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Critical Hit Determination

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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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775 - 1044	Lose Weapon	Page 14
1045 - 1100	Injure Self	Page 15
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 attacka nd defense until

Armor Damage

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 - 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 sufferes +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. ½ dex or fall prone plus -6 to all dfense and attack rolls for 10 seconds

Non-Weapon Injury to Self

(Sprains/Hyperextensions)

Left Big Toe	709 - 710	Right Wrist
Right Big Toe	711 - 712	Left Wrist
Left Foot	713 - 714	Right Shoulder
Right Foot	715 - 716	Left Shoulder
Right Ankle	717 - 718	Right Elbow
Left Ankle	719 - 720	Left Elbow
Right Knee	721 - 722	Neck
Left Knee	723 - 724	Back
Right Hip	725 - 726	Left Achilles
Left Hip	727 - 728	Right Achilles
	Right Big Toe Left Foot Right Foot Right Ankle Left Ankle Right Knee Left Knee Right Hip	Right Big Toe 711 - 712 Left Foot 713 - 714 Right Foot 715 - 716 Right Ankle 717 - 718 Left Ankle 719 - 720 Right Knee 721 - 722 Left Knee 723 - 724 Right Hip 725 - 726

1 in 6 sprains result in a musice 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 xd3 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	749 - 751	Tricep
731 - 732	Right Calf	752 - 759	Lower Back
733 - 735	Left Hamstring	760 - 761	Side
736 - 738	Right Hamstring	762 - 766	Upper Back
739 - 740	Left Quadriceps	767 - 768	Left Shoulder
741 - 742	Right Quadriceps	769 - 770	Right Shoulder
743 - 744	Gluteus Max	771	Neck
745 - 746	Forearm	772 - 773	Hip
747 - 748	Bicep	774	Abs

1 in 6 strains result in a torn ligament or tenson

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 xd3 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 2Xd3p weeks to recover from. In addition, half of the penalties are permanent. For example, Joe the Fighter suffers a torn ligament in his should 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

Damage to a random ally within reach; roll damage
 775 - 864 dice, add strength, make dexterity check to deliver only half damage

Lose Weapon

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

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



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

		Т	S	M	L	Н	G
a	Т	000,01b	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000	d5,000+5,000
Size	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
efender	L	d7,000	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000
Je	Н	d6,000	d7,000	d8,000	d9,000	d10,000	d9,000+1,000
۵	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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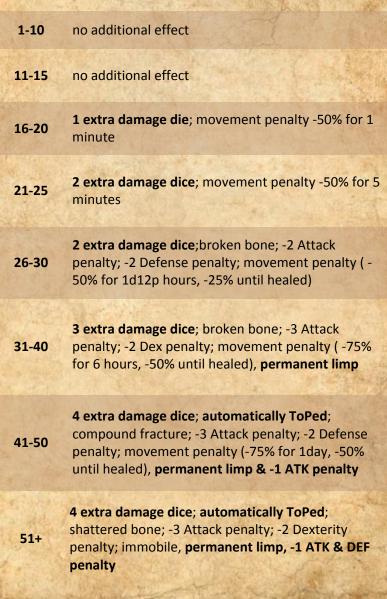
Top of Foot

1-10 no additional effect no additional effect 11-15 1 extra damage die; movement penalty -50% for 1 16-20 minute 2 extra damage dice; movement penalty -50% for 5 21-25 minutes 2 extra damage dice; broken bone; movement 26-30 penalty (- 50% for 1d12p hours, -25% until healed) 3 extra damage dice; broken bone; movement 31-40 penalty (- 75% for 6 hours, -50% until healed) 4 extra damage dice; automatically ToPed; compound fracture; movement penalty (-75% for 41-50 1day, -50% until healed), permanent limp 4 extra damage dice; automatically ToPed; shattered bone; movement penalty (-75% for 1day, -51+



50% until healed), permanent limp





Toe (5)

