

Damage Tables

The following are the damage tables for the various weapons.

Information on healing from the various wounds is in the Medicine section.

Remember that all Class Penalty can be reduced by one with a successful Shock/Stun roll.

Table 61: Bludgeoning- Heavy and Very Heavy

Roll	Success
-10 - 5	Battered 5 Fatigue.
6-9	Light Blow Victim is at -2/-1 Classes.
10-11	Medium Blow Victim is at -4/-2 classes, and will have a large bruise.
12-13	Hard Blow Victim is at -8/-4 Classes. There could be some minor bleeding from abrasions, especially if the hit is to the face.
14-16	Heavy Blow Victim shaken and is at -10/-5 Classes. There is a 50% chance of a bone being fractured.
17-20	Serious Blow <div style="margin-left: 20px;">Head Victim is knocked out and has a 50% chance of a concussion.</div> <div style="margin-left: 20px;">Torso Wind knocked out of victim and victim knocked to floor unconscious. A few ribs are broken.</div> <div style="margin-left: 20px;">Limbs Limb is broken and unusable. Victim must make Shock/Stun roll at +10 penalty or pass out. Otherwise loose 5 classes for rest of fight.</div>
21-25	Severe Blow <div style="margin-left: 20px;">Head & Torso Victim is killed by heavy blow.</div> <div style="margin-left: 20px;">Limbs Limb destroyed permanently. Victim disabled. Bleeding at a rate of 2 per round. Loose 8 classes for rest of fight.</div>
26-35	Killing Blow Victim is killed.
per +10	Extra level of death.

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Table 62: Bludgeoning- Medium

Roll	Success
-10 - 5	Battered 4 Fatigue points lost.
6-9	Light Blow -2/-1 Classes.
10-11	Medium Blow -4/-2 Classes. Victim will have a nasty bruise which will last a few weeks. There could be some minor bleeding from abrasions, especially if the hit is to the face.
12-13	Hard Blow -5/-3 Classes.
14-16	Heavy Blow Victim has minor bleeding and is at -8/-3 Classes. There is a 30% chance of a bone being fractured.
17-20	Serious Blow Head: Victim is knocked out and has a 5% chance of a concussion. Torso: Wind knocked out of victim, victim knocked to floor unconscious. Breathing will be troubled for awhile in the future. Limbs: Limb stunned and unusable for remainder of fight. -9 Classes.
21-25	Severe Blow Head & Torso: Victim knocked out with a 30% chance of death. Limbs: Limb broken and disabled. -12 Classes
26-35	Killing Blow Victim is killed. Limb: 50% chance of killing blow, otherwise limb rendered useless and crippled.
per +10	Extra level of death.

Table 63: Bludgeoning- Light

Roll	Success
-10 - 5	Battered 3 Fatigue points lost.
6-9	Light Blow
10-11	Medium Blow Victim is at -4/-1 Classes. Victim will have a nasty bruise which will last a few weeks. There could be some minor bleeding from abrasions, especially if the hit is to the face.
12-13	Hard Blow Victim at -5/-2 Classes
14-16	Heavy Blow Victim is at -8/-3 Classes. Victim will have heavy bruises and the area will ache for a week or more.
17-20	Serious Blow Head: -5 Classes. 25% chance victim is knocked out. If victim knocked out, victim has 25% chance of getting a concussion. Torso: -10/-6 Classes. Wind knocked out of victim. 25% chance Victim knocked to floor unconscious. Limbs: 25% limb disabled for remainder of fight. -8 classes.
21-25	Severe Blow Head & Torso: -12/-8 Classes. 50% chance victim knocked out. 5% chance victim dies if knocked out. Limbs: Limb disabled by lucky hit to a nerve. Limb will recover in a few days. Loose 8 Classes.
26-35	Killing Blow Head & Torso: Victim killed. Limbs: Limb permanently destroyed. Fall unconscious due to shock.
per +15	Extra level of death.

Table 64: Slash

Roll	Success
-10 - 5	Light Hit Victim scratched. Small cut wound which costs 1 BP, total.
6-9	Medium Hit Minor bleeding at 1 per round for 3 rounds. -1 Classes for remainder of fight.
10-11	Hard Hit Bleeding at 1 per round. -2 Classes.
12-13	Heavy Hit Heavy bleeding at 3 per round. -4 Classes for next round and -2 Classes for all following rounds.
14-16	Very Heavy Hit Serious bleeding at 5 per round. Opponent at -7 Classes for remainder of fight.
17-20	Serious Cut Serious bleeding at 6 per round. Agonizing injuries cause opponent to be immobilized if they fail a Shock/Stun roll. -10 Classes otherwise.
21-25	Severe Blow Torso/Neck Victim killed by either cut to major vein or slit throat. Limb Victim hit in major vein. If victim makes a Shock/Stun roll, victim can remain conscious and hold wound closed. If not, victim dies in 2 rounds. Victim can elect to fight at -8 classes for 1 round if conscious, but death immediately ensues.
26-35	Killing Blow Victim killed.
per +5	Extra level of death.

