

## STAB WOUNDS

D66	CRITICAL INJURY	TIME LIMIT*	HEALING TIME
11-13	PIERCED EAR. No effect	—	—
14-16	SKEWERED FOOT. To RUN becomes a slow action.	—	D6
21-23	HAND RUN THROUGH. Two-handed weapons cannot be used.	—	D6
24-26	PIERCED CHEEK. -1 to MANIPULATE.	—	D6
31-33	IMPALED THIGH. To RUN becomes a slow action.	—	2D6
34	SEVERED TENDON. To RUN becomes a slow action.	—	3D6
35-41	IMPALED SHOULDER. Two-handed weapons cannot be used.	—	2D6
42-43	PIERCED EYE. -2 to MARKSMANSHIP, and SCOUTING	—	2D6
44-45	SKEWERED GROIN. 1 point of damage suffered at every MOVE or MELEE roll.	—	2D6
46-51	PUNCTURED LUNG. -2 to ENDURANCE and MOVE.	D6 days	D6
52-54	BLEEDING GUT. 1 point of damage at each roll for MIGHT, MOVE and MELEE.	D6 hours	D6
55-56	RUPTURED INTESTINES. Disease with Virulence 6.	D6 hours	2D6
61	SEVERED ARM ARTERY. Two-handed weapons cannot be used.	D6 minutes**	D6
62	SEVERED LEG ARTERY. To RUN becomes a slow action.	D6 minutes**	D6
63	IMPALED NECK. -2 to ENDURANCE	D6 turns**	2D6
64 <sup>H</sup>	SKEWERED SKULL. You die at once.	Instantly	—
65-66	PIERCED HEART. Your heart beats for the last time.	Instantly	—

\*If has time limit so injury is LETHAL

\*\* -1 to HEALING roll

(H) Roll a Helmet AR as Gear Dice to change injury to 11-12 (blunt force). It reduces the Helmet AR to 0.

## HORROR

D66	CRITICAL INJURY	HEALING TIME
11-16	TREMBLING PENALTY. -1 to all rolls for Agility.	D6
21	WHITE HAIR. No effect.	Permanent
22-24	ANXIOUS PENALTY. -1 to all rolls for Wits.	D6
25-31	SULLEN PENALTY. -1 to all rolls for Empathy.	D6
32-35	NIGHTMARES. Make an INSIGHT roll every SLEEP to count it as SLEEP indeed.	D6
36-41	NOCTURNAL. You can only SLEEP during the light part of the day.	2D6
42-43	PHOBIC. You are terrified by something related to what Broke you (up to GM). You suffer 1 point of damage to Wits each round within NEAR range of the object of your phobia.	2D6
44-45	DRUNKARD. You must drink alcohol every day or suffer 1 point of damage to Agility.	3D6
46-51	CLAUSTROPHOBIC. Every turn in cramped space, you suffer 1 point of damage to Wits.	2D6
52	MYTHOMANIA. You cannot stop yourself from lying. About everything.	2D6
53-54	PARANOIA. You are certain that someone is out to get you.	2D6
55	DELUSION. You are totally convinced of something that is totally untrue.	3D6
56	HALLUCINATION. Make an INSIGHT roll every Quarter Day to resist a hallucination.	3D6
61-62	ALTERED PERSONALITY. Your identity is critically changed. Know how with the GM.	Permanent
63	AMNESIA. You lose all memory and cannot recollect who you or the other adventurers are.	D6
64-65	CATATONIC. You stare blankly into oblivion, and do not respond to any stimuli.	D6
66	HEART ATTACK. our heart stops, and you die of pure fright	—

## OTHERS INJURY

CRITICAL INJURIES	TIME LIMIT	EFFECTS DURING HEALING
Non-typical LETHAL Damage	D6 days	You remain unconscious until you die or are HEALED.
Pushed NONLETHAL Damage	—	None.