

CRITICAL ELEMENTS

A CRITICAL INJURY SUPPLEMENT



GENESYS
FOUNDRY

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GENESYS Core Rulebook and either **GENESYS** Dice or the Genesys Dice App are required to use this product.

CRITICAL WOUNDS IN YOUR STORY

The “crit” has always been a treasured moment in RPGs. One shouted with excitement and the knowledge that something cool is about to happen. **GENESYS** breaks a lot of new ground, in rules and style, but it still keeps with the glory of Critical Injuries. Only, now, the player has a choice to make on whether they activate that critical, or use those advantages, or even that triumph, for something else.

KEEPING CRITICALS COOL

Requiring the player to spend a resource to cause a Critical Injury means that dealing and receiving Critical Injuries need to be interesting, both narratively and mechanically. If they are lackluster on either side, then the player will be discouraged from utilizing their advantages, or their precious triumph, to score a Critical Injury. Plus, the Gamemaster needs to be keenly aware of the impact that their NPCs critical hits against the player characters have on the story.

The first half of this supplement is a discussion on all of these aspects of Critical Injuries, and my opinions about what role they serve, and how to best use them as a fun tool in your game. This includes some deeper mechanical talk about a jumping off point for how to handle NPC healing of Critical Injuries, at the end of “Licking Their Wounds.”

This supplement’s mechanics include an optional set of Critical Injury charts, based on rolled hit locations, as well as 20 talents that are focused on Critical Injuries. Some of the talents focus on this alternate Hit Location Critical Table, but most of them can be used using the normal Critical Injury chart in **GENESYS** Core.

LETTING CRITICALS DRIVE THE NARRATIVE

In every other aspect of game play, the player is encouraged to describe the narration of their success, failure, or spent advantages and disadvantages, so encourage them to describe their cool combat moment here. The Gamemaster will need to tell them the effect, but then let the player control the moment and tell the table how it happens, and the more epic the better. These kinds of events should be seen as a climactic moment in a fight sequence, one that turns the tides of the battle, at least for now.

At the same time, the Gamemaster gets the most mechanical value out of Critical Injuries, which can be devastating to the player characters. So, once you’ve announced the Critical

Injury, and rolled for the effect, consider letting the player take control of the narrative here as well. Rather than the Gamemaster describing the cool way their NPC has shattered the character’s leg, their screams of pain and the NPC’s wicked sneer, which can create some mixed emotions even among the best tables, let the player decide how their leg just got shattered and how they react to it. By giving them control over the narrative, they might see the situation as a cool character and story-building moment, instead of just feeling attacked.

THE SLIPPERY SLOPE OF INJURED PCS

Critical hits are fun to dish out, and will almost always start to create an immediate advantage for the group dealing them out. This is especially true in **GENESYS**, and more-so with some of the optional rules presented in this supplement.

A single unhealed critical wound can start a cycle of more and more criticals being heaped upon those suffering the most. While the rules are the same for both player characters and gm characters, player characters and their players themselves will quickly start to feel the slippery slope as soon as they are dealt their first Critical Injury. Whether it was from an attack triggering its own critical, or becoming incapacitated by reaching their threshold, the effect itself has a negative quality to be overcome, but also each future critical is going to start becoming increasingly dangerous.

If this kind of brutal story of violence and desperation is one of your themes, then there is little you need to change or even just keep in mind. If you are looking for a game of main character heroism and beating the odds no matter their woes, then the game master needs to be more aware of not just the damage thresholds their main characters are reaching, but also what kind of critical threshold they might be reaching.

There isn’t really a hard science or mathematical formula for this awareness, instead it’s just a matter of paying attention, reading the table, and keeping the situation under control. Thankfully, **GENESYS** is designed in such a way that critical effects are optional to inflict, since there are other things the game master can spend those advantages on, though there isn’t much you can do about the automatic critical effect from becoming incapacitated, but neither are those the most common source of Critical Injuries.

One important table aspect is fostering the notion that you are not working against the players. So when you do decide to activate a critical, it’s easier to see it as a game mechanic and more so, a narrative opportunity, rather than the game master “trying to kill their character.”

LICKING THEIR WOUNDS

What effect these critical wounds have on your story after a battle is just as important as their effect during the battle. Critical wounds can take a while to heal, even with a trained doctor or other aides. Each Critical Injury that isn't healed is going to continue to be a negative on that character's actions, and an increased future critical effect danger.

