

TABLE 3—1: CRUSH CRITICAL INJURIES

| SEVERITY | ROLL | EFFECT |
|----------|---------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ◆ | 01-05 | Weak Blow: Strike sends a cloud of dust. Target coughs and suffers 1 strain. |
| | 06-10 | Knee Whack: Foe is limping. Foe treats all terrain as Difficult Terrain until the end of their next turn. |
| | 11-15 | Stomped Foot: Is that a tear in the target's eye? Foe removes one □ from next check. |
| | 16-20 | Its a Knockout: Hit knocks all air out of foe. Target cannot suffer strain voluntarily until the end of their next turn. |
| | 21-25 | Off-Balance: Add ■ to the target's next skill check. |
| | 26-30 | Powerful Swing: Attack misses the target's face by an inch. Target is distraught and suffers 3 strain. |
| | 31-35 | Head Strike: Foe momentarily forgets their name and cannot upgrade next check with proficiency dice. |
| | 36-40 | Elbow Shot: Tremors run up target's arm. Remove ◆ from target's next check (before upgrading). |
| ◆◆ | 41-45 | Back Blow: The target is knocked prone and suffers 1 strain. |
| | 46-50 | Concussion: The target is Disoriented until the end of the encounter. |
| | 51-55 | Mild Brain Damage: The target must increase the difficulty of all Agility and Intellect checks by one. |
| | 56-60 | What was that?: Target adds 🌀🌀 to all Intellect and Cunning checks until Critical is healed. |
| | 61-65 | Blowback: Strike sends foe flying to short range. Foe falls prone and suffers 2 strain. |
| | 66-70 | Face Strike: Remove one ◆ from all of foe's checks (to a minimum of 1, before upgrading). |
| | 71-75 | Smashed Fingers: Upgrade the difficulty of all foe's checks employing that hand once (GM chooses hand). |
| | 76-80 | Gear Compromised: All attacks vs. the target gain the Sunder quality. |
| | 81-85 | Winded: Target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers until this Critical Injury is healed. |
| | 86-90 | Gaping Wound: When foe suffers a critical injury, they suffer an additional 2 wounds.* |
| ◆◆◆ | 91-95 | Compound Leg Fracture: Bone is visible and it's not pretty. Target suffers 1 wound each time they make a move maneuver. |
| | 96-100 | Smashed Kneecap: Foe treats all terrain as Difficult Terrain until this critical is healed. |
| | 101-105 | Hand Smash: Attack flattens target's weapon hand. It resembles a bloody pita bread now and cannot be used. |
| | 106-110 | Temporary Amnesia: Foe cannot upgrade one characteristic's skill checks with proficiency dice.‡ |
| | 111-115 | Crushed Vitals: Foe must upgrade the difficulty of all checks once until critical is healed. All of foe's allies witnessing the strike suffer 1 strain in horror. |
| | 116-120 | Shattered Rib Cage: Blow shatters ribs with a loud crack. Foe must upgrade difficulty of all Brawn and Agility checks twice. Any result of ☒ can be spent to have foe suffer an additional critical. |
| | 121-125 | Knocked Senseless: The target is staggered until this Critical Injury is healed. |
| ◆◆◆◆ | 126-130 | Permanent Amnesia: Target loses a skill rank in their most developed skill, permanently. Roll for ties. |
| | 131-140 | Cracked Skull: Target suffers 4 wounds and 4 strain and is Disoriented until critical is healed. Everyone in engagement is showered in blood and is Disoriented until end of next round. |
| | 141-150 | Formidable Strike: The attack sends shattered bone fragments into vital organs. Unless treated, foe dies at end of next round in agonizing pain. |
| - | 151+ | Death Blow: Huge slam collapses foe's chest into itself, crushing major organs. Death is instantaneous. |

Note: Unless stated otherwise, all results affect the target **until the Critical Injury is healed**. This rule has been omitted from most of the descriptions above to save space.

* Re-roll further results of this Critical Injury on the same target.

‡ Roll 1d10: 1–3 Brawn, 4–6 Agility, 7 Intellect, 8 Cunning, 9 Presence, 10 Willpower.

