

Masters of the Earth Physician's Handbook

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Introduction

It is a dangerous world that the ancients created with their destructive weapons and many new microbial creatures were loosed upon the world or created during the period of the Black Days. Most of these were benign or at least had no lasting effects. Others, however, have shown themselves to be hardy and quite deadly and live among us yet.

This section is primarily used to spice up a campaign and for flavoring and to give the GM a larger range of hazards for the PC's to encounter other than NPCs (and to scare the heebie geebies out of them).

Cause and effect

To keep it simple, only roll to see if pc's have been exposed to a disease under the following circumstances (or when you damn well feel like)....

- After a combat encounter
- After contact with a dirty natural environment (swamp water)
- After contact with an ancient installation that may have had the viruses around (biolab)
- Encounter a dead or dying NPC, monster or animal.

You get the drift. Always have a reason for them to have been exposed. For example, unless a PC was bitten or somehow was in contact with saliva in an open wound a pc is not likely to contract rabies. However, simply being in a room with numerous people may initiate a check for The Curse(Common Cold).

Roll d100% : 1-5% = PC's have come into contact with a disease or disease carrier. (adjust as desired)
Next, roll to see which specific disease the PC has been exposed to, if it is not already known or specified.

Roll d100% : 70%+Con = the disease is a minor ailment, roll on the minor ailment chart
If the die indicates a major ailment was contracted roll on the major ailment chart and cross your fingers and toes and pray to the mighty tech gods, cuz your gona get a zinger.
Finally, roll a Fortitude save against the diseases DC rating to see if it has been contracted.

At the option of the GM, sources of disease that derive from cross species allow a +4 Fortitude save when determining if the disease is contracted. If you use this rule make the exposure roll 1-10% instead of the previously listed 1-5%.

Another way to contract disease is if the condition **Infected** or infection is conferred upon a character. This is usually as the result of some environmental or special attack. The condition Infected requires the character to automatically check for a minor or major ailment. The DC to check for whether a character has been Infected, when not specifically stated is DC14, otherwise, use the DC of the specific contracted disease.

Non-Humanoid Diseases

Animals or Beasts

Animal characters may or may not get bonuses to their Fortitude checks when checking for diseases in general or specific diseases. In ALL cases it can be assumed that if an animal character is exposed to and contracts a disease, that disease was of a variant that could infect an animal. If this is the case, it may not infect any humanoid characters in the party and vice versa or the characters may get a bonus when determining if they caught the cross-species disease or not as described above. A +4 to Fortitude checks against cross-species infection is suggested.

Plants or Plant-Like Creatures

Plants cannot contract, nor can they give any microbial disease to non-plant species (this is not the case in real life, but is merely a gaming convenience in the Masters of the Earth setting). Plants and Plant-like creatures have their own diseases and illnesses as detailed in the Plant Diseases tables.

Disease and Healing

While suffering from an ailment, no PC may heal damage naturally or convert Stamina Points to Hit Points unless indicated in the diseases description. A character may elect to make a Fortitude save vs the diseases DC rating each time period damage is supposed to be assessed, if successful damage for that period is negated. A character with the Medical skill and feat of Treat Disease may substitute his Medical skill roll for the ill characters Fortitude check if it is more beneficial. A character may treat himself, but at a -2 Medical skill check.

At the beginning of each day a Fortitude save is attempted, if the check exceeds the diseases DC rating by 5 or more, counting all bonuses and penalties, roll the die again. If the save vs the diseases DC rating is made the second time, the disease is cured naturally and the pc can then recover from any damage or effects naturally. A roll of 1 on your periodic damage check means damage is doubled for the period. A roll of 1 on your daily 'natural cure' check means that all damage the following day is automatically double maximum, and if it is a major ailment that can cause death, you must roll again and if that roll is lower than the DC of the disease you must make an immediate Fortitude check to see if you die right then and there.

All treatments automatically cure any disease or condition equal to or below it's DC rating if the Medical skill check is made, and when appropriate the medical susceptibility check as well. Those that cannot automatically cure the disease because the cure DC is lower than the ailments DC rating or because of a failed Medical skill check, still allow a +4 on the characters Fortitude save vs damage, effects and natural cure saves, so long as the medical susceptibility check is made. Some treatments have other benefits listed in their descriptions.

Most diseases cause progressive damage, if at any time the progressive damage exceeds the characters hit point and reserves total, that character dies like normal. This may mean that a character dies before the end of the diseases rolled or default duration, and in the case of some major diseases, that would have meant a roll for death anyway, but the character just didn't have the physical stamina to make it that far.

Some genotypes have penalties when receiving modern medical treatments (anything other than herbal or holistic healing remedies). This check is called the Medical Susceptibility check. Humans, unless a specific condition exists that precludes it, are automatically susceptible to modern medical remedies. The genotype penalties apply to any Medical skill checks that use anything but herbal or holistic healing techniques (i.e. modern medical treatments) when receiving medical treatment using modern devices or remedies. In the case of modern medical treatments, the penalty is added to the injuries or diseases DC rating (which effects whether or not a disease is automatically cured by the specific remedy). Or, at the discretion of the GM, the penalty can be subtracted from the characters die roll. Either way is mathematically and mechanically the same. Herbal or holistic healing methods never have the genotype penalties applied. The recipient is never required to make a medical susceptibility check when receiving treatment from those sources except when specified.

The Medical skill check is an exception to the rule when applying tech level difference penalties when using any of the modern medical remedies. Although it's not enough that a character just knows how to treat a diseases or injury, the medical skill and knowledge includes training on medical apparatuses and bestows the technical expertise to operate the specialized equipment of modern medical remedies. Thus Object Use skill checks are not required. Optionally a GM may incorporate the Object Use skill check into his game play when a character attempts to use a modern medical apparatus. Simply use the items tech level rating of the individual remedies as listed in the Medical Remedies section of this chapter and the most appropriate Use Object feat (Mechanical, Simple or Electrical, Simple or Pharmacology, Simple or Complex, etc).

Related Medical Skills and Feats

Many of the medical conditions listed in this section are treatable only if the medical expert has the proper training as expressed in the skills and feats system. If the proper skill, or pre-requisite feat are not possessed, they either cannot perform the specific required treatment or do so at a penalty.

What a character can do is detailed in the individual skills and feats listings, a summary is listed below:

Medical Skill Task	DC	Feat
First Aid	14	-
Long-term Care	14	<i>Long Term Care</i>
Treat Poison	Poison's save DC	<i>Treat Poison</i>
Treat Disease 1	Disease's save DC	<i>Treat Disease</i>
Revive 2	14	-
Primitive Surgery	DC18+	<i>Primitive Surgery</i>
Modern Surgery 3	DC18(14)	<i>Modern Surgery</i>
1 Refer to Diseases and Remedies chapter		
2 Requires a personal or professional medic kit		
3 Requires the use of modern medical facilities or a medical surgery medic kit		

Using Medical Devices and Remedies

Just as any other technological wonder, medical devices and remedies require a certain level of knowledge to properly use or apply. For the purposes of the Medical skill medical devices are treated differently than other devices that use the Use Object skill. If a character possesses at least 1+ level in the Medical skill, that character is presumed to know how to use medical devices of all types and no Use Object check is required. Any other character without levels in the Medical skill would be required to make a Use Object check. When this is the case, use the following as a standard: Any medical device that is not purely a chemical or pharmaceutical remedy uses the General, Simple or Complex feat. Any medical remedies or treatments of a purely pharmaceutical content above DC30 use the Pharmaceutical-Complex feat, anything DC30 and below may be used properly with the feat Pharmaceutical-Simple. If the prerequisite feats are not possessed, or if the character has no ranks in the Use Object feat, then he must attempt the Use Object check as an Untrained skill check. Failure of the Use Object feat has repercussions as described later in this chapter.

Example of a character WITHOUT any ranks in the Medical skill: A character from a Tech II village is using his personal medi-kit to 'Revive' an injured mutant humanoid patient who is UNCONSCIOUS. Although the character has the prerequisite General-Simple feat his tech level is 2 ranks below that of the medi-kit itself, and he possesses no ranks in the Medical skill, so he must make a Use Object roll to successfully use the medi-kit to treat the patient. If the character did not have the prerequisite feat, he would have to make the Use Object skill roll as an Untrained skill check. The character rolls a d20 against the objects tech level of IV (DC 24) + the TL difference of +2 (DC28). The GM or player could just as easily have subtracted the TL difference from the characters Use Object roll instead. There are other factors to consider as well...the character has used this medical device before, so he gets a +8 to his roll. In addition he has the feat but a lower TL rating, so he is granted a +2 bonus to his roll. Now, the medi-kit is a self-diagnosing object, which makes it easy to use and is considered 'simple' for its actual tech level rating, so the character gets another bonus of +4. The final DC to roll against is 14. The character rolls the dice and gets lucky...a 15. The character can successfully use the medi-kit. Now, the character must roll a Medical skill check (+2 circumstance bonus from the Medi-kit) to attempt to 'Revive' the Unconscious patient. Even if that check is made the patient is a mutant humanoid, so the patient must roll medical susceptibility check (Fortitude) to see if the treatment is actually successful or not. As you can see, it can be quite complicated when the treating character does not possess ranks in the Medical skill, there are three different checks to be made in order to successfully revive the character, two for the treating character and one for the patient.

Had the example been a simple medical treatment applicator full of a healing drug, the character would have rolled using his Pharmaceutical feat instead (if possessed) and the mutant would then have made the same medical susceptibility check as required by the medi-kit.

Example of a character WITH ranks in Medical skill: A character from a Tech II village is using his personal medi-kit to 'Revive' an injured mutant humanoid patient who is UNCONSCIOUS. The character has at least 1+ rank in his Medical skill, so he does not require a Use Object roll at all and it does not matter that his tech level is below that of the devices tech level, nor does he make his Medical skill check 'Untrained'. He simply rolls his Medical skill check and if successful the character uses his medi-kit successfully for it's intended purpose and it would then 'Revive' the patient, if that patient makes his medical susceptibility check (a Human character would not even have to make the medical susceptibility check, he or she would automatically be susceptible and be 'Revived' with a successfully Medical skill check from the treating character).

Failed Medical Use Object and Medical Susceptibility Checks

Any remedy that is applied to a character stands a chance of failure, either through a failed Medical check, failed Use Object check or a failed Medical Susceptibility check. If a failure is indicated when attempting a Medical check, or a Use Object check, unless it was a critical failure, any associated device or remedy does not work properly and no harm is done to the patient, though the dose used is lost. If a patient fails his or her medical susceptibility check the remedy does an amount of damage to the recipient equal to its DC rating, unless the object or treatment is completely benign as determined by the GM. When critical failure is indicated by the Medical skill or Use Object roll from the treatment instead does an amount of damage equal to its DC rating to the patient. In any case the medical object or treatment is considered 'Broken' and may be unusable.

Remedy Entropy (Optional)

On occasion, some remedies, at GM discretion may have 'gone bad' through the great omnipresent powers of entropy. Just as weapons have a threat range, so do bad treatments. The threat range for bad treatments or remedies is based on failure instead of success in this case. When a character rolls his Object Use check when treating a patient refer to the following table to determine if a medicine or treatment is a danger.

Roll Result	Intensity or DC Rating	Effects
1	Low(DC10-18)	DC rating in damage to recipient
1-2	Medium (DC19-30)	DC rating in damage to recipient
1-3	High(DC31+)	DC rating in damage to recipient

Medical Kits

First Aid Kit:

- < +2 circumstance bonus to Medical-First Aid skill checks
- < Revive a Dazed, Stunned, in Shock or Unconscious character.
- < Stabilize a Dying character.

Personal Medic Kit:

- < +2 circumstance bonus to non-surgical Medical skill checks.
- < Regain hit points (d10+10 or ½ on a failed Medical skill check).
- < Revive Dazed, Stunned, in Shock or Unconscious characters.
- < Stabilize a Dying character.

Professional Medic Kit:

- < +4 circumstance bonus to all Medical treatment checks except Medical-Modern Surgical.
- < Regain hit points (d20+20 or ½ on a failed Medical skill check).
- < Revive Dazed, Stunned, in Shock or Unconscious characters.
- < Automatically Stabilize a Dying character.

Surgical Medic Kit:

- < Requirement for and grants a +4 circumstance bonus to Medical-Modern Surgical skill checks When treating conditions other than Spinal or Bone injuries (i.e. Internal Organ and Soft Tissue injuries). Also acts as a Professional Medi-kit for the purposes of treating other injuries and ailments.

Spinal Injury Medic Kit:

- < Requirement for and grants a +4 circumstance bonus to Medical-Modern Surgical skill checks when using the Medical-Modern Surgical skill checks with spinal injuries caused by critical hits. Spinal Injuries are not treatable with Medical-Primitive Surgical skills.

Bone Injury Medic Kit:

- < Requirement for and grants a +4 circumstance bonus to the Medical-Modern or Primitive Surgical skill check when bone injuries other than spinal, are indicated in the critical hits tables. The bonuses granted by this kit are singular and no other kit can provide a bonus to injuries involving bone injury, although damage may be healed with the aid of other medic kits as well as increased heal rates. Abilities of that nature are still beneficial to the patient and are effective, however, the condition 'bone injury' is not healed and may continue its affects for the listed duration.

Android Repair Kit:

- < A requirement for medically treating androids. This kit allows the user to repair damage to androids by introducing nanite populations into the androids system.
- < Regain hit points (d20+20 – no Medical check required by recipient).
- < Repair 1 quirk point per dose/usage (Fortitude check required against DC18).

Homemade or 'gardeners' Plant Remedies

In real life there are numerous and common household products that can act either alone or in concert with other concoctions that will act as remedies for most plant infections. Because plants are NOT susceptible to any or most of the available medical treatments available to other characters, this section seeks to remedy that disparity by providing access to some means of plant disease treatment.

Often these remedies would be as bad or worse than the effects of the infection if not properly applied, but for game purposes these ancillary remedy effects will be ignored. Remedies always work to 'benefit' the recipient.

Tobacco Tea-insect	Liquid Soap-insect/fungal
Cooking Oil-insect/fungal	Baking Soda-fungal
Hot Pepper Tea-insect	Milk-fungal
Copper Hydroxide-fungal	Vinegar-insect/fungal
Citrus-insect	Rotenone/Pyrethrins-insect
Sulfured Molassas-fungal	Diatomaceous Earth (ground up sea critters)-insect
Manual Extraction-insect	

For each of these remedies add +1 to the save of the plant vs damage and special effects of a given infection or infestation. For the purposes of curing a particular ailment, liquid variants of these remedies have a DC rating of 40 and powders have a DC rating of 25.

NOTE: there are NO natural remedies for plant viral infections, nor infestations of burrowing insects that have already made egress through the bark.

Typically, these remedies will be applied as a wash or spray in liquid form, though occasionally they will be applied in powder or dried forms.

Critical Wounds

Some critical hits may cause critical wounds. Critical wounds are those that typically cause continuous, permanent or reoccurring damage that may or may not be able to be healed naturally over time. To treat these types of critical wounds requires surgery (available as a feat). The character will continue to suffer from the specified Conditions, loose hit points and/or ability points in the indicated amounts for the indicated duration until surgery is performed to stop the condition. Refer to the Critical Hits tables for specific critical conditions.

Critical wounds treatable by surgery include: SCARED, BONE INJURY, SPINAL INJURY, INTERNAL ORGAN INJURY, BLEEDING, DEAFENED, and BLINDED

SPINAL INJURY is only treatable with the Spinal Injury Medi-kit. BONE INJURY is only treatable by using the Bone Injury Medi-kit.

BLEEDING, SHOCK and some symptoms and conditions not specifically listed above are treatable by either the First-Aid medi-kit, Personal Medi-kit or the Professional Medi-kit.

