

The
Manual of
Critical Hits
(and fumbles & mishaps)



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Fumbles and Mishaps

Determine Fumble

- Determine the difference between the attack roll and the defense roll (remember to roll for any penetration dice)
- Multiply this number by 10
- Add this number to a d1000 roll
- If the total is an **odd** number the defender gets an immediate free attack
- If the total is less than 200 you got a lucky break and nothing else happens. Otherwise consult the table below:

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1101 - 1200	Roll Twice & Sum All Results	NA
1200 +	Roll Thrice & Sum All Results	NA

Hindrance

201 - 263

201 - 216 Sweat in your eyes, -1 to hit for 10 seconds

217 - 232 Blook in your eyes, -3 to hit for 10 seconds

233 - 247 Nearby Ally is Automatically hit (by their opponent)

248 - 263 Distracted by ally or opponent, -4 to hit and no Dex bonus to AC for 10 seconds

Equipment Mishaps

264 - 398

- 264 - 276** Boot/footgear breaks, -1 to attacks and defense until repaired or discarded
- 277 - 318** Backpack, pouch or other container strap breaks, -1 to attack and defense until item repaired or discarded.
- 319 - 343** Belt, girdle, etc. breaks, -1 to attack and defense until item repaired or discarded
- 344 - 364** Armor loosened, -1 to attack and defense until readjusted (by redonning or by another person helping for 10 seconds)
- 365 - 370** Armor strap breaks, -2 to attack and defense until repaired
- 371 - 398** Shield strap breaks, -3 to attack and defense until repaired or discarded

Armor Damage

399 - 436

399 - 436 Damage own armor by 1 point

Your armor, no matter how solid and what quality (apart from magical armor) will eventually degrade if not cared for properly. We keep track of this by armor hit points – each type of armor has 10 hit points. Every damage penetration roll (once per penetration, double penetration does not double the armor damage) by an enemy against your PC in combat, critical hits suffered to an area covered by the armor, certain fumble results and even some spells will cause your armor to lose one hit point per occurrence. Once an armor loses all 10 of its hit points, it loses one DR. If it loses its hit points a second time, it loses another DR and so-on. The armor's encumbrance, defense penalties, speed penalties and soon remain, despite the lower DR. It is in fact possible for an armor to be reduced to zero DR, but the worthless junk is still attached to and hindering the poor schlep trying to wear it.

Luckily, damaged armor can be repaired. Such repairs take time and carry expense, but far less time and expense than having new armor made. One caveat, however, is that armor can only be repaired within its majority DR range. If you let your armor degrade so far that it drops to less than half its starting DR value, that armor can never economically be repaired to its full DR. In other words, it's totaled. For example, Myrtle the Fighter has Chainmail with DR 5. His armor suffers eighteen damage (thus carries DR 4). He can get it repaired when he reaches town and finds an appropriately skilled smith. But if on the way to town, he's ambushed and suffers eight more damage to his armor, his armor now has a DR of 3. He can still get the armor repaired, but such extensive work costs more than a new suit of armor and probably almost as much time.

Weapon Damaged/Broken

437 - 616

437 - 472 Handle Broken, -1 to hit

473 - 508 Blade/Head Broken, -1 to damage

509 - 517 Blade shattered (useless)

518 - 526 Handle/Haft sheared (useless)

527 - 535 Sheared (useless)

536 - 553 Handle Badly Broken, -2 to hit

554 - 571 Blade/head badly broken, -25% to damage

572 - 580 Blade/head sheared/cracked, -50% to damage

581 - 616 Edge dulled, nicked and/or cracked, -1 to attack
and -1 to damage

unbalanced

617 - 688

617 - 630 Overextended +d4 seconds penalty to next attack, -2 to next defense roll

631 - 644 Hinder a random, adjacent ally who sufferses +d6 seconds penalty to next attack and -(d4+1) penalty on next attack roll or 25% chance of hitting you instead

645 - 658 Off balance +d4 seconds to next attack

659 - 672 Overextended, -2 to next defense roll

673 - 688 Slip, make check vs. $\frac{1}{2}$ dex or fall prone plus -6 to all dfense and attack rolls for 10 seconds

Non-Weapon Injury to Self

(Sprains/Hyperextensions)

677 - 688

689 - 690	Left Big Toe	709 - 710	Right Wrist
691 - 692	Right Big Toe	711 - 712	Left Wrist
693 - 694	Left Foot	713 - 714	Right Shoulder
695 - 696	Right Foot	715 - 716	Left Shoulder
697 - 698	Right Ankle	717 - 718	Right Elbow
699 - 700	Left Ankle	719 - 720	Left Elbow
701 - 702	Right Knee	721 - 722	Neck
703 - 704	Left Knee	723 - 724	Back
705 - 706	Right Hip	725 - 726	Left Achilles
707 - 708	Left Hip	727 - 728	Right Achilles

1 in 6 sprains result in a muscle tear

Sprains/Hyperextension: These results impose a -1d3 Attack penalty. If the injury occurs to the lower body, an additional impediment (reducing movement by 50%) is applied.

Sprains require $x d3$ weeks to recover from (where X is the Attack penalty resulting from the injury). If $X > 1$, the character gets incrementally better as his injury heals. For example, if he suffered a -3 Attack penalty that required 6 weeks to heal, he drops to a -2 Attack penalty after $1/3$ the healing time [2 weeks]).

Muscle Tear: If a tear is indicated, healing time increases by 50%.

Non-Weapon Injury to Self

(Strains / Pulls)

729 - 774

729 - 730 Left Calf

731 - 732 Right Calf

733 - 735 Left Hamstring

736 - 738 Right Hamstring

739 - 740 Left Quadriceps

741 - 742 Right Quadriceps

743 - 744 Gluteus Max

745 - 746 Forearm

747 - 748 Bicep

749 - 751 Tricep

752 - 759 Lower Back

760 - 761 Side

762 - 766 Upper Back

767 - 768 Left Shoulder

769 - 770 Right Shoulder

771 Neck

772 - 773 Hip

774 Abs

1 in 6 strains result in a torn ligament or tendon

Strains/Pulls: These results impose a -1d4p Attack penalty. If the injury occurs to the lower body, an additional impediment (reducing movement by 50%) is applied. Sprains require $x \times 3$ weeks to recover from (where X is the Attack penalty resulting from the injury). If $X > 1$, the character gets incrementally better as his injury heals.

Torn Ligament/Tendon: These results require $2 \times x \times 3$ weeks to recover from. In addition, half of the penalties are permanent. *For example, Joe the Fighter suffers a torn ligament in his shoulder resulting in a -4 Attack penalty. He rolls 8d3p getting 15 meaning that it takes 15 weeks to recover from his injury. Since half is permanent, his Attack penalty is reduced to -3 after 7.5 weeks and -2 after 15. The -2 is a permanent disability.*

Injure Ally

775 - 864

775 - 864

Damage to a random ally within reach; roll damage dice, add strength, make dexterity check to deliver only half damage

Lose Weapon

729 - 774

866 - 941	Drop weapon at feet
942 - 964	Drop weapon 2 feet away
965 - 982	Drop weapon 3 feet away
983 - 995	Drop weapon 4 feet away
996 - 1004	Toss weapon 5 feet away
1005 - 1010	Toss weapon 6 feet away
1011 - 1015	Toss weapon 7 feet away
1016 - 1020	Toss weapon 8 feet away
1021 - 1024	Toss weapon 9 feet away
1025 - 1028	Throw weapon 10 feet away
1029 - 1031	Throw weapon 11 feet away
1032 - 1034	Throw weapon 12 feet away
1035 - 1037	Throw weapon 13 feet away
1038 - 1039	Throw weapon 14 feet away
1040 - 1041	Hurl weapon 15 feet away
1042 - 1043	Hurl weapon 16 feet away
1044	Hurl weapon d4p + 16 feet away

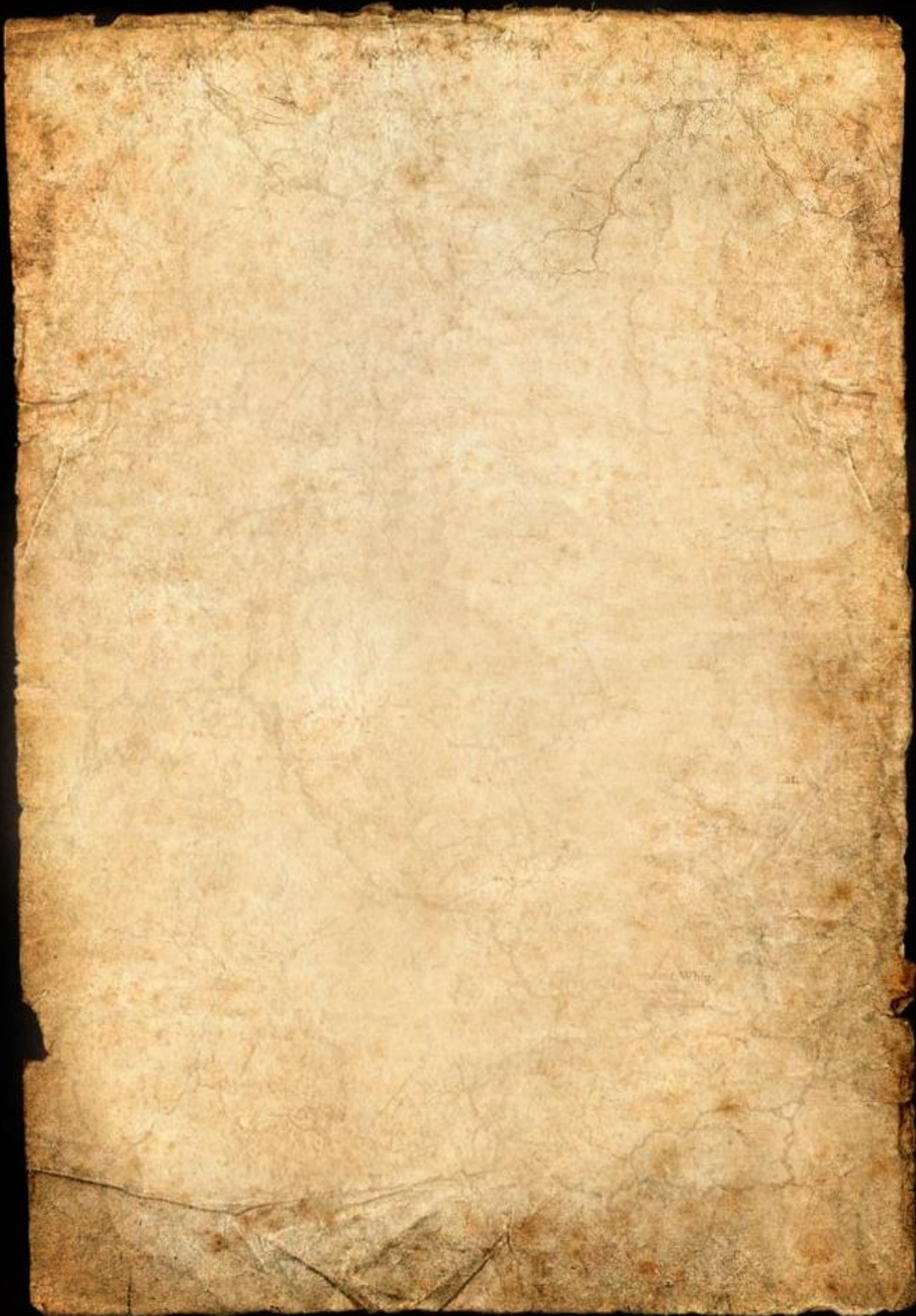
Injure Self

1045 - 1100

1045 - 1100

Damage to self; roll damage dice, add strength,
make dexterity check to suffer only half damage
total

15



Critical Hits

Determine Severity

- Determine the difference between the attack roll and the defense roll (remember to roll for any penetration dice)
- Roll damage normally
- Add these two numbers together, this is the **Wound Severity**.

