

FINAL REDOUBT PRESENTS:

#4001

FRP ESSENTIALS

TM



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the *Game
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For use with the
4th Edition of
the world's most
popular
roleplaying
game.

If David hadn't
used this
book...

... Goliath
would have
won.

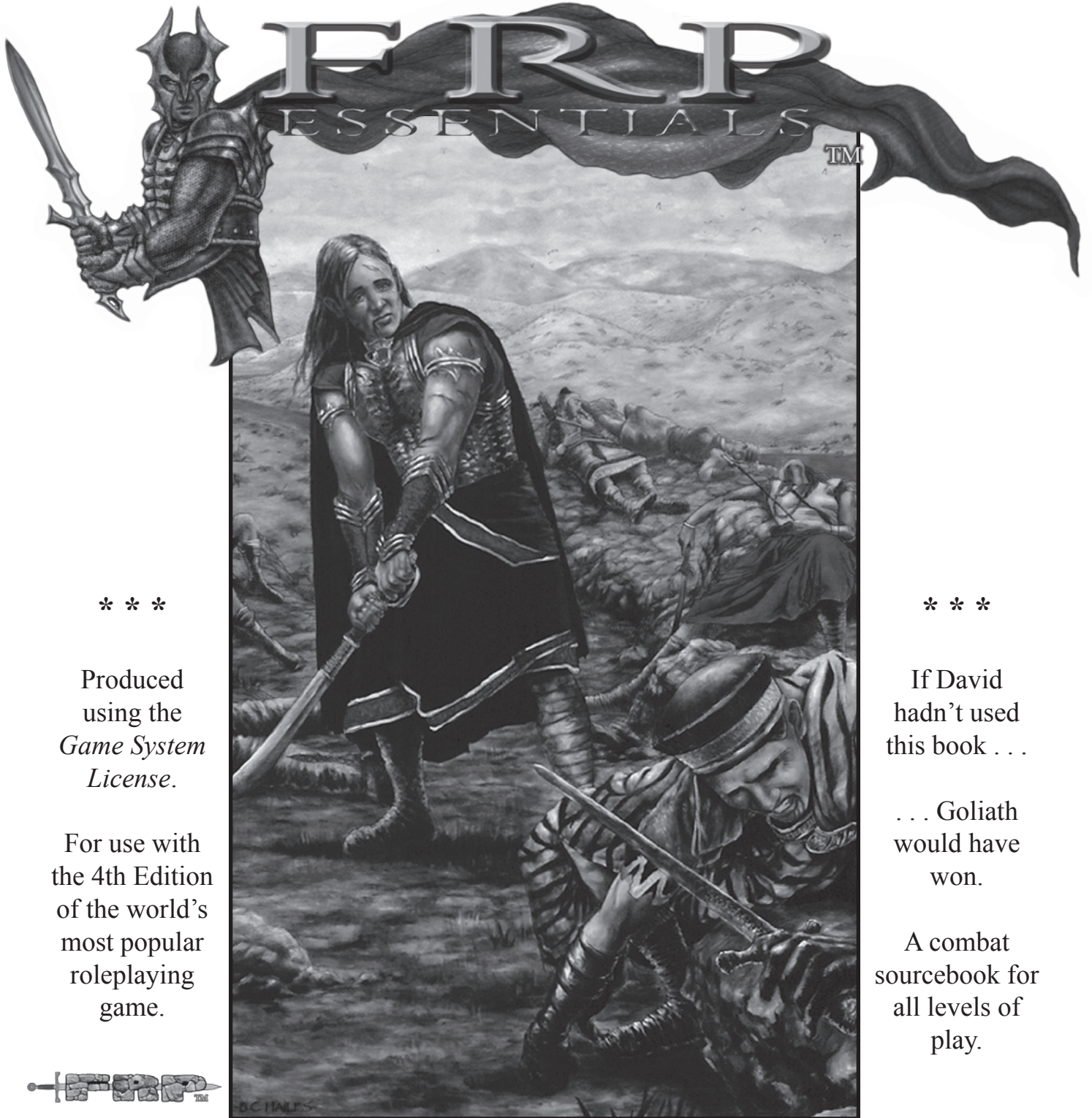
A combat
sourcebook for
all levels of play.

Combat Essentials 1: Critical MattersTM

by Robert J Defendi



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Combat Essentials 1: Critical Matters

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Introduction

Welcome

A young boy squares off against a giant. He strides forward as a warrior, but he wears no armor, and in his hand he carries nothing but a sling. The giant steps forward, the champion of his people, and behind him, his army cheers.

The boy places a stone in his sling. He squints across the field, and as the giant starts forward, he whirls the stone above his head, a prayer in his heart. After a moment, he lets the sling fly. The stone strikes true, and the giant falls. The boy walks forward and lifts the giant's sword. . . .

It's a familiar story, iconic in western culture, and yet, in 4th edition, it couldn't happen. The boy might get a Critical, but there's no way that Critical could take out the giant.

Without this product, Goliath wins.

A NOTE ON PRONOUNS

Whenever referring to a person of indeterminate gender in this book, the masculine pronoun is used. This should be taken to mean he/she, his/her, etc.

WHAT IS *CRITICAL MATTERS*TM?

CRITICAL MATTERS is a Critical Effects* product for 4th Edition. In these pages, you will find more than seventeen-hundred unique Critical Effects*. Some of them are funny. Some of them are brutal. They are all more interesting than simple Damage. With these Critical Effects*, characters can be Stunned, receive Permanent* injuries, or even be killed outright.

This product adds excitement to any game. It makes combat more dangerous and evocative. With it, the underdog can win. With more than one hundred results for each Damage Type, this book will give you years of gaming enjoyment.

OUR PHILOSOPHY

At Final Redoubt Press, we wish to bring high-quality products into the hands of the gamers who need them. We strive to enrich and enliven your game and to help GMs breath new life into their sessions.

USING THIS PRODUCT

This product provides everything that a gaming group needs to inject their games with fantastic Critical Effects*. It contains clean and simple core rules to allow you to quickly bring the product into your game. In addition, there are optional rules to deal with such things as creatures of different Sizes, Open-Ended Critical Effects*, and mundane Heal Checks.

DEDICATION

I would like to dedicate this book to S. Coleman Charlton, Kurt H. Fischer, Peter C. Fenlon Jr., Terry K. Amthor, Bruce R. Neidlinger, Bruce C. Shelly, Leonard "Swamp" Cook. These people brought us *Arms Law*, so many years ago, and changed the way we think of combat forever.

SPECIAL THANKS

We would like to thank our play testers: Amanda Peltier, Angela Daley, Aaron Smith, Bjorn Olsen, Brenda Llewelyn, Craig Lynch, Dan Willis, Gary Llewelyn, Howard Tayler, Jennie Mollerup, Jonathon W. Larsen, Josh Peltier, Mathew Daley, Matthew P. Fitt, Michael Lowndes, Paul Updike, Rhett Akers, Rob Shirley, Scott Llewelyn, Sherrie Anderson, Timothy Gish, and Zachary Palfreyman. Without them, this product wouldn't be possible.

The Core Mechanic

Using *Critical Matters* is very simple. There are charts in this book for each Damage Type. There are tables for Bludgeoning*, Slashing*, and Piercing*, for instance. There are also tables for more unusual types of fighting, such as Brawling* or Grabbing. There is even a table for Martial Arts*, for use with as-of-yet-unpublished Martial Arts* characters. In addition we have tables for all the major magical Damage Types, such as Force, Fire, and Necrotic.

Whenever a character or a monster rolls a Crit, resolve that Crit as normal (See the D&D 4E *PLAYER'S HANDBOOK*). After you are done, you can apply a Critical Effect*. Simply pull out this book and roll percentile (if it's a PC attacking, have the player roll it themselves). Apply the result to the appropriate

Introduction

4th Edition vs. Final Redoubt References

This product is not meant to alter any reference in the 4th Edition game. If at any point a rule could be read in two ways, interpret the rule in whatever way leaves the 4th Edition reference unchanged. To make matters clearer, here you will find a list of relevant references for 4th Edition and our new, unique references from Final Redoubt Press. The Final Redoubt Press references stand by themselves and they are not to be confused, in any way, with any current or future reference for 4th Edition.

Final Redoubt Press references are further marked with a “♦” in superscript (The “♦” should be read as (Final Redoubt Press), so Permanent♦ is shorthand for Permanent (Final Redoubt Press)). The absence of this mark in this or future products, however, does not mean the reference refers to 4th Edition.

One final note: there are some quite common words in the listed references for 4th Edition. “Damage” has a very specific definition in the game, but it’s awkward to refer to “brain damage” without using the word. Because of this, all references are capitalized. Any word without a capital isn’t a reference to any specific rule or game element.

Player References See the *D&D 4E Player’s Handbook*

Acid
Action
Belt of Giant Strength
Blinded
Bloodied Value
Bonus
Burning Hands
Check
Cold
Conditions
Crawl
Crit
Critical Hit
Damage
Damage Type
Dazed
Deafened
Dead
Death Saving Throw
Death
Dying
End of Your Turn
Escape
Extra Damage
Fire
Force
Gold Piece (GP)
Grabbing
Halfling
Heal
Healing
Healing Surge
Helpless

High Crit
Hit
Hit Point (HP)
Immobilized
Keyword
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Maximum Damage
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Square
Standard Action
Stunned
Temporary Hit Points
Thunder
Turn
Unconscious

Game Master References See the *D&D 4E DUNGEON MASTER’S GUIDE*

Resistance
Vulnerability

Monster References See the *D&D 4E MONSTER MANUAL*

Dragon
Giant

Final Redoubt Press References

Bleed
Bludgeoning
Brawling
Critical Effect
Martial Arts
Natural Healing
Open-Ended Critical Effect
Permanent Effect
Piercing
Regrow Limb
Restore Limb
Slashing
Traumatic Damage

Introduction

Critical Effects* table. Immediately apply all consequences of the Critical Effect*.

Note: *If a character has anything that grants an automatic Crit, it's probably best not to allow a Critical Effect* on the attack (unless they actually roll a Crit anyway). Allowing a character to choose to get a Critical Effect* in any kind of reliable fashion, such as through a Power, would unbalance the game.*

In addition, each table has benchmarks, such as +1[W] or +2[W]. Check the highest benchmark on the table before the number you rolled. Add this much Traumatic Damage* to the attack. If the Crit is caused by a Power without a weapon (such as a spell), just use the die type for the Power. For instance, +[W] on Burning Hands would add +1d6, whereas on Magic Missile it would add +1d4. The Traumatic Damage* is typed as the original Attack, and the Damage caused by the Crit counts toward overcoming Resistance.

That's all there is to it. Below you'll find notes on the common Critical Effects*. For other results, follow the instructions in the Critical Effect* itself. This will explain any special consequences, such as brain damage.

Note: *Occasionally, a Critical Effect* will say that a certain piece of armor will stop or reduce a Critical Effect* (such as a helmet protecting the head). If this occurs, the character still takes the Damage and Traumatic Damage*, even if the armor saves him from more drastic consequences.*

TEMPORARY HIT POINTS

If a character has Temporary Hit Points, they might protect against Critical Effects*. Never roll a Critical Effect* if Temporary Hit Points absorb all the Damage of the initial Crit.

BLEEDING*

Often, a Critical Effect* will say that a character Bleeds*, and gives a time frame. For instance, it might say "foe Bleeds* every hour." This means that the character Bleeds* his level in Hit Points whenever that

time frame passes. So a 7th level character who Bleeds* every minute takes 7 HP Damage every ten Rounds.

Bleeding* attacks are extreme enough that characters won't usually stabilize on their own. If Bleeding* reduces a character below 1 HP, they keep Bleeding*. If they fail three Death Saving Throws in a row, they die as normal. If they reach their Bloodied Value in negative HP from Bleeding*, they die.

If they roll a 20 or higher on the Death Saving Throw, the Bleeding* stops and they may spend a Healing Surge (see the *D&D 4E Player's Handbook*).

PENALTIES

For the most part, a Penalty is applied to any roll that character or monster makes. Occasionally the Critical Effect* will qualify the Penalty, perhaps saying that the Penalty only applies to Actions involving the arms. If this is the case, the description in the Critical Effect* supersedes the general rule.

COMBAT CONDITIONS

Many Critical Effects* apply Conditions, such as Stunned or Dazed. Some of these have a set duration. A character can still Save to end these Conditions, but they receive a Penalty to the Save equal to the number of Rounds remaining in the duration.

Example: *You are Stunned for 6 Rounds. On your next Turn, you are Stunned, reducing the remaining Rounds to 5. At the End of Your Turn, you may Save with a Penalty of -5. If you don't Save, you may try again next Round at a -4.*

DEATH EFFECTS

Some Critical Effects* kill the target. If these kill him instantly, so be it. If these result in "Death in x Rounds," the character dies when the time expires, unless Healing stops the Critical Effect*.

OTHER CONSEQUENCES

Some Critical Effects* impose other restrictions, such as reduced speed. They also might apply more colorful consequences, such as brain damage. Use your best judgement.

Introduction

HEALING

Healing all the Damage of a Crit and all Traumatic Damage* removes the associated Critical Effect* (including impending Death). This can lead to sleeping off a broken bone or brain damage, but this can represent setting wounds, finding ways to work around restrictions, and otherwise bouncing back. See below for optional rules involving Traumatic Damage*.

Regardless, severed or maimed appendages can only be restored with a Ritual.

PERMANENT EFFECTS*

All severed limbs and paralysis are Permanent Effects*. In addition, some Critical Effects* list a Permanent restriction. In all cases Permanent Effects* linger, even if the character regains all HP. See below for Rituals that can remove Permanent Effects*. Permanent Effects* can include Penalties to Actions, Movement, or even

more ambiguous effects. A Permanent Effect* applies to whatever Penalty was listed most recently in the Critical Effect*. For instance a Permanent Effect* listed after a Movement Penalty applies to the Movement Penalty, not any Penalty to Actions.

RITUALS

The following Rituals allow a character to recover from Permanent Effects*.

Regrow Limb*

With glowing hands of healing, you touch the ragged stump and watch as a new limb swells and grows in its place.

Level: 12

Category: Restoration

Time: 10 Minutes

Duration: Instantaneous

Component Cost: 750 GP

Market Price: 2,600 GP

Key Skill: Healing

Final Redoubt Press References Defined

Bleed*: The act of losing HP through blood loss. A character Bleeds* their level in HP whenever the Bleeding* time period passes.

Bludgeoning*: Bludgeoning* Damage relies on the violence of impact more than an edge or point.

Brawling*: Brawling* Critical Effects* come from unarmed attacks that don't involve Martial Arts*. It's assumed that you use any improvised weapon you can reach when Brawling*.

Critical Effect*: A Critical Effect* is an extra consequence that you can apply in combat. The most obvious time to apply it is after resolving a Crit, but they could also be used for attacks that drop an opponent to 0 HP, or any other time the GM feels there should be a more spectacular image to the attack, such as when cutting down the last Minion in a fight. Critical Effects* are more cinematic and concrete than normal Damage, and can involve Traumatic Damage*.

Natural Healing*: In our optional rules, it takes longer to recover from Traumatic Damage* than normal Damage. Natural Healing* is the process of regaining HP lost to Traumatic Damage* over time.

Open-Ended Critical Effect*: With this optional rule, a character has the opportunity to gain a Bonus to Critical Effects* through lucky rolls.

Piercing*: Piercing* Critical Effects* involve weapons that use a point to turn their force into a deep, penetrating wound.

Martial Arts*: Unarmed combat using punches and kicks to great effect.

Permanent Effects*: Sometimes Critical Effects* can leave a person maimed. The result is a Permanent Effect*.

Regrow Limb*: A Ritual that allows a target to regrow missing body parts.

Restore Limb*: A Ritual that allows the target to lose the debilitating consequences of Permanent Effects*.

Slashing*: Slashing* weapons amplify their force by applying it to a sharp edge.

Traumatic Damage*: Certain Critical Effects* cause Traumatic Damage*. These additional HP are based on how high you roll on the chart. You do not regain those HP as easily as normal Damage.

Introduction

Regrow Limb* removes one Permanent Effect*. You do not need all the body parts for this to work, only a living subject. You can therefore regrow a severed limb, restore a missing finger, or even regrow a missing eye.

This Ritual is very taxing on the recipient and can result in Death or Damage, depending on your Skill Check. Subtract all Penalties the target suffers (this means it's often better to Heal all the Damage and Traumatic Damage*, and therefore the larger Penalties, before continuing). If the Penalty is smaller than -10, use -10 instead. Compare the result to the chart below. If the target survives the repairs, he can Heal any Damage caused by the Ritual in the normal fashion.

Heal Check Result	Effect on Target
0 or lower	Target dies.
1-9	Target takes Damage equal to his maximum HP.
10-19	Target takes Damage equal to half his maximum HP.
20-29	Target takes Damage equal to one quarter his maximum HP.
30 or higher	Target takes no Damage.

This Ritual only works on one Permanent Effect* at a time. You may choose to repair any Permanent Effect* about which you know. You learn how bad the Penalty is when you cast the Ritual, but may choose to abort casting at that point, saving any Ritual Components.

Restore Limb*

With a gently healing touch, you fill the maimed limb with light, watching as it straightens and becomes whole.

Level: 6 **Component Cost:** 150 GP
Category: Restoration **Market Price:** 360 GP
Time: 10 Minutes **Key Skill:** Healing
Duration: Instantaneous

Restore Limb* removes one Permanent Effect*. For the Ritual to work, all of the major body parts must be present. You can therefore reattach a severed limb, restore a maimed extremity, or even re-

pair spinal cord damage, but you cannot regrow missing tissue.

This Ritual is very taxing on the recipient and can result in Death or Damage, depending on your Skill Check. Subtract all Penalties the target suffers (this means it's often better to Heal the Damage and Traumatic Damage*, and therefore the larger Penalties, before continuing). If the Penalty is smaller than -5, use -5 instead. Compare the result to the chart below. If the target survives the repairs, he can Heal any Damage caused by the Ritual in the normal fashion.

Heal Check Result	Effect on Target
0 or lower	Target dies.
1-9	Target takes Damage equal to his maximum HP.
10-19	Target takes Damage equal to half his maximum HP.
20-29	Target takes Damage equal to one quarter his maximum HP.
30 or higher	Target takes no Damage.

This Ritual only works on one Permanent Effect* at a time. You may choose to repair any Permanent Effect* about which you know. You learn how bad the Penalty is when you cast the Ritual, but may choose to abort casting at that point, saving any Ritual Components.

Optional Rules

The following rules add realism to the Critical Effect* system at the price of complexity. Using these probably won't significantly slow your game, but they are still completely optional.

Note: *All of these rules are optional. In addition, they are independent of one another. You may pick and choose which you use, although be careful about using an optional rule that causes a Penalty and not a corresponding rule that gives the chance at a Bonus.*

Introduction

SIZE

While these rules assume that the foes are the same Size, in reality, wouldn't a Critical Effect* caused by a Huge Dragon be more likely to cause catastrophic damage? Shouldn't a Halfling have to be far luckier to drop a Giant with a single blow than another Giant would be?

For those who want this added level of detail, use the chart below. Compare the Size of the attacker to the Size of the defender on the chart. The resulting number is the Bonus or Penalty applied to the Critical Effect* roll.

Attacker	Defender					
	Tiny	Small	Medium	Large	Huge	Gar.
Tiny	0	-2	-5	-10	-20	-40
Small	+2	0	-2	-5	-10	-20
Medium	+5	+2	0	-2	-5	-10
Large	+10	+5	+2	0	-2	-5
Huge	+20	+10	+5	+2	0	-2
Gargantuan	+40	+20	+10	+5	+2	0
Open-Ended Critical Effect*:				+25 per Open-Ended Roll.		
Light Weapon:	-5					
Off-Hand Weapon:	-5					
High Crit Weapon:	+5					

OPEN-ENDED CRITICAL EFFECTS*

Being larger than your opponent isn't the only way to achieve the spectacular Critical Effects* above 100 on these charts. With this rule, one can also roll an Open-Ended Critical Effect*.

Whenever a character rolls a Crit, after you resolve the Crit, he may roll again. If the new roll would qualify for a Crit, he gains a +25 to the upcoming Critical Effect* and may roll again. He keeps rolling until his roll would not qualify for a Crit.

For every additional roll that would have qualified, add another +25 to the Critical Effect* roll.

LIGHT AND OFF-HAND WEAPONS

In addition to relative Sizes, as listed above, a Light Weapon or an Off-Hand Weapon is less damaging than a normal weapon. If one of these weapons

causes a Critical Effect*, apply a -5 Penalty to the Critical Effects* roll.

HIGH CRIT WEAPONS

High Crit weapons cause slightly better Critical Effects*. Add a +5 Bonus to the Critical Effects* roll.

RESISTANCES AND VULNERABILITIES

As an option, subtract the value of a foe's Resistance from a corresponding Critical Effect* roll. Add the value of a Vulnerability. If a Resistance absorbs the entire Crit, do not roll a Critical Effect*.

OPTIONAL RECOVERY RULES

The core rules state that any wound is gone when the associated Damage and Traumatic Damage* is Healed. However, this can lead to many unrealistic results. In 4th Edition, HPs are completely abstract. Critical Effects*, on the other hand, always represent real, physical damage of some kind. This rule expands the recovery guidelines to allow for longer-lasting results, such as broken bones that can take weeks to mend on their own.

Healing Through Powers

In these rules, only a Power with the Healing Keyword, or Natural Healing*, can remove Traumatic Damage*, and therefore any Penalties or restrictions associated with a Critical Effect*. Second Wind will not remove Traumatic Damage*. Healing Surges will only remove Traumatic Damage* if they are triggered by a Power with the Healing Keyword. Multiple Powers can be used remove Traumatic Damage* too big to be restored with one Power, and you can use these Powers between encounters, as long as you realize they can't be used again without an appropriate rest. You cannot remove Traumatic Damage* with Healing Surges alone.

It's good to remember that Damage (which is associated with the Crit) and Traumatic Damage* (which is associated with a Critical Effect*) are two different things. A person can still Heal the original Damage normally, and if there's no Traumatic Damage* caused by the Critical Effect*, that's the end of it.

Introduction

However, Critical Effects* that have more extreme consequences also cause Traumatic Damage*.

You must Heal all Damage associated with a wound before Healing any Traumatic Damage*. For instance, you must Heal the Damage caused by the original Crit before any of the Traumatic Damage* caused by the Critical Effect*.

Note: Powers that grant Regeneration are somewhat more limited than normal Powers with the Healing Keyword. For instance, they do not work when a character is Dying. Because of this, under this optional rule, they should not work on Traumatic Damage*.

Natural Healing*

Aside from Powers, you can remove Traumatic Damage* with Natural Healing*. A character recovers 1 HP of Traumatic Damage* per week, but only if he does nothing that could exacerbate the injury (such as walking on a broken leg, using a broken arm, or any kind of combat). HP are first restored to the Critical Effect* with the lowest Traumatic Damage*. When all the Traumatic Damage* caused by that Critical Effect* is gone, the Critical Effect* disappears. If the Critical Effect* came with Permanent Effects*, then the Permanent Effect* remains.

Treatment

A character with the Heal Skill can use his knowledge to aid a character's recovery of Traumatic Damage*. A successful Check, DC15, will increase the recovery rate. A character who wouldn't normally regain a HP can still regain 1 HP on any week when the healer succeeds in this Check. A character who would normally regain 1 HP regains 2 HP instead.

In addition, the healer can stave off the more extreme Penalties of a Critical Effect* with a Heal Check. A character who succeeds in his Heal Check can stop Bleeding*. If he succeeds, the Bleeding* stops as long as the patient does nothing that might reopen the wound. If he succeeds by 10 or more, he stops the Bleeding* thoroughly enough that the patient can engage in strenuous activity. See the chart below for the appropriate DCs, based on how quickly the patient Bleeds*.

A Heal Check can also treat a Penalty, stabilizing a broken bone or applying supportive pressure to damaged tissue. If the healer succeeds in the Check, the Penalty is halved. If he succeeds by 10 or more, the Penalty is quartered. Round down. For the DCs associated with different Penalties, see below.

A Heal Check can stop troublesome problems, such as reduced Movement. The GM must decide which problems are treatable. Usually, brain damage isn't, but effects that stem from structural damage, like broken bones, are. The DC for this Check is 20.

Some Critical Effects* have lasting Penalties unless the limb is amputated. A healer can amputate a limb with a Heal Check. The amputation automatically succeeds, but the patient takes Damage which could be fatal. Compare the Check to the Healing results table in either the Regrow Limb* or Restore Limb* Ritual. The patient takes this much Damage.

Finally, a healer can save a character from imminent Death. The DC of this task is 30.

Heal Skill Table		
Bleeding*	Penalty	Other Effect DC
Bleeding* every day	-2	5
Bleeding* every hour	-4	10
Bleeding* every half hour	-6	15
Bleeding* every 10 minutes	-8	Troublesome 20 effect
Bleeding* every minute	-10	25
Bleeding* every Round	-12	Imminent 30 Death

Effects: Success against Bleeding* stops it. Success by more than 10 allows the character to fight without reopening it. Success against Penalties reduces them to 1/2. Succeeding by more than 10 reduces them to 1/4.

Charts

On the following pages, you will find the Critical Effect* tables themselves. These are separated into specific Damage Types. You'll find the weapon tables first. After that, you'll find other mundane tables, and then the more exotic Damage Types, such as Fire and Lightning.

Bludgeoning

No Traumatic Damage

- 1 — Didn't you say you rolled a Crit?
- 2 — This isn't training, buddy.
- 3 — Playing with your prey, are you?
- 4 — If you keep tenderizing him, people are going to wonder.
- 5 — Not much of a closer, are you?
- 6 — That's what we call a "workmanlike" attack.
- 7 — Just keep working the body.
- 8 — That looks like it stung.
- 9 — Whack! Son of a . . .
- 10 — Yeah. That made him angry.
- 11 — Smash to the meaty part of the thigh.
- 12 — Spinning low-blow smashes into the calf.
- 13 — The hipbone's connected to the leg bone. Now hear the word of the Lord.
- 14 — Lightning-fast strike leaves a painful bruise.
- 15 — That should have broken his shin.
- 16 — You know the thighbone's harder than concrete?
- 17 — Smash to foe's knee makes him howl.
- 18 — Bam! Right in the instep.
- 19 — Blow to inner thigh is just slightly too high to snap the knee.
- 20 — Smash to foe's ankle somehow fails to snap bone.
- 21 — Crap! Funnybone!
- 22 — Strike to foe's hand makes him curse like a drunken sailor.
- 23 — Meaty thwack rings foe's forearm.
- 24 — If foe has a shield, it makes a big noise. If not, the foe does.
- 25 — The shock of the blow is absorbed by foe's biceps. Ouch.
- 26 — Foe tries to parry your weapon with his forearm. He'll learn.
- 27 — Bruising blow to triceps makes foe grunt.
- 28 — Glancing blow to the hand hurts a lot more than the hit warranted.
- 29 — A little to the left and that might have caused a hemorrhage in the brachial artery.
- 30 — It's a miracle he can still use that arm.

+1[W] Traumatic Damage

- 31 — Powerful blow to chest causes the foe to do nothing but gasp for 1 Standard Action.
- 32 — Glancing strike off forehead causes blood to flow into foe's eyes. Foe is at -1 until he recovers or dons a headband. Wasn't that a blunt weapon?
- 33 — Strike to solar plexus results in a most satisfying whooshing sound. Foe is at -3. This Penalty will improve by 1 every Round.

- 34 — Crack! That sounded like a rib. Foe is at -1.
- 35 — Near miss to foe's groin causes him a Round of Stun as the lives of all his potential children flash before his eyes.
- 36 — Blow to foe's neck. Foe is Stunned for 1 Round as he works out why that didn't kill him.
- 37 — Blow to collarbone leaves foe with a bruise, a -2 Penalty, and the need for strong drink.
- 38 — The weapon hits foe right in the center of the chest. Foe is Stunned for a Round as his heart skips a beat. -1.
- 39 — Blow to foe's spine causes a -2 Penalty from the searing pain. If the Traumatic Damage* isn't restored using a Power with the Healing Keyword, the foe will be able to predict rain.
- 40 — Devastating blow causes the foe to be Stunned for 2 Rounds and take a -2 Penalty.
- 41 — Hard blow to thigh bruises the bone. Foe at -2 to all Actions and Stunned for 2 Rounds as he limps in a tight circle.
- 42 — Unexpected low attack breaks foot. Foe can no longer Run and is at -2. Stunned for 1 Round.
- 43 — Crack to foe's knee nearly ruins foe's pro sports aspirations.
- 44 — Crack foe's shin . . . literally. -3 to all Actions. Foe can no longer Run and is Stunned for 2 Rounds due to the pain.
- 45 — Foe leaps back to avoid your blow and sprains his own ankle. Cannot Run, -2, Stunned for 2 Rounds due to the pain.
- 46 — Blow wrenches foe's knee. Can't Run, -2, Stunned for 2 Rounds due to pain.
- 47 — Blow dislocates foe's hip, causing excruciating pain. Cannot Run, -3, lose 2 Rounds vomiting from the agony.
- 48 — Blow to foe's calf bruises so deeply the muscle spasms. -3 to all Actions and Stunned for 3 Rounds.
- 49 — Blow smashes toe. Foe can no longer Run and is at -3. Stunned for 3 Rounds due to hopping.
- 50 — Blow to thigh bruises deeply and causes a slow hemorrhage. -4 to all Actions, Stunned for 4 Rounds. Natural Healing* takes 5x longer.
- 51 — Blow to foe's hand breaks a finger. Foe drops anything he was holding. -3, Stunned for 3 Rounds.
- 52 — Blow to foe's shield arm causes deep bruises if foe has no shield, -3, Stunned for 3 Rounds. If foe *has* a shield, shield is broken instead.
- 53 — Blow to foe's elbow causes a horrible cracking noise. -3, Stunned for 3 Rounds.

Budgeoning

- 54 — Blow bruises forearm to the bone. Penalty starts at -7 and drops 1 a Round until it hits -3, where it stays until foe recovers.
- 55 — Blow breaks several bones in foe's hand. Foe screams in rage and agony. -4 to all Actions, Stunned for 3 Rounds. If not treated properly (DC15 Heal Check), foe will have a Permanent* -1 to Actions requiring fine dexterity (such as picking locks and pockets.)
- 56 — Crack dislocates foe's shoulder. Foe is at -8, and that improves 1 every Round until it hits -4, where it stays until foe recovers. If Traumatic Damage* isn't treated with a Healing Keyword Power, foe will have a "trick shoulder."
- 57 — Blow breaks foe's forearm. Foe drops anything he's holding. -4. Stunned for 2 Rounds.
- 58 — Crack foe's elbow. Foe drops anything he's holding and is -10 to all Actions with that arm. Stunned for 2 Rounds.
- 59 — Blow cracks upper arm. Foe Stunned for 1 Round and is at -6 to all Actions.
- 60 — Blow breaks foe's collarbone. All Actions with that arm are at -10, all other Actions at -2. Stunned for 2 Rounds.
- 61 — Strike lands firmly on foe's abdomen. The pain Stuns him for 3 Rounds and grants a -4 Penalty. Natural Healing* will take 5x longer due to internal bleeding.
- 62 — Attack pummels foe in chest, cracking two ribs and bruising organs. Foe is Stunned for 4 Rounds and suffers a -2 to all Actions that don't involve chest movement, -6 to those that do.
- 63 — Strike to sternum cracks breastbone. Foe is Stunned for 4 Rounds and at -6.
- 64 — Downward swing snaps collarbone, sending foe into agony. Foe Stunned for 5 Rounds. -4 to all Actions, -8 with that arm.
- 65 — Glancing blow to head causes a hairline fracture to the skull and gives a -6 Penalty. For 24 hours, foe will slur his speech.
- 66 — Pound foe in the stomach. Foe seems uninjured but receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -10, then it drops 1 a Round after that.
- 67 — Blow catches foe under his arm and breaks four ribs. Stunned for 2 Rounds, -6 Penalty.
- 68 — Smash foe's sternum, cracking it down the middle. Foe is at -6 to all Actions and is Stunned for 3 Rounds.
- 69 — Smash to foe's collarbone breaks it in three places. Foe drops anything in that hand and is Stunned for 4 Rounds. -10 with that arm, -5 otherwise.
- 70 — Blow cracks foe across the forehead, fracturing the skull. -6, 2 Rounds of Stun. Foe can't smell for 24 hours.
- 71 — Pounding blow to abdomen damages organs. Foe is nauseated for 4 Rounds, -5. Foe can't drink or eat anything (including potions) as long as he has this Traumatic Damage*.
- 72 — Blow cracks ribs like kindling. Foe is Stunned for 4 Rounds. -8 to all Actions.
- 73 — Blow to foe's sternum painfully detaches it. Foe is Stunned for 3 Rounds, -9 to all Actions involving the upper body.
- 74 — Smashed clavicle causes foe to scream like a ten-year-old choirboy. He begins weeping. Stunned for 6 Rounds. -7.
- 75 — Blow to foe's head causes loss of hearing in 1 ear. -5 to Listen Checks. Stunned for 5 Rounds. -6 to all Actions.
- 76 — Blow crushes foe's innards, damaging his bowels. Stunned for 5 Rounds, -10. Slow leak of poisons causes Natural Healing* to take 10x as long as normal.
- 77 — Blow smashes several ribs, making the smallest movement an agony. Stunned for 6 Rounds. -8.
- 78 — Blow bruises spine, causing foe's legs to turn weak. Stunned for 3 Rounds. -12.
- 79 — Blow smashes collarbone into a dozen pieces, drawing a gasp and a cry. Foe loses use of the arm. Stunned for 5 Rounds. -8.
- 80 — Blow smashes foe's nose, breaking several facial bones. Foe is Stunned for 10 Rounds. -3.