SCARED, INTERNAL ORGAN INJURY, DEAFENED and BLINDED are treatable only by the use of the Surgery or Surgical medi-kits or equivalents found in medical facilities.

Unless otherwise stated in the individual Critical Wounds entries, all conditions are permanent, until healed by surgical procedures. Often a specific Condition will have an associated duration however.

Critical Hits Tables

The following tables are used to randomly select the effects of a critical hit to a player character or non-player character. The tables are divided into specific types: Humanoid, Animal, Legless Animal, Avians, Insects, Arachnoids, Woodies (trees/bushes), and Spongies (fungi/molds) with notes and procedures for handling variations (wings, extra-limbs, etc).

Simply choose the most appropriate table for the effected character and apply the results.

Most results are severe and intended to be so. GM may always modify or alter the results to suit his or her campaign or plot goals.

DC values in each critical hit column type are provided so that at the GM's option he or she may allow a save vs the effects of the critical hit or the individual special conditions of a critical hit. It is recommended that NO save vs the critical hit or special conditions be allowed as it defeats the purposes of having a critical hit system. It is however, recognized by this writer (having been a GM) that often GM's are bleeding hearts when they see a players tears.

Critical Hit Tables by Genotype

1 Laser or Misc. Beam Weapons

2 Firearm Projectiles

Humanoid		DC	16	18	20	14	18	20	22	25
d100	Location	Slashing	Piercing	Crushing	Abrasion	Burn	Pierce/Burn ¹	Pierce/Crush ²	Disintegrate	
1-3	Skull: Bone Injury	BLEED -1d4 for 1d6 hours + 1-30% perm DEAFENED	BLEED -1d4 for 1d4 hours + 1-30% perm -1d4 Int and Wis	BLEED -1d4 for 1d6 hours + 1-35% DAZED or 36-65% DIZZY or 66-90% STUNNED or 91-100% UNCONSCIOUS 1d4 days for 1d8 days + 1-40% perm -1d4 Int and Wis	BLEED -1d4 for 1d6 hours + 1-30% DAZED + 1-10% -1d4 Int and Wis + 1-90% SCARED -1Cha	BURNED + SCARED -1Cha	TRAUMATIZED -1d4 Int and Wis perm + 1-10% perm CONFUSED or 11-20% CONVULSING or 21-50% SHOCK	TRAUMATIZED -1d4 Int and Wis perm + 1-10% perm CONFUSED or 11-20% CONVULSING +1-70% SHOCK	DEATH -4 save + SCARED + SHOCK + -1d6 Int and Wis	
4-5	Neck/Throat: Soft Tissue	BLEED -1d10+2 for 1d4 hours + 1-70% throat: BLEED -1d6 every minute + 1-40% SPINAL INJURY + LABORED BREATHING for 2d4+2 weeks	BLEED -1d6+1 for 1d4 hours + 1-50% throat: BLEED -1d4 for 2d8 hours + 1-10% SPINAL INJURY	TRAUMATIZED -1d4 Con + LABORED BREATHING + 1-60% throat: LABORED BREATHING + 1-15% SPINAL INJURY	TRAUMATIZED -1d2 Con for 2d4 weeks + BLEED -1d4 for 1d4 hours + 1-80% SCARED -1 Cha	BURNED + SCARED -1d2 Cha + 1-20% LABORED BREATHING	1-80% throat: LABORED BREATHING + Loss of vocalization + 1-50% LABORED BREATHING + 1-25% SPINAL INJURY	1-80% throat: LABORED BREATHING + Loss of vocalization + 1-40% LABORED BREATHING + 1-40% SPINAL INJURY	1-80% DEATH + SCARED+ SHOCK + LABORED BREATHING	
6-7	Face: Soft Tissue	BLEED -1d6 for 1d8 hours + 1-40% perm BLINDED + 1-75% perm SCARED	BLEED -1d4 for 1d4 hours + 1-30% perm BLINDED + 1-75% perm SCARED -1Cha	BLEED -1d6 for 1d4 hours + 1-50% DAZED or 51-100% DIZZY for 1d8 days + 1-50% perm SCARED	BLEED -1d6 for 1d6 hours + 1-30% DAZED + 1-10% -1d2 Int and Wis + 1-90% SCARED	BURNED + SCARED + 1-25% perm LABORED BREATHING + 1-40% perm NUMB + 1-20% perm BLINDED	1-30% perm BLINDED or 31-50% TRAUMATIZED for -1d2 Int and Wis + 1-35% SCARED + 1-30% SHOCK	1-30% perm BLINDED or 31-50% TRAUMATIZED for -1d2 Int and Wis + 1-45% SCARED + 1-50% SHOCK	1-80% DEATH + 1-80% BLINDED + SCARED + SHOCK	
8-10	Face: Bone Injury	BLEED -1d8 for 1d10 hours + 1-45% perm BLINDED + 1-85% perm SCARED	BLEED -1d6 for 1d6 hours + 1-35% perm BLINDED + 1-80% perm SCARED -1Cha	BLEED -1d6 for 2d12 hours + TRAUMATIZED for 2d6+2 days + 1-50% perm SCARED	BLEED -1d6+1 for 1d6 hours + SCARED	BURNED + SCARED + 1-25% perm LABORED BREATHING + 1-40% perm NUMB + 1-20% perm BLINDED	1-40% perm BLINDED or 41-60% TRAUMATIZED for -1d2 Int and Wis + 1-40% SCARED + 1-40% SHOCK	1-40% perm BLINDED or 41-60% TRAUMATIZED for -1d2 Int and Wis + 1-70% SHOCK + 1-50% SCARED	DEATH -4 save + SCARED + SHOCK + -1d6 Int and Wis	
*11-13	Upper Left Arm: Soft Tissue	BLEED -1d6 for 1d8 hours + -1d4 Str and -1d2 Dex for 1d4 weeks + 1-35% perm Str and Dex loss	BLEED -1d4 for 1d4 hours + -1d2 Str and Dex for 1d2 weeks + 1-10% perm Str and Dex loss	TRAUMATIZED for 1d4+2 days + 1-50% BONE INJURY for 1d4+1 weeks	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + 1-40% SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -1Str	TRAUMATIZED -1Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -1Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-25% SHOCK	SHOCK + loss of limb	

*14-15	Upper Left Arm: Bone Injury	BLEED -1d8 for 1d10 hours + -1d4 Dex and -1d2 Str for 1d4+2 weeks + 1-40% perm Str and Dex loss	BLEED -1d4 for 1d6 hours + -1d2 Str and Dex for 1d4 weeks + 1-15% perm Str and Dex loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + 1-20% BONE INJURY for 1d6+1 weeks + SCARED -1 Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -1Str and Dex	TRAUMATIZED - 2Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED - 2Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK	SHOCK + loss of limb
*16-18	Lower Left Arm: Soft Tissue	BLEED -1d6 for 1d6 hours + -1d2 Str and -1d4 Dex for 1d4 weeks + 1-35% perm Str and Dex loss	BLEED -1d4 for 1d4 hours + -1d2 Str and Dex for 1d2 weeks + 1-10% perm Str and Dex loss	TRAUMATIZED for 1d4+2 days + 1-50% BONE INJURY for 1d4+1 weeks	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -1Dex	TRAUMATIZED - 1Dex for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED - 1Dex for 2d4+2 weeks + 1-30% perm TRAUMATIZED	1-90% SHOCK + loss of limb at elbow
*19-20	Lower Left Arm: Bone Injury	BLEED -1d8 for 1d10 hours + -1d4 Dex and -1d2 Str for 1d4+2 weeks + 1-40% perm Str and Dex loss	BLEED -1d4 for 1d6 hours + -1d2 Str and Dex for 1d4 weeks + 1-15% perm Str and Dex loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + 1-20% BONE INJURY for 1d6+1 weeks + SCARED -1 Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -1Str and Dex	TRAUMATIZED - 2Dex for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED - 2Dex for 2d4+2 weeks + 1-40% perm TRAUMATIZED	SHOCK + loss of limb at elbow
*21-22	Left Hand: Bone Injury	BLEED -1d4 for 1d4 hours + -1d4 Dex for 1d4+1 weeks + 1-35% perm Dex loss	BLEED -1d4 for 1d2 hours + -1d4 Dex for 1d2 weeks + 1-35% perm Dex loss	TRAUMATIZED for 1d6+2 days + BONE INJURY for 4d6 days	BLEED -1d4 for 1d4 hours + TRAUMATIZED + 1-40% BONE INJURY for 1d6+1 weeks + 1-25% perm Str and Dex loss	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm NUMB	TRAUMATIZED - 1Str and Dex for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED - 1Str and Dex for 2d4+2 weeks + 1-40% perm TRAUMATIZED	1-80% SHOCK + loss of hand
*23-25	Upper Right Arm: Soft Tissue	BLEED -1d6 for 1d8 hours + -1d4 Str and -1d2 Dex for 1d4 weeks + 1-35% perm Str and Dex loss	BLEED -1d4 for 1d4 hours + -1d2 Str and Dex for 1d2 weeks + 1-10% perm Str and Dex loss	BRUISED for 4d6 days + 1-50% BONE INJURY for 1d4+1 weeks	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -1Str	TRAUMATIZED - 1Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED - 1Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-25% SHOCK	SHOCK + loss of limb
*26-27	Upper Right Arm: Bone Injury	BLEED -1d8 for 1d10 hours + -1d4 Dex and -1d2 Str for 1d4+2 weeks + 1-40% perm Str and Dex loss	BLEED -1d4 for 1d6 hours + -1d2 Str and Dex for 1d4 weeks + 1-15% perm Str and Dex loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + 1-20% BONE INJURY for 1d6+1 weeks + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -1Str and Dex	TRAUMATIZED - 2Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED - 2Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK	SHOCK + loss of limb
*28-30	Lower Right Arm: Soft Tissue	BLEED -1d6 for 1d6 hours + -1d2 Str and -1d4 Dex for 1d4 weeks + 1-35% perm Str and Dex loss	BLEED -1d4 for 1d4 hours + -1d2 Str and Dex for 1d2 weeks + 1-10% perm Str and Dex loss	BRUISED for 4d6 days + 1-50% BONE INJURY for 1d4+1 weeks	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -1Dex	TRAUMATIZED - 1Dex for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED - 1Dex for 2d4+2 weeks + 1-30% perm TRAUMATIZED	1-90% SHOCK + loss of limb at elbow

*31-32	Lower Right Arm: Bone Injury	BLEED -1d8 for 1d10 hours + -1d4 Dex and -1d2 Str for 1d4+2 weeks + 1-40% perm Str and Dex loss	BLEED -1d4 for 1d6 hours + -1d2 Str and Dex for 1d4 weeks + 1-15% perm Str and Dex loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + 1-20% BONE INJURY for 1d6+1 weeks + SCARED -1 Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -1Str and Dex	TRAUMATIZED - 2Dex for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED - 2Dex for 2d4+2 weeks + 1-40% perm TRAUMATIZED	SHOCK + loss of limb at elbow
*33-35	Right Hand: Bone Injury	BLEED -1d4 for 1d4 hours + -1d4 Dex for 1d4+1 weeks + 1-35% perm Dex loss	BLEED -1d4 for 1d2 hours + -1d4 Dex for 1d2 weeks + 1-35% perm Dex loss	TRAUMATIZED for 1d6+2 days + BONE INJURY for 4d6 days	BLEED -1d4 for 1d4 hours + TRAUMATIZED + 1-40% BONE INJURY for 1d6+1 weeks + 1-25% perm Str and Dex loss	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm NUMB	TRAUMATIZED - 1Str and Dex for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED - 1Str and Dex for 2d4+2 weeks + 1-40% perm TRAUMATIZED	1-80% SHOCK + loss of hand
36-44	Front Upper Torso: Soft Tissue	BLEED -1d8+2 for 1d4 hours + -1d4 Str for 1d4 + 1-40% SCARED -1 Cha	BLEED -1d8+2 for 1d6 hours + -1d2 Str for 1d2 weeks + 1-10% heart: check for DEATH or 11-20% lung: -1d4 Con and LABORED BREATHING	BRUISED for 4d6 days + 1-20% accumulate 12 Fatigue Points or 21-35% -1d4 Con for 1d6+2 days	BLEED -1d10+1 for 1d8+2 hours + SCARED -1Cha	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha	Accumulate 10 Fatigue Points + 1-25% heart: check for DEATH or 26-40% lung: perm -1d4 Con and LABORED BREATHING + 1-60% SHOCK	Accumulate 12 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: perm -1d4 Con and LABORED BREATHING + 1-80% SHOCK	1-25% heart: check for DEATH or 26-40% lung: -1d4 Con and LABORED BREATHING + SCARED + SHOCK
45-48	Front Upper Torso: Internal Organ	BLEED -1d8+2 for 1d4 hours + 1-10% heart: check for DEATH or 11-20% lung: -1d6 Con and LABORED BREATHING + SHOCK + 1-60% SCARED -1 Cha	BLEED -1d8+2 for 1d6 hours + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-70% SHOCK	BRUISED for 1d4+1 days + 1-60% BONE INJURY for 1d4+1 weeks + 1-10% heart: accumulate 16 Fatigue Points or 11-25% lung: -1d2 Con and LABORED BREATHING	BLEED -1d10+1 for 1d8+2 hours + SCARED -1Cha + 1-30% perm -1d2 Con	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 2d8+1 hours + 1-25% lungs: LABORED BREATHING for 2d4+2 weeks + 1-20% LABORED BREATHING	Accumulate 12 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-70% SHOCK	Accumulate 16 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-90% SHOCK	1-40% heart: check for DEATH or 41-80% lung: -1d4 Con and LABORED BREATHING + SCARED + SHOCK + check for DEATH
49-56	Front Upper Torso: Bone Injury	BONE INJURY for 1d4 weeks + BLEED -1d6 for 1d6 hours + -1d4 Str for 1d4 weeks + 1-60% SCARED -1 Cha	BONE INJURY + BLEED -1d8+2 for 1d6 hours + 1-20% heart: check for DEATH or 21-35% lung: -1d4 Con and LABORED BREATHING + 1-30% SHOCK	BONE INJURY for 1d4+2 weeks + accumulate 16 Fatigue Points	BLEED -1d10+2 for 1d8+2 hours + SCARED -1Cha + 1-20% perm -1d2 Con	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 1d8 hours	Accumulate 16 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-70% SHOCK	Accumulate 16 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-90% SHOCK	1-35% heart: check for DEATH or 36-60% lung: perm -1d4 Con and LABORED BREATHING + SCARED + SHOCK + 1-50% check for DEATH