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



24

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



Outer Ankle

	(**) 19 C.
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

	· 14
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











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







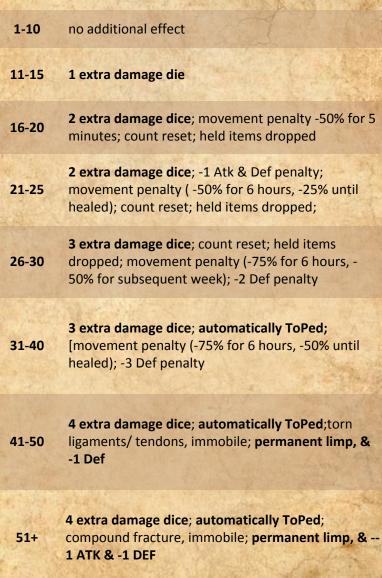
Back of Knee

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

4 extra damage dice; automatically ToPed; multiple 51+ 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





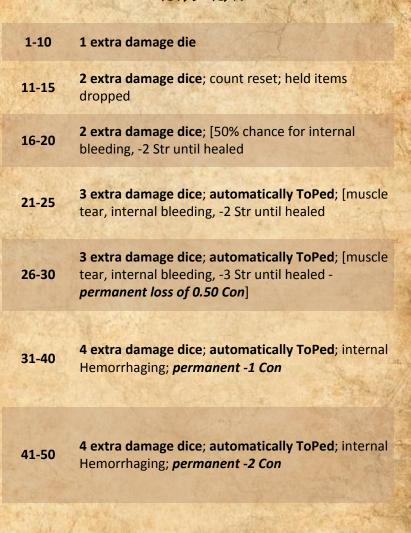


Buttock 2406-2435

	** 1 to 1
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

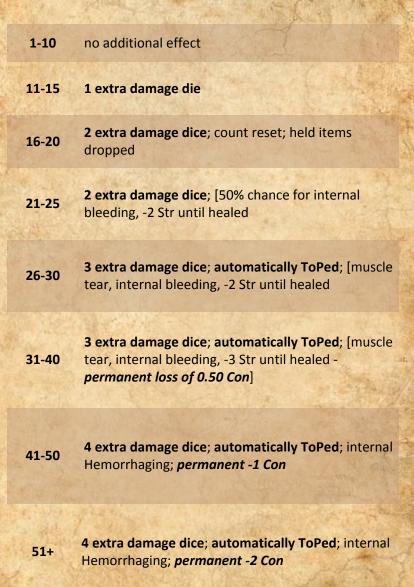


Lower Abdomen 2436-2570



51+ Target killed instantly; multiple organ failure

Lower Side

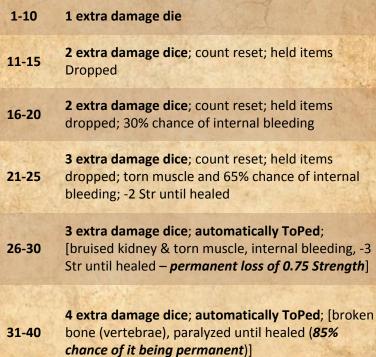




upper Abdomen

- 1-10 1 extra damage die 2 extra damage dice; count reset; held items 11-15 Dropped 2 extra damage dice; [50% chance for internal 16-20 bleeding, -2 Str until healed 3 extra damage dice; automatically ToPed; [muscle 21-25 tear, internal bleeding, -2 Str until healed 3 extra damage dice; automatically ToPed; [muscle 26-30 tear, internal bleeding, -3 Str until healed permanent loss of 0.50 Con] 4 extra damage dice; automatically ToPed; internal 31-40 Hemorrhaging; permanent -1 Con
- 41-50 4 extra damage dice; automatically ToPed; internal Hemorrhaging; permanent -2 Con
- 51+ Target killed instantly; multiple organ failure





41-50 Target killed instantly; broken spine

51+ Target killed instantly; broken spine



Lower Back

3126 - 3155

dom	
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



Target killed instantly; broken spine

51+



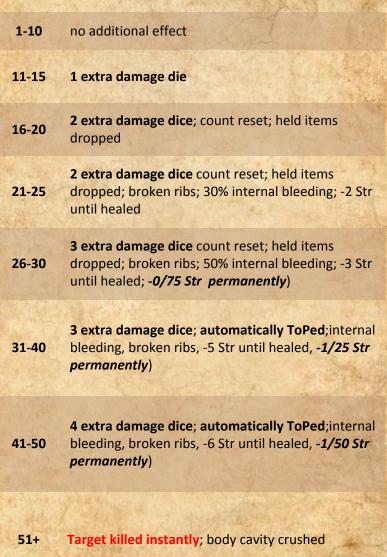
1-10	1 extra damage die
11-15	2 extra damage dice; count reset; held items Dropped
16-20	2 extra damage dice; count reset; held items dropped; 30% chance of internal bleeding; broken bone; -2 Str until healed
21-25	3 extra damage dice; count reset; held items dropped; broken bone and 50% chance of internal 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

