

Critical Injuries

A Critical Injury is often the result of a critical hit from an attack during combat, but characters can also suffer them from losing more Wounds than they have, or through other means. **Each time a character suffers a Critical Injury, roll 1d100 to determine the extent of the injury, subtracting 10 for each point of damage below the character's Toughness Bonus and adding 10 for each point of damage above their TB.**

The short-term effects of some injuries are temporary, and may only disorient or inflict the character for a brief amount of time. Other injuries are more serious and represent some sort of long-term debilitating or impairment. These injuries continue to affect the character until he receives the proper medical treatment to recover from the injury.

Regardless, a Critical Injury remains with the character until it is properly healed (through either a **Heal Test** or magical healing), even if the short-term effect of the Critical Injury no longer remains. **Each Critical Injury a character suffers from adds +10 to any subsequent rolls on the Critical Injury table. If an area struck by a Critical Injury is protected by armour, subtract 10 for each AP protecting the location and immediately subtract 1 AP from that location.**

Weapons or attacks with the Damaging quality add 10 to any rolls on this table, or +20 with the Impact quality.

In addition, being at 0 Wounds adds a +10 to any subsequent rolls on the Critical Injury table.

Recovering from Critical Injuries

Natural Rest

At the end of each full week of rest, a character may attempt a **Toughness Test** to recover from one Critical Injury. The difficulty is equal to the Critical Injury's severity rating (the 2nd column on the tables below). On a successful Test, the character recovers from the Critical Injury and is no longer affected (although some effects of Critical Injury are permanent-- you cannot usually regrow a lost finger, for example!). An Astounding Success means the character recovers from one additional Critical Injury.

Medical Care

A character may attempt to help someone recover from a Critical Injury by making a **Heal Test** with a difficulty set by the severity rating of the Critical Injury. Critical Injuries with a severity rating of -20 or greater may only be treated by characters using Physician's Trade Tools and the Surgery talent. A character may attempt one **Heal Test** per week per Critical Injury.

A character may attempt to heal his own Critical Injuries with a **Heal Test**, with an additional penalty of -20 to the Test.

CRITICAL EFFECTS - HEAD

01-10	+20	A fine wound across the forehead and cheek. Once healed, the impressive scar it leaves provides a bonus of +10 to appropriate social Tests. Can only be gained once.
11-20	+20	The strike opens the target's cheek, sending blood flying everywhere. Gain 1 <i>Bleeding</i> Condition.
21-25	+20	The force of the blow sends the target reeling in pain. The target can only take a half action on their next Turn.
26-30	+20	The hit causes the target's sight to blur and their head to spin. The target cannot take any actions for 1 Round.
31-35	+20	The force of the blow briefly fills the target's head with a terrible ringing noise. Gain 1 <i>Deafened</i> Condition until the end of your next Turn.
36-40	+20	A resounding thump echoes through the target's skull, the pain plunging them into darkness for several seconds of horrendous agony. Gain 1 <i>Blinded</i> Condition until the end of your next Turn.
41-45	+0	With a crunch, the blow slams into the target's temple, causing them to reel backward as searing spots of light fill their vision. Make a Challenging (+0) Toughness Test or gain 1 <i>Stunned</i> Condition.
46-50	+0	The attack shears off a portion of the target's hair, leaving a bloody rent in their scalp. Gain 2 <i>Bleeding</i> Conditions.