57-59	Back Upper Torso: Soft Tissue	BLEED -1d8+2 for 1d4 hours + -1d4 Str for 1d4 weeks + 1-60% SCARED -1Cha	BLEED -1d10 for 1d4 hours + -1d2 Str for 1d2 weeks + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING	BRUISED for 4d6 days + 1-20% accumulate 12 Fatigue Points or 21-35% -1d4 Con for 1d6+2 days	BLEED -1d10+1 for 1d8+2 hours + SCARED -1Cha	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha	Accumulate 10 Fatigue Points + 1-20% heart: check for DEATH or 21-35% lung: -1d4 Con and LABORED BREATHING or 36-40% SPINAL INJURY + 1-60% SHOCK	Accumulate 12 Fatigue Points + 1-25% heart: check for DEATH or 26-45% lung: -1d4 Con and LABORED BREATHING + 46-50% SPINAL INJURY + 1-80% SHOCK	1-20% heart: check for DEATH or 21-35% lung: -1d4 Con and LABORED BREATHING or 36-45% SPINAL INJURY + SCARED + SHOCK
60-61	Back Upper Torso: Internal Organ	BLEED -1d12+6 for 1d4 hours + 1-10% heart: check for DEATH or 11-20% lung: -1d6 Con and condition LABORED BREATHING + SHOCK + 1-60% SCARED -1 Cha	BLEED -1d8+2 for 1d6 hours + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + SHOCK	BRUISED for 4d6 days + BLEED -1d8+2 for 1d4 days + 1-15% heart: accumulate 16 Fatigue Points or 16-30% lung: LABORED BREATHING for 1d4+1 days	BLEED -1d10+2 for 1d8+2 hours + 1-10% heart: accumulate 12 Fatigue Points or 11-20% LABORED BREATHING for 1d4+1 days	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 2d8+1 hours	Accumulate 12 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-70% SHOCK	Accumulate 16 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-90% SHOCK	1-30% heart: check for DEATH or 31-50% lung: perm -1d4 Con and LABORED BREATHING or 51-65% SPINAL INJURY + SCARED + SHOCK + check for DEATH
62-64	Back Upper Torso: Bone Injury	BONE INJURY for 1d4 weeks + BLEED -1d6 for 1d6 hours + -1d4 Str for 1d4 weeks + 1-60% SCARED -1 Cha	BONE INJURY + BLEED -1d6 for 1d6 hours + 1-30% minor SPINAL INJURY or 31-50% major SPINAL INJURY	BONE INJURY for 1d4+2 weeks + accumulate 12 Fatigue Points + 1-10% minor SPINAL INJURY or 11-20% major SPINAL INJURY	BLEED -1d10+2 for 1d8+2 hours + SCARED -1Cha + 1-20% perm -1d2 Con	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 1d8 hours	Accumulate 12 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-70% SHOCK	Accumulate 16 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-90% SHOCK	1-25% heart: check for DEATH or 26-45% lung: -1d4 Con and LABORED BREATHING or 46-60% SPINAL INJURY + SCARED + SHOCK + 1-50% check for DEATH
65-71	Front Lower Torso: Soft Tissue	BLEED -1d8 for 1d8 hours + -1d2 Con for 1d4 weeks + 1-75% SCARED -1 Cha	BLEED -1d6 for 1d8 hours + -1 Con for 1d2 weeks + 1-50% SCARED -1 Cha	BRUISED for 4d6 days + WEAKNESS for 4d6 days + 1-15% BLEED -1d8+2 for 1d6 hours	BLEED -1d10+2 for 1d8+2 hours + SCARED -1Cha + 1-20% perm -1d2 Con	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 1d8 hours	1-20% -1d2 Con or 21-35% -1d4 Con + SHOCK	1-20% -1d2 Con or 21-35% -1d4 Con + SHOCK	-1d4 Con + SCARED + SHOCK
72-75	Front Lower Torso: Internal Organ	BLEED -1d12+6 every hour + 1-75% SCARED -1 Cha + SHOCK	BLEED -1d8+2 every hour + 1-50% SCARED -1 Cha + SHOCK	BLEED -1d8+2 every hour + 1-60% - Con Mod SHOCK	BLEED -1d10+2 for 1d8+2 hours + 1-20%-Con Mod SHOCK + SCARED -1Cha	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 2d8+1 hours	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	-1d4 Con + check for DEATH + SCARED + SHOCK
76-77	Back Lower Torso: Soft Tissue	BLEED -1d8 for 1d8 hours + -1d2 Con for 1d4 weeks + 1-75% SCARED	BLEED -1d8 for 1d8 hours + 1-30% minor SPINAL INJURY or 31-50% major SPINAL INJURY	BRUISED for 4d6 days + WEAKNESS for 4d6 days + 1-15% BLEED -1d8+2 for 1d6 hours	BLEED -1d10+2 for 1d8+2 hours + SCARED -1Cha + 1-20% perm -1d2 Con	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 1d8 hours	1-20% major SPINAL INJURY + 1-20% -1d2 Con or 21-35% -1d4 Con + SHOCK	1-20% major SPINAL INJURY + 1-20% -1d2 Con or 21-35% -1d4 Con + SHOCK	1-20% SPINAL INJURY or 21-40% -1d4 Con + SCARED + SHOCK

78	Back Lower Torso: Internal Organ	BLEED -1d12+6 every hour + 1-75% SCARED -1Cha + SHOCK	BLEED -1d8+2 every hour + 1-50% SCARED -1Cha + SHOCK	BLEED -1d8+2 every hour + 1-60% SHOCK	BLEED -1d10+2 for 1d8+2 hours + 1-20%- Con Mod SHOCK + SCARED -1Cha	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 2d8+1 hours	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	-1d4 Con + check for DEATH + 1-40% SPINAL INJURY + SCARED SHOCK
79-80	Back Lower Torso: Bone Injury	BLEED -1d6 for 1d6 hours + 1-50% minor SPINAL INJURY or 51-100% major SPINAL INJURY	BLEED -1d4 for 1d6 hours + 1-60% minor SPINAL INJURY or 61-100% major SPINAL INJURY	BRUISED for 4d6 days + 1-60% minor SPINAL INJURY or 61-100% major SPINAL INJURY	BLEED -1d10+2 for 1d8+2 hours + 1-15% minor SPINAL INJURY + SCARED -1Cha	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 1d8 hours	1-30% major SPINAL INJURY + 1-25% -1d2 Con or 26-40% -1d4 Con + SHOCK	1-30% major SPINAL INJURY + 1-25% -1d2 Con or 26-40% -1d4 Con + SHOCK	-1d4 Con + 1-70% SPINAL INJURY + SCARED + SHOCK + check for DEATH
81-82	Upper Left Leg: Soft Tissue	BLEED -1d6 for 1d8 hours + -10' move, no run or charge for 1d4 weeks + 1-35% perm move loss	BLEED -1d4 for 1d6 hours + -5' move, no run or charge for 1d2 weeks + 1-15% perm move loss	BRUISED for 4d6 days + 1-30% BONE INJURY for 1d4+1 weeks	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -5' move	TRAUMATIZED -5 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -5 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-25% SHOCK	SHOCK + loss of limb
83-84	Upper Left Leg: Bone Injury	BLEED -1d8 for 1d10 hours + -10' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d6 for 1d8 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days move -5'	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days move -5' + 1-20% BONE INJURY for 1d6+1 weeks + SCARED -1 Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -10' move	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK	SHOCK + loss of limb
85-86	Lower Left Leg: Soft Tissue	BLEED -1d6 for 1d6 hours + -10' move, no run or charge for 1d4 weeks + 1-35% perm move loss	BLEED -1d4 for 1d4 hours + -5' move, no run or charge for 1d2 weeks + 1-15% perm move loss	BRUISED for 4d6 days + 1-30% BONE INJURY for 1d4+1 weeks	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -5' move	TRAUMATIZED -5 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -5 move for 2d4+2 weeks + 1-30% perm TRAUMATIZED	1-90% SHOCK + loss of limb at knee
87-88	Lower Left Leg: Bone Injury	BLEED -1d8 for 1d10 hours + -1d4 Dex and -1d2 Str for 1d4 weeks + 1-40% perm move loss	BLEED -1d6 for 1d4 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days move -5'	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days move -5' + 1-40% BONE INJURY for 1d6+1 weeks + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -10' move	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -10 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	SHOCK + loss of limb at knee
89-90	Left Foot: Bone Injury	BLEED -1d4 for 1d4 hours + -10' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d4 for 1d2 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	TRAUMATIZED for 1d6+2 days move -5' + BONE INJURY for 4d6 days + 1-40% move loss perm	BLEED -1d4 for 1d4 hours + TRAUMATIZED for 1d4+1 days move -5' + 1-40% BONE INJURY for 1d6+1 weeks + 1-25% move loss perm	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm NUMB	TRAUMATIZED -5 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	TRAUMATIZED -5 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	1-80% SHOCK + loss of foot

91-92	Upper Right Leg: Soft Tissue	BLEED -1d6 for 1d8 hours + -10' move, no run or charge for 1d4 weeks + 1-35% perm move loss	BLEED -1d4 for 1d6 hours + -5' move, no run or charge for 1d2 weeks + 1-15% perm move loss	BRUISED for 4d6 days + 1-30% BONE INJURY for 1d4+1 weeks	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -5' move	TRAUMATIZED -5 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -5 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-25% SHOCK	SHOCK + loss of limb
93-94	Upper Right Leg: Bone Injury	BLEED -1d8 for 1d10 hours + -10' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d6 for 1d8 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days move -5'	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days move -5' + 1-20% BONE INJURY for 1d6+1 weeks + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -10' move	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK	SHOCK + loss of limb
95-96	Lower Right Leg: Soft Tissue	BLEED -1d6 for 1d6 hours + -10' move, no run or charge for 1d4 weeks + 1-35% perm move loss	BLEED -1d4 for 1d4 hours + -5' move, no run or charge for 1d2 weeks + 1-15% perm move loss	BRUISED for 4d6 days + 1-30% BONE INJURY for 1d4+1 weeks	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -5' move	TRAUMATIZED -5 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -5 move for 2d4+2 weeks + 1-30% perm TRAUMATIZED	1-90% SHOCK + loss of limb at knee
97-98	Lower Right Leg: Bone Injury	BLEED -1d8 for 1d10 hours + -1d4 Dex and -1d2 Str for 1d4 weeks + 1-40% perm move loss	BLEED -1d6 for 1d4 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days move -5'	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days move -5' + 1-20% BONE INJURY for 1d6+1 weeks + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -10' move	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -10 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	SHOCK + loss of limb at knee
99-100	Right Foot: Bone Injury	BLEED -1d4 for 1d4 hours + -10' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d4 for 1d2 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	TRAUMATIZED for 1d6+2 days move -5' + BONE INJURY for 4d6 days + 1-40% move loss perm	BLEED -1d4 for 1d4 hours + TRAUMATIZED for 1d4+1 days move -5' + 1-40% BONE INJURY for 1d6+1 weeks + 1-25% move loss perm	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm NUMB	TRAUMATIZED - move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	TRAUMATIZED -5 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	1-80% SHOCK + loss of foot

Humanoids with Extra Limbs

* Roll for extra Limbs

Primary and at least 1 secondary limb: 1-60% Primary Limb 61-100% Secondary Limb or Wing

Primary, Secondary and at least 1 Tertiary limb: 1-30% Secondary Limb or Wing 31-70% Primary Limb 71-100% Tertiary Limb

Procedure: Roll d100% as normal for location, if an 'arm' or 'hand' roll comes up, roll on the extra limbs table to discern which limb it effects, then roll for results as normal. Any conditions or effects apply to the indicated limb component. Humanoids with 'Wings' that take critical hits also loose the ability to fly unless it just doesn't make sense. Wings are considered secondary' limbs for purposes of limb selection and effects.

Animal

		DC	16	18	20	14	18	20	22	25
d100	Location	Slashing	Piercing	Crushing	Abrasion	Burn	Pierce/Burn1	Pierce/Crush2	Disintegrate	
1-3	Skull: Bone Injury	BLEED -1d4 for 1d6 hours + 1-30% perm DEAFENED	BLEED -1d4 for 1d4 hours + 1-30% perm -1d4 Int and Wis	BLEED -1d4 for 1d6 hours + 1-35% DAZED or 36-65% DIZZY or 66-90% STUNNED or 91-100% UNCONSCIOUS 1d4 days for 1d8 days + 1-40% perm -1d4 Int and Wis	BLEED -1d4 for 1d6 hours + 1-30% DAZED + 1-10% -1d4 Int and Wis + 1-90% SCARED -1Cha	BURNED + SCARED -1Cha	TRAUMATIZED -1d4 Int and Wis perm + 1-10% perm CONFUSED or 11-20% CONVULSING or 21-50% SHOCK	TRAUMATIZED -1d4 Int and Wis perm + 1-10% perm CONFUSED or 11-20% CONVULSING +1-70% SHOCK	DEATH -4 save + SCARED + SHOCK + -1d6 Int and Wis	
4-5	Face: Bone Injury	BLEED -1d8 for 1d10 hours + 1-45% perm BLINDED + 1-85% perm SCARED	BLEED -1d6 for 1d6 hours + 1-35% perm BLINDED + 1-80% perm SCARED -1Cha	BLEED -1d6 for 2d12 hours + TRAUMATIZED for 2d6+2 days + 1-50% perm SCARED	BLEED -1d6+1 for 1d6 hours + SCARED	BURNED + SCARED + 1-25% perm LABORED BREATHING + 1-40% NUMB + 1-20% BLINDED	1-40% perm BLINDED or 41-60% TRAUMATIZED for -1d2 Int and Wis + 1-40% SCARED + 1-40% SHOCK	1-40% perm BLINDED or 41-60% TRAUMATIZED for -1d2 Int and Wis + 1-70% SHOCK + 1-50% SCARED	DEATH -4 save + SCARED + SHOCK + -1d6 Int and Wis	
6-7	Muzzle: Bone Injury	BLEED -1d8 for 1d8 hours + loss of smell for 1d4 weeks + 1-30% perm loss of smell	BLEED -1d4 for 1d6 hours + loss of smell for 1d2+1 weeks + 1-10% perm loss of smell	BLEED -1d4 for 1d10+1 hours + loss of smell for 1d4+1 weeks + 1-60% loss of teeth unable to rend food for 2d4 months + 1-20% perm loss of smell	BLEED -1d4 for 1d6 hours + 1-30% loss of teeth unable to rend food for 2d4 months + SCARED	BURNED + SCARED + 1-60% LABORED BREATHING + 1-20% BLINDED	Loss of smell + 1-40% BLINDED + SCARED + 1-30% SHOCK	Loss of smell + 1-45% BLINDED + SCARED + 1-40% SHOCK	1-60% DEATH + SCARED + SHOCK + LABORED BREATHING + Loss of smell + Loss of teeth	
8-9	Neck / Throat: Soft Tissue	BLEED -1d10+2 for 1d4 hours + 1-70% throat: BLEED -1d6 every minute + 1-40% SPINAL INJURY + LABORED BREATHING for 2d4+2 weeks	BLEED -1d6+1 for 1d4 hours + 1-50% throat: BLEED -1d4 for 2d8 hours + 1-10% SPINAL INJURY	TRAUMATIZED -1d4 Con + LABORED BREATHING + 1-60% throat: LABORED BREATHING + 1-15% SPINAL INJURY	TRAUMATIZED -1d2 Con for 2d4 weeks + BLEED -1d4 for 1d4 hours + 1-80% SCARED -1 Cha	BURNED + SCARED -1d2 Cha + 1-20% LABORED BREATHING	1-80% throat: LABORED BREATHING + Loss of vocalization + 1-50% LABORED BREATHING + 1-25% SPINAL INJURY	1-80% throat: LABORED BREATHING + Loss of vocalization + 1-40% LABORED BREATHING + 1-40% SPINAL INJURY	1-80% DEATH + SCARED + SHOCK + LABORED BREATHING	
10	Neck / Throat: Bone Injury	BLEED -1d10+2 for 1d4 hours + 1-30% throat: BLEED -1d6 every minute + 1-60% SPINAL INJURY + LABORED BREATHING for 2d4+2 weeks	BLEED -1d6+1 for 1d4 hours + 1-20% throat: BLEED -1d4 for 2d8 hours + 1-30% SPINAL INJURY	TRAUMATIZED -1d4 Con + LABORED BREATHING + 1-20% throat: LABORED BREATHING + 1-45% SPINAL INJURY	TRAUMATIZED -1d2 Con for 2d4 weeks + BLEED -1d4 for 1d4 hours + 1-80% SCARED -1 Cha	BURNED + SCARED -1d2 Cha + 1-20% LABORED BREATHING	1-60% throat: LABORED BREATHING + Loss of vocalization + 1-40% LABORED BREATHING + 1-35% SPINAL INJURY	1-60% throat: LABORED BREATHING + Loss of vocalization + 1-40% LABORED BREATHING + 1-60% SPINAL INJURY	1-90% DEATH + SCARED+ SHOCK + LABORED BREATHING	

