

# HACKMASTER®



## HackJournal Issue #36 Summer - 2011

Welcome to the newest edition of HackJournal, the HackMaster magazine for players and GameMasters around the world! Whether you profess to be the greatest fighter, thief, mage or cleric, you can't afford to pass up a single issue! Here's just a sampling of the inventory of secrets revealed herein:

- *Critical Hits for HackMaster*
- *Tips for staying involved in combat*
- *Tournament advice for GameMasters*
- *A new HackMaster monster – the Leucrotta*

© Copyright 2011, Kenzer and Company. All rights reserved.



Kenzer and Company  
511 W. Greenwood Avenue  
Waukegan, IL 60087





## HACKJOURNAL 36

This quarterly PDF supplement is written specifically for (and by) the members of the HackMaster Association, a member-driven organization of HackMaster players and GameMasters who meet to discuss and play the HackMaster role-playing game. The HackJournal also previews special pre-release material, including 'alpha' and 'beta' rules previews for future HackMaster products! HackMaster Association members are encouraged to try out these new rules and provide feedback on the Kenzer and Company discussion forums.

### Credits

#### This Issue's Contributors:

Jolly R. Blackburn, Steve Johansson, Ronald Homer,  
David S. Kenzer, Topher Kersting, Mark Plemmons

**Interior Illustrations:** Jolly R. Blackburn,  
Anthony Carpenter, Caleb Cleveland,  
Brendon and Brian Fraim

**Editors:** Charles Brown, Kurt Evans, George Fields,  
Andrew W. Franklin, Jan Monk, Nate Sims,  
Christopher Stogdill, Matthew Tremblay

**Project Managers:** Mark Plemmons and David Kenzer

**Production Manager:** Steve Johansson

**Layout:** Mark Plemmons

**HMA Manager/Editor-in-Chief:** Mark Plemmons

**HMA Tournament Managers:** Christopher "Face"  
Stogdill and Joe "Geekbert" Reimers

**Hard Eight Enterprises Approval Authority:** Tuley Priswinkle

### Contents

Staying Involved in Combat .....	2
Weapon Selection .....	2
Coup-de-Grace .....	3
Conserve Spell Points .....	3
Utilize Skills .....	3
Use Defensive Options .....	3
Beware Your GM .....	3
Character Levels 1-10 .....	4
Mage Spell List .....	5
Cleric Spell List .....	7
Sentinels of the True Way .....	9
Happy Hunting: Tournament Tips for GMs .....	10
<b>GM-Only:</b>	
Critical Hits .....	13
New Monster: Leucrotta .....	34

Kenzer and Company  
511 W Greenwood Avenue  
Waukegan, IL 60087



In association with:



Questions, Comments, Product Orders?

Phone: (847) 662-6600

Fax: (847) 680-8950

Email: [questions@kenzerco.com](mailto:questions@kenzerco.com)

Visit our website at

[www.kenzerco.com](http://www.kenzerco.com)

This book is protected under international treaties and copyright laws of the United States of America. No part of this book may be reproduced, without the express written consent of Kenzer and Company. Permission is granted to the purchaser of this product to reproduce sections of this book for personal use only. Sale or trade of such reproductions is strictly prohibited.

#### PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

With respect to trademarks: HackMaster and Knights of the Dinner Table are registered trademarks of Kenzer and Company. HackMaster Basic, HackJournal, the Kenzer and Company logo, the HackMaster logo and the Hard 8 Enterprises logo are trademarks of Kenzer and Company.

© Copyright 2011 Kenzer & Company, Inc. All Rights Reserved.

# Staying Involved in Combat

*by Ronald Homer (#IN-1-10255-08)*

HackMaster is rightly known for its fast-paced, continuous combat, where every second, a fighter or thief might be maneuvering around for better position, drawing a weapon, blocking an attack, or taking advantage of critical hits or fumbles. Players who build characters for melee combat rarely find themselves bored during a fight.

However, not all character classes are appropriate for the front lines...

Mages are notorious for needing to stay near the rear of the party, conserving their powers for the most desperate of situations. Certain gods have clerical orders with favored or permitted weapons inappropriate for front-line combat. Rangers, rogues, and some other character classes, which could be appropriate for front line combat, may have concepts or physical restrictions (*e.g.*, a low Constitution score or crippling Quirk or Flaw) leading them to prefer to focus on something else instead.