+2[W] TRAUMATIC DAMAGE*

- 81 — Blow shatters knee, sending foe screaming to the ground. Stunned for 8 Rounds and he drops anything he's holding. -6. -4 Squares to Movement (Permanent* -2).
- 82 — Solid strike shatters foe's foot. Foe is Stunned for 10 Rounds. -6. -2 Squares to Movement (-1 Permanent*).
- 83 — Blow shatters hand. Foe is Stunned for 10 Rounds and drops anything he's holding. -10. Hand Permanently* -5.
- 84 — Blow shatters arm and elbow, reducing the entire limb to a loose bag of bones. Stunned for 10 Rounds and foe drops anything he's holding. -10. Arm is Permanently* -7.
- 85 — Blow cracks pelvis. Foe stares in horror a moment, then folds like good map. Stunned for 10 Rounds. -10. -4 Squares to Movement (-3 Permanent*).

Bludgeoning

- 86 — Blow snaps spine, paralyzing foe below the waist. He collapses with a scream, flailing about, scratching at the ground. Stunned for 6 Rounds and he drops anything he's holding. Foe is Prone and can only Crawl.
- 87 — Blow smashes pelvis, crippling both legs and sending foe into a screaming pile of pain. He is Permanently* crippled, Stunned for 7 Rounds. -5. Foe is Prone and can only Crawl.
- 88 — Blow shatters ribs and collapses lung. Foe falls in agony, his breath all but gone. He tries to reach out, but has no strength. Stunned for 10 Rounds. -20.
- 89 — Strike catches foe in the neck, paralyzing him completely. He falls like a bag of wet laundry. 2 Rounds of Stun. Foe is Helpless.
- 90 — Blow to foe's head puts him down. He's paralyzed from the neck down and can only speak in word salad. He is Helpless.
- 91 — Blow to foe's foot shatters it, turning it into a misshapen lump. Foe Stunned for 14 Rounds. -8. -2 Squares to Movement (-1 Permanent*). Foot needs to be removed or foe will have a Permanent* -2.
- 92 — Blow shatters knee and lower leg, putting foe down in a great twitching pile. Stunned for 14 Rounds. -8. -4 Squares to Movement (Permanent* -2). Leg needs to be removed or foe will have a Permanent* -2.
- 93 — Blow shatters wrist and hand. Foe is Stunned for 15 Rounds and drops anything he's holding. -10. Hand Permanently* -5. Lower arm needs to be removed or foe will have a Permanent* -2.
- 94 — Blow shatters arm and elbow, turning limb into a lumpy, bruised mess. Stunned for 14 Rounds and foe drops anything he's holding. -10. Arm is Permanently* -7. Arm needs to be removed or foe will have a Permanent* -2.
- 95 — Blow ruins eye. Stunned for 15 Rounds. -5. Get an eyepatch.
- 96 — Blow chips off a piece of the foe's xiphoid process. The foe feels a slight discomfort under his sternum. Foe has 10 Rounds of movement until Death. Any Round where he doesn't move his chest doesn't count. Every Round where he moves causes increasing discomfort. -1 per Round of movement.
- 97 — Blow to arm shatters bone and severs the brachial artery. Foe dies in 7 Rounds.
- 98 — Blow between foe's eyes cracks skull and ruptures a vessel. Foe attacks random targets for 5 Rounds, then Death.
- 99 — Blow to foe's neck severs artery and closes windpipe. Foe dies after 3 Rounds of strange euphoria (during which he's Stunned).
- 100 — Blow shatters skull and kills foe instantly. A good mortician, and he'll look "just like himself."
- 101-102 — Blow to foe's chest shatters ribs and sends shards through heart and lungs. Foe dies.
- 103-105 — Blow caves in chest and sends foe twitching to the ground. He didn't suffer. Foe is Dead.
- 106-110 — Blow is so devastating that foe's arms are only *technically* still attached to his body. Foe is Dead.
- 111-120 — Blow all but snaps foe in two. He is oh so Dead.
- 121-140 — How many bones are there in the body again? Multiply by 20. Oh, and Dead.
- 141-180 — Foe shatters like a beer bottle in a nasty bar fight. Dead.
- 181-260 — Splat. Get a mop.
- 261+ — That's what an ant feels like. Dead, Dead, Dead.



Piercing

NO TRAUMATIC DAMAGE♦

- 1 — That's called "whiffing the roll."
- 2 — Was that a stiletto knife or a stiletto heel?
- 3 — You get an "A" for effort, though.
- 4 — Are you sure you know how to use that thing?
- 5 — Remember, the pointy end toward the enemy.
- 6 — You make him into a pincushion. Unfortunately pincushions are quite resistant to stabbing.
- 7 — Poke!
- 8 — What should be a savage stabbing turns into nothing more than a nasty flesh wound.
- 9 — The thrust slides clear through without hitting anything important.
- 10 — That must have hurt. Didn't it? Really? It looked like it hurt.
- 11 — Strike skewers foe's thigh, just missing the femoral artery.
- 12 — You savagely poke him in the calf.
- 13 — The hipbone catches the point, completely stopping the thrust.
- 14 — Strike catches deep muscle and fat.
- 15 — Point slides between the bones of the lower leg.
- 16 — That had to have chipped the thighbone.
- 17 — The strike slides painfully into foe's knee.
- 18 — You hit him in the foot. What . . . were you trying to get him a discharge?
- 19 — Point slides into inner thigh.
- 20 — Point slices through the muscle and cartilage of the ankle.
- 21 — Attack slides neatly into foe's elbow. Foe looks at it a moment, then screams.
- 22 — Weapon slides through foe's hand. It comes out the other side without hitting bone. For a moment, foe doesn't notice. Then he flexes his fingers and screams.
- 23 — Strike to foe's forearm. Owwwwy.
- 24 — Point slides through flaw in foe's shield. It bites biceps.
- 25 — Strike skewers biceps.
- 26 — Point slides cleanly between bones in foe's forearm.
- 27 — Strike to triceps. Foe hisses, "It's just a flesh wound!"
- 28 — Point doesn't stick deeply in foe's hand. You think you botched the attack until the foe screams. Must have hit bone.
- 29 — Almost poked the brachial artery.
- 30 — Strike bites deeply in the arm, hits bone, and the weapon chips or ammunition shatters. Messy.

+1[W] TRAUMATIC DAMAGE♦

- 31 — Point sticks in ribs. Foe rips it out with a cry.
- 32 — Strike tears a hole in foe's forehead, but bounces clear. Blood flows into foe's eyes, giving him a -1 until he takes care of it. Without aid, foe will Bleed♦ every hour.
- 33 — Point slides neatly into solar plexis. If foe has armor, Stunned for 1 Round. If not, foe Bleeds♦ every day.
- 34 — Point slides between ribs. It seems like a flesh wound, but the foe will Bleed♦ every day.
- 35 — Shot to foe's groin. No vitals hit, but foe Stunned for 3 Rounds. Insert crude joke here.
- 36 — Point slices the meaty part of the neck. Foe Bleeds♦ every hour.
- 37 — Point ricochets off foe's collarbone. His eyes turn to saucers as the pain hits.
- 38 — Point sticks in sternum. Foe is Stunned for 2 Rounds as he wonders what to do.
- 39 — Point bounces off spine. Foe is Stunned for 2 Rounds. Were you trying to give him an epidural?
- 40 — Hard strike Stuns foe for 2 Rounds and gives a -1 to all Actions. Foe Bleeds♦ every hour.
- 41 — Point digs into the thigh up to the bone. Foe reaches down reflexively, bumps the weapon and screams in pain. Foe Bleeds♦ every half hour. -3.
- 42 — Point passes cleanly through foot. If the floor is wooden, foe's nailed in place until someone pulls the weapon free (a free Action for the wielder if this is a melee weapon, a Standard Action otherwise). Foe will Bleed♦ every half hour, but if he's wearing a boot and a good sock, the sock can make a +0 Heal Check to stop the Bleeding♦ (DC 15). -4.
- 43 — Point slides neatly into foe's knee. That isn't blood oozing out. What is that? -4.
- 44 — Attack hits full in the shin, chipping the bone then siding sideways, tearing and biting deeply. Foe Bleeds♦ every half hour. -4.
- 45 — Foe leaps deftly away from your attack, looks you in the eye, laughs, then steps in a hole, wrenching his ankle. Cannot Run, -2, Stunned for 2 Rounds.
- 46 — Knee shot. Foe yelps. That can't be good. Bleed♦ every half hour. Can't Run, -4.
- 47 — Point slides cleanly into hip and pops hip joint. Cannot Run, -3, Stunned for 2 Rounds.
- 48 — Attack neatly parts calf muscle. Foe Bleeds♦ every half hour. -5 to all Actions.
- 49 — Point neatly separates toe joint. Foe can no longer Run and is at -5. Foe Bleeds♦ every half hour. Take care of that or it might fall off.

Piercing

- 50 — Deep tissue strike to thigh. -6 to all Actions, Stunned for 2 Rounds. Foe Bleeds* every 10 minutes.
- 51 — Point nearly severs finger. Foe drops anything he was holding. -5. Bleed* every 10 minutes. Stunned for 1 Round.
- 52 — Point slides into shield and out other side, penetrating arm. If foe has no shield, -5, Stunned for 1 Round, Bleed* every 10 minutes. If foe *has* shield, -2.
- 53 — Savage strike to inside of elbow. You and foe both wince. Foe Bleeds* every 10 minutes, -5, Stunned for 1 Round.
- 54 — Strike to forearm chips bone. Penalty starts at -9 and drops 1 a Round until it hits -5, where it stays until foe recovers. Foe Bleeds* every 10 minutes.
- 55 — Point passes through hand, separating several bones. Foe is Stunned for 1 Round as he stares at the hand. -6 to all Actions. If not treated properly (DC15 Heal Check), foe will have a Permanent* -1 to Actions requiring fine dexterity (such as picking locks and pockets.)
- 56 — You know in the movies, people get shot in the shoulder all the time and it's always a flesh wound. This isn't the movies. Foe at -10, and that improves 1 every Round until it hits -6, where it stays until the foe recovers. Bleed* every 10 minutes.
- 57 — Attack passes though forearm. It doesn't seem to cause any real . . . wait. *There's* the blood. Foe Bleeds* every 10 minutes. -6.
- 58 — You hit him in the elbow. So *that's* what an angry enemy looks like. Foe drops anything he's holding and is -12 to all Actions with that arm. He Bleeds* every 10 minutes.
- 59 — Surgically separate foe's biceps. -8.
- 60 — Point slides under clavicle. All Actions with that arm are at -12, all other Actions are at -4. Wow. You've never heard that curse before.
- 61 — Point sinks into foe's abdomen like butter. He stares at the wound, Stunned, for 1 Round, then pokes it. The resulting pain causes a -6 Penalty. Bleed* every 10 minutes.
- 62 — Ribs resist weapon, but the point bites deeply nonetheless. Foe is Stunned for 2 Rounds and suffers a -4 to all Actions that don't involve chest movement, -8 to those that do. He Bleeds* every 10 minutes.
- 63 — Point cracks breastbone, but doesn't quite penetrate. Foe is Stunned for 2 Rounds and at -8. Foe Bleeds* every 10 minutes.
- 64 — Point chips both bones in 1 shoulder and opens a long gash, then skips past foe completely. Foe Stunned for 3 Rounds. -2 to all Actions, -6 with that arm. Foe Bleeds* every 10 minutes.
- 65 — Point separates two bones in the skull and sticks. -8 Penalty. For 24 hours, the foe smells garlic.
- 66 — Point travels cleanly through belly and out the other side. At first it seems to miss everything important, then foe receives a -1 Penalty from the pain. The Penalty increases 1 every Round until it hits -12, then it drops 1 a Round after that. Foe Bleeds* every 10 minutes.
- 67 — Point cracks a rib. -8 Penalty.
- 68 — Point cracks piece of sternum, loosening two ribs. Foe is at -8 to all Actions and is Stunned for 1 Round. Foe Bleeds* every 10 minutes.
- 69 — Point splinters collarbone. Foe drops anything in that hand and is Stunned for 2 Rounds. -10 with that arm, -5 otherwise. Bleed* every 10 minutes.
- 70 — Point cracks foe's skull. -8. Foe can't remember people's names for 24 hours. Bleed* every minute.
- 71 — Point seems to nick colon, filling the air with a foul smell. Foe nauseated for 2 Rounds, -7. Bleed* every minute.
- 72 — Point separates ribs and bites deeply. Foe is Stunned for 2 Rounds. -10 to all Actions. Bleed* every minute.
- 73 — Weapon cracks rib and barely misses heart. We call that a "Reagan." Foe Stunned for 1 Round, -11 to all Actions requiring upper body. Bleed* every minute.
- 74 — How did you break his clavicle with a Piercing weapon? Foe screams in pain. Stunned for 4 Rounds. -9. Bleed* every minute.
- 75 — Point pierces head, causing 1 eye to go blind. -5 to Spot Checks. Stunned for 3 Rounds as foe discovers his eye is still there. -8 to all Actions. Bleed* every minute.
- 76 — Point skewers foe's entrails. Stunned for 3 Rounds, -12. Bleed* every minute.
- 77 — Sucking chest wound. You can fix that with a credit card, you know. Stunned for 4 Rounds. -10. Bleed* every minute.
- 78 — Poke foe viciously in spine. Stunned for 1 Round. -14. Bleed* every minute. He can still walk, but his dance career might be over.
- 79 — Point slides between the bones of the shoulder and foe hits the weapon, breaking the clavicle with torque. Foe loses use of the arm. Stunned for 3 Rounds. -10. Bleed* every minute.
- 80 — Point stabs foe in mouth. Foe is Stunned for 8 Rounds. -5. Bleed* every minute.

+2[W] TRAUMATIC DAMAGE*

- 81 — Weapon skewers knee. Stunned for 6 Rounds. -8. -4 Squares to Movement (Permanent* -2). Bleed* every Round.

Piercing

- 82 — Point slices through foot, breaking several bones. Foe Stunned for 8 Rounds. -8. -2 Squares to Movement (-1 Permanent*). Bleed* every Round.
- 83 — Point tears through hand, separating or breaking the bones. Foe Stunned for 8 Rounds and he drops anything he's holding. -12. Hand Permanently* -6. Bleed* every Round.
- 84 — Point slices through elbow, destroying the joint. Stunned for 8 Rounds and he drops anything he's holding. -12. Arm is Permanently* -6. Bleed* every Round.
- 85 — Point slices through pelvis, nicking an important nerve bundle. Foe stares in horror a moment, then folds like a fan. Stunned for 8 Rounds. -12. -4 Squares to Movement (-3 Permanent*). Bleed* every Round.
- 86 — Point slices foe's spine. He collapses, paralyzed from the waist down. He nudges his legs, as if to restart them. Stunned for 4 Rounds. Bleed* every Round.
- 87 — Point slices through pelvis, cutting veins. The hemorrhages build pressure on the nerve bundle and after a moment the foe screams in agony. He is Permanently* crippled, Stunned for 5 Rounds. -7. Bleed* every Round. Foe can only Crawl.
- 88 — Point collapses 1 lung and nicks the other. Foe tries to call out, but only produces a whistling sound. Call him "wheezy." Stunned for 8 Rounds. -22. Bleed* every Round.
- 89 — Point pierces foe's neck, paralyzing him like a rag doll. Don't worry, you nicked the carotid too. 2 Rounds of Stun. Bleed* every Round. Foe is Helpless.
- 90 — Point slides neatly into foe's brain, severing several nerves but not killing him. He's paralyzed from the neck down and he now sees odors. Foe is Helpless.
- 91 — Point slices a major artery in foot. Foe Stunned for 12 Rounds. -10. -2 Squares to Movement (-1 Permanent*). Foot needs to be removed or foe will have a Permanent* -2. Bleed* every Round.
- 92 — Weapon all but destroys knee. Foe spasms like a bible revival and then collapses with a scream. Stunned for 12 Rounds. -10. -4 Squares to Movement (Permanent* -2). Leg needs to be removed or foe will have a Permanent* -2.
- 93 — Blow severs arteries and nerves in wrist. Foe is Stunned for 13 Rounds and he drops anything he's holding. -12. Hand Permanently* -6. Lower arm needs to be removed or foe will have a Permanent* -2 as well.
- 94 — Attack destroys elbow, leaving forearm dangling weakly on the end of the limb. Are you sure this was a Piercing weapon? Stunned for 12 Rounds and he drops anything he's holding. -12. Arm is Permanently* -9. Arm needs to be removed or foe will have a Permanent* -2 as well.
- 95 — Point to eye. Everyone in sight must make a Wisdom Check (DC 10) or be Dazed (and nauseated) for 1 Round. Foe Stunned for 13 Rounds. -7. Arrrggghh. That be mighty bad luck, me bucko!
- 96 — Point slides into upper abdomen, nicking several important organs and arteries. That's the whole shooting match. Foe has 8 Rounds to wonder how bad it is before he dies. Stunned for 7 Rounds. Use the last one wisely.
- 97 — Point to brachial artery. Wow. He is Bleeding* so much you can see his heart beat. Foe dies in 7 Rounds.
- 98 — Attack stabs foe in the brain (just a little). Foe attacks random people on the battlefield for 5 Rounds, then dies.
- 99 — Point hits neck, severing . . . well . . . everything. Foe races to Bleed* to death before he drowns. Ewww. Three Rounds of Stun then sweet, sweet Death.
- 100 — Center of mass, partner. That's how they teach you in archer school. Waste the rest of your Action watching to see if he's really Dead. He is.
- 101-102 — Point severs brain. Really? Severs? Wow. Okay. Foe collapses, Dead.
- 103-105 — Point pierces larynx. Foe dies instantly.
- 106-110 — Weapon almost takes foe's head off. Can it do that? Foe is Dead.
- 111-120 — Point actually shatters ribs on the way through. Impressive. Foe is Dead.
- 121-140 — Weapon passes cleanly through body, causing waves of terrible damage in the soft tissue. Is that hydrostatic shock? Foe is Dead.
- 141-180 — Foe skewered like a villain in a Schwarzenegger movie. Dead. Cue the one liner . . . now!
- 181-260 — Splat. Wait. Was he supposed to go splat? Foe is Dead.
- 261+ — Who needs a killing jar? You pin him like a specimen in a butterfly collection. A *Dead* specimen.



Slashing

No Traumatic Damage

- 1 — Maybe you should sharpen it.
- 2 — You're looking to chop, not taunt.
- 3 — Aim *past* him.
- 4 — It's different when your target moves, huh?
- 5 — That's right. He won't be so pretty after you're done cutting him.
- 6 — Eh. They won't be writing songs about that one.
- 7 — Slash!
- 8 — That's gonna leave a scar.
- 9 — Snicker snack.
- 10 — Thunk. Wait for the pain. Wait for it. *There* it is.
- 11 — Hack to foe's thigh.
- 12 — Backhanded slash cuts foe's calf.
- 13 — Hack to hip fails to maim him.
- 14 — Slash hacks muscle but not tendon.
- 15 — Don't worry, his shinbone stopped that one.
- 16 — Hack deeply into thigh.
- 17 — Hack fails to sever knee.
- 18 — Cut tears across foe's instep.
- 19 — Slice to inner thigh barely misses femoral artery.
- 20 — Hack ankle but fail to sever foot. Next time, put your back into it. Or attack a foe wearing sandals. If foe has no armor there, Bleed* every day.
- 21 — Hack, just above elbow, cuts to the bone.
- 22 — Slash foe's hand.
- 23 — Blade cuts deeply into foe's forearm.
- 24 — Edge sinks deeply into shield. If foe has no shield, it sinks deeply into foe. Without shield, foe Bleeds* every day.
- 25 — Slice almost turns biceps into quad-ceps.
- 26 — Foe catches blow on forearm. Was he wearing armor? If so, it rings as he takes damage.
- 27 — Hack foe's triceps.
- 28 — Slice doesn't manage to sever fingers.
- 29 — Slice almost cuts brachial artery in arm. Doesn't though.
- 30 — Hacking strike fails to sever arm.

+1[W] Traumatic Damage

- 31 — Slash rings ribs like a xylophone. Bleed* every hour.
- 32 — That's why God gave us a skull. Blade slides off forehead. If foe isn't wearing a helmet: Bleed* every hour, and he's -1 until he deals with the blood in his eyes.
- 33 — Blade cuts into solar plexis but doesn't slice organs. Foe is at -3. This Penalty will improve by 1 every Round. Bleed* every hour.

- 34 — Blade cuts into side and snaps a rib. I want my baby back. Foe is at -1. Bleed* every hour.
- 35 — Hack to groin misses all the important bits. Almost causes a hernia, though. Foe is Stunned for 3 Rounds. Bleed* every hour.
- 36 — Hack cuts foe's neck. Doesn't hit anything too major, but there's a lot of blood. Foe is Stunned for 1 Round as he works out that he's only Bleeding* every hour.
- 37 — Hack doesn't quite sever collarbone. -2. Bleed* every hour. Foe should invest in better shoulder guards.
- 38 — Slash to foe's chest. Foe Stunned for 1 Round. -1. Bleed* every hour.
- 39 — Hack to foe's spine fails to paralyze him. That's why it's made of bone. -2 Penalty. Foe needs a good chiropractor. Bleed* every hour.
- 40 — Hack Stuns foe for 1 Round. Take a -2 Penalty and like it!
- 41 — Hack to thigh chips bone. Foe is at -2 to all Actions and Stunned for 1 Round. Bleed* every half hour.
- 42 — Like an apprentice butcher, you all but sever his foot at the instep. Foe can no longer Run and is at -2. Bleed* every half hour.
- 43 — They say a blow to the knee is one of the most painful things a man can experience. Foe seems to agree. -4. Stunned 2 Rounds. Bleed* every half hour.
- 44 — You're all alone. Blow catches foe on the shinbone. -3 to all Actions. Foe can no longer Run and is Stunned for 1 Round due to the pain. Bleed* every half hour.
- 45 — Foe leaps nimbly over attack, only to wrench his ankle upon landing. Cannot Run, -2, Stunned for 1 Round. Bleed* every half hour.
- 46 — If you'd just gotten the edge into better play, you'd have taken the leg. Blow to the knee. Can't Run, -2, Stunned for 1 Round. Bleed* every half hour.
- 47 — Cut foe across ancient and hallowed body meridian. More importantly, you mess up his hip. Can't Run, -3, Stunned for 1 Round. Bleed* every half hour.
- 48 — Cut foe's calf, but fail to sever the tendon. -3 to all Actions and Stunned for 2 Rounds. Bleed* every half hour.
- 49 — That's why God gave him five toes. The toe can be reattached with a Power that can Heal all the Traumatic Damage*. Foe can no longer Run and is at -3. He's Stunned for 2 Rounds. Bleed* every half hour.
- 50 — Cut thigh hard and deeply. -4 to all Actions, Stunned for 3 Rounds. Bleed* every half hour.
- 51 — Slice almost gets you a finger. -3, Stunned for 2 Rounds.

Slashing

- 52 — Hack to shield arm. If foe has no shield, -3, Stunned for 2 Rounds, and Bleed* every half hour. If foe *has* shield, shield is hacked instead.
- 53 — Strike to funny bone is no laughing matter. -3, Stunned for 2 Rounds. Bleed* every half hour.
- 54 — Slice cuts forearm deeply. Penalty starts at -7 and drops 1 a Round until it hits -3, where it stays until foe recovers. Bleed* every half hour.
- 55 — Slice all but severs hand. -4 to all Actions, Stunned for 2 Rounds. If not treated properly (DC15 Heal Check), foe will have a Permanent* -1 to Actions requiring fine dexterity (such as picking locks and pockets.) Bleed* every half hour.
- 56 — Slash pops foe's shoulder. Foe is at -8, and that improves 1 every Round until it hits -4, where it stays. Bleed* every half hour.
- 57 — Cut to arm. -4. Stunned for 1 Round.
- 58 — Cut just misses severing arm at the elbow. -10 to all Actions with that arm. Stunned for 2 Rounds. Bleed* every half hour.
- 59 — Cut messes up foe's upper arm. Foe Stunned for 1 Round and is at -5 to all Actions. Bleed* every half hour.
- 60 — Cut snaps collarbone. All Actions with that arm are at -10, all other Actions are at -2. Stunned for 1 Round. Bleed* every half hour.
- 61 — Slice foe's abdomen. Foe is Stunned for 2 Rounds. -4. Bleed* every 10 minutes.
- 62 — Slice opens chest and cracks ribs. Foe is Stunned for 3 Rounds and suffers a -2 to all Actions that don't involve chest movement, -6 to those that do. Bleed* every 10 minutes.
- 63 — Blade slices breastbone, splitting it. Foe is Stunned for 3 Rounds and at -6. Bleed* every 10 minutes.
- 64 — Chopping strike cracks foe's collarbone, wracking him with pain. Foe Stunned for 4 Rounds. -4 to all Actions, -8 with that arm. Bleed* every 10 minutes.
- 65 — Slice cracks foe's skull, giving a -6 Penalty. The foe calls everyone by *his own name* for 24 hours. He can't seem to realize what he's doing wrong. Bleed* every 10 minutes.
- 66 — Blade slides easily into foe's stomach. Foe seems uninjured but foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -10, then it drops 1 a Round after that. Bleed* every 10 minutes.
- 67 — Cut under arm cracks 4 ribs. You don't get a xylophone sound, but at least the tone of the foe's cry is a perfect "C." Stunned for 1 Round, -6 Penalty. Bleed* every 10 minutes.
- 68 — Hack foe's sternum. The bone is broken but it did it's job. Foe is at -6 to all Actions and is Stunned for 2 Rounds. Bleed* every 10 minutes. This would be convenient for direct heart massage.
- 69 — Downward swing cracks collarbone in three places. Foe drops anything in that hand and is Stunned for 3 Rounds. -10 with that arm, -5 otherwise. Bleed* every 10 minutes.
- 70 — Cut to the skull. -6, 1 Round of Stun. Foe giggles at inappropriate times for 24 hours. A Wisdom Check (DC 20) can control these giggles. Bleed* every minute.
- 71 — Slice to foe's stomach. You think you smell onions. Foe nauseated for 3 Rounds, -5. Foe can't drink or eat anything (including potions) as long as he has this Traumatic Damage*. Bleed* every minute.
- 72 — Ribs crackle like a good fire. Foe is Stunned for 3 Rounds. -8 to all Actions. Bleed* every minute.
- 73 — Blow all but shatters sternum. Foe gasps and is Stunned for 2 Rounds, -9 to all Actions requiring upper body. Bleed* every minute.
- 74 — Cut neatly divides clavicle. Foe twitches uncontrollably until he recovers. Stunned for 6 Rounds. -7. Bleed* every minute.
- 75 — Slice neatly removes ear. If treated with a Healing Keyword Power within an hour, it can be reattached merely by removing this Traumatic Damage*. -5 to Listen Checks. -2 to Cha. Stunned for 4 Rounds. -6 to all Actions. Bleed* every minute.
- 76 — Cut slices foe's gut. Innards damaged. Stunned for 4 Rounds, -10. Bleed* every minute.
- 77 — Attack doubles number of ribs in foe's chest. Stunned for 5 Rounds. -8. Bleed* every minute.
- 78 — Hack to spine. Foe's legs become all watery. Stunned for 2 Rounds. -12. Bleed* every minute.
- 79 — Slice shatters collarbone. Foe loses use of the arm. Stunned for 4 Rounds. -8. Bleed* every minute.
- 80 — Cut maims foe's nose. Foe is Stunned for 9 Rounds. -3. -4 Cha. Bleed* every minute.

+2[W] TRAUMATIC DAMAGE*

- 81 — Slash shatters knee, nearly removing leg. Don't worry. He goes down anyway. Stunned for 7 Rounds. -6. -4 Squares to Movement (Permanent* -2). Bleed* every Round.
- 82 — Slash doesn't penetrate boot but *does* shatter foot. Foe Stunned for 9 Rounds. -6. -2 Squares to Movement (-1 Permanent*). Bleed* every Round.
- 83 — Strike with side of blade shatters hand. Foe Stunned for 9 Rounds. -10. Hand Permanently* -5. Bleed* every Round.

Slashing

- 84 — Slice shatters elbow, nearly removing arm. Don't sneeze. Stunned for 9 Rounds. -10. Arm is Permanently* -7. Bleed* every Round.
- 85 — Blow to pelvis shatters bone but doesn't remove leg. Foe takes one step forward, and while the spirit is willing, the flesh is weak. Foe crumples. Stunned for 9 Rounds. -10. -4 Squares to Movement (-3 Permanent*). Bleed* every Round. Foe can only Crawl.
- 86 — Slash severs spine, paralyzing foe below the waist. With a look of slow horror, he sinks to the ground. A single tear runs down his cheek. Stunned for 5 Rounds. Bleed* every Round. Foe can only Crawl.
- 87 — Blow hacks halfway through pelvis, shattering the bone and paralyzing both legs. Foe Permanently* crippled, Stunned for 6 Rounds. -5. Bleed* every Round. Foe can only Crawl.
- 88 — Hack shatters ribs and cuts deeply into the lung. Foe whistles tunelessly in agony. Stunned for 9 Rounds and foe drops anything he was holding. -20. Bleed* every Round.
- 89 — Chop to back of neck doesn't quite penetrate spine. It damages the spinal cord, though, paralyzing foe from the neck down. He makes a strange gurgling sound as he falls. 1 Round of Stun. Bleed* every Round. Foe is Helpless.
- 90 — Chop dents foe's skull. He's paralyzed from the neck down and enters a two-month coma—if someone stops the Bleeding* (every Round).
- 91 — Blow severs half of foe's foot. Foe is Stunned for 13 Rounds. -8. -2 Squares to Movement (-1 Permanent*). Bleed* every Round.
- 92 — Blow severs foe's leg at the knee. Nice. Stunned for 14 Rounds. -8. -4 Squares to Movement (Permanent* -2). Bleed* every Round.
- 93 — Blow neatly removes hand. Foe Stunned for 14 Rounds and he drops anything he was holding, but the entire time he continues to thrash about as if still fighting. -10. Bleed* every Round.
- 94 — Chop removes arm at the elbow. Stunned for 13 Rounds and foe drops anything he was holding. -10. Bleed* every Round.
- 95 — Slice destroys foe's eye. Ick. Stunned for 14 Rounds. -5. Bleed* every Round.
- 96 — Slice cuts deeply into foe's torso, damaging several organs. Foe can fight for 12 more Rounds, then he dies.
- 97 — Slice cuts foe's femoral artery. Foe dies in 5 Rounds.
- 98 — Slice to foe's neck seems to have no effect, nicking but not cutting the carotid artery. Foe fights for 3 Rounds, then the artery ruptures and he dies 1 Round later.
- 99 — Open foe's windpipe and arteries. He's Stunned for 3 Rounds as he drowns.
- 100 — Neatly remove foe's head. You have just enough time left in the Action to strike a pose.
- 101-102 — Slice cuts deeply, hitting heart and ending foe.
- 103-105 — Sever foe's leg, killing him instantly.
- 106-110 — Chop fails to hack foe in half. Don't get me wrong . . . he's still Dead.
- 111-120 — Cut slices deeply into chest, destroying all sorts of important things. Like the heart. And the lungs. And the spleen. His liver's okay.
- 121-140 — Cut foe in two. Sweet.
- 141-180 — Attack tears foe into two sloppy pieces.
- 181-260 — This funeral will be closed casket.
- 261+ — He looks like he was killed by a 50' sushi chef.



