with medical treatment and successful Blood Loss treatment within 24 hours is required.	The blow breaks some of the character's ribs and a shard of bone punctures a lung. The character is sent sprawling to the ground and counts as Stunned for 1-5 rounds. The character dies after 1+TB minutes from blood loss unless treated, and must have successful Blood Loss treatment within 24 hours. All his tests and attacks suffer a -30% penalty until medical attention is received.	The blow disembowels the character, who stumbles around with his entrails at his feet. He survives for 1 turn before dropping dead, though all actions suffer a -30% penalty.	The blow slices under the arm and deep into the chest. The character collapses dead. You must pass an Easy Strength Test or have your weapon disarmed and lost from your grip under your foes deadweight.	The blow destroys many internal organs and the character falls to the ground screaming in agony and dies within the round.	The blow demolishes the character's chest, bursting the heart and spraying blood over a wide area. The character is dead before he hits the ground.	The character's abdomen is reduced to pulp and death from internal bleeding and destroyed organs is instantaneous.	The character's chest is split almost from neck to groin, and your weapon remains stuck unless a Challenging Strength Test is made. The weapon can be recovered on subsequent rounds on a successful Strength Test.
10	The blow smashes into the character's side, breaking ribs and bruising internal organs. The pain reduces all characteristics by 10% or 1 until medical treatment is received and the injury counts as Broken for duration purposes. The character is knocked senseless and counts as Stunned for 1 round.	The blow strikes the heart, sending the character sprawling to the ground in a daze. He may only take a half action until medical attention is received and counts as Stunned for 1 round.	The blow bites into the character's spine and he falls to the ground unable to do anything, counting as Helpless until medical attention is received. Successful treatment for Incapacitation is required; otherwise he is permanently paralysed from the waist down. Partial successful treatment will typically impose Movement and Agility penalties due to loss of movement in one or both legs.	The breaks the character's spine and he falls to the ground twitching. He dies TB rounds later and is still.	The weapon breaks through ribs and punctures the heart. The character is dead before he hits the ground.	The blow crushes the character's ribs, crushing several organs, and he falls to the ground dead	The character's chest is split in half and blood and core cover a wide arc. Your weapon is snagged on broken ribs and remains stuck unless a Strength Test is made. The weapon can be recovered on subsequent rounds on a successful Routine Strength Test.	The character's spine is shattered. He falls to the ground, gasping for breath and dies by the end of the round.	The character is almost cut in two and the spine is deeply sliced. He falls to the ground, twitches for a second, and is still.	The character falls to the ground in two separate places. Death is instantaneous.

HEAD

Die	1	2	3	4	5	6	7	8	9	10
1	The blow disorientates your opponent who stumbles backwards 2 yards and he must make an Agility Test or count as being Knocked Down for 1 round.	The force of the blow knocks your opponent backwards 2 yards and he must make an Agility Test or count as being Knocked Down for 1 round. Any hand held things are additionally dropped on a failed Agility Test.	The character is struck hard across the face and the pain is such that he cannot take any actions for 1 round.	The character is knocked to the ground and badly dazed. All his tests and attacks suffer a -30% penalty for 1 round and he must use a stand action to get to his feet.	The character's vision swims and his ears ring. For 10-TB rounds all actions are at -20%.	The character is knocked down dazed, and counts as Stunned for 1-10 rounds.	The character falls limp to the ground and is knocked out for 1-10 hours.	The character is knocked out by the blow and remains unconscious for 1-10 hours or until medical attention is received. On regaining consciousness, he must pass a Toughness Test or lose -10 points from all characteristics.	Your weapon rakes across the characters face, tearing out both eyes. The character is Helpless for 1-10 rounds and is permanently blind. Blinded creatures have their Agility, Movement and WS reduced to half (rounding down) and their BS reduced to 0. They automatically fail perception tests and attacking creatures gain +20 to hit.	The blow demolishes one of the character's eyes and continues into the brain. The character collapses and will die in TB minutes unless medical attention is received. Successful treatment for Blood Loss is required and he must pass a Toughness Test or lose -10 points from all characteristics. The eye is permanently lost.