51-55	+0	The shot smashes into the target's forehead, their skull creaking under the pressure. Gain 1 <i>Stunned</i> Condition.
56-60	+0	The attack flays open the target's face, the force of the blow resounding in their skull. Gain 2 <i>Bleeding</i> Conditions and 1 <i>Stunned</i> Condition.
61-65	+0	The attack rips open the target's eyelid, narrowly missing the eye itself but filling the socket with blood. Gain 2 <i>Bleeding</i> Conditions and 1 <i>Blinded</i> Conditions until all <i>Bleeding</i> Conditions are removed.
66-70	+0	The attack clangs off the target's skull, rattling their brain and leaving their ears ringing. Gain 1 <i>Deafened</i> Condition until medical attention is received.
71-75	+0	With a sickening crack, the blow briefly shuts down the target's optic nerves. Gain 2 <i>Blinded</i> Conditions until medical attention is received.
76-80	+0	The blow connects with the target's temple, cracking their skull on that side and leaving them vulnerable as their mind scrabbles to right itself. Gain 2 <i>Stunned</i> Conditions. Suffer a Broken Bone (Head) injury.
81-85	+0	The attack fractures the target's skull, opening a long tear in their scalp. Gain 2 <i>Bleeding</i> Conditions and 1d10+1 <i>Stunned</i> Conditions.
86-90	+0	The target staggers and fights for concentration as the attack smashes into the bridge of their nose, shattering the cartilage and shaking their skull. Gain 2 <i>Bleeding</i> Conditions and 3 <i>Stunned</i> Conditions. Make an Average (+20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Suffer a Broken Bone (Head) injury.
91-95	-20	The blow cracks into the target's jaw, knocking out several of their teeth. Gain 2 <i>Bleeding</i> Conditions. Spit out 1d10 teeth. Make a Challenging (+0) Toughness Test or gain 1 <i>Unconscious</i> Condition.
96-100	-20	The blow rips violently across the target's face, possibly taking with it an important feature. Gain 3 <i>Bleeding</i> Conditions. Make a Challenging (+0) Toughness Test . If failed, gain 1 <i>Unconscious</i> Condition and roll 1d10: 1-3: Suffer the Lost Eye Condition, 4-7: Suffer the Lost Nose Condition, 8-10: Suffer the Lost Ear Condition.
101-105	-20	The bridge of the target's nose shatters under the weight of the blow, pulverising their nose and hurling piercing spurs of bone up into their skull. Gain 3 <i>Bleeding</i> Conditions. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Permanently reduce the target's Intelligence by 1d10.
106-110	-20	With a crunch and the ripping of flesh, the target's ear is crushed or torn off entirely. Gain 3 <i>Bleeding</i> Conditions. Suffer the Lost Ear Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition.
111-115	-20	The target stumbles backward, their hands clutching a red waterfall pouring from what was once their nose. Gain 3 <i>Bleeding</i> Conditions. Suffer the Lost Nose Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition.
116-120	-20	The attack almost removes your jaw, utterly destroying your tongue and sending teeth flying in a shower of blood. Gain 3 <i>Bleeding</i> Conditions and 3 <i>Stunned</i> Conditions. Suffer the Lost Tongue injury and spit out 1d10 teeth. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition.
121-125	-20	The attack obliterates the target's eye socket, ruining the eye and leaving them thrashing in agony with their hands covering their eyes. Gain 3 <i>Bleeding</i> Conditions. Suffer a Lost Eye Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition.
126-130	-30	The blow hammers the target's jaw, causing blood to spurt from both of their ears. Gain 3 <i>Bleeding</i> Conditions and suffer 2 Lost Ear injuries. Make a Hard (-20) Endurance Test or gain 1 <i>Unconscious</i> Condition.
131-140	-30	The blow robs the target of their sight and more, cleaving through both their eyes and the nerves behind them in a single bloody sweep that dashes the front of their skull. Gain 3 <i>Bleeding</i> Conditions and suffer 2 Lost Eye injuries. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Permanently reduce the target's Intelligence by 1d10.
141-150	-30	The attack pierces the target's skull, sending bits of bone and chunks of brain matter flying in all directions. Gain 3 <i>Bleeding</i> Conditions and the <i>Unconscious</i> Condition. Make a Very Hard (-30) Toughness Test or die outright. Permanently reduce the target's Intelligence by 2d10.
151+	-	The attack bursts the target's skull like an overripe fruit, spraying blood, brains, and bits of bone onto anyone within 1d10 yards as their now-headless body staggers for a moment before collapsing, instantly dead.