So, how do you deal with the slippery slope of Critical Injuries persisting due to insufficient or failed Medicine or Resilience checks?

CYBERNETICS AND HEALING MAGIC

IF YOU ARE PLAYING IN A SETTING WITH CYBERNETICS OR MAGIC, THESE BOTH HAVE FUNCTIONS THAT CAN EASE THE BURDEN OF CRITICAL INJURIES.

THE HEAL SPELL CAN REMOVE A CRITICAL INJURY, BUT CAN'T NORMALLY REVERSE A PERMANENT LOSS OF SOME KIND, SUCH AS A LOST LIMB OR EYE. I HAVE INCLUDED A TALENT, REGENERATIVE MAGIC, WHICH ADDS THAT ADDITIONAL EFFECT TO THE AVAILABLE OPTIONS FOR THE HEAL SPELL.

CYBERNETICS, AS A GENERAL NARRATIVE CONCEPT WERE ORIGINALLY DEVELOPED JUST FOR THIS PURPOSE AND THERE IS A SIDEBAR IN ANDROID: SHADOW OF THE BEANSTALK, ON PAGE 104, WHICH DISCUSSES CYBERGEAR SOLELY DESIGNED TO REVERSE SUCH PERMANENT CRITICAL INJURY EFFECTS. THE RULES AS WRITTEN DON'T COVER BOTH REPAIRING THOSE PERMANENT EFFECTS AND ALSO GAINING THE BENEFIT OF AN UPGRADE TO THE SAME BODY-PART. I WOULD RECOMMEND TREATING THEM EACH AS A SEPARATE PIECE OF CYBERGEAR FOR THE PURPOSES OF INSTALLATION, COST, AND THRESHOLD REDUCTION BUT TREAT THE UPGRADE GEAR MORE AS AN ADD-ON TO THE REPLACEMENT PIECE.

DOWNTIME HEALING

The easiest way to overcome this is to simply give the player characters ample time to recover with no ill effects on the story's timetable. In this case, your story has removed all of the long term effects entirely since the wounds will eventually heal, except for fringe cases. In this story concept, adequate to great medical assistance from NPC's will likely be cheap, easily attainable, and safe.

If you're playing a gritty style game, then slow healing injuries are just a part of the game that everyone is ready to explore. In this case, let the narrative, scenes, and environments centered around medical recovery drive home that story. Meatball surgery is the name of the game here, where a despair might mean removing someone's limb as part of the procedure, or suffering some semi-permanent setbacks while they fully recover. NPC medical assistance will likely be rare, expensive, and dangerous.

Most stories are going to fall in the middle of these extremes, where you want the characters to feel the lasting effects of their injuries, but not enough to slow down the story considerably. This can be achieved by giving the characters as much time as they need, but also keeping track of how much time they use for recovery. Incorporate that spent time into the story as you would with any other downtime actions superseding other alternatives.

NPC MEDICAL CARE

Medical assistance can run the gamut from cheap and dirty to expensive and quick. These combinations are aptly described by the project management triangle; the medical service can be "Good, Cheap, or Fast - Pick 2".

Searching for medical services can follow the same guidelines for equipment rarity (**GENESYS** Core pg. 82-83) to assign a difficulty to find a hospital, apothecary, or back alley surgeon and help determine some modifiers to the costs you've decided on for your game.

It's difficult to assign a standardized base cost for this, since it very largely depends on both the story you're telling and how much money your party has available.

Basing something purely off of starting character wealth, a good place to start might be Rarity 4 at 150 currency per day spent in a medical facility with average care of [G][G].

Using charts 5-2 and 5-3 on pg 83 of **GENESYS** Core, you can adjust the rarity based on the desired skill level, by increasing Rarity for each upgrade, and setting modifiers to find the new costs.

For the example below, I have assigned the three story types their own modifiers to the Rarity table.