Table 65: Slash/Pierce

Roll	Success
-10 - 5	Light Hit Victim scratched. Small cut wound which takes 1 BP.
6-9	Medium Hit Minor bleeding at 1 per round for 3 rounds. Opponent at -1 Classes for remainder of fight.
10-11	Hard Hit Bleeding at 1 per round. Opponent at -2 Classes.
12-13	Heavy Hit Heavy bleeding at 2 per round. Opponent at -3 Classes for remainder of fight.
14-16	Very Heavy Hit Serious bleeding at 4 per round. Opponent at -6 Classes for remainder of fight.
17-20	Serious Blow Very serious bleeding at 6 per round. Agonizing injuries cause opponent to be immobilized. Opponent unable to fight or passes out immediately.
21-25	Severe Blow Torso/Head Victim killed by either cut to major vein or slit throat. Limb Victim hit in major vein. If victim makes a Shock/Stun roll, victim can remain conscious and hold wound closed. If not, victim dies in 2 rounds. Victim can elect to fight at -8 classes for 1 round if conscious, but death immediately ensues.
26-35	Killing Blow Victim killed.
per +5	Extra level of death

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Table 66: Pierce

Roll	Success
-10 - 5	Light Hit -1 Class
6-9	Medium Hit -2 Classes
10-11	Hard Hit Bleeding at 1 per round. -4 Classes.
12-13	Heavy Hit Serious bleeding at 2 per round. -6 Classes.
14-16	Very Heavy Blow -10/-6 Classes. Bleeding at 4 per round. If head hit, 20% chance of eye being put out.
17-20	Serious Stab Major vein hit. Bleeding at 7 per round. Immobilized.
21-25	Killing Blow Head & Torso Artery hit. Deathby bleeding in 30 seconds, no action possible. Limbs Knocked out, death in 2 rounds unless Shock/Stun roll passed. Can old would closed or fight for ne round at -8 classes.
26-35	Death
per +2	Extra level of death

Table 67: Chop

Roll	Success
-10 - 5	Light Hit Victim banged up. -1 Classes for following round.
6-9	Medium Hit Opponent nicked and shaken. -2/-1 Classes.
10-11	Hard Hit Opponent cut and worried. -4/-2 Classes. Bleeding at 1 per round.
12-13	Heavy Hit Bleeding at 2 per round. -6/-4 Classes.
14-16	Very Heavy Hit Serious bleeding at 3 per round. If strike is to weapon arm, 25% chance of weapon being knocked from hand. High chance (50%) of broken bone if hit was to a limb. -6 Classes. If bone broken, opponent at -8 Classes.
17-20	Serious Blow -10 Classes. Bleeding at 5 per round. Gaping wound with broken bones and partly severed muscles. Opponent unable to fight and will likely have permanent damage to targeted area. Shock/Stun at +5 penalty or pass out.
21-25	Killing Blow Victim killed by deep cut through bone.
26-35	Dismembering Blow Victim killed by either dismemberment or decapitation.
per +5	Extra level of death

Table 68: Claw

Roll	Success
-10 - 5	Scratch No effect except large red marks and minor bleeding. -3 Fatigue.
6-9	Light Hit Victim banged up. The following round opponent is at -1 Class.
10-11	Medium Hit Opponent scratched and shaken. Opponent at -4/-2 Classes. If opponent makes a self control or resistance roll of some sort, class modifications are reduced by 1.
12-13	Heavy Hit Bleeding at 1 per round. Victim knocked to the ground. -6/-3 Classes.
14-16	Very Heavy Hit Serious bleeding at 2 per round. Victim knocked to the ground. -3 Classes for remainder of fight.
17-20	Serious Blow Bleeding at 3 per round. Gaping wound with partly severed muscles created. Victim knocked over and will likely have permanent damage to targeted area. Opponent is at -5 classes for remainder of fight.
21-25	Severe Blow/Shredded Limb If the hit is a body hit, the victim is killed by disembowelment. A head shot is a clawed throat and subsequent death. An arm or leg shot means the arm or leg is seriously injured with bleeding at 4 per round. Victim will have permanent damage such as lameness to injured limb. Victim is incapacitated.
26-35	Killing Blow Victim killed.
per +10	Extra level of death.

Table 69: Bite

Roll	Success
-10 - 5	Nip No effect except large red welt and minor bleeding. 2 Fatigue.
6-9	Light Bite Victim bit. The following round opponent is at -1 Classes.
10-11	Medium Bite Opponent shaken and is at -4/-2 Classes.
12-13	Hard Bite Opponent at -4 Classes.
14-16	Heavy Bite Tearing bite causes bleeding at 1 per round. Victim at -6/-4 Classes.
17-20	Serious Bite Large tearing bite causes bleeding at 2 per round. Victim is at -4 classes for remainder of fight. Head (Neck) If bite is to neck, victim is bleeding at 4 per round and is at -6 Classes for remainder of fight. Attacker can opt to hold on and cause a Heavy Bite the next round to the same place automatically. If Attacker holds on, victim is at -5 classes next round. If attacker opts to hold on to head (neck), victim dies at the end of the following round if victim does not successfully grapple the animal.
21-25	Deadly Bite Head (Neck) Victim is killed. Torso & Limbs Bite sinks deep, crushing bone and causing heavy bleeding at 3 per round. Shock/Stun or pass out. Otherwise -10 Classes. If animal is larger than victim, limb removed if limb hit, or victim killed if torso hit.
26-35	Killing bite Victim crushed and killed.
per +5	Extra level of death



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Table 70: Pounce

Roll	Success
-10 - 5	Slightly knocked about -2 Classes following round only. 5 Fatigue
6-9	Pushed -6/-2 Classes and 10 Fatigue
10-11	Pushed and clawed Minor bleeding of 1 per round. Shaken up. -8/-4 Classes. Make a DEX check or fall over.
12-13	Heavy Push Bleeding at 2 per round. Shaken up. -8/-4 Classes. Make a DEX check or fall over.
14-16	Major push Bleeding at 2 per round. -10/-4 Classes. Make a DEX check at +5 penalty or fall over with animal on top.
17-20	Pounce Bleeding at 2 per round. Animal pinned victim to ground. -12/-6 Classes lost.
21-25	Deadly Pounce Pounced on and bitten. Bite sinks deep, crushing bone and causing heavy bleeding at 3 per round. Shock/Stun or pass out. Otherwise -15 Classes.
26-35	Killing Pounce Victim overwealmed and killed.
per +5	Extra level of death