CRITICAL EFFECTS - ARM

01-10	+20	The attack leaves behind a nasty scar. The exact narrative severity is left to the GM's discretion, but it has no mechanical effect beyond the wound itself.
11-20	+20	The attack jars the target's limb with a powerful blow. Drop whatever was held in that hand. A shield, if worn, is not affected, since it's strapped on.
21-25	+20	The attack shreds the target's arm, causing them to scream in pain. Make an Average (+20) Toughness Test or gain 1 <i>Bleeding</i> Condition. Drop anything held in that hand.
26-30	+20	The attack cuts the upper arm badly. Gain 1 <i>Bleeding</i> Condition.
31-35	+20	The hand is struck numb by the attack. Drop whatever was held in that hand. A shield, if worn, is not affected, since it's strapped on. The hand is Useless until the end of their next Turn.
36-40	+20	The attack almost wrenches the target's arm from its socket. The arm is Useless until the end of their next Turn.
41-45	+0	The strike leaves a deep bruise, possibly causing minor fractures in the arm. Make a Challenging (+0) Toughness Test or Gain 1 <i>Stunned</i> Condition.
46-50	+0	A bloody and very painful-looking furrow is opened up in the target's arm. Gain 2 <i>Bleeding</i> Conditions.
51-55	+0	The attack punches deep into the muscle of the arm, causing excruciating pain. Gain 1 <i>Stunned</i> Condition.
56-60	+0	The hand is badly cut, creating a long, bloody gash. Gain 2 <i>Bleeding</i> Conditions. Until healed, the target must make an Average (+20) Agility Test before any Action involving that hand; if failed, the Action automatically fails, causing any held item to slip from their grip.
61-65	+0	The attack smashes into the arm or whatever the target is holding, ripping it away and leaving them reeling in pain. Gain 2 <i>Bleeding</i> Conditions and 1 <i>Stunned</i> Condition and drop anything held in that hand. Roll 1d10: on a result of 6+, the item takes 1 Damage as well.
66-70	+0	The target's hand is utterly incapacitated. Gain 1 <i>Stunned</i> Condition. Drop anything held in that hand. The hand is Useless until the target receives medical attention.