TABLE 1-1: STORY TYPE RARITY MODIFIER

EASY HEALING	AVERAGE HEALING	GRITTY HEALING
-2 RARITY	+0 RARITY	+2 RARITY

TABLE 1-2: EXAMPLE NPC MEDICAL COST

DESCRIPTION	RARITY
START : RARITY 4 ♦♦ MEDICINE CHECK (150C/DAY)	
Skill Check : Upgrade 3 times	+3 RARITY
Story Type : Gritty	+2 RARITY
Setting : Frontier	+2 RARITY
Location : Trading Hub	+1 RARITY
FINAL : RARITY 10 ●●♦♦ MEDICINE CHECK 600C/DAY	
RARITY 10+	
DIFFICULTY TO LOCATE ♦♦♦♦	
X4 COST	

HIT LOCATION CRITICAL INJURIES

When a character activates a Critical Injury result, instead of rolling on the Critical Injury chart found in **GENESYS** Core they will first roll a single proficiency die, then compare it to the table below. This will determine where the Critical Injury hit, which then requires the standard percentile roll, using all normal rules for improving that roll, such as vicious and unhealed Critical Injuries. Then you compare that roll to the charts below, based on which hit location is rolled.

TARGETED AIM MANEUVER

IF YOU USE THIS OPTIONAL RULE, THE TARGETED AIM MANEUVER (**GENESYS** CORE PG. 98) SHOULD ONLY BE USED TO TARGET ITEMS, NOT BODY PARTS. A FEW TALENTS, PRESENTED LATER, ALLOW A CHARACTER TO CONTROL WHERE THEIR CRIT LANDS OR CREATE TEMPORARY CRITICAL EFFECTS BASED ON TARGETED AIMING.

TABLE 2-1: HIT LOCATION









ROLL A PROFICIENCY DIE 	
DIE RESULT	LOCATION CHART
BLANK	TORSO WITH -10% (01% MINIMUM)
SPEND 1 SUCCESS  or 1 ADVANTAGE 	TORSO
SPEND 2 SUCCESSES  	ARMS
SPEND 2 ADVANTAGES  	LEGS
TRIUMPH 	HEAD; OR ANY OTHER LOCATION WITH +10%



TABLE 2-2: TORSO

D100	SEVERITY	RESULT
01-05	Easy (◆)	Gut Punch - The target can only act during the last allied initiative slot on their next turn.
06-10	Easy (◆)	Body Checked - The target drops whatever is in their hands
11-15	Easy (◆)	Sent Spinning - The target loses their free maneuver on their next turn.
16-20	Easy (◆)	Demoralizing Attack - Move a Story Point from the target's pool into yours.
21-25	Easy (◆)	Staggering Blow - The target cannot perform actions (including downgrading to a maneuver) on their next turn..
26-30	Easy (◆)	Toppling Strike - The target is knocked prone and suffers 1 strain
31-40	Easy (◆)	Banged Up - Increase the difficulty of the target's next check by one.
41-50	Average (◆◆)	Gut Shot - Increase the difficulty of the target's Brawn and Agility checks they make by one until this Critical Injury is healed.
51-60	Average (◆◆)	Bruised Rib - The target adds a setback to all checks they make until this Critical Injury is healed.
61-70	Average (◆◆)	Cracked Rib - The target increases the difficulty of all checks the target makes by one until this Critical Injury is healed.
71-80	Average (◆◆)	Broken Ribs - The target cannot voluntarily suffer strain to activate abilities or gain extra maneuvers until this Critical Injury is healed.
81-90	Hard (◆◆◆)	Internal Bleeding - The target suffers 2 strain each time they perform an action until this Critical Injury is healed
91-100	Hard (◆◆◆)	Torn Muscle - Roll a D10 and upgrade the difficulty of all checks the target makes related to the corresponding attribute until this Critical Injury is healed: [1-7 Brawn, 8-10 Agility]
101-110	Hard (◆◆◆)	Spinal Damage - Until this Critical Injury is healed, the target cannot perform maneuvers or actions.
111-120	Daunting (◆◆◆◆)	Punctured Organ - The target is Incapacitated until this Critical Injury is healed.
121-130	Daunting (◆◆◆◆)	Destroyed Organ - Roll a D10 and Permanently reduce the target's corresponding attribute by one: [1-7 Brawn, 8-10 Agility]
131-140	Daunting (◆◆◆◆)	Major Blood Loss - Until this Critical Injury is healed, every round the target suffers 1 wound and 1 strain at the beginning of their turn. For every 5 wounds they suffer in excess of their Wound Threshold, they suffer an additional Torso Critical Injury. If a target is suffering from this multiple times, they will suffer cumulative wounds and strain, but will only suffer 1 additional Critical Injury for every 5 wounds.
141-150	Daunting (◆◆◆◆)	Catastrophic Organ Damage - The target dies after the last initiative of the next turn.
151+	-----	Dead