Determine Location

- Roll d10,000 and adjust for size according to the following chart

Critical Hit Location Size Adjustments

		Attacker Size					
		T	S	M	L	H	G
Defender Size	T	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000	d5,000+5,000
	S	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000
	M	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000
	L	d7,000	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000
	H	d6,000	d7,000	d8,000	d9,000	d10,000	d9,000+1,000
	G	d5,000	d6,000	d7,000	d8,000	d9,000	d10,000

Note that the above does not apply if the smaller character can fly or otherwise has access to the upper parts of the larger creature (on a ledge for example). In these cases you will need to eliminate or lessen the modifier. Finally, the above table does not apply to missile weapons.

Select Damage Type:

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Top of Foot

1-100

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minutes

26-30 **2 extra damage dice**; broken bone; movement penalty (- 50% for 1d12p hours, -25% until healed)

31-40 **3 extra damage dice**; broken bone; movement penalty (- 75% for 6 hours, -50% until healed)

41-50 **4 extra damage dice**; automatically ToPed; compound fracture; movement penalty (-75% for 1day, -50% until healed), **permanent limp**

51+ **4 extra damage dice**; automatically ToPed; shattered bone; movement penalty (-75% for 1day, -50% until healed), **permanent limp**

Heel

101 - 104

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minutes

26-30 **2 extra damage dice**; broken bone; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)

31-40 **3 extra damage dice**; broken bone; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed), **permanent limp**

41-50 **4 extra damage dice**; automatically ToPed; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), **permanent limp & -1 ATK penalty**

51+ **4 extra damage dice**; automatically ToPed; shattered bone; -3 Attack penalty; -2 Dexterity penalty; immobile, **permanent limp, -1 ATK & DEF penalty**

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Toe(s)

105 - 136

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minutes

26-30 **2 extra damage dice**; broken bone; movement penalty (- 50% for 1d12p hours, -25% until healed)

31-40 **3 extra damage dice**; broken bone; movement penalty (- 75% for 6 hours, -50% until healed)

41-50 **3 extra damage dice**; broken bone; movement penalty (- 75% for 6 hours, -50% until healed)

51+ **3 extra damage dice**; broken bone; movement penalty (- 75% for 6 hours, -50% until healed)

Arch of Foot

137-140

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minutes

26-30 **2 extra damage dice**; broken bone; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)

31-40 **3 extra damage dice**; broken bone; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed), **permanent limp**

41-50 **4 extra damage dice**; automatically ToPed; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), **permanent limp & -1 ATK penalty**

51+ **4 extra damage dice**; automatically ToPed; shattered bone; -3 Attack penalty; -2 Dexterity penalty; immobile, **permanent limp, -1 ATK & DEF penalty**

Inner Ankle

141 - 170

1-10 no additional effect

11-15 movement penalty -50% for 1 minute

16-20 **1 extra damage die**; movement penalty -50% for 5 minutes; count reset

21-25 **2 extra damage dice**; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense

26-30 **2 extra damage dice**; movement penalty (50% until healed); count reset; held items dropped; -3 Defense

31-40 **3 extra damage dice**; broken bone; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **permanent limp, -1 Defense, -/25 Str**

41-50 **4 extra damage dice**; automatically ToPed; [compound fracture; immobile; **permanent limp, -2 Defense, -0/75 Str**

51+ **4 extra damage dice**; automatically ToPed; shattered bone; torn ligaments or tendon; immobile; **permanent limp, -1 ATK penalty, -2 Defense**

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Outer Ankle

171 - 200

1-10 no additional effect

11-15 movement penalty -50% for 1 minute

16-20 **1 extra damage die**; movement penalty -50% for 5 minutes; count reset

21-25 **2 extra damage dice**; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense

26-30 **2 extra damage dice**; movement penalty (50% until healed); count reset; held items dropped; -3 Defense

31-40 **3 extra damage dice**; broken bone; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **permanent limp, -1 Defense, -/25 Str**

41-50 **4 extra damage dice**; automatically ToPed; [compound fracture; immobile; **permanent limp, - 2 Defense, -0/75 Str**

51+ **4 extra damage dice**; automatically ToPed; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 2 Defense**

Achilles Ankle

201 - 220

1-10 no additional effect

11-15 movement penalty -50% for 1 minute

16-20 **1 extra damage die**; movement penalty -50% for 5 minutes; count reset

21-25 **2 extra damage dice**; movement penalty -50% for 5 minute

26-30 **2 extra damage dice**; movement penalty (50% until healed); count reset; held items dropped; -3 Defense

31-40 **3 extra damage dice**; broken bone; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **permanent limp, -1 Defense, -/25 Str**

41-50 **4 extra damage dice; automatically ToPed**; [compound fracture; immobile; **permanent limp, - 2 Defense, -0/75 Str**

51+ **4 extra damage dice; automatically ToPed**; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 2 Defense**

Shin

221 - 964

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minute

26-30 **2 extra damage dice**; count reset; held items dropped; -2 Defense

31-40 **3 extra damage dice**; count reset; held items dropped; broken bone; -4 Defense penalty; movement penalty (-75% until healed)

41-50 **3 extra damage dice**; automatically ToPed; compound fracture; immobile

51+ **4 extra damage dice**; automatically ToPed; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 1 Defense**

Calf

965 - 1001

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minute

26-30 **2 extra damage dice**; count reset; held items dropped; muscle tear, -1 Defense

31-40 **3 extra damage dice**; count reset; held items dropped; broken bone and muscle tear -4 Defense penalty; movement penalty (-75% until healed)

41-50 **3 extra damage dice**; automatically ToPed; compound fracture; immobile

51+ **4 extra damage dice**; automatically ToPed; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 1 Defense**

Knee

1007 - 1118

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -2 Def penalty; movement penalty (- 50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty

31-40 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty; **permanent -1 Def penalty**

41-50 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; **permanent limp, & -2 Def**

51+ 4 extra damage dice; automatically ToPed; multiple fracture, torn ligaments/tendons, immobile; **permanent limp, & -2 Def**

Back of Knee

1119 1132

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty

31-40 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty

41-50 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; permanent limp, & -1 Def

51+ 4 extra damage dice; automatically ToPed; multiple fracture, torn ligaments/tendons, immobile; permanent limp, & -2 Def

Hamstring

1133 - 1216

- 1-10** no additional effect
- 11-15** 1 extra damage die
- 16-20** 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped
- 21-25** 2 extra damage dice; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
- 26-30** 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty
- 31-40** 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty
- 41-50** 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; permanent limp, & -1 Def
- 51+** 4 extra damage dice; automatically ToPed; compound fracture, immobile; permanent limp, & -- 1 ATK & -1 DEF

Thigh

12.17 - 2,000

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty

31-40 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty

41-50 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; permanent limp, & -1 Def

51+ 4 extra damage dice; automatically ToPed; compound fracture, immobile; permanent limp, & -- 1 ATK & -1 DEF

Hip

2001 - 2530

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -2 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice; count reset; held items dropped; torn ligament; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty

31-40 3 extra damage dice; automatically ToPed; [broken bone; [immobile]; -3 Def penalty]

41-50 4 extra damage dice; automatically ToPed; compound fracture, immobile; permanent limp, & --1 ATK & -1 DEF

51+ 4 extra damage dice; automatically ToPed; compound fracture, immobile; permanent limp, & --1 ATK & -2 DEF

Groin (Male Only)

2331 - 2405

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -2 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty]

31-40 4 extra damage dice; automatically ToPed; [internal bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]

41-50 4 extra damage dice; automatically ToPed; [internal bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]

51+ 4 extra damage dice; automatically ToPed; [sterilized; internal bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]

Buttock

2406 - 2435

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped

26-30 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty

31-40 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty

41-50 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; permanent limp, & -1 Def

51+ 4 extra damage dice; automatically ToPed; compound fracture, immobile; permanent limp, & -1 DEF

Lower Abdomen

2436 - 2570

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items dropped

16-20 2 extra damage dice; [50% chance for internal bleeding, -2 Str until healed

21-25 3 extra damage dice; automatically ToPed; [muscle tear, internal bleeding, -2 Str until healed

26-30 3 extra damage dice; automatically ToPed; [muscle tear, internal bleeding, -3 Str until healed - *permanent loss of 0.50 Con*]

31-40 4 extra damage dice; automatically ToPed; internal Hemorrhaging; *permanent -1 Con*

41-50 4 extra damage dice; automatically ToPed; internal Hemorrhaging; *permanent -2 Con*

51+ **Target killed instantly**; multiple organ failure

Lower Side

2571 - 3020

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; [50% chance for internal bleeding, -2 Str until healed

26-30 3 extra damage dice; automatically ToPed; [muscle tear, internal bleeding, -2 Str until healed

31-40 3 extra damage dice; automatically ToPed; [muscle tear, internal bleeding, -3 Str until healed - *permanent loss of 0.50 Con*]

41-50 4 extra damage dice; automatically ToPed; internal Hemorrhaging; *permanent -1 Con*

51+ 4 extra damage dice; automatically ToPed; internal Hemorrhaging; *permanent -2 Con*

Upper Abdomen

3021 - 3110

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items
Dropped

16-20 2 extra damage dice; [50% chance for internal
bleeding, -2 Str until healed

21-25 3 extra damage dice; automatically ToPed; [muscle
tear, internal bleeding, -2 Str until healed

26-30 3 extra damage dice; automatically ToPed; [muscle
tear, internal bleeding, -3 Str until healed -
permanent loss of 0.50 Con]

31-40 4 extra damage dice; automatically ToPed; internal
Hemorrhaging; *permanent -1 Con*

41-50 4 extra damage dice; automatically ToPed; internal
Hemorrhaging; *permanent -2 Con*

51+ **Target killed instantly**; multiple organ failure

Small of Back

3111 - 3125

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items
Dropped

16-20 2 extra damage dice; count reset; held items
dropped; 30% chance of internal bleeding