Roleplaying and combat are traditionally equal in HackMaster, but sometimes this means that a player character optimized solely for roleplay spends half of every game session bored or frustrated during battles. Below are some suggestions for how to keep your melee-weak PC involved in a fast-paced HackMaster combat.

## Weapon Selection

First, always remember that certain classes and weapon choices are fundamentally slow in combat. Mages have to strictly ration their Spell Points for higher-level spells, and often cannot afford to spend BP's on improving weapon speed. Certain cleric classes prefer various types of pole arms - notoriously slow weapons. Crossbows take forever to reload, so unless you can afford a porter to carry two or three pre-loaded crossbows for you, those do little to keep you involved in combat either.

Longbows and short bows are good possibilities, but they require a large amount of BPs to reach useful speeds. Since bows only allow specialization in the two categories of Attack and Speed, improving a bow to a useful rate of fire at first level becomes possible for a ranger or fighter, but not most other characters.

Options narrow for a character wishing to spend the minimum amount of BP's on combat specializations or other proficiencies.

For ranged weapons, your best choices are throwing knives, throwing axes, and javelins. If you skip 'Aiming' with these weapons, then they are already at maximum speed, and the -6 to attack from not aiming may be balanced by a high Dexterity or Intelligence score, or by choosing vulnerable targets, which have reduced Defense Dice. Crossbows might inflict higher initial damage than hurled weapons, but if you have enough targets, hurled weapons cause much higher total damage over an entire combat. With a high enough Attack Bonus, you can occasionally risk firing into melee; by aiming at the enemy's rear rank, you endanger several opponents at once, forcing them to make their defense checks before any of your companions must do the same

For characters who can't risk going face-to-face with the enemy, but who still want a 'melee' weapon, pole arms often prove remarkably useful, if you can trust your companions to maintain a defensive front line. Specializing to improve Weapon Speed with spears or halberds is usually a lost cause, but that means that a weak combat PC often has the same performance with a pole arm as a front-line fighter.

Spears function well, and are almost always available, but the really interesting pole arm is the halberd. Even with a poor strength score, the high damage of a halberd often results in TOP Checks, or even the outright killing of wounded opponents (especially on a Critical Hit). If you adopt a tactic of using a halberd on the outside flank of your enemy's line, and then move your way in as opponents die or fail Threshold of Pain Checks, your Weapon Speed will consistently reset,

and the reach of the halberd now offsets its slow Attack Speed. Of course, if you miss your opponent - or if he remains standing after taking damage, then you have to rely on your front-line companions to finish your opponent off quickly, so that your Weapon Speed can reset after all.

## **Coup-De-Grace**

While traditionally the purview of thieves, any class may perform a Coup-de-Grace. As many thieves are actually quite proficient at front line combat, a weaker character volunteering to stay behind and slit throats frees the thief to remain at the front of combat.

## **Conserve Spell Points**

For mages who prefer casting spells as often as possible, try relying on the really low powered spells. At first level, a mage can cast Fire Finger 4 times a day, even after spending 5 SP to increase range to 6 feet, making it castable from the second rank. Fire Finger is a great tool for crowd control: it ignores DR, and the opponent must spend several seconds beating out the flames or suffer further damage. Making that choice will often force your opponent to either withdraw from combat, or suffer a reduced Defense Die (his hands are beating out a fire, not using his sword and shield).

For mages worried about conserving Spell Points, always be on the lookout for wands or similar devices. While they last, these are excellent force-multipliers.

## **Utilize Skills**

The need to capture prisoners to acquire intel often conflicts with the need to kill opponents quickly before they can recover. A character with a high Rope Use skill may be able to securely bind helpless opponents during combat, solving this problem. The First Aid skill can also prove useful, even during combat. For example, it may be necessary to prevent prisoners from successfully slitting their own wrists to avoid future interrogation.

With high Distraction or Acting skills, a character can contribute to combat without ever endangering himself. A mage might create an elaborate scene where he pretends to be casting spells, thus forcing opponents to watch him or take cover. Even character classes which can't cast spells can imitate a cleric or mage, pro-

vided they possess sufficiently high skills. Of course, the Distraction skill is a two-edged sword: Your character cannot be personally involved in combat when using it; and if your companions are not warned ahead of time, they are as likely as the enemy to be to react badly to an unexpected distraction.