TABLE 2-3: ARMS

D100	SEVERITY	RESULT
01-05	Easy (◆)	Fierce Impact - The target drops anything in their hands
06-10	Easy (◆)	Numbing Sensation - The target cannot perform a free maneuver during their next turn.
11-15	Easy (◆)	Demoralizing Attack - Move a Story Point from the target's pool into yours.
16-20	Easy (◆)	Banged up - Increase the difficulty of the target's next check by one.
21-25	Average (◆◆)	Flesh Wound - The target increases the difficulty of all Brawn and Agility checks they make by one until this Critical Injury is healed.
26-30	Average (◆◆)	Bruised Muscle - The target adds a setback to all checks until this Critical Injury is healed.
31-35	Average (◆◆)	Pinched Nerve - The target removes all boost dice from checks until this Critical Injury is healed.
36-40	Average (◆◆)	Twisted Joint - The target increases the difficulty of all checks by one until this Critical Injury is healed.
41-50	Hard (◆◆◆)	Deep Wound - The target suffers 1 strain each turn they perform either an action or maneuver until this Critical Injury is healed.
51-60	Hard (◆◆◆)	Broken Bone - One of the targets arms is impaired, roll odd or even to determine which arm. Until this Critical Injury is healed, Upgrade the difficulty of all checks that use that arm.
61-70	Hard (◆◆◆)	Torn Muscle - Roll a D10 and upgrade the difficulty of all checks the target makes related to the corresponding attribute until this Critical Injury is healed: [1-3 Brawn, 4-10 Agility]
71-80	Daunting (◆◆◆◆)	Shattered Arm - Both of the targets arms are impaired. Until this Critical Injury is healed, they cannot perform actions that require their arms. Add a setback die to all other actions.
81-90	Daunting (◆◆◆◆)	Clean Sever - One of the targets arms is lost permanently, roll odd or even to determine which arm. As long as this arm is missing, they cannot perform actions requiring that arm. Until this Critical Injury is healed, they add a setback to all actions.
91-95	Daunting (◆◆◆◆)	Crushed Shoulder - Roll a D10 and Permanently reduce the corresponding attribute by one: [1-3 Brawn, 4-10 Agility]. Until this Critical Injury is healed, add a setback die to all actions.
96+	Daunting (◆◆◆◆)	Major Blood Loss - Until this Critical Injury is healed, every round the target suffers 1 wound and 1 strain at the beginning of their turn. For every 5 wounds they suffer in excess of their Wound Threshold, they suffer a Torso Critical Injury. If a target is suffering from Major Blood Loss multiple times, they will suffer cumulative wounds and strain, but will only suffer 1 additional Critical Injury for every 5 wounds.

