

Critical Damage

Whenever a creature loses $\frac{1}{4}$ or more of his HP *in one single blow*, he must cast a D20 and check for Critical Damage. Critical Damage comes *in addition to* the normal Cut/Shock effect!

Healing Critical Damage

Fractured Bones: Rest for 2 weeks.

Broken Bones: Healing/Medicine DD 8 to avoid permanent crippling damage. Rest for 2 weeks.

Smashed bones: Healing/Medicine DD 15 to avoid permanent crippling damage. Rest for 3 weeks.

Paralysed: Healing/Medicine DD 20 to fix. Can only be fixed with access to hospital facilities. If fixed, must Rest for 4 weeks. *Critical Failure* when trying to fix results in instant death. *Failure* or if left untreated: results in death within D6 weeks.

Shattered limb: Amputation needed. Healing/Medicine DD 14 to perform amputation. *Critical Success:* Target does not start to bleed. *Success:* Light Bleeding. *Failure:* Medium Bleeding. *Critical Failure:* Serious Bleeding. Bleeding must be stopped normally.

D20	Critical Damage
1	Staggered by strike. Stunned for D3 rounds.
2	Ribs fractured. -1 to all movement and combat skills. Lose 1 HP.
3	Strike to leg. Knocked down. If no armour is worn: Lies knocked down on the ground for D6 rounds.
4	Strike to left (1-3 on a D6) or right (4-6) arm. Stunned for D3 rounds. If no armour (and for left arm: no shield): Arm breaks.
5	Strike to forearm. Lose 1 HP and stunned for 1 round.
6	Blow to left (1-3 on a D6) or right (4-6) shoulder. Stunned for 1 round. If left arm and no shield or right arm: Shoulder breaks and the arm is useless until healed.
7	Blow to leg. Leg breaks. Light Bleeding and -5 to all movement and combat skills until healed. Stunned for D3 rounds.
8	Blow to face. Light Bleeding and stunned for 4D6 rounds. If only a modern helmet (with no face protection) worn: One eye is lost. If no helmet is worn: One eye is lost and coma for 2D6 weeks.
9	Blow to elbow. Elbow breaks. Arm is useless until healed. Stunned for D6 rounds.
10	Blow to upper leg. If armour is worn: Light Bleeding. -1 on all movement and combat skills until healed. If no armour is worn: Medium Bleeding, -2 on all movement and combat skills until healed, and stunned for D6 rounds.
11	Blow to body. Ruptured spleen. Permanent -1 mod to poison resistance.
12	Blow to body. Ruptured kidney. Permanent -1 mod to CON.
13	Blow to collar area. Light Bleeding and stunned for 2D6 rounds. Cannot speak for 1 week.
14	Blow to chest. Lung crushed or punctured. Light Bleeding. Stamina reduced by 50% permanently.
15	Blow to knee. Knee smashed. Light Bleeding. -7 on all movement and combat skills until healed. Stunned for 3D6 rounds.
16	Blow to hand. If armour worn: Hand broken. Stunned for D6 rounds. Cannot use hand until healed. If no armour worn: Hand shattered or cut off. Serious bleeding. Stunned for 2D6 rounds.
17	Blow to face. Jaw breaks. Cannot eat solid food until healed. Light Bleeding and stunned for 2D6 rounds.
18	Blow to eye. Eye destroyed. Light Bleeding and stunned for 4D6 rounds.
19	Blow to hip. Hip broken. Medium Bleeding and -8 to all movement and combat skills until healed. Knocked down for D6 rounds.
20	Roll a D20 again on the Horrible Critical Damage Table.

NB! If firearms are used to cause the damage, all 'broken' results are instead 'shattered' results.

D20 Horrible Critical Damage

- 1 Blow to rib-cage. If armour is worn: Bones in rib-cage breaks. -2 to all movement and combat skills until healed. If no armour worn: Bones breaks and penetrates internal organ. Death in D6 rounds.
- 2 Blow to back of neck. Paralysed from neck down.
- 3 Blow to leg. Lower leg shatter or cut off. Serious bleeding. Will DD 12 to not fall unconscious. If the target remains conscious: Knocked down for 3D6 rounds.
- 4 Blow to arm. Lower arm shatter or is cut off. Serious bleeding. Will DD 12 to not fall unconscious. If the target remains conscious: Stunned for 3D6 rounds.
- 5 Knocked down. Breaks both arms. -8 to all skills until healed and stunned for D6 rounds. Cannot use arms or hands until healed.
- 6 Blow to abdomen destroys internal organs. Weapon used (if any) is stuck for D6 rounds in the body and/or armour worn. Instant death.
- 7 Strike to abdomen: Serious Bleeding. Stunned for 4D6 rounds. If no armour worn: death in D6 rounds, because of destroyed organs.
- 8 Blow to side of head. Light Bleeding. If helmet worn: Knocked unconscious for D6 hours. If no helmet worn: Skull crushed.
- 9 Blow to rib-cage. Bones breaks and penetrates internal organ. Death in D6 rounds.
- 10 Blow to head. If no helmet is worn: Instant death. If helmet worn: Coma for D6 weeks.
- 11 Strike to head. If helmet: Helmet breaks. If no helmet: skull shatters. Instant death.
- 12 Neck strike. Paralysed from neck down.
- 13 Blow to neck. Neck broken. Knocked down for and death in D6 rounds.
- 14 Blow to back. If armour is worn: Gives the character the Bad Back Flaw. Stunned for 3D6 rounds. If no armour is worn: Back is broken and character is paralysed.
- 15 Blow to chest. If no armour is worn: lungs and heart crushed by impact. Instant death. If armour worn: Medium Bleeding and loss of 3D6 SP, cannot breathe for D6 rounds, and stunned for 3D6 rounds.
- 16 Blow to throat. Cannot breathe, stunned for and dies in 2D6 rounds.
- 17 Blow to jaw. Jaw bone breaks and is driven into the brain. Instant death.
- 18 Blow to head. If no helmet is worn: Coma for 2D6 weeks. If no helmet is worn: Skull shatters. Instant death.
- 19 Blow to neck. Neck shattered or head cut right off. Instant death.
- 20 Blow to chest. Heart crushed or impaled. Instant death.