

ARM

[illegible]

BODY

[illegible]

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 use a stand action to get to his feet.	The force of the blow knocks your opponent backwards 2 yards and he must use a stand action to get to his feet.	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 10-15 rounds all actions are at -20%.	The character is knocked down dazed, and counts as Stunned for 1-10 rounds, and is knocked out for 1 hour.	The character falls limp to the ground and is knocked out for 1-10 minutes.	The character falls limp to the ground and counts as Stunned for 1-10 rounds, and is knocked out for 1-10 minutes.	Your weapon strikes across the character's face, tearing out both eyes. The character is blinded and must pass a Toughness Test or lose -10 points from all characteristics. Movement and WS reduced to half for 1 round.	The blow demolishes one of the character's eyes and continues into the brain. The character is blinded and 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.	The character is knocked down dazed, and counts as Stunned for 1-10 rounds, and is knocked out for 1 hour.	The character falls limp to the ground and counts as Stunned for 1-10 minutes.	The character is severely concussed, and vision is lost. The eyes can be saved with successful surgery, and counts as "broken" for duration, and therefore cannot be permanently lost. The character is mildly concussed and counts as incapacitated, and an additional -20% to all actions is imposed due to the pain.	The blow fractures the character's skull, causing a brain hemorrhage. The character collapses and will die in 10 rounds. The character suffers -20% to all actions until medical treatment for Blood Loss is required. On regaining consciousness, the character must pass a Toughness Test or lose -10 points from all characteristics. Failed and successful 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 rounds 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. Failed and successful tests and attacking creatures gain +20 to hit.	The blow severs the character's carotid artery, and he must make a Toughness Test or collapse. The character dies within 10 rounds unless he receives 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, and is knocked out for 1-10 minutes.	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 eyes can be saved with successful surgery, and counts as "broken" for duration, and therefore cannot be permanently lost. The character is mildly concussed and counts as incapacitated, and an additional -20% to all actions is imposed due to the pain.	The character's jaw is smashed and forced into their skull and they fall to the ground twitching and will die in TB rounds 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. Failed and successful 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 rounds 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. Failed and successful tests and attacking creatures gain +20 to hit.	Your blow drives upon 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 and he must pass a Toughness Test or lose -10 points from all characteristics. Surgery for incapacitation is required to repair the brain and a skull plate will be required. The character is Stunned for 1 round. Success, -5% for 1 Degree of Success, and has no loss for greater or equal to 2 Successes.	Your blow drives upon 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 and he must pass a Toughness Test or lose -10 points from all characteristics. Surgery for incapacitation is required to repair the brain and a skull plate will be required. The character is Stunned for 1 round. 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 Fd is permanently lost due to the missing part of ear.	The character is badly concussed, and counts as Stunned for 10-15 rounds, and all actions are at -20% until medical attention is received.	The character is severely 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. Failed and successful surgery gives a loss of 2410 and 1410 to Fel respectively. The character suffers -10% from all actions until medical treatment is obtained.	The character's jawbone is smashed and hangs limply, breaking the jawbone and knocking out 1-10 teeth. The character is Stunned for 1-10 rounds and he must pass a Toughness Test or lose -10 points from all characteristics. Failed and successful surgery gives a loss of 2410 and 1410 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 suffers -10% from all actions until medical attention is received. Failed and successful surgery gives a loss of 2410 and 1410 to Fel respectively.	The blow smashes your opponent's face, destroying the nose and mouth. The character collapses and will down in his own blood in TB rounds unless medical attention is received. Successful treatment for Blood Loss is required and he loses 2410 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 frontal lobe is turned to pulp. He stumbles for 1 round before collapsing dead.