TABLE 2-4: LEGS

D100	SEVERITY	RESULT
01-05	Easy (♦)	Lost balance - The target can only act during the last allied initiative slot on their next turn.
06-10	Easy (♦)	Numbing Sensation - The target cannot perform a free maneuver during their next turn.
11-15	Easy (♦)	Demoralizing Attack - Move a Story Point from the targets pool into yours.
16-20	Easy (♦)	Toppling Strike - The target is knocked prone and suffers 1 strain
21-25	Easy (♦)	Banged up - Increase the difficulty of the target's next check by one.
26-30	Average (♦♦)	Flesh Wound - The target increases the difficulty of all Brawn and Gaility checks by one until this Critical Injury is healed.
31-35	Average (♦♦)	Bruised Muscle - The target adds a setback to all checks until this Critical Injury is healed.
36-40	Average (♦♦)	Busted Knee - The target cannot voluntarily suffer strain to gain additional maneuvers until this Critical Injury is healed.
41-45	Average (♦♦)	Hamstrung - The target loses their free maneuver until this Critical Injury is healed.
46-50	Hard (♦♦♦)	Deep Wound - The target suffers 1 strain each turn they perform either an action or maneuver until this Critical Injury is healed.
51-60	Hard (♦♦♦)	Broken Bone - One of the targets legs is impaired, roll odd or even to determine which leg. Until this Critical Injury is healed, Upgrade the difficulty of all checks that use that leg.
61-70	Hard (♦♦♦)	Torn Muscle - Roll a D10 and upgrade the difficulty of all checks the target makes related to the corresponding attribute until this Critical Injury is healed: [1-5 Brawn, 6-10 Agility]
71-80	Daunting (♦♦♦♦)	Shattered Leg - Both of the targets legs are impaired. Until this Critical Injury is healed, they are Immobilized, and add a setback die to all actions.
81-90	Daunting (♦♦♦♦)	Clean Sever - One of the targets legs is lost permanently, roll odd or even to determine which leg. As long as this leg is missing, they cannot perform actions requiring that leg (including downgrading their action to a maneuver). Until this Critical Injury is healed, they add a setback to all actions.
91-95	Daunting (♦♦♦♦)	Crushed Hip - Roll a d10 and Permanently reduce the corresponding attribute by one: [1-5 Brawn, 6-10 Agility]. Until this Critical Injury is healed, add a setback die to all actions.
96+	Daunting (♦♦♦♦)	Major Blood Loss - Until this Critical Injury is healed, every round the target suffers 1 wound and 1 strain at the beginning of their turn. For every 5 wounds they suffer in excess of their Wound Threshold, they suffer a Torso Critical Injury. If a target is suffering from Major Blood Loss multiple times, they will suffer cumulative wounds and strain, but will only suffer 1 additional Critical Injury for every 5 wounds.

TABLE 2-5: HEAD

D100	SEVERITY	RESULT
01-05	Average (♦♦)	Dramatic Knockout - The target is knocked prone and Suffers 1 Strain
06-10	Average (♦♦)	Knocked Silly - Upgrade the difficulty for all Intellect and Cunning checks by the target, until this Critical Injury is healed.
11-15	Average (♦♦)	Ugly Wound - Move a Story Point from the targets pool into yours, and upgrade the difficulty for all Presence and Willpower checks they make, until this Critical Injury is healed
16-20	Average (♦♦)	Scatterbrained - Move a Story Point from the targets pool into yours, and the target removes ALL boost until this Critical Injury is healed.
21-25	Average (♦♦)	Dizzying Blow - Move a Story Point from the targets pool into yours, and the target is disoriented until this Critical Injury is healed.
26-30	Hard (♦♦♦)	Concussion - Move a Story Point from the targets pool into yours, and the target loses their free maneuver until this Critical Injury is healed.
31-40	Hard (♦♦♦)	Cracked Skull - Until this Critical Injury is healed, Increase the difficulty of all checks the target makes by one, and they suffer 2 strain each time they perform an action.
41-50	Hard (♦♦♦)	Bruised Brain - Until this Critical Injury is healed, Increase the difficulty of all checks the target makes by one, and roll a D10 and upgrade the difficulty of all checks related to the corresponding attribute: [1-5 AGI, 6-7 INT, 8 CUN, 9 PRES, 10 WILL]
51-60	Hard (♦♦♦)	Blinded - One of the targets eyes is permanently damaged or destroyed, causing the difficulty of all Perception and Vigilance checks they make to be increased by one. Additionally, until this Critical Injury is healed, upgrade the difficulty of all checks, and increase the difficulty of all Perception and Vigilance checks by an additional one.
61-70	Daunting (♦♦♦♦)	Paralyzed - Until this Critical Injury is healed, the target cannot perform actions or maneuvers.
71-80	Daunting (♦♦♦♦)	Brain Damage - Roll a D10 and Permanently reduce the corresponding attribute by one: [1-5 AGI, 6-7 INT, 8 CUN, 9 PRES, 10 WILL]
81-90	Daunting (♦♦♦♦)	Shattered Skull - Until this Critical Injury is healed, the target suffers 1 wound and 1 strain at the beginning of their turn. For each wound they suffer, they gain a setback die to all checks.
91-100	Daunting (♦♦♦♦)	Brain Bleed - The target suffers an additional Head Critical Injury, with a max of 90%. The target dies at the end of the next turn.
101+	-	Dead

TALENTS

CALLED SHOT TALENTS

THE CALLED SHOT TALENTS IN THIS CHAPTER SHOULD ONLY BE USED IN TANDEM WITH THE HIT LOCATION CRITICAL INJURIES RULES IN THIS SUPPLEMENT.