Brawling

Note: *Brawling* is often meant to subdue, not kill. A character may take a voluntary -50 on this chart to represent the fact he's not trying to permanently damage his opponent. An Open-Ended Critical Effect or a big Size difference could still kill, but that's the price you pay for combat. Also, since this chart is most likely to be used in a crowded environment, like a bar, the descriptions reflect that. In other environments, adjust the flavor text accordingly.

No Traumatic Damage

- 1 — Whack. He must have tightened his stomach muscles.
- 2 — Not exactly golden gloves, are you?
- 3 — More Michael Tyson. Less Michael Moore.
- 4 — Aim *behind* him.
- 5 — You frightened him. No, really. Honest.
- 6 — Work the body.
- 7 — If you were a south paw, you'd have him.
- 8 — He's bloodied but unbowed.
- 9 — Maybe you should grab a chair or something.
- 10 — Next time try something a little more vital.
- 11 — You hit him in the thigh. Was that on purpose?
- 12 — He blocks your attack so you kick him in the shin.
- 13 — You hurl him backward and he smashes his hip.
- 14 — You hit him with a combination to the body.
- 15 — He tries to kick you and you catch the blow on a chair. That looks like it hurt.
- 16 — You hurl a tankard at him and it catches him on the hip.
- 17 — You kick him in the knee.
- 18 — Foot stomp!
- 19 — You try to knee him in the groin, but only catch him in the thigh.
- 20 — Double punch causes him to step back and sprain ankle. That was unexpected.
- 21 — You pick up a piece of wood and break it over foe's funny bone.
- 22 — You manage to catch foe's hand on a table, smashing it with your elbow.
- 23 — Foe tries to block your punch with his forearm but just catches it there instead.
- 24 — If he has a shield, you whack it. If not, you whack him. Either way, I hope you had something in your hand.
- 25 — You punch him in the arm. Was that Intentional?
- 26 — Foe tries to block you and you break a bottle over his arm.
- 27 — He tries to grapple you and you bite him on the triceps until he bleeds.

- 28 — He tries to punch you in the mouth and you reward him by all but biting off two fingers.
- 29 — Foe tries to grapple you and fails. As he exposes his soft inner arm to you, you pummel it repeatedly.
- 30 — He blocks and you break a pitcher over his arm.

+1[W] Traumatic Damage

- 31 — You hit him in the chest with a double-fisted blow.
- 32 — You break a bottle over his head and he bleeds. It isn't enough to hinder him, though. Maybe if you had a knife. . . .
- 33 — You knee him in the gut. It isn't the most efficient attack, but he makes a great sound when you do it.
- 34 — Work those ribs, Rocky.
- 35 — You kick him in the groin. For 1 Round he's Stunned as he stares at you in betrayal. Don't you know the guy rules?
- 36 — You punch him in the throat a little.
- 37 — You grab a chair leg and break it over 1 shoulder, bruising the collarbone. -1.
- 38 — You punch him in the chest. He smiles. That's probably just bravado, don't you think?
- 39 — You knee him in the back, causing him to bellow in pain. What is he, a minotaur? -1.
- 40 — A quick combination hits him once in the stomach, the chin, and the nose. Foe is Stunned for 1 Round. -1.
- 41 — He tries to kick you in the head. Stupid. You catch his leg and punch him in the femoral artery. Stunned for 1 Round. -1.
- 42 — You step on his foot. Hey, whatever works. -1.
- 43 — You hit him in the knee with a chair. Next time try a lead pipe.
- 44 — He attacks and you go down trying to dodge. Never one to miss a chance, you head butt him in the shin and then leap to your feet. -1 to all Actions. Foe is Stunned a Round trying to figure out why that didn't invoke an Opportunity Attack.
- 45 — Foe leaps back and trips, landing Prone. -1, Stunned for 1 Round.
- 46 — He kicks. You catch his leg and apply elbow to knee. Foe cannot Run, -1, Stunned for 1 Round.
- 47 — You break a chair over his hip. That looks like it smarted. -1, Stunned for 1 Round.
- 48 — You kick him in the calf. That'll learn him! -1 to all Actions. Stunned for 1 Round.
- 49 — Toe stomp! Toe stomp? Okay, toe stomp. -1. Foe hops for 1 Round, Stunned.
- 50 — You bite him on the thigh. What position were you in? -2 to all Actions, Stunned for 2 Rounds.

Brawling

- 51 — He tries to punch you and you drop your head, taking it on top of the skull. Hardest part of the human body. Foe breaks hand. Stunned for 1 Round. -1.
- 52 — You break something over his shield arm. It might have been a Halfling. If foe has no shield, -1, Stunned for 1 Round. If foe *has* shield, shield is broken instead. Let's not discuss the Halfling.
- 53 — You smash his funny bone with a spinning kick. Everybody was kung fu fighting! -1, Stunned for 1 Round.
- 54 — Blow bruises forearm to the bone. Penalty starts at -3 and drops 1 a Round until it hits -1, where it stays until foe recovers.
- 55 — You drop kick his hand. Honest. I saw it. -2 to all Actions. Stunned for 1 Round.
- 56 — You smash a full pitcher into his shoulder. Foe at -4, (because of alcohol in his eyes), and that improves 1 every Round until it hits -2, where it stays until foe recovers.
- 57 — You grab his arm and twist, trying to break it, but he head butts you in the back of the neck, forcing you to release. Foe's Stunned for 1 Round. -2.
- 58 — You grab his arm and punch him repeatedly in the elbow. -5 with that arm. Stunned for 1 Round.
- 59 — You crack a chair over his arm. Next time try a table. Foe is at -3 to all Actions.
- 60 — Pound him in the collar bone. Actions with that arm are at -5, all other Actions at -1. Stunned for 1 Round.
- 61 — Powerful blow to foe's stomach. -2. Stunned for 1 Round. Natural Healing* will take 2x longer due to internal bleeding.
- 62 — Pounding blow cracks a rib and bruises organs. Foe is Stunned for 2 Rounds and suffers a -1 to all Actions that don't involve chest movement, -3 for all that do.
- 63 — Blow to foe's chest makes heart skip a beat. Foe is Stunned for 2 Rounds and at -3.
- 64 — Powerful swing bruises the collarbone. Foe is Stunned for 2 Rounds. -2 to all Actions, -4 with that arm.
- 65 — Punch breaks foe's nose and gives a -3 Penalty.
- 66 — Triple combination to the stomach. Foe seems uninjured but receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -5, then it drops 1 a Round after that.
- 67 — Kick to foe's side breaks rib. Stunned for 1 Round, -3 Penalty.
- 68 — Punch bruises foe's sternum. Foe is at -3 to all Actions and is Stunned for 1 Round.
- 69 — Break pitcher over foe's collarbone. Foe drops anything in that hand and is Stunned for 2 Rounds. -5 with that arm, -2 otherwise.
- 70 — You break a chair over his head. Classic. -3, 1 Round of Stun.
- 71 — You kick him in the belly so hard you Push him 1 Square. Foe nauseated for 2 Rounds, -2.
- 72 — You smash him bodily into something far harder than yourself, cracking ribs. Foe is Stunned for 2 Rounds. -4 to all Actions.
- 73 — You punch him so hard in the sternum it cracks a rib. How's your hand? Foe Stunned for 1 Round, -5 to all Actions requiring upper body.
- 74 — You smash him in the clavicle, cracking the bone. Stunned for 3 Rounds. -3.
- 75 — You try to break a bottle over his head, but the bottle doesn't break. Foe looks less than pristine, though. Stunned for 2 Rounds. -3 to all Actions.
- 76 — You punch him in the stomach so hard he throws up a little. Dazed for 2 Rounds, -5. Slow leak of poisons from damaged bowel means Natural Healing* will take 5x longer than normal.
- 77 — You smash a piece of wood into his ribs, cracking them. Stunned for 3 Rounds. -4.
- 78 — You punch him in the kidneys. Stunned for 1 Round. -6.
- 79 — Elbow strike breaks both bones in the clavicle. Stunned for 2 Rounds. -4.
- 80 — Break foe's jaw. Nice. Foe is Stunned for 5 Rounds. -1.

+2[W] TRAUMATIC DAMAGE*

- 81 — Falling backward, you kick him in the knee. There's a sickening crack. Stunned for 6 Rounds. -4. -2 Squares to Movement (Permanent* -1).
- 82 — You lift the heaviest object nearby, heaving it down toward the foe's head. He leaps back expertly, and you expertly smash his foot. Stunned for 8 Rounds. -4. -2 Squares to Movement (-1 Permanent*).
- 83 — Foe swings at you and misses, smashing his fist down on a nearby surface. You grab something heavy and smash his hand. Foe Stunned for 8 Rounds and drops anything he's holding. -8. Hand Permanently* -5.
- 84 — Foe punches at you and you trap his arm against your body. You then spin to make an attack and you hear the elbow snap. Ouch. Was that on purpose? Stunned for 8 Rounds, and he drops anything he was holding. -8. Arm is Permanently* -5.

Brawling

85 — You dodge foe like a bullfighter, sending him into the wall. Then you kick him in the rear, hitting with such force he bends the wrong way. You think that cracking sound might have been his pelvis. Stunned for 8 Rounds. -8. -2 Squares to Movement (-1 Permanent*).

86 — You push him by you, then drop a shoulder and smash him in the back. With a cracking sound, he goes down, paralyzed below the waist. Stunned for 4 Rounds. Foe can only Crawl.

87 — You try to kick him in the groin, and while you hit high, you hear the cracking sound of a broken pelvis. Is that even possible? Foe Permanently* crippled, Stunned for 5 Rounds. -3. Foe can only Crawl.

88 — You pound a shoulder into his chest and feel a rib snap. After a moment, he begins wheezing, blood flecking his lips. -15.

89 — Two-handed smash to the back of the head snaps spine. He falls like a bag of wet laundry. 3 Rounds of Stun. He's alive, but he ain't moving below the neck. Foe is Helpless.

90 — You try to smash a bottle over his head but instead grab a metal canteen. Foe paralyzed from the neck down. He gains a +5 to any Skill Check to count, estimate numbers (not distances), or perform math. Huh.

91 — Foe grabs you by the neck from behind. You manage to leap into the air and come down with both heels on one of the foe's feet. The foot is shattered. Foe Stunned for 12 Rounds (dropping everything . . . including you). -6. -2 Squares to Movement (-1 Permanent*). Foot needs to be removed or foe will have a Permanent* -2 as well.

92 — Foe steps sideways, presenting an angled leg. You promptly fall on it. Bones shatter. Cleric! Stunned for 12 Rounds. -6. -3 Squares to Movement (Permanent* -2). Leg needs to be removed or foe will have a Permanent* -2 as well. You're Prone.

93 — You grab his hand, shove it in a door, and smash it several times. The resulting broken bones are somewhat more spectacular than you expected. Foe is Stunned for 13 Rounds and he drops anything he was holding. -8. Hand Permanently* -3. Lower arm needs to be removed or foe will have a Permanent* -2 as well.



94 — In a fit of passion, you break his arm over your knee. Stunned for 12 Rounds and he drops anything he was holding. -8. Arm is Permanently* -5. Arm needs to be removed or foe will have a Permanent* -2 as well.

95 — You punch him so hard his eye comes out. Stunned for 13 Rounds. -3. You are Stunned for 1 Round as you can't look away.

96 — You punch him in the chest and his heart skips a beat. Then another. If foe lies down, he may make a Saving Throw every Round to recover. Success means he doesn't die. Every Round he moves, he must make a Saving Throw. Every Round he doesn't (after the first), he may make a Save +5. Success means he lives. Failure means he falls to -1 HP. He can tell instantly something is wrong. There are three effects on him, so he must Save three times before failing once. If he does so his heart recovers and he's back in the game.

97 — You punch him in the stomach. He looks sick. You realize you must have done something right (or wrong) when he dies 7 Rounds later. Stunned for 7 Rounds.

98 — You hit him in the head. And again. And again. After a moment, you realize foe isn't fighting back. Foe is Blinded and Stunned for 5 Rounds, then he dies. Healing all the Traumatic Damage* will cure the Blindness.

99 — You punch him in the throat. A lot. Foe dies after 3 Rounds of hurtful looks and desperate choking. Got a trach kit? Stunned for 3 Rounds.

100 — You give him the old boxer's uppercut, twisting his head around and knocking him out. Way to go Mr. Tyson.

101-102 — Work the ribs! Blow sends rib fragments into heart and lungs. Foe dies.

103-105 — He now has a large dent in his chest. What did you hit him with? Is he *supposed* to look like a corpse?

106-110 — Blow to chest. Snap, crackle, Dead.

111-120 — Blow cracks foe's back. He dies instantly. Didn't you hit him in the *front*?

121-140 — You have a Belt of Giant Strength, bub? Either someone's snapping celery or you just shattered him. Dead.

141-180 — He's two inches shorter. And Dead.

181-260 — Wow. Does it usually bleed like that? Wait. Never mind. It stopped.

261+ — Was that a fist or an anvil?

Grabbing

Note: *The subject of Grabbing and Criticals isn't particularly clear. For the purposes of this chart, assume that a Critical Effect* occurs only on the Grabbing attack roll itself (as opposed to the Escape Rolls). Use the attacker's Unarmed Damage for [W]. This is the only way a Grab typically causes damage. A character may choose to forego a Critical Effect* on a Grab. Also, these Critical Effects* assume the attacker will attempt wrestling holds and pins if the opportunity presents itself. If not, adjust the flavor text accordingly.*

No TRAUMATIC DAMAGE*

- 1 — You got him. Now what?
- 2 — That looks vaguely unpleasant.
- 3 — Do you have to make that grunting sound?
- 4 — Yeah. Maybe if you were wearing a singlet.
- 5 — Not ready for pay-per-view, that's for sure.
- 6 — Workman, yes, but that means it worked.
- 7 — Maybe if you pushed that little bit there.
- 8 — Hmm. Well, he's still struggling. Boy's got heart.
- 9 — That actually looked skilled.
- 10 — Okay, so now you're holding a *mad* opponent.
- 11 — Leg lock.
- 12 — You could bite his calf now, if you'd like.
- 13 — Okay, now just apply pressure to the hip and . . . *there's* the scream.
- 14 — I think you're supposed to pin him on his back, but whatever works.
- 15 — Hey, look, a hard edge. Let's push his shin against that.
- 16 — You think you might be cutting off circulation to the leg.
- 17 — If you just had more leverage, you could *really* damage that knee.
- 18 — Yeah, *bend* that foot back.
- 19 — That's *definitely* cutting off blood flow to his leg.
- 20 — Wow. When they called you an ankle-biter I didn't take them literally.
- 21 — You wrench his elbow, but there's no snapping sound.
- 22 — You twist him around and realize that you have his hand at your mercy. You bend it back, back, back.
- 23 — You twist his forearm but only manage to give him a friction burn.
- 24 — You've managed to trap either his shield or his shield arm behind him.
- 25 — You bend his arms back, causing him to cry out at the pain in his pecs. Assisted stretching?
- 26 — Where the forearm goes, the arm follows.

- 27 — You manage to lock him around his upper arm.
- 28 — Yeah, that's right. Work the fingers while he's stuck.
- 29 — You apply pressure to his brachial artery. His arm should go numb any moment now.
- 30 — You pin the arm and try to pinch a nerve. That always works in the fighting manuals.

+1[W] TRAUMATIC DAMAGE*

- 31 — Sitting on his chest, huh?
- 32 — You manage to apply pressure to his eyes. He sees spots now, and is -1 for 10 Rounds. That's against the regulations. You know that, right?
- 33 — You put him down and plant a knee in his solar plexus. He's at -3 after the wooshing sound. That improves 1 a Round.
- 34 — Did that rib just make a snapping sound? Foe is at -1.
- 35 — You Grab his unmentionables and twist just a bit. He's Stunned for 1 Round. You have his attention.
- 36 — Place elbow on throat. Apply pressure. He's Stunned for 1 Round.
- 37 — Fingers under the collarbone make him scream. -2.
- 38 — You just invented CPR. Unfortunately, his heart *was* beating. -1.
- 39 — You wrench his back, causing a -2 Penalty.
- 40 — For just a moment, you must have cut off the blood to his brain. Stunned for 2 Rounds and a -2 Penalty.
- 41 — You bend his leg around and knuckle him in the thigh. From his yelp, you must have hit a nerve. -2 and Stunned for 2 Rounds.
- 42 — Hey look. You don't think *your* foot bends in the middle like that. Foe can no longer Run and is at -2. Stunned for 1 Round.
- 43 — Hard pressure to back of knee. Nada.
- 44 — You find an absurd amount of leverage and give foe's shin a green stick fracture. -3 to all Actions. Foe can no longer Run and is Stunned for 2 Rounds.
- 45 — The ankle makes a sound like breaking celery. Cannot Run, -2, Stunned for 2 Rounds.
- 46 — Foe's knee doesn't bend that way. Can't Run, -2, Stunned for 2 Rounds.
- 47 — Deep pressure to hip causes foe to gasp. His leg goes numb. Cannot Run, -3, Stunned for 2 Rounds.
- 48 — You make a noble effort to twist foe's calf free of his leg. -3 to all Actions. Stunned for 3 Rounds.
- 49 — You pull back on the foot and hear a bone snap. Foe can no longer Run and is at -3. Stunned for 3 Rounds.

Grabbing

- 50 — You put deep pressure to the inner thigh, cutting off the artery. Foe is -4 to all Actions, Stunned for 4 Rounds. You must have caused internal bleeding because the Natural Healing* takes 5x longer than normal.
- 51 — Look at that finger sticking out. Maybe you should break it. -3, Stunned for 3 Rounds.
- 52 — You manhandle him by his shield arm. If foe has a shield, you strip it clear.
- 53 — You've got his arm and can do anything with it. With a twist, you snap his elbow. -3, Stunned for 3 Rounds.
- 54 — Bury your fingers between the bones of the forearm. Foe screams in agony. Penalty starts at -7 and drops 1 a Round until it hits -3, where it stays until foe recovers.
- 55 — Splay hand, breaking several bones. Then you slap it for good measure. -4 to all Actions; Stunned 3 Rounds. If not treated properly (DC15 Heal Check), foe will have a Permanent* -1 to Actions requiring fine dexterity (such as picking locks and pockets.)
- 56 — Foe struggles to break your hold and you dislocate his shoulder. Foe at -8, and that improves 1 every Round until it hits -4, where it stays until foe recovers. Foe gains Permanent* +2 circumstance Bonus to Escape Checks involving tied arms.
- 57 — Twisting the arm causes a green stick fracture. -4. Stunned for 2 Rounds.
- 58 — Expertly snap foe's elbow. -10 to all Actions with that arm. Stunned for 2 Rounds.
- 59 — You hold your struggling foe from behind. He tries to pull clear and you apply leverage. His upper arm snaps. Foe is Stunned for 1 Round and is at -6 to all Actions.
- 60 — You take foe down to the ground in a smooth motion, breaking his collarbone on impact. All Actions with that arm (including Escape Checks) are at -10, all other Actions at -2. Stunned for 2 Rounds.
- 61 — Apply knee to abdomen. Foe's Dazed for 3 Rounds and gains a -4 Penalty. Natural Healing* will take 5x longer due to internal bleeding.
- 62 — You wrench the foe around and hear ribs crack. Foe is Stunned for 4 Rounds and suffers a -2 to all Actions that don't involve chest Movement, -6 to those that do.
- 63 — Squeeze to foe's chest leaves him breathless. Foe is Stunned for 4 Rounds and at -6 until he breathes easily for 10 Rounds.
- 64 — Twisting hold dislocates the shoulder. Foe is Stunned for 5 Rounds. -4 to all Actions, -8 with that arm.
- 65 — You accidently bounce his head off the ground. Foe receives a -6 Penalty.
- 66 — Careful finger placement to belly causes foe to squeal with pain. Foe seems uninjured but receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -10, then it drops 1 a Round after that.
- 67 — You plant a shoulder into foe's armpit, cracking ribs. Stunned for 2 Rounds. -6 Penalty.
- 68 — Wrenching twist separates foe's sternum. Foe is at -6 to all Actions and is Stunned for 3 Rounds.
- 69 — Twist foe's arm, dislocating shoulder. Foe drops anything in that hand and is Stunned for 4 Rounds. -10 with that arm, -5 otherwise.
- 70 — Accidental elbow smashes foe in temple. -6, Stunned for 2 Rounds. Foe reverses the sex of all pronouns for 24 hours.
- 71 — Twisting hold wrenches foe's stomach. Foe is Dazed for 4 Rounds, -5. The Penalty lasts for d10 Rounds after grapple ends.
- 72 — Bend foe neatly in half. He screams in pain. Foe is Stunned for 4 Rounds. -8 to all Actions. The Penalty lasts for d10 Rounds after foe Escapes.
- 73 — Hold places pressure on foe's lungs, making it difficult to breathe. Foe is Stunned for 3 Rounds, -9 to all Actions requiring upper body. The Penalty lasts for d10 Rounds after foe Escapes.
- 74 — Wrenched arm stops just short of dislocating the shoulder. Give me a reason. . . . Stunned for 6 Rounds. -7. The Penalty lasts for d10 Rounds after foe Escapes.
- 75 — For a moment, you had a sleeper hold. Stunned for 5 Rounds. -6 to all Actions. The Penalty lasts for d10 Rounds after foe Escapes.
- 76 — Twist foe nearly 180 degrees at the waist. Stunned for 5 Rounds. -10. The Penalty lasts for d10 Rounds after foe Escapes.
- 77 — Wrench foe's arms behind body. Lock them neatly together. Stunned for 6 Rounds. -8. The Penalty lasts for d10 Rounds after foe Escapes.
- 78 — Bend him backward in a hold. Stunned for 3 Rounds. -12. The Penalty lasts for d10 Rounds after foe Escapes.
- 79 — You manage to twist his arm into a submission hold. Foe is startled to realize that he's looking you in the eye, especially since you're standing behind him. He loses use of the arm. Stunned for 5 Rounds. -8. The Penalty lasts for d10 Rounds after foe Escapes.
- 80 — Tie up foe's arms and close his mouth and nose. How many arms do you have? Foe is Stunned for 10

Grabbing

Rounds. -3. The Penalty lasts for d10 Rounds after foe Escapes.

+2[W] TRAUMATIC DAMAGE♦

81 — Your hold is iron. Foe is Stunned for 8 Rounds. -6. -4 Squares to Movement (Permanent♦ -2). The Penalty lasts for 2d10 Rounds after foe Escapes.

82 — You manage to touch the sole of his foot to the top of his head. Foe Stunned for 10 Rounds. -6. The Penalty lasts for 2d10 Rounds after foe Escapes.

83 — You prove to him his knee is double jointed. Foe Stunned for 10 Rounds. -10. The Penalty lasts for 2d10 Rounds after foe Escapes.

84 — Lock foe's elbow behind him. Stunned for 10 Rounds and foe drops anything he's holding. -10. The Penalty lasts for 2d10 Rounds after foe Escapes.

85 — He should have worn a cup. Stunned for 10 Rounds. -10. The Penalty lasts for 2d10 Rounds after foe Escapes.

86 — You manage to expertly slide his vertebrae out of position. Foe squeals in pain. Stunned for 6 Rounds.

87 — You pop his pelvis out of joint. Foe is Stunned for 7 Rounds. -5. The Penalty lasts for 2d10 Rounds after foe Escapes, then everything pops back into place.

88 — Nerve strike causes diaphragm to spasm, expelling all foe's breath. Stunned for 10 Rounds. -20. The Penalty lasts for 2d10 Rounds after foe Escapes.

89 — You manage to pop his back out of whack, paralyzing him from the neck down. 2 Rounds of Stun. The paralysis lasts for 2d10 Rounds after foe Escapes or until cured. Foe probably won't Escape, though. He's Helpless.

90 — Sleeper hold! Foe passes out if you can hold this for 5 more Rounds. He is Unconscious but not Dying.

91 — Tie his legs into a neat little tangle. Then sit on it. Foe is Stunned for 14 Rounds from the pain. -8. The Penalty lasts for 3d10 Rounds after foe Escapes.

92 — Pop out both shoulders without causing permanent damage. Stunned for 14 Rounds and foe drops anything he's holding. -8. The Penalty lasts for 3d10 Rounds after foe Escapes.

93 — Pop foe's wrist painfully out of joint. Foe Stunned for 15 Rounds and he drops anything he's holding. -10. The

Penalty lasts for 3d10 Rounds after foe Escapes, then everything pops back into place.

94 — Pressure to artery makes entire arm go numb, then paralyzed. Then the pain hits. Stunned for 14 Rounds and foe drops anything he's holding. -10. The Penalty and paralysis last for 3d10 Rounds after foe Escapes.

95 — Careful pressure to the eyes Blinds foe. Foe Stunned for 15 Rounds. -5. That's a foul. The Penalty lasts for 3d10 Rounds after foe Escapes.

96 — Foe suddenly goes limp. -20 for no discernable reason. The Penalty lasts for 3d10 Rounds after foe Escapes.

97 — Cut off blood to the brain. Foe passes out after 3 Rounds. He is Unconscious but not Dying.

98 — Foe struggles for 2 more Rounds, then passes out. He is Unconscious but not Dying.

99 — Foe struggles for 1 Round, then passes out. He is Unconscious but not Dying.

100 — Sleepy time. You win. He is Unconscious but not Dying.

101-102 — You own him. Foe passes out. He is Unconscious but not Dying.

103-105 — Foe falls, paralyzed. He remains that way for 24 hours or until cured. He is Helpless.

106-110 — Foe passes out. He remains that way for 12 hours or until cured. He is Unconscious but not Dying.

111-120 — You own him. You may Coup de Grace immediately if you like. He is Unconscious but not Dying.

121-140 — You tie him in a neat lock. You may Coup de Grace immediately if you like or give him a Permanent♦ -2 Penalty (unless treated with a Healing Keyword Power). He is Unconscious but not Dying.

141-180 — He is powerless against you. You may Coup de Grace immediately if you like or give him a Permanent♦ -4 Penalty (unless treated with a Healing Keyword Power). He is Unconscious but not Dying.

181-260 — You twist him like a pretzel. You may Coup de Grace immediately if you like or give him a Permanent♦ -6 Penalty (unless treated with a Healing Keyword Power). He is Unconscious but not Dying.

261+ — You may choose any Grabbing Critical Effect♦. He's that powerless.



Martial Arts

No Traumatic Damage

- 1 — More Chuck Norris. Less Chuck Conners.
- 2 — Maybe if you yell louder.
- 3 — Great, now he's going to go through the rest of the adventure with your footprint on his chest.
- 4 — It's not the same without the wire team off camera, is it?
- 5 — More hitting. Less posing.
- 6 — Good. Just like in your kata.
- 7 — Hit him harder! Hit him harder!
- 8 — Nice little triple combination there.
- 9 — You've been practicing.
- 10 — Thump. Well, he just sort of soaked that up, didn't he?
- 11 — Kick in the thigh makes him jump back.
- 12 — Smashing kick bruises calf.
- 13 — Side kick pummels foe's hip.
- 14 — Spinning back kick leaves foe startled at the pain.
- 15 — Your pretty sure that kick to his shin hurt him more than it hurt you.
- 16 — You pummel foe's thigh.
- 17 — Quick strike to foe's knee. If you'd had time for a power kick, that would have crippled him.
- 18 — A layman might say you stepped on his foot. A professional would see the true art of that attack.
- 19 — Kick to inner thigh bruises artery.
- 20 — Quick kick bruises foe's ankle.
- 21 — You punch him in the elbow. Was that on purpose?
- 22 — Spinning kick catches foe in the hand.
- 23 — Slapping strike doesn't break foe's forearm.
- 24 — You kick him in the shield. If not, you kick him in the shield arm.
- 25 — Strike to foe's chest misses, pounding him in the biceps.
- 26 — Foe tries to block, and you pound your fist into his forearm.
- 27 — High kick catches foe in triceps.
- 28 — You kick him in the hand. That's right. You heard me.
- 29 — Kick bruises his inner arm.
- 30 — Careful nerve strike to arm should have paralyzed it but didn't.

+1[W] Traumatic Damage

- 31 — You pound him in the chest. He yelps. Stunned for 1 Round.

- 32 — Knife-edged strike to head slices it open. Blood flows into his eyes. Foe is at -1 until he recovers or dons a headband. Trim your fingernails much?
- 33 — Punch shoots all the wind out of his lungs. Foe is at -3. This Penalty will improve by 1 every Round.
- 34 — Kick cracks foe's rib. Foe is at -1.
- 35 — Kick him in the naughty bits. Must not have been a good hit. He's only Stunned for 1 Round.
- 36 — You punch him in the throat. He's Stunned for 1 Round.
- 37 — Karate chop bounces off his collarbone. -2.
- 38 — Solid punch to foe's sternum. He's Stunned as he stumbles back a step. -1.
- 39 — You kick him in the back, causing a -2 Penalty.
- 40 — Pounding strike Stuns him for 2 Rounds and gives a -2 Penalty.
- 41 — Powerful kick to foe's thigh nearly knocks him down. Foe at -2 to all Actions and Stunned for 2 Rounds. He looks at you as if he just took personal offense.
- 42 — Powerful stomp breaks foe's foot. Foe can no longer Run and is at -2. Stunned for 1 Round.
- 43 — Kick to foe's knee fails to close the deal.
- 44 — Kick to side of foe's shin cracks bone. -3 to all Actions. Foe can no longer Run and Stunned for 2 Rounds. Nice shot.
- 45 — Kick turns foe's ankle, spraining it. Cannot Run, -2, Stunned for 2 Rounds.
- 46 — Blow to side of foe's knee wrenches it terribly. Can't Run, -2, Stunned for 2 Rounds.
- 47 — Kick pounds foe's hip. He stumbles back, grasping it. Cannot Run, -3, Stunned for 2 Rounds.
- 48 — Spinning kick pounds foe's calf, bruising it to the bone. -3 to all Actions. Stunned for 3 Rounds.
- 49 — Stomp! You hear the foot snap. Foe can no longer Run and is at -3. Stunned 3 Rounds as foe thinks fondly of the last time he stubbed his toe.
- 50 — Kick hits thigh and causes a hemorrhage in the arteries that branch off the femoral. Foe is -4 to all Actions, Stunned for 4 Rounds. Natural Healing* takes 5x longer than normal.
- 51 — You kick him in the hand. They teach you that in monk school? At least you hurt it. -3. Stunned for 3 Rounds.
- 52 — You pound him in the shield arm, causing a -3, and 3 Rounds of Stun. If foe has shield, shield is broken instead. Can you do a tree trunk, Mr. Miyagi?
- 53 — You step back, catching the foe's forearm with one hand and snapping the elbow with the other. -3. Stunned for 3 Rounds.