71-75	+0	The target's arm is wrenched from its socket. Gain 2 <i>Stunned</i> Conditions. The arm is Useless until the target receives medical attention.
76-80	+0	The attack crushes flesh and bone. Gain 2 <i>Bleeding</i> Condition and 1 <i>Stunned</i> Condition. Drop anything held in that hand. Suffer a Torn Muscle (Hand) injury.
81-85	+0	Muscle and bone take a pounding at the attack rips into the arm. Gain 2 <i>Bleeding</i> and 1 <i>Stunned</i> Condition. Drop anything held in that hand. Suffer a Torn Muscle (Arm) injury.
86-90	+0	The attack pulverizes the target's hand, crushing and breaking 1d5 fingers. Drop anything held in that hand. Suffer the Broken Bone (Hand) injury.
91-95	-20	With a loud snap, the arm bone is shattered and left hanging limply at the target's side, dribbling blood onto the ground. Gain 2 <i>Bleeding</i> Conditions. Make a Challenging (+0) Toughness Test or gain 1 <i>Stunned</i> Condition. Drop anything held in that hand. Suffer the Broken Bone (Arm) injury.
96-100	-20	The blow ruptures the target's hand. Gain 3 <i>Bleeding</i> Conditions. Make a Challenging (+0) Toughness Test or gain 1 <i>Stunned</i> Condition and suffer the Lost Finger injury.
101-105	-20	The attack severs a crucial tendon. Gain 2 <i>Bleeding</i> Conditions. Make a Hard (-20) Toughness Test or gain 1 <i>Stunned</i> Condition. Suffer the Torn Muscle (Arm) injury. Permanently reduce the target's Strength by 1d10.
106-110	-20	The target gapes in horror as a finger flies, blood trailing behind it in a crimson arc. Gain 2 <i>Bleeding</i> Conditions. Make a Hard (-20) Toughness Test or gain 1 <i>Stunned</i> Condition. Suffer the Lost Finger injury.
111-115	-20	In a rain of blood, gore, and meat, the target's hand splays open from the blow. Gain 2 <i>Bleeding</i> Conditions and 1 <i>Stunned</i> Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Suffer the Lost Finger Injury. At the end of each of the target's Turns, if they have not received medical attention, suffer another Lost Finger injury. If this results in 5 Lost Finger Injuries, suffer the Lost Hand injury instead.
116-120	-20	The blow mangles flesh and muscle as it hacks into the target's hand, liberating 1d5 fingers in the process (a roll of 5 means that the thumb has been sheared off as well). Gain 2 <i>Bleeding</i> Conditions and 1 <i>Stunned</i> Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Suffer a number of Lost Finger injuries equal to the number of fingers lost. If this results in 5 Lost Finger Injuries, suffer the Lost Hand Condition instead.
121-125	-20	The hand is left a mauled, bleeding mess. Gain 3 <i>Bleeding</i> Conditions. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Suffer the Lost Hand Injury.
126-130	-40	The hand is lopped off at the wrist. Gain 3 <i>Bleeding</i> Conditions. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Suffer the Lost Hand injury. As the hand falls to the ground, its fingers spasm uncontrollably, pulling the trigger of any held weapon. If the target was carrying a crossbow or firearm, roll 1d100. On a result of 75+, a single randomly determined target within 2d10 yards is struck by an attack from that weapon on a randomly determined hit location.
131-140	-40	The force of the attack rips into the target's arm, taking it off just below the shoulder and showering blood and gore across the ground. Gain 3 <i>Bleeding</i> Conditions and 1 <i>Stunned</i> Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Suffer the Lost Arm Injury.
141-150	-40	With an assortment of unnatural, wet, ripping sounds, the target's arm is removed from their body. An arterial jet spews forth from the dismembered individual, coating the area around them in slick, crimson blood, and they immediately collapse. Gain 3 <i>Bleeding</i> Conditions and the <i>Unconscious</i> Condition. Make a Very Hard (-30) Toughness Test or die from shock. Suffer the Lost Arm injury.
151+	-	With the horrendous and wet echo of muscle, tendon, and bone being torn asunder, the attack hacks off the arm entirely and continues on into more vital parts in the target's torso. Screaming incoherently, they twist about in agony for a few seconds before collapsing to the ground, dead.