TARGETED AIM TALENTS

THE TARGETED AIM TALENTS IN THIS CHAPTER REFERENCE CRITICAL INJURIES FOUND IN THE HIT LOCATION CRITICAL INJURY RULES IN THIS SUPPLEMENT. THESE CAN BE USED WITHOUT THE HIT LOCATION RULES, AT GAMEMASTER DISCRETION, BUT YOU SHOULD RECORD THE EFFECTS FOR REFERENCE.

ADDITIONALLY, IF YOUR GAME IS USING THESE TALENTS, YOU SHOULD NOT USE THE TALENT "HAMSTRING SHOT" FROM THE GENESYS CORE BOOK.

TALENT ENTRIES

The following is a list of talents that are themed around dealing, surviving, and healing Critical Injuries. The majority of them are usable in any setting, with the only exception being Regenerative Magic, which requires your game to be using the optional Magic Rules detailed on Pg. 210 in **GENESYS** Core.

TIER 1

GO FOR BROKE

Tier: 1

Activation: Active (Maneuver)

Ranked: No

Your character may reduce the Critical Rating of the next attack you make this turn. However, until the start of your next turn, opponents reduce their Critical Rating by 1 for all combat checks targeting your character.

TARGETED AIM - HAMSTRING

Tier: 1

Activation: Active (Maneuver)

Ranked: No

Your character's next attack this round suffers ■■. They may spend an additional maneuver to reduce this penalty to ■. If their next attack this round is successful, after the attack has been resolved, the target counts as suffering from the "Hamstrung" Critical Injury (Table 2-4) for a number of rounds equal to their Skill Ranks for the attack. The effect can be removed early as normal for healing a Critical Injury. While active, this effect counts as an unhealed injury for modifying future Critical Injury rolls.

TIER 2

CALLED SHOT

Tier: 2

Activation: Active (Incidental)

Ranked: No

Before your character rolls for Hit Location (Table 2-1) they may spend AA or ☉ to choose "Arms", "Legs", or "Torso" instead of rolling.

DURABLE (IMPROVED)

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Durable talent to benefit from this talent.

When your character suffer a Critical Injury, they may suffer strain up to their ranks in Resilience. They do not count as suffering from this Critical Injury, for all purposes, for a number of rounds equal to the strain they suffered.

GO FOR BROKE (IMPROVED)

Tier: 2

Activation: Passive

Ranked: No

Your character must have purchased the Go For Broke talent to benefit from this talent.

When your character activates Go For Broke, they also add +10 to their next Critical Injury roll that round.

TARGETED AIM - TWISTED JOINT

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Your character's next attack this round suffers ■■■. They may spend an additional maneuver to reduce this penalty to ■. If their next attack this round is successful, after the attack has been resolved, the target counts as suffering from the "Twisted Joint" Critical Injury (Table 2-3) for a number of rounds equal to their Skill Ranks for the attack. The effect can be removed early as normal for healing a Critical Injury. While active, this effect counts as an unhealed injury for modifying future Critical Injury rolls.

WEAPON SPECIALIZATION

Tier: 2

Activation: Passive

Ranked: No

When you purchase this talent for your character, choose a specific weapon your character possesses. While they are wielding this weapon, its critical rating is reduced by 1, to a minimum of 1. Your character may train and choose a different weapon when they wake up from a full rest.

TIER 3

FIELD SURGEON

Tier: 3

Activation: Active (Action)

Ranked: No

Your character may spend their action applying a Painkiller directly to a hit location that suffered a Critical effect, as long as the body part is still attached. Instead of recovering wounds, the target may ignore a single Critical Injury, at that location, for a number of rounds equal to the number of wounds they would have recovered from the painkiller. While they are ignoring their Critical Injury, the target adds 🌀 to all checks they make equal to the Severity of the Critical Injury they are ignoring. This counts as an application of Painkillers for determining the amount recovered by future Painkillers. This ability may only be used once for each Critical Injury.

FIRE FOR EFFECT

Tier: 3

Activation: Active (Incidental)

Ranked: No

If your character has activated either the Blast Quality or Autofire Quality and a Critical Hit, for the same attack, targeting a Rival or Nemesis, you may suffer 2 strain to have

the same Critical Injury result effect every Rival and Nemesis who takes any damage from the attack.