TABLE 3—2: PUNCTURE CRITICAL INJURIES

| SEVERITY | ROLL | EFFECT |
|----------|---------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ◆ | 01-05 | Uncanny Twist: A quick assault forces foe to twist hilariously. -1 to foe's defenses on next attack vs. foe. |
| | 06-10 | Face Scratch: Foe spits some blood and suffers 2 strain due to lost morale. |
| | 11-15 | Pinned: Foe is pinned to a surface and is Immobilized until they spend a maneuver to free themselves. |
| | 16-20 | Futile Dodge: Foe's futile attempts to dodge and parry discourages their allies causing any engaged with foe to suffer 1 strain. |
| | 21-25 | Shoulder Stab: Oh, the pain! Target suffers 1 strain and must add 🎲 to their next check. |
| | 26-30 | Open Childhood Wound: Foe must spend +1 Story Points to activate any effects until end of next round. |
| | 31-35 | Twist the Knife: Target cries in agonizing pain and suffers 2 additional wounds. |
| | 36-40 | Frantic Defense: Foe must perform the Guarded Stance maneuver on their next 2 turns. |
| ◆◆ | 41-45 | Side Swipe: An effective hit to foe's side. Foe treats all terrain as Difficult Terrain until end of encounter. |
| | 46-50 | Head Ringer: +1 difficulty to target's Intellect and Cunning checks until Critical Injury is healed. |
| | 51-55 | Deep Wound: Target suffers 1 strain each time they perform their free maneuver. |
| | 56-60 | Swashbuckling: All foes in short range lose morale. Add 🎲 to hostile checks foes make until end of encounter. |
| | 61-65 | Exposed Weakness: An accurate strike exposes a weakness. All attacks vs. foe gain Pierce 1 quality. |
| | 66-70 | Not the Eyes: Add ■ to all checks requiring vision (including attacks). |
| | 71-75 | Neck Shot: Foe suffers 1 wound at start of their turn until healed at least 1 wound or 1 strain by any means. |
| | 76-80 | Spun Around: Foe loses balance. All attacks vs. the target gain the Knockback quality. |
| | 81-85 | Vital Organ Damage: Target suffers 2 strain. In addition, their Strain Threshold is reduced by 2 until this Critical Injury is healed. |
| | 86-90 | I Loosened it for You: All attacks vs. the target gain the Vicious 1 quality until critical is healed. |
| ◆◆◆ | 91-95 | Head Graze: All attacks vs. target gain the Stun 2 quality until this Critical Injury is healed. |
| | 96-100 | Scraped Eye: Foe upgrades difficulty of all checks requiring vision once; Perception and Vigilance twice. |
| | 101-105 | Efficient Disarm: Foe is disarmed of their main weapon. It cannot be used until end of encounter. |
| | 106-110 | Hindering Injury: Decrease the difficulty of all attacks vs. target by 1 to a minimum of 1. |
| | 111-115 | Temporary Disabled: The target is Immobilized until this Critical Injury is healed. |
| | 116-120 | Major Artery Hit: Foe must immediately make an Average (◆◆) Resilience check (incidental) or become Incapacitated until healed at least 1 wound or 1 strain by any means. |
| | 121-125 | Penetrating Shot: Attack goes through a limb. Foe is Immobilized and suffers 1 wound for each action taken. |
| ◆◆◆◆ | 126-130 | Gruesome Injury: Target permanently lowers one characteristic by one. ‡ |
| | 131-140 | Punctured Lung: Foe gasps for air and starts to Suffocate (CRB p.112) until Critical is healed: At the beginning of their turn, foe suffers 3 strain and, if exceeded their Strain Threshold, 1 Critical Injury. |
| | 141-150 | Frenzied Stabs: A series of thrusts riddle foe with holes turning them into a fountain of blood. Unless treated, foe drops dead at the end of next round. |
| - | 151+ | Insta-Kill: Attack digs through foe's defenses to find a vital organ. Death is quick, bloody and painful. |

Note: Unless stated otherwise, all results affect the target **until the Critical Injury is healed**. This rule has been omitted from most of the descriptions above to save space.

*Re-roll further results of this Critical Injury on the same target.