42

Target killed instantly; ruptured aorta

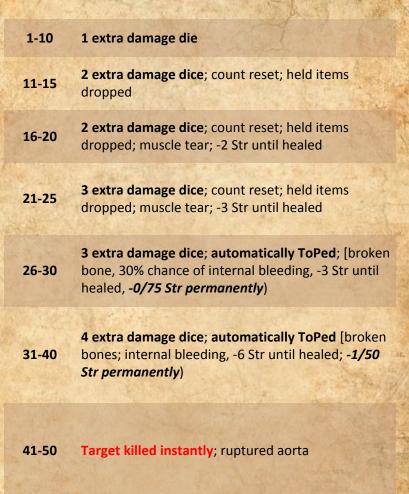
51+







Upper Back



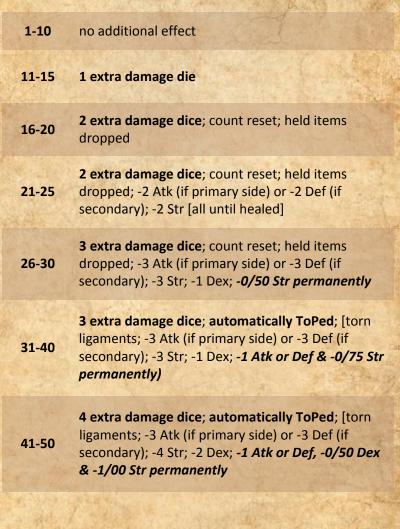
51+ Target killed instantly; ruptured aorta





- 3 extra damage dice; count reset; held items 21-25 dropped; muscle tear; -3 Str until healed
- 3 extra damage dice; automatically ToPed; [broken 26-30 bone, 30% chance of internal bleeding, -3 Str until healed, -0/75 Str permanently)
- 4 extra damage dice; automatically ToPed [broken 31-40 bones; internal bleeding, -6 Str until healed; -1/50 Str permanently)
- Target killed instantly; ruptured aorta 41-50
 - Target killed instantly; ruptured aorta 51+

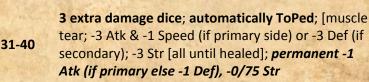




51+ Target killed instantly; body cavity crushed



Upper Outer Arm 3821-4300 1-10 no additional effect 11-15 1 extra damage die 2 extra damage dice; count reset; held items 16-20 dropped 2 extra damage dice; count reset; held items 21-25 dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed] 2 extra damage dice; count reset; held items 26-30 dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]



ligaments; -5 Atk & -2 Speed (if primary side) or -4
41-50 Def (if secondary); -4 Str [all until healed];

permanent -1 Atk & +1 Speed (or -1 Def) and -1/00

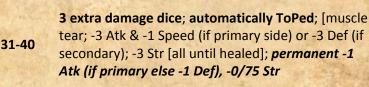
Str

4 extra damage dice; automatically ToPed; [torn

4 extra damage dice; automatically ToPed; Arm
Mangled and Useless



Upper Inner Arm 1-10 no additional effect 11-15 1 extra damage die 2 extra damage dice; count reset; held items 16-20 dropped 2 extra damage dice; count reset; held items 21-25 dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed] 2 extra damage dice; count reset; held items 26-30 dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]



ligaments; -5 Atk & -2 Speed (if primary side) or -4
41-50 Def (if secondary); -4 Str [all until healed];

permanent -1 Atk & +1 Speed (or -1 Def) and -1/00

Str

4 extra damage dice; automatically ToPed; [torn

4 extra damage dice; automatically ToPed; Arm Mangled and Useless

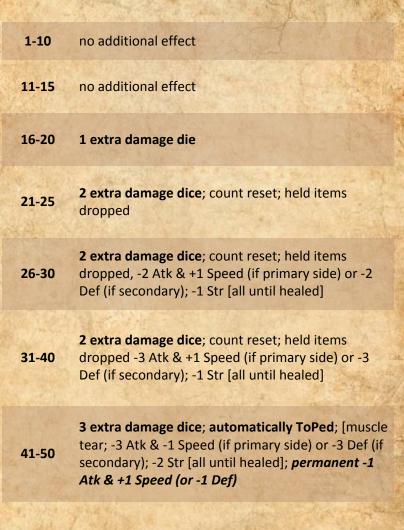




1-10	no additional effect
11-15	1 extra damage die
16-20	2 extra damage dice; count reset; held items dropped
21-25	2 extra damage dice; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]
26-30	2 extra damage dice; count reset; held 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