21-25 3 extra damage dice; count reset; held items
dropped; torn muscle and 65% chance of internal
bleeding; -2 Str until healed

26-30 3 extra damage dice; automatically ToPed;
[bruised kidney & torn muscle, internal bleeding, -3
Str until healed – **permanent loss of 0.75 Strength**]

31-40 4 extra damage dice; automatically ToPed; [broken
bone (vertebrae), paralyzed until healed (**85%
chance of it being permanent**)]

41-50 **Target killed instantly**; broken spine

51+ **Target killed instantly**; broken spine

Lower Back

3126 - 3155

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items
Dropped

16-20 2 extra damage dice; count reset; held items
dropped; 30% chance of internal bleeding

21-25 3 extra damage dice; count reset; held items
dropped; torn muscle and 65% chance of internal
bleeding; -2 Str until healed

26-30 3 extra damage dice; automatically ToPed; [broken
bone (vertebrae), paralyzed until healed (**65%
chance of it being permanent**)]

31-40 4 extra damage dice; automatically ToPed; [broken
bone (vertebrae), paralyzed until healed (**85%
chance of it being permanent**)]

41-50 **Target killed instantly**; broken spine

51+ **Target killed instantly**; broken spine

Chest

3156 - 3425

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items
Dropped

16-20 2 extra damage dice; count reset; held items
dropped; 30% chance of internal bleeding; broken
bone; -2 Str until healed

21-25 3 extra damage dice; count reset; held items
dropped; broken bone and 50% chance of internal
bleeding; -3 Str until healed

26-30 3 extra damage dice; automatically ToPed; [broken
bone, bruised lung, 75% chance of internal
bleeding, -3 Str until healed, **-0/75 Str
permanently**)

31-40 4 extra damage dice; automatically ToPed;
[compound fracture, internal bleeding, -5 Str until
healed, **-1/25 Str permanently**)

41-50 **Target killed instantly**; ruptured aorta

51+ **Target killed instantly**; ruptured aorta

42

Upper Side

3426 - 3455

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice count reset; held items dropped; broken ribs; 30% internal bleeding; -2 Str until healed

26-30 3 extra damage dice count reset; held items dropped; broken ribs; 50% internal bleeding; -3 Str until healed; **-0/75 Str permanently**)

31-40 3 extra damage dice; **automatically ToPed**; internal bleeding, broken ribs, -5 Str until healed, **-1/25 Str permanently**)

41-50 4 extra damage dice; **automatically ToPed**; internal bleeding, broken ribs, -6 Str until healed, **-1/50 Str permanently**)

51+ **Target killed instantly**; body cavity crushed

Upper Back

3456 - 3485

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items dropped

16-20 2 extra damage dice; count reset; held items dropped; muscle tear; -2 Str until healed

21-25 3 extra damage dice; count reset; held items dropped; muscle tear; -3 Str until healed

26-30 3 extra damage dice; automatically ToPed; [broken bone, 30% chance of internal bleeding, -3 Str until healed, **-0/75 Str permanently**]

31-40 4 extra damage dice; automatically ToPed [broken bones; internal bleeding, -6 Str until healed; **-1/50 Str permanently**]

41-50 **Target killed instantly**; ruptured aorta

51+ **Target killed instantly**; ruptured aorta

Upper Middle Back

3486 - 3500

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items dropped

16-20 2 extra damage dice; count reset; held items dropped; muscle tear; -2 Str until healed

21-25 3 extra damage dice; count reset; held items dropped; muscle tear; -3 Str until healed

26-30 3 extra damage dice; automatically ToPed; [broken bone, 30% chance of internal bleeding, -3 Str until healed, **-0/75 Str permanently**]

31-40 4 extra damage dice; automatically ToPed [broken bones; internal bleeding, -6 Str until healed; **-1/50 Str permanently**]

41-50 **Target killed instantly**; ruptured aorta

51+ **Target killed instantly**; ruptured aorta

45

Armpit

3501 - 3820

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped; -2 Atk (if primary side) or -2 Def (if secondary); -2 Str [all until healed]

26-30 3 extra damage dice; count reset; held items dropped; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; **-0/50 Str permanently**

31-40 3 extra damage dice; automatically ToPed; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; **-1 Atk or Def & -0/75 Str permanently**]

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -4 Str; -2 Dex; **-1 Atk or Def, -0/50 Dex & -1/00 Str permanently**]

51+ **Target killed instantly**; body cavity crushed

Upper Outer Arm

3821 - 4300

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]

31-40 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; **permanent -1 Atk (if primary else -1 Def), -0/75 Str**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def) and -1/00 Str**

51+ 4 extra damage dice; automatically ToPed; **Arm Mangled and Useless**

Upper Inner Arm

4301 - 4492

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]







31-40 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; **permanent -1 Atk (if primary else -1 Def), -0/75 Str**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def) and -1/00 Str**

51+ 4 extra damage dice; automatically ToPed; **Arm Mangled and Useless**

Elbow

4493 - 4588

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- 1-10** no additional effect
- 11-15** 1 extra damage die
- 16-20** 2 extra damage dice; count reset; held items dropped
- 21-25** 2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]
- 26-30** 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed]
- 31-40** 3 extra damage dice; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; *permanent -1 Atk (if primary else -1 Def)*
- 41-50** 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -2 Str [all until healed]; *permanent -1 Atk & +1 Speed (or -1 Def)*
- 51+** 4 extra damage dice; automatically ToPed; **Elbow & below Mangled and Useless**

Inner Joint

4589 ~ 4684

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]

31-40 2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed]

41-50 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def)**

51+ 4 extra damage dice; automatically ToPed; **Elbow & below Mangled and Useless**

Back of Forearm

4685 - 5308

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped -2 Atk (if primary side);

31-40 3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; *permanent -1 Atk*

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; *permanent -1 Atk*

51+ 4 extra damage dice; automatically ToPed; **Mangled and Hand Useless**

Inner Forearm

5309 - 5836

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped -2 Atk (if primary side);

31-40 3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; *permanent -1 Atk*

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; *permanent -1 Atk*

51+ 4 extra damage dice; automatically ToPed; **Mangled and Hand Useless**

Back of Wrist

5857-5908

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side); **permanent -1 Atk (if primary)**

31-40 3 extra damage dice; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; **permanent -1 Atk & +1 Speed (if primary)**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; **permanent -2 Atk & +2 Speed (if primary)**

51+ 4 extra damage dice; automatically ToPed; **Mangled and Hand Useless**

Front of Wrist

5909-5980

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side); **permanent -1 Atk (if primary)**

31-40 3 extra damage dice; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; **permanent -1 Atk & +1 Speed (if primary)**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; **permanent -2 Atk & +2 Speed (if primary)**

51+ 4 extra damage dice; automatically ToPed; **Mangled and Hand Useless**

Back of Hand

5981, 6052

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped; -2 Atk

31-40 3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side)]; **permanent -1 Atk (if primary)**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -4 Atk & +2 Speed (if primary side)]; [all until healed]; **permanent -1 Atk & +1 Speed (if primary)**

51+ 4 extra damage dice; automatically ToPed; **Mangled and Hand Useless**

Palm

6053 - 6076

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped; -2 Atk

31-40 3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side)]; **permanent -1 Atk (if primary)**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -4 Atk & +2 Speed (if primary side)]; [all until healed]; **permanent -1 Atk & +1 Speed (if primary)**

51+ 4 extra damage dice; automatically ToPed; **Mangled and Hand Useless**

Finger(s)

6077 - 6220

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped if ToP check failed

26-30 2 extra damage dice; count reset; held items dropped

31-40 2 extra damage dice; count reset; held items dropped; -2 Atk

41-50 3 extra damage dice; [muscle tear; -2 Atk & +1 Speed (if primary side);

51+ 3 extra damage dice; **Finger Mangled**

Side of Shoulder

6221 - 7180

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; **permanent -1 Str**

31-40 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; **permanent -1 Atk (if primary else -1 Def), -1/50 Str**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def) and -2/00 Str**

51+ 4 extra damage dice; automatically ToPed; **Arm Mangled and Useless**

Top of Shoulder

7181 - 9100

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; **permanent -1 Str**




31-40 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; **permanent -1 Atk (if primary else -1 Def), -1/50 Str**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def) and -2/00 Str**

51+ 4 extra damage dice; automatically ToPed; **Arm Mangled and Useless**

Front of Neck



9701 9721

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- 1-10** 2 extra damage dice; -1 Atk & Def; count reset; held items dropped
- 11-15** 2 extra damage dice; -2 Atk & Def; count reset; held items dropped
- 16-20** 3 extra damage dice; -3 Atk & Def; count reset; held items dropped
- 21-25** 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)
- 26-30** 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)
- 31-40** **Target killed instantly**
- 41-50** **Target killed instantly**
- 51+** **Target killed instantly**

60

Back of Neck



9122/9142

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- 1-10** 2 extra damage dice; -1 Atk & Def; count reset; held items dropped
- 11-15** 2 extra damage dice; -2 Atk & Def; count reset; held items dropped
- 16-20** 3 extra damage dice; -3 Atk & Def; count reset; held items dropped
- 21-25** 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)
- 26-30** 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)
- 31-40** **Target killed instantly**
- 41-50** **Target killed instantly**
- 51+** **Target killed instantly**

61

Side of Neck







9143 - 9373

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- 1-10** 2 extra damage dice; -1 Atk & Def; count reset; held items dropped
- 11-15** 2 extra damage dice; -2 Atk & Def; count reset; held items dropped
- 16-20** 3 extra damage dice; -3 Atk & Def; count reset; held items dropped
- 21-25** 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)
- 26-30** 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)
- 31-40** **Target killed instantly**
- 41-50** **Target killed instantly**
- 51+** **Target killed instantly**

62

Side of Head

937A - 9653

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- 1-10** 2 extra damage dice; -1 Atk & Def; count reset; held items dropped
- 11-15** 2 extra damage dice; -2 Atk & Def; count reset; held items dropped
- 16-20** 3 extra damage dice; -3 Atk & Def; count reset; held items dropped
- 21-25** 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)
- 26-30** 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)
- 31-40** **Target killed instantly**
- 41-50** **Target killed instantly**
- 51+** **Target killed instantly**

63

Lower Back of Head

9654 - 9688

1-10

2 extra damage dice; -1 Atk & Def; count reset; held items dropped

11-15

2 extra damage dice; -2 Atk & Def; count reset; held items dropped

16-20

3 extra damage dice; -3 Atk & Def; count reset; held items dropped

21-25

3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)

26-30

4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)

31-40

Target killed instantly

41-50

Target killed instantly

51+

Target killed instantly

64

Lower Side of Face

9689 - 9768

1-10 2 extra damage dice; -1 Atk & Def; count reset; held items dropped

11-15 2 extra damage dice; -2 Atk & Def; count reset; held items dropped

16-20 3 extra damage dice; -3 Atk & Def; count reset; held items dropped

21-25 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed); *permanent -1 Looks*