Martial Arts

- 54 — Pound foe's forearm, bruising it to the bone. Penalty starts at -7 and drops 1 a Round until it hits -3, where it stays until foe recovers.
- 55 — Kick to foe's hand breaks several bones. He curses like a sailor in a contest. -4 to all Actions; Stunned 3 Rounds. If not treated properly (DC15 Heal Check), foe will have a Permanent* -1 to Actions requiring fine dexterity (such as picking locks and pockets.)
- 56 — Pounding punch dislocates foe's shoulder. Foe at -8, and that improves 1 every Round until it hits -4, where it stays until foe recovers. Foe gains Permanent* +2 circumstance Bonus to Escape Checks involving tied arms.
- 57 — Spinning kick breaks forearm. -4. Stunned for 2 Rounds.
- 58 — Break foe's elbow. -10 to all Actions with that arm. Stunned for 2 Rounds.
- 59 — Grab foe, twisting him around and breaking his upper arm. Foe is Stunned for 1 Round and is at -6 to all Actions.
- 60 — Elbow strike breaks foe's collarbone. All Actions with that arm are at -10, all other Actions at -2. Stunned for 2 Rounds.
- 61 — Pound foot into foe's abdomen. He's Dazed for 3 Rounds, with a -4 Penalty. Natural Healing* will take 5x longer due to internal bleeding.
- 62 — Kick to foe's ribs breaks two. Foe is Stunned for 4 Rounds and suffers a -2 to all Actions that don't involve chest movement, -6 to those that do.
- 63 — Punch to foe's sternum separates ribs. Foe is Stunned for 4 Rounds and at -6.
- 64 — Flying elbow strike comes down on shoulder, cracking the clavicle. Foe Stunned for 5 Rounds. -4 to all Actions, -8 with that arm.
- 65 — Lighting strike to head cracks skull. Foe receives a -6 Penalty. Foe can't tell left from right for 24 hours.
- 66 — The trick is not to aim for the stomach, but to aim for the *spine*. Foe seems uninjured but he receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -10, then it drops 1 a Round after that.
- 67 — Kick foe under arm, cracking ribs. Stunned for 2 Rounds, -6 Penalty.
- 68 — Flying side kick hits foe's sternum with a cracking sound. Foe is at -6 to all Actions and is Stunned for 3 Rounds.
- 69 — Palm strike breaks collarbone in three places. Foe drops anything in that hand and is Stunned for 4 Rounds. -10 with that arm, -5 otherwise.
- 70 — Elbow strike cracks skull. -6. Stunned for 2 Rounds. Foe temporarily forgets everything that happened yesterday.
- 71 — Knee strike to belly looks more like a back-alley fight than a Martial Arts* move. Foe is Dazed for 4 Rounds. -5. He can't drink or eat anything (including potions) until he recovers from the Traumatic Damage*.
- 72 — Triple strike breaks a rib with each blow. Foe is Stunned for 4 Rounds. -8 to all Actions.
- 73 — Palm strike detaches sternum. Foe Stunned for 3 Rounds, -9 to all Actions requiring the upper body.
- 74 — Smashed clavicle is the worst thing the foe has ever felt. At least, that's what all the screaming seems to indicate. Stunned for 6 Rounds. -7.
- 75 — Box foe's ear, rupturing eardrum. -5 to Listen Checks. Stunned for 5 Rounds. -6 to all Actions.
- 76 — Pummeling strikes damages his innards. What does it mean when there's blood in my stool? Stunned for 5 Rounds, -10. Slow leak of poisons causes the Natural Healing* to take 10x longer than normal.
- 77 — Kick to the ribs rattles like a bag of dice. Stunned for 6 Rounds. -8.
- 78 — You kick him in the back. Learn that in a bar? Stunned for 3 Rounds. -12.
- 79 — Blow shatters clavicle. Foe stares as if seeing you for the first time. He loses use of the arm. Stunned for 5 Rounds. -8.
- 80 — An upward angle and that would have killed him. Break foe's nose and both cheek bones. Foe is Stunned for 10 Rounds. -3.

+2[W] TRAUMATIC DAMAGE*

- 81 — Sudden kick shatters foe's knee. He collapses like a bad relationship. Stunned for 8 Rounds. -6. -4 Squares to Movement (Permanent* -2).
- 82 — Foot stomp actually shatters foe's instep. Wow. I think we'll call you "biscuit." Foe Stunned for 10 Rounds. -6. -2 Squares to Movement (-1 Permanent*).
- 83 — Kick to hand shatters bones. How did you not break your foot too? Nevermind. Foe Stunned for 10 Rounds. -10. Hand Permanently* -5.
- 84 — Grab foe's arm and shatter it with a devastating palm strike. Stunned for 10 Rounds. -10. Arm is Permanently* -7.
- 85 — Flying kick cracks foe's pelvis. Ouch. Foe crumples like a unstarched shirt. Stunned for 10 Rounds. -10. -4 Squares to Movement (-3 Permanent*).

Martial Arts

86 — Grab foe by the shoulders and plant a devastating knee to the back. He collapses with a strange and unrelated whistling sound. Stunned for 6 Rounds.

87 — You shattered his pelvis. Wow. No, just “wow.” Foe Permanently* crippled. Stunned for 7 Rounds. -5. He can only Crawl.

88 — Heel of hand shatters foe’s ribs and collapses lung. Foe falls, whistling like an untended teapot. Stunned for 10 Rounds. -20.

89 — A spinning back kick hits at the base of the head, severing the spinal cord. How’s the market for magical wheelchairs? 2 Rounds of Stun. He is Helpless.

90 — Boot to the head! He’s paralyzed from the neck down and can’t speak. Oddly enough, he can still sing. He is otherwise Helpless.

91 — Foot stomp shatters instep and messes with many corresponding blood vessels. Foe Stunned for 14 Rounds. -8. -2 Squares to Movement (-1 Permanent*). Foot needs to be removed or foe will have a Permanent* -2 from lifelong pain.

92 — Kick shatters lower leg with a sound like rattled marbles. Stunned for 14 Rounds. -8. -4 Squares to Movement (Permanent* -2). Leg needs to be removed or foe will have a Permanent* -2 from lifelong pain.

93 — Kick shatters wrist. Foe Stunned for 15 Rounds and drops anything he’s holding. -10. Hand Permanently* -5. Lower arm needs to be removed or foe will have a Permanent* -2 from lifelong pain.

94 — Blow to foe’s elbow shatters . . . things. Arm whips about like Old Glory. Stunned for 14 Rounds. -10. Arm is Permanently* -7. Arm needs to be removed or foe will have a Permanent* -2 from lifelong pain.

95 — You knock out his eye. Foe is Stunned for 15 Rounds. -5. Did they teach you that on the docks?

96 — Pounding blow leaves no visible mark. The foe feels a slight discomfort. Unless treated with a Healing Keyword Power, foe drops Dead three days later.

97 — Blow under arm ruptures the brachial artery. Foe dies in 7 Rounds.

98 — Kick to the head causes an embolism. For 5 Rounds, foe insists he can see God, then Death.

99 — Punch to the throat collapses windpipe and carotid artery. Foe dies after 3 Rounds of frantic gesturing (Stunned for 3 Rounds).

100 — Palm strike shatters nose and drives fragments into brain. That’s how they do it in the monastery.

101–102 — Blow to ribs send bone fragments through many critical organs. Foe dies.

103–105 — They say a proper blow to the chest can stop a man’s heart. You just proved it. Foe is Dead.

106–110 — He now has a sunken chest and a one way ticket to the afterlife. All aboard the Death train.

111–120 — Your kick folds him neatly in two. You don’t think a living person should bend like that. Luckily, that is no longer a problem as he is Dead.

121–140 — Your blow echoes through him, shattering bones. He collapses, Dead. That was a magical ability, right?

141–180 — Foe breaks like fine china. Dead.

181–260 — Wow, did something just fly off him? Foe is Dead.

261+ — You hit him so hard, his family might die. He’s Dead, anyway.



Acid

No TRAUMATIC DAMAGE

- 1 — Vapors rise from your foe.
- 2 — It's a splash weapon. Splash, already.
- 3 — Not exactly stunning.
- 4 — Bob and weave. Bob and weave.
- 5 — Aim for something vital next time.
- 6 — He feared worse.
- 7 — That stings.
- 8 — Oow. He's starting to get all melty.
- 9 — Splash!
- 10 — It's not just a weapon. It's a weapon of terror.
- 11 — Splash foe's leg.
- 12 — Sear foe's calf.
- 13 — Acid burns into his hip.
- 14 — You dissolve meat, but little else.
- 15 — Etching his shin bone?
- 16 — Burn deeply into the thigh.
- 17 — Acid eats into the soft tissue around the knee.
- 18 — Splash burns through the instep of foe's boot.
- 19 — Splash to inner thigh manages to miss everything really vital.
- 20 — Acid sears foe's ankle. Can you call that a sprain?
- 21 — Acid eats into the flesh above the elbow.
- 22 — Acid burns foe's hand.
- 23 — Acid eats into foe's forearm.
- 24 — Acid burns heraldry off of foe's shield. Without shield, foe grasps arm in pain.
- 25 — Acid burns biceps.
- 26 — Foe wards off splash with his forearm. Was he wearing armor? If so, the Acid etches new designs.
- 27 — Burn eats deeply into foe's triceps.
- 28 — Acid fails to completely ruin foe's fingers.
- 29 — Acid tries to eat a hole in the brachial artery. It fails.
- 30 — Burn deeply into arm.

+1[W] TRAUMATIC DAMAGE

- 31 — Splash sears flesh and scores ribs. Ongoing 5 Acid Damage (Save ends).
- 32 — Not the face! Not the face! If foe isn't wearing a helmet, he's -1 until he cleans up the mess dripping into his eyes. Ongoing 5 Acid Damage (Save ends).
- 33 — Acid eats into his solar plexus. Foe is at -1 for 1 Round. Ongoing 5 Acid Damage (Save ends).
- 34 — Acid sears side and a rib gives way. Foe is at -1. Ongoing 5 Acid Damage (Save ends).
- 35 — Burn to foe's groin misses all the important parts. Got to love chaos theory. Foe is Stunned for 2 joyful Rounds. Then the pain hits. Ongoing 5 Acid Damage (Save ends).

- 36 — Acid burns a chunk out of foe's neck. There's a lot of blood. Foe is Stunned for 1 Round until he realizes he can take his hand away from the wound. Ongoing 5 Acid Damage (Save ends).
- 37 — Acid etches collarbone. -1. Ongoing 5 Acid Damage (Save ends).
- 38 — Burn foe's chest. He's Stunned for 1 Round. -1. Ongoing 5 Acid Damage (Save ends).
- 39 — Acid eats into spine. Fails to paralyze him. Lucky. -1 Penalty. Ongoing 5 Acid Damage (Save ends).
- 40 — Burn Stuns foe for 1 Round. Take a -2 Penalty. Ongoing 5 Acid Damage (Save ends).
- 41 — Thigh strike sears bone. Foe at -2 to all Actions and Stunned for 1 Round. Ongoing 5 Acid Damage (Save ends).
- 42 — Acid splashes on foot, eating through the instep but not quite severing it. Foe can no longer Run and is at -1. Stunned for 1 Round. Ongoing 5 Acid Damage (Save ends).
- 43 — My knee! Dear God, my knee! -4. Stunned 1 Round. Ongoing 5 Acid Damage (Save ends).
- 44 — Acid sears shinbone. -3 to all Actions. Foe can no longer Run and Stunned for 1 Round. Ongoing 5 Acid Damage (Save ends).
- 45 — Foe leaps nimbly over attack, only to land in the Acid. Cannot Run. -2. Stunned for 1 Round. Feeling stupid. Ongoing 5 Acid Damage (Save ends).
- 46 — Acid eats away at the knee. Can't Run, -2, Stunned for 1 Round. Ongoing 5 Acid Damage (Save ends).
- 47 — Acid cuts deeply into hip, but the hip barely holds. Can't Run, -3, Stunned for 1 Round. Ongoing 5 Acid Damage (Save ends).
- 48 — Acid eats into foe's calf, searing tendons. -3 to all Actions and Stunned for 2 Rounds. Ongoing 5 Acid Damage (Save ends).
- 49 — You can call him Four Toes. Foe can no longer Run and is at -3. He's Stunned for 2 Rounds. Ongoing 5 Acid Damage (Save ends).
- 50 — Acid maims thigh. -4 to all Actions, Stunned for 3 Rounds. Natural Healing* takes at 5x longer than normal. Ongoing 5 Acid Damage (Save ends).
- 51 — Acid wreaks havoc on finger. -3, Stunned for 2 Rounds. Ongoing 5 Acid Damage (Save ends).
- 52 — Burn foe's shield side. If foe has no shield: -3, Stunned for 2 Rounds. If foe has shield, shield is marred, but still functional. Ongoing 5 Acid Damage (Save ends).
- 53 — Sear foe's elbow. -3. Stunned for 2 Rounds. Ongoing 5 Acid Damage (Save ends).
- 54 — Acid eats deeply into the forearm. Penalty starts at -6 and drops 1 a Round until it hits -3, where it stays

Acid Acid

- until foe recovers. Ongoing 5 Acid Damage (Save ends).
- 55 — Acid all but destroys wrist. -4 to all Actions, Stunned for 2 Rounds. If not treated properly (DC15 Heal Check), foe will have a Permanent* -1 to Actions requiring fine dexterity (such as picking locks and pockets.) Ongoing 5 Acid Damage (Save ends).
- 56 — Acid burns foe's shoulder. Foe at -7, and that improves 1 every Round until -4, where it stays. Ongoing 5 Acid Damage (Save ends).
- 57 — Acid eats through bone in forearm. Foe drops anything he's holding. -4. Stunned for 1 Round. Ongoing 5 Acid Damage (Save ends).
- 58 — Acid damages foe's elbow. Foe drops anything he's holding and is -10 to all Actions with that arm. Stunned for 1 Round. Ongoing 5 Acid Damage (Save ends).
- 59 — Acid weakens bone in foe's upper arm and it snaps as he thrashes in pain. Foe is Stunned for 1 Round and is at -5 to all Actions. Ongoing 5 Acid Damage (Save ends).
- 60 — Acid eats through foe's collarbone. All Actions with that arm are at -10, all other Actions at -2. Stunned for 1 Round. Ongoing 5 Acid Damage (Save ends).
- 61 — Blow to abdomen causes massive soft tissue damage. Stunned for 2 Rounds. -4 Penalty. Natural Healing* will take 5x longer due to internal bleeding. Ongoing 5 Acid Damage (Save ends).
- 62 — Acid eats through two ribs. Damage to organs, muscles, and fascia. Foe is Stunned for 3 Rounds and suffers a -2 to all Actions that don't involve chest movement, -6 to those that do. Ongoing 5 Acid Damage (Save ends).
- 63 — Acid scores sternum and separates ribs. Foe is Stunned for 3 Rounds as he looks at you in disbelief. -6. Ongoing 5 Acid Damage (Save ends).
- 64 — Acid eats through collarbone. Foe grasps the wound, screaming. Stunned for 4 Rounds. -4 to all Actions, -8 with that arm. Ongoing 5 Acid Damage (Save ends).
- 65 — Acid sears skull. Not bad. -5 Penalty. Ongoing 5 Acid Damage (Save ends).
- 66 — Massive surface damage to stomach. Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -9, then it drops 1 a Round after that.
- 67 — Acid severs four ribs. Stunned for 1 Round. -6 Penalty. Ongoing 5 Acid Damage (Save ends).
- 68 — Acid devastates sternum. Foe falls to the ground, but the thrashing just makes matters worse. Foe is at -6 to all Actions and is Stunned for 2 Rounds. Ongoing 5 Acid Damage (Save ends).
- 69 — Acid eats multiple chunks out of collarbone. Foe drops anything in that hand and is Stunned for 3 Rounds. -10 with that arm, -5 otherwise. Ongoing 5 Acid Damage (Save ends).
- 70 — Massive forehead burn eats into skull. -6. 1 Round of Stun. Ongoing 5 Acid Damage (Save ends).
- 71 — Deep burns etch paths of agony into foe's belly. Foe Dazed (and vomiting) for 3 Rounds. -5. Foe cannot drink or eat anything (including potions) until he recovers from the Traumatic Damage*. Ongoing 5 Acid Damage (Save ends).
- 72 — Massive scoring up and down rib cage. Multiple ribs fail. Foe bellows in pain. Stunned for 3 Rounds. -8 to all Actions. Ongoing 5 Acid Damage (Save ends).
- 73 — Acid mutilates sternum and ribs. Foe Stunned for 2 Rounds, -9 to all Actions requiring upper body. Ongoing 5 Acid Damage (Save ends).
- 74 — Acid mutilates clavicle. Foe is quiet for a moment, then the screaming starts. Stunned for 5 Rounds. -7. Ongoing 5 Acid Damage (Save ends).
- 75 — Burns to ear cause foe to lose hearing. -5 to Listen Checks. Stunned for 4 Rounds. -6 to all Actions. The hearing loss is will return in 1 week. Ongoing 5 Acid Damage (Save ends).
- 76 — Acid eats into foe's bowels. Stunned for 4 Rounds. -10. Slow leak of poisons causes Natural Healing* to take 10x longer than normal. Ongoing 5 Acid Damage (Save ends).
- 77 — Massive damage to rib cage. Foe can barely move. Stunned for 5 Rounds. -8. Ongoing 5 Acid Damage (Save ends).
- 78 — Acid sears spine. Legs are weak and rubbery. Stunned for 2 Rounds. -12. Ongoing 5 Acid Damage (Save ends).
- 79 — Devastated collarbone reduces foe to spasms. Foe loses use of the arm. Stunned for 4 Rounds. -8. Ongoing 5 Acid Damage (Save ends).
- 80 — Massive facial burns. Foe is Stunned for 9 Rounds. -3. Ongoing 5 Acid Damage (Save ends). Without aid from a Healing Keyword Power, foe will have a Permanent* -2 to Cha.

+2[W] TRAUMATIC DAMAGE♦

- 81 — Acid wrecks foe's knee. You expect screaming, but he just sits down, Stunned, for 6 Rounds. -6. -4 Squares to Movement (Permanent* -2). Ongoing 10 Acid Damage (Save ends).
- 82 — Acid eats through foe's foot, causing foul-smelling vapors to rise from the ground underneath. Foe Stunned for 8 Rounds. -6. -2 Squares to Movement

Acid

- (-1 Permanent*). Ongoing 10 Acid Damage (Save ends).
- 83 — Acid maims foe's hand. Foe Stunned for 8 Rounds. -10. Hand Permanently* -5. Hope it was his off-hand. Ongoing 10 Acid Damage (Save ends).
- 84 — Acid burns up and down the arm causing strange vapors to rise. Stunned for 8 Rounds. -10. Arm is Permanently* -7. Ongoing 10 Acid Damage (Save ends).
- 85 — Acid burns deeply into foe's pelvis. Foe's legs remain attached. Stunned for 8 Rounds. -10. -4 Squares to Movement (-3 Permanent*). Ongoing 10 Acid Damage (Save ends).
- 86 — Acid burns eat into foe's back, paralyzing him from the waist down. He seems content to fall, but can't draw into a protective ball, no matter how hard he tries. Stunned for 4 Rounds. Ongoing 10 Acid Damage (Save ends).
- 87 — Acid causes massive damage to pelvis. Foe Permanently* paraplegic, Stunned for 5 Rounds. -5. Foe can only Crawl. Ongoing 10 Acid Damage (Save ends).
- 88 — Acid eats deeply into the ribs and dribbles into lungs. Stunned for 8 Rounds. -20. Ongoing 10 Acid Damage (Save ends).
- 89 — Acid eats into foe's neck. Foe collapses, his mouth working with silent screams. Paralyzed from the neck down, 1 Round of Stun. Ongoing 10 Acid Damage (Save ends). Foe is Helpless.
- 90 — Acid eats into skull. Damage to the brain renders victim paralyzed from the neck down. He also loses all memory of his first love. Foe is Helpless. Ongoing 10 Acid Damage (Save ends).
- 91 — Acid ruins foot. He lifts it off the ground, but he just can't concentrate. Stunned for 12 Rounds. -8. -2 Squares to Movement (-1 Permanent*). Foot needs to be removed or foe will have a Permanent* -2 Penalty as well. Ongoing 10 Acid Damage (Save ends).
- 92 — Acid mutilates lower leg. Stunned for 12 Rounds. -8. -4 Squares to Movement (Permanent* -2). Leg needs to be removed above the knee or foe will have a Permanent* -2 as well. Ongoing 10 Acid Damage (Save ends).
- 93 — Wrist and hand mauled by Acid. Foe sucks air like a wind tunnel. Stunned for 13 Rounds. -10. Hand Permanently* -5. Lower arm needs to be removed or foe will have a Permanent* -2 Penalty as well. Ongoing 10 Acid Damage (Save ends).
- 94 — Arm ruined. It almost looks melted. Stunned for 12 Rounds. -10. Arm is Permanently* -7. Arm needs to be removed or foe will have a Permanent* -2 Penalty as well. Ongoing 10 Acid Damage (Save ends).
- 95 — Acid burns face and ruins eye. Stunned for 13 Rounds. -5. Ongoing 10 Acid Damage (Save ends).
- 96 — Acid eats into chest, burning between ribs. -5. Death in 10 Rounds.
- 97 — Acid ruins arm and opens arteries. Foe dies in 7 Rounds.
- 98 — Acid eats deeply into foe's head. Foe attacks randomly for 5 Rounds, then Death.
- 99 — Acid burns its way through the arteries of the neck. Foe dies after 3 Rounds of Stun.
- 100 — Ever see the end of *Raiders of the Lost Ark*? Foe dies instantly.
- 101-102 — Massive Acid burns to chest damages heart and lungs. Dead.
- 103-105 — He now has a "sunken chest." Luckily, he is Dead long before the worst of it.
- 106-110 — Massive Acid burns ruin much of foe's body. He's Dead in many ways.
- 111-120 — Acid nearly cuts him in two. Dead.
- 121-140 — The remaining skeleton is clean. And Dead (of course).
- 141-180 — Acid dissolves soft tissue and reduces bones. Dead.
- 181-260 — There isn't much left. What is left is most definitely Dead.
- 261+ — Foe becomes a discolored puddle. A Dead discolored puddle.



Gold

NO TRAUMATIC DAMAGE

- 1 — Nippy.
- 2 — Foe shivers.
- 3 — Eh.
- 4 — I blame global warming.
- 5 — Brrr!
- 6 — He shakes it off.
- 7 — His hair frosts over.
- 8 — His color doesn't look good.
- 9 — Turning blue.
- 10 — He looks terrible.
- 11 — Freeze foe's leg.
- 12 — Cold blast to foe's calf.
- 13 — Biting Cold to foe's hip.
- 14 — That will cause some damage.
- 15 — Chilling blast to shinbone.
- 16 — Freeze foe's thigh.
- 17 — Cold blast to knee.
- 18 — Those boots aren't warm enough.
- 19 — Blast to inner thigh.
- 20 — Cold blast to foe's ankle causes him to twist it.
- 21 — Cold blast to arm.
- 22 — Blast foe's hand.
- 23 — Freezing Cold to foe's forearm.
- 24 — Foe's shield frosts over. If foe doesn't have a shield, foe yelps.
- 25 — Frosty blast to foe's biceps.
- 26 — Foe catches spell on his forearm. Was he wearing armor? If so, it frosts over.
- 27 — Cold blast to triceps.
- 28 — Blast to fingers makes them numb.
- 29 — Ice freezes foe's upper arm.
- 30 — Chill blast to arm.

+1[W] TRAUMATIC DAMAGE

- 31 — Ice forms on foe's torso. Foe is Slowed (Save ends).
- 32 — Icy blast to foe's face. If foe isn't wearing a helmet, he's -1 from frosted eyes and eyelashes. Foe is Slowed (Save ends).
- 33 — Cold freezes foe's solar plexis. Foe is at -2. This Penalty will improve by 1 every Round. Foe is Slowed (Save ends).
- 34 — Cold sears foe's ribs. Foe is at -1. Foe is Slowed (Save ends).
- 35 — Freezing blast to foe's groin. Good thing that area started out pretty warm. Foe is Stunned for 2 Rounds. After the Stun, foe is Slowed (Save ends).

- 36 — Icy blast to foe's neck. Foe is Stunned for 1 Round as he rubs the wound. After the Stun, foe is Slowed (Save ends).
- 37 — Freezing blast to collarbone. -1. Foe is Slowed (Save ends).
- 38 — Chilling blast to foe's chest. Foe Stunned for 1 Round. -1. After the Stun, foe is Slowed (Save ends).
- 39 — Cold blast to foe's spine hurts a lot, but that's all. Lucky. -1 Penalty. Foe is Slowed (Save ends).
- 40 — Ice Stuns foe for 1 Round. Take a -2 Penalty. After the Stun, foe is Slowed (Save ends).
- 41 — Ice numbs foe's thigh. Foe at -2 to all Actions and Stunned for 1 Round. After the Stun, foe is Slowed (Save ends).
- 42 — Frostbite to foe's toes. Foe can no longer Run and is at -1. Stunned for 1 Round. After the Stun, foe is Slowed (Save ends).
- 43 — Ice frosts over foe's knee. -4. Stunned 1 Round. After the Stun, foe is Slowed (Save ends).
- 44 — Freezing blast to foe's shin forms ice. -3 to all Actions. Foe can no longer Run and Stunned for 1 Round. After the Stun, foe is Slowed (Save ends).
- 45 — Frostbite on all toes. Cannot Run, -2, Stunned for 1 Round. After the Stun, foe is Slowed (Save ends).
- 46 — Cold blast to foe's knee freezes joint. Can't Run. -2. Stunned for 1 Round. After the Stun, foe is Slowed (Save ends).
- 47 — Cold freezes flesh around foe's hip. Can't Run. -3. Stunned for 1 Round. After the Stun, foe is Slowed (Save ends).
- 48 — Foe freezes calf muscle. -3 to all Actions and Stunned for 2 Rounds. After the Stun, foe is Slowed (Save ends).
- 49 — Ice forms on foe's toes. Foe can no longer Run and is at -3. He's Stunned for 2 Rounds. After the Stun, foe is Slowed (Save ends).
- 50 — Ice forms in foe's thigh muscle. -4 to all Actions, Stunned for 3 Rounds. Natural Healing* takes 5x longer than normal. After the Stun, foe is Slowed (Save ends).
- 51 — Frostbit fingers. -3. Stunned for 2 Rounds. After the Stun, foe is Slowed (Save ends).
- 52 — Freeze foe's shield side. If foe has no shield, -3, Stunned for 2 Rounds. If foe has shield, shield is frozen, but still functional. After the Stun, foe is Slowed (Save ends).
- 53 — Freeze foe's elbow. -3. Stunned for 2 Rounds. After the Stun, foe is Slowed (Save ends).
- 54 — Freeze foe's forearm. Penalty starts at -6 and drops 1 a Round until it hits -3, where it stays until the foe recovers. Foe is Slowed (Save ends).

- 55 — Ice forms on foe's wrist, which breaks from the Cold. -4 to all Actions, Stunned for 2 Rounds. If not treated properly (DC15 Heal Check), foe will have a Permanent* -1 to Actions requiring fine dexterity (such as picking locks and pockets.) After the Stun, foe is Slowed (Save ends).
- 56 — Freeze foe's shoulder. Foe at -7, and that improves 1 every Round until -4, where it stays. Foe is Slowed (Save ends).
- 57 — Freeze muscles in foe's forearm. Foe drops anything he's holding. -4. Stunned for 1 Round. After the Stun, foe is Slowed (Save ends).
- 58 — Freeze foe's elbow, which then breaks. Foe drops anything he's holding and is -10 to all Actions with that arm. Stunned for 1 Round. After the Stun, foe is Slowed (Save ends).
- 59 — Ice coats foe's upper arm. Foe is Stunned for 1 Round and is at -5 to all Actions. After the Stun, foe is Slowed (Save ends).
- 60 — Ice freezes foe's collarbone. All Actions with that arm are at -10, all other Actions at -2. Stunned for 1 Round. After the Stun, foe is Slowed (Save ends).
- 61 — Blast to foe's abdomen causes massive damage in frozen tissue. Stunned for 3 Rounds. -4 Penalty. Natural Healing* will take 5x longer due to internal bleeding. After the Stun, foe is Slowed (Save ends).
- 62 — Ice freezes tissue and two ribs. Lesser damage to organs. Foe is Stunned for 3 Rounds and suffers a -2 to all Actions that don't involve chest movement, -6 to those that do. After the Stun, foe is Slowed (Save ends).
- 63 — Freeze foe's chest, sternum, and ribs, killing tissue. Foe is Stunned for 3 Rounds as he looks at you in disbelief. -6. After the Stun, foe is Slowed (Save ends).
- 64 — Ice freezes collarbone and kills surrounding tissue. Foe grabs the wound in pain and shock. Foe Stunned for 4 Rounds. -4 to all Actions, -8 with that arm. After the Stun, foe is Slowed (Save ends).
- 65 — Ice forms on scalp, making foe think wistfully of an ice cream headache. -5 Penalty. After the Stun, foe is Slowed (Save ends).
- 66 — Blast freezes stomach, killing off large amounts of tissue. Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -9, then it drops 1 a Round after that. After the Stun, foe is Slowed (Save ends).
- 67 — Ice coats foe's side. Stunned for 1 Round. -6 Penalty. After the Stun, foe is Slowed (Save ends).
- 68 — Ice freezes foe's sternum, the ice crystals biting deeply. Foe is at -6 to all Actions and is Stunned for 2 Rounds. After the Stun, foe is Slowed (Save ends).
- 69 — Ice deeply penetrates foe's collar bone. Foe drops anything in that hand and is Stunned for 3 Rounds. -10 with that arm, -5 otherwise. After the Stun, foe is Slowed (Save ends).
- 70 — Ice forms thickly on foe's scalp, causing massive tissue death. -6. 1 Round of Stun. After the Stun, foe is Slowed (Save ends).
- 71 — Ice freezes foe's stomach and damages internal organs. Foe Dazed (and vomiting) for 3 Rounds. -5. Foe cannot drink or eat anything (including potions) until he recovers. After the Stun, foe is Slowed (Save ends).
- 72 — Ice freezes foe's torso, cracking ribs from the rapid temperature change. Foe makes a quiet squeaking sound. Stunned for 3 Rounds. -8 to all Actions. After the Stun, foe is Slowed (Save ends).
- 73 — Icy blast to sternum kills tissue and cracks bone. Foe Stunned for 2 Rounds, -9 to all Actions requiring upper body. After the Stun, foe is Slowed (Save ends).
- 74 — Ice freezes shoulder. Clavicle snaps. Foe is quiet for a moment, then the screaming starts. Stunned for 5 Rounds. -7. After the Stun, foe is Slowed (Save ends).
- 75 — Ice damages foe's ear and ruins hearing. -5 to Listen Checks. Stunned for 4 Rounds. -6 to all Actions. The hearing loss will return in 1 week. After the Stun, foe is Slowed (Save ends).
- 76 — Frozen tissue penetrates foe's bowels. Stunned for 4 Rounds. -10. Slow leak of poisons causes Natural Healing* to take 10x longer than normal. After the Stun, foe is Slowed (Save ends).
- 77 — Frozen torso causes foe to snap ribs as he moves. After that, he *stops* moving. Stunned for 5 Rounds. -8. After the Stun, foe is Slowed (Save ends).
- 78 — Ice penetrates spine. Legs weaken. Stunned for 2 Rounds. -12. After the Stun, foe is Slowed (Save ends).
- 79 — Ice forms so quickly that foe's collar bone snaps. Foe loses use of the arm. Stunned for 4 Rounds. -8. After the Stun, foe is Slowed (Save ends).
- 80 — Massive frostbite to face, killing skin and muscle, damaging bone. Foe is Stunned for 9 Rounds. -3. After the Stun, foe is Slowed (Save ends).