CRITICAL EFFECTS - BODY

01-10	+20	The attack leaves behind a nasty scar. The exact narrative severity is left to the GM's discretion, but it has no mechanical effect beyond the wound itself.
11-20	+20	The attack lacerates the target's side, cutting just beneath their ribs and drawing a spurt of blood. Gain 1 <i>Bleeding</i> Condition.
21-25	+20	A blow to the target's body steals the breath from his lungs. The target can only take a Half Action of his next turn.
26-30	+20	The target's stance and focus are disrupted from the attack. The target cannot take any actions for 1 Round.
31-35	+20	The blow causes the target to stumble backwards and cough. Gain 1 <i>Fatigued</i> Condition until the end of the next Turn.
36-40	+20	Muscles strain and ribs creak from the punishing strike. Make an Average (+20) Toughness Test or gain 1 <i>Fatigued</i> Condition.
41-45	+0	The attack leaves the target gasping in pain. Make a Challenging (+0) Toughness Test or gain 1 <i>Stunned</i> Condition.
46-50	+0	A powerful blow opens a painful rent in the target's body. Gain 2 <i>Bleeding</i> Conditions.
51-55	+0	The impact punches the air from the target's body. Gain 1 <i>Stunned</i> Condition.
56-60	+0	A mighty blow sends the target sailing backwards. The target is flung 1d5 yards away from the attacker (stopping if they hit a solid object). Gain the <i>Prone</i> Condition and 1 <i>Stunned</i> Condition.
61-65	+0	The blow opens a long wound in the target's torso, causing him to double over in terrible pain. Gain 2 <i>Bleeding</i> Conditions and 1 <i>Stunned</i> Condition.
66-70	+0	The blow batters the target, bruising several ribs. Gain 1 <i>Stunned</i> Condition. Gain 1 <i>Fatigued</i> Condition until the target receives medical attention.
71-75	+0	With a grunt, the target drops to one knee and grits their teeth against the pain, struggling to stay conscious as they rasp for breath. Gain the <i>Prone</i> Condition and 2 <i>Stunned</i> Conditions. Make an Average (+20) Toughness Test or gain 1 <i>Fatigued</i> Condition until the target receives medical attention.
76-80	+0	A solid blow to the chest pulverizes the target's innards, and he momentarily doubles over in pain, clutching himself and crying in agony. Gain 2 <i>Bleeding</i> Conditions and 2 <i>Stunned</i> Conditions. Make an Average (+20) Toughness Test or gain 1 <i>Fatigued</i> Condition until the target receives medical attention.
81-85	+0	The force of the attack passes through muscles and organs with a terrible squelch and a wailing shriek. Gain 4 <i>Bleeding</i> Conditions.

86-90	+0	The attack bowls the target over, snapping several of his ribs in the process. Gain the <i>Prone</i> Condition and 2 <i>Stunned</i> Conditions. Make an Average (+20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Suffer a Broken Bone (Body) injury.
91-95	-20	The mighty attack takes a sizable chunk out of the target and knocks them to the ground as they clutch the oozing wound, shrieking in pain. Gain 2 <i>Bleeding</i> Conditions and 1 <i>Prone</i> Condition. Make an Average (+20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Suffer a Torn Muscle (Body) injury.
96-100	-20	The attack cuts open the target's abdomen, threatening to expose his entrails. Gain 3 <i>Bleeding</i> Conditions and 1 <i>Fatigued</i> Condition. Make a Challenging (+0) Toughness Test . If failed, gain the <i>Unconscious</i> Condition and permanently reduce the target's Toughness by 1d10.
101-105	-20	Internal bleeding from the blow causes the target to violently cough up a pool of his own blood, then collapse into it. Gain 3 <i>Bleeding</i> Conditions and the <i>Prone</i> Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Permanently reduce the target's Toughness by 1d10.
106-110	-20	The attack parts several of the target's ribs, causing the target to spurt blood, convulse, and stagger screaming. Gain 3 <i>Bleeding</i> Conditions and 1 <i>Stunned</i> Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Permanently reduce the target's Toughness by 1d10.
111-115	-20	The target's chest caves in with an audible crack, perforating their internal organs. Gain 3 <i>Bleeding</i> Conditions. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Suffer the Broken Bone (Body) injury. Permanently reduce the target's Toughness by 1d10.
116-120	-20	The force of the attack ruptures several of the target's organs and knocks them down, gasping in wretched pain. Gain 3 <i>Bleeding</i> Conditions, the <i>Prone</i> Condition, and 1 <i>Fatigued</i> Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Permanently reduce the target's Toughness by 1d10.
121-125	-20	With a vile tearing noise, the skin on the target's chest comes away revealing a red ruin of muscle. Gain 3 <i>Bleeding</i> Conditions and 2 <i>Stunned</i> Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Permanently reduce the target's Toughness by 1d10.
126-130	-40	A flood of blood, viscera and excruciating pain spills forth as the brutal blow opens the target's abdomen, leaving them doubled over in pain and scrambling for their guts. Gain 3 <i>Bleeding</i> Conditions and 2 <i>Stunned</i> Conditions. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Until medical attention is received, whenever the target performs an Action, they gain 1 <i>Bleeding</i> Condition. Permanently reduce the target's Toughness by 1d10.
131-140	-40	Pain overwhelms the target as they feel their ribs snap under the weight of the blow and stab painfully into the organs they once protected. Gain 3 <i>Bleeding</i> Conditions and 2 <i>Stunned</i> Conditions. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Until they receive medical attention, whenever the target performs an Action, they must make an Average (+0) Toughness Test or die instantly as their shattered ribs pierce a vital organ. Suffer the Broken Bone (Body) injury. Permanently reduce the target's Toughness by 1d10.
141-150	-40	The target's spine is pulverized by the blow, leaving their two halves attached by what seems comically little flesh. Gain 4 <i>Bleeding</i> Conditions and the <i>Unconscious</i> Condition. Make a Very Hard (-30) Toughness Test or die from shock. Suffer 2 Lost Leg Conditions. Permanently reduce the target's Strength by 2d10.
151+	-	The target is shorn completely in half by the ferocity of the attack and eviscerated beyond any hope of repair, killing them instantly. Anyone within 1d5 yards is bathed in a veritable sea of gore and must make an Average (+20) Fear Test . The affected area is considered Difficult Terrain for the remainder of the encounter.