26-30 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); *permanent -2 Looks*

31-40 **Target killed instantly**

41-50 **Target killed instantly**

51+ **Target killed instantly**

65

Lower Center of Face

9769 - 9788

1-10 **2 extra damage dice; -1 Atk & Def; count reset; held items dropped**

11-15 **2 extra damage dice; -2 Atk & Def; count reset; held items dropped**

16-20 **3 extra damage dice; -3 Atk & Def; count reset; held items dropped**

21-25 **3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed); *permanent -1 Looks***

26-30 **4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); *permanent -2 Looks***

31-40 **Target killed instantly**

41-50 **Target killed instantly**

51+ **Target killed instantly**

Upper Back of Head

9789 - 9823

- 1-10 **2 extra damage dice; -1 Atk & Def; count reset; held items dropped**
- 11-15 **2 extra damage dice; -2 Atk & Def; count reset; held items dropped**
- 16-20 **3 extra damage dice; -3 Atk & Def; count reset; held items dropped**
- 21-25 **3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)**
- 26-30 **4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)**
- 31-40 **Target killed instantly**
- 41-50 **Target killed instantly**
- 51+ **Target killed instantly**

Upper Side of Face

9824 - 9903

1-10 2 extra damage dice; -1 Atk & Def; count reset; held items dropped

11-15 2 extra damage dice; -2 Atk & Def; count reset; held items dropped

16-20 3 extra damage dice; -3 Atk & Def; count reset; held items dropped; **permanent -1 Looks**

21-25 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed); **permanent -2 Looks**

26-30 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); **permanent -3 Looks**

31-40 **Target killed instantly**

41-50 **Target killed instantly**

51+ **Target killed instantly**

68

Upper Center of Face

9904 - 9923

1-10 2 extra damage dice; -1 Atk & Def; count reset; held items dropped

11-15 2 extra damage dice; -2 Atk & Def; count reset; held items dropped

16-20 3 extra damage dice; -3 Atk & Def; count reset; held items dropped; **permanent -1 Looks**

21-25 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed); **permanent -2 Looks**

26-30 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); **permanent -4 Looks**




31-40 **Target killed instantly**

41-50 **Target killed instantly**

51+ **Target killed instantly**

Top of Head

9924 - 10000

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- 1-10** 2 extra damage dice; -1 Atk & Def; count reset; held items dropped
- 11-15** 2 extra damage dice; -2 Atk & Def; count reset; held items dropped
- 16-20** 3 extra damage dice; -3 Atk & Def; count reset; held items dropped
- 21-25** 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)
- 26-30** 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)
- 31-40** **Target killed instantly**
- 41-50** **Target killed instantly**
- 51+** **Target killed instantly**

70

Top of Foot

1-100

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minutes

26-30 **2 extra damage dice**; muscle tear; movement penalty (- 50% for 1d12p hours, -25% until healed)

31-40 **3 extra damage dice**; torn ligament; movement penalty (- 75% for 6 hours, -50% until healed)

41-50 **4 extra damage dice**; automatically ToPed; compound fracture; movement penalty (-75% for 1day, -50% until healed), **permanent limp**

51+ **4 extra damage dice**; automatically ToPed; shattered bone; severe bleeding; movement penalty (-75% for 1day, - 50% until healed), **permanent limp**

Heel

101 - 104

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minutes

26-30 **2 extra damage dice**; muscle tear; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)

31-40 **3 extra damage dice**; torn ligament; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed)

41-50 **4 extra damage dice; automatically ToPed**; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), **permanent limp & -1 ATK penalty**

51+ **4 extra damage dice; automatically ToPed**; shattered bone; severe bleeding; -3 Attack penalty; -2 Dexterity penalty; immobile, **permanent limp, -1 ATK & DEF penalty**

72

Toe(s)

105 - 136

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minutes

26-30 **2 extra damage dice**; muscle tear; movement penalty (- 50% for 1d12p hours, -25% until healed)

31-40 **3 extra damage dice**; torn ligament; movement penalty (- 75% for 6 hours, -50% until healed)

41-50 **3 extra damage dice**; broken bone; movement penalty (- 75% for 6 hours, -50% until healed)

51+ **3 extra damage dice**; broken bone; severe bleeding; movement penalty (-75% for 6 hours, -50% until healed)

Arch of Foot

137-140

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minutes

26-30 **2 extra damage dice**; muscle tear; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)

31-40 **3 extra damage dice**; torn ligament; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed)

41-50 **4 extra damage dice**; automatically ToPed; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), **permanent limp & -1 ATK penalty**

51+ **4 extra damage dice**; automatically ToPed; shattered bone; severe bleeding; -3 Attack penalty; -2 Dexterity penalty; immobile, **permanent limp, -1 ATK & DEF penalty**

Inner Ankle

141 - 170

1-10 no additional effect

11-15 movement penalty -50% for 1 minute

16-20 **1 extra damage die**; movement penalty -50% for 5 minutes; count reset

21-25 **2 extra damage dice**; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense

26-30 **2 extra damage dice**; movement penalty (50% until healed); count reset; held items dropped; -3 Defense

31-40 **3 extra damage dice**; torn ligament; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; -1 Defense, -/25 Str

41-50 **4 extra damage dice**; automatically ToPed; [compound fracture; immobile; **permanent limp**, - 2 Defense, -0/75 Str

51+ **4 extra damage dice**; automatically ToPed; shattered bone; torn ligaments or tendon; severe bleeding; immobile; **permanent limp**, -1 ATK penalty, - 2 Defense

75

Outer Ankle

171 - 200

1-10 no additional effect

11-15 movement penalty -50% for 1 minute

16-20 **1 extra damage die**; movement penalty -50% for 5 minutes; count reset

21-25 **2 extra damage dice**; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense

26-30 **2 extra damage dice**; movement penalty (50% until healed); count reset; held items dropped; -3 Defense

31-40 **3 extra damage dice**; torn ligament; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; -1 Defense, -/25 Str

41-50 **4 extra damage dice**; automatically ToPed; [compound fracture; immobile; **permanent limp**, - 2 Defense, -0/75 Str

51+ **4 extra damage dice**; automatically ToPed; multiple fracture, torn ligaments/tendons; severe bleeding; immobile; **permanent limp**, - 2 Defense

Achilles Ankle

201 - 220

1-10 no additional effect

11-15 movement penalty -50% for 1 minute

16-20 **1 extra damage die**; movement penalty -50% for 5 minutes; count reset

21-25 **2 extra damage dice**; movement penalty -50% for 5 minute

26-30 **2 extra damage dice**; movement penalty (50% until healed); count reset; held items dropped; -3 Defense

31-40 **3 extra damage dice**; torn ligament; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; -1 Defense, -/25 Str

41-50 **4 extra damage dice**; automatically ToPed; [compound fracture; immobile; **permanent limp**, - 2 Defense, -0/75 Str

51+ **4 extra damage dice**; automatically ToPed; multiple fracture, torn ligaments/tendons; severe bleeding; immobile; **permanent limp**, - 2 Defense

Shin

221 - 964

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minute

26-30 **2 extra damage dice**; count reset; held items dropped; -2 Defense

31-40 **3 extra damage dice**; count reset; held items dropped; torn ligament; -4 Defense penalty; movement penalty (-75% until healed)

41-50 **3 extra damage dice**; automatically ToPed; compound fracture; immobile

51+ **4 extra damage dice**; automatically ToPed; **Leg Severed**; severe bleeding; immobile; **Peg Leg** proficiency required to regain movement

78

Calf

965 - 1001

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minute

26-30 **2 extra damage dice**; count reset; held items dropped; muscle tear, -1 Defense







31-40 **3 extra damage dice**; count reset; held items dropped; broken bone and muscle tear -4 Defense penalty; movement penalty (-75% until healed)

41-50 **3 extra damage dice**; automatically ToPed; compound fracture; immobile

51+ **4 extra damage dice**; automatically ToPed; **Leg Severed**; severe bleeding; immobile; **Peg Leg** proficiency required to regain movement

Knee

1007 - 1118

- 
- 
- 1-10** no additional effect
- 11-15** 1 extra damage die
- 16-20** 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped
- 21-25** 2 extra damage dice; -2 Def penalty; movement penalty (- 50% for 6 hours, -25% until healed); count reset; held items dropped;
- 
- 
- 26-30** 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty
- 31-40** 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty; **permanent -1 Def penalty**
- 41-50** 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; **permanent limp, & -2 Def**
- 51+** 4 extra damage dice; automatically ToPed; **Leg Severed**, immobile; Peg Leg proficiency required to regain movement
- 
- 

Back of Knee

1119-1132

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty

31-40 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty

41-50 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; permanent limp, & -1 Def

51+ 4 extra damage dice; automatically ToPed; **Leg Severed**, severe bleeding; immobile; Peg Leg proficiency required to regain movement



Hamstring

1133 - 1216



1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty

31-40 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty

41-50 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; permanent limp, & -1 Def

51+ 4 extra damage dice; automatically ToPed; compound fracture, severe bleeding; immobile; permanent limp, & - 1 ATK & -1 DEF



Thigh

1217 - 2000

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty







31-40 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty

41-50 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; permanent limp, & -1 Def

51+ 4 extra damage dice; automatically ToPed; compound fracture, severe bleeding; immobile; permanent limp, & -1 ATK & -1 DEF

Hip

2001 - 2530

- 
- 
- 1-10** no additional effect
- 11-15** 1 extra damage die
- 16-20** 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped
- 21-25** 2 extra damage dice; -2 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
- 
- 
- 26-30** 3 extra damage dice; count reset; held items dropped; torn ligament; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty
- 31-40** 3 extra damage dice; automatically ToPed; [broken bone; [immobile); -3 Def penalty]
- 41-50** 4 extra damage dice; automatically ToPed; compound fracture, immobile; **permanent limp, & -1 ATK & -1 DEF**
- 51+** 4 extra damage dice; automatically ToPed; compound fracture, severe bleeding; immobile; **permanent limp, & -1 ATK & -2 DEF**
- 
- 



Groin (Male Only)

2331 - 2405



1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -2 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty]

31-40 4 extra damage dice; automatically ToPed; [severe bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]

41-50 4 extra damage dice; automatically ToPed; [severe bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]

51+ 4 extra damage dice; automatically ToPed; [sterilized; severe bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]



Buttock

2406 - 2435

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped

26-30 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty

31-40 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty

41-50 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; permanent limp, & -1 Def

51+ 4 extra damage dice; automatically ToPed; compound fracture, severe bleeding; immobile; permanent limp, & -1 DEF