*11-13	Shoulder: Soft Tissue	BLEED -1d6 for 1d8 hours + -10' move, no run or charge for 1d4 weeks + 1-35% perm move loss	BLEED -1d4 for 1d6 hours + -5' move, no run or charge for 1d2 weeks + 1-15% perm move loss	BRUISED for 4d6 days + 1-30% BONE INJURY for 1d4+1 weeks	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -5' move	TRAUMATIZED -5 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -5 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-25% SHOCK	SHOCK + loss of limb
*14-16	Shoulder: Bone Injury	BLEED -1d8 for 1d10 hours + -10' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d6 for 1d8 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days move -5'	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days move -5'+ 1-20% BONE INJURY for 1d6+1 weeks + SCARED -1 Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -10' move	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK	SHOCK + loss of limb
*17-19	Forearm: Bone Injury	BLEED -1d8 for 1d10 hours + -1d4 Dex and -1d2 Str for 1d4 weeks + 1-40% perm move loss	BLEED -1d6 for 1d4 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days move -5'	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days move -5' + 1-20% BONE INJURY for 1d6+1 weeks + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -10' move	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -10 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	SHOCK + loss of limb at knee
*20-22	Pastern: Bone Injury	BLEED -1d8 for 1d10 hours + -1d4 Dex and -1d2 Str for 1d4 weeks + 1-40% perm move loss	BLEED -1d6 for 1d4 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days move -5'	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days move -5' + 1-20% BONE INJURY for 1d6+1 weeks + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -10' move	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -10 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	SHOCK + loss of limb at knee
*23-25	Forefoot: Bone Injury	BLEED -1d4 for 1d4 hours + -10' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d4 for 1d2 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	TRAUMATIZED for 1d6+2 days move -5' + BONE INJURY for 4d6 days + 1-40% move loss perm	BLEED -1d4 for 1d4 hours + TRAUMATIZED for 1d4+1 days move -5' + 1-40% BONE INJURY for 1d6+1 weeks + 1-25% move loss perm	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm NUMB	TRAUMATIZED -5 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	TRAUMATIZED -5 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	1-80% SHOCK + loss of foot
26-45	Back: Bone Injury	BLEED -1d6 for 1d6 hours + 1-50% minor SPINAL INJURY or 51-100% major SPINAL INJURY	BLEED -1d4 for 1d6 hours + 1-60% minor SPINAL INJURY or 61-100% major SPINAL INJURY	BRUISED for 4d6 days + 1-60% minor SPINAL INJURY or 61-100% major SPINAL INJURY	BLEED -1d10+2 for 1d8+2 hours + 1-15% minor SPINAL INJURY + SCARED -1Cha	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 1d8 hours	1-30% major SPINAL INJURY + 1-25% -1d2 Con or 26-40% -1d4 Con + SHOCK	1-30% major SPINAL INJURY + 1-25% -1d2 Con or 26-40% -1d4 Con + SHOCK	-1d4 Con + 1-70% SPINAL INJURY + SCARED + SHOCK + check for DEATH

46-65	Belly: Bone Injury	BONE INJURY for 1d4 weeks + BLEED -1d6 for 1d6 hours + -1d4 Str for 1d4 weeks + 1-60% SCARED -1 Cha	BONE INJURY + BLEED -1d8+2 for 1d6 hours + 1-20% heart: check for DEATH or 21-35% lung: -1d4 Con and LABORED BREATHING + 1-30% SHOCK	BONE INJURY for 1d4+2 weeks + accumulate 16 Fatigue Points	BLEED -1d10+2 for 1d8+2 hours + SCARED -1Cha + 1-20% perm -1d2 Con	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 1d8 hours	Accumulate 16 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-70% SHOCK	Accumulate 16 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-90% SHOCK	1-35% heart: check for DEATH or 36-60% lung: perm -1d4 Con and LABORED BREATHING + SCARED + SHOCK + 1-50% check for DEATH
66-85	Belly: Internal Organ	BLEED -1d12+6 every hour + 1-75% SCARED -1 Cha + SHOCK	BLEED -1d8+2 every hour + 1-50% SCARED -1 Cha + SHOCK	BLEED -1d8+2 every hour + 1-60% - Con Mod SHOCK	BLEED -1d10+2 for 1d8+2 hours + 1-20%-Con Mod SHOCK + SCARED -1Cha	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 2d8+1 hours	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	-1d4 Con + check for DEATH + SCARED + SHOCK
86-88	Thigh: Soft Tissue	BLEED -1d6 for 1d8 hours + -10' move, no run or charge for 1d4 weeks + 1-35% perm move loss	BLEED -1d4 for 1d6 hours + -5' move, no run or charge for 1d2 weeks + 1-15% perm move loss	BRUISED for 4d6 days + 1-30% BONE INJURY for 1d4+1 weeks	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -5' move	TRAUMATIZED -5 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -5 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-25% SHOCK	SHOCK + loss of limb
89-91	Thigh: Bone Injury	BLEED -1d8 for 1d10 hours + -10' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d6 for 1d8 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days move -5'	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days move -5' + 1-20% BONE INJURY for 1d6+1 weeks + SCARED -1 Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -10' move	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK	SHOCK + loss of limb
92-94	Stifle (ankle): Bone Injury	BLEED -1d8 for 1d10 hours + -1d4 Dex and -1d2 Str for 1d4 weeks + 1-40% perm move loss	BLEED -1d6 for 1d4 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days move -5'	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days move -5' + 1-20% BONE INJURY for 1d6+1 weeks + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -10' move	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -10 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	SHOCK + loss of limb at knee
95-97	Hock (knee): Bone Injury	BLEED -1d8 for 1d10 hours + -1d4 Dex and -1d2 Str for 1d4 weeks + 1-40% perm move loss	BLEED -1d6 for 1d4 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days move -5'	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days move -5' + 1-20% BONE INJURY for 1d6+1 weeks + SCARED -1Cha	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -10' move	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -10 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	SHOCK + loss of limb at knee

98-100	Hindfoot: Bone Injury	BLEED -1d4 for 1d4 hours + -10' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d4 for 1d2 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	TRAUMATIZED for 1d6+2 days move -5' + BONE INJURY for 4d6 days + 1-40% move loss perm	BLEED -1d4 for 1d4 hours + TRAUMATIZED for 1d4+1 days move -5' + 1-40% BONE INJURY for 1d6+1 weeks + 1-25% move loss perm	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm NUMB	TRAUMATIZED - move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	TRAUMATIZED -5 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	1-80% SHOCK + loss of foot
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Four Legged Creatures With Extra Limbs or Wings

Shoulder = upper arm or tentacle or Upper Wing Arm

Forearm = forearm or Wing Forearm

Forefoot = hand or manipulative digits or Wing Tip

* Roll for extra Limbs

Primary and at least 1 secondary limb:

1-60% Primary Limb

61-100% Secondary Limb or Wing

Primary, Secondary and at least 1 Tertiary limb: 1-30% Secondary Limb or Wing

31-70% Primary Limb 71-100% Tertiary Limb

Procedure: Roll d100% as normal for location, if a 'shoulder', 'forearm', or 'foot' roll comes up, roll on the extra limbs table to discern which limb it effects, then roll for results as normal. Any conditions or effects apply to the indicated limb component. Creatures with 'Wings' that take critical hits also lose the ability to fly unless it just doesn't make sense. Wings are considered secondary limbs for purposes of limb selection and effects.

Legless Animal		DC	16	18	20	14	18	20	22	25
d100	Location	Slashing	Piercing	Crushing	Abrasion	Burn	Pierce/Burn ¹	Pierce/Crush ²	Disintegrate	
1-20	Skull: Bone Injury	BLEED -1d4 for 1d6 hours + 1-30% perm DEAFENED + 1-35% BLINDED + 1-80% SCARED -1 Cha	BLEED -1d4 for 1d4 hours + 1-30% perm -1d4 Int and Wis	BLEED -1d4 for 1d6 hours + 1-35% DAZED or 36-65% DIZZY or 66-90% STUNNED or 91-100% UNCONSCIOUS 1d4 days for 1d8 days + 1-40% perm -1d4 Int and Wis	BLEED -1d4 for 1d6 hours + 1-30% DAZED + 1-10% -1d2 Int and Wis + 1-90% SCARED -1 Cha	BURNED + SCARED -1Cha	TRAUMATIZED -1d4 Int and Wis perm + 1-10% perm CONFUSED or 11-20% CONVULSING or 21-50% SHOCK	TRAUMATIZED -1d4 Int and Wis perm + 1-10% perm CONFUSED or 11-20% CONVULSING +1-70% SHOCK	DEATH -4 save + SCARED + SHOCK + -1d6 Int and Wis	
21-35	Jaws: Bone Injury	BLEED -1d8 for 1d10 hours + 1-15% DEAFENED + 1-45% perm BLINDED + 1-85% SCARED	BLEED -1d6 for 1d6 hours + 1-40% perm BLINDED + 1-70% SCARED -1 Cha	BLEED -1d6 for 2d12 hours + TRAUMATIZED for 2d6+2 days + 1-50% SCARED -1 Cha	BLEED -1d6+1 for 1d6 hours + SCARED + 1-35% tongue: Unable to properly vocalize(or smell)	BURNED + SCARED + 1-25% perm LABORED BREATHING + 1-20% BLINDED	1-40% perm BLINDED or 41-60% TRAUMATIZED for -1d2 Int and Wis + 1-40% SCARED + 1-40% SHOCK	1-40% perm BLINDED or 41-60% TRAUMATIZED for -1d2 Int and Wis + 1-70% SHOCK + 1-50% SCARED	DEATH -4 save + SCARED + SHOCK + -1d6 Int and Wis	

36-45	Fore Body: Internal Organ	BLEED -1d12+6 every hour + 1-75% SCARED -1 Cha + SHOCK	BLEED -1d8+2 every hour + 1-50% SCARED -1 Cha + SHOCK	BLEED -1d8+2 every hour + 1-60% - Con Mod SHOCK	BLEED -1d10+2 for 1d8+2 hours + 1-20%-Con Mod SHOCK + SCARED -1Cha	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 2d8+1 hours	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	-1d4 Con + check for DEATH + SCARED + SHOCK
46-57	Fore Body: Bone Injury	BONE INJURY for 1d4 weeks + BLEED -1d6 for 1d6 hours + -1d4 Str for 1d4 weeks + 1-60% SCARED -1 Cha	BONE INJURY + BLEED -1d6 for 1d6 hours + 1-30% minor SPINAL INJURY or 31-50% major SPINAL INJURY	BONE INJURY for 1d4+2 weeks + accumulate 12 Fatigue Points + 1-10% minor SPINAL INJURY or 11-20% major SPINAL INJURY	BLEED -1d10+2 for 1d8+2 hours + SCARED -1Cha + 1-20% perm -1d2 Con	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 1d8 hours	Accumulate 12 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-70% SHOCK	Accumulate 16 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-90% SHOCK	1-25% heart: check for DEATH or 26-45% lung: -1d4 Con and LABORED BREATHING or 46-60% SHOCK + 1-50% check for DEATH
*58-65	Mid-Body: Internal Organ	BLEED -1d12+6 every hour + 1-75% SCARED -1 Cha + SHOCK	BLEED -1d8+2 every hour + 1-50% SCARED -1 Cha + SHOCK	BLEED -1d8+2 every hour + 1-60% - Con Mod SHOCK	BLEED -1d10+2 for 1d8+2 hours + 1-20%-Con Mod SHOCK + SCARED -1Cha	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 2d8+1 hours	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	-1d4 Con + check for DEATH + SCARED + SHOCK
*66-78	Mid-Body: Bone Injury	BONE INJURY for 1d4 weeks + BLEED -1d6 for 1d6 hours + -1d4 Str for 1d4 weeks + 1-60% SCARED -1 Cha	BONE INJURY + BLEED -1d6 for 1d6 hours + 1-30% minor SPINAL INJURY or 31-50% major SPINAL INJURY	BONE INJURY for 1d4+2 weeks + accumulate 12 Fatigue Points + 1-10% minor SPINAL INJURY or 11-20% major SPINAL INJURY	BLEED -1d10+2 for 1d8+2 hours + SCARED -1Cha + 1-20% perm -1d2 Con	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 1d8 hours	Accumulate 12 Fatigue Points + 1-30% major vital organ: check for DEATH or 31-50% minor vital organ: -1d4 Con + 1-70% SHOCK	Accumulate 16 Fatigue Points + 1-30% major vital organ: check for DEATH or 31-50% minor vital organ: -1d4 Con + 1-90% SHOCK	1-25% major vital organ: check for DEATH or 26-45% minor vital organ: -1d4 Con or 46-60% SPINAL INJURY + SCARED + SHOCK + 1-50% check for DEATH
79-85	Rear Body: Internal Organ	BLEED -1d12+6 every hour + 1-75% SCARED -1 Cha + SHOCK	BLEED -1d8+2 every hour + 1-50% SCARED -1 Cha + SHOCK	BLEED -1d8+2 every hour + 1-60% - Con Mod SHOCK	BLEED -1d10+2 for 1d8+2 hours + 1-20%-Con Mod SHOCK + SCARED -1Cha	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 2d8+1 hours	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	-1d4 Con + check for DEATH + SCARED + SHOCK
86-100	Rear Body: Bone Injury	BONE INJURY for 1d4 weeks + BLEED -1d6 for 1d6 hours + -1d4 Str for 1d4 weeks + 1-60% SCARED -1 Cha	BONE INJURY + BLEED -1d6 for 1d6 hours + 1-30% minor SPINAL INJURY or 31-50% major SPINAL INJURY	BONE INJURY for 1d4+2 weeks + accumulate 12 Fatigue Points + 1-10% minor SPINAL INJURY or 11-20% major SPINAL INJURY	BLEED -1d10+2 for 1d8+2 hours + SCARED -1Cha + 1-20% perm -1d2 Con	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha + SHOCK 1d8 hours	Accumulate 12 Fatigue Points + 1-30% major vital organ: check for DEATH or 31-50% minor vital organ: -1d4 Con + 1-70% SHOCK	Accumulate 16 Fatigue Points + 1-30% major vital organ: check for DEATH or 31-50% minor vital organ: -1d4 Con + 1-90% SHOCK	1-25% major vital organ: check for DEATH or 26-45% minor vital organ: -1d4 Con or 46-60% SPINAL INJURY + SCARED + SHOCK + 1-50% check for DEATH

Legless Creatures with Wings or Limbs

* If Mid-Body is indicated roll d100. If < 65% roll for limb type unless only one limb type exists

1-60% Manipulative Limbs - as Humanoid 'arm' injury 61-100% Wing - as Winged Creature 'wing' injury