+2[W] TRAUMATIC DAMAGE♦

- 81 — Ice blast snaps foe's kneecap. Foe crumples, Stunned, for 8 Rounds. -6. -4 Squares to Movement

Gold

- (Permanent* -2). After the Stun, foe is Immobilized (Save ends).
- 82 — Ice cracks bone and causes massive tissue death in foe's foot. Foe Stunned for 7 Rounds. -6. -2 Squares to Movement (-1 Permanent*). After the Stun, foe is Immobilized (Save ends).
- 83 — Frostbite ravages hand and ice cracks bones. Foe Stunned for 7 Rounds. -10. Hand Permanently* -5. He should have worn mittens. After the Stun, foe is Immobilized (Save ends).
- 84 — Massive freezing to foe's arms ices arteries and cracks bones. Stunned for 8 Rounds. -10. Arm is Permanently* -7. After the Stun, foe is Immobilized (Save ends).
- 85 — Icy blast snaps foe's pelvis. Foe's legs give out. Stunned for 8 Rounds. -10. -4 Squares to Movement (-3 Permanent*). After the Stun, foe is Immobilized (Save ends).
- 86 — Ice damages foe's spinal cord, paralyzing him below the waist. He slides to the ground, his teeth chattering. Stunned for 4 Rounds. Foe can only Crawl. After the Stun, foe is Immobilized (Save ends).
- 87 — Ice freezes foe's pelvis, killing tissue and damaging nerves. Foe is a paraplegic, Stunned for 5 Rounds. -5. Foe can only Crawl. After the Stun, foe is Immobilized (Save ends).
- 88 — Ice snaps ribs and damages lungs. Stunned for 8 Rounds. -20. After the Stun, foe is Immobilized (Save ends).
- 89 — Ice forms on foe's neck. Foe falls, trying to gasp, paralyzed from the neck down. Stunned for 1 Round until he can force breath through throat. After the Stun, foe is Immobilized (Save ends). Foe is Helpless.
- 90 — Ice cracks skull and damages brain. Foe is paralyzed from the neck down. He can no longer read, and must have the brain damage repaired with a Ritual or relearn the Skill like a new language. Foe is Helpless.
- 91 — Massive frostbite causes bones in foot to snap. He winces and starts inventing swear words. Stunned for 13 Rounds. -8. -2 Squares to Movement (-1 Permanent*). Foot needs to be removed or foe will have a Permanent* -2 Penalty as well. After the Stun, foe is Immobilized (Save ends).
- 92 — Ice freezes calf and arteries. Stunned for 11 Rounds. -8. -4 Squares to Movement (Permanent* -2). Leg needs to be removed above the knee or foe will have a Permanent* -2 as well. After the Stun, foe is Immobilized (Save ends).
- 93 — Ice causes massive tissue death in hand and wrist. Foe can't scream through chattering teeth. Stunned for 13 Rounds. -10. Hand Permanently* -5. Lower arm needs to be removed or foe will have a Permanent* -2 Penalty as well. After the Stun, foe is Immobilized (Save ends).
- 94 — Ice causes massive tissue death in arm and shatters bone. Stunned for 12 Rounds. -10. Arm is Permanently* -7. Arm needs to be removed or foe will have a Permanent* -2 Penalty as well. After the Stun, foe is Immobilized (Save ends).
- 95 — Blast freezes foe's eye. He'll need a new one. Stunned for 13 Rounds. -5. After the Stun, foe is Immobilized and Blinded (Save ends both).
- 96 — Ice forms inside lungs. -5. Death in 10 Rounds.
- 97 — Ice shatters arms and sends frozen blood crystals into the body. Foe dies in 7 Rounds.
- 98 — Ice damages foe's brain. Foe attacks randomly for 5 Rounds, then Death.
- 99 — Ice freezes foe's neck, sending crystals of frozen blood into the brain. Foe dies after 3 Rounds of Stun.
- 100 — Frost covers body and Death by shock is instantaneous.
- 101-102 — Foe's heart and lungs freeze. Dead.
- 103-105 — Ice freezes all blood in foe's torso. He expands and collapses at the same time. Then he dies.
- 106-110 — Ice forms across body surfaces, but he's too Dead to notice.
- 111-120 — Foe falls in a mostly solid state, Dead.
- 121-140 — Foe literally frozen solid. Unfortunately, not cryogenically. He's Dead, Jim.
- 141-180 — Foe freezes, and then cracks in half. Dead.
- 181-260 — Foe freezes and breaks into five pieces. I hope he was Dead before that. He's certainly Dead after.
- 261+ — Foe falls over and shatters. Do I have to say he's Dead? Better sweep him up before he thaws.



Fire

No Traumatic Damage

- 1 — Toasty.
- 2 — Foe steps back from the heat.
- 3 — That will help his tan.
- 4 — Looks like he was in a baking accident.
- 5 — Did you forget to light the pilot?
- 6 — Flames fail to catch.
- 7 — Hair is singed.
- 8 — There go his eyebrows.
- 9 — That's a little warm!
- 10 — Flames singe foe.
- 11 — Flames lick over foe's leg.
- 12 — Flames surround foe's calf.
- 13 — Fiery blast to foe's hip.
- 14 — Burn foe's leg.
- 15 — Fire splashes over foe's shinbone.
- 16 — Fire bites into foe's thigh.
- 17 — Roast foe's knee.
- 18 — Scorch foe's boot.
- 19 — Fire creases inner thigh.
- 20 — Flames lick over foe's ankle.
- 21 — Flames course over foe's arm.
- 22 — Fire blisters foe's hand.
- 23 — Fire slides over forearm.
- 24 — Flames blast foe's shield. If foe doesn't have a shield, his sleeve smolders and he winces.
- 25 — Burns blister foe's biceps.
- 26 — Attack sets foe's sleeve on fire. If he had arm armor, it's scorched instead.
- 27 — Burn to foe's triceps.
- 28 — Blister foe's fingers.
- 29 — Fire roasts foe's upper arm.
- 30 — Fiery blast to arm.

+1[W] Traumatic Damage

- 31 — Blisters form on torso. Ongoing 5 Fire Damage (Save ends).
- 32 — Fire courses over foe's face. If foe isn't wearing a helmet, he's -1 from damage to his eyes. Ongoing 5 Fire Damage (Save ends).
- 33 — Fire sears foe's solar plexis. Foe is at -2. This Penalty will improve by 1 every Round. Ongoing 5 Fire Damage (Save ends).
- 34 — Fire roasts foe's ribs. Foe is at -1. Ongoing 5 Fire Damage (Save ends).
- 35 — Fire catches foe in the groin and his clothes ignite. Foe is Stunned for 2 Rounds as he beats out the flames. Ongoing 5 Fire Damage (Save ends).
- 36 — Flames raise blisters on foe's neck. Foe is Stunned for 1 Round. Ongoing 5 Fire Damage (Save ends).

- 37 — Flames scorch collarbone. -1. Ongoing 5 Fire Damage (Save ends).
- 38 — Fiery blast to foe's chest. Foe Stunned for 1 Round. -1. Ongoing 5 Fire Damage (Save ends).
- 39 — Fire raises blisters along foe's spine. Lucky. -1 Penalty. Ongoing 5 Fire Damage (Save ends).
- 40 — Flames Stun foe for 1 Round. He takes a -2 Penalty. Ongoing 5 Fire Damage (Save ends).
- 41 — Fire burns flesh on foe's thigh. Foe at -2 to all Actions and Stunned for 1 Round. Ongoing 5 Fire Damage (Save ends).
- 42 — Fire burns flesh from foe's toes. Foe can no longer Run and is at -1. Stunned for 1 Round. Ongoing 5 Fire Damage (Save ends).
- 43 — Fire peels flesh off foe's knee. -4. Stunned 1 Round. Ongoing 5 Fire Damage (Save ends).
- 44 — Third-degree burns to foe's shin. -3 to all Actions. Foe can no longer Run and is Stunned for 1 Round. Ongoing 5 Fire Damage (Save ends).
- 45 — Burns to foe's toes. Cannot Run, -2, Stunned for 1 Round. Ongoing 5 Fire Damage (Save ends).
- 46 — Fire sears foe's knee. Can't Run, -2, Stunned for 1 Round. Ongoing 5 Fire Damage (Save ends).
- 47 — Fire burns flesh from foe's hip. Can't Run. -3. Stunned for 1 Round. Ongoing 5 Fire Damage (Save ends).
- 48 — Fire burns flesh and damages calf muscle. -3 to all Actions and Stunned for 2 Rounds. Ongoing 5 Fire Damage (Save ends).
- 49 — Flames sear foe's toes. Foe can no longer Run and is at -3. He's Stunned for 2 Rounds. Ongoing 5 Fire Damage (Save ends).
- 50 — Fire burns into thigh muscle. -4 to all Actions, Stunned for 3 Rounds. Natural Healing* takes 5x longer than normal. Ongoing 5 Fire Damage (Save ends).
- 51 — Fire burns flesh off fingers. -3. Stunned for 2 Rounds. Ongoing 5 Fire Damage (Save ends).
- 52 — Flames blast foe's shield side. If foe has no shield: -3, Stunned for 2 Rounds. If foe has a shield, shield is seared, but still functional. Ongoing 5 Fire Damage (Save ends).
- 53 — Sear foe's elbow. -3, Stunned for 2 Rounds. Ongoing 5 Fire Damage (Save ends).
- 54 — Sear foe's forearm. Penalty starts at -6 and drops 1 a Round until it hits -3, where it stays until the foe recovers. Ongoing 5 Fire Damage (Save ends).
- 55 — Flames bite deeply into foe's wrist. -4 to all Actions, Stunned for 2 Rounds. If not treated properly (DC15 Heal Check), foe will have a Permanent* -1 to Actions requiring fine dexterity (such as picking locks and pockets.) Ongoing 5 Fire Damage (Save ends).

Fire

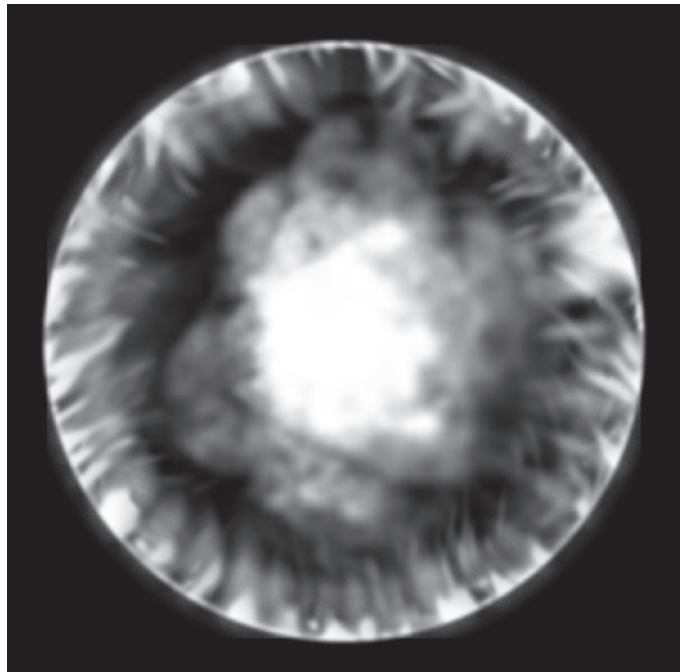
- 56 — Flames burn deeply into foe's shoulder. Foe at -7, and that improves 1 every Round until -4, where it stays. Ongoing 5 Fire Damage (Save ends).
- 57 — Flames lick up and down the foe's forearm. Foe drops anything he's holding. -4. Stunned for 1 Round as he puts out the flames. Ongoing 5 Fire Damage (Save ends).
- 58 — Flames devastate foe's elbow. Foe drops anything he's holding and is -10 to all Actions with that arm. Stunned for 1 Round. Ongoing 5 Fire Damage (Save ends).
- 59 — Flames sear foe's upper arm. Foe is Stunned for 1 Round and is at -5 to all Actions. Ongoing 5 Fire Damage (Save ends).
- 60 — Flames burn flesh around collarbone. All Actions with that arm are at -10, all other Actions at -2. Stunned for 1 Round. Ongoing 5 Fire Damage (Save ends).
- 61 — Flames eat into foe's abdomen. Stunned for 2 Rounds. -4 Penalty. Natural Healing* will take 5x longer due to internal bleeding. Ongoing 5 Fire Damage (Save ends).
- 62 — Flames char flesh around ribs. Burns to organs. Foe is Stunned for 3 Rounds and suffers a -2 to all Actions that don't involve chest movement, -6 to those that do. Ongoing 5 Fire Damage (Save ends).
- 63 — Flames lick around foe's sternum and ribs, charring away tissue. Foe is Stunned for 3 Rounds as he gasps. -6. Ongoing 5 Fire Damage (Save ends).
- 64 — Flames bake collarbone and kill surrounding tissue. Foe screams in pain and shock. Foe Stunned for 4 Rounds. -4 to all Actions, -8 with that arm. Ongoing 5 Fire Damage (Save ends).
- 65 — Flames burn foe's hair, searing scalp. -5 Penalty. Ongoing 5 Fire Damage (Save ends).
- 66 — Flames burn into abdomen, searing organs. Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -9, then it drops 1 a Round after that. Ongoing 5 Fire Damage (Save ends).
- 67 — Flames lick up and down foe's side. Stunned for 1 Round. -6 Penalty. Ongoing 5 Fire Damage (Save ends).
- 68 — Flames char foe's sternum. Freaking ouch. Foe is at -6 to all Actions and is Stunned for 2 Rounds. Ongoing 5 Fire Damage (Save ends).
- 69 — Flames char foe's collarbone, killing the spongy material inside. Foe drops anything in that hand and is Stunned for 3 Rounds. -10 with that arm, -5 otherwise. Ongoing 5 Fire Damage (Save ends).
- 70 — Hair burns away, leaving third-degree burns on the scalp. -6, 1 Round of Stun. Ongoing 5 Fire Damage (Save ends).
- 71 — Flames burn deeply into abdominal muscles, searing foe's guts. Foe Dazed (and vomiting) for 3 Rounds. -5. Foe cannot drink or eat anything (including potions) until he recovers. Ongoing 5 Fire Damage (Save ends).
- 72 — Flames catch on foe's torso, sizzling ribs, charring muscle. Foe hurls his weapons to the ground and is Stunned for 3 Rounds as he beats out the flames. -8 to all Actions. Ongoing 5 Fire Damage (Save ends).
- 73 — Flames char foe's chest and eat the flesh away from the sternum. Foe Stunned for 2 Rounds, -9 to all Actions requiring upper body. Ongoing 5 Fire Damage (Save ends).
- 74 — Fire sears shoulder. Clavicle roasts. Foe is quiet for a moment, then the screaming starts. Stunned for 5 Rounds. -7. Ongoing 5 Fire Damage (Save ends).
- 75 — Fire shrivels ear and ruins hearing. -5 to Listen Checks. Stunned for 4 Rounds. -6 to all Actions. The hearing loss will return in 1 week. Ongoing 5 Fire Damage (Save ends).
- 76 — Flames penetrate foe's bowels. Stunned for 4 Rounds. -10. Slow leak of poisons causes Natural Healing* to take 10x longer than normal. Ongoing 5 Fire Damage (Save ends).
- 77 — Flames engulf foe's chest. The screaming is horrible. Stunned for 5 Rounds. -8. Ongoing 5 Fire Damage (Save ends).
- 78 — Flames lick foe's spine, damaging spinal cord. Foe's legs weaken. Stunned for 2 Rounds. -12. Ongoing 5 Fire Damage (Save ends).
- 79 — Flames cut deeply into collar bone, damaging muscles and nerves. Foe loses use of the arm. Stunned for 4 Rounds. -8. Ongoing 5 Fire Damage (Save ends).
- 80 — Flames cause massive, horrific damage to foe's face. Foe is Stunned for 9 Rounds. -3. Ongoing 5 Fire Damage (Save ends).

+2[W] TRAUMATIC DAMAGE♦

- 81 — Flames destroy tissue around kneecap. Foe crumples, Stunned, for 6 Rounds. -6. -4 Squares to Movement (Permanent* -2). Ongoing 10 Fire Damage (Save ends).
- 82 — Massive burns to foe's foot. Foe Stunned for 8 Rounds. -6. -2 Squares to Movement (-1 Permanent*). Ongoing 10 Fire Damage (Save ends).

Fire

- 83 — Burns wither foe's hand. Foe Stunned for 8 Rounds. -10. Hand Permanently* -5. Ongoing 10 Fire Damage (Save ends).
- 84 — Burns to arm damage muscles and arteries. Stunned for 8 Rounds. -10. Arm is Permanently* -7. Ongoing 10 Fire Damage (Save ends).
- 85 — Flames burn into foe's pelvis. Foe's legs give out. Stunned for 8 Rounds. -10. -4 Squares to Movement (-3 Permanent*). Ongoing 10 Fire Damage (Save ends).
- 86 — Flames burn foe's spinal cord, paralyzing him below the waist. He slides to the ground, in shock. Stunned for 4 Rounds. Ongoing 10 Fire Damage (Save ends). Foe can only Crawl.
- 87 — Flames burn into pelvis, searing muscles and destroying nerves. Foe is a paraplegic, Stunned for 5 Rounds. -5. Ongoing 10 Fire Damage (Save ends). He can now only Crawl.
- 88 — Flames damage tissue and separate ribs. The lungs suffer damage as well. Stunned for 8 Rounds. -20. Ongoing 10 Fire Damage (Save ends).
- 89 — Flames burn tissue and nerves in the neck. Foe falls, trying to gasp. Paralyzed from the neck down. Stunned for 1 Round from the searing pain. Ongoing 10 Fire Damage (Save ends). Foe is Helpless.
- 90 — Flames devastate scalp and sear the brain. Victim is paralyzed from the neck down. He now makes animal noises whenever he's excited. Ongoing 10 Fire Damage (Save ends). Foe is Helpless.
- 91 — Flames shrivel foe's foot. He screams and dances on the other. Stunned for 12 Rounds. -8. -2 Squares to Movement (-1 Permanent*). Foot needs to be removed or foe will have a Permanent* -2 Penalty as well. Ongoing 10 Fire Damage (Save ends).
- 92 — Flames whither calf and damage arteries. Stunned for 12 Rounds. -8. -4 Squares to Movement (Permanent* -2). Leg needs to be removed above the knee or foe will have a Permanent* -2 as well. Ongoing 10 Fire Damage (Save ends).
- 93 — Flames reduce hands and wrists. Foe hisses like a steam kettle. Stunned for 13 Rounds. -10. Hand Permanently* -5. Lower arm needs to be removed or foe will have a Permanent* -2 Penalty as well. Ongoing 10 Fire Damage (Save ends).
- 94 — Flames devastate arm, rendering and reducing. Stunned for 12 Rounds. -10. Arm is Permanently* -7. Arm needs to be removed or foe will have a Permanent* -2 Penalty as well. Ongoing 10 Fire Damage (Save ends).
- 95 — Flames sear foe's eye. Peter Falk eat your heart out. Stunned for 13 Rounds. -5. Ongoing 10 Fire Damage (Save ends).
- 96 — Foe inhales super-heated gases, searing lungs. -5. Death in 10 Rounds.
- 97 — Foe's arms catch fire and everything he does makes the flames spread. Foe dies in 7 Rounds.
- 98 — Flames catch tunic, then leap to head, and foe imitates a candle. Was that hair oil? Foe attacks randomly for 5 Rounds, then Death.
- 99 — Flames catch on foe's neck. Wow. You didn't think he'd burn like that. Foe dies after 3 Rounds of Stun.
- 100 — Flames cover foe's entire body. Death is probably instant, but he's still flailing around. Creepy.
- 101-102 — Flames destroy foe's heart and lungs. Dead.
- 103-105 — Flames burn away the soft tissues of the chest. Dead.
- 106-110 — The corpse will burn for quite some time.
- 111-120 — Foe falls: a giant, blazing torch. Who can say when he died. Someone pull down the drapes. Fire will spread 1 Square a Round.
- 121-140 — Little more than a skeleton hits the ground. A Dead skeleton. Wait . . . that's redundant. Isn't it?
- 141-180 — Flames cut foe into two smoldering pieces. Dead smoldering pieces.
- 181-260 — Fire burns so hot foe's body can't hold its integrity. Dead.
- 261+ — Dust in the wind. Ashes to ashes. Insert your pun here.



Force Force

NO TRAUMATIC DAMAGE

- 1 — The Great and Powerful Oz, I presume?
- 2 — Once more with feeling.
- 3 — A little to the left and harder.
- 4 — The attack made a reassuring thwack.
- 5 — Distracted?
- 6 — Put some oomph into it.
- 7 — Are you holding back?
- 8 — Got his attention.
- 9 — Ouch.
- 10 — They can't all be one-shots.
- 11 — That looks like it Stunned him. No. Wait. Never mind.
- 12 — The calf makes a great meaty sound.
- 13 — Blow to the hip makes foe stumble.
- 14 — Painful bruise to leg.
- 15 — Is he wearing shin guards?
- 16 — The spell cracks off his thigh.
- 17 — Blow to the knee. He howls.
- 18 — Blow to foot. Hope he wasn't wearing sandals.
- 19 — Inner thigh strike.
- 20 — Blast just fails to snap ankle.
- 21 — You'd expect a blow to the elbow to cause more damage.
- 22 — Blow rattles foe's hand.
- 23 — Livid bruise rises on foe's forearm.
- 24 — If foe has shield, you find it's natural tone. Otherwise, foe grasps arm in pain.
- 25 — The foe's biceps ripple like jell-O in an earthquake.
- 26 — He tries to parry your spell. You hit him in the arm.
- 27 — Thwap! Triceps.
- 28 — Blow to hand makes knuckles crack.
- 29 — Almost got his inner arm. That would have bruised.
- 30 — Foe's arm whips around. It's a miracle it doesn't snap.

+1[W] TRAUMATIC DAMAGE

- 31 — Blast catches him in the chest. He grasps the wound like Red Foxx.
- 32 — You snap his head back and tear his scalp. Foe is at -1 until he recovers or dons a headband.
- 33 — Strike to solar plexis. The wind just whooshes right out of him. Foe is at -3. This Penalty will improve by 1 every Round.
- 34 — That's what the ribs are for. Foe is at -1.
- 35 — That just missed the crotch. He gives you a very hurt look.

- 36 — Blast bounces off foe's neck. Huh. That should have done more than scare him.
- 37 — Blast ricochets off foe's collarbone and up into the air. -2.
- 38 — You rattle his sternum. He gasps in pain.
- 39 — You reorder his spine a bit. -2. Without treatment with a Healing Keyword Power, foe will grunt getting out of chairs for the rest of his life.
- 40 — Blow to chest Stuns foe for 2 Rounds. -2 Penalty.
- 41 — Blast to thigh makes foe scream. -2 and Stunned for 2 Rounds. Walk it off.
- 42 — Break a toe. Nasty. Foe can no longer Run and is at -2. Stunned for 1 Round.
- 43 — Blast wrenches foe's knee. No Running for 5 Rounds.
- 44 — Snap foe's shin. -3 to all Actions. Foe can no longer Run and Stunned for 2 Rounds.
- 45 — Blast turns foe's ankle. He yelps. Cannot Run, -2, Stunned for 2 Rounds.
- 46 — Knees shouldn't bend like that. Can't Run, -2, Stunned for 2 Rounds.
- 47 — Spell hits foe's hip. Bone pops out of socket. Cannot Run, -3, Stunned for 2 Rounds.
- 48 — Spell hits foe's calf. The result makes a charlie horse feel like a kiss. -3 to all Actions and Stunned for 3 Rounds.
- 49 — Crushed toes. Foe can no longer Run and is at -3. Stunned for 3 Rounds.
- 50 — Blast to thigh causes slight tear in the artery. -4 to all Actions, Stunned for 4 Rounds. Natural Healing* takes 5x longer than normal.
- 51 — Bend finger back. Foe drops anything in that hand. -3, Stunned for 3 Rounds.
- 52 — Blast wracks foe's shield arm. If foe has no shield, -3, Stunned for 3 Rounds. If foe *has* shield, shield is cracked and useless.
- 53 — Elbows don't make that noise. Unless you're ninety. -3, Stunned for 3 Rounds.
- 54 — Crack wrenches the bones in foe's forearm. Penalty starts at -7 and drops 1 a Round until it hits -3, where it stays.
- 55 — Crack several fingers. Wow. That's gotta hurt. -4 to all Actions, Stunned for 3 Rounds. If not treated properly (DC15 Heal Check), foe will have a Permanent* -1 to Actions requiring fine dexterity (such as picking locks and pockets.)
- 56 — Pop foe's shoulder out of socket. Foe at -8, and that improves 1 every Round until -4, where it stays.
- 57 — Break bones in forearm. Foe drops anything he's holding. -4. Stunned for 2 Rounds.

Force

- 58 — Fracture foe's elbow. Foe drops anything he's holding and is -10 to all Actions with that arm. Stunned for 2 Rounds.
- 59 — Fracture upper arm. Foe is Stunned for 1 Round and is at -6 to all Actions.
- 60 — Snap! Ouch. Collarbone. All Actions with that arm are at -10, all other Actions at -2. Stunned for 2 Rounds.
- 61 — Blow to abdomen causes massive soft tissue damage. Stunned for 3 Rounds. -4 Penalty. Natural Healing* will take 5x longer due to internal bleeding.
- 62 — Blast cracks two ribs. His organs aren't exactly loving life either. Foe is Stunned for 4 Rounds and suffers a -2 to all Actions that don't involve chest movement, -6 to those that do.
- 63 — Crack sternum down the middle. Foe is Stunned for 4 Rounds as he looks at you in disbelief. -6.
- 64 — Snap collarbone. Everyone nearby winces. Foe Stunned for 5 Rounds. -4 to all Actions, -8 with that arm.
- 65 — You crack his skull. Not bad. -6 Penalty. For 24 hours, all range Penalties are doubled.
- 66 — Blast foe in stomach. Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -10, then it drops 1 a Round after that.
- 67 — Snap four ribs. Stunned for 2 Rounds. -6 Penalty.
- 68 — Break foe's sternum. He makes a high-pitched squeal of pain. Foe is at -6 to all Actions and is Stunned for 3 Rounds.
- 69 — Blast breaks foe's collarbone in three places. Foe drops anything in that hand and is Stunned for 4 Rounds. -10 with that arm, -5 otherwise.
- 70 — Forehead blast fractures skull. -6. Stunned for 2 Rounds. For 24 hours, foe replaces everyone else's name with the word of an inanimate object. "Hey, Pickle, come over here!"
- 71 — Punishing blow to stomach. Foe Dazed (and vomiting) for 4 Rounds. -5. Foe cannot drink or eat anything (including potions) until he recovers from the Traumatic Damage*.
- 72 — Ribs crackle like a warm fire. The pain is an inferno. Foe is Stunned for 4 Rounds. -8 to all Actions.
- 73 — Sternum completely detaches from ribs. Foe Stunned for 3 Rounds, -9 to all Actions requiring upper body.
- 74 — Shattered clavicle. Foe makes little hooting noises of pain. Stunned for 6 Rounds. -7.
- 75 — Crack upside the head causes an ear to go deaf. -5 to Listen Checks. Stunned for 5 Rounds. -6 to all Actions. The hearing loss will return in 1 week.
- 76 — Blast to torso tears foe's bowels. Stunned for 5 Rounds. -10. Slow leak of poisons causes Natural Healing* to take 10x longer than normal.
- 77 — Shattered ribs. Foe is afraid to move. Stunned for 6 Rounds. -8.
- 78 — Crackling blow to spine. Legs don't work quite right now. Stunned for 3 Rounds. -12.
- 79 — Shattered collar bone causes foe to weep soundlessly. Foe loses use of the arm. Stunned for 5 Rounds. -8.
- 80 — Break foe's nose and facial bones. What does the other guy look like? Foe is Stunned for 10 Rounds. -3.

+2[W] TRAUMATIC DAMAGE*

- 81 — Spell shatters foe's kneecap. He stares at you, Stunned for 2 Rounds, then he sits down and is Stunned for 6 more. -6. -4 Squares to Movement (Permanent* -2).
- 82 — Blast shatters foe's foot, making him hopping mad— You know what? Let's just leave it at "Blast shatters foe's foot." Foe Stunned for 10 Rounds. -6. -2 Squares to Movement (-1 Permanent*).
- 83 — Blast shatters foe's hand. Foe Stunned for 10 Rounds. -10. Hand Permanently* -5. Hope he wasn't a Bard.
- 84 — Blast shatters a multitude of bones in the arm. Didn't know the arm had a multitude of bones? It does now. Stunned for 10 Rounds. -10. Arm is Permanently* -7.
- 85 — Spell cracks foe's pelvis. Legs try to Run in opposite directions and foe crumples. Stunned for 10 Rounds. -10. -4 Squares to Movement (-3 Permanent*).
- 86 — Spell breaks foe's back, paralyzing him from the waist down. Foe tries to get up, over and over, unable to understand why he can't. Stunned for 6 Rounds. Foe can only Crawl.
- 87 — Pelvis shatters and foe collapses with a scream that only rises in volume. Foe Permanently* crippled

Force Force

- (paraplegic), Stunned for 7 Rounds. -5. Foe can now only Crawl.
- 88 — Spell shatters ribs and sends shards through lung. Foe falls over, wheezing as he writhes on the ground. Stunned for 10 Rounds. -20.
- 89 — Spell snaps foe's neck. For a moment, you think he's Dead. Paralyzed from the neck down. 2 Rounds of Stun. He is Helpless.
- 90 — Spell cracks violently against foe's skull. Paralyzed from the neck down. "What sounds purple?" (I think there's some brain damage).
- 91 — Blow shatters foot. Foe roars in anger but stepping forward sends him into a fit of agony. Stunned for 14 Rounds. -8. -2 Squares to Movement (-1 Permanent*). Foot needs to be removed or foe will have a Permanent* -2 Penalty as well.
- 92 — Blast shatters bones from the knee down. Foe does the dead cockroach. Stunned for 14 Rounds. -8. -4 Squares to Movement (Permanent* -2). Leg needs to be removed above the knee or foe will have a Permanent* -2 as well.
- 93 — Wrist and hand shatter. Nasty. Foe Stunned for 15 Rounds. -10. Hand Permanently* -5. Lower arm needs to be removed or foe will have a Permanent* -2 Penalty as well.
- 94 — Arm shattered. It makes an unnatural rattling sound. Stunned for 14 Rounds. -10. Arm is Permanently* -7. Arm needs to be removed or foe will have a Permanent* -2 Penalty as well.
- 95 — Blast to eye make it squi— What? There's a decency clause on this license? Okay. Let's just say the eye is ruined. Stunned for 15 Rounds. -5.
- 96 — Spell snaps off xiphoid process. Foe is uncomfortable. -1 Penalty, increasing 1 a Round. Death in 10 Rounds.
- 97 — Shattered arm sends bone splinters through artery. Foe dies in 7 Rounds.
- 98 — Blow between eyes cracks skull. Foe attacks randomly for 5 Rounds, then Death.
- 99 — Spine shatters, severing the carotid. Foe dies after 3 Rounds of Stun.
- 100 — Skull becomes somewhat more fluid. Squidman is Dead.
- 101-102 — Blast shatters rib cage and sternum. Bones bounce around quite a bit, through heart and lungs. Dead.
- 103-105 — Chest more or less implodes. Death was mercifully quick.
- 106-110 — Foe now has consistency of a rag doll. Dead.
- 111-120 — He shouldn't bend so neatly in half. Dead.
- 121-140 — Skeleton broken in uncountable ways. Dead.
- 141-180 — Blast resonates through skeleton, shattering it. Neat. And Dead. Neat and Dead.
- 181-260 — His skin wasn't strong enough to contain all the pieces. Messy. And Dead.
- 261+ — They say Nebraska is flatter than a pancake. Your foe is flatter than Nebraska. Oh, and Nebraska isn't Dead.



Lightning

No TRAUMATIC DAMAGE♦

- 1 — Foe's hair stands on end.
- 2 — Is that a facial tic?
- 3 — Foe is still twitching.
- 4 — Foe's jaw seizes up for 2 Rounds.
- 5 — That was a warning shot, right?
- 6 — Slide foe 1 Square to the left. Jerky jerky.
- 7 — Did his eyes just flicker?
- 8 — One metal item is magnetized.
- 9 — He's probably moving like that on purpose.
- 10 — Lightning shocks foe. Huh. I can write better than that. How about, "Shocking!"
- 11 — Blast shocks foe's leg.
- 12 — Current courses through foe's calf.
- 13 — Shock to foe's hip.
- 14 — Lightning courses over foe's leg.
- 15 — Spark flickers over foe's shinbone.
- 16 — Shock contracts foe's thigh.
- 17 — Electricity shocks through foe's knee.
- 18 — Blast to foe's boot.
- 19 — Blast shocks inner thigh.
- 20 — Lightning drives into foe's ankle.
- 21 — Lightning shocks foe's arm.
- 22 — Electricity shocks foe's hand.
- 23 — Shock foe's forearm.
- 24 — Attack grounds on foe's shield. If foe has a wooden shield, the foe is spared some embarrassing expressions.
- 25 — Shock rocks foe's biceps.
- 26 — Foe raises arm to block blast. If foe had a sleeve or leather armor, it develops burns.
- 27 — Zap foe's triceps.
- 28 — Foe's fingers spasm.
- 29 — Zap foe's upper arm.
- 30 — Lightning courses over foe's arm.

+1[W] TRAUMATIC DAMAGE♦

- 31 — Shock foe's torso. He is Dazed (Save ends).
- 32 — Current arcs over foe's face. If foe isn't wearing a helmet, he's -1 from damage to his eyes. He is Dazed (Save ends).
- 33 — Blast to foe's solar plexus. Foe is at -2. This Penalty will improve by 1 every Round. He is Dazed (Save ends).
- 34 — Electricity arcs over foe's ribs. Foe is at -1. He is Dazed (Save ends).
- 35 — Shock to foe's groin. Foe is Stunned for 2 Rounds as he tries to stop weeping. After the Stun, he is Dazed (Save ends).
- 36 — Shock foe's neck. Foe is Stunned for 1 Round. After the Stun, he is Dazed (Save ends).