2	The blow stuns the character. All tests and attacks suffer -20% for 1 round.	The character is struck hard across the face and the pain is such that he cannot take any actions for 1 round.	The blow opens a nasty scalp wound and blood streams into his eyes. He suffers a -10% WS penalty until medical attention is received.	The character is knocked to the ground and badly dazed. All his tests and attacks suffer a -30% penalty for 1 round and he must use a stand action to get to his feet. Additionally, the character is mildly concussed and suffers a -10% WS penalty until medical attention is received.	The character is knocked down dazed, and counts as Stunned for 1-10 rounds.	The character falls limp to the ground and is knocked out for 1 hour.	The characters nose is cut from his face and he stumbles around Stunned for 1-10 rounds. The character suffers -20% to all actions until medical treatment is obtained and permanently loses 2d10 Fel from the lack of nose and other facial scaring.	The blow fractures the character's skull, causing a brain haemorrhage. The character collapses and will die in TB minutes unless medical attention is received. Successful treatment for Blood Loss is required. On regaining consciousness, the character must pass a Toughness Test or lose -10 points from all characteristics.	The character's jaw is smashed and forced into their skull and they fall to the ground twitching, and will die in TB hours without medical attention. Successful treatment for Blood Loss is required and he must pass a Toughness Test or lose -10 points from all characteristics. Failed and successful surgery gives a loss of 2d10 and 1d10 to Fel respectively.	The blow severs the character's carotid artery, and he must make a Toughness Test or collapse. The character dies within TB rounds unless he receives medical treatment. Successful treatment for Blood Loss is required. The character is Stunned for 1 round.
3	The character is hit hard and dazed. He can only take a half action next turn.	The blow strikes the character hard across the temple, he is dazed, causing him to drop any hand held objects on a failed Agility Test. The character can only take a half action for the next 1-5 rounds.	The character struggles to remain conscious and counts as Stunned for 1 round.	The character is knocked down dazed, and counts as Stunned for 1-10 rounds.	The character falls limp to the ground and is knocked out for 1-10 minutes.	The blow damages the character's eye and vision is lost. The eye can be saved with successful surgery, and counts as "broken" for duration, and therefore can be permanently lost. The blow stuns the character for 1 round, the eye counts as incapacitated, and an additional -20% to all actions is imposed due to the pain.	The blow whips across the character's face, blinding him in both eyes. The character is Helpless for 1-5 rounds and remains blind until medical attention is obtained. The eyes can be saved with individual successful surgery for incapacitation, and count as "broken" for duration. Blinded creatures have their Agility, Movement and WS reduced to half (rounding down) and their BS reduced to 0. They automatically fail perception tests and attacking creatures gain +20 to hit.	The character's jaw is smashed and forced into their skull and they fall to the ground twitching, and will die in TB hours without medical attention. Successful treatment for Blood Loss is required and he must pass a Toughness Test or lose -10 points from all characteristics. The character loses 1d10 from Fel.	Your blow cleaves open the character's skull, causing them to collapse instantly. The character will die in TB rounds unless medical attention is received. Successful treatment for Blood Loss is required or he loses -10 points from all characteristics. Surgery for Incapacitation is required to repair the brain and a skull plate will be required. The character loses an additional -5 points from all characteristics on a Success and has no loss for greater or equal to 1 Successes.	Your blow cleaves open the character's skull, causing them to collapse instantly. The character will die in TB rounds unless medical attention is received. Successful treatment for Blood Loss is required or he loses -10 points from all characteristics. Surgery for Incapacitation is required to repair the brain and a skull plate will be required. The character loses an additional -10 points from all characteristics on a Success, -5% for 1 Degree of Success, and has no loss for greater or equal to 2 Successes.
4	The character's ears are bashed and his vision swirls. The character can take no action for 1 round.	The blow opens a nasty scalp wound and blood streams into his eyes. He suffers a -10% WS penalty until medical attention is received.	The character loses the tip of an ear and is badly dazed. All his tests and attacks suffer a -30% penalty for 1 round and he must use a stand action to get to his feet. 2 Fel is permanently lost due to the missing portion of ear.	The character is badly concussed, and counts as Stunned for 10-TB rounds, and all actions are at -20% until medical attention is received.	The character is severally concussed, and falls unconscious for 1-10 hours or until medical attention is received. On regaining consciousness, he suffers -10% from all actions until medical attention is received.	The character's jawbone is smashes and hangs limply, breaking the jawbone and knocking out 1-10 teeth. The character is Stunned for 1-10 rounds and a penalty of -20% to all actions is imposed due to the pain until medical attention is received. Failed and successful surgery gives a loss of 2d10 and 1d10 to Fel respectively.	The character is knocked out by the blow and remains unconscious for 1-10 hours or until medical attention is received. On regaining consciousness, he must pass a Toughness Test or lose -10 points from all characteristics.	The blow smashes your opponent's face, destroying the nose and mouth. The character collapses and will drown in his own blood in TB rounds unless medical attention is received. Successful treatment for Blood Loss is required and he looses 2d10 Fel from the scars and loss of his nose.	The character falls to the ground with a slashed neck. He is paralysed and unable to move, but remains conscious and aware for TB rounds before dying.	The character's face is caved in and he falls to the ground. He dies in TB rounds.