1-upper arm 2-forearm 3-hand 1-upper arm 2-forearm 3-hand

Avians

		DC	16	18	20	14	18	20	22	25
d100	Location	Slashing	Piercing	Crushing	Abrasion	Burn	Pierce/Burn1	Pierce/Crush2	Disintegrate	
1-2	Skull / Crest Bone Injury	BLEED -1d4 for 1d6 hours + 1-30% perm DEAFENED	BLEED -1d4 for 1d4 hours + 1-30% perm -1d4 Int and Wis	BLEED -1d4 for 1d6 hours + 1-35% DAZED or 36-65% DIZZY or 66-90% STUNNED or 91-100% UNCONSCIOUS 1d4 days for 1d8 days + 1-40% perm -1d4 Int and Wis	BLEED -1d4 for 1d6 hours + 1-30% DAZED + 1-10% -1d4 Int and Wis + 1-90% SCARED -1Cha	BURNED + SCARED -1Cha	TRAUMATIZED - 1d4 Int and Wis perm + 1-10% perm CONFUSED or 11-20% CONVULSING or 21-50% SHOCK	TRAUMATIZED - 1d4 Int and Wis perm + 1-10% perm CONFUSED or 11-20% CONVULSING +1-70% SHOCK	DEATH -4 save + SCARED + SHOCK + -1d6 Int and Wis	
3-4	Crown / Face Bone Injury	BLEED -1d8 for 1d10 hours + 1-45% perm BLINDED + 1-85% beak damage: SCARED	BLEED -1d6 for 1d6 hours + 1-35% perm BLINDED + 1-65% beak damage: SCARED -1Cha	BLEED -1d6 for 2d12 hours + TRAUMATIZED for 2d6+2 days + 1-80% beak damage: SCARED	BLEED -1d6+1 for 1d6 hours + 1-85% beak damage SCARED + LABORED BREATHING for 2d4+1 weeks	BURNED + SCARED + 1-25% perm LABORED BREATHING + 1-40% perm NUMB + 1-20% perm BLINDED	1-40% perm BLINDED or 41-60% TRAUMATIZED for -1d2 Int and Wis + 1-40% SCARED + 1-40% SHOCK	1-40% perm BLINDED or 41-60% TRAUMATIZED for -1d2 Int and Wis + 1-70% SHOCK + 1-50% SCARED	DEATH -4 save + SCARED + SHOCK + -1d6 Int and Wis	
5-6	Neck / Throat Soft Tissue	BLEED -1d10+2 for 1d4 hours + 1-70% throat: BLEED -1d6 every minute + 1-40% SPINAL INJURY + LABORED BREATHING for 2d4+2 weeks	BLEED -1d6+1 for 1d4 hours + 1-50% throat: BLEED -1d4 for 2d8 hours + 1-10% SPINAL INJURY	TRAUMATIZED - 1d4 Con + LABORED BREATHING + 1-60% throat: LABORED BREATHING + 1-15% SPINAL INJURY	TRAUMATIZED - 1d2 Con for 2d4 weeks + BLEED - 1d4 for 1d4 hours + 1-80% SCARED -1 Cha	BURNED + SCARED -1d2 Cha + 1-20% LABORED BREATHING	1-80% throat: LABORED BREATHING + Loss of vocalization + 1-50% LABORED BREATHING + 1-25% SPINAL INJURY	1-80% throat: LABORED BREATHING + Loss of vocalization + 1-40% LABORED BREATHING + 1-40% SPINAL INJURY	1-80% DEATH + SCARED + SHOCK + LABORED BREATHING	
7-8	Neck / Throat Bone Injury	BLEED -1d10+2 for 1d4 hours + 1-30% throat: BLEED -1d6 every minute + 1-60% SPINAL INJURY + LABORED BREATHING for 2d4+2 weeks	BLEED -1d6+1 for 1d4 hours + 1-20% throat: BLEED -1d4 for 2d8 hours + 1-30% SPINAL INJURY	TRAUMATIZED - 1d4 Con + LABORED BREATHING + 1-20% throat: LABORED BREATHING + 1-45% SPINAL INJURY	TRAUMATIZED - 1d2 Con for 2d4 weeks + BLEED - 1d4 for 1d4 hours + 1-80% SCARED -1 Cha	BURNED + SCARED -1d2 Cha + 1-20% LABORED BREATHING	1-60% throat: LABORED BREATHING + Loss of vocalization + 1-40% LABORED BREATHING + 1-35% SPINAL INJURY	1-60% throat: LABORED BREATHING + Loss of vocalization + 1-40% LABORED BREATHING + 1-60% SPINAL INJURY	1-90% DEATH + SCARED+ SHOCK + LABORED BREATHING	
*9-12	Right Upper Arm : Tertiary Feathers	BLEED -1d8 for 1d10 hours + -1d4 Dex and -1d2 Str for 1d4+2 weeks + loss of flight for 1d4 weeks + 1-40% perm Str and Dex loss	BLEED -1d4 for 1d6 hours + -1d2 Str and Dex for 1d4 weeks + loss of flight for 1d2+1 weeks + 1-15% perm Str and Dex loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days + loss of flight for 1d4+1 weeks	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + 1-20% BONE INJURY for 1d6+1 weeks + 1-50% loss of flight for 2d6 days	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -1Str and Dex + loss of flight for 2d4 weeks	TRAUMATIZED - 2Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED + loss of flight for 2d4 weeks	TRAUMATIZED - 2Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK + loss of flight for 2d4 weeks	SHOCK + loss of limb: perm loss of flight	

*13-16	Right Forearm : Secondary Feathers	BLEED -1d8 for 1d8 hours + -1d4 Dex and -1d2 Str for 1d4+2 weeks + loss of flight for 1d4 weeks + 1-30% perm Str and Dex loss	BLEED -1d4 for 1d4 hours + -1d2 Str and Dex for 1d4 weeks + loss of flight for 1d2+1 weeks + 1-15% perm Str and Dex loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days + loss of flight for 1d4+1 weeks	BLEED -1d4 for 1d4+1 hours + TRAUMATIZED for 4d6 days + 1-20% BONE INJURY for 1d6+1 weeks + 1-50% loss of flight for 2d6 days	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -1Str and Dex + loss of flight for 2d4 weeks	TRAUMATIZED - 2Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED + loss of flight for 2d4 weeks	TRAUMATIZED - 2Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK + loss of flight for 2d4 weeks	SHOCK + loss of limb: perm loss of flight
*17-20	Right Hand : Primary Feathers	BLEED -1d4 for 1d6 hours + -1d4 Dex for 1d4+2 weeks + loss of flight for 1d4 weeks + 1-40% perm Dex loss	BLEED -1d4 for 1d4 hours + -1d2 Dex for 1d4 weeks + loss of flight for 1d2+1 weeks + 1-15% perm Str and Dex loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days + loss of flight for 1d4+1 weeks	BLEED -1d4 for 1d4 hours + TRAUMATIZED for 2d6 days + 1-20% BONE INJURY for 1d6+1 weeks + 1-50% loss of flight for 2d6 days	BURNED + TRAUMATIZED for 2d4 weeks + 1-50% perm SCARED -1Str and Dex + loss of flight for 1d4 weeks	TRAUMATIZED - 2Dex for 2d4+2 weeks + 1-20% perm TRAUMATIZED + loss of flight for 2d4 weeks	TRAUMATIZED - 2Dex for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK + loss of flight for 2d4 weeks	SHOCK + loss of limb: loss of 10' flight movement + -1 maneuver class
*21-24	Left Upper Arm : Tertiary Feathers	BLEED -1d8 for 1d10 hours + -1d4 Dex and -1d2 Str for 1d4+2 weeks + loss of flight for 1d4 weeks + 1-40% perm Str and Dex loss	BLEED -1d4 for 1d6 hours + -1d2 Str and Dex for 1d4 weeks + loss of flight for 1d2+1 weeks + 1-15% perm Str and Dex loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days + loss of flight for 1d4+1 weeks	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days + 1-20% BONE INJURY for 1d6+1 weeks + 1-50% loss of flight for 2d6 days	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -1Str and Dex + loss of flight for 2d4 weeks	TRAUMATIZED - 2Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED + loss of flight for 2d4 weeks	TRAUMATIZED - 2Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK + loss of flight for 2d4 weeks	SHOCK + loss of limb: perm loss of flight
*25-28	Left Forearm : Secondary Feathers	BLEED -1d8 for 1d8 hours + -1d4 Dex and -1d2 Str for 1d4+2 weeks + loss of flight for 1d4 weeks + 1-30% perm Str and Dex loss	BLEED -1d4 for 1d4 hours + -1d2 Str and Dex for 1d4 weeks + loss of flight for 1d2+1 weeks + 1-15% perm Str and Dex loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days + loss of flight for 1d4+1 weeks	BLEED -1d4 for 1d4+1 hours + TRAUMATIZED for 4d6 days + 1-20% BONE INJURY for 1d6+1 weeks + 1-50% loss of flight for 2d6 days	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm SCARED -1Str and Dex + loss of flight for 2d4 weeks	TRAUMATIZED - 2Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED + loss of flight for 2d4 weeks	TRAUMATIZED - 2Str for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK + loss of flight for 2d4 weeks	SHOCK + loss of limb: perm loss of flight
*29-32	Left Hand : Primary Feathers	BLEED -1d4 for 1d6 hours + -1d4 Dex for 1d4+2 weeks + loss of flight for 1d4 weeks + 1-40% perm Dex loss	BLEED -1d4 for 1d4 hours + -1d2 Dex for 1d4 weeks + loss of flight for 1d2+1 weeks + 1-15% perm Str and Dex loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days + loss of flight for 1d4+1 weeks	BLEED -1d4 for 1d4 hours + TRAUMATIZED for 2d6 days + 1-20% BONE INJURY for 1d6+1 weeks + 1-50% loss of flight for 2d6 days	BURNED + TRAUMATIZED for 2d4 weeks + 1-50% perm SCARED -1Str and Dex + loss of flight for 1d4 weeks	TRAUMATIZED - 2Dex for 2d4+2 weeks + 1-20% perm TRAUMATIZED + loss of flight for 2d4 weeks	TRAUMATIZED - 2Dex for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK + loss of flight for 2d4 weeks	SHOCK + loss of limb: loss of 10' flight movement + -1 maneuver class
33-45	Breast Soft Tissue	BLEED -1d8+2 for 1d4 hours + -1d4 Str for 1d4 + 1-40% SCARED -1 Cha	BLEED -1d8+2 for 1d6 hours + -1d2 Str for 1d2 weeks + 1-10% heart: check for DEATH or 11-20% lung: -1d4 Con and LABORED BREATHING	BRUISED for 4d6 days + 1-20% accumulate 12 Fatigue Points or 21-35% -1d4 Con for 1d6+2 days	BLEED -1d10+1 for 1d8+2 hours + SCARED -1Cha	BURNED + -1d4 HP for 1d8 hours + SCARED -1Cha	Accumulate 10 Fatigue Points + 1-25% heart: check for DEATH or 26-40% lung: perm -1d4 Con and LABORED BREATHING + 1-60% SHOCK	Accumulate 12 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: perm -1d4 Con and LABORED BREATHING + 1-80% SHOCK	1-25% heart: check for DEATH or 26-40% lung: -1d4 Con and LABORED BREATHING + SCARED + SHOCK

46-53	Breast: Bone Injury	BONE INJURY for 1d4 weeks + BLEED -1d6 for 1d6 hours + -1d4 Str for 1d4 weeks	BONE INJURY + BLEED -1d8+2 for 1d6 hours + 1-20% heart: check for DEATH or 21-35% lung: -1d4 Con and LABORED BREATHING + 1-30% SHOCK	BONE INJURY for 1d4+2 weeks + accumulate 16 Fatigue Points	BLEED -1d10+2 for 2d8+2 hours	BURNED + -1d4 HP for 1d8 hours + SHOCK 1d8 hours	Accumulate 16 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-70% SHOCK	Accumulate 16 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-90% SHOCK	1-35% heart: check for DEATH or 36-60% lung: perm -1d4 Con and LABORED BREATHING + SHOCK + 1-50% check for DEATH
54-59	Breast: Internal Organ	BLEED -1d8+2 for 1d4 hours + 1-10% heart: check for DEATH or 11-20% lung: -1d6 Con and LABORED BREATHING + SHOCK	BLEED -1d8+2 for 1d6 hours + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-70% SHOCK	BRUISED for 1d4+1 days + 1-60% BONE INJURY for 1d4+1 weeks + 1-10% heart: accumulate 16 Fatigue Points or 11-25% lung: -1d2 Con and LABORED BREATHING	BLEED -1d10+1 for 2d8+2 hours + 1-30% perm -1d2 Con	BURNED + -1d4 HP for 1d8 hours + SHOCK 2d8+1 hours + 1-25% lungs: LABORED BREATHING for 2d4+2 weeks + 1-20% LABORED BREATHING	Accumulate 12 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-70% SHOCK	Accumulate 16 Fatigue Points + 1-30% heart: check for DEATH or 31-50% lung: -1d4 Con and LABORED BREATHING + 1-90% SHOCK	1-40% heart: check for DEATH or 41-80% lung: -1d4 Con and LABORED BREATHING + SHOCK + check for DEATH
60-70	Abdomen: Soft Tissue	BLEED -1d8 for 1d8 hours + -1d2 Con for 1d4+1 weeks	BLEED -1d6 for 1d8 hours + -1 Con for 1d2+1 weeks	BRUISED for 4d6 days + WEAKNESS for 4d6 days + 1-15% BLEED -1d8+2 for 1d6 hours	BLEED -1d10+2 for 1d10+2 hours + 1-20% perm -1d2 Con	BURNED + -1d4 HP for 1d8+2 hours + SHOCK 1d8 hours	1-20% -1d2 Con or 21-35% -1d4 Con + SHOCK	1-20% -1d2 Con or 21-35% -1d4 Con + SHOCK	-1d4 Con + SHOCK + 1-50% check for DEATH
71-76	Abdomen: Internal Organ	BLEED -2d12+4 every hour + SHOCK	BLEED -1d12+2 every hour + SHOCK	BLEED -1d8+2 every hour + 1-60% - Con Mod SHOCK	BLEED -1d10+2 for 1d8+2 hours + 1-30%-Con Mod SHOCK	BURNED + -1d4 HP for 1d8+2 hours + SHOCK 2d8+1 hours	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	1-25% -1D2 Con or 26-40% -1d4 Con + SHOCK	-1d4 Con + check for DEATH + SHOCK
77-80	Right Leg / Tibia Bone Injury	BLEED -1d8 for 1d10 hours + -10' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d6 for 1d8 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days move -5'	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days move -5' + 1-20% BONE INJURY for 1d6+1 weeks	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -10' move	TRAUMATIZED -10' move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -10' move for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK	SHOCK + loss of limb
81-84	Right Leg / Tarsus Bone Injury	BLEED -1d8 for 1d10 hours + -5' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d6 for 1d6 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4 weeks + TRAUMATIZED for 1d4+1 days move -5'	BLEED -1d6 for 1d4+1 hours + TRAUMATIZED for 3d6 days move -5' + 1-20% BONE INJURY for 1d4+1 weeks	BURNED + TRAUMATIZED for 2d4+1 weeks + 1-50% SCARED -5' move	TRAUMATIZED -10' move for 2d4+2 weeks + 1-25% perm TRAUMATIZED	TRAUMATIZED -10' move for 2d4+1 weeks + 1-25% perm TRAUMATIZED + 1-30% SHOCK	SHOCK + loss of limb

85-88	Right Foot	BLEED -1d4 for 1d4 hours + -10' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d4 for 1d2 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	TRAUMATIZED for 1d6+2 days move -5' + BONE INJURY for 4d6 days + 1-40% move loss perm	BLEED -1d4 for 1d4 hours + TRAUMATIZED for 1d4+1 days move -5' + 1-40% BONE INJURY for 1d6+1 weeks + 1-25% move loss perm	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm NUMB	TRAUMATIZED -5 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	TRAUMATIZED -5 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	1-80% SHOCK + loss of foot
89-92	Left Leg / Tibia Bone Injury	BLEED -1d8 for 1d10 hours + -10' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d6 for 1d8 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4+1 weeks + TRAUMATIZED for 1d4+2 days move -5'	BLEED -1d6 for 1d4+2 hours + TRAUMATIZED for 4d6 days move -5' + 1-20% BONE INJURY for 1d6+1 weeks	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% SCARED -10' move	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED	TRAUMATIZED -10 move for 2d4+2 weeks + 1-20% perm TRAUMATIZED + 1-30% SHOCK	SHOCK + loss of limb
93-96	Left Leg Tarsus Bone Injury	BLEED -1d8 for 1d10 hours + -5' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d6 for 1d6 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	BONE INJURY for 1d4 weeks + TRAUMATIZED for 1d4+1 days move -5'	BLEED -1d6 for 1d4+1 hours + TRAUMATIZED for 3d6 days move -5' + 1-20% BONE INJURY for 1d4+1 weeks	BURNED + TRAUMATIZED for 2d4+1 weeks + 1-50% SCARED -5' move	TRAUMATIZED -10 move for 2d4+2 weeks + 1-25% perm TRAUMATIZED	TRAUMATIZED -10 move for 2d4+1 weeks + 1-25% perm TRAUMATIZED + 1-30% SHOCK	SHOCK + loss of limb
97-100	Left Foot	BLEED -1d4 for 1d4 hours + -10' move, no run or charge for 1d4+2 weeks + 1-40% perm move loss	BLEED -1d4 for 1d2 hours + -5' move, no run or charge for 1d2+1 weeks + 1-20% perm move loss	TRAUMATIZED for 1d6+2 days move -5' + BONE INJURY for 4d6 days + 1-40% move loss perm	BLEED -1d4 for 1d4 hours + TRAUMATIZED for 1d4+1 days move -5' + 1-40% BONE INJURY for 1d6+1 weeks + 1-25% move loss perm	BURNED + TRAUMATIZED for 2d4+2 weeks + 1-50% perm NUMB	TRAUMATIZED -5 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	TRAUMATIZED -5 move for 2d4+2 weeks + 1-40% perm TRAUMATIZED	1-80% SHOCK + loss of foot