Lower Abdomen

2436 - 2570

- 
- 
- 1-10 1 extra damage die
- 11-15 2 extra damage dice; count reset; held items dropped
- 16-20 2 extra damage dice; -2 Str until healed
- 21-25 3 extra damage dice; automatically ToPed; [muscle tear, severe bleeding, -2 Str until healed
- 
- 
- 26-30 3 extra damage dice; automatically ToPed; [muscle tear, severe bleeding, -3 Str until healed - *permanent loss of 0.50 Con*]
- 31-40 4 extra damage dice; automatically ToPed; severe bleeding; *permanent -1 Con*
- 41-50 **Target killed instantly**; gutted and internal organs spill out
- 51+ **Target killed instantly**; gutted and internal organs spill out
- 
- 

Lower Side

2571 - 3020

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; -2 Str until healed

26-30 3 extra damage dice; automatically ToPed; [muscle tear, severe bleeding, -2 Str until healed

31-40 3 extra damage dice; automatically ToPed; [muscle tear, severe bleeding, -3 Str until healed - *permanent loss of 0.50 Con*]

41-50 4 extra damage dice; automatically ToPed; severe bleeding; *permanent -1 Con*

51+ **Target killed instantly**; gutted and internal organs spill out

Upper Abdomen

3021 - 3110

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items
Dropped

16-20 2 extra damage dice; -2 Str until healed

21-25 3 extra damage dice; automatically ToPed; [muscle
tear, severe bleeding, -2 Str until healed

26-30 3 extra damage dice; automatically ToPed; [muscle
tear, severe bleeding, -3 Str until healed -
permanent loss of 0.50 Con]

31-40 4 extra damage dice; automatically ToPed; severe
bleeding; *permanent -1 Con*

41-50 **Target killed instantly**; gutted and internal organs
spill out

51+ **Target killed instantly**; gutted and internal organs
spill out

Small of Back

3111 - 3125

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items
Dropped

16-20 2 extra damage dice; count reset; held items
dropped;

21-25 3 extra damage dice; count reset; held items
dropped; torn muscle and 65% chance of internal
bleeding; -2 Str until healed

26-30 3 extra damage dice; automatically ToPed; [torn
muscle, severe bleeding, -3 Str until healed -
permanent loss of 0.75 Strength]

31-40 4 extra damage dice; automatically ToPed; [broken
bone (vertebrae), paralyzed until healed (*85%
chance of it being permanent*)]

41-50 **Target killed instantly**; severed spine

51+ **Target killed instantly**; severed spine

Lower Back

3126 - 3155

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items
Dropped

16-20 2 extra damage dice; count reset; held items
dropped;

21-25 3 extra damage dice; count reset; held items
dropped; torn muscle; -3 Str until healed

26-30 3 extra damage dice; automatically ToPed; [broken
bone (vertebrae), paralyzed until healed (**65%
chance of it being permanent**)]

31-40 4 extra damage dice; automatically ToPed; [broken
bone (vertebrae), paralyzed until healed (**85%
chance of it being permanent**)]

41-50 **Target killed instantly**; severed spine

51+ **Target killed instantly**; severed spine

Chest

3156 - 3425

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items
Dropped

16-20 2 extra damage dice; count reset; held items
dropped; broken bone; -2 Str until healed

21-25 3 extra damage dice; count reset; held items
dropped; broken bone; -3 Str until healed

26-30 3 extra damage dice; automatically ToPed; [broken
bone, 75% chance of internal bleeding, -3 Str until
healed, **-0/75 Str permanently**]

31-40 4 extra damage dice; automatically ToPed;
[compound fracture, severe bleeding, -5 Str until
healed, **-1/25 Str permanently**]

41-50 **Target killed instantly;** ruptured aorta

51+ **Target killed instantly;** ruptured aorta

92

Upper Side

3426 - 3455

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice count reset; held items dropped; broken ribs; -2 Str until healed

26-30 3 extra damage dice count reset; held items dropped; broken ribs; severe bleeding; -3 Str until healed; **-0/75 Str permanently**)

31-40 3 extra damage dice; automatically ToPed; severe bleeding, broken ribs, -5 Str until healed, **-1/25 Str permanently**)

41-50 4 extra damage dice; automatically ToPed; severe bleeding, broken ribs, -6 Str until healed, **-1/50 Str permanently**)

51+ **Target killed instantly**; pulmonary artery ruptured

Upper Back

3456 - 3485

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items dropped

16-20 2 extra damage dice; count reset; held items dropped; muscle tear; -2 Str until healed

21-25 3 extra damage dice; count reset; held items dropped; muscle tear; -3 Str until healed

26-30 3 extra damage dice; automatically ToPed; [torn ligament, -3 Str until healed, **-0/75 Str permanently**]

31-40 4 extra damage dice; automatically ToPed [broken bones; severe bleeding, -6 Str until healed; **-1/50 Str permanently**]

41-50 **Target killed instantly**; ruptured aorta

51+ **Target killed instantly**; ruptured aorta

Upper Middle Back

3486 - 3500

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items dropped

16-20 2 extra damage dice; count reset; held items dropped; muscle tear; -2 Str until healed

21-25 3 extra damage dice; count reset; held items dropped; muscle tear; -3 Str until healed

26-30 3 extra damage dice; automatically ToPed; [torn ligament, -3 Str until healed, **-0/75 Str permanently**]

31-40 4 extra damage dice; automatically ToPed [broken bones; severe bleeding, -6 Str until healed; **-1/50 Str permanently**]

41-50 **Target killed instantly**; ruptured aorta

51+ **Target killed instantly**; ruptured aorta

95

Armpit

3501 - 3820

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped; -2 Atk (if primary side) or -2 Def (if secondary); -2 Str [all until healed]

26-30 3 extra damage dice; count reset; held items dropped; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; **-0/50 Str permanently**

31-40 3 extra damage dice; automatically ToPed; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; **-1 Atk or Def & -0/75 Str permanently**]

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -4 Str; -2 Dex; **-1 Atk or Def, -0/50 Dex & -1/00 Str permanently**]

51+ 4 extra damage dice; automatically ToPed; [torn ligaments; severe bleeding; -3 Atk (if primary side) or -3 Def (if secondary); -4 Str; -2 Dex; **-1 Atk or Def, -0/50 Dex & -1/50 Str permanently**]



Upper Outer Arm

3821 - 4300



1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]

31-40 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; **permanent -1 Atk (if primary else -1 Def), -0/75 Str**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def) and -1/00 Str**

51+ 4 extra damage dice; automatically ToPed; **Arm Severed**





Upper Inner Arm

4301 - 4492



1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]

31-40 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; **permanent -1 Atk (if primary else -1 Def), -0/75 Str**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def) and -1/00 Str**

51+ 4 extra damage dice; automatically ToPed; **Arm Severed**; severe bleeding



Elbow

4493 - 4588

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed]

31-40 3 extra damage dice; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; **permanent -1 Atk (if primary else -1 Def)**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -2 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def)**

51+ 4 extra damage dice; automatically ToPed; **Arm Severed at elbow**; severe bleeding

Inner Joint

4589-4684

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]

31-40 2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed]

41-50 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def)**

51+ 4 extra damage dice; automatically ToPed; **Arm Severed at elbow**; severe bleeding

100

Back of Forearm

4685 - 5308

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped -2 Atk (if primary side);

31-40 3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; *permanent -1 Atk*

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; *permanent -1 Atk*

51+ 4 extra damage dice; automatically ToPed; **Arm Severed below elbow**; severe bleeding



Inner Forearm

5309 - 5836



1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped -2 Atk (if primary side);

31-40 3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; *permanent -1 Atk*

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; *permanent -1 Atk*

51+ 4 extra damage dice; automatically ToPed; **Arm Severed below elbow**; severe bleeding



102



Back of Wrist

5857-5908

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side); **permanent -1 Atk (if primary)**

31-40 3 extra damage dice; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; **permanent -1 Atk & +1 Speed (if primary)**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; **permanent -2 Atk & +2 Speed (if primary)**

51+ 4 extra damage dice; automatically ToPed; **Arm Severed at wrist**; severe bleeding

103

Front of Wrist

5909-5980

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side); **permanent -1 Atk (if primary)**

31-40 3 extra damage dice; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; **permanent -1 Atk & +1 Speed (if primary)**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; **permanent -2 Atk & +2 Speed (if primary)**

51+ 4 extra damage dice; automatically ToPed; **Arm Severed at wrist**; severe bleeding

Back of Hand

5981, 6052

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped; -2 Atk

31-40 3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side)]; **permanent -1 Atk (if primary)**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -4 Atk & +2 Speed (if primary side)]; [all until healed]; **permanent -1 Atk & +1 Speed (if primary)**

51+ 4 extra damage dice; automatically ToPed; **Hand Severed**; severe bleeding

105

Palm

6055 - 6076

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped; -2 Atk

31-40 3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side)]; **permanent -1 Atk (if primary)**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -4 Atk & +2 Speed (if primary side)]; [all until healed]; **permanent -1 Atk & +1 Speed (if primary)**

51+ 4 extra damage dice; automatically ToPed; **Hand Severed**; severe bleeding

106

Finger(s)

6077 - 6220

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped if ToP check failed

26-30 2 extra damage dice; count reset; held items dropped

31-40 2 extra damage dice; count reset; held items dropped; -2 Atk

41-50 3 extra damage dice; [muscle tear; -2 Atk & +1 Speed (if primary side);

51+ 3 extra damage dice; **Finger Severed**



Side of Shoulder

6221 - 7180



1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; **permanent -1 Str**

31-40 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; **permanent -1 Atk (if primary else -1 Def), -1/50 Str**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def) and -2/00 Str**

51+ 4 extra damage dice; automatically ToPed; **Arm lopped off at shoulder**; severe bleeding





Top of Shoulder

7181 - 9100



1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; **permanent -1 Str**

31-40 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; **permanent -1 Atk (if primary else -1 Def), -1/50 Str**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def) and -2/00 Str**



51+ 4 extra damage dice; automatically ToPed; **Arm lopped off at shoulder**; severe bleeding



Front of Neck

9101-9121

- 
- 
- 1-10 **2 extra damage dice; -1 Atk & Def; count reset; held items dropped**
- 11-15 **2 extra damage dice; -2 Atk & Def; count reset; held items dropped**
- 16-20 **3 extra damage dice; -3 Atk & Def; count reset; held items dropped**
- 21-25 **3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)**



26-30 **4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)**

31-40 **Target killed instantly**

41-50 **Target killed instantly**







51+ **Target killed instantly**

110

Back of Neck

9122/9142

- 
- 
- 1-10 **2 extra damage dice; -1 Atk & Def; count reset; held items dropped**
- 11-15 **2 extra damage dice; -2 Atk & Def; count reset; held items dropped**
- 16-20 **3 extra damage dice; -3 Atk & Def; count reset; held items dropped**
- 21-25 **3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)**



26-30 **4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)**

31-40 **Target killed instantly**

41-50 **Target killed instantly**





51+ **Target killed instantly**

111

Side of Neck

9143 - 9373

- 
- 
- 1-10 2 extra damage dice; -1 Atk & Def; count reset; held items dropped
- 11-15 2 extra damage dice; -2 Atk & Def; count reset; held items dropped
- 16-20 3 extra damage dice; -3 Atk & Def; count reset; held items dropped
- 21-25 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)