‡ Roll 1d10: 1-3 Brawn, 4-6 Agility, 7 Intellect, 8 Cunning, 9 Presence, 10 Willpower.

TABLE 3—3: SLASH CRITICAL INJURIES

| SEVERITY | ROLL | EFFECT |
|----------|---------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ◆ | 01-05 | Just a Scratch: Foe winces but carries on. Foe mutters a curse and suffers 1 additional wound. |
| | 06-10 | Caught Weapon: At the start of their next turn, foe must perform a maneuver to regain their stance. |
| | 11-15 | Backhand Cut: Foe can only use their off-hand on their next turn (+◆ to actions using off-hand). |
| | 16-20 | Weapon Flourish: Foe recoils in fear and must perform the Guarded Stance maneuver on their next turn. |
| | 21-25 | Gut Wound: Foe bends over opening themselves up for attack. Add ✨ to the next attack vs. target. |
| | 26-30 | Blunt Strike: Dull side of weapon hits foe's head. Target removes all □ from their next skill check. |
| | 31-35 | Festering wound: This Critical Injury's severity increases by 1 each week until healed (max 4). |
| | 36-40 | Damaged Tendons: Increase the difficulty of the target's next check by one. |
| ◆◆ | 41-45 | Spinning Like a Top: Target twirls around becoming Disoriented for their next 2 turns. |
| | 46-50 | Face Gash: This will leave a scar. +◆ to all of foe's Social checks. -◆ to all Coercion checks. |
| | 51-55 | Severed Nerves: The target must increase the difficulty of all Agility and Cunning checks by 1. |
| | 56-60 | Quick Swings: Foe suffers 1 strain, and their Strain Threshold is reduced by 1 until critical healed. |
| | 61-65 | Slashed Muscles: Target's Wound threshold is reduced by 1 until this Critical Injury is healed. |
| | 66-70 | Chopped Kneecap: All of target's skills count as having one less rank to a minimum of zero. |
| | 71-75 | Hamstrung: The target loses their free maneuver until this Critical Injury is healed. |
| | 76-80 | Broken Morale: Any hostile action foe makes towards opponents causes them to suffer 3 strain. |
| | 81-85 | That's a Lot of Blood: Target suffers 2 wounds and must upgrade the difficulty of all checks by 1 until the end of the encounter. |
| 86-90 | Tormenting Anguish: The target suffers 1 strain each time they receive one or more wounds. | |
| ◆◆◆ | 91-95 | Open Gash: The target suffers 1 wound each time they receive one or more wounds from any source. |
| | 96-100 | Crippled: Target's limb (GM's choice) is impaired. Foe must add +◆ to all checks requiring that limb. |
| | 101-105 | Sliced and Diced: Foe is Disoriented and can only act last each round until critical is healed. |
| | 106-110 | Severed Leg: Foe loses a leg and suffers 4 strain. Until critical is healed foe adds +◆ to all checks. |
| | 111-115 | Damaged Spine: Foe falls prone and cannot use move maneuvers. Foe must make an Average (◆◆) Athletics check to crawl. Increase difficulty of all checks once. |
| | 116-120 | Traumatizing Injury: Flesh rips to reveal bloody tissue. Foe must now make an incidental Hard(◆◆◆) Fear check (CRB p.243-244), and each time they start a combat encounter until this critical is healed. |
| | 121-125 | Severed Achilles Tendon (or equivalent): Foe suffers 2 strain each time they make an action or a maneuver. |
| ◆◆◆◆ | 126-130 | Slashed Ligaments: Target's Wound Threshold is reduced by 2, permanently. |
| | 131-140 | Bleeding Out: Target suffers 1 wound and 1 strain at the start of their turns, and +1 Critical each 5 wounds above threshold.* |
| | 141-150 | Deep Cut: Foe is forced to use one hand as a worthless tourniquet. Unless critical is healed, foe bleeds to death at the end of next round. |
| - | 151+ | Decapitation: Foe's head flies off while its body slowly crashes to the ground, dead. |

Note: Unless stated otherwise, all results affect the target **until the Critical Injury is healed**. This rule has been omitted from most of the descriptions above to save space.

*Re-roll further results of this Critical Injury on the same target.