Winged Creatures With Manipulative Limbs

Shoulder = Upper Wing Arm Forearm = Forearm or Wing Forearm Hand = Hand or Wing Tip

* Roll for extra Limbs

Primary and at least 1 secondary limb:

1-60% Primary Limb or Wing

61-100% Secondary Limb

Insects

		DC	16	18	20	14	18	20	22	25
d100	Location	Slashing	Piercing	Crushing	Abrasion	Burn	Pierce/Burn1	Pierce/Crush2	Disintegrate	
1-8	Head - External	-1 AC to head for 2d4 weeks + BLEED -1d2 for 1d4 hours + 1-20% eyes: -50% range or 21-35% eyes: -100% range for 2d4 weeks or 36-65% mandibles: 2xfood requirements or 66-100% antenna: Unable to smell for 1d4+1 months	BLEED -1d2 for 1d2 hours + SHOCK + 1-50% brain: -1d2 Int and Wis + 1-30% eye: -25% range	-2 AC to head for 2d4 weeks + 1-30% eyes: -50% range or 31-45% eyes: -100% range for 2d4 weeks or 46-75% mandibles: 2xfood requirements or 76-100% antenna: Unable to smell for 1d4+1 months	-1 AC to head for 2d4 weeks + 1-20% eyes: -50% range or 21-55% eyes: -100% range for 2d4 weeks or 56-65% mandibles: 2xfood requirements or 66-100% antenna: Unable to smell for 1d4+1 months	1-20% eyes: -50% range or 21-60% eyes: -100% range for 2d4 weeks or 61-100% antenna: Unable to smell for 1d4+1 months + SHOCK	-1d4 Int and Wis + 1-30% eye: -25% range + SHOCK	-1d4 Int and Wis + 1-30% eye: -25% range + SHOCK	DEATH -4 save + SHOCK + -1d6 Int and Wis	
9-13	Head - Internal	-1 AC to head for 2d4 weeks + BLEED -1d2 for 1d4 hours + 1-20% eyes: -50% range or 21-35% eyes: -100% range for 2d4 weeks or 36-65% mandibles: 2xfood requirements or 66-100% antenna: Unable to smell for 1d4+1 months + 1-50% brain: -1d4 Int and Wis	BLEED -1d2 for 1d2 hours + SHOCK + 1-90% brain: -1d2 Int and Wis + 1-30% eye: -25% range	-2 AC to head for 2d4 weeks + 1-30% eyes: -50% range or 31-45% eyes: -100% range for 2d4 weeks or 46-75% mandibles: 2xfood requirements or 76-100% antenna: Unable to smell for 1d4+1 months + 1-35% brain: -1d2 Int and Wis	-1 AC to head for 2d4 weeks + 1-20% eyes: -50% range or 21-55% eyes: -100% range for 2d4 weeks or 56-65% mandibles: 2xfood requirements or 66-100% antenna: Unable to smell for 1d4+1 months	1-20% eyes: -50% range or 21-60% eyes: -100% range for 2d4 weeks or 61-100% antenna: Unable to smell for 1d4+1 months + SHOCK + 1-60% brain: -1d4 Int and Wis	-1d4 Int and Wis + 1-30% eye: -25% range + SHOCK	-1d4 Int and Wis + 1-30% eye: -25% range + SHOCK	DEATH -4 save + SHOCK + -1d6 Int and Wis	
14-21	Thorax - Exoskeleton	-1 AC to thorax for 2d4 weeks + BLEED -1d4 for 1d4 hours + 1-60% 1 leg severed -5' movement or 61-75% 2 legs severed -10' movement	BLEED -1d2 for 1d2 hours + 1-60% BLEED for -1d4 for 1d4 hours	-2 AC to thorax for 2d4 weeks + 1-25% BLEED -1d2 for 1d2 hours + 1-20% 1 leg smashed -5' movement or 21-35% 2 legs smashed -10' movement	-1 AC to thorax for 2d4 weeks + 1-25% 2 legs damaged -10' movement or 26-45% 3 legs damaged -15' movement	1-25% 1 leg damaged -5' move or 26-50% 2 legs damaged -10' move or 51-75% 3 legs damaged -15' move or 76-99% 4 legs damaged -20' move or 100% ALL legs damaged no move + SHOCK + -2d4 internal damage	1-30% severed leg -5 movement + SHOCK + -2d8 internal damage	1-30% severed leg -5' move + SHOCK + -2d8 internal damage	1-50% DEATH + 1-50% 3 legs severed -15' move or 51-75% ALL legs severed no move + SHOCK + -2d10+2 internal damage	

22-29	Thorax - Internal Organ	-1 AC to thorax for 2d4 weeks + BLEED -1d6 for 1d6 hours + 1-60% 1 leg severed -5' movement or 61-75% 2 legs severed -10' movement	BLEED -1d4 for 1d4 hours + 1-60% BLEED for -1d6 for 1d6 hours	-2 AC to thorax for 2d4 weeks + 1-25% BLEED -1d4 for 1d4 hours + 1-20% 1 leg smashed -5' movement or 21-35% 2 legs smashed -10' movement + BLEED -2d4 for 1d4 hours	-1 AC to thorax for 2d4 weeks + 1-25% 2 legs damaged -10' movement or 26-45% 3 legs damaged -15' movement + BLEED -1d4 for 1d2 hours	1-25% 1 leg damaged -5' move or 26-50% 2 legs damaged -10' move or 51-75% 3 legs damaged -15' move or 76-99% 4 legs damaged -20' move or 100% ALL legs damaged no move + SHOCK + -2d8 internal damage	1-30% severed leg -5 movement + SHOCK + -2d10 internal damage	1-30% severed leg -5' move + SHOCK + -2d10 internal damage	1-60% DEATH + -50% 3 legs severed -15' move or 51-75% ALL legs severed no move + SHOCK + -2d12+2 internal damage
30-38	Right Limb 1**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs -15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED -2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED -2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs -15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours
39-46	Right Limb 2**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs -15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED -2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED -2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs -15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours
47-54	Right Limb 3**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs -15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED -2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED -2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs -15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours

55-63	Left Limb 1**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs - 15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs - 15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours
64-71	Left Limb 2**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs - 15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs - 15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours
72-79	Left Limb 3**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs - 15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs - 15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours
80-90	Abdomen - Exoskeleton	BLEED -1d4 for 1d4 hours + 1-50% BLEED -1d6 for 1d4 hours + 1-25% hearing loss	BLEED -1d2 for 1d2 hours + 1-60% BLEED for -1d4 for 1d4 hours	internal damage: BLEED -1d4 for 1d4 hours + 1-25% hearing loss	internal damage: -2d4+1 for 1d6 hours + 1-35% SHOCK + 1-40% hearing loss	SHOCK + -2d6+2 internal damage + 1-70% hearing loss	SHOCK + -2d8+2 internal damage	SHOCK + -2d8+2 internal damage	1-50% DEATH + SHOCK + -2d10+2 internal damage + hearing loss
91-100	Abdomen - Internal Organ	BLEED -1d6 for 1d6 hours + 1-60% BLEED -1d6 for 1d4 hours + 1-35% hearing loss	BLEED -1d4 for 1d4 hours + 1-65% BLEED for -1d4 for 1d4 hours	internal damage: BLEED -1d6 for 1d6 hours + 1-25% hearing loss	internal damage: -2d6+1 for 1d8 hours + 1-45% SHOCK + 1-40% hearing loss	SHOCK + -2d8+2 internal damage + 1-70% hearing loss	SHOCK + -2d10+2 internal damage	SHOCK + -2d10+2 internal damage	1-65% DEATH + SHOCK + -2d12+2 internal damage + hearing loss

Insect Notes

~ It should be noted that many flying insects have a single pair of wings, but for simplification of the hit location and critical hit charts, all insects will be presumed to have two pair. When a Fore Wing is indicated for single winged insects, assume that the roll is actually for the wing covers, as with beetles, and not the first pair of wings as with dragonflies.

** 1- Coxa 2-Femur 3-Tibia 4-Tarsus 5-Claw Provided for detail only, results don't change

- It is hotly debated whether or not insects can HEAR as we understand it. For game purposes insects can hear and their ears are located in the lower abdomen region

Insects have three body regions: head, thorax, and abdomen. The head functions mainly for food and sensory intake and information processing. Insect mouthparts have evolved for chewing (beetles, caterpillars), piercing-sucking (aphids, bugs), sponging (flies), siphoning (moths), rasping-sucking (thrips), cutting-sponging (biting flies), and chewing-lapping (wasps). The thorax provides structural support for the legs (three pairs) and, if present, for one or two pairs of wings. The legs may be adapted for running, grasping, digging, or swimming. The abdomen functions in digestion and reproduction.

Arachnids		DC	16	18	20	14	18	20	22	25
d100	Location	Slashing	Piercing	Crushing	Abrasion	Burn	Pierce/Burn1	Pierce/Crush2	Disintegrate	
1-5	Head - External	-1 AC to head for 2d4 weeks + BLEED -1d2 for 1d4 hours + 1-20% eyes: -50% range or 21-35% eyes: -100% range for 2d4 weeks or 36-65% mandibles: 2xfood requirements or 66-100% antenna: Unable to smell for 1d4+1 months	BLEED -1d2 for 1d2 hours + SHOCK + 1-50% brain: -1d2 Int and Wis + 1-30% eye: -25% range	-2 AC to head for 2d4 weeks + 1-30% eyes: -50% range or 31-45% eyes: -100% range for 2d4 weeks or 46-75% mandibles: 2xfood requirements or 76-100% antenna: Unable to smell for 1d4+1 months	-1 AC to head for 2d4 weeks + 1-20% eyes: -50% range or 21-55% eyes: -100% range for 2d4 weeks or 56-65% mandibles: 2xfood requirements or 66-100% antenna: Unable to smell for 1d4+1 months	1-20% eyes: -50% range or 21-60% eyes: -100% range for 2d4 weeks or 61-100% antenna: Unable to smell for 1d4+1 months + SHOCK	-1d4 Int and Wis + 1-30% eye: -25% range + SHOCK	-1d4 Int and Wis + 1-30% eye: -25% range + SHOCK	DEATH -4 save + SHOCK + -1d6 Int and Wis	
6-10	Head - Internal	-1 AC to head for 2d4 weeks + BLEED -1d2 for 1d4 hours + 1-20% eyes: -50% range or 21-35% eyes: -100% range for 2d4 weeks or 36-65% mandibles: 2xfood requirements or 66-100% antenna: Unable to smell for 1d4+1 months + 1-50% brain: -1d4 Int and Wis	BLEED -1d2 for 1d2 hours + SHOCK + 1-90% brain: -1d2 Int and Wis + 1-30% eye: -25% range	-2 AC to head for 2d4 weeks + 1-30% eyes: -50% range or 31-45% eyes: -100% range for 2d4 weeks or 46-75% mandibles: 2xfood requirements or 76-100% antenna: Unable to smell for 1d4+1 months + 1-35% brain: -1d2 Int and Wis	-1 AC to head for 2d4 weeks + 1-20% eyes: -50% range or 21-55% eyes: -100% range for 2d4 weeks or 56-65% mandibles: 2xfood requirements or 66-100% antenna: Unable to smell for 1d4+1 months	1-20% eyes: -50% range or 21-60% eyes: -100% range for 2d4 weeks or 61-100% antenna: Unable to smell for 1d4+1 months + SHOCK + 1-60% brain: -1d4 Int and Wis	-1d4 Int and Wis + 1-30% eye: -25% range + SHOCK	-1d4 Int and Wis + 1-30% eye: -25% range + SHOCK	DEATH -4 save + SHOCK + -1d6 Int and Wis	

11-20	Thorax - Exoskeleton	-1 AC to thorax for 2d4 weeks + BLEED -1d4 for 1d4 hours + 1-60% 1 leg severed -5' movement or 61-75% 2 legs severed -10' movement	BLEED -1d2 for 1d2 hours + 1-60% BLEED for -1d4 for 1d4 hours	-2 AC to thorax for 2d4 weeks + 1-25% BLEED -1d2 for 1d2 hours + 1-20% 1 leg smashed -5' movement or 21-35% 2 legs smashed -10' movement	-1 AC to thorax for 2d4 weeks + 1-25% 2 legs damaged -10' movement or 26-45% 3 legs damaged -15' movement	1-25% 1 leg damaged -5' move or 26-50% 2 legs damaged -10' move or 51-75% 3 legs damaged -15' move or 76-99% 4 legs damaged -20' move or 100% ALL legs damaged no move + SHOCK + -2d4 internal damage	1-30% severed leg -5 movement + SHOCK + -2d8 internal damage	1-30% severed leg -5' move + SHOCK + -2d8 internal damage	1-50% DEATH + 1-50% 3 legs severed -15' move or 51-75% ALL legs severed no move + SHOCK + -2d10+2 internal damage
21-30	Thorax - Internal Organ	-1 AC to thorax for 2d4 weeks + BLEED -1d6 for 1d6 hours + 1-60% 1 leg severed -5' movement or 61-75% 2 legs severed -10' movement	BLEED -1d4 for 1d4 hours + 1-60% BLEED for -1d6 for 1d6 hours	-2 AC to thorax for 2d4 weeks + 1-25% BLEED -1d4 for 1d4 hours + 1-20% 1 leg smashed -5' movement or 21-35% 2 legs smashed -10' movement + BLEED -2d4 for 1d4 hours	-1 AC to thorax for 2d4 weeks + 1-25% 2 legs damaged -10' movement or 26-45% 3 legs damaged -15' movement + BLEED -1d4 for 1d2 hours	1-25% 1 leg damaged -5' move or 26-50% 2 legs damaged -10' move or 51-75% 3 legs damaged -15' move or 76-99% 4 legs damaged -20' move or 100% ALL legs damaged no move + SHOCK + -2d8 internal damage	1-30% severed leg -5 movement + SHOCK + -2d10 internal damage	1-30% severed leg -5' move + SHOCK + -2d10 internal damage	1-60% DEATH + 1-50% 3 legs severed -15' move or 51-75% ALL legs severed no move + SHOCK + -2d12+2 internal damage
31-35	Right Limb 1**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs -15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED -2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED -2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs -15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours
36-40	Right Limb 2**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs -15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED -2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED -2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs -15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours

41-45	Right Limb 3**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs - 15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs - 15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours
46-50	Right Limb 4**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs - 15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs - 15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours
51-55	Left Limb 1**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs - 15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs - 15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours
56-60	Left Limb 2**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs - 15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs - 15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours