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





Inner Forearm

5309 - 5836

no additional effect
no additional effect
1 extra damage die
2 extra damage dice; count reset; held items dropped
2 extra damage dice; count reset; held items dropped -2 Atk (if primary side);
3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; permanent -1 Atk
4 extra damage dice; automatically ToPed; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; permanent -1 Atk

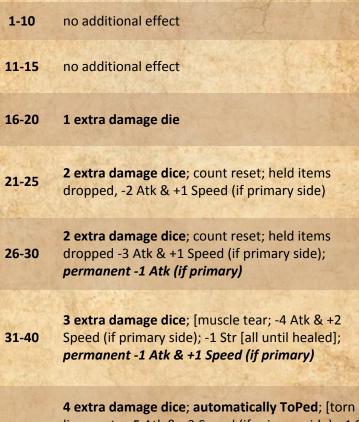


and Hand Useless

51+

4 extra damage dice; automatically ToPed; Mangled

Back of Wrist

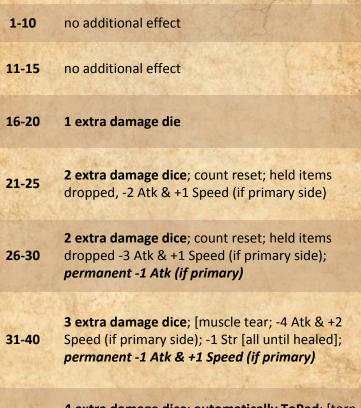


ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; permanent -2 Atk & +2 Speed (if primary)

4 extra damage dice; automatically ToPed; Mangled and Hand Useless



Front of Wrist



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)

4 extra damage dice; automatically ToPed; Mangled and Hand Useless



Back of Hand 5981) 6052 1-10 no additional effect



- dropped; -2 Atk
- 3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side); permanent -1 Atk (if primary)
- 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)
 - 4 extra damage dice; automatically ToPed; Mangled and Hand Useless



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; Mangle and Hand Useless





51+ 3 extra damage dice; Finger Mangled

Speed (if primary side);

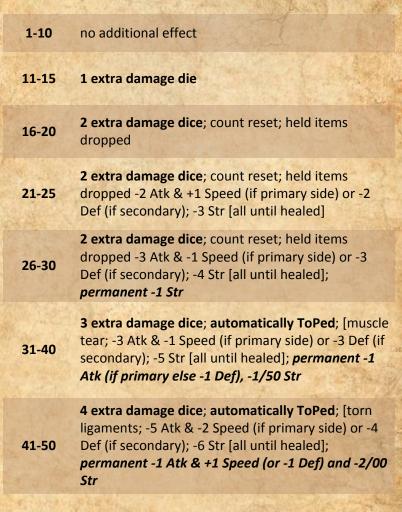
41-50

3 extra damage dice; [muscle tear; -2 Atk & +1

Side of Shoulder

- 1-10 no additional effect 11-15 1 extra damage die 2 extra damage dice; count reset; held items 16-20 dropped 2 extra damage dice; count reset; held items 21-25 dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed] 2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 26-30 Def (if secondary); -4 Str [all until healed]; permanent -1 Str 3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if 31-40 secondary); -5 Str [all until healed]; permanent -1 Atk (if primary else -1 Def), -1/50 Str 4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 41-50 Def (if secondary); -6 Str [all until healed]; permanent -1 Atk & +1 Speed (or -1 Def) and -2/00 Str
- 4 extra damage dice; automatically ToPed; Arm
 Mangled and Useless