‡ Roll 1d10: 1-3 Brawn, 4-6 Agility, 7 Intellect, 8 Cunning, 9 Presence, 10 Willpower.

TABLE 3—4 COLD CRITICAL INJURIES

| SEVERITY | ROLL | EFFECT |
|----------|-----------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| ◆ | 01-05 | Passing Chill: A chill runs down foe's spine. Add ▲ to the next attack vs. target. |
| | 06-10 | Slowed Down: The target can only act during the last allied Initiative slot on their next turn. |
| | 11-15 | Hindered Reflexes: Foe must spend two maneuvers to disengage from hostiles until end of encounter. |
| | 16-20 | Sluggish Reactions: Target can only act last on each round until the end of the encounter. |
| | 21-25 | Slippery Gear: Held item becomes cold and slippery. Until the end of target's next turn, add ■■ to all checks using that item. |
| | 26-30 | Temporary Freeze: Foe is temporarily frozen and is Immobilized until the end of their next turn. |
| | 31-35 | Stunned: The target is staggered until the end of their next turn. |
| | 36-40 | Chattering Teeth: Target shakes uncontrollably and must add ■■ to their next check. |
| ◆◆ | 41-45 | Strong Gales: Foe is Immobilized and Disoriented until the end of their next turn. |
| | 46-50 | Compromised Instincts: The target must add ◆ to all Initiative checks until Critical Injury is healed. |
| | 51-55 | Head Cold: All healing target receives do -1 wounds (to a minimum of 1) from all sources. |
| | 56-60 | Agonizing Wound: Target must increase the difficulty of all Brawn and Agility checks by one. |
| | 61-65 | Impeding Winds: Each time the target performs an action they suffer 1 strain (in addition to any cost). |
| | 66-70 | Freezing Cold: Foe is Disoriented. If acquiring this Critical again, foe is Immobilized. A third time, Staggered. Fourth time, Incapacitated. |
| | 71-75 | Nose Freeze: Foe loses nose to frostbite and must add +◆◆ to all Social checks until critical is healed. |
| | 76-80 | Overpowered: Target is open and attacker may immediately attempt another attack (incidental), using the same exact dice pool. |
| | 81-85 | No Hope: Until this critical is healed, the target must spend an additional Story Point to activate any effects, abilities and talents. |
| 86-90 | Frigid Extremities: Target can hardly move their fingers and adds ■■ to all physical checks. | |
| ◆◆◆ | 91-95 | At the Brink: The target suffers 2 strain each time they perform an action. |
| | 96-100 | Pulled Muscles: All attacks vs. the target gain the Ensnare 1 quality until this critical is healed. |
| | 101-105 | Maimed: Foe permanently loses a limb due to severe frostbite(GM's choice). All other actions gain +◆ until this Critical Injury is healed. |
| | 106-110 | Legs Frozen Solid: Foe cannot perform move maneuvers or any actions requiring moving legs. |
| | 111-115 | Brain Freeze: Target's Intellect and Cunning both are lowered by 1 until healed. |
| | 116-120 | Morbidly Sick: Until this critical is healed, the foe cannot recover strain, except by magical or technological healing (GM's call). |
| | 121-125 | Frostbite: In the future, whenever foe suffers a Critical Injury, they suffer an additional Critical Injury.* |
| ◆◆◆◆ | 126-130 | Chilled Heart: The target's Strain Threshold is reduced by 1, permanently. |
| | 131-140 | Hypothermia: Target suffers 2 strain at the start of their turn, and +1 Critical Injury per 5 strain above threshold.* |
| | 141-150 | Absolute Zero: Ice spread over foe, rapidly lowering their body temperature. Target freezes to death at the end of next round. |
| - | 151+ | Ice Statue: Foe turns into ice. A nudge (incidental) will tip foe over and shatter them into a million pieces. |

Note: Unless stated otherwise, all results affect the target **until the Critical Injury is healed**. This rule has been omitted from most of the descriptions above to save space.

* Re-roll further results of this Critical Injury on the same target.

‡ Roll 1d10: 1-3 Brawn, 4-6 Agility, 7 Intellect, 8 Cunning, 9 Presence, 10 Willpower.