61-65	Left Limb 3**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs - 15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs - 15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours
66-70	Left Limb 4**	-5' movement for 2d4 weeks + 30% for an additional limb	1-50% -5' movement for 2d4 weeks	1-75% -5' move for 2d4 weeks	1-80% -5' movement for 2d4 weeks + 40% for an additional limb	-5' movement for 2d4 weeks + 50% for an additional limb -10' move or 51-70% 2 additional limbs - 15' move + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	1-40% -5' move + 80% thorax damage BLEED - 2d4+1 for 1d4 hours + SHOCK	-5' movement for 2d4 weeks + 60% for an additional limb -10' move or 61-70% 2 additional limbs - 15' move + SHOCK + 80% thorax damage BLEED -2d12+4 for 2d4 hours
71-85	Abdomen - Exoskeleton	BLEED -1d4 for 1d4 hours + 1-50% BLEED -1d6 for 1d4 hours + 1-25% hearing loss	BLEED -1d2 for 1d2 hours + 1-60% BLEED for -1d4 for 1d4 hours	internal damage: BLEED -1d4 for 1d4 hours + 1-25% hearing loss	internal damage: -2d4+1 for 1d6 hours + 1-35% SHOCK + 1-40% hearing loss	SHOCK + -2d6+2 internal damage + 1-70% hearing loss	SHOCK + -2d8+2 internal damage	SHOCK + -2d8+2 internal damage	1-50% DEATH + SHOCK + -2d10+2 internal damage + hearing loss
86-100	Abdomen - Internal Organ	BLEED -1d6 for 1d6 hours + 1-60% BLEED -1d6 for 1d4 hours + 1-35% hearing loss	BLEED -1d4 for 1d4 hours + 1-65% BLEED for -1d4 for 1d4 hours	internal damage: BLEED -1d6 for 1d6 hours + 1-25% hearing loss	internal damage: -2d6+1 for 1d8 hours + 1-45% SHOCK + 1-40% hearing loss	SHOCK + -2d8+2 internal damage + 1-70% hearing loss	SHOCK + -2d10+2 internal damage	SHOCK + -2d10+2 internal damage	1-65% DEATH + SHOCK + -2d12+2 internal damage + hearing loss

Arachnids with Stingers

* on any abdomen hit 30% of the time will be to the stinger section of the abdomen. Results = + unable to sting for 2d4+1 weeks

Woodies

DC		16	18	20	14	18	20	22	25
d100	Location	Slashing	Piercing	Crushing	Abrasion	Burn	Pierce/Burn1	Pierce/Crush2	Disintegrate
1-10	Surface / Bark	-1 AC for 2d4 weeks	2x food requirements for 1d4 weeks + 1-25% infection	-1 AC for 2d4 weeks	-2 AC for 2d4 weeks	x.5 heal rate for 1d4 weeks + -2 AC + 1-30% infection + 1-30% SHOCK	2x food requirements for 1d4 weeks + 1-25% infection + 1-50% x.5 heal rate for 1d6 weeks	2x food requirements for 1d4 weeks + 1-25% infection	-2 AC for 2d4+2 months + 70% infection + x.5 heal rate for 1d4+1 months + 1-40% SHOCK
11-15	Phloem / Inner Bark	-1 AC for 2d4 weeks + 2x food requirements for 2d4 weeks + 1-25% infection	2x food requirements for 1d4 weeks + 1-25% infection + BLEED -1d4 for 1d2 hours	-1 AC for 2d4 weeks + 2x food requirements for 2d4 weeks	-2 AC for 2d4 weeks + 2x food requirements for 2d4 weeks + 1-25% infection	x.5 heal rate + -2 AC + 1-40% infection + 1-40% SHOCK + 2x food requirements for 2d4 weeks	2x food requirements for 1d4 weeks + 1-25% infection + BLEED -1d4 for 1d2 hours + 1-50% x.5 heal rate for 1d8 weeks	2x food requirements for 1d4 weeks + 1-25% infection + BLEED -1d4 for 1d2 hours	-2 AC for 2d4+2 months + 80% infection + x.5 heal rate for 1d4+2 months + 1-50% SHOCK
16-20	Cambian	-1 AC for 2d4 weeks + 2x food requirements for 2d4 weeks + 1-30% infection	2x food requirements for 1d4 weeks + 1-30% infection + BLEED -1d4+1 for 1d2 hours	-1 AC for 2d4 weeks + 2x food requirements for 2d4 weeks	-2 AC for 2d4 weeks + 2x food requirements for 2d4 weeks + 1-30% infection	x.5 heal rate + -2 AC + 1-60% infection + 1-50% SHOCK + 2x food requirements for 2d4 weeks	2x food requirements for 1d4 weeks + 1-30% infection + BLEED -1d4+1 for 1d2 hours + 1-55% x.5 heal rate for 1d8+1	2x food requirements for 1d4 weeks + 1-30% infection + BLEED -1d4+1 for 1d2 hours	-2 AC for 2d4+2 months + 90% infection + x.5 heal rate for 1d6+1 months + 1-20% check for DEATH + 1-60% SHOCK
21-25	Sapwood	-1AC for 2d4 weeks + 2x food requirements for 2d4 weeks + 1-35% infection + BLEED 1d4+1 for 1d4 hours	2x food requirements for 1d4 weeks + 1-35% infection + BLEED -1d4+2 for 1d4 hours	-1AC for 2d4 weeks + 2x food requirements for 2d4 weeks + BLEED 1d4+1 for 1d4 hours	-2AC for 2d4 weeks + 2x food requirements for 2d4 weeks + 1-35% infection + BLEED 1d4+1 for 1d4 hours	x.5 heal rate + -2 AC + 1-80% infection + 1-60% SHOCK + 2x food requirements for 2d4 weeks	2x food requirements for 1d4 weeks + 1-35% infection + BLEED -1d4+2 for 1d4 hours + 1-60% x.5 heal rate for 1d8+2 weeks	2x food requirements for 1d4 weeks + 1-35% infection + BLEED -1d4+2 for 1d4 hours	-2 AC for 2d4+2 months + infection + x.5 heal rate for 1d6+1 months + 1-30% check for DEATH + 1-70% SHOCK
26-40	Trunk	-1 AC for 2d4 weeks + 1-40% vital organ hit BLEED 2d4+2 for 1d6 hours + 1-25% infection	BLEED -2d4+1 for 1d4 hours + 1-25% infection	-1 AC for 2d4 weeks + 1-40% vital organ hit BLEED 2d4+2 for 1d6 hours	-2 AC for 2d4 weeks + 1-40% vital organ hit BLEED 2d4+2 for 1d6 hours + 1-25% infection	x.5 heal rate + -2 AC + 1-40% infection + 1-40% SHOCK + 2x food requirements for 2d4 weeks	BLEED -2d4+1 for 1d4 hours + 1-25% infection + 1-65% x.5 heal rate for 1d6 weeks	BLEED -2d4+1 for 1d4 hours + 1-25% infection	-2 AC for 2d4+2 months + 80% infection + x.5 heal rate for 1d6+1 months + 1-25% check for DEATH + 1-50% SHOCK
41-58	Branches / Limbs	-1d2 Dex and Str for 1d4+1 weeks	-1 Dex for 1d4 weeks	-1d2 Dex and Str for 1d4 weeks	-1 Str for 1d4 weeks	x.5 heal rate + -1d4 Dex and Str for 1d4 months	x.5 heal rate + -1d2 Dex and Str for 1d2 months	-1d2 Dex and Str for 1d4+1 weeks	x.5 heal rate + -1d4+1 Dex and Str + 1-40% SHOCK

59-63	Canopy	2 x food requirements for 2d4 weeks + 1-30% 1/2 fruit production for 2d4 months	1-20% 2x food requirements for 2d4 weeks	2 x food requirements for 2d4 weeks	2 x food requirements for 2d4 weeks + 1/2 fruit production for 2d4 months	x.5 heal rate + 2x food requirements for 2d4 months+ no fruit production for 2d4+1 months + 1-50% infection	1-20% 2x food requirements for 2d4 weeks + 1-50% x.5 heal rate for 1d4+1 weeks	1-20% 2x food requirements for 2d4 weeks	x.5 heal rate + 2x food requirements for 2d4 months+ no fruit production for 2d4+1 months + 1-50% infection + 1-70% SHOCK
64-70	Root 1	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-35% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-30% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-35% infection
71-76	Root 2	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-35% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-30% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-35% infection
77-82	Root 3	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-35% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-30% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-35% infection
83-88	Root 4	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-35% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-30% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-35% infection
89-94	Root 5	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-35% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-30% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-35% infection
95-100	Root 6	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-35% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-30% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-25% infection	-5' movement + 2x food requirements for 2d4 weeks + 1-35% infection

Woodies

** It is always assumed, for game purposes, that Woodies have up to 6 motive root limbs that allow them to 'walk'
- Plants cannot 'smell' or 'taste' unless a mutation is possessed. Plants may 'hear' 'see' and 'feel' however.

Spongies

		DC	16	18	20	14	18	20	22	25
d100	Location	Slashing	Piercing	Crushing	Abrasion	Burn	Pierce/Burn1	Pierce/Crush2	Disintegrate	
1-15	Sensory Spinules	-2 Spot and Listen checks for 1d4+1 weeks	-1 Spot and Listen checks for 1d2 weeks	-1d4 Spot and Listen checks for 1d4+1 weeks	-1d4 Spot and Listen checks for 1d4 weeks	x.5 heal rate for 1d4+1 weeks + SHOCK + -1d6 Spot and Listen checks for 1d4+1 weeks + 1-50% infection	-1 Spot and Listen checks for 1d2 weeks + SHOCK + 1-20% infection	-1d2 Spot and Listen checks for 1d4 weeks	-1d4 Spot and Listen + SHOCK + 1-30% infection	
16-20	Host Interface Spinules	Host receives +2 save for self will for 1d4+1 weeks	Host receives +1 save for self will for 1d2 weeks	Host receives +3 save for self will for 1d4+1 weeks	Host receives +3 save for self will for 1d4 weeks	x.5 heal rate for 1d4+1 weeks + Host receives +4 save for self will for 1d4+1 weeks + SHOCK + 1-40% infection	Host receives +2 save for self will for 1d2 weeks + SHOCK + 1-20% infection	Host receives +2 save for self will for 1d4 weeks	Host receives +4 save for self will + SHOCK + 1-30% infection	
21-25	Brain Spinules	-1d4 Int and Wis for 1d4+1 weeks	-1d2 Int and Wis for 1d2 weeks	-1d4 Int and Wis for 1d4+1 weeks	-1d4 Int and Wis for 1d4 weeks	x.5 heal rate for 1d4+1 weeks + -1d6 Int and Wis for 1d4+1 weeks + SHOCK + 1-40% infection	-1d4 Int and Wis for 1d4 weeks + SHOCK + 1-20% infection	-1d2 Int and Wis for 1d4 weeks	-1d6 Int and Wis + SHOCK + 1-30% infection	
26-65	Body / Thallus Non-vital	x.5 heal rate for 1d4+1 weeks + 1-20% infection + BLEED -1d4 for 1d6 hours + 1-30% -1 age category	1-10% infection + BLEED -1d2 for 1d4 hours	BLEED -1d8 for 1d6 hours + 1-50% SHOCK	1-25% infection + BLEED -1d4 for 1d4 hours	x.5 heal rate for 1d4+1 weeks + SHOCK + 1-60% -1 age category + 1-80% infection	BLEED -1d6 for 1d6 hours + SHOCK + 1-20% infection	BLEED -1d4+1 for 1d4+1 hours + 1-15% infection	1-50% Sensory spinules also affected + 1-50% Host Interface spinules also affected + 1-50% Brain Spinules also affected + SHOCK + 1-50% check for DEATH + 1-30% infection	
76-100	Body / Thallus Vital	x.5 heal rate for 1d4+1 weeks + 1-25% infection + BLEED -1d6 for 1d8 hours + 1-35% -1 age category	1-10% infection + BLEED -1d4 for 1d4 hours	BLEED -1d8+1 for 1d8 hours + 1-75% SHOCK	1-35% infection + BLEED -1d4 for 1d6 hours	x.5 heal rate for 1d4+1 weeks + SHOCK + -1 age category + 1-80% infection	BLEED -1d6+1 for 1d6 hours + SHOCK + 1-25% infection	BLEED -1d6 for 1d4+1 hours + 1-20% infection	1-60% Sensory spinules also affected + 1-60% Host Interface spinules also affected + 1-60% Brain Spinules also affected + SHOCK + check for DEATH + 1-30% infection	

Diseases and Ailments : Humanoid and Animal

Minor Ailments

#	D100%	Disease	DC	Damage	Special Effects/Symptoms	Onset	Duration	Treatment	Recovery
1	1-5	Bloody Lung	15	d4/period	-1Con/day, Run 1/4 duration, Combat 4 rounds, rest 1 round	d8 hours	d4+2 days	11-S, 29-31	+1Con/day, Normal Heal
2	6-10	Gray Palsy	20	none	Joint Pain 1/2 movement, -2 mechanical skills, Gray/pale skin tone	d4 days	d8+1 days	1-3-S(pain), 29-31	-
3	11-15	Crimson Flame	25	d6/period	Catatonic/unresponsive condition	d4 hours	24hours - Con mod	30-31	Normal Heal
4	16-20	Lathering Madness	25	d6/period	erratic/berserker behavior	d2 hours	12hours - Con mod	30-31	Normal Heal
5	21-25	Earth Poison	30	d10/period	Catatonic/unresponsive condition	instant	12 hours	30-31	Normal Heal
6	26-35	The Curse (Common Cold)	15	none	Weakness, -2 on all actions, -1 Con and Str/day	d2 days	d6 days	11-S, 29-31	+2 Con and Str/day
7	36-45	Gut Wrench (Food Poison)	20	d4/period	Weakness, -2 on all actions, -1 Con and Str/period	d2 hours	1 day	4-6, 11-S, 29-31	Regain all after 24hours
8	46-55	Walking Crud (Pneumonia)	20	d4/day	Weakness, -2 on all actions, -1 Con and Str/day	d4 days	d12+2 days	11-S, 29-31	+2 Con and Str/day, Normal Heal
9	56-65	Sores / Shingles / Cysts	12	none	Itchy, disfiguring -3Cha, possibly permanent	d4+1 periods	d6 days	21-23 or 29-31	+1 Cha/day
10	66-70	Blaze	18	d4/day	Pain, urinary infection, pee frequently	d2 days	d6+3 days	1-3-S(pain), 29-31	Normal Heal
11	71-75	Headburst	15	d4/period	Dizziness/nausea, -1 from all actions	d4 hours	24hours-Con mod	1-3	Normal Heal
12	76-80	Fire Plant (Sumac Poison)	15	d4/day	Itchy, unable to wear armor	instant	d4 days	-	Normal Heal
13	81-85	Runny Nose	12	1/period	Blood loss cannot be stopped	d20hours	d10+1 days	25-S, 29-31	Normal Heal
14	86-90	Ear Dizzy	12	none	Parasitic, Vertigo, -4 on all actions	1/period	indefinitely	-	Manual Removal
15	91-100	The Runs (Dysentery)	15	1/period	Dehydration	24hours	d4 days	29-31	Normal Heal