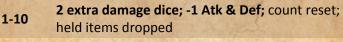
Top of Shoulder



4 extra damage dice; automatically ToPed; Arm Mangled and Useless



Front of Neck 1-10 held items dropped



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

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

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

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

31-40 **Target killed instantly**

41-50 Target killed instantly

Target killed instantly 51+

Back of Neck

2 extra damage dice; -1 Atk & Def; count reset; held items dropped
 2 extra damage dice; -2 Atk & Def; count reset; held items dropped
 3 extra damage dice; -3 Atk & Def; count reset; held items dropped
 3 extra damage dice; automatically ToPed; (-5 Atk & Def penalties until wound healed)
 4 extra damage dice; automatically ToPed; (-8 Atk

& Def penalties until wound healed)

31-40 Target killed instantly

26-30

- 41-50 Target killed instantly
 - 51+ Target killed instantly

Side of Neck

- 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)

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

Target killed instantly

31-40

- 41-50 Target killed instantly
- 51+ Target killed instantly



Side of Head

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



41-50 Target killed instantly

51+ Target killed instantly





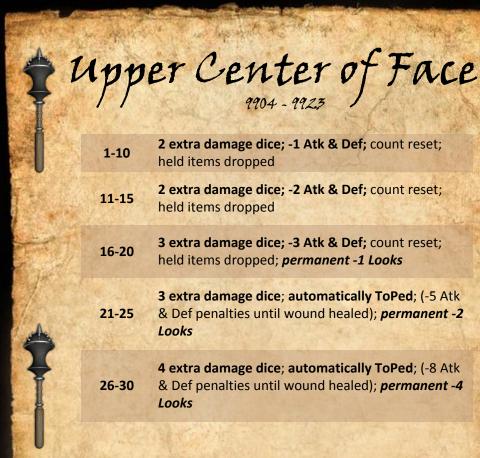




51+ Target killed instantly

Upper Side of Face

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



31-40 Target killed instantly

41-50 Target killed instantly

51+ Target killed instantly

Top of Head 2024 - 10000 2 extra damage dice; -1 Atk & Def; count reset; held items dropped 2 extra damage dice; -2 Atk & Def; count reset; held items dropped

- held items dropped

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

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

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

 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



Top of Foot



- 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)
- 3 extra damage dice; torn ligament; movement penalty (75% for 6 hours, -50% until healed)
- 4 extra damage dice; automatically ToPed;
 41-50 compound fracture; movement penalty (-75% for 1day, -50% until healed), permanent limp
- 4 extra damage dice; automatically ToPed;
 51+ shattered bone; severe bleeding; movement penalty (-75% for 1day, 50% until healed), permanent limp







Heel 101 - 104



The state of the s	
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









Toe(s)

105 - 136







healed)



Arch of Foot



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
26.20	2 extra damage dice; muscle tear; -2 Attack



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



3 extra damage dice; torn ligament; -3 Attack 31-40 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

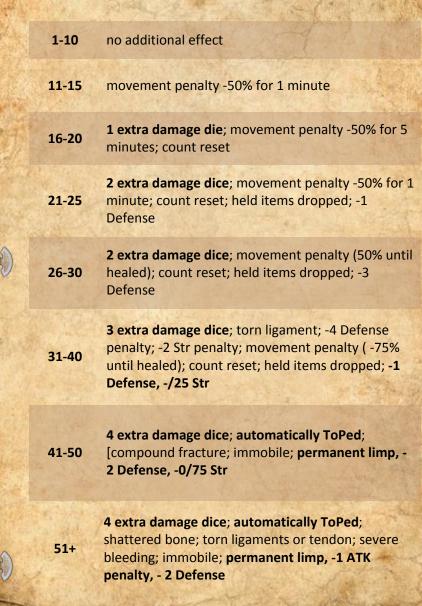






Inner Ankle

141 - 170













Outer Ankle

171 - 200







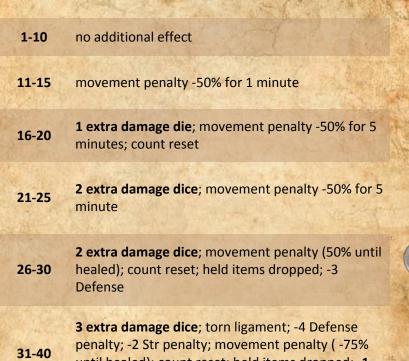
immobile; permanent limp, - 2 Defense





Achilles Ankle

201-220





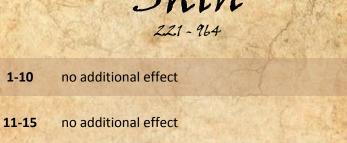
4 extra damage dice; automatically ToPed;
41-50 [compound fracture; immobile; permanent limp, 2 Defense, -0/75 Str