TABLE 3—5: ELECTRICITY CRITICAL INJURIES

| SEVERITY | ROLL | EFFECT |
|----------|---------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ◆ | 01-05 | Static Electricity: Target's hair rise up. Add ⚡ to target's next check. |
| | 06-10 | Pop!: With a pop, the attack knocks target back and sends them one move maneuver away from attacker. |
| | 11-15 | Sudden Jolt: The target drops whatever is in hand. |
| | 16-20 | Distracted: The target cannot perform a free maneuver during their next turn. |
| | 21-25 | Dazzling Lights: Foe is dazzled. Until end of next turn, target cannot see beyond Engaged range and can only perform actions on engaged targets. |
| | 26-30 | Discouraging Wound: Move one Story Point from the target's pool to the attacker's pool. |
| | 31-35 | Super-conductor: Attack jumps to additional hostiles engaged with the target. Target and all affected immediately suffer 1 wound. |
| | 36-40 | Flesh Fuses with Protective Gear: Foe's Wound Threshold is reduced by 2 until end of encounter. |
| ◆◆ | 41-45 | Violent Shakes: Target twitches profusely and must upgrade the difficulty of their next check once. |
| | 46-50 | Fried Nerves: Target must add ⚡ to all Brawn and Agility checks until the end of the encounter. |
| | 51-55 | Weakened Muscles: Target inflicts -2 damage with Melee and Ranged Attacks (1 minimum). |
| | 56-60 | Electroshock: Whenever the foe recovers strain, they recover -2 strain (to a minimum of 1) from all sources, until the end of the encounter. |
| | 61-65 | Slightly Dazed: The target is Disoriented until this Critical Injury is healed. |
| | 66-70 | Burning Nerves: The target suffers 1 strain each time they perform a maneuver (in addition to any cost). |
| | 71-75 | Twitches: Foe must make an Average(◆◆) Athletics/Coordination check to move or fall prone. |
| | 76-80 | Chain Lightning: The attack jumps to another target up to short range. Attacker may select a new (or same) target and attack (incidental) using same pool. |
| | 81-85 | Feedback: Foe must upgrade the difficulty of casting spells/psychic powers/setting equivalent checks, and suffers 1 strain on all non-physical checks. |
| | 86-90 | Blinding Flashes: Foe is Disoriented and cannot see beyond short range until critical is healed. |
| ◆◆◆ | 91-95 | Major Nerve Damage: Target must double the amount of setback dice on all rolls. |
| | 96-100 | Random Item Fuses with Flesh: Upgrade difficulty of all checks using item once. Armor gear loses 1 Soak. This item cannot be detached until Critical is healed. |
| | 101-105 | Locked Jaw: Target cannot open their mouth. Upgrade the difficulty of foe's social checks twice. Foe can only consume liquids. |
| | 106-110 | ringing Ears: Loud boom deafens foe. Foe upgrades the difficulty of all checks benefited by hearing once. |
| | 111-115 | Electrocution: The target's Brawn and Agility characteristics both are lowered by 1 until healed. |
| | 116-120 | Magnetically Charged: On their turn in a structured encounter (or once in non-structured), foe is attacked by a flying metal object(Ranged ◆◆◆;Dmg:3;CR:3). |
| | 121-125 | Lobotomized: Foe's Intellect, Cunning and Presence characteristics are lowered to 1 until critical is healed. |
| ◆◆◆◆ | 126-130 | Compromised Skeletal Integrity: All attacks vs. target gain Vicious 1 Quality, permanently. |
| | 131-140 | Nervous system acts as super-conductor: Foe suffers 2 wounds and 1 strain at the start of their turn. Anyone touching target also suffers 1 wound. |
| | 141-150 | Light Show: Foe lights up in a magnificent show of flashes and sparks as lightning rushes through their body. Only a burnt smoking carcass remains. |
| - | 151+ | Vaporized: Target is completely vaporized into a cloud of red mist. Little forensic evidence remains. |

Note: Unless stated otherwise, all results affect the target **until the Critical Injury is healed**. This rule has been omitted from most of the descriptions above to save space.

* Re-roll further results of this Critical Injury on the same target.

‡ Roll 1d10: 1-3 Brawn, 4-6 Agility, 7 Intellect, 8 Cunning, 9 Presence, 10 Willpower.