26-30 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)

31-40 **Target killed instantly**

41-50 **Target killed instantly**





51+ **Target killed instantly**

112

Side of Head

937A - 9653

- 
- 
- 1-10 **2 extra damage dice; -1 Atk & Def; count reset; held items dropped**
- 11-15 **2 extra damage dice; -2 Atk & Def; count reset; held items dropped**
- 16-20 **3 extra damage dice; -3 Atk & Def; count reset; held items dropped**
- 21-25 **3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)**



26-30 **4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)**

31-40 **Target killed instantly**

41-50 **Target killed instantly**

51+ **Target killed instantly**

113

Lower Back of Head

9654 - 9688

- 1-10 **2 extra damage dice; -1 Atk & Def; count reset; held items dropped**
- 11-15 **2 extra damage dice; -2 Atk & Def; count reset; held items dropped**
- 16-20 **3 extra damage dice; -3 Atk & Def; count reset; held items dropped**
- 21-25 **3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)**
- 26-30 **4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)**
- 31-40 **Target killed instantly**
- 41-50 **Target killed instantly**
- 51+ **Target killed instantly**



Lower Side of Face

9689 - 9768



1-10 2 extra damage dice; -1 Atk & Def; count reset; held items dropped

11-15 2 extra damage dice; -2 Atk & Def; count reset; held items dropped

16-20 3 extra damage dice; -3 Atk & Def; count reset; held items dropped

21-25 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed); *permanent -1 Looks*



26-30 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); *permanent -2 Looks*



31-40 **Target killed instantly**

41-50 **Target killed instantly**

51+ **Target killed instantly**



115





Lower Center of Face

9769 - 9788



1-10 **2 extra damage dice; -1 Atk & Def; count reset; held items dropped**

11-15 **2 extra damage dice; -2 Atk & Def; count reset; held items dropped**

16-20 **3 extra damage dice; -3 Atk & Def; count reset; held items dropped**

21-25 **3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed); *permanent -1 Looks***



26-30 **4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); *permanent -2 Looks***



31-40 **Target killed instantly**

41-50 **Target killed instantly**

51+ **Target killed instantly**



Upper Back of Head

9789 - 9823

- 1-10 2 extra damage dice; -1 Atk & Def; count reset; held items dropped
- 11-15 2 extra damage dice; -2 Atk & Def; count reset; held items dropped
- 16-20 3 extra damage dice; -3 Atk & Def; count reset; held items dropped
- 21-25 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)

26-30 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)

31-40 **Target killed instantly**

41-50 **Target killed instantly**

51+ **Target killed instantly**



Upper Side of Face

9824 - 9903



1-10 2 extra damage dice; -1 Atk & Def; count reset; held items dropped

11-15 2 extra damage dice; -2 Atk & Def; count reset; held items dropped

16-20 3 extra damage dice; -3 Atk & Def; count reset; held items dropped; **permanent -1 Looks**

21-25 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed); **permanent -2 Looks**



26-30 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); **permanent -3 Looks**



31-40 **Target killed instantly**

41-50 **Target killed instantly**

51+ **Target killed instantly**





Upper Center of Face

9904 - 9923



1-10 2 extra damage dice; -1 Atk & Def; count reset; held items dropped

11-15 2 extra damage dice; -2 Atk & Def; count reset; held items dropped

16-20 3 extra damage dice; -3 Atk & Def; count reset; held items dropped; **permanent -1 Looks**

21-25 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed); **permanent -2 Looks**



26-30 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); **permanent -4 Looks**



31-40 **Target killed instantly**

41-50 **Target killed instantly**

51+ **Target killed instantly**





Top of Head

9924 - 10000



1-10 2 extra damage dice; -1 Atk & Def; count reset; held items dropped

11-15 2 extra damage dice; -2 Atk & Def; count reset; held items dropped

16-20 3 extra damage dice; -3 Atk & Def; count reset; held items dropped

21-25 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)



26-30 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)



31-40 Target killed instantly

41-50 Target killed instantly

51+ Target killed instantly



120



Top of Foot

1-100

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minutes

26-30 **2 extra damage dice**; broken bone; movement penalty (- 50% for 1d12p hours, -25% until healed)

31-40 **3 extra damage dice**; broken bone; movement penalty (- 75% for 6 hours, -50% until healed)

41-50 **4 extra damage dice**; **automatically ToPed**; compound fracture; movement penalty (-75% for 1day, -50% until healed), **permanent limp**

51+ **4 extra damage dice**; **automatically ToPed**; shattered bone; movement penalty (-75% for 1day, -50% until healed), **permanent limp**

121

Heel

101 - 104

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minutes

26-30 **2 extra damage dice**; broken bone; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)

31-40 **3 extra damage dice**; broken bone; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed), **permanent limp**

41-50 **4 extra damage dice**; automatically ToPed; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), **permanent limp & -1 ATK penalty**

51+ **4 extra damage dice**; automatically ToPed; shattered bone; -3 Attack penalty; -2 Dexterity penalty; immobile, **permanent limp, -1 ATK & DEF penalty**

122

Toe(s)

105 - 136

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minutes

26-30 **2 extra damage dice**; broken bone; movement penalty (- 50% for 1d12p hours, -25% until healed)

31-40 **3 extra damage dice**; broken bone; movement penalty (- 75% for 6 hours, -50% until healed)

41-50 **3 extra damage dice**; broken bone; movement penalty (- 75% for 6 hours, -50% until healed)

51+ **3 extra damage dice**; broken bone; movement penalty (- 75% for 6 hours, -50% until healed)

123

Arch of Foot

137-140

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minutes

26-30 **2 extra damage dice**; broken bone; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)

31-40 **3 extra damage dice**; broken bone; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed), **permanent limp**

41-50 **4 extra damage dice**; **automatically ToPed**; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), **permanent limp & -1 ATK penalty**

51+ **4 extra damage dice**; **automatically ToPed**; shattered bone; -3 Attack penalty; -2 Dexterity penalty; immobile, **permanent limp, -1 ATK & DEF penalty**

124

Inner Ankle

141 - 170

1-10 no additional effect

11-15 movement penalty -50% for 1 minute

16-20 **1 extra damage die**; movement penalty -50% for 5 minutes; count reset

21-25 **2 extra damage dice**; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense

26-30 **2 extra damage dice**; movement penalty (50% until healed); count reset; held items dropped; -3 Defense

31-40 **3 extra damage dice**; broken bone; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **permanent limp, -1 Defense, -/25 Str**

41-50 **4 extra damage dice**; automatically ToPed; [compound fracture; immobile; **permanent limp, -2 Defense, -0/75 Str**

51+ **4 extra damage dice**; automatically ToPed; shattered bone; torn ligaments or tendon; immobile; **permanent limp, -1 ATK penalty, -2 Defense**

125

Outer Ankle

171 - 200

1-10 no additional effect

11-15 movement penalty -50% for 1 minute

16-20 **1 extra damage die**; movement penalty -50% for 5 minutes; count reset

21-25 **2 extra damage dice**; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense

26-30 **2 extra damage dice**; movement penalty (50% until healed); count reset; held items dropped; -3 Defense

31-40 **3 extra damage dice**; broken bone; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; **permanent limp, -1 Defense, -/25 Str**

41-50 **4 extra damage dice; automatically ToPed**; [compound fracture; immobile; **permanent limp, - 2 Defense, -0/75 Str**

51+ **4 extra damage dice; automatically ToPed**; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 2 Defense**

126

Achilles Ankle

201 - 220

- | | |
|-------|---|
| 1-10 | no additional effect |
| 11-15 | movement penalty -50% for 1 minute |
| 16-20 | 1 extra damage die ; movement penalty -50% for 5 minutes; count reset |
| 21-25 | 2 extra damage dice ; movement penalty -50% for 5 minute |
| 26-30 | 2 extra damage dice ; movement penalty (50% until healed); count reset; held items dropped; -3 Defense |
| 31-40 | 3 extra damage dice ; broken bone; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; permanent limp, -1 Defense, -/25 Str |
| 41-50 | 4 extra damage dice; automatically ToPed ; [compound fracture; immobile; permanent limp, - 2 Defense, -0/75 Str |
| 51+ | 4 extra damage dice; automatically ToPed ; multiple fracture, torn ligaments/tendons; immobile; permanent limp, - 2 Defense |

Shin

221 - 964

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minute

26-30 **2 extra damage dice**; count reset; held items dropped; -2 Defense

31-40 **3 extra damage dice**; count reset; held items dropped; broken bone; -4 Defense penalty; movement penalty (-75% until healed)

41-50 **3 extra damage dice**; **automatically ToPed**; compound fracture; immobile

51+ **4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 1 Defense**

128

Calf

965 - 1001

1-10 no additional effect

11-15 no additional effect

16-20 **1 extra damage die**; movement penalty -50% for 1 minute

21-25 **2 extra damage dice**; movement penalty -50% for 5 minute

26-30 **2 extra damage dice**; count reset; held items dropped; muscle tear, -1 Defense

31-40 **3 extra damage dice**; count reset; held items dropped; broken bone and muscle tear -4 Defense penalty; movement penalty (-75% until healed)

41-50 **3 extra damage dice**; **automatically ToPed**; compound fracture; immobile

51+ **4 extra damage dice**; **automatically ToPed**; multiple fracture, torn ligaments/tendons; immobile; **permanent limp, - 1 Defense**

129

Knee

1007 - 1118

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -2 Def penalty; movement penalty (- 50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty

31-40 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty; **permanent -1 Def penalty**

41-50 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; **permanent limp, & -2 Def**

51+ 4 extra damage dice; automatically ToPed; multiple fracture, torn ligaments/tendons, immobile; **permanent limp, & -2 Def**

Back of Knee

1119-1132

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -2 Def penalty; movement penalty (- 50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty

31-40 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty

41-50 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; permanent limp, & -1 Def

51+ 4 extra damage dice; automatically ToPed; multiple fracture, torn ligaments/tendons, immobile; permanent limp, & -2 Def

131

Hamstring

1133 - 1216

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty

31-40 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty

41-50 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; permanent limp, & -1 Def

51+ 4 extra damage dice; automatically ToPed; compound fracture, immobile; permanent limp, & -- 1 ATK & -1 DEF

132

Thigh

1217 - 2000

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty

31-40 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty

41-50 4 extra damage dice; automatically ToPed;torn ligaments/ tendons, immobile; permanent limp, & -1 Def

51+ 4 extra damage dice; automatically ToPed; compound fracture, immobile; permanent limp, & -- 1 ATK & -1 DEF

133

Hip

2001 - 2530

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -2 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice; count reset; held items dropped; torn ligament; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty