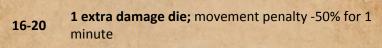
4 extra damage dice; automatically ToPed; multiple 51+ fracture, torn ligaments/tendons; severe bleeding; immobile; permanent limp, - 2 Defense



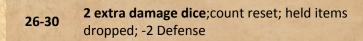








2 extra damage dice; movement penalty -50% for 5 21-25 minute



- 3 extra damage dice; count reset; held items dropped; torn ligament; -4 Defense penalty; 31-40 movement penalty (-75% until healed)
- 3 extra damage dice; automatically ToPed; 41-50 compound fracture; immobile
- 4 extra damage dice; automatically ToPed; Leg Severed; severe bleeding; immobile; Peg Leg 51+ proficiency required to regain movement













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



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

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











31-40 [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty; permanent -1 Def penalty

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

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







Back of Knee



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



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

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





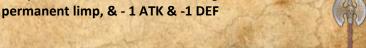


Hamstring



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;

82









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 2001-2550



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;



84

permanent limp, & -1 ATK & -2 DEF



Groin (Male Only)

245 M	
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]



(A)

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



CAS

Lower Abdomen 2436-2570

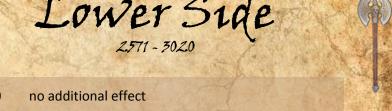
1-10	1 extra damage die
11-15	2 extra damage dice; count reset; held items dropped
16-20	2 extra damage dice; -2 Str until healed
21-25	3 extra damage dice; automatically ToPed; [muscle tear, severe bleeding, -2 Str until healed
26-30	3 extra damage dice; automatically ToPed; [muscle tear, severe bleeding, -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



- 1-10 11-15 1 extra damage die 2 extra damage dice; count reset; held items 16-20 dropped 2 extra damage dice; -2 Str until healed 21-25
- 3 extra damage dice; automatically ToPed; [muscle 26-30 tear, severe bleeding, -2 Str until healed 3 extra damage dice; automatically ToPed; [muscle 31-40 tear, severe bleeding, -3 Str until healed -

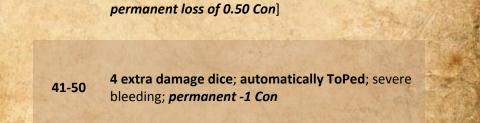
Target killed instantly; gutted and internal organs 51+ spill out













Upper Abdomen



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



Target killed instantly; gutted and internal organs spill out







Small of Back



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 mscle 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









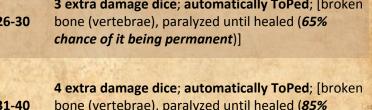
Lower Back



- 2 extra damage dice; count reset; held items 16-20 dropped;
- 3 extra damage dice; count reset; held items 21-25 dropped; torn muscle; -3 Str until healed
- 3 extra damage dice; automatically ToPed; [broken 26-30 bone (vertebrae), paralyzed until healed (65% chance of it being permanent)]
- 31-40 bone (vertebrae), paralyzed until healed (85% chance of it being permanent)]
- 41-50 Target killed instantly; severed spine
 - 51+ Target killed instantly; severed spine















51+ Target killed instantly; ruptured aorta





Upper Side



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



51+ Target killed instantly; pulmunary artery ruptured

permanently)









Upper Back



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



1+ Target killed instantly; ruptured aorta





Upper Middle Back

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







Armpit



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/

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50 Dex & -1/50 Str permanently)



Upper Outer Arm



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



4 extra damage dice; automatically ToPed; Arm Severed



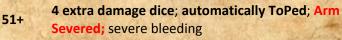




Upper Inner Arm



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
-	



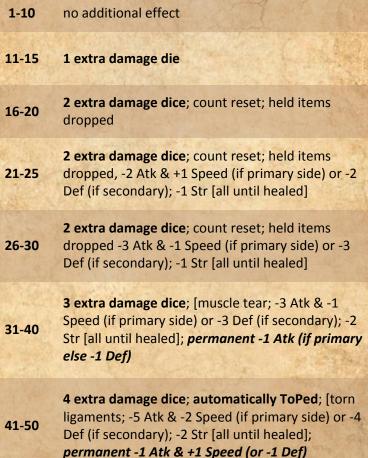












4 extra damage dice; automatically ToPed; Arm 51+ Severed at elbow; severe bleeding