Major Ailments

#	D100%	Disease	DC	Damage	Special Effects/Symptoms	Onset	Duration	Treatment	Recovery
16	1-6	Shivering Fits	12	0	Random seizures, permanent	d2 days	Indefinitely	29-31	Permanent, check each period
17	7-12	Dry Rot	40	d4/day	Each 1/10th HP loss = digit loss, 1/4 HP loss = a limb loss	d4 days	1 week	21-23	All digits or limbs lost are permanent
18	13-18	No Name (Anthrax)	25	d4/period	Weakness, -1 Str and Con/day, Save vs death at end of duration	d4 days	d4+1 days	11-S, 30-31	+1 Str and Con/day, Loss of hair if PC survives
19	19-24	No Name (Cholera)	15	d4/day	Save vs death at end of duration, drink twice the water, -1 all actions/week	d4 days	d4 weeks	29-31	+1 actions/day, Normal Heal
20	25-30	Screaming Death (Pneumonic Plague)	30	d4/min	Delirium, random behavior, save vs death at end of duration	d6+1 hours	d10+5 hours	30-31	Normal Heal
21	31-36	Rabies	15	d4 day	Bitten-Sever pain, -2 all actions	6 days	Indefinitely	1-3-S(pain), 29-31	Normal Heal
22	37-42	Hep (Hepatitis)	15	none	Weakness, -2 Str and Con, a 1-2 roll on Fort save means roll to save vs death	d4 days	Indefinitely	11-S, 29-31	-
23	43-48	Brain Lightning	40	d10/period	Damage is mental only, when HP=0 character goes into a coma for d10 hours. During coma all pseudo-damage is healed, cycle begins all over again upon consciousness.	d4+2 days	Indefinitely	30-31	Special Heal
24	49-54	Eyeburn	20	d4/day	-1 all actions/day, save vs blindness at the end of duration. -4 Spot	d2 days	4 days	29-31	Blindness is permanent
25	55-60	Swift	25	d4/period	At the end of gestation period swift pustules explode and spread to other hosts 10'r. Fungal cancerous like growth, -1 all actions/week	24hours	4 weeks	22-23	Normal Heal
26	61-66	Fire Lung	20	d10/day	Sever cough, +4 penalty all surprise rolls for whole party, -2 Con	24hours	1 week	11-S, 30-31	Normal Heal
27	67-72	Creeping Red (Erysipelas)	25	d8/period	Spreading redness and blistering of skin which causes permanent scarring, -2 Cha, -1 all actions from pain, at the end of duration save vs death	1 period	d6+2 days	2-3-S, 30-31	Cha loss is permanent, Normal Heal
28	73-87	Bloody Drip	40	d6/day	Wounds do not stop bleeding	d10 days	Indefinitely	25-S, 30-31, 44-S	-
29	88-93	Morphagenic Plague	25	d4/day	100%-Con to suffer mutation effects, 60%-Defect, 40%-Beneficial mutation	24 hours	d8 days	30-31	Normal Heal
30	94-100	Clogged Drain	20	d10/day	Viral, paralyzes sphincter, unable to defecate, save vs death at end of duration due to system poisoning	24 hours	d10+2 days	29-31, 43-S	Normal Heal

Diseases and Ailments : Plants (Woodies)

#	D100%	Disease	DC	Damage	Special Effects/Symptoms	Onset	Duration	Treatment	Recovery
MINOR									
1	1-15	Canker	18	d4/day	No fruiting / loss of foliage – double rooting period / -1 Con per week for first 4 weeks	1d4+1 weeks	Indefinitely	Anti-fungal	After treatment – 1d2+1 weeks normal rooting, 1d4+1 weeks normal fruit growth. +1 Con per day
2	16-35	Gall	20	d4/week/gall	Caused by a specific form of insect infestation. -1 Con per week for first 4 weeks. d6 galls will infest per month	1d6+1 days	D4 months	Insecticide during onset	+1 Con per day once effectively treated
3	36-50	Foliage Blisters	20	d6/day	Loss of foliage – double rooting period / -1 Con per week for 5 weeks	2d6 days	2d20+5 days	Anti-fungal	Normal rooting. +1 Con per day
4	51-65	Rust	18	d2+1/day	Loss of foliage – double rooting period / -1 Con and Str per week for 4 weeks	2d6 days	2d12+2 days	Anti-fungal	Normal rooting. +1 Con and Str per day
5	66-70	Fluoride Toxicity	25	-1/day	Loss of foliage – double rooting period / discoloration of foliage	24 hours	2d6 days	None	Normal rooting
6	71-85	Stress	16	-	-1 Con, Str, and Dex per day for duration	Instant	1d6+1 days	Rest and Rooting	+1 Con, Str and Dex per day
7	86-90	Nutrient Deficiency	18	-	-1 Con, Str, and Dex per hour after onset	8 hours	Indefinitely	Rooting	+1 Con, Str and Dex per hour of rooting
8	91-100	Leaf Curl	25	d4/day	Inefficient foliage – double rooting period / -1 Con per week for 5 weeks	2d6 days	Indefinitely	Anti-fungal	After treatment – 2d4+1 days normal rooting. +1 Con per day
MAJOR									
9	1-8	Root Rot	30	d6/day	Triple rooting period / -1 Con and Str per day	2d6+2 days	Indefinitely	Anti-fungal	After treatment – 1d2+1 weeks normal rooting. +1 Con and Str per day
10	9-15	Bark Shed	25	-	Loose all natural armor bonus for duration	1d6+3 days	1d4+1 months	None	+1 natural AC per week after duration
11	16-25	Blight	40	d8/day	Double rooting period	2d6+2 days	2d4 weeks	Anti-fungal	-
12	26-40	Infestation	30	d6/day	Inefficient foliage – double rooting period. -2 Con per day	1d6 days	Indefinitely	Insecticide	+1 Con per day after treatment

#	D100%	Disease	DC	Damage	Special Effects/Symptoms	Onset	Duration	Treatment	Recovery
13	41-48	Black Root	40	d8/day	Triple rooting period / -2 Con and Str per day	2d6+2 days	Indefinitely	Anti-fungal	After treatment – 1d2+1 weeks normal rooting. +1 Con and Str per day
14	49-59	Black Leaf	35	d4/day	Double rooting period / -1 Con per day	2d6 days	Indefinitely	Anti-fungal	After treatment – normal rooting. +1 Con per day
15	60-75	Snow Leaf	35	d4/day	Double rooting period / -1 Con per day / no fruiting	2d6	Indefinitely	Anti-fungal	After treatment – normal rooting, 1d4+1 weeks normal fruiting. +1 Con per day
16	76-86	Stem Rot	30	d6/day	-2 Str per day	1d4+1 weeks	Indefinitely	Anti-fungal	+1 Str per day after treatment
17	87-90	Salt Poisoning	25	d10/day	Unable to root for duration	24 hours	1d4+1 days	None	Normal rooting after duration
18	91-95	Morphagenic Plague	25	d4/day	100%-Con to suffer mutation effects, 60%-Defect, 40%-Beneficial mutation	24 hours	d8 days	None	Normal Heal
19	96-100	General Viral	40	d6/day	-1 Con per day	1d6+1 days	2d12 days	None	+1 Con per day after duration

Diseases and Ailments : Plants (Spongies)

#	D100%	Disease	DC	Damage	Special Effects/Symptoms	Onset	Duration	Treatment	Recovery
Minor									
1	1-30	Blight	20	d4/day	-1 Con per day for first week	2d6+2 days	2d4 weeks	Anti-fungal	+1 Con per day after duration or treatment
2	31-65	Infestation	30	d6/day	-1 Con per day for first week	1d6 days	Indefinite	Insecticide	+1 Con per day after treatment
3	66-100	Rust	20	d2+1/day	-1 Con and Str for first week	2d6 days	2d12+2 days	Anti-fungal	+1 Con and Str per day after duration or treatment
Major									
4	1-30	Fungal Bloom	30	d4/day	-2 Con and Str per day	1d4 days	1d8+1 days	Anti-Fungal	+1 Con and Str per day after duration or treatment
5	31-60	Spinule Rot	30	d4/day	-1 Con and Str per day. +1 to hosts save vs spongies influence per day cumulative	2d4+1 days	2d6+2 days	Anti-Fungal	+1 Con and Str per day and resumption of unpenalized host control at end of duration or treat.

#	D100%	Disease	DC	Damage	Special Effects/Symptoms	Onset	Duration	Treatment	Recovery
6	61-75	Scarlet Flame	40	d8/day	-2 all actions due to pain	1d4 days	Indefinite	Anti-Fungal	-
7	76-85	Morphagenic Plague	25	d4/day	100%-Con to suffer mutation effects, 60%-Defect, 40%-Beneficial mutation	24 hours	d8 days	None	Normal Heal
8	86-100	General Viral	40	d6/day	-1 Con per day	1d6+1 days	2d12 days	None	+1 Con per day after duration

Why There is No Disease Description Text

A reader may note that any specific diseases complete description has been omitted. This is so that a GM may interpret any given disease as he or she chooses.

Medical Treatments

#	D100%	Item	Tech Level	DC	# of Doses	Treatment	Notes
1	1	Pain Reduction, Low	II	d10+10	d6	10-S, 11, 21-S	Treats pain only, 1/2 damage
2	2	Pain Reduction, Medium	III	d20+20	d4	2-S, 10-S, 11, 21-S, 27-S	Treats pain only, 1/2 damage
3	3	Pain Reduction, High	IV	d30+30	1	2-S, 10-S, 11, 21-S, 27-S	Treats pain only, 1/2 damage
4	4-6	Anti-Toxin, Low	II	d10+10	d6	Toxin poisoning and total 'toxin count'	DC adds to Fort and Mutation saves, adds to beneficial mutation roll, DC subtracts from 'toxin count'
5	7-9	Anti-Toxin, Medium	III	d20+20	d4	Toxin poisoning and total 'toxin count'	DC adds to Fort and Mutation saves, adds to beneficial mutation roll
6	10-12	Anti-Toxin, High	IV	d30+30	1	Toxin poisoning and total 'toxin count'	DC adds to Fort and Mutation saves, adds to beneficial mutation roll
7	13	Nutridose	IV	d20+20	d10	Hunger and nutritional problems	1 dose replaces 1 meal
8	14	Zerathin	III	d20+20	d4	Sleep inducing	Sleep Inducing, 8 hours per dose
9	15	Interra	III	d20+20	d4	inhibitions and wisdom decreased	Truth Serum +8 to interrogate
10	16	Intelladose	IV	d20+20	d4	Increases blood flow and neural activity to brain	+d4 Int and Wis for d4 hours
11	17	Hyper-dexamylphet(HDAP)	III	d20+20	d4	Stimulates bodily functions	Heals +d6 Str and Con damage
12	18	Genetic Booster	IV	d20+20	d4	Trained Morphagenic Virus	Gain one beneficial mutation d4 days
13	19-21	Accelera Dose	III	d20+20	d4	Increased natural healing	Natural heal rate is /hour instead of /day +2
14	22-24	Pollycellulac-3	III	d20+20	d6	Artificial healing	Heals 2d10 damage w/in 10 rounds
15	25-27	Pollycellulac-4	IV	d30+30	d4	Artificial healing	Heals 2d10 damage
16	28-30	Cur-in-dose	IV	d30+30	d4	nano-detoxifier	Cures all toxins/poisons/venoms up to DC, +4 Fort otherwise
17	31-33	Anti-poison, Low	II	d10+10	d6	Natural Toxins	Cures at or below DC rating, +4 Fort
18	34-36	Anti-poison, Medium	III	d20+20	d4	Natural Toxins	Cures at or below DC rating, +4 Fort
19	37-39	Anti-poison, High	IV	d30+30	1	Natural Toxins	Cures at or below DC rating, +4 Fort
20	40	Cardiacine	III	d20+20	d4	Re-animator/jump starts heart	Administered after death. +1DC for every minute after death(base=DC15). Character is brought back to life at -1 HP, does not cure poisons, etc
21	41-42	Anti-fungicide, Low	II	d10+10	d6	9,17,25	Cures at or below DC rating, +4 Fort
22	43-44	Anti-fungicide, Medium	III	d20+20	d4	9,17,25	Cures at or below DC rating, +4 Fort
23	45-46	Anti-Fungicide, High	IV	d30+30	1	9,17,25	Cures at or below DC rating, +4 Fort
24	47	Stim Dose	III	d20+20	d4	Physically booster	+d4 Str and Con for d4 hours
25	48	Coagulant	III	d20+20	d4	13-S,28-S	Artificially stops Bleeding, +4 Fort
26	49-51	Anti-Rad Serum, Low	III	d10+10	d6	Rad poisoning and total 'rad count'	DC adds to Fort and Mutation saves, adds to beneficial mutation roll, DC-subtracts from 'rad count'
27	52-54	Anti-Rad Serum, Medium	IV	d20+20	d4	Rad poisoning and total 'rad count'	DC adds to Fort and Mutation saves, adds to beneficial mutation roll, DC-subtracts from 'rad count'
28	55-57	Anti-Rad Serum, High	IV	d30+30	1	Rad poisoning and total 'rad count'	DC adds to Fort and Mutation saves, adds to beneficial mutation roll, DC-subtracts from 'rad count'

29	58-60	Anti-Viral, Low	II	d10+10	d6	All, but 9,12,14,17,25	Cures at or below DC rating, +4 Fort
30	61-63	Anti-Viral, Medium	III	d20+20	d4	All, but 9,12,14,17,25	Cures at or below DC rating, +4 Fort
31	64-66	Anti-Viral, High	IV	d30+30	1	All, but 9,12,14,17,25	Cures at or below DC rating, +4 Fort
32	67-68	Medi-kit, Personal	IV	d10+10	1	All	Cures problems at DC and below. D10+10 heal
33	69	Medi-kit, Professional	IV	d20+20	1	All	Cures problems at DC and below. D20+20 heal
34	70	Medi-kit, Surgical	IV	d30+30	1	critical wounds only	Cures internal and external injuries
35	71	Medi-kit, Spinal Injury	IV	d30+30	1	spinal only	Cures spinal or nerve damage only
36	72	Medi-kit, Bone Injury	IV	d20+20	1	bone only	Heals broken bones only
37	73	Medi-kit, Veterinarian	IV	d10+10	1	animals only	Cures problems at DC and below, Animals only
38	74	Medi-kit, Android	IV	D20+20	1	Androids only	Repairs normal damage to Androids and 1 worth of quirks/ use.
39	75-77	First Aid Kit	III	d10+10	d4	-	+2 Medical Skill for First Aid checks
40	78-79	Bandage Kit, General	II	d10+10	d6	external non-burns only	+1 Heal/day, change daily
41	80	Bandage Kit, Burn	II	d10+10	d4	can be used for any external wnd	+1 Heal/day-burns only, change daily
42	81	Injection Kit	III	d10+10	1	Required if GM determines that an medical treatment is not in a self applying syringe, but in a separate vile or tube	No drugs included
43	82	Laxative	II	d20+20	1	30-S	
44	83	Liquid Skin Spray	II	d10+10	d4	13-S,28-S, external wounds only	+1 natural heal/day
45	84	Gurney Kit	I	d10+10	1	carry the wounded	Natural movement rates unaffected
46	85-86	Nanite Injector	III	D20+20	d4	Artificial repair of Androids	Repairs 1d10+4 normal damage
	87<	Holistic/Herbal Healing	II	d20+20 Max	-	weeds that heal	Pharmacology-Simple feat required to fabricate, roll d2 DC=d10+10 or d20+20
47	1	Pain Reducer	-	-	d4	As Above	As Above
48	2	Healing	-	-	d4	As Above	Heals 2d6 damage
49	3	Stimulant	-	-	d4	As Above	As Above
50	4	Anti-poison	-	-	d4	As Above	As Above
51	5	Anti-fungal	-	-	d4	As Above	As Above
52	6	Anti-toxin	-	-	d4	As Above	As Above
53	7	Sleep Inducing	-	-	d4	As Above	As Above
54	8	Coagulant	-	-	d4	As Above	As Above
55	-	Bios Scanner	IV	d20+20	1	portable handheld medical diagnosis	range20', diagnosis of medical condition(life form detection)
56	-	Porta Stasis Chamber	IV	d20+20	1	Suspends patient in cryostatis	Stops ALL progressive damage
57	-	Regeneration Chamber	IV	d30+30	1	healing chamber	Repair ALL damage at natural heal rate +2

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