31-40 3 extra damage dice; automatically ToPed; [broken bone; [immobile]; -3 Def penalty]

41-50 4 extra damage dice; automatically ToPed; compound fracture, immobile; permanent limp, & --1 ATK & -1 DEF

51+ 4 extra damage dice; automatically ToPed; compound fracture, immobile; permanent limp, & --1 ATK & -2 DEF

Groin (Male Only)

2331 - 2405

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; movement penalty -50% for 5 minutes; count reset; held items dropped

21-25 2 extra damage dice; -2 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30 3 extra damage dice automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty]

31-40 4 extra damage dice; automatically ToPed; [internal bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]

41-50 4 extra damage dice; automatically ToPed; [internal bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]

51+ 4 extra damage dice; automatically ToPed; [sterilized; internal bleeding; movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty]

Buttock

2406 - 2435

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped

26-30 3 extra damage dice; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty

31-40 3 extra damage dice; automatically ToPed; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty

41-50 4 extra damage dice; automatically ToPed; torn ligaments/ tendons, immobile; permanent limp, & -1 Def

51+ 4 extra damage dice; automatically ToPed; compound fracture, immobile; permanent limp, & -1 DEF

136

Lower Abdomen

2436 - 2570

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items dropped

16-20 2 extra damage dice; [50% chance for internal bleeding, -2 Str until healed

21-25 3 extra damage dice; automatically ToPed; [muscle tear, internal bleeding, -2 Str until healed

26-30 3 extra damage dice; automatically ToPed; [muscle tear, severe bleeding, -3 Str until healed - *permanent loss of 0.50 Con*]

31-40 4 extra damage dice; automatically ToPed; severe bleeding; *permanent -1 Con*

41-50 4 extra damage dice; automatically ToPed; severe bleeding; *permanent -2 Con*

51+ **Target killed instantly**; multiple organ failure

Lower Side

2571 - 3020

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; [50% chance for internal bleeding, -2 Str until healed

26-30 3 extra damage dice; automatically ToPed; [muscle tear, severe bleeding, -2 Str until healed

31-40 3 extra damage dice; automatically ToPed; [muscle tear, severe bleeding, -3 Str until healed - *permanent loss of 0.50 Con*]

41-50 4 extra damage dice; automatically ToPed; severe bleeding; *permanent -1 Con*

51+ 4 extra damage dice; automatically ToPed; internal Hemorrhaging; *permanent -2 Con*

138

Upper Abdomen

3021 - 3110

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items
Dropped

16-20 2 extra damage dice; [50% chance for internal
bleeding, -2 Str until healed

21-25 3 extra damage dice; automatically ToPed; [muscle
tear, internal bleeding, -2 Str until healed

26-30 3 extra damage dice; automatically ToPed; [muscle
tear, internal bleeding, -3 Str until healed -
permanent loss of 0.50 Con]

31-40 4 extra damage dice; automatically ToPed; internal
Hemorrhaging; *permanent -1 Con*

41-50 4 extra damage dice; automatically ToPed; internal
Hemorrhaging; *permanent -2 Con*

51+ **Target killed instantly**; multiple organ failure

139

Small of Back

3111 - 3125

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items
Dropped

16-20 2 extra damage dice; count reset; held items
dropped; 30% chance of internal bleeding

21-25 3 extra damage dice; count reset; held items
dropped; torn muscle and 65% chance of internal
bleeding; -2 Str until healed

26-30 3 extra damage dice; automatically ToPed; [torn
muscle, severe bleeding, -3 Str until healed -
permanent loss of 0.75 Strength]

31-40 4 extra damage dice; automatically ToPed; [broken
bone (vertebrae), paralyzed until healed (*85%
chance of it being permanent*)]

41-50 **Target killed instantly**; severed spine

51+ **Target killed instantly**; broken spine

140

Lower Back

3126 - 3155

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items
Dropped

16-20 2 extra damage dice; count reset; held items
dropped; 30% chance of internal bleeding

21-25 3 extra damage dice; count reset; held items
dropped; torn muscle and 65% chance of internal
bleeding; -3 Str until healed

26-30 3 extra damage dice; automatically ToPed; [broken
bone (vertebrae), paralyzed until healed (**65%**
chance of it being permanent)]

31-40 4 extra damage dice; automatically ToPed; [broken
bone (vertebrae), paralyzed until healed (**85%**
chance of it being permanent)]

41-50 **Target killed instantly**; severed spine

51+ **Target killed instantly**; broken spine

Chest

3156 - 3425

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items
Dropped

16-20 2 extra damage dice; count reset; held items
dropped; 30% chance of internal bleeding; broken
bone; -2 Str until healed

21-25 3 extra damage dice; count reset; held items
dropped; broken bone and 50% chance of internal
bleeding; -3 Str until healed

26-30 3 extra damage dice; automatically ToPed; [broken
bone, bruised lung, 75% chance of internal
bleeding, -3 Str until healed, **-0/75 Str
permanently**)

31-40 4 extra damage dice; automatically ToPed;
[compound fracture, severe bleeding, -5 Str until
healed, **-1/25 Str permanently**)

41-50 **Target killed instantly**; ruptured aorta

51+ **Target killed instantly**; ruptured aorta

142

Upper Side

3426 - 3455

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice count reset; held items dropped; broken ribs; 30% internal bleeding; -2 Str until healed

26-30 3 extra damage dice count reset; held items dropped; broken ribs; severe bleeding; -3 Str until healed; **-0/75 Str permanently**)

31-40 3 extra damage dice; **automatically ToPed**; severe bleeding, broken ribs, -5 Str until healed, **-1/25 Str permanently**)

41-50 4 extra damage dice; **automatically ToPed**; severe bleeding, broken ribs, -6 Str until healed, **-1/50 Str permanently**)

51+ **Target killed instantly**; body cavity crushed

143

Upper Back

3456 - 3485

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items dropped

16-20 2 extra damage dice; count reset; held items dropped; muscle tear; -2 Str until healed

21-25 3 extra damage dice; count reset; held items dropped; muscle tear; -3 Str until healed

26-30 3 extra damage dice; automatically ToPed; [torn ligament, -3 Str until healed, **-0/75 Str permanently**]

31-40 4 extra damage dice; automatically ToPed [broken bones; severe bleeding, -6 Str until healed; **-1/50 Str permanently**]

41-50 **Target killed instantly**; ruptured aorta

51+ **Target killed instantly**; ruptured aorta

Upper Middle Back

3486 - 3500

1-10 1 extra damage die

11-15 2 extra damage dice; count reset; held items dropped

16-20 2 extra damage dice; count reset; held items dropped; muscle tear; -2 Str until healed

21-25 3 extra damage dice; count reset; held items dropped; muscle tear; -3 Str until healed

26-30 3 extra damage dice; automatically ToPed; [torn ligament, -3 Str until healed, **-0/75 Str permanently**]

31-40 4 extra damage dice; automatically ToPed [broken bones; severe bleeding, -6 Str until healed; **-1/50 Str permanently**]

41-50 **Target killed instantly**; ruptured aorta

51+ **Target killed instantly**; ruptured aorta

145

Armpit

3501 - 3820

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped; -2 Atk (if primary side) or -2 Def (if secondary); -2 Str [all until healed]

26-30 3 extra damage dice; count reset; held items dropped; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; **-0/50 Str permanently**

31-40 3 extra damage dice; automatically ToPed; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; **-1 Atk or Def & -0/75 Str permanently**]

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -4 Str; -2 Dex; **-1 Atk or Def, -0/50 Dex & -1/00 Str permanently**]

51+ **Target killed instantly**; body cavity crushed

Upper Outer Arm

3821 - 4300

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]

31-40 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; **permanent -1 Atk (if primary else -1 Def), -0/75 Str**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def) and -1/00 Str**

51+ 4 extra damage dice; automatically ToPed; **Arm Mangled and Useless**

Upper Inner Arm

4301 - 4492

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]

31-40 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; **permanent -1 Atk (if primary else -1 Def), -0/75 Str**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def) and -1/00 Str**

51+ 4 extra damage dice; automatically ToPed; **Arm Mangled and Useless**

Elbow

4495 - 4588

- | | |
|-------|--|
| 1-10 | no additional effect |
| 11-15 | 1 extra damage die |
| 16-20 | 2 extra damage dice; count reset; held items dropped |
| 21-25 | 2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed] |
| 26-30 | 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed] |
| 31-40 | 3 extra damage dice; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; <i>permanent -1 Atk (if primary else -1 Def)</i> |
| 41-50 | 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -2 Str [all until healed]; <i>permanent -1 Atk & +1 Speed (or -1 Def)</i> |
| 51+ | 4 extra damage dice; automatically ToPed; Elbow & below Mangled and Useless |

149

Inner Joint

4589 ~ 4684

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]

31-40 2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed]

41-50 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def)**

51+ 4 extra damage dice; automatically ToPed; **Elbow & below Mangled and Useless**

150

Back of Forearm

4685 - 5308

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped -2 Atk (if primary side);

31-40 3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; *permanent -1 Atk*

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; *permanent -1 Atk*

51+ 4 extra damage dice; automatically ToPed; **Mangled and Hand Useless**

151

Inner Forearm

5309 - 5836

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped -2 Atk (if primary side);

31-40 3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; *permanent -1 Atk*

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; *permanent -1 Atk*

51+ 4 extra damage dice; automatically ToPed; **Mangled and Hand Useless**

152

Back of Wrist

5857-5908

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side); ***permanent -1 Atk (if primary)***

31-40 3 extra damage dice; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; ***permanent -1 Atk & +1 Speed (if primary)***

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; ***permanent -2 Atk & +2 Speed (if primary)***

51+ 4 extra damage dice; automatically ToPed; **Mangled and Hand Useless**

Front of Wrist

5909-5980

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & +1 Speed (if primary side); **permanent -1 Atk (if primary)**

31-40 3 extra damage dice; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; **permanent -1 Atk & +1 Speed (if primary)**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; **permanent -2 Atk & +2 Speed (if primary)**

51+ 4 extra damage dice; automatically ToPed; **Mangled and Hand Useless**

Back of Hand

5981 / 6052

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped; -2 Atk

31-40 3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side)]; **permanent -1 Atk (if primary)**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -4 Atk & +2 Speed (if primary side)]; [all until healed]; **permanent -1 Atk & +1 Speed (if primary)**

51+ 4 extra damage dice; automatically ToPed; **Mangled and Hand Useless**

155

Palm

6053 - 6076

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped

26-30 2 extra damage dice; count reset; held items dropped; -2 Atk

31-40 3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side)]; **permanent -1 Atk (if primary)**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -4 Atk & +2 Speed (if primary side)]; [all until healed]; **permanent -1 Atk & +1 Speed (if primary)**

51+ 4 extra damage dice; automatically ToPed; **Mangled and Hand Useless**

156

Finger(s)