TABLE 3—6: HEAT CRITICAL INJURIES

| SEVERITY | ROLL | EFFECT |
|----------|----------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ◆ | 01-05 | Momentary Burn: Target suffers either 1 wound or 1 strain (their choice). |
| | 06-10 | Heat Wave: Foe sweats profusely and may perform only one maneuver on their next turn. |
| | 11-15 | Scorched Back: Target's backpack, cloak or one random clothing item is ruined. |
| | 16-20 | Sleeve on Fire: At start of their next turn, foe must spend a maneuver to put out flames or suffer 2 wounds. |
| | 21-25 | Completely Exhausted: When the target recovers strain at the end of this encounter only, they recover -2 strain (to a minimum of 1). |
| | 26-30 | Boiling Point: Attacks vs. target gain Burn 1 quality until the end of the attacker's next turn. |
| | 31-35 | Heated Item: Held item burns target's hand. Target must wait until the end of next round before using that hand and weapon cools so it can be picked up. |
| | 36-40 | Too Hot to Concentrate: Foe must add ■ to all Intellect and Cunning checks until end of encounter. |
| ◆◆ | 41-45 | Fire!: Foe suffers 1 wound on their turn until they put fire out per normal rules (CRB p.111-112). |
| | 46-50 | Scorching Heat: Each time target makes an Intellect or Cunning check they suffer 1 strain. |
| | 51-55 | Fearsome Wound: Foe must increase the difficulty of all Presence and Willpower checks by 1. |
| | 56-60 | Unbearable Heat: Whenever target suffers strain, they suffer 1 additional strain. |
| | 61-65 | Easily Flammable: Until this critical is healed, all attacks vs. the target gain the Burn 1 quality. |
| | 66-70 | Scattered Senses: The target removes all □ from skill checks until this Critical Injury is healed. |
| | 71-75 | Searing Pain: When the target suffers a Critical Injury, they suffer 1 wound and 1 strain. |
| | 76-80 | Spreading Flames: Fire rapidly spreads across target's body. Target immediately suffers an additional Critical Injury with -20 to the roll.* |
| | 81-85 | Skin Boiling: Target must add ☹☹ to all skill checks until this critical is healed. |
| 86-90 | Compromised: Increase difficulty of all skill checks by one until this Critical Injury is healed. | |
| ◆◆◆ | 91-95 | Desiccated: Until end of encounter, foe cannot regain strain except from magical/technological healing (GM's call). |
| | 96-100 | Third Degree Burns: Target's Wound Threshold is reduced by 2 until this Critical Injury is healed. |
| | 101-105 | Open Up Wounds: The Severity Rating of every Critical Injury currently affecting target increases by 1 (max 4), not including this one.* |
| | 106-110 | Horrific Injury: Until Critical Injury is healed, target lowers one characteristic by 1. ‡ |
| | 111-115 | Torso Ablaze: Foe suffers 4 wounds at start of their turn until they put fire out (CRB p.111-112). |
| | 116-120 | Blinded: The target can no longer see. Upgrade the difficulty of all checks x2, and upgrade the difficulty of Perception and Vigilance checks x3. |
| ◆◆◆◆ | 121-125 | Hands in Flames: Foe cannot use their hands until this critical is healed. |
| | 126-130 | Face Burn: Foe is left with garish scars. +◆ to all of foe's Social checks, permanently. |
| | 131-140 | Lava Lungs: Foe inhales a deadly amount of scorching fumes. Reduce foe's Brawn and Agility scores to 1 until this critical is healed. |
| | 141-150 | Engulfed in Flames: Unless miraculously treated, foe dies at the end of next round, flesh burning and blood boiling. |
| - | 151+ | Spontaneous Combustion: Nothing is left of foe but for a pile of warm, stinking ashes. |

Note: Unless stated otherwise, all results affect the target **until the Critical Injury is healed**. This rule has been omitted from most of the descriptions above to save space.

* Re-roll further results of this Critical Injury on the same target.

‡ Roll 1d10: 1-3 Brawn, 4-6 Agility, 7 Intellect, 8 Cunning, 9 Presence, 10 Willpower.