CRITICAL EFFECTS - LEG

01-10	+20	The attack leaves behind a nasty scar. The exact narrative severity is left to the GM's discretion, but it has no mechanical effect beyond the wound itself.
11-20	+20	The stroke leaves a bloody welt that mercifully misses a major artery. Gain 1 <i>Bleeding</i> Condition.
21-25	+20	A grazing blow to the leg slows the target. The target can only take a Half Action of his next turn.
26-30	+20	The attack plows into the muscle of the leg, causing considerable agony. The target cannot take any actions for 1 Round.
31-35	+20	A blow to the foot results in deep bruises and teeth-clenching pain. The foot is Useless until the end of their next Turn.
36-40	+20	The attack knocks the leg backwards, painfully twisting it awkwardly. The leg is Useless until the end of their next Turn.
41-45	+0	A solid blow to the leg sends lightning agony coursing through the target. Make a Challenging (+0) Toughness Test or gain 1 <i>Stunned</i> Condition.
46-50	+0	The target's kneecap splits open. Gain 2 <i>Bleeding</i> Conditions.
51-55	+0	A powerful blow causes microfractures in the target's bones, inflicting excruciating pain. Gain 1 <i>Stunned</i> Condition.
56-60	+0	The attack rips a length of flesh from the leg. Gain 2 <i>Bleeding</i> Conditions. Until healed, the target must make an Average (+20) Agility Test before any Action involving that leg; if failed, the Action automatically fails, causing them to gain the <i>Prone</i> Condition.
61-65	+0	The attack smashes into the target's leg, leaving them reeling in pain. Gain 2 <i>Bleeding</i> Conditions, the <i>Prone</i> Condition, and 1 <i>Stunned</i> Condition.
66-70	+0	The target's leg is utterly incapacitated. Gain 2 <i>Bleeding</i> Conditions, the <i>Prone</i> Condition, and 1 <i>Stunned</i> Condition. The foot is Useless until the target receives medical attention.
71-75	+0	The target's leg is wrenched out of its socket. Gain the <i>Prone</i> Condition and 2 <i>Stunned</i> Conditions. The leg is Useless until the target receives medical attention.
76-80	+0	In a spray of blood, the target's leg is deeply slashed, exposing bone, sinew, and muscle. Gain 2 <i>Bleeding</i> Conditions and the <i>Prone</i> Condition. Suffer Torn Muscle (Leg) injury.
81-85	+0	The attack rips the kneecap free from the target's leg, causing them to collapse to the ground. Gain 2 <i>Bleeding</i> Conditions, the <i>Prone</i> Condition, and 1 <i>Stunned</i> Condition. Suffer the Torn Muscle (Leg) injury.
86-90	+0	With a sharp cracking noise, several of the tiny bones in the target's foot snap like twigs. Gain the <i>Prone</i> Condition. Make a Challenging (+0) Toughness Test or gain 1 <i>Stunned</i> Condition. Suffer the Broken Bone (Leg) injury.
91-95	-20	With a violent snap, the target's bones are shattered, emerging as jagged, broken spears from the pulverized limb as the target collapses under the brutal strike. Gain 2 <i>Bleeding</i> Conditions and the <i>Prone</i> Condition. Make a Challenging (+0) Toughness Test or gain 1 <i>Stunned</i> Condition. Suffer the Broken Bone (Leg) injury.