6077 - 6220

1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

21-25 2 extra damage dice; count reset; held items dropped if ToP check failed

26-30 2 extra damage dice; count reset; held items dropped

31-40 2 extra damage dice; count reset; held items dropped; -2 Atk

41-50 3 extra damage dice; [muscle tear; -2 Atk & +1 Speed (if primary side);

51+ 3 extra damage dice; **Finger Mangled**

Side of Shoulder

6221 - 7180

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; **permanent -1 Str**

31-40 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; **permanent -1 Atk (if primary else -1 Def), -1/50 Str**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def) and -2/00 Str**

51+ 4 extra damage dice; automatically ToPed; **Arm Mangled and Useless**

Top of Shoulder

7181 - 9100

1-10 no additional effect

11-15 1 extra damage die

16-20 2 extra damage dice; count reset; held items dropped

21-25 2 extra damage dice; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]

26-30 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; **permanent -1 Str**

31-40 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; **permanent -1 Atk (if primary else -1 Def), -1/50 Str**

41-50 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; **permanent -1 Atk & +1 Speed (or -1 Def) and -2/00 Str**

51+ 4 extra damage dice; automatically ToPed; **Arm Mangled and Useless**

Front of Neck

9701-9721

- | | |
|-------|---|
| 1-10 | 2 extra damage dice; -1 Atk & Def; count reset; held items dropped |
| 11-15 | 2 extra damage dice; -2 Atk & Def; count reset; held items dropped |
| 16-20 | 3 extra damage dice; -3 Atk & Def; count reset; held items dropped |
| 21-25 | 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed) |
| 26-30 | 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed) |
| 31-40 | Target killed instantly |
| 41-50 | Target killed instantly |
| 51+ | Target killed instantly |

760

Back of Neck

9122/9142

- | | |
|-------|---|
| 1-10 | 2 extra damage dice; -1 Atk & Def; count reset; held items dropped |
| 11-15 | 2 extra damage dice; -2 Atk & Def; count reset; held items dropped |
| 16-20 | 3 extra damage dice; -3 Atk & Def; count reset; held items dropped |
| 21-25 | 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed) |
| 26-30 | 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed) |
| 31-40 | Target killed instantly |
| 41-50 | Target killed instantly |
| 51+ | Target killed instantly |

161

Side of Neck

9143 - 9373

- | | |
|-------|---|
| 1-10 | 2 extra damage dice; -1 Atk & Def; count reset; held items dropped |
| 11-15 | 2 extra damage dice; -2 Atk & Def; count reset; held items dropped |
| 16-20 | 3 extra damage dice; -3 Atk & Def; count reset; held items dropped |
| 21-25 | 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed) |
| 26-30 | 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed) |
| 31-40 | Target killed instantly |
| 41-50 | Target killed instantly |
| 51+ | Target killed instantly |

162

Side of Head

937A - 9653

- | | |
|-------|---|
| 1-10 | 2 extra damage dice; -1 Atk & Def; count reset; held items dropped |
| 11-15 | 2 extra damage dice; -2 Atk & Def; count reset; held items dropped |
| 16-20 | 3 extra damage dice; -3 Atk & Def; count reset; held items dropped |
| 21-25 | 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed) |
| 26-30 | 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed) |
| 31-40 | Target killed instantly |
| 41-50 | Target killed instantly |
| 51+ | Target killed instantly |

163

Lower Back of Head

9654 - 9688

- | | |
|-------|---|
| 1-10 | 2 extra damage dice; -1 Atk & Def; count reset; held items dropped |
| 11-15 | 2 extra damage dice; -2 Atk & Def; count reset; held items dropped |
| 16-20 | 3 extra damage dice; -3 Atk & Def; count reset; held items dropped |
| 21-25 | 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed) |
| 26-30 | 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed) |
| 31-40 | Target killed instantly |
| 41-50 | Target killed instantly |
| 51+ | Target killed instantly |

164

Lower Side of Face

9689 - 9768

- | | |
|-------|--|
| 1-10 | 2 extra damage dice; -1 Atk & Def; count reset; held items dropped |
| 11-15 | 2 extra damage dice; -2 Atk & Def; count reset; held items dropped |
| 16-20 | 3 extra damage dice; -3 Atk & Def; count reset; held items dropped |
| 21-25 | 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed); <i>permanent -1 Looks</i> |
| 26-30 | 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); <i>permanent -2 Looks</i> |
| 31-40 | Target killed instantly |
| 41-50 | Target killed instantly |
| 51+ | Target killed instantly |

165

Lower Center of Face

9769 - 9788

- 1-10 **2 extra damage dice; -1 Atk & Def; count reset; held items dropped**
- 11-15 **2 extra damage dice; -2 Atk & Def; count reset; held items dropped**
- 16-20 **3 extra damage dice; -3 Atk & Def; count reset; held items dropped**
- 21-25 **3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed); *permanent -1 Looks***
- 26-30 **4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); *permanent -2 Looks***
- 31-40 **Target killed instantly**
- 41-50 **Target killed instantly**
- 51+ **Target killed instantly**

166

Upper Back of Head

9789 - 9823

- | | |
|-------|---|
| 1-10 | 2 extra damage dice; -1 Atk & Def; count reset; held items dropped |
| 11-15 | 2 extra damage dice; -2 Atk & Def; count reset; held items dropped |
| 16-20 | 3 extra damage dice; -3 Atk & Def; count reset; held items dropped |
| 21-25 | 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed) |
| 26-30 | 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed) |
| 31-40 | Target killed instantly |
| 41-50 | Target killed instantly |
| 51+ | Target killed instantly |

167

Upper Side of Face

9824 - 9903

- 1-10 2 extra damage dice; -1 Atk & Def; count reset; held items dropped
- 11-15 2 extra damage dice; -2 Atk & Def; count reset; held items dropped
- 16-20 3 extra damage dice; -3 Atk & Def; count reset; held items dropped; **permanent -1 Looks**
- 21-25 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed); **permanent -2 Looks**
- 26-30 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); **permanent -3 Looks**
- 31-40 **Target killed instantly**
- 41-50 **Target killed instantly**
- 51+ **Target killed instantly**

168

Upper Center of Face

9904 - 9923

1-10 2 extra damage dice; -1 Atk & Def; count reset; held items dropped

11-15 2 extra damage dice; -2 Atk & Def; count reset; held items dropped

16-20 3 extra damage dice; -3 Atk & Def; count reset; held items dropped; **permanent -1 Looks**

21-25 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed); **permanent -2 Looks**

26-30 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); **permanent -4 Looks**

31-40 **Target killed instantly**

41-50 **Target killed instantly**

51+ **Target killed instantly**

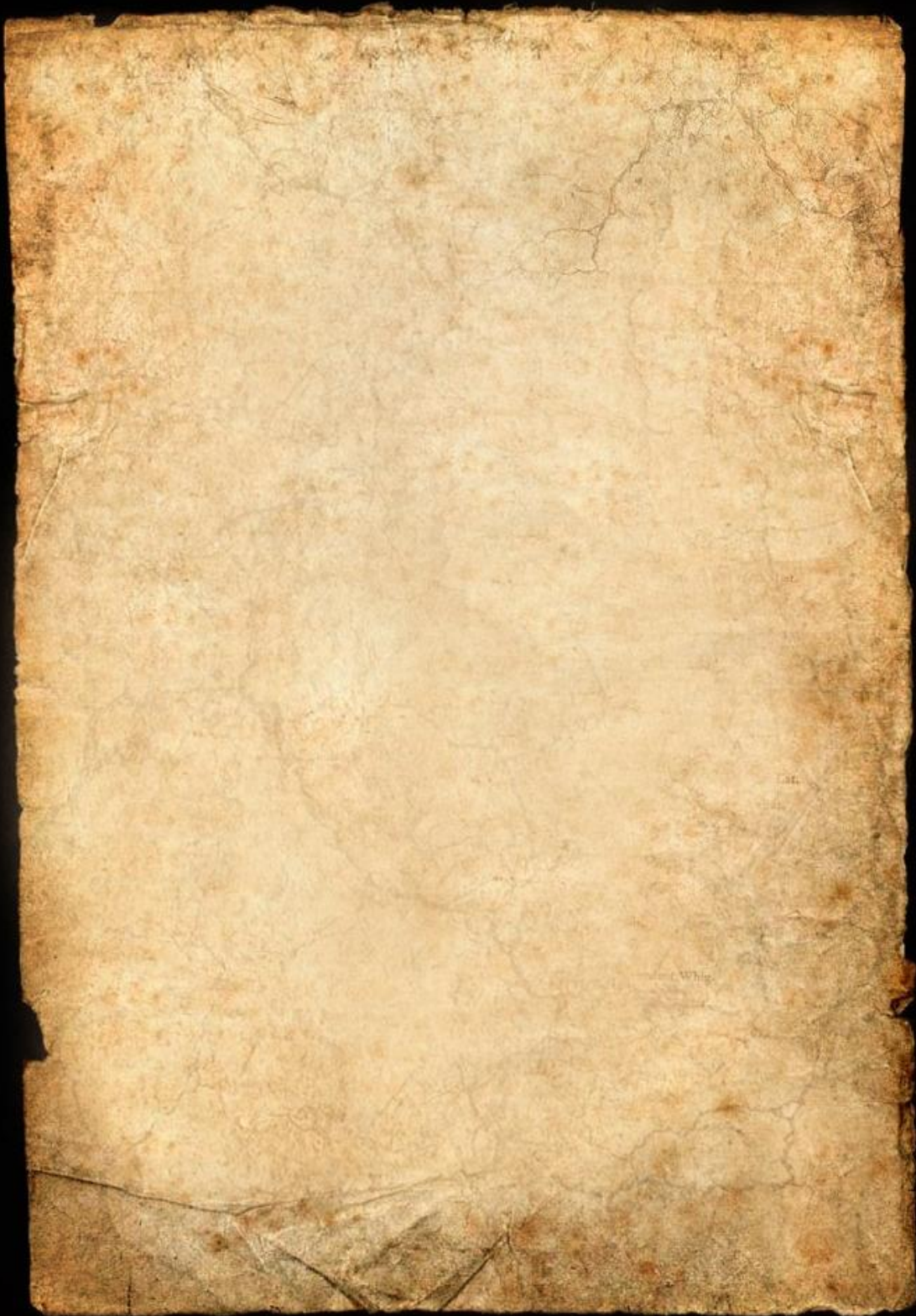
169

Top of Head

9924 - 10000

- | | |
|-------|---|
| 1-10 | 2 extra damage dice; -1 Atk & Def; count reset; held items dropped |
| 11-15 | 2 extra damage dice; -2 Atk & Def; count reset; held items dropped |
| 16-20 | 3 extra damage dice; -3 Atk & Def; count reset; held items dropped |
| 21-25 | 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed) |
| 26-30 | 4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed) |
| 31-40 | Target killed instantly |
| 41-50 | Target killed instantly |
| 51+ | Target killed instantly |

170



HackMaster