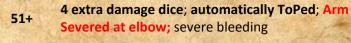




Inner Joint



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)









Back of Forearm



1-10 no additional effect

11-15 no additional effect

16-20 1 extra damage die

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

26-30

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

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

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

51+ Severed below elbow; severe bleeding

4 extra damage dice; automatically ToPed; Arm



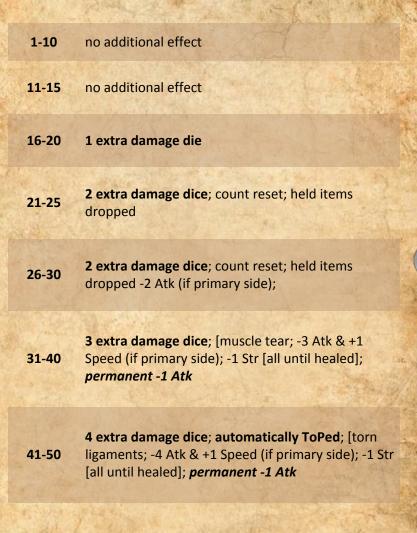


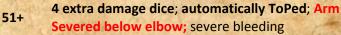




Inner Forearm

5309 - 5836







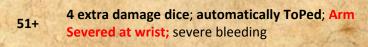




Back of Wrist



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)









Front of Wrist



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)



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





Back of Hand



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



- 3 extra damage dice; [muscle tear; -3 Atk & +1
 31-40 Speed (if primary side); permanent -1 Atk (if primary)
- 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)
 - 4 extra damage dice; automatically ToPed; Hand Severed; severe bleeding









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; Hand Severed; severe bleeding



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Finger(s)



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



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







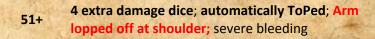




Side of Shoulder



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









Top of Shoulder



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



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







Front of Neck



	· · · · · · · · · · · · · · · · · · ·
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









Back of Neck



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











Side of Neck



1-10

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

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

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

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



21-25

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

& Def penalties until wound healed)



- 31-40 Target killed instantly
- 41-50 Target killed instantly
 - 51+ Target killed instantly









Side of Head



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

	16/4 ~ 1600 /
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





51+ Target killed instantly







Lower Center of Face







Target killed instantly



41-50







Upper Back of Head





41-50 Target killed instantly









Upper Side of Face



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

Looks

- Target killed instantly 41-50
 - 51+ Target killed instantly







Upper Center of Face



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

Looks

- Target killed instantly 41-50
 - 51+ Target killed instantly





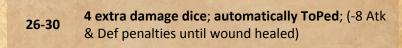


Top of Head



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





41-50 Target killed instantly

51+ Target killed instantly









Top of Foot

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 (5)

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 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

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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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 limp1 ATK penalty 2 Defense

Outer Ankle

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



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



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

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 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

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) 2351-2405

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, 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

Target killed instantly; multiple organ failure

51+

Lower Side

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

Upper Abdomen

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

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

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

Target killed instantly; broken spine

51+

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

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Target killed instantly; ruptured aorta

51+

Upper Side

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)
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51+ Target killed instantly; body cavity crushed

143

Upper Back

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
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51+ Target killed instantly; ruptured aorta

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Upper Middle Back

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

Target killed instantly; ruptured aorta

51+

Armpit

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 3821-4500

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

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

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 8

below Mangled and Useless

Inner Joint

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

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

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

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

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; Mangle

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)

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

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

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

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

51+ Target killed instantly

41-50

Target killed instantly

Back of Neck

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

51+ Target killed instantly

Target killed instantly

41-50

Side of Neck

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

51+ Target killed instantly

Target killed instantly

41-50

Side of Head

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

51+ Target killed instantly

Target killed instantly

41-50

Lower Back of Head

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

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

Lower Center of Face

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

Target killed instantly

41-50

51+ **Target killed instantly**

Upper Back of Head

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

51+ Target killed instantly

Target killed instantly

41-50

Upper Side of Face

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

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

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