5	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.	The character is knocked down dazed, and counts as Stunned for 1-10 minutes.	The character falls limp to the ground and is knocked out for 1-10 minutes.	The character is severely 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. Failed and successful surgery gives a loss of 2410 and 1410 to Fel respectively.	The character's jawbone is smashed and hangs limply, breaking the jawbone and knocking out 1-10 teeth. The character is Stunned for 1-10 rounds and he must pass a Toughness Test or lose -10 points from all characteristics. Failed and successful surgery gives a loss of 2410 and 1410 to Fel respectively.	The character is severely 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. Failed and successful surgery gives a loss of 2410 and 1410 to Fel respectively.	The blow smashes your opponent's face, destroying the nose and mouth. The character collapses and will down in his own blood in TB rounds unless medical attention is received. Successful treatment for Blood Loss is required and he loses 2410 Fel from the scars and loss of his nose.	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 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 minutes.	The character falls limp to the ground and is knocked out for 1-10 minutes.	The character is severely 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. Failed and successful surgery gives a loss of 2410 and 1410 to Fel respectively.	The character's jawbone is smashed and hangs limply, breaking the jawbone and knocking out 1-10 teeth. The character is Stunned for 1-10 rounds and he must pass a Toughness Test or lose -10 points from all characteristics. Failed and successful surgery gives a loss of 2410 and 1410 to Fel respectively.	The character is severely 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. Failed and successful surgery gives a loss of 2410 and 1410 to Fel respectively.	The blow smashes your opponent's face, destroying the nose and mouth. The character collapses and will down in his own blood in TB rounds unless medical attention is received. Successful treatment for Blood Loss is required and he loses 2410 Fel from the scars and loss of his nose.	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.
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.	The character is knocked down dazed, and counts as Stunned for 1-10 minutes.	The character falls limp to the ground and is knocked out for 1-10 minutes.	The character is severely 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. Failed and successful surgery gives a loss of 2410 and 1410 to Fel respectively.	The character's jawbone is smashed and hangs limply, breaking the jawbone and knocking out 1-10 teeth. The character is Stunned for 1-10 rounds and he must pass a Toughness Test or lose -10 points from all characteristics. Failed and successful surgery gives a loss of 2410 and 1410 to Fel respectively.	The character is severely 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. Failed and successful surgery gives a loss of 2410 and 1410 to Fel respectively.	The blow smashes your opponent's face, destroying the nose and mouth. The character collapses and will down in his own blood in TB rounds unless medical attention is received. Successful treatment for Blood Loss is required and he loses 2410 Fel from the scars and loss of his nose.	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.
8	The character's vision swims and his ears ring. For 10-15 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 character's 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 Fd is lost. The character is 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 he receives treatment for Blood Loss surgery to fix. The character loses 1410 Fd.	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 lose -10 points from all characteristics. 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 he receives treatment for Blood Loss surgery to fix. The character loses 1410 Fd.	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 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, gurgling up frothy blood. He dies within TB rounds.	The character's head is split and he falls to the ground.	Your weapon buries itself into the character's face, killing him instantly. 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.	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 face is forced into their skull and they fall to the ground twitching and will die in TB rounds 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 blow slices through the neck, leaving the head attached by a thin skin and brain. Death is instantaneous.	The blow crushes your opponent's skull, splattering both of you with blood and brains. Death is instantaneous.	The character's head is lopped from his shoulders, landing at his feet as he crumples dead.	Your blow cuts your opponent's skull in half, and he is killed in an instant.	The character's jaw is smashed and forced into their skull and they fall to the ground twitching and will die in TB rounds 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. Failed and successful tests and attacking creatures gain +20 to hit.	The blow severs the character's carotid artery, and he must make a Toughness Test or collapse. The character dies within 10 rounds unless he receives treatment for Blood Loss is required. The character is Stunned for 1 round.
10	The blow disorientates your opponent who stumbles backwards 2 yards and he must use a stand action to get to his feet.	The force of the blow knocks your opponent backwards 2 yards and he must use a stand action to get to his feet.	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 10-15 rounds all actions are at -20%.	The character is knocked down dazed, and counts as Stunned for 1-10 rounds, and is knocked out for 1 hour.	The character falls limp to the ground and is knocked out for 1-10 minutes.	The character falls limp to the ground and counts as Stunned for 1-10 rounds, and is knocked out for 1-10 minutes.	Your weapon strikes across the character's face, tearing out both eyes. The character is blinded and must pass a Toughness Test or lose -10 points from all characteristics. Movement and WS reduced to half for 1 round.	The blow demolishes one of the character's eyes and continues into the brain. The character is blinded and must pass a Toughness Test or lose -10 points from all characteristics. The eye is permanently lost.