- 37 — Current blasts collarbone. -1. He is Dazed (Save ends).
- 38 — Clear! Shock to foe's chest. Foe Stunned for 1 Round. -1. After the Stun, he is Dazed (Save ends).
- 39 — Shock to foe's spine. Static arcs between his toes. -1 Penalty. After the Stun, he is Dazed (Save ends).
- 40 — Shock to foe's body Stuns foe for 1 Round. He takes a -2 Penalty. After the Stun, he is Dazed (Save ends).
- 41 — Shock foe's thigh. Foe at -2 to all Actions and Stunned for 1 Round. After the Stun, he is Dazed (Save ends).
- 42 — Blast curls foe's toes, and not in the good way. Foe can no longer Run and is at -1. Stunned for 1 Round. After the Stun, he is Dazed (Save ends).
- 43 — Lightning sears flesh off foe's knee. -4. Stunned 1 Round. After the Stun, he is Dazed (Save ends).
- 44 — Deep electrical burns to foe's shin. -3 to all Actions. Foe can no longer Run and Stunned for 1 Round. After the Stun, he is Dazed (Save ends).
- 45 — Current fuses foe's toes to their shoe-leather. Cannot Run, -2, Stunned for 1 Round. After the Stun, he is Dazed (Save ends).
- 46 — Lightning sears foe's knee. Can't Run, -2, Stunned for 1 Round. After the Stun, he is Dazed (Save ends).
- 47 — Lightning burns deeply into the flesh of the foe's hip. Can't Run, -3, Stunned for 1 Round. After the Stun, he is Dazed (Save ends).
- 48 — Electricity burns foe's calf muscle. -3 to all Actions and Stunned for 2 Rounds. After the Stun, he is Dazed (Save ends).
- 49 — Lightning sears foe's toes into a sizzling lump. Foe can no longer Run and is at -3. He's Stunned for 2 Rounds. It will take a Heal Check, DC 15, to separate them for Natural Healing*. After the Stun, he is Dazed (Save ends).
- 50 — Lightning shocks thigh muscle. -4 to all Actions, Stunned for 3 Rounds. Natural Healing* takes 5x longer than normal. After the Stun, he is Dazed (Save ends).
- 51 — Lightning kills flesh on the fingers, causing it to slough off. -3. Stunned for 2 Rounds. After the Stun, he is Dazed (Save ends).
- 52 — Current blasts foe's shield side. If foe has no shield, -3, Stunned for 2 Rounds. If foe has a wooden shield, shield is blasted, but still functional. If it's metal, he might as well not have one at all. After the Stun, he is Dazed (Save ends).
- 53 — Shock foe's elbow. -3, Stunned for 2 Rounds. After the Stun, he is Dazed (Save ends).

Lightning

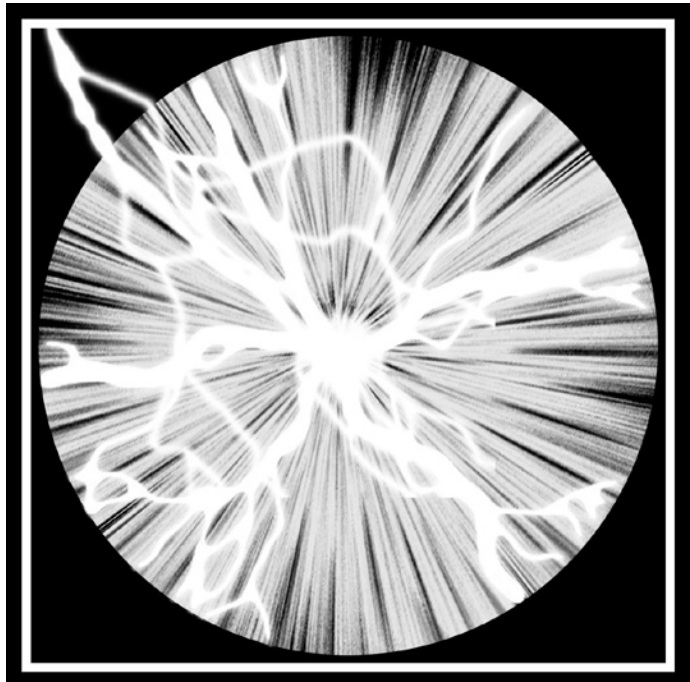
- 54 — Shock foe's forearm. Penalty starts at -6 and drops 1 a Round until it hits -3, where it stays until the foe recovers. After the Stun, he is Dazed (Save ends).
- 55 — Current separates the bones in foe's wrist. -4 to all Actions, Stunned for 2 Rounds. If not treated properly (DC15 Heal Check), foe will have a Permanent* -1 to Actions requiring fine dexterity (such as picking locks and pockets.) After the Stun, he is Dazed (Save ends).
- 56 — Shock foe's shoulder. Foe at -7, and that improves 1 every Round until -4, where it stays. He is Dazed (Save ends).
- 57 — Current blasts foe's forearm. Foe drops anything he's holding. -4. Stunned for 1 Round as he puts out the fire. After the Stun, he is Dazed (Save ends).
- 58 — Shock tears foe's elbow. Foe drops anything he's holding and is -10 to all Actions with that arm. Stunned for 1 Round. After the Stun, he is Dazed (Save ends).
- 59 — Blast to foe's upper arm. Foe is Stunned for 1 Round and is at -5 to all Actions. After the Stun, he is Dazed (Save ends).
- 60 — Electrocute flesh around collarbone. All Actions with that arm are at -10, all other Actions at -2. Stunned for 1 Round. After the Stun, he is Dazed (Save ends).
- 61 — Current digs deeply into foe's abdomen. Stunned for 2 Rounds. -4 Penalty. Natural Healing* will take 5x longer than normal due to internal bleeding. After the Stun, he is Dazed (Save ends).
- 62 — Current chars flesh around ribs. Electrical burns to organs. Foe is Stunned for 3 Rounds and suffers a -2 to all Actions that don't involve chest movement, -6 to those that do. After the Stun, he is Dazed (Save ends).
- 63 — Electrocute sternum and ribs. Tissue sloughs off. Foe is Stunned for 3 Rounds as he gasps. -6. After the Stun, he is Dazed (Save ends).
- 64 — Lighting shocks collarbone and sears surrounding tissue. Foe screams in pain and shock. Stunned for 4 Rounds. -4 to all Actions, -8 with that arm. After the Stun, he is Dazed (Save ends).
- 65 — Blast to foe's scalp sears tissue and causes hair to stand on end. -5. He is Dazed (Save ends).
- 66 — Shock foe's abdomen, searing organs. Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -9, then it drops 1 a Round after that. He is Dazed (Save ends).
- 67 — Current arcs up and down foe's side. Stunned for 1 Round. -6 Penalty. After the Stun, he is Dazed (Save ends).
- 68 — Blast to foe's sternum. His heart stops for 2 Rounds, during which he's Stunned. Foe is at -6 to all Actions. After the Stun, he is Dazed (Save ends).
- 69 — Current sears foe's collarbone. Foe drops anything in that hand and is Stunned for 3 Rounds. -10 with that arm, -5 otherwise. After the Stun, he is Dazed (Save ends).
- 70 — Hair smolders as current chars scalp. -6. Stunned for 1 Round. After the Stun, he is Dazed (Save ends).
- 71 — Current cuts through abdominal muscles, shocking foe's guts. Foe Dazed (and vomiting) for 3 Rounds. -5. Foe cannot drink or eat anything (including potions) until he recovers. After the Stun, he is Dazed (Save ends).
- 72 — Blast to foe's torso. Current burns ribs and chars muscle. Foe drops his weapons to the ground and is Stunned for 3 Rounds. -8 to all Actions. After the Stun, he is Dazed (Save ends).
- 73 — Current burns flesh away from foe's sternum. Foe Stunned for 2 Rounds, -9 to all Actions requiring upper body. After the Stun, he is Dazed (Save ends).
- 74 — Current sears shoulder. Foe cries out and shouts everything for 5 minutes until his hearing returns. Stunned for 5 Rounds. -7. After the Stun, he is Dazed (Save ends).
- 75 — Lightning sears ear and ruins hearing. -5 to Listen Checks. Stunned for 4 Rounds. -6 to all Actions. The hearing loss is will return in 1 week. After the Stun, he is Dazed (Save ends).
- 76 — Current sears through foe's bowels. Stunned for 4 Rounds. -10. Slow leak of poisons causes Natural Healing* to take 10x longer than normal. After the Stun, he is Dazed (Save ends).
- 77 — Blast to foe's chest. Foe collapses in a puddle. Stunned for 5 Rounds. -8. After the Stun, he is Dazed (Save ends).
- 78 — Shock foe's spine, damaging spinal cord. Foe's legs become clumsy. Stunned for 2 Rounds. -12. After the Stun, he is Dazed (Save ends).
- 79 — Shock foe's collar bone, damaging muscles and nerves. Foe loses use of the arm. Stunned for 4 Rounds. -8.
- 80 — Current arcs across foe's face, leaving terrible burns. Foe is Stunned for 9 Rounds. -3. After the Stun, he is Dazed (Save ends).

+2[W] TRAUMATIC DAMAGE♦

- 81 — Current burns away tissue from around kneecap. Foe crumples, Stunned, for 7 Rounds. -6. -4 Squares to Movement (Permanent* -2). After the Stun, he is Dazed (Save ends).
- 82 — Current chars foe's foot. Foe Stunned for 9 Rounds. -6. -2 Squares to Movement (-1 Permanent*). After the Stun, he is Dazed (Save ends).

Lightning

- 83 — Current fries tissue in foe's hand. Foe Stunned for 9 Rounds. -10. Hand Permanently* -5. After the Stun, he is Dazed (Save ends).
- 84 — Current damages and destroys arm muscles. Stunned for 9 Rounds. -10. Arm is Permanently* -7. After the Stun, he is Dazed (Save ends).
- 85 — Blast current into foe's pelvis. Foe's legs collapse. Stunned for 9 Rounds. -10. -4 Squares to Movement (-3 Permanent*). After the Stun, he is Dazed (Save ends).
- 86 — Current kills off sections of foe's spinal cord, paralyzing him below the waist. He slides to the ground, twitching. Stunned for 5 Rounds. After the Stun, he is Dazed (Save ends). He can now only Crawl.
- 87 — Current courses through pelvis, searing muscles and destroying nerves. Foe is a paraplegic, Stunned for 6 Rounds. -5. After the Stun, he is Dazed (Save ends). He can now only Crawl.
- 88 — Current blasts into chest and through ribs. Lungs seared. Stunned for 9 Rounds. -20. After the Stun, he is Dazed (Save ends).
- 89 — Current fries tissue and nerves in the neck. Foe falls, panting. Paralyzed from the neck down. Stunned for 1 Round from the searing pain. After the Stun, he is Dazed (Save ends). Foe is Helpless.
- 90 — Current chars scalp and electrocutes the brain. Victim is paralyzed from the neck down. He changes radically in personality (or even alignment). He is Dazed (Save ends). He is also Helpless.
- 91 — Current kills massive amounts of tissue in foe's foot. Looks like that grounded nicely. Stunned for 13 Rounds. -8. -2 Squares to Movement (-1 Permanent*). Foot needs to be removed or foe will have a Permanent* -2 Penalty as well. After the Stun, he is Dazed (Save ends).
- 92 — Current to calf kills off tissue and arteries. Stunned for 13 Rounds. -8. -4 Squares to Movement (Permanent* -2). Leg needs to be removed above the knee or foe will have a Permanent* -2 as well. After the Stun, he is Dazed (Save ends).
- 93 — Blast kills off tissue in foe's wrist. Foe howls. Stunned for 14 Rounds. -10. Hand Permanently* -5. Lower arm needs to be removed or foe will have a Permanent* -2 Penalty as well. After the Stun, he is Dazed (Save ends).
- 94 — Lightning burns through arm muscles, leaving dead tissue in it's wake. Stunned for 13 Rounds. -10. Arm is Permanently* -7. Arm needs to be removed or foe will have a Permanent* -2 Penalty as well. After the Stun, he is Dazed (Save ends).
- 95 — Blast to foe's face destroys foe's eye. Stunned for 14 Rounds. -5. After the Stun, he is Dazed (Save ends).
- 96 — Current arcs through chest, killing lung tissue. -5. Death in 10 Rounds.
- 97 — Current arcs through the foe's body, killing off nerves and organs. Foe dies in 7 Rounds.
- 98 — Blast lights foe up with deadly current. Foe attacks random creatures for 5 Rounds, then Death.
- 99 — Blast through foe's neck. Wow. His head almost came off. Foe dies after 3 Rounds of Stun.
- 100 — Current seizes every tissue in body. Death is probably instant, but he's still twitching.
- 101-102 — Current kills off foe's heart and lungs. Dead.
- 103-105 — Current turns all soft tissue in foe's torso to char. Dead.
- 106-110 — The corpse is still spasming, but there's no way he's still alive.
- 111-120 — Foe's Dead body still discharges static into the ground.
- 121-140 — Foe is Dead and all his metal equipment is magnetized.
- 141-180 — Arcing current cuts foe in two. Dead.
- 181-260 — Skin sloughs into ash and even the bones begin to crumble. I think you killed him.
- 261+ — All that's left is charged ash. I don't have to tell you he's Dead, do I? I do? Fine, he's Dead. Happy?



Necrotic

Note: *As an option, you might consider having characters killed by a Necrotic Critical Effect* at risk of standing up again as the walking dead after many minutes, unless the characters use a Ritual to put them at a restful state (or take more extreme precautions. . . .)*

NO TRAUMATIC DAMAGE♦

- 1 — That looked creepy.
- 2 — Foe steps back from ghostly energy.
- 3 — Energy lightens foe's skin a shade or two.
- 4 — Blast leaves bleached skin.
- 5 — Foe looks around to see if this is just a prank.
- 6 — Foe's life force is damaged.
- 7 — Foe gains some new grey hairs.
- 8 — His skin withers, making his fingernails seem to grow.
- 9 — *That's* what it feels like to have someone walk over your grave.
- 10 — Death energies surround foe.
- 11 — Blast slides around foe's leg.
- 12 — Ghostly energies envelope foe's calf.
- 13 — Blast hits foe's hip.
- 14 — Blast envelops foe's leg.
- 15 — Energy claws at foe's shin.
- 16 — Attack to foe's thigh.
- 17 — Energies hit foe in the knee.
- 18 — Do boots protect against death?
- 19 — Blast flows over inner thigh.
- 20 — Shot to foe's ankle.
- 21 — Ghostly blast to foe's arm.
- 22 — Death energies hit foe's hand.
- 23 — Chilling death slides over forearm.
- 24 — Necrotic blast to foe's shield. If foe doesn't have a shield, blast bleaches the skin on his arm.
- 25 — Energies bleach foe's biceps.
- 26 — Spell surrounds foe's arm. If he had arm armor, it develops a coat of ice.
- 27 — Blast foe's triceps.
- 28 — Bleach foe's fingers.
- 29 — Ghostly energies seep into foe's upper arm.
- 30 — Necrotic blast to arm.

+1[W] TRAUMATIC DAMAGE♦

- 31 — Bleach foe's torso. -2 (Save ends).
- 32 — Blast saps all pigmentation from foe's face, leaving him ghostlike. If foe isn't wearing a helmet, he's -3 from damage to his eyes, which are now white on white. A Save will reduce the Penalty to -1, where it stays.
- 33 — Blast to solar plexus. Foe is at -5. This Penalty will improve by 1 every Round as life returns to the region.
- 34 — Necrotic energies lick over foe's ribs. Foe is at -3. A Save will reduce the Penalty to -1, where it stays.
- 35 — Necrotic energies deal distilled death to foe's groin. Foe is Stunned for 1 Round, screaming, until feeling

- returns and he realizes that everything's all right. -2 (Save ends).
- 36 — Death sears foe's neck. Foe is at -3. A Save will reduce the Penalty to -1, where it stays.
- 37 — Undeath flows over foe's collarbone. -4. A Save will reduce the Penalty to -2, where it stays.
- 38 — Blast catches foe full in the chest. Foe Stunned for 1 Round as his life passes before his eyes. In black and white. -2. After the Stun, a Save will reduce the Penalty to -1, where it stays.
- 39 — Necrotic energy sears foe's spine. The nerves survive. -4 Penalty. A Save will reduce the Penalty to -2, where it stays.
- 40 — Death energies cause a -4 Penalty. A Save will reduce the Penalty to -2, where it stays.
- 41 — Blast kills tissue in foe's thigh. Foe is at -4 to all Actions. A Save will reduce the Penalty to -2, where it stays.
- 42 — Necrotic energies kill tissue in foe's toes. Foe can no longer Run. -3. A Save will reduce the Penalty to -1, where it stays.
- 43 — Tissue dies off in foe's knee. -6. A Save will reduce the Penalty to -4, where it stays.
- 44 — Blast kills flesh around foe's shin. -5. Foe can no longer Run. A Save will reduce the Penalty to -3, where it stays.
- 45 — Blast to foe's toes. Cannot Run. -4. A Save will reduce the Penalty to -2, where it stays.
- 46 — Undeath flows through foe's knee. Can't Run. -4. A Save will reduce the Penalty to -2, where it stays.
- 47 — Flesh in foe's hip dies. Can't Run. -5. A Save will reduce the Penalty to -3, where it stays.
- 48 — Blast deadens foe's calf muscle. -5. Stunned for 1 Round. After the Stun, a Save will reduce the Penalty to -3, where it stays.
- 49 — Death to foe's toes. Hmm. That's a strange sentence. Foe can no longer Run and is at -5. He's Stunned for 1 Round. After the Stun, a Save will reduce the Penalty to -3, where it stays.
- 50 — Concentrated death to thigh muscle. -6. Stunned for 2 Rounds. Natural Healing* takes 5x longer than normal. After the Stun, a Save will reduce the Penalty to -4, where it stays.
- 51 — Flesh of foe's fingers dies. -5, Stunned for 1 Round. After the Stun, a Save will reduce the Penalty to -3, where it stays.
- 52 — Death blasts foe's shield side. If foe has no shield, -5, Stunned for 1 Round. After the Stun, a Save will reduce the Penalty to -3, where it stays. If foe has shield, shield becomes faded, but still functional.
- 53 — Death to foe's elbow. -5. Stunned for 1 Round. After the Stun, a Save will reduce the Penalty to -3, where it stays.
- 54 — Kill flesh in foe's forearm. Penalty starts at -9 and drops 1 a Round until it hits -3, where it stays until foe recovers.
- 55 — Death eats into foe's wrist. -6. Stunned for 1 Round. After the Stun, a Save will reduce the Penalty to -4, where

Necrotic

- it stays. If not treated properly (DC15 Heal Check), foe will have a Permanent* -1 to Actions requiring fine dexterity (such as picking locks and pockets.)
- 56 — Blast kills flesh in foe's shoulder. Foe at -10, and that improves 1 every Round until -4, where it stays.
- 57 — Necrotic energies hit foe near wrist, then slowly eat their way up foe's forearm, killing flesh in their wake. Foe drops anything he's holding. -6. A Save will reduce the Penalty to -4, where it stays.
- 58 — Undeath seeps into foe's elbow. Foe drops anything he's holding. -12 to all Actions with that arm. A Save will reduce the Penalty to -10, where it stays.
- 59 — Ghostly white flames sear foe's upper arm. -7. A Save will reduce the Penalty to -6, where it stays.
- 60 — Death seeps into flesh of foe's shoulder. All Actions with that arm are -12, all other Actions at -4. A Save will reduce both Penalties by 2.
- 61 — Necrotic energies blast foe's abdomen. Stunned for 1 Round. -6. After the Stun, a Save will reduce the Penalty to -4, where it stays.
- 62 — Necrotic damage to foe's ribs. Organ tissue dies. Foe is Stunned for 2 Rounds and suffers a -4 to all Actions that don't involve chest movement, -8 to those that do. After the Stun, a Save will reduce both Penalties by 2.
- 63 — Necrotic energies blast foe in sternum and course along ribs. Foe screams as all the surrounding tissue dies. The pain is tremendous. Foe is Stunned for 2 Rounds. -8. After the Stun, a Save will reduce the Penalty to -6, where it stays.
- 64 — Death energies kill off the tissue in the foe's shoulder, locking the arms in premature rigor mortis. Foe screams in pain and shock. Foe Stunned for 3 Rounds. -6 to all Actions, -10 with that arm. After the Stun, a Save will reduce both Penalties by 2.
- 65 — Energies flow over foe's head, bleaching hair white and charging hair with dark, crackling energies. -8. After the Stun, a Save will reduce the Penalty to -6, where it stays.
- 66 — Death energies hit abdomen, worm their way inside, where they slide silently through the bowels, destroying tissue, Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -12. After that, a Save will reduce it to -10, as the Necrotic energies fade away, leaving only their damage behind.
- 67 — Fell energies crackle along foe's side. -8 Penalty. A Save will reduce the Penalty to -6, where it stays.
- 68 — Blast seeps the life and strength from the foe's sternum. Good thing that was there. -8. Stunned for 1 Round. After the Stun, a Save will reduce the Penalty to -6, where it stays.
- 69 — Blast eats into collarbone, sucking the life out of the spongy material inside. Foe drops anything in that hand and is Stunned for 2 Rounds. -12 with that arm, -7 otherwise. After the Stun, a Save reduces both Penalties by 2.
- 70 — Hair turns white and Necrotic energies bleach the scalp. -8. A Save will reduce the Penalty to -6.
- 71 — Necrotic energies eat their way deeply into foe's guts. Foe Dazed (and vomiting) for 2 Rounds. -7. Foe cannot drink or eat anything (including potions) until he recovers from the Traumatic Damage*. After the Stun, a Save will reduce the Penalty to -5.
- 72 — Necrotic blast catches foe in torso. The flesh there dies and begins sloughing off into dust. Foe is Stunned for 2 Rounds. -10 to all Actions. After the Stun, a Save will reduce the Penalty to -8.
- 73 — Death blasts into foe's chest. The sternum begins to crumble into dust, but thankfully, survives at least partially intact. Stunned for 1 Round, -11 to all Actions requiring upper body. After the Stun, a Save will reduce the Penalty to -9.
- 74 — Necrotic energies eat into shoulder and pieces of foe's clavicle turn to dust. Bone is effectively broken. Stunned for 4 Rounds. -9. After the Stun, a Save will reduce the Penalty to -7.
- 75 — Necrotic blast withers foe's ear and ruins hearing, replacing normal hearing with the cries of the local dead. -7 to Listen Checks. Stunned for 3 Rounds. -8. After the Stun, a Save will reduce the Penalties by 2 as the dead go silent and the Necrotic energies ebb. The hearing loss will return in 1 week.
- 76 — Necrotic energies cause foe's bowels to become brittle with death and decay. Stunned for 3 Rounds. -12. Slow leak of poisons causes Natural Healing* to take 10x longer than normal. After the Stun, a Save will reduce the Penalty to -10.
- 77 — Foe's chest begins to succumb to death's embrace. Foe screams hysterically as he feels his life ebbing. Stunned for 4 Rounds. -10. After the Stun, a Save will reduce the Penalty to -8.
- 78 — Necrotic energies damage spinal cord. Foe's legs weaken. Stunned for 1 Round. -14. After the Stun, a Save will reduce the Penalty to -12.
- 79 — Necrotic energies cause massive death to tissue and nerves in foe's shoulder. Foe loses use of that arm. Stunned for 3 Rounds. -10. After the Stun, a Save will reduce the Penalty to -8.
- 80 — Blast turns foe's face into a death mask. Foe is Stunned for 8 Rounds. -5. After the Stun, a Save will reduce the Penalty to -3.

+2[W] TRAUMATIC DAMAGE*

- 81 — Blast catches foe in kneecap, killing tissue and nerves. Foe crumples, Stunned, for 6 Rounds. -8. -4 Squares to Movement (Permanent* -2). After the Stun, a Save will reduce the Penalty to Actions to -6.
- 82 — Foe's foot withers under the onslaught. Foe Stunned for 8 Rounds. -8. -2 Squares to Movement (-1 Permanent*). After the Stun, a Save will reduce the Penalty to Actions to -6.
- 83 — Death withers foe's hand. Foe Stunned for 8 Rounds. -12. Hand Permanently* -5. After the Stun, a Save will reduce the temporary Penalty to -10.

Necrotic

- 84 — Necrotic energies cause a wildfire death effect in foe's arm, leaping from nerve to nerve, from artery to artery. Stunned for 8 Rounds. -12. Arm is Permanently* -7. After the Stun, a Save will reduce the temporary Penalty to -10.
- 85 — Blast to foe's pelvis manages to kill off nerves, but thankfully only the ones leading to the legs. Falls to the sitting position. Stunned for 8 Rounds. -12. -4 Squares to Movement (-3 Permanent*). After the Stun, a Save will reduce the Penalty to Actions to -10.
- 86 — Necrotic energies kill off all the nerves in foe's spinal cord. He slides to the ground, in shock. Stunned for 4 Rounds. After the Stun, he is -2 (Save ends). He is a paraplegic, and can now only Crawl.
- 87 — Necrotic energies blast into pelvis, destroying the nerve bundles to the legs. Foe becomes paraplegic, Stunned for 5 Rounds. -7. After the Stun, a Save will reduce the Penalty to -5. He can now only Crawl.
- 88 — Blast to foe's chest. The bone where the rib connects to the sternum turns to dust, which grinds its way into the lungs. Stunned for 8 Rounds. -22. For what it's worth, after the Stun, a Save will reduce the Penalty to -20.
- 89 — Necrotic blast hits foe in throat. Foe collapses, wheezing. His spinal cord is dead. He's paralyzed from the neck down. -2 (Save ends). He is Helpless.
- 90 — Death causes foe's hair to fall out as it kills scalp and damages brain. Victim is paralyzed from the neck down. He loses training in 1 Skill (determined randomly). He is Helpless.
- 91 — Death energies reduce foe's foot to a mummified stump. Stunned for 12 Rounds. -10 to Actions. -2 Squares to Movement (-1 Permanent*). Foot needs to be removed or foe will have a Permanent* -2 Penalty as well. After the Stun, a Save will reduce the temporary Action Penalty to -8.
- 92 — White, necromantic flames devour foe's calf, leaving it dried and shrunken. Stunned for 12 Rounds. -10. -4 Squares to Movement (Permanent* -2). Leg needs to be removed above the knee or foe will have a Permanent* -2 to Actions as well. After the Stun, a Save will reduce the temporary Penalty to -8.
- 93 — Necrotic attack withers wrist and hand begins to die. The pain is tremendous. Stunned for 13 Rounds. -12. Hand Permanently* -5. Lower arm needs to be removed or foe will have a Permanent* -2 Penalty as well. After the Stun, a Save will reduce the temporary Penalty to -10.
- 94 — The Necrotic energy catches arm. Foe watches in horror as the effect eats its way up and down the arm, eventually devastating everything below the shoulder. Stunned for 12 Rounds. -12. Arm is Permanently* -7. Arm needs to be removed or foe will have a Permanent* -2 Penalty as well. After the Stun, a Save will reduce the temporary Penalty to -10.
- 95 — Blast catches foe in eye, which explodes into dust. I think you'll need a new miniature. Stunned for 13 Rounds. -5. After the Stun, a Save will reduce the Penalty to -3.
- 96 — Blast seems to have no effect on foe, leaving a dark cloud in the air around him. He heaves a sigh of relief, and on the inhale, the cloud flows into his lungs. -6. (Save reduces it to -4) Death in 10 Rounds.
- 97 — With a sparkling of black energy, foe's little finger begins to wither. The effect then works its way up the arm until it reaches the heart. Death in 7 Rounds.
- 98 — Necrotic energy alights foe's hands. For a moment, he feels the exultant power of death. Then the energy leaps to his knees, and then his head, and then his torso. Arcing from body part to body part, foe attacks randomly for 5 Rounds, then Death. In the meantime, all his attacks deal an extra 2d6 Necrotic Damage with an additional of -2 (Save ends) on a Hit.
- 99 — Blast to foe's neck. Wow. The decapitation takes three Rounds and aside from the dust, is relatively tidy. 3 Rounds of Stun. Then Death.
- 100 — Necrotic energy overtakes his body. He dies instantly, but it takes his body 3 Rounds to stop attacking random targets.
- 101-102 — Foe's heart and lungs turn to grave dust. Dead.
- 103-105 — The soft tissues of foe's torso turn to dust and trickle out of his rib cage. He's Dead.
- 106-110 — Might want to behead him before he gets back up. Dead.
- 111-120 — Foe falls in a halo of Necrotic energy. All within a close burst 2 are -2 for 10 Rounds.
- 121-140 — He falls over, and when he hits the ground, all soft tissue explodes into dust, leaving only bones behind. Dead.
- 141-180 — Necrotic energies begin eating foe outward from the middle. When the two pieces hit the ground, the husks account for about half his original mass. Dead.
- 181-260 — Corpse slowly turns to dust over the next ten minutes.
- 261+ — Corpse explodes instantly into a column of grave dust. If you want to raise him later, you'll need to collect some of that.



Poison

Note: *There are many types of Poisons in the world. For the purposes of this product, we've broken them into two basic types, neurotoxin and hemotoxin. If you come to an effect that has separate entries for the different types, and you don't know which is more appropriate to the monster or Poison, just choose whichever you like better.*

NO TRAUMATIC DAMAGE♦

- 1 — Are you sure that got him?
- 2 — Maybe he's merely allergic.
- 3 — He's having a hard time shaking that off.
- 4 — Well, you definitely got him.
- 5 — Maybe it was defective.
- 6 — Wasn't this stuff deadlier in the last edition?
- 7 — The market value for this is *how much* per dose?
- 8 — Oh, he didn't like that.
- 9 — He looks around nervously for the antidote.
- 10 — The foul Poison courses through the foe's veins.
- 11 — Strike to leg leaves him shaking it out.
- 12 — Strike to foe's calf. Is he limping?
- 13 — Strike to foe's hip. He looks at you sideways.
- 14 — Strike to the meat of the leg. He rubs at the sensation.
- 15 — Poison strikes foe's shin. The bone probably saved him on that one.
- 16 — Poison foe's thigh.
- 17 — You probably can't Poison his knee cap.
- 18 — Did it get through his boot?
- 19 — Inner thigh! Looks like you missed the artery, though.
- 20 — Not a lot of meat to Poison in the ankle.
- 21 — Got him in the arm.
- 22 — Poisonous stab to foe's hand.
- 23 — Strike to meaty part of the forearm.
- 24 — Poison stains foe's shield. If foe doesn't have a shield, blast Poisons his arm. Either way, it cost him HP.
- 25 — Venom sinks into biceps.
- 26 — Poison sinks into foe's arm. If he had arm armor, it's coated in venom. How much did you use?
- 27 — Strike sinks into foe's triceps.
- 28 — Poison foe's fingers? I'm not sure the extremities is the way to go.
- 29 — Venom sinks deeply into upper arm. You hoped for more.
- 30 — Poison foe's arm, leaving him smarting.

+1[W] TRAUMATIC DAMAGE♦

- 31 — Sink venom into foe's torso. He twitches. Ongoing 5 Poison Damage (Save ends).
- 32 — Venom in the eyes. If foe isn't wearing a helmet, he's -1 as the Poison seeps into the soft tissue. Ongoing 5 Poison Damage (Save ends).

- 33 — Strike to his solar plexus. Ongoing 5 Poison Damage (Save ends).

Hemotoxin: Foe's entire abdomen spasms painfully and his breathing becomes labored. -3 the first Round, which improves 1 every Round after that.

Neurotoxin: Foe has trouble breathing as his diaphragm pauses in its work. -3 the first Round, which improves 1 every Round after that.

- 34 — Strike to foe's ribs. Ongoing 5 Poison Damage (Save ends).

Hemotoxin: Foe winces as the Poisons kill the tissue and course through the blood. -1.

Neurotoxin: Foe wonders why the flesh is tingling like that. -1.

- 35 — Shot to foe's groin. Stunned for 1 Round. Ongoing 5 Poison Damage (Save ends).

Hemotoxin: "Am I all right?! Am I all right?" He will be.

Neurotoxin: "The feeling better come back!" It does.

- 36 — Strike misses foe's jugular. Foe is Stunned for 1 Round on general principle. Ongoing 5 Poison Damage (Save ends).

- 37 — See, the collarbone might not have been the way to go there. -1. Ongoing 5 Poison Damage (Save ends).

- 38 — Strike to foe's chest. Ongoing 5 Poison Damage (Save ends). Stunned for 1 Round as . . .