GO FOR BROKE (SUPERIOR)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Go For Broke (Improved) talent to benefit from this talent.

When your character activates Go For Broke, they suffer 1 strain when their turn ends. For the next attack your character makes this round, Vicious adds +15 per level, instead of the normal +10. Also, each additional Critical Injury they activate, after the first, adds +15 to their roll, rather than the usual +10.

ONE SHOT, TWO KILLS

Tier: 3

Activation: Active (Incidental)

Ranked: No

When a minion group is affected by a Critical Hit from your character's attack, they may suffer 2 strain to cause the Critical Hit to defeat 2 minions instead of the normal 1.

REGENERATIVE MAGIC

Tier: 3

Activation: Passive

Ranked: No

Your character must have the ability to cast the Heal Spell to benefit from this talent.

Your character adds Regenerate to their list of Heal Additional Effects (**GENESYS** Core Table III.2-11).

Regenerate : +♦♦♦

If the spell is successful, the target regrows a lost or permanently damaged body-part, then suffers 10 strain at the end of your turn. If the damaged or lost body part was the result of a Critical Injury, then that Critical Injury is also healed. Each net success & advantage the spell generated reduces the target's suffered strain by 1.

TIER 4

CALLED SHOT (IMPROVED)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Called Shot talent to benefit from this talent.

Before your character rolls for Hit Location (Table 2-1) they may spend AA or 🌀 to choose "Head" instead of rolling.

FIELD SURGEON (IMPROVED)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Called Shot talent to benefit from this talent.

When your character uses the Field Surgeon talent, the target ignores their Critical Injury for a number of Days equal to the amount that would have been healed by the painkillers. Your character may suffer 2 strain as an additional cost of this ability. If they do so, the threat that the target would suffer is reduced by your character's ranks in Medicine.

GO FOR BROKE (SUPREME)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Go For Broke (Superior) talent to benefit from this talent.

When your character activates Go For Broke, they suffer an additional 1 strain when their turn ends. The next attack they make this round is Upgraded. If they score a Triumph, it must be used to trigger a Critical Injury.

TARGETED AIM - TORN MUSCLE

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Your character's next attack this round suffers ■■. They may spend an additional maneuver to reduce this penalty to ■. If their next attack this round is successful, after the attack has been resolved, the target counts as suffering from the "Torn Muscle" Critical Injury (Table 2-3 or Table 2-4) for a number of rounds equal to their Skill Ranks for the attack. The effect can be removed early as normal for healing a Critical Injury. While active, this effect counts as an unhealed injury for modifying future Critical Injury rolls.

TIER 5

DOUBLE TAP

Tier: 5

Activation: Active (Incidental)

Ranked: No

After your character succeeds at an attack, but before they spend advantage, they can suffer 2 strain to allow them to score two separate Critical Injuries. These require the normal methods of generating a Critical Injury, and they occur simultaneously to each other.

GO FOR BROKE (MASTER)

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the Go For Broke (Supreme) talent to benefit from this talent.

When your character activates Go For Broke, they also suffer 2 Wounds when their turn ends. When the next attack they make this round resolves successfully, they automatically score a Critical Injury. If the attack was unsuccessful, you may spend a Story Point to still have the target suffer this Critical Injury, with all associated modifiers, and your character may spend advantages as normal to trigger their weapon's critical rating for additional modifiers.

ONE CRITICAL INJURY PER ATTACK

GO FOR BROKE (MASTER) DOES NOT BYPASS THE NORMAL RULE FOR AN ATTACK ONLY GENERATING A SINGLE CRITICAL INJURY. HOWEVER, DOUBLE TAP DOES ALLOW YOUR CHARACTER TO BREAK THAT RULE, AND CAN BE COMBINED WITH GO FOR BROKE (MASTER).

LEGENDARY KILLER

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per Session, after your character scores a Critical Hit against a Rival, you may flip a Story Point to instantly defeat that Rival.

TARGETED AIM - CLEAN SEVER

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Your character suffers 2 strain and their next attack this round suffers ■■. They may spend an additional maneuver to reduce this penalty to ■. If their next attack this round is successful against a rival or nemesis, after the attack has been resolved, they choose a limb and the target suffers from the "Clean Sever" Critical Injury (Table 2-3 or Table 2-4) for that limb.