5	The blow strikes the character hard across the temple. The character can only take a half action for the next 1-5 rounds.	The character is knocked to the ground and badly dazed. All his tests and attacks suffer a -30% penalty for 1 round and he must use a stand action to get to his feet.	The character is knocked down dazed, and counts as Stunned for 1-10 rounds.	The character falls limp to the ground and is knocked out for 1-10 minutes.	The characters nose is smashed and he falls Helpless to his knees for 1 round. Successful surgery will save the nose, though 1-5 Fel is permanently lost. Failed and partially successful surgery gives a loss of 2d10 and 1d10 to Fel respectively. The character suffers -20% to all actions until medical treatment is obtained.	The character is severally concussed, and falls unconscious for 1-10 hours or until medical attention is received. On regaining consciousness, he must pass a Toughness Test or lose -5 points from all characteristics.	The blow demolishes one of the character's eyes and continues into the brain. The character collapses and will die in TB minutes unless medical attention is received. Successful treatment for Blood Loss is required and he must pass a Toughness Test or lose -10 points from all characteristics. The eye is permanently lost.	The blow tears off the jaw of your opponent. He can remain conscious on a Challenging Toughness Test, and can survive for TB rounds before drowning and suffocating. During his last moments all actions suffer a -30% penalty.	The character's frontal lobe is turned to pulp. He stumbles for 1 round before collapsing dead.	The character's throat and carotid artery are torn. He stumbles around for TB rounds before dying.
6	The blow opens a nasty scalp wound and blood streams into his eyes. He suffers a -10% WS penalty until medical attention is received.	The character's vision swims and his ears ring. For 10-TB rounds all actions are at -20%.	The character falls limp to the ground and is knocked out for 1-10 minutes.	The blow shear into the character's jaw, breaking the jawbone and knocking out 1-5 teeth. The character is Stunned for 1 round and a penalty of -10% to all actions is imposed due to the pain until medical attention is received. An impressive scar and the missing teeth cause the character to lose 1d10 Fel.	The blow destroys the character's eye and vision is permanently lost. An additional -10% to all actions is imposed due to the pain until medical attention is received. The character is Stunned for 1 round.	The character's jaw is smashed and forced into their skull and they fall to the ground twitching, and will die in TB hours without medical attention. Successful treatment for Blood Loss is required and he must pass a Toughness Test or lose -10 points from all characteristics. Failed and successful surgery gives a loss of 2d10 and 1d10 to Fel respectively.	The blow severs the character's carotid artery, and he must make a Toughness Test or collapse. The character dies within TB rounds unless he receives medical treatment. Successful treatment for Blood Loss is required. The character is Stunned for 1 round.	The opponent's head is lopped from his shoulders, landing at his feet as he crumples dead.	Your weapon pierces the character's eye and skewers the brain. Death is instantaneous.	The character's jaw is forced upward into his brain and he collapses twitching. He dies within 1 round.
7	The character is knocked to the ground and badly dazed. All his tests and attacks suffer a -30% penalty for 1 round and he must use a stand action to get to his feet.	The character is knocked to the ground and badly dazed. All his tests and attacks suffer a -30% penalty for 1 round and he must use a stand action to get to his feet. Additionally, the character is mildly concussed and suffers a -10% WS penalty until medical attention is received.	One of the characters ears is damaged and he is deafened. Hearing can be saved with successful surgery, and counts as "broken" for duration. The pain causes a penalty of -10% to all actions until medical attention is received. All his tests and attacks suffer a -30% penalty for 1-5 rounds.	The blow destroys the character's eye and vision is permanently lost. An additional -10% to all actions is imposed due to the pain until medical attention is received. The character is Stunned for 1 round.	The character's jaw is forced into their skull and they fall to the ground twitching, and will die in TB hours without medical attention. Successful treatment for Blood Loss is required and he must pass a Toughness Test or lose -10 points from all characteristics.	The blow smashes your opponent's face, destroying the nose and mouth. The character collapses and will drown in his own blood in TB rounds unless medical attention is received. Successful treatment for Blood Loss is required and he looses 2d10 Fel from the scars and loss of his nose.	The blow slices into the head and damages the brain. The character falls to his hands and knees and crawls for TB rounds before finally dying.	The blow slices through the neck, leaving the head attached by a thin tendon. The head lolls backwards as the character tumbles to the ground.	Your blow shatters the character's skull, splattering both of you with blood and brains. Death is instantaneous.	Your weapon almost completely severs the character's neck. His head flops back as he tumbles in a fountain of blood.