96-100	-20	The blow severs one of the target's toes. Gain 3 <i>Bleeding</i> Conditions and halve the target's Movement (rounded up) until they receive medical attention. Make a Challenging (+0) Toughness Test . If failed, gain the <i>Stunned</i> Condition and suffer the Lost Toe injury.
101-105	-20	A major tendon at the back of your leg is severed, causing you to scream out in pain as your leg collapses, never to be the same. Gain 2 <i>Bleeding</i> Conditions and the <i>Prone</i> Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Stunned</i> Condition. Suffer the Torn Muscle (Leg) injury. Permanently reduce the target's Agility by 1d10.
106-110	-20	The attack removes the first few centimeters of the target's foot. Gain 2 <i>Bleeding</i> Conditions. Make a Hard (-20) Toughness Test or gain 1 <i>Stunned</i> Condition. Suffer the Lost Toe injury.
111-115	-20	The foot is left a mauled, bleeding mess. Gain 2 <i>Bleeding</i> Conditions, the <i>Prone</i> Condition, and 1 <i>Stunned</i> Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Suffer the Lost Toe injury. At the end of each of the target's Turns, if they have not received medical attention, suffer another Lost Toe injury. If this results in 5 Lost Toe injuries, suffer the Lost Foot injury instead.
116-120	-20	The blow mangles flesh and muscle as it hacks into the target's foot, liberating 1d5 toes in the process. Gain 2 <i>Bleeding</i> Conditions, the <i>Prone</i> Condition, and 1 <i>Stunned</i> Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Suffer a number of Lost Toe injuries equal to the number of toes lost. If this results in 5 Lost Toe injuries, suffer the Lost Foot injury instead.
121-125	-20	The sickening sound of bone splintering reverberates as the leg is turned into a bloody, unusable ruin. Gain 3 <i>Bleeding</i> Conditions and the <i>Prone</i> Condition. Make a Hard (-20) Toughness Test or gain the <i>Unconscious</i> Condition. Suffer the Lost Foot injury.
126-130	-40	The foot is severed from the shrieking target at the ankle. Gain 3 <i>Bleeding</i> Conditions and the <i>Prone</i> Condition. Make a Hard (-20) Toughness Test or gain the <i>Unconscious</i> Condition. Suffer the Lost Foot injury.
131-140	-40	The force of the attack rips the lower half of the leg away in a stream of blood. Gain 3 <i>Bleeding</i> Conditions, the <i>Prone</i> Condition, and 1 <i>Stunned</i> Condition. Make a Hard (-20) Toughness Test or gain 1 <i>Unconscious</i> Condition. Suffer the Lost Leg Injury.
141-150	-40	With a sound not unlike a wet sponge being torn in half, the target's leg comes away at the hip. Gain 4 <i>Bleeding</i> Conditions and the <i>Unconscious</i> Condition. Make a Very Hard (-30) Toughness Test or die from shock. Suffer the Lost Leg injury.
151+	-	The hit rips apart the flesh of the leg, causing blood to spray out in all directions. Even as the target tries futilely to stop the sudden flood of vital fluid, they pitch to the ground howling in agony before dying of shock, their terrible screams drowning out all conversation within 2d10 yards for the rest of the Round.