

d100:
137-140



BLEEDING OUT

Every round, the target suffers 1 wound and 1 strain at the beginning of his turn. For every 5 wounds he suffers beyond his wound threshold, he suffers 1 additional Critical Injury. Roll on the chart, suffering the injury if he suffers this result a second time due to this, roll again.

SEVERITY: Dazing

110R

GUL, GFG

d100:
147-150



THE END IS NIGH

The target will die after the last Initiative slot during the next round.

SEVERITY: Dazing

110R

GUL, GFG

d100:
151+



DEAD

Complete, obitiated death.

SEVERITY: N/A (-)

010R

GUL, GFG

d100:
116-120



BLINDED

The target can no longer see. Upgrade the difficulty of all checks twice. Upgrade the difficulty of Perception and Vigilance checks three times.

SEVERITY: Hard

110R

GUL, GFG

d100:
121-125



KNOCKED SENSELESS

The target is staggered for the remainder of the encounter.

SEVERITY: Hard

110R

GUL, GFG

d100:
126-130



GRIEVOUS INJURY

Roll 1d10 to determine which of the target's characteristics is affected: 1-5 for Brawn, 6-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. That characteristic is permanently reduced by 1, to a minimum of 1.

SEVERITY: Dazing

110R

GUL, GFG

d100:
101-105



MAIMED

One of the target's limbs (selected by the GM) is permanently lost. Unless the target has a cybernetic replacement, the target cannot perform actions that would require the use of that limb. All other actions gain

SEVERITY: Hard

110R

GUL, GFG

d100:
106-110



HORRIFIC INJURY

Roll 1d10 to determine which of the target's characteristics is affected: 1-5 for Brawn, 6-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. Until this Critical Injury is healed, treat that characteristic as 1 point lower.

SEVERITY: Hard

110R

GUL, GFG

d100:
111-115



TEMPORARILY LAME

Until this Critical Injury is healed, the target cannot perform more than one maneuver during his turn.

SEVERITY: Hard

110R

GUL, GFG

d100:
85-90



COMPROMISED

Increase difficulty of all skill checks by one until the end of the encounter.

SEVERITY: Average

GJL 0792

1A/9

d100:
91-95



AT THE BRINK

The target suffers 1 strain each time he performs an action.

SEVERITY: Hard

GJL 0792

2A/9

d100:
96-100



CRIPPLED

One of the target's limbs (selected by the GM) is crippled until healed or replaced. Increase difficulty of all checks that require use of that limb by one.

SEVERITY: Hard

GJL 0792

3A/9

d100:
77-78



HAMSTRUNG

The target loses his free maneuver until the end of the encounter.

SEVERITY: Average

GJL 0792

1A/9

d100:
76-80



OVERPOWERED

The target leaves himself open, and the attacker may immediately attempt another free attack against him, using the exact same pool as the original attack.

SEVERITY: Average

GJL 0792

1A/9

d100:
81-85



WINDED

Until the end of the encounter, the target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers.

SEVERITY: Average

GJL 0792

1A/9

d100:
56-60



AGONIZING WOUND

The target increases the difficulty of all Brain and Agility checks by one until the end of the encounter.

SEVERITY: Average

GJL 0792

2A/9

d100:
51-65



SLIGHTLY DAZED

The target is disoriented until the end of the encounter.

SEVERITY: Average

GJL 0792

1A/9

d100:
66-70



SCATTERED SENSES

The target removes all from skill checks until the end of the encounter.

SEVERITY: Average

GJL 0792

1A/9

d100:
41-45



BOWLED OVER

The target is knocked prone and suffers 1 Strain.

SEVERITY: Average

5/09

GUL 0792

d100:
46-50



HEAD RINGER

The target increases the difficulty of all Intlect and Carling checks by one until the end of the encounter.

SEVERITY: Average

10/08

GUL 0792

d100:
51-55



FEARSOME WOUND

The target increases the difficulty of all Presence and Willpower checks by one until the end of the encounter.

SEVERITY: Average

11/08

GUL 0792

d100:
26-30



DISCOURAGING WOUND

Flip one light side Destiny Point to a dark side Destiny Point (reverse if NPC).

SEVERITY: Easy

5/07

GUL 0792

d100:
31-35



STUNNED

The target is staggered until the end of his next turn.

SEVERITY: Easy

1/08

GUL 0792

d100:
36-40



STINGER

Increase difficulty of next check by one.

SEVERITY: Easy

5/08

GUL 0792

d100:
11-15



SUDDEN JOLT

The target drops whatever is in hand.

SEVERITY: Easy

1/07

GUL 0792

d100:
16-20



DISTRACTED

The target cannot perform a free maneuver during his next turn.

SEVERITY: Easy

5/08

GUL 0792

d100:
21-25



OFF-BALANCE

Add 1 to the target's next skill check.

SEVERITY: Easy

5/08

GUL 0792