Hemotoxin: . . . he realizes the pain isn't coming from his heart.

Neurotoxin: . . . he slaps the skin there and realizes that the feeling is already returning.

- 39 — Inject Poison near spine. -1. You're surprised that didn't drop him. Ongoing 5 Poison Damage (Save ends).

- 40 — Poison courses through foe and he is Stunned for 1 Round as . . .

Hemotoxin: . . . pain burns through his body. -1. Ongoing 5 Poison Damage (Save ends).

Neurotoxin: . . . the numbness spreads. -1. Ongoing 5 Poison Damage (Save ends).

- 41 — Strike to foe's thigh. The Poison courses down and away from the heart. -1. Ongoing 5 Poison Damage (Save ends). He's also Stunned for 1 Round as . . .

Hemotoxin: . . . he feels the deep pain of tissue death.

Neurotoxin: . . . the leg spasms uncontrollably.

- 42 — Got his toes. Does he need those? Foe can no longer Run and is at -1. Stunned for 1 Round. Could have been worse. Ongoing 5 Poison Damage (Save ends).

- 43 — Shot to foe's knee. -3. Ongoing 5 Poison Damage (Save ends). Stunned 1 Round as . . .

Hemotoxin: . . . the pain flows outward.

Neurotoxin: . . . the muscles in the calf stop responding.

Poison

- 44 — Strike to foe's shin. -2 to all Actions. Foe can no longer Run and Stunned for 1 Rounds as he feels the effects coursing up his leg and considers the unthinkable. Ongoing 5 Poison Damage (Save ends).
- 45 — Foe's toes. Huh. Couldn't aim higher? Cannot Run, -1, Stunned for 1 Round as he tries to figure out what you're playing at. Ongoing 5 Poison Damage (Save ends).
- 46 — Foe's knee takes the shot. Ongoing 5 Poison Damage (Save ends). Can't Run, -1, Stunned for 1 Round as . . .
- Hemotoxin:** . . . tissue dies by the ounce.
Neurotoxin: . . . the nerves controlling the lower leg go dead.
- 47 — Shot to foe's hip. Ongoing 5 Poison Damage (Save ends). Can't Run, -2, Stunned for 1 Round as . . .
- Hemotoxin:** . . . the tissues around the joint begin to sink inward and turn white.
Neurotoxin: . . . the numbness spreads down the leg and his back muscles spasm.
- 48 — Poison courses through foe's calf muscle. Ongoing 5 Poison Damage (Save ends). -3 to all Actions and Stunned for 1 Rounds as . . .
- Hemotoxin:** . . . he hops on the other leg in pain.
Neurotoxin: . . . the leg turns club and he tries to keep his balance.
- 49 — Poison foe's toes. Feet of clay, huh? Foe can no longer Run and is at -3. Ongoing 5 Poison Damage (Save ends). He's Stunned for 1 Round.
- 50 — Nice dose to thigh muscle. -4 to all Actions, Stunned for 2 Rounds. Natural Healing* takes at 5x longer than normal. Ongoing 5 Poison Damage (Save ends).
- 51 — His fingers take far too large a dose. Ongoing 5 Poison Damage (Save ends). -3, Stunned for 1 Round as . . .
- Hemotoxin:** . . . he watches them blacken and die.
Neurotoxin: . . . his hand turns into a useless claw.
- 52 — Poison foe's shield side. If foe has no shield, -3, Stunned for 1 Round. If foe has a shield, the shield takes the worst of it, but the foe still loses the Hit Points. Ongoing 5 Poison Damage (Save ends).
- 53 — Funny bone ain't so funny now, is it? -3, Stunned for 1 Round. Ongoing 5 Poison Damage (Save ends).
- 54 — Venomise foe's forearm. Is venomise a word? Penalty starts at -5 and drops 1 a Round until it hits -1, where it stays until foe recovers. Ongoing 5 Poison Damage (Save ends).
- 55 — Poison enters through foe's wrist. -4 to all Actions, Stunned for 1 Round. If not treated properly (DC15 Heal Check), foe will have a Permanent* -1 to Actions requiring fine dexterity (such as picking locks and pockets) as . . .
- Hemotoxin:** . . . flesh there dies. Ongoing 5 Poison Damage (Save ends).
- Neurotoxin:** . . . nerves die. Ongoing 5 Poison Damage (Save ends).
- 56 — Strike to foe's shoulder. Ongoing 5 Poison Damage (Save ends). Foe at -3 as his arm . . .
- Hemotoxin:** . . . blackens and twitches in pain.
Neurotoxin: . . . alternates between hot and cold pain.
- 57 — Hit foe's wrist. The Poison slowly works its way up the arm. -3. Stunned for 1 Round. Ongoing 5 Poison Damage (Save ends).
- 58 — Venom to foe's elbow. Foe drops anything he's holding and is -9 to all Actions with that arm. Ongoing 5 Poison Damage (Save ends). Stunned for 1 Round as . . .
- Hemotoxin:** . . . fiery pain creeps up and down the limb.
Neurotoxin: . . . the arm goes numb and stops responding to the foe's commands.
- 59 — Strike hits foe's arm. Ongoing 5 Poison Damage (Save ends). Foe is Stunned for 1 Round and is at -4 to all Actions as . . .
- Hemotoxin:** . . . the Poison begins devouring the tissue in the arm.
Neurotoxin: . . . the arm goes numb and foe's entire body begins to twitch.
- 60 — Venom infiltrates foe's shoulder. All Actions with that arm are at -9, all other Actions at -1. Ongoing 5 Poison Damage (Save ends). Stunned for 1 Round as . . .
- Hemotoxin:** . . . painful spasms rock the arm.
Neurotoxin: . . . the arm works in fits and spurts.
- 61 — Necrotic energies blast foe's abdomen. Stunned for 1 Round. -4 Penalty. Ongoing 5 Poison Damage (Save ends).
- 62 — Poison eats its way into foe's belly. Foe's bowels rebel as the Poison works its damage. Foe is Stunned for 2 Rounds and suffers a -2 to all Actions that don't involve chest movement, -6 to those that do. Ongoing 5 Poison Damage (Save ends).
- 63 — Strike hits foe in breastbone. The bone saves the heart but the Poison enters the system near all foe's organs. Foe is Stunned for 2 Rounds. Ongoing 5 Poison Damage (Save ends). -6 as . . .
- Hemotoxin:** . . . the pain roars through his body.
Neurotoxin: . . . his heart skips several beats.
- 64 — Strike to foe's shoulder. Poison works its way down into the arm. Foe Stunned for 3 Rounds. Ongoing 5 Poison Damage (Save ends). -4 to all Actions, -8 with that arm as . . .
- Hemotoxin:** . . . the pain wracks the arm.
Neurotoxin: . . . the arm stops responding and foe becomes short of breath.
- 65 — Strike to foe's head injects Poison directly into scalp. Ongoing 5 Poison Damage (Save ends). -4 Penalty as . . .

Poison

- Hemotoxin:** . . . foe's skin crawls with the Poison. Is his hair falling out?
- Neurotoxin:** . . . foe's vision darkens.
- 66 — Poison to the gut, Foe receives a -1 Penalty next Round from the pain. Ongoing 5 Poison Damage (Save ends). The Penalty increases 1 every Round until it hits -8 as . . .
- Hemotoxin:** . . . the Poisons painfully devour the tissues.
- Neurotoxin:** . . . foe's bowels stop functioning properly and "the magic" begins.
- 67 — Poison strike to foe's side. Stunned for 1 Round. -5 Penalty. Ongoing 5 Poison Damage (Save ends).
- 68 — Strike to foe's sternum. Small doses of the Poison work their way toward the heart and lungs. Foe is at -6 to all Actions and is Stunned for 1 Round. Ongoing 5 Poison Damage (Save ends).
- 69 — Poisons enter foe's shoulder. Foe drops anything in that hand and is Stunned for 2 Rounds. Ongoing 5 Poison Damage (Save ends). -10 with that arm, -5 otherwise as . . .
- Hemotoxin:** . . . the pain shudders it way down the limb.
- Neurotoxin:** . . . as the arm goes dead but phantom sensations make the foe think it's still operating.
- 70 — Blast to the head. -5. Stunned for 1 Round as foe clutches his head in terror, waiting for worse that doesn't come. Ongoing 5 Poison Damage (Save ends).
- 71 — Poison eats its way into foe's gut. Foe Dazed (and vomiting) for 2 Rounds. -5. Foe cannot drink or eat anything (including potions) until he recovers from the Traumatic Damage*. If Poison is a hemotoxin, he's also in great pain. Ongoing 5 Poison Damage (Save ends).
- 72 — Strike to chest. Foe collapses as the Poison hits the heart and lungs. Stunned for 2 Rounds as he chokes and gasps while waiting for the worst to pass. -8 to all Actions. Ongoing 5 Poison Damage (Save ends).
- 73 — Strike to foe's chest. Ongoing 5 Poison Damage (Save ends). Foe Stunned for 1 Round, -9 to all Actions requiring upper body as . . .
- Hemotoxin:** . . . the pain causes foe to fall Prone and writhe.
- Neurotoxin:** . . . as foe's torso goes deathly numb.
- 74 — Strike to foe's shoulder. Foe thinks it bounced harmlessly off the clavicle. He grins at you. Then his grin turns to horror. Stunned for 4 Rounds. -7. Ongoing 5 Poison Damage (Save ends) as . . .
- Hemotoxin:** . . . the fiery pain works its way toward his heart.
- Neurotoxin:** . . . the numbness works its way into his chest.
- 75 — Strike to the side of foe's head. -5 to Listen Checks. Stunned for 3 Rounds. -6 to all Actions. Ongoing 5 Poison Damage (Save ends) as . . .
- Hemotoxin:** . . . the Poison begins dissolving flesh in the ear canal.

- Neurotoxin:** . . . the terrifying numbness spreads into the ear and foe's balance becomes difficult.
- 76 — Poison penetrates foe's bowels. Stunned for 3 Rounds. -10. Ongoing 5 Poison Damage (Save ends) as . . .
- Hemotoxin:** . . . all the crucial linings in the foe's stomach dissolve painfully.
- Neurotoxin:** . . . the gurgling and the churning starts. This is going to be a bad day.
- 77 — Strike to foe's chest. The panicked gasping starts. Stunned for 4 Rounds. -8. Ongoing 5 Poison Damage (Save ends) as . . .
- Hemotoxin:** . . . foe feels the fiery pain working inward.
- Neurotoxin:** . . . foe feels his heartbeat turn sluggish.
- 78 — Poison works its way into foe's spinal cord. Foe's legs weaken. Stunned for 1 Round. -12. Ongoing 5 Poison Damage (Save ends) as . . .
- Hemotoxin:** . . . the pain shoots in alternating blasts down the sciatic nerves.
- Neurotoxin:** . . . foe loses feeling in his toes. Ominous.
- 79 — Shot to foe's shoulder. Foe loses use of the arm. Stunned for 4 Rounds. -8. Ongoing 5 Poison Damage (Save ends).
- 80 — Strike to foe's face. Foe is Stunned for 9 Rounds. -3. Ongoing 5 Poison Damage (Save ends) as . . .
- Hemotoxin:** . . . his features swell horrifically.
- Neurotoxin:** . . . his features begin to sag and the horror dawns in his eyes.

+2[W] TRAUMATIC DAMAGE*

- 81 — Strike to foe's kneecap. Foe crumples, Stunned, for 6 Rounds. -6. -4 Squares to Movement (Permanent* -2). Ongoing 10 Poison Damage (Save ends) as . . .
- Hemotoxin:** . . . the venom burns its way up and down the leg.
- Neurotoxin:** . . . the leg goes colder and colder and colder.
- 82 — Strike to foe's foot. Foe Stunned for 8 Rounds. -6. -2 Squares to Movement (-1 Permanent*). Ongoing 10 Poison Damage (Save ends) as . . .
- Hemotoxin:** . . . the burning pain creeps up the leg.
- Neurotoxin:** . . . the leg begins to twitch and spasm.
- 83 — Strike to foe's hand. Foe Stunned for 8 Rounds. -10. Hand Permanently* -5. Ongoing 10 Poison Damage (Save ends) as . . .
- Hemotoxin:** . . . the hand begins to blacken and crack.
- Neurotoxin:** . . . the hand spasms uncontrollably.
- 84 — Strike to arm. Stunned for 8 Rounds. -10. Arm is Permanently* -7. Ongoing 10 Poison Damage (Save ends).
- 85 — Strike to foe's pelvis. Poison courses into foe's arteries and down both legs. They give out. Foe is Prone. Stunned for 8 Rounds. -10. -4 Squares to Movement (-3 Permanent*). Ongoing 10 Poison Damage (Save ends).

Poison

86 — Strike to foe's spine paralyzes him from the waist down. He beats futilely at his legs. Stunned for 4 Rounds. Ongoing 10 Poison Damage (Save ends). Foe can now only Crawl.

87 — Strike to foe's pelvis. Poison attacks the nerves at the base of the spine. Foe is a paraplegic, Stunned for 5 Rounds. -5. Ongoing 10 Poison Damage (Save ends).

88 — Strike to foe's torso. Poison works its way into foe's chest. Stunned for 8 Rounds. -20. Ongoing 10 Poison Damage (Save ends) as . . .

Hemotoxin: . . . foe's lungs seem to set aflame.

Neurotoxin: . . . foe has a harder and harder time drawing a breath.

89 — Strike to foe's neck. Foe falls, clawing at throat. Paralyzed from the neck down. Stunned for 1 Round. Ongoing 10 Poison Damage (Save ends) as . . .

Hemotoxin: . . . the pain moves toward foe's brain.

Neurotoxin: . . . the numbness grows and grows.

90 — Poison works its way into foe's brain. Foe is paralyzed from the neck down. He now speaks with a completely different accent. Foe is Helpless.

91 — Strike to foe's foot. Stunned for 12 Rounds. -8. -2 Squares to Movement (-1 Permanent*). Foot needs to be removed or foe will have a Permanent* -2 Penalty as well. Ongoing 10 Poison Damage (Save ends) as . . .

Hemotoxin: . . . the agony works its way up the limb.

Neurotoxin: . . . the cold numbness of tissue death works its way up the limb.

92 — Strike to foe's calf. Stunned for 12 Rounds. -8. -4 Squares to Movement (Permanent* -2). Leg needs to be removed above the knee or foe will have a Permanent* -2 as well. Ongoing 10 Poison Damage (Save ends) as . . .

Hemotoxin: . . . the muscle bundles die one by one.

Neurotoxin: . . . extensive nerve damage spreads.

93 — Strike to foe's wrist. Foe stares at it in horror. Stunned for 13 Rounds. -10. Hand Permanently* -5. Lower arm needs to be removed or foe will have a Permanent* -2 Penalty as well. Ongoing 10 Poison Damage (Save ends) as . . .

Hemotoxin: . . . he watches the flesh die and begin to fester.

Neurotoxin: . . . one by one, in agony, the nerves die.

94 — Strike to foe's arm. Stunned for 12 Rounds. -10. Arm is Permanently* -7. Arm needs to be removed or foe will have a Permanent* -2 Penalty as well. Ongoing 10 Poison Damage (Save ends) as . . .

Hemotoxin: . . . the muscles spasm and die.

Neurotoxin: . . . the numbness spreads toward the spine.

95 — Strike to foe's eye. It barely even matters that there's Poison involved. Stunned for 13 Rounds. -5. The eye is a complete loss.

96 — Strike to foe's chest. The Poison works its way into the lungs. -5. Death in 10 Rounds.

97 — Strike to foe's arm hits a major vein. The Poison works its way to the heart. Foe dies in 7 Rounds.

98 — Strike to foe's neck. Poison works its way to the brain. Foe attacks randomly for 5 Rounds, then Death.

99 — Strike to foe's throat. Poison slowly constricts throat, lungs, and finally the brain. Foe dies after 3 Rounds of Stun.

100 — Strike pierces foe's heart. Death is oh so instant.

101-102 — Poison courses through heart and lungs. That's all, folks.

103-105 — Poisons flow freely though foe's organs. He's Dead before he hits the ground.

106-110 — Foe falls to the ground, twitching. You nudge him with your foot. Nope. Still Dead.

111-120 — Poisons instantly stop heart and begin to work their evils on the surrounding tissue.

121-140 — Foe falls to the ground. He's certainly Dead but then the spasms hit. Hmmm. You didn't know a corpse could have seizures.

141-180 — Poison kills instantly. Then . . .

Hemotoxin: . . . the body begins to reduce as the Poison predigests foe.

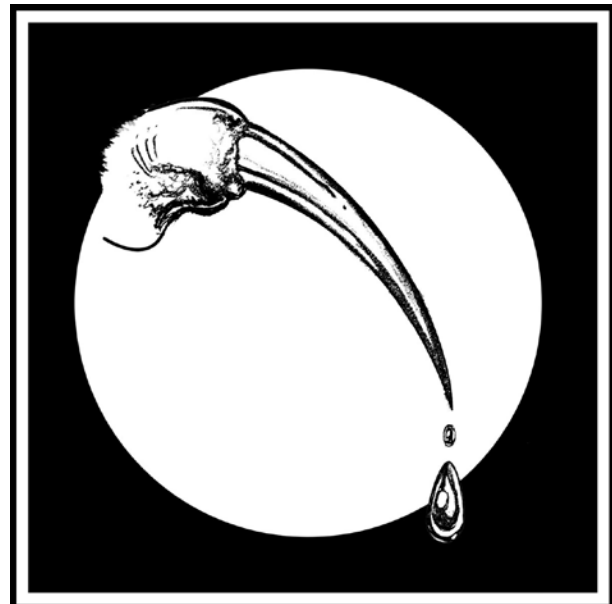
Neurotoxin: . . . the real nerve death comes.

181-260 — Foe dies instantly.

Hemotoxin: The body begins to dissolve immediately.

Neurotoxin: There isn't enough nerve tissue left to work up an itch.

261+ — Dead. There isn't a snake-bite kit big enough. . . .



Psychic

Note: All damage on this chart is Psychic, meaning it's all in the foe's head. The things here don't actually happen, although the foe feels all the effects until he recovers from the Traumatic Damage*. Some effects are Permanent*. Rituals that would remove the effect if the Damage Type wasn't Psychic will also remove Permanent Effects* that are Psychic in nature. Finally, any effects not attached to Traumatic Damage* or a set duration last for five minutes.

No TRAUMATIC DAMAGE♦

- 1 — Foe grunts. Way to go.
- 2 — That'll cause a headache.
- 3 — Foe goes cross-eyed. That probably had nothing to do with you.
- 4 — You twitch uncontrollably. Huh. Wasn't that supposed to be on him?
- 5 — One of foe's eyes turns lazy for a moment. Wow. The great mentalist.
- 6 — Foe grabs his head and curses.
- 7 — Foe grins. You don't think that's the expression he intends.
- 8 — Foe drools for 1 Round.
- 9 — Foe looks like he's swatting off spiders.
- 10 — Foe repeats the same movement three times in a row.
- 11 — Foe releases a tremendous chittering sound.
- 12 — Foe makes a sound like a dying cat.
- 13 — Foe screams out the names of three ex-girlfriends.
- 14 — Foe shouts profanity without realizing it.
- 15 — Foe begins reciting a nursery rhyme.
- 16 — Foe stutters for five minutes.
- 17 — Foe slurs his speech. If he was drunk or otherwise already slurred, he speaks with a posh accent.
- 18 — Foe can't remember the name of any color.
- 19 — Foe smells lilacs.
- 20 — Foe cries out and weeps freely as he remembers the death of his first pet.
- 21 — Foe spins around in place once.
- 22 — Foe can see only half the distance he normally could for five minutes.
- 23 — Foe hears echoes of all sounds for five minutes.
- 24 — Foe calls everyone by strange pet names for five minutes.
- 25 — Foe is now afraid of all mundane animals for five minutes.
- 26 — Foe's toes feel bumpy.
- 27 — Foe will mix up words in normal conversation.
- 28 — Foe confuses the male and female pronoun.
- 29 — Foe can only refer to himself in the third person.

30 — Foe loses the ability to accurately judge time.

+1[W] TRAUMATIC DAMAGE♦

- 31 — Foe's mind reels. Dazed (Save ends).
- 32 — Foe's vision blurs. -1. Dazed (Save ends).
- 33 — Blast rings in foe's mind. Foe is at -3. This Penalty will improve by 1 every Round. Dazed (Save ends).
- 34 — Foe feels his chest tighten as nerves misfire.-1. Dazed (Save ends).
- 35 — Foe feels his legs go weak. Stunned for 2 Rounds. When the Stun wears off: Dazed (Save ends).
- 36 — Foe's throat constricts. Foe is Dazed (Save ends).
- 37 — Phantom pains wrack foe's shoulder. -1. Dazed (Save ends).
- 38 — Foe's heart skips a beat. Or five. Dazed (Save ends). -1.
- 39 — Psychic damage sends misfiring sensations up and down foe's spine. -2 Penalty.
- 40 — Psychic damage causes massive muscle spasms and Stuns foe for 1 Round. Take a -2 Penalty. After the Stun, foe is Dazed (Save ends).
- 41 — Phantom pains shoot down foe's thigh. -2. Stunned for 1 Round. After the Stun, foe is Dazed (Save ends).
- 42 — Foe can no longer feel his feet. Cannot Run. -2. Dazed (Save ends).
- 43 — Foe's knee stops responding to his mind's commands. -4. Stunned 1 Round. After the Stun, foe is Dazed (Save ends).
- 44 — A thousand unseen blades carve into foe's shin. -3 to all Actions. Foe can no longer Run and Stunned for 1 Round. After the Stun, foe is Dazed (Save ends).
- 45 — Blast rewires foe's perceptions, giving him "two left feet." Cannot Run, -2, Stunned for 1 Round. After the Stun, foe is Dazed (Save ends).
- 46 — Foe's knee spasms uncontrollably. Can't Run, -2, Stunned for 1 Round. After the Stun, foe is Dazed (Save ends).
- 47 — Foe's left leg goes completely numb. Can't Run, -3, Stunned for 1 Round. After the Stun, foe is Dazed (Save ends).
- 48 — Phantom pains explode in foe's calf. -3 to all Actions and Stunned for 2 Rounds. After the Stun, foe is Dazed (Save ends).
- 49 — Nerves in foe's foot turn against him, making every touch agony. Foe can no longer Run and is at -3. He's Stunned for 2 Rounds. After the Stun, foe is Dazed (Save ends).
- 50 — Psychic energies cause foe's thigh to seize painfully into a solid lump of muscle. -4 to all Actions, Stunned

Psychic

- for 3 Rounds. After the Stun, foe is Dazed (Save ends).
- 51 — After the initial blast of pain, foe's fingers begin to take actions against foe's command. -3. Stunned for 2 Rounds. After the Stun, foe is Dazed (Save ends).
- 52 — Foe grasps his side as waves of pain roll through his body. -3. Stunned for 2 Rounds. After the Stun, foe is Dazed (Save ends).
- 53 — Foe sees imaginary horrors. After a point, he can see past them, but they don't go away. -3, Stunned for 2 Rounds. After the Stun, foe is Dazed (Save ends).
- 54 — Every Action foe takes is amplified. Penalty starts at -7 and drops 1 a Round until it hits -3, where it stays until foe recovers. After the Stun, foe is Dazed (Save ends).
- 55 — Blast makes foe's eyes difficult to focus. -4 to all Actions, Stunned for 2 Rounds. After the Stun, he is Dazed (Save ends).
- 56 — Foe gains shooting pains which start in the head and fire down his limbs to his fingers. Penalty starts at -7 and drops 1 per Round until -4, where it stays. Dazed (Save ends).
- 57 — Mental shock causes foe to drop anything he's holding, and he feels a thousand spiders crawling under his skin. -4. Stunned for 1 Round. After the Stun, he is Dazed (Save ends).
- 58 — Foe feels like he's moving through boiling water. -4. Stunned for 1 Round. After the Stun, foe is Dazed (Save ends).
- 59 — A thousand children begin screaming in foe's ears. Foe is Stunned for 1 Round and is at -6 to all Actions. After the Stun, foe is Dazed (Save ends).
- 60 — Foe is wracked by alternating sensations of pain and pleasure. -4. Stunned for 1 Round. After the Stun, foe is Dazed (Save ends).
- 61 — Foe feels like something is trying to eat its way out of his guts. Stunned for 3 Rounds. -4 Penalty. After the Stun, foe is Dazed (Save ends).
- 62 — Psychic blast sends erratic signals to foe's organs. Foe is Stunned for 4 Rounds and suffers a -4 to all Actions. After the Stun, foe is Dazed (Save ends).
- 63 — Foe has terrible chest pains. He is Stunned for 4 Rounds as he tries to figure out if it's a heart attack. -6. After the Stun, foe is Dazed (Save ends).
- 64 — Foe gains shooting pains through the chest and right arm. Foe hisses with pain. Stunned for 5 Rounds. -4 to all Actions, -8 with that arm. After the Stun, foe is Dazed (Save ends).
- 65 — Foe grasps his head, convinced his skull bones are shifting and rearranging. -7 Penalty. Dazed (Save ends).
- 66 — Foe becomes convinced his stomach is splitting open. Foe receives a -1 Penalty next Round as he holds his belly. The Penalty increases 1 every Round until it hits -9, then it drops 1 a Round every Round after that. Foe is Dazed (Save ends).
- 67 — Foe's father appears and stabs him in the side with a jagged blade. Stunned for 1 Round. -5 Penalty. After the Stun, foe is Dazed (Save ends).
- 68 — Foe looks at you and see's the first person he ever killed. Thinking the dead have come for vengeance, his heart stops for 1 Round, during which he's Stunned. Foe is at -6 to all Actions. After the Stun, foe is Dazed (Save ends).
- 69 — Foe watches his arm worm loose and flop to the floor. Foe drops anything in that hand and is Stunned for 2 Rounds. -10 with that arm, -5 otherwise. After the Stun, foe is Dazed (Save ends).
- 70 — Massive migraine wracks foe's head. -5. Stunned for 1 Round. After the Stun, foe is Dazed (Save ends).
- 71 — Foe feels strange, churning sensations in his stomach, then it expels its contents. Foe Dazed (and vomiting) for 2 Rounds. -5. He cannot drink or eat anything (including potions) until he recovers from the Traumatic Damage*. After the Stun, foe is Dazed (Save ends).
- 72 — Foe sees a horde of small daggers, bouncing along as if animated by magic. They swarm over foe, stabbing him dozens of times in the chest. Foe drops his weapons to the ground and is Stunned for 2 Rounds. -8 to all Actions. After the Stun, foe is Dazed (Save ends).
- 73 — Foe believes blisters are forming on his sternum, rupturing and oozing Acid. Foe Stunned for 1 Round, -9 to all Actions requiring upper body. After the Stun, foe is Dazed (Save ends).
- 74 — Foe watches imaginary black veins of agony work their way outward from his shoulder. Stunned for 4 Rounds. -7. After the Stun, foe is Dazed (Save ends).
- 75 — Foe grabs his head in pain, his ears seemingly splitting from the pain in his head. -5 to Listen Checks. Stunned for 4 Rounds. -6 to all Actions. After the Stun, foe is Dazed (Save ends).
- 76 — Foe thinks he's been disemboweled. Stunned for 4 Rounds. -10. After the Stun, foe is Dazed (Save ends).
- 77 — Foe sees a cascade of rock that seems to shatter his torso. Stunned for 5 Rounds. -8. After the Stun, foe is Dazed (Save ends).
- 78 — Foe feels shocks of pain shooting up and down his back. His legs become clumsy as the false signals

Psychic

interfere with commands up and down his spinal cord. Stunned for 2 Rounds. -12. After the Stun, foe is Dazed (Save ends).

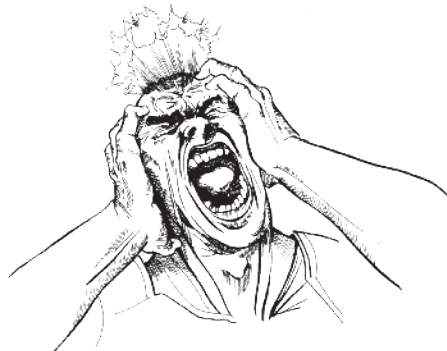
- 79 — Foe watches in horror as his arm appears to shrivel and blacken. Foe loses use of the arm. Stunned for 4 Rounds. -8. After the Stun, foe is Dazed (Save ends).
80 — Foe reaches up and claws at his own face. He is Stunned for 9 Rounds. -3. After the Stun, foe is Dazed (Save ends).

+2[W] TRAUMATIC DAMAGE♦

- 81 — Foe watches as his kneecap grows legs and drags itself away. He crumples, Stunned, for 7 Rounds. -6. -4 Squares to Movement (The Psychic damage will have Permanent* repercussions if not treated with a Healing Keyword Power, leaving a Permanent* -2 Squares). After the Stun, foe is Dazed (Save ends).
82 — Foe sees a nightmare where his foot twists into a club. Foe Stunned for 9 Rounds. -6. -2 Squares to Movement (-1 Permanent* due to ongoing Psychic Damage).
83 — Foe's hand spasms and rigors into a claw. Foe Stunned for 9 Rounds. -10. Hand Permanently* -5.
84 — Foe sees his arm dissolve into mist. Stunned for 10 Rounds. -10. Arm is Permanently* -7.
85 — Foe feels his pelvis crack. His legs collapse. Stunned for 9 Rounds. -10. -4 Squares to Movement (-3 Permanent*
86 — Psychic damage flashes through foe's nervous system, paralyzing him from the waist down. He slides to the ground, staring open-mouthed at his legs. Stunned for 5 Rounds. After the Stun, foe is Dazed (Save ends). He can now only Crawl.
87 — Foe sees his legs fall off. He's now a paraplegic, Stunned for 6 Rounds. -5. After the Stun, foe is Dazed (Save ends). He can now only Crawl.
88 — Foe feels his lungs filling with fluid, drowning him where he stands. Stunned for 9 Rounds. -20. After the Stun, foe is Dazed (Save ends).
89 — Blast roars through foe's nervous system, shorting him out below the neck. Paralyzed from the neck down. He's just lucky his heart and lungs still work. Stunned for 1 Round. After the Stun, foe is Dazed (Save ends).
90 — Foe sees a giant blade strike him in the neck. He believes he's decapitated. Foe can no longer perceive his body.

He's paralyzed. Foe can't remember anything that happened to him before the event. Healing the Critical Effect* will only restore the foe's memory. The rest is Permanent*. After the Stun, foe is Dazed (Save ends). Foe is Helpless.

- 91 — Foe sees a swarm of beetles come and devour his foot. Stunned for 11 Rounds. -8. -2 Squares to Movement (-1 Permanent*). After the Stun, foe is Dazed (Save ends).
92 — Foe sees his lower leg turn into a cloud of dispersing flies. -8. -4 Squares to Movement (Permanent* -2). After the Stun, foe is Dazed (Save ends).
93 — Foe watches his arm explode into eerie, ghostlike flames. Foe screams and tries to put them out. Stunned for 14 Rounds. -10. Hand Permanently* -5. After the Stun, foe is Dazed (Save ends).
94 — Foe feels his arm turn inside out. Stunned for 13 Rounds. -10. Arm is Permanently* -7. After the Stun, foe is Dazed (Save ends).
95 — Foe feels his eye wither in the socket. He can no longer see though it. Stunned for 13 Rounds. -5.
96 — Foe feels a hand clamp on his heart. It *squeezes*. -5. Death in 10 Rounds.
97 — Foe see's his greatest fear crawl up out of the ground in front of him. He is struck dumb with fear and has a heart attack. Death in 7 Rounds.
98 — Foe loses the ability to distinguish friend from foe as his brain shuts down neuron by neuron. Foe attacks random creatures for 5 Rounds, then Death.
99 — Foe begins to spasm and swallows his tongue. Death after 3 Rounds of Stun.
100 — Blast fries foe's brain. He's most likely Dead, but he attacks random nearby creatures for three Rounds.
101-102 — Foe has an instant heart attack. Dead.
103-105 — Foe's brain suffers a major neural collapse. Dead.
106-110 — The body falls to the ground, still twitching as the nerves continue to misfire and die.
111-120 — Foe hits the ground, completely lifeless.
121-140 — Foe is Dead. His last commands to his body twisted him into a rigid mess.
141-180 — Death is so instant his muscles stay frozen in his last pose.
181-260 — Foe's brain completely shorts out.
261+ — It's a good thing a brain isn't necessary to raise the Dead.