8	The character's vision swims and his ears ring. For 10-TB rounds all actions are at -20%.	The character is knocked down dazed, and counts as Stunned for 1-10 rounds. Additionally, the character is mildly concussed and suffers a -10% WS penalty until medical attention is received.	The characters nose is squashed across his face and he falls Helpless to his knees for 1 round. Successful surgery will save the nose, though 1-5 Fel is permanently lost. Failed and partially successful surgery gives a loss of 2d10 and 1d10 to Fel respectively.	The side of the character's face is smashed and one ear and eye are destroyed and permanently lost. The character must pass a Toughness Test or fall unconscious, and remain Stunned for 1-5 rounds, though he will fall unconscious from pain and blood loss within 1-5+TB rounds. The character dies after TB minutes unless medical attention is received, and requires Blood Loss surgery to live. The character loses 1d10 Fel.	The blow demolishes one of the character's eyes and continues into the brain. The character collapses and will die in TB minutes unless medical attention is received. Successful treatment for Blood Loss is required and he must pass a Toughness Test or lose -10 points from all characteristics. The eye is permanently lost.	The character's face is smashed off and he falls to the ground gargling up frothy blood. He dies within TB rounds.	The character's head is split and he falls to the ground dead.	Your weapon buries itself into the character's face, killing him instantly. Your weapon remains stuck unless a Strength Test is made. The weapon can be recovered on subsequent rounds on a successful Strength Test.	The opponent's head is lopped from his shoulders, landing at his feet as he crumples dead.	Your weapon deeply penetrates the character's temple, and he slumps to the ground dead.
9	The character is knocked to the ground and badly dazed. All his tests and attacks suffer a -30% penalty for 1 round and he must use a stand action to get to his feet. Additionally, the character is mildly concussed and suffers a -10% WS penalty until medical attention is received.	The character falls limp to the ground and is knocked out for 1-10 minutes.	The blow destroys the character's eye and vision is permanently lost. An additional -10% to all actions is imposed due to the pain until medical attention is received. The character is Stunned for 1 round.	The character's jaw is forced into their skull and they fall to the ground twitching, and will die in TB hours without medical attention. Successful treatment for Blood Loss is required and he must pass a Toughness Test or lose -10 points from all characteristics.	The blow severs the character's carotid artery, and he must make a Toughness Test or collapse. The character dies within TB rounds unless he receives medical treatment. Successful treatment for Blood Loss is required. The character is Stunned for 1 round.	The character's face is turned into a bloody pulp and he falls to the ground dead.	The character's head is split in half and blood and brain cover a wide arc. Your weapon is snagged and remains stuck unless a Strength Test is made. The weapon can be recovered on subsequent rounds on a successful Routine Strength Test.	The blow crushes your opponent's temple. Death is instantaneous.	Your weapon buries itself into the character's face, killing him instantly. Your weapon remains stuck unless a Strength Test is made. The weapon can be recovered on subsequent rounds on a successful Strength Test.	Your blow cuts your opponent's skull in half, and he is killed in an instant.
10	The blow damages the character's eye and vision is lost. The eye can be saved with successful surgery, and counts as "dislocated" for duration, and therefore cannot be permanently lost. The blow stuns the character for 1 round, the eye counts as incapacitated, and an additional -10% to all actions is imposed due to the pain.	The blow damages the character's eye and vision is lost. The eye can be saved with successful surgery, and counts as "broken" for duration. The blow Stuns the character for 1 round, the eye counts as incapacitated, and an additional -10% to all actions is imposed due to the pain until medical attention is received.	The character is severally concussed, and falls unconscious for 1-10 hours or until medical attention is received. On regaining consciousness, he must pass a Toughness Test or lose -5 points from all characteristics.	The blow slices open the character's throat and severs the spinal cord. The character falls to the ground twitching and dies in TB rounds.	The side if the character's head is caved in and he falls to the ground dead.	You blow crushes the character's head and death is instantaneous.	Your mighty blow slices the head from top to bottom. The character slides to the ground in a pool of brain and blood.	The character falls to the ground with a broken neck. He twitches for a second, and then is still.	The character's head flies off in a random direction, landing 1-10 feet away.	The character's head flies off in a random direction, landing 2d10 feet away.