Radiant

NO TRAUMATIC DAMAGE♦

- 1 — Hallelujah.
- 2 — He wears his sunglasses at night.
- 3 — Bright lights, big damage.
- 4 — His future's so bright. . . .
- 5 — He'll glow for five minutes.
- 6 — Pull!
- 7 — That's not what we meant when we said, "Light him up."
- 8 — Well, he's certainly seeing spots.
- 9 — "My eyes, my eyes!"
- 10 — He's still flickering.
- 11 — Hey! You just invented neon!
- 12 — His calf is glowing nicely. That'll show him!
- 13 — You blast his hip.
- 14 — Sear his leg.
- 15 — Shot to shin.
- 16 — That's how an easy-bake oven works.
- 17 — Sear his knee.
- 18 — Shot hits foe in foot. Dance!
- 19 — Blast glances off foe's inner thigh.
- 20 — Burn foe's ankle.
- 21 — Blast to foe's arm.
- 22 — Sear foe's hand.
- 23 — Bake foe's forearm.
- 24 — Blast splashes off foe's shield. Shield becomes uncomfortably warm.
- 25 — Sear foe's biceps.
- 26 — Foe catches glowing blast on forearm. If the foe has clothing or organic armor, it's sun bleached. If arm is bare, well, he should have used sun block.
- 27 — Sear foe's triceps.
- 28 — Blast foe's fingers.
- 29 — Shot splashes against upper arm.
- 30 — Foe's arm glows even as the skin blackens. He might want to see a dermatologist.

+1[W] TRAUMATIC DAMAGE♦

- 31 — Blast to foe's torso. Foe is Blind (Save ends).
- 32 — Blinded by the light (Save ends).
- 33 — Sear foe's solar plexus. Foe is at -2. This Penalty will improve by 1 every Round. Blinded (Save ends).
- 34 — Brilliant blast to foe's ribs. Foe is Blinded (Save ends).
- 35 — Shot to foe's groin lights up entire region. Really, best not to look. Foe is Stunned for 2 Rounds. Foe is Blinded (Save ends).
- 36 — Blast to foe's neck. Foe is Blinded (Save ends).
- 37 — Sear foe's collarbone. -1. Foe is Blinded (Save ends).

- 38 — Blast to foe's chest. Huh. Is that his heart glowing? -1. Foe is Blinded (Save ends).
- 39 — Foe's spine glows in sympathy. -1 Penalty. Foe is Blinded (Save ends).
- 40 — Body blow. Except its not with a solid object. And it's really more of a burn. But it *does* involve his body. Stunned for 1 Round. -2. Foe is Blinded (Save ends).
- 41 — Blazing blast to foe's thigh. Foe at -2 to all Actions and Stunned for 1 Round. Foe is Blinded (Save ends).
- 42 — Sear foe's toes. His boots are glowing. Foe can no longer Run and is at -2. Foe is Blinded (Save ends).
- 43 — Burn tissue away from knee. -4. Stunned for 1 Round. Foe is Blinded (Save ends).
- 44 — Burn flesh over foe's shin. -3 to all Actions. Foe can no longer Run. Stunned for 1 Round. Foe is Blinded (Save ends).
- 45 — Foe's toes are fried. Cannot Run, -2, Stunned for 1 Round. Foe is Blinded (Save ends).
- 46 — Blazing damage to foe's knee. Can't Run, -2, Stunned for 1 Round. Foe is Blinded (Save ends).
- 47 — Burn foe's hip. Foe doubles over. Can't Run, -3, Stunned for 1 Round. Foe is Blinded (Save ends).
- 48 — Sear foe's calf muscle. -3. Stunned for 2 Rounds. Foe is Blinded (Save ends).
- 49 — Blast fuses the skin of foe's toes together. Foe can no longer Run and is at -3. He's Stunned for 2 Rounds. It will take a Heal Check, DC 15, to separate them for Natural Healing*. Foe is Blinded (Save ends).
- 50 — Blast foe's thigh muscle. -4 to all Actions, Stunned for 3 Rounds. Natural Healing* takes 5x longer than normal. Foe is Blinded (Save ends).
- 51 — Blast burns flesh off foe's fingers. -3, Stunned for 2 Rounds. Foe is Blinded (Save ends).
- 52 — Searing light blasts foe's side. If foe has no shield, -3, Stunned for 2 Rounds. If foe has a wooden shield, shield is blasted, but still functional. Either way, foe is Blinded (Save ends).
- 53 — Sear deeply into foe's elbow. -3. Stunned for 2 Rounds. Foe is Blinded (Save ends).
- 54 — Blast burns deeply into foe's forearm. Penalty starts at -7 and drops 1 a Round until it hits -3, where it stays until foe recovers. Foe is Blinded (Save ends).
- 55 — Blast burns deeply into foe's wrist. -4 to all Actions, Stunned for 2 Rounds. If not treated properly (DC15 Heal Check), foe will have a Permanent* -1 to Actions requiring fine dexterity (such as picking locks and pockets.) Foe is Blinded (Save ends).
- 56 — Light burns deeply into foe's shoulder. Foe at -8, and that improves 1 every Round until -4, where it stays. Foe is Blinded (Save ends).

Radiant

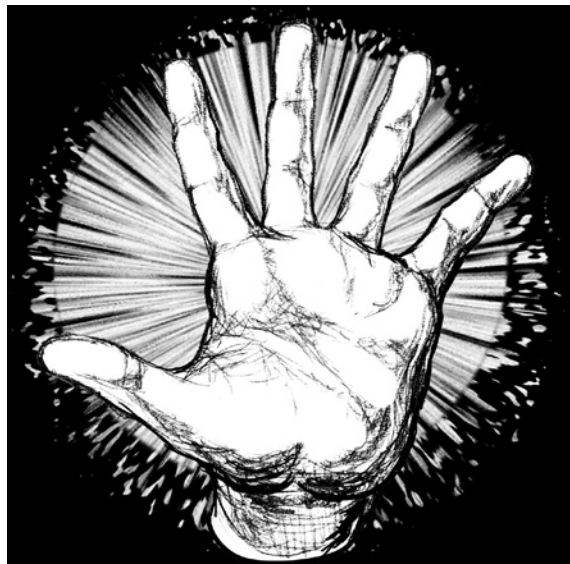
- 57 — Sear foe's forearm. Foe drops anything he's holding. -4. Stunned for 1 Round as he claws at . . . his eyes? Oh! He must be Blinded as well (Save ends).
- 58 — Blast renders tissue around foe's elbow. Foe drops anything he's holding and is -10 to all Actions with that arm. Stunned for 1 Round. Foe is Blinded (Save ends).
- 59 — Burn foe's upper arm. Foe is Stunned for 1 Round and is at -5 to all Actions. Foe is Blinded (Save ends).
- 60 — Burn flesh away from collarbone, which is still flickering with light. All Actions with that arm are at -10, all other Actions at -2. Stunned for 1 Round. Foe is Blinded (Save ends).
- 61 — Deep burns into foe's abdomen. Stunned for 2 Rounds. -4 Penalty. Natural Healing will take 5x longer than normal due to internal bleeding. Foe is Blinded (Save ends).
- 62 — Light burns into and between foe's ribs, searing its way into the organs. Foe is Stunned for 3 Rounds and suffers a -2 to all Actions that don't involve chest movement, -6 to those that do. Foe is Blinded (Save ends).
- 63 — Sear into foe's sternum and between ribs. Foe is Stunned for 3 Rounds as he gasps. -6. Foe is Blinded (Save ends).
- 64 — Sear foe's collarbone and the muscles and tissues around it. Foe yelps. Stunned for 4 Rounds. -4 to all Actions, -8 with that arm. Foe is Blinded (Save ends).
- 65 — Searing light burns its way into foe's scalp. -5 Penalty. Foe is Blinded (Save ends).
- 66 — Light burns its way into the organs of foe's gut. Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -9, then it drops 1 a Round. Foe is Blinded (Save ends).
- 67 — Light burns deeply into foe's side. Stunned for 1 Round. -6 Penalty. Foe is Blinded (Save ends).
- 68 — Light burns deeply into foe's sternum. You can see his heart spasming for the 2 Rounds when he is Stunned. Creepy. Foe is at -6 to all Actions. Foe is Blinded (Save ends).
- 69 — Blast to foe's collarbone. Foe drops anything in that hand and is Stunned for 3 Rounds. -10 with that arm. -5 otherwise. Foe is Blinded (Save ends).
- 70 — Blast to foe's head sears scalp and sun-bleaches hair. -6. 2 Rounds of Stun.
- 71 — Light burns through abdominal muscles and into the intestines. Foe Dazed (and vomiting) for 3 Rounds. -5. Foe cannot drink or eat anything (including potions) until he recovers from the Traumatic Damage*. Foe is Blinded (Save ends).
- 72 — Blazing light to foe's torso silhouettes ribs and chars muscles. Foe drops his weapons to the ground and is Stunned for 3 Rounds. -8 to all Actions. Foe is Blinded (Save ends).
- 73 — Light is so brilliant you can see through to foe's sternum. No, wait, it's just that you burned all the skin away. Foe Stunned for 2 Rounds. -9 to all Actions requiring upper body. Foe is Blinded (Save ends).
- 74 — Light burns its way through shoulder. Stunned for 5 Rounds. -7. Foe is Blinded (Save ends).
- 75 — Light shrivels ear. -5 to Listen Checks. Stunned for 4 Rounds. -6 to all Actions. The hearing loss is will return in 1 week. Foe is Blinded (Save ends).
- 76 — Blast to foe's bowels. Stunned for 4 Rounds. -10. Slow leak of Poisons causes Natural Healing* to take 10x longer than normal. Foe is Blinded (Save ends).
- 77 — Brilliant blast to foe's chest. Foe collapses, gasping. Stunned for 5 Rounds. -8. Foe is Blinded (Save ends).
- 78 — Light is so brilliant it shines through foe's spine, damaging spinal cord. Foe's legs become clumsy. Stunned for 2 Rounds. -12. Foe is Blinded (Save ends).
- 79 — Blazing blast through foe's collar bone, damaging muscles and nerves. Foe loses use of the arm. Stunned for 5 Rounds. -8. Foe is Blinded (Save ends).
- 80 — Severe burns to foe's face. That's a sunburn. Foe is Stunned for 9 Rounds. -3. Foe is Blinded (Save ends).

+2[W] TRAUMATIC DAMAGE*

- 81 — Blazing light burns flesh away from kneecap, which is now glowing (Save ends). Foe crumples, Stunned, for 7 Rounds. -6. -4 Squares to Movement (Permanent* -2). Foe is Blinded (Save ends).
- 82 — Foe's foot is now glowing. And crippled. Foe is Stunned for 9 Rounds. -6. -2 Squares to Movement (-1 Permanent*). Foe is Blinded (Save ends).
- 83 — Burn deeply into the tissue of the hand, which is now glowing (Save ends). Foe Stunned for 9 Rounds. -10. Hand Permanently* -5. Foe is Blinded (Save ends).
- 84 — Burn deeply into arm muscles. The bones glow eerily through the remaining tissue (Save ends). Stunned for 9 Rounds. -10. Arm is Permanently* -7. Foe is Blinded (Save ends).
- 85 — Brilliant blast to foe's pelvis, shining through like an x-ray. Foe's legs collapse. Stunned for 9 Rounds.

Radiant

- 10. -4 Squares to Movement (-3 Permanent*). Foe is Blinded (Save ends).
- 86 — Burn into spine and damage spinal cord, paralyzing foe from the waist down. He slides to the ground, twitching. Stunned for 5 Rounds. Foe is Blinded (Save ends). Foe can now only Crawl.
- 87 — Blast to foe's pelvis sears away the nerves leading down both legs. Foe is a paraplegic. Stunned for 6 Rounds. -5. Foe is Blinded (Save ends). Foe can now only Crawl.
- 88 — Light shines straight through torso, burning tissue, searing lungs. Stunned for 9 Rounds. -20. Foe is Blinded (Save ends).
- 89 — Blast sears through neck, and while it leaves most of the tissue with nothing more than severe burns, the spinal cord doesn't respond so well. Foe falls, wheezing. Paralyzed from the neck down. Stunned for 1 Round from the searing pain. Foe is Blinded (Save ends). Foe is Helpless.
- 90 — Light blazes through skull. That can't be good. Foe is paralyzed from the neck down. He now refers to everyone by inappropriate terms of endearment. Foe is Helpless.
- 91 — Light sears foe's foot into a lump. A glowing lump (Save ends). Stunned for 13 Rounds. -8. -2 Squares to Movement (-1 Permanent*). Foot needs to be removed or foe will have a Permanent* -2 Penalty as well. Foe is Blinded (Save ends).
- 92 — Light shrivels the calf muscle, leaving the shin bones glowing eerily (Save ends). Stunned for 13 Rounds. -8. -4 Squares to Movement (Permanent* -2). Leg needs to be removed above the knee or foe will have a Permanent* -2 as well. Foe is Blinded (Save ends).
- 93 — Light shines through foe's wrist, glowing out the other side. When it's done, there isn't a whole lot of tissue left. Stunned for 14 Rounds. -10. Hand Permanently* -5. Lower arm needs to be removed or foe will have a Permanent* -2 Penalty as well. Foe is Blinded (Save ends).
- 94 — Radiant beam reduces arm muscles like a tasty sauce. Stunned for 13 Rounds. -10. Arm is Permanently* -7. Arm needs to be removed or foe will have a Permanent* -2 Penalty as well. Foe is Blinded (Save ends).
- 95 — Sear foe's face, turning eyes a blind, milky white. Stunned for 15 Rounds. -5. A Save will not end this blindness.
- 96 — Searing light blazes through chest, destroying lung tissue. -5. Death in 10 Rounds. Foe is Blinded (Save ends).
- 97 — Light shines through body, making foe appear, for just a moment, like a skeleton. All sorts of things go wrong inside him. Death in 7 Rounds. Foe is Blinded (Save ends).
- 98 — Foe's skull is now glowing. That looks . . . disorienting. Foe attacks random creatures for 6 Rounds, then dies. Foe is Blinded (Save ends).
- 99 — Searing blast to foe's neck. His head lolls like a rag doll. Foe dies after 4 Rounds of Stun. Foe is Blinded (Save ends).
- 100 — Blast burns a hole into foe's brain. Dead. And Blinded (Save ends), but that's really just adding insult to injury.
- 101-102 — Blazing light causes heart to glow through surrounding tissue. E.T. fall Dead.
- 103-105 — Light burns away the tissues of foe's torso. He falls over, Dead. His center of balance is pretty messed up too.
- 106-110 — Look, even the corpse is glowing (Save ends).
- 111-120 — The corpse glows brightly (Save ends). It will continue to glow faintly for 24 hours.
- 121-140 — Dead. The remains only weigh half as much as before the attack. It glows brightly (Save ends). It continues to glow faintly for 1 week.
- 141-180 — Dead. There's only a glowing skeleton left. The bones glow brightly (Save ends) and then reduce to a dim glow for 1 month.
- 181-260 — Dead. Broken, charred bones will glow dimly for a year.
- 261+ — Dead. The ash looks radioactive. Your characters don't know not to play with glowing dust, but hey, it's probably safe. Probably.



Thunder

No TRAUMATIC DAMAGE

- 1 — Foe twitches from the noise. Lots of sound. Not much fury.
- 2 — Foe stumbles sideways a half-step. Wow. That was spectacular.
- 3 — Foe looks glassy-eyed. He expected more too.
- 4 — Foe works his jaw to clear his ears. That'll show him.
- 5 — Foe is Pushed back 1 Square. Astonishing.
- 6 — "What!?" he shouts.
- 7 — He spins around in place once, trying to orient.
- 8 — When the echoes wash back over him, he flinches.
- 9 — Foe grabs his ears in pain.
- 10 — Blast shakes foe badly.
- 11 — Blast rocks foe.
- 12 — Blast causes foe to reel.
- 13 — Blast staggers foe.
- 14 — Foe's knees shake.
- 15 — Foe shakes in pain.
- 16 — Foe squints against the pain.
- 17 — Foe howls.
- 18 — Foe cries out in pain.
- 19 — Foe is still wincing.
- 20 — Foe almost twists his ankle as the wave crashes over him.
- 21 — That really didn't hurt him as much as you'd hoped.
- 22 — That rattled him.
- 23 — Foe bends over from the pain.
- 24 — If foe has a shield, he ducks behind it. It doesn't help.
- 25 — Foe cries out, but you can't hear him over the rumbling.
- 26 — Hmm. He didn't like that.
- 27 — Foe flails his arms about.
- 28 — That one is still echoing.
- 29 — He claws at his ears in pain.
- 30 — Foe hurts oh so badly.

+1[W] TRAUMATIC DAMAGE

- 31 — Foe's heart stutters.
- 32 — Foe reels in pain. He is Dazed (Save ends).
- 33 — Foe doubles over in pain. Foe is at -2. This Penalty will improve by 1 every Round. He is Dazed (Save ends).
- 34 — Foe screams and stamps his foot in pain. He is Dazed (Save ends).
- 35 — Foe reels and cries out. He is Dazed (Save ends).
- 36 — Foe looks ill. He is Dazed (Save ends).
- 37 — Foe stumbles back. -1. He is Dazed (Save ends).
- 38 — Foe winces and puts a hand to his head. He is Dazed (Save ends).

- 39 — Foe sucks air like a tea-kettle. -1 Penalty. He is Dazed (Save ends).
- 40 — Blast causes foe to grab his chest. Foe is Stunned for 1 Round. -2 Penalty. After the Stun, foe is Dazed (Save ends).
- 41 — Foe winces in agony. -2. Dazed for 2 Rounds. After that, a Save will end the Daze.
- 42 — Foe becomes nauseated. He can no longer Run. -2. Foe is Dazed (Save ends).
- 43 — Foe stumbles and wrenches his knee. No Running for 4 Rounds. Foe is Dazed (Save ends).
- 44 — Foe stumbles, falls, and breaks shin. -3 to all Actions. Foe can no longer Run and Stunned for 1 Round. Foe is Dazed (Save ends).
- 45 — Foe trips and turns ankle. Cannot Run, -2, Stunned for 1 Round. After the Stun, foe is Dazed (Save ends).
- 46 — Foe takes a step under the onslaught and twists his knee. Can't Run, -2, Stunned for 1 Round. After the Stun, foe is Dazed (Save ends).
- 47 — Foe is knocked Prone and dislocates hip. Cannot Run, -3, Stunned for 1 Round. After the Stun, foe is Dazed (Save ends).
- 48 — Foe rocks backward and almost falls. -3 to all Actions and Stunned for 2 Rounds. After the Stun, foe is Dazed (Save ends).
- 49 — Foe stumbles and viciously stubs toes. Foe can no longer Run. -3. Stunned for 2 Rounds. After the Stun, foe is Dazed (Save ends).
- 50 — Foe winces as the sounds echo in his head. -4. Stunned for 3 Rounds. After the Stun, foe is Dazed (Save ends).
- 51 — Foe reaches for his head so quickly he drops everything he's holding. -3. Stunned for 2 Rounds. After the Stun, foe is Dazed (Save ends).
- 52 — Foe blocks blast with his shield, if he has one. It's kinda cute he thought that would work. -3. Stunned for 2 Rounds. After the Stun, foe is Dazed (Save ends).
- 53 — Foe makes a strange, spasmodic movement. -3. Stunned for 2 Rounds. After the Stun, foe is Dazed (Save ends).
- 54 — Foe shakes with pain. The Penalty starts at -6 and drops 1 a Round until it hits -2, where it stays. After the Stun, foe is Dazed (Save ends).
- 55 — Foe screams and curses. -4 to all Actions, Stunned for 3 Rounds. After the Stun, foe is Dazed (Save ends).
- 56 — Foe looks like that caused some strange, internal damage. Foe at -8, and that improves 1 every Round until -4, where it stays. Foe is Dazed (Save ends).
- 57 — Foe looks sick to his stomach. He drops anything he's holding and bends over, his hands on his knees. -4. Stunned for 2 Rounds. After the Stun, foe is Dazed (Save ends).

Thunder

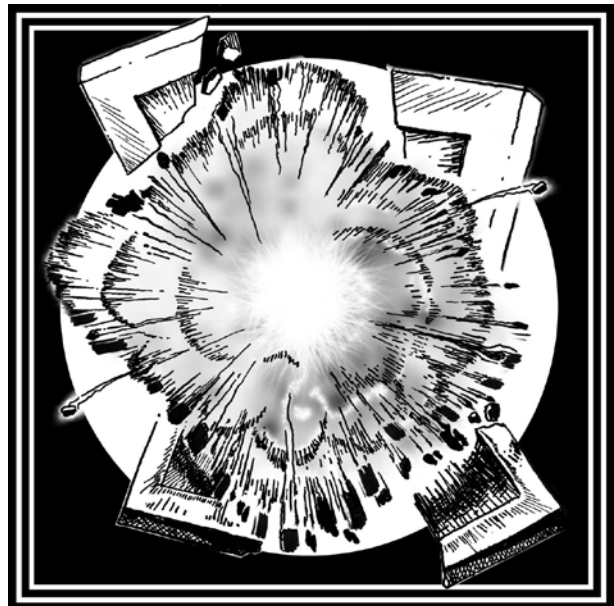
- 58 — Foe turns slightly green as you upset his equilibrium. He drops anything he's holding. -5. Stunned for 2 Rounds. After the Stun, foe is Dazed (Save ends).
- 59 — Damage foe's inner ear. Foe is Stunned for 1 Round. -6. After the Stun, foe is Dazed (Save ends).
- 60 — He doesn't look so . . . there it goes. Foe vomits all over his boots. -5. Stunned for 2 Rounds. After the Stun, foe is Dazed (Save ends).
- 61 — Foe grabs his ears in pain. Stunned for 2 Rounds. -4 Penalty. Natural Healing* will take 5x longer than normal due to internal bleeding. After the Stun, foe is Dazed (Save ends). Foe is Deafened.
- 62 — Foe sustains organ damage. He is Stunned for 4 Rounds and suffers a -4 to all Actions. After the Stun, foe is Dazed (Save ends).
- 63 — Foe's breath is knocked out of him. He is Stunned for 4 Rounds as he tries to fill his lungs. -6. After the Stun, foe is Dazed (Save ends).
- 64 — Foe spews spit and mucus. Huh. That wasn't his most attractive moment. Foe Stunned for 5 Rounds. -6 to all Actions. After the Stun, foe is Dazed (Save ends).
- 65 — Foe's inner ear is damaged. -6. For 24 hours, any Movement Penalties are doubled, it costs 3 Squares to enter difficult terrain, and add 10 to any DCs involving balance. Foe is Dazed (Save ends).
- 66 — Foe grasps his stomach. Foe receives a -1 Penalty next Round from the pain as your sonic damage quivers through his bowels. The Penalty increases 1 every Round until it hits -10, then it drops 1 a Round after that. Foe is Dazed (Save ends).
- 67 — Damage foe's insides. Stunned for 2 Rounds. -6. After the Stun, foe is Dazed (Save ends).
- 68 — Foe tries to curse at you, but he has no breath left. -6. Foe is Stunned for 3 Rounds. After the Stun, foe is Dazed (Save ends).
- 69 — Foe twists and spins, disoriented. He drops anything he's holding and is Stunned for 4 Rounds. -7. After the Stun, foe is Dazed (Save ends).
- 70 — Foe reaches up and touches his head. Migraine. -6. Stunned for 2 Rounds. Foe now calls all women by his mother's name. He can't seem to stop. Dr. Freud, table for one! After the Stun, foe is Dazed (Save ends).
- 71 — Sound seems to damage foe's guts. Foe Dazed (and vomiting) for 3 Rounds. -5. Foe cannot drink or eat anything (including potions) until he recovers from the Traumatic Damage*. After the Stun, foe is Dazed (Save ends).
- 72 — Damage foe's organs. He gets a strange, disturbed expression. Foe is Stunned for 4 Rounds. -8 to all Actions. After the Stun, foe is Dazed (Save ends).
- 73 — Foe becomes dizzy, nauseated, and incontinent all at the same time. Foe Stunned for 3 Rounds, -5. After the Stun, foe is Dazed (Save ends).
- 74 — Foe moans. It's strangely low key for the pain on his face. Stunned for 6 Rounds. -7. After the Stun, foe is Dazed (Save ends).
- 75 — Blast Deafens foe. Stunned for 5 Rounds. -6. After the Stun, foe is Dazed (Save ends).
- 76 — Sonic damage wrecks foe's bowels. Stunned for 5 Rounds. -10. Slow leak of Poisons causes Natural Healing* to take 5x longer than normal. After the Stun, foe is Dazed (Save ends).
- 77 — Foe feels something break inside. Stunned for 6 Rounds. -8. After the Stun, foe is Dazed (Save ends).
- 78 — Foe is knocked Prone, damaging spine. Legs don't work quite right now. Stunned for 3 Rounds. -12. After the Stun, foe is Dazed (Save ends).
- 79 — Sound waves wrack foe. For some unexplained reason, foe loses use of the arm. Stunned for 5 Rounds. -8. After the Stun, foe is Dazed (Save ends).
- 80 — Thunder damages the soft tissue of foe's face. Foe is Stunned for 10 Rounds. -3. After the Stun, foe is Dazed (Save ends).

+2[W] TRAUMATIC DAMAGE♦

- 81 — Foe is thrown backward and lands Prone, shattering a kneecap. Stunned for 7 Rounds. -4. -4 Squares to Movement (Permanent* -2). Foe is Pushed 1 Square (or 1 additional Square), knocked Prone, and after the Stun, he is Dazed (Save ends).
- 82 — Foe is thrown backward and shatters foot. Foe Stunned for 9 Rounds. -4. -2 Squares to Movement (-1 Permanent*). Foe is Pushed 1 Square (or 1 additional Square), knocked Prone, and after the Stun, he is Dazed (Save ends).
- 83 — Foe is thrown back, landing on his hand, which shatters. Foe Stunned for 9 Rounds. -6. Hand Permanently* -5. Foe is Pushed 2 Squares (or 2 additional Squares), knocked Prone, and after the Stun, he is Dazed (Save ends).
- 84 — Foe is thrown back, shattering arm. Stunned for 9 Rounds. -8. Arm is Permanently* -7. Foe is Pushed 1 Square (or 1 additional Square), knocked Prone, and after the Stun, he is Dazed (Save ends).
- 85 — Foe flies backward and cracks his pelvis when he lands. Stunned for 9 Rounds. -6. -4 Squares to Movement (-3 Permanent*). Foe is Pushed 2 Squares (or 2 additional Squares), knocked Prone, and after the Stun, he is Dazed (Save ends).
- 86 — Foe lands poorly, breaking his back and paralyzing him from the waist down. Foe writhes on the ground. Stunned for 4 Rounds. He is Pushed 1 Square (or 1

Thunder

- additional Square), knocked Prone, and after the Stun, he is Dazed (Save ends). He can now only Crawl.
- 87 — Foe catches air, shattering pelvis when he lands. He looks like he's screaming, but you hear nothing but the echoes of your blast. Foe is Permanently* crippled (paraplegic), Stunned for 5 Rounds. -5. Foe is Pushed 1 Square (or 1 additional Square), knocked Prone, and after the Stun, he is Dazed (Save ends). He can now only Crawl.
- 88 — Foe knocked back. The landing shatters ribs and pierces a lung. Not good. Stunned for 9 Rounds. -14. Foe is Pushed 3 Squares (or 3 additional Squares), knocked Prone, and after the Stun, he is Dazed (Save ends).
- 89 — Foe falls and lands on his neck. Ouch. Paralyzed from the neck down. Foe is Pushed 1 Square (or 1 additional Square), knocked Prone, and is Dazed (Save ends). He is Helpless.
- 90 — Foe flies into the air, landing on his skull. Paralyzed from the neck down. Foe now speaks only in rhyme. Foe is Pushed 1 Square (or 1 additional Square), knocked Prone, and is Dazed (Save ends). He is Helpless.
- 91 — Foe is hurled backward, shattering foot. He tries to roll over, but the pain is just too great. Stunned for 13 Rounds. -6. -2 to Movement (-1 Permanent*). Foot needs to be removed or foe will have a Permanent* -2 Penalty as well. Foe is Pushed 1 Square (or 1 additional Square), knocked Prone, and after the Stun, he is Dazed (Save ends).
- 92 — Foe's legs are blasted out from underneath him. He shatters his leg below the knee upon landing. Foe looks at you in betrayal. Stunned for 13 Rounds. -6. -4 Squares to Movement (Permanent* -2). Leg needs to be removed above the knee or foe will have a Permanent* -2 to Actions as well. Foe is Pushed 1 Square (or 1 additional Square), knocked Prone, and after the Stun, he is Dazed (Save ends).
- 93 — Blow back. Foe lands, shattering wrist. That can't be good. Foe Stunned for 14 Rounds. -6. Hand Permanently* -5. Lower arm needs to be removed or foe will have a Permanent* -2 Penalty as well. Foe is Pushed 2 Squares (or 2 additional Squares), knocked Prone, and after the Stun, he is Dazed (Save ends).
- 94 — Foe flies like a comatose bird. Arm shattered. Stunned for 13 Rounds. -6. Arm is Permanently* -5. Arm needs to be removed or foe will have a Permanent* -2 Penalty as well. Foe is Pushed 2 Squares (or 2 additional Squares), knocked Prone, and after the Stun, he is Dazed (Save ends).
- 95 — Foe lands on his head. He goes Permanently* blind in 1 eye. Stunned for 14 Rounds. -4. Foe is Pushed 1 Square (or 1 additional Square), knocked Prone, and after the Stun, he is Dazed (Save ends).
- 96 — Foe flies backward, his legs twisting out beneath him, and lands on his chest, cracking off the xyphoid process. Death in 10 Rounds. Foe is Pushed 4 Squares (or 4 additional Squares), knocked Prone, and is Dazed (Save ends).
- 97 — Foe flies backward, shattering arm and cutting an artery. Foe dies in 7 Rounds. Foe is Pushed 5 Squares (or 5 additional Squares), knocked Prone, and is Dazed (Save ends).
- 98 — Foe flies into air and bounces twice on his head before stuttering to a halt. Foe cries out random insults to no one in particular, then dies after 5 Rounds. Foe is Pushed 6 Squares (or 6 additional Squares), knocked Prone, and is otherwise Stunned until Death.
- 99 — Foe flips over in the air, landing on his neck and shattering his spine. Foe dies after 3 Rounds of Stun. Foe is Pushed 7 Squares (or 7 additional Squares), and is knocked Prone.
- 100 — Foe flies majestically through the air, landing and spectacularly shattering his skull. He was born with a soft spot too. Foe is Pushed 8 Squares (or 8 additional Squares). Oh, and Dies.
- 101–102 — Foe's ribs and sternum shatter even before he catches air. The bone fragments don't all travel in exactly the same direction. Dead. Foe is Pushed 9 Squares (or 9 additional Squares).
- 103–105 — Chest bones shatter as foe flies into the air. He dies before he lands. Body is Pushed 10 Squares (or 10 additional Squares).
- 106–110 — Foe is hurled back. What lands is more jellyfish than man. Dead. Body is Pushed 11 Squares (or 11 additional Squares).
- 111–120 — Yeah, that killed him. Body is Pushed 12 Squares (or 12 additional Squares).
- 121–140 — It's best not to look at him. Corpse is Pushed 13 Squares (or 13 additional Squares).
- 141–180 — Ick. Looks like we have a new monster for the "Ooze" page. Dead. Body is Pushed 14 Squares (or 14 additional Squares).
- 181–260 — Huh. Are you sure that was a Thunder attack? Dead. Remains are smeared (Pushed) 12 Squares (or 12 additional Squares).
- 261+ — Isn't there suppose to be a body? Without it, you'll never be able to prove he's Dead, which he is.



FRRPTM

ESSENTIALS



Illirian stood, his sword shaking in his left hand. His vision blurred and his right arm—his sword arm—hung broken and twisted. Blood ran down the limb, pooling below him. He took a step forward and waves of dizziness rose within him from the blood loss and the pain.

This was supposed to be an easy battle. One minute and this ridiculous, self-appointed hero would be dead. It should have been over before it began . . . but one lucky shot. One lucky shot and it all came down around him.

“Your reign of terror is over,” the boy said. So typical.

“Shut up.” Illirian raised his sword in the off hand. The boy had gotten lucky. Maybe luck would run both ways. . . .

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