Characters with especially good Acting and Language skills can make a real nuisance of themselves, especially if they also have the No Accent talent. A character could easily play a game where he yells confusing orders by imitating an enemy's native language. Of course, the No-Accent talent doesn't allow a character to perfectly mimic someone's voice.... But for large groups of dumb monsters, they may not question a report or order in their native language, when spoken by someone who lacks a foreign accent.

## **Use Defensive Options**

Elves and halflings often have very low Hit Points... but they also have various defensive bonuses to offset this. With proper preparation, even 'non-combat' player characters can make a nuisance of themselves on the front lines. If you have Luck Points, or enough Honor to correct for any runs of bad luck, try using Full Parry, or fighting with two shields. You might not be much of a threat, but you're likely to be the immovable rock which combat must flow around. And there's always the possibility of shield bashes, or receiving free attacks from enemy fumbles or your own Perfect or Near-Perfect Defense results.

## **Beware Your GM**

Good GameMasters are notorious for forcing PCs to become involved in combat. If you are visibly bored, or if your PC consistently avoids combat, your GM may take this as a challenge. Dumb animals may try to attack the lone weakling in the group, intelligent enemies with ranged weapons begin targeting the isolated and vulnerable opponents, and the possibilities with traps become endless. Remember to keep your vulnerable PC close to his allies, and try to at least look busy.... Never offer a GM a tempting target...

# Character Levels 1-10

One of the most anticipated aspects of the full HackMaster experience are the rules for advancing to character levels beyond those presented in *HackMaster Basic*. While these are currently a work in progress, we have enough of the structure in place to release the following guidelines for accommodating PCs up to 10th level into your current *HackMaster Basic* game. Due to popular demand, we are compiling them in this issue of *HackJournal*.

Note that the fighter and thief classes can be played using the printed rules with the addition of the expanded charts in this article. Mages and clerics require additional spell listings (see the included charts for the locations of these extended rules.)

We encourage your feedback and hope you'll join us in the discussion forums at [www.kenzerc.com](http://www.kenzerc.com).

## Advancement Chart

Level	Experience Points
1	0
2	400
3	1,200
4	2,200
5	3,400
6	4,850
7	6,600
8	8,700
9	11,200
10	14,150

## Fighter advancement table

Level	Hit Dice (d10)	Attack Bonus	Speed	Initiative
1	1	0	0	0
2	1 + re-roll	+1	0	0
3	2	+1	0	0
4	2 + re-roll	+2	0	0
5	3	+2	-1	0
6	3 + re-roll	+3	-1	-1
7	4	+3	-1	-1
8	4 + re-roll	+4	-1	-1
9	5	+4	-2	-1
10	5 + re-roll	+5	-2	-1

## Thief advancement table

Level	Hit Dice (d6)	Attack Bonus	Initiative	Initiative Die
1	1	0	-1	standard
2	1 + re-roll	0	-1	one better
3	2	0	-1	one better
4	2 + re-roll	+1	-1	one better
5	3	+1	-2	two better
6	3 + re-roll	+1	-2	two better
7	4	+1	-2	two better
8	4 + re-roll	+2	-2	two better
9	5	+2	-2	two better
10	5 + re-roll	+2	-3	two better

## Mage advancement table

Level	Hit Dice (d4)	Total Spell Points	Saving Throw bonus vs. Spells	Attack Bonus	Initiative
1	1	140	0	0	+2
2	1 + re-roll	190	+1	0	+2
3	2	260	+1	0	+2
4	2 + re-roll	340	+2	0	+2
5	3	430	+2	+1	+1
6	3 + re-roll	530	+3	+1	+1
7	4	640	+3	+1	+1
8	4 + re-roll	760	+4	+1	+1
9	5	890	+4	+1	+1
10	5 + re-roll	1030	+5	+1	+1

## Clerics advancement table

Level	Hit Dice (d8)	Attack Bonus	Initiative
1	1	0	+1
2	1 + re-roll	0	+1
3	2	+1	+1
4	2 + re-roll	+1	+1
5	3	+1	+1
6	3 + re-roll	+2	0
7	4	+2	0
8	4 + re-roll	+2	0
9	5	+3	0
10	5 + re-roll	+3	0

## Character Honor Table

Level	Notoriety	Dishonorable	Low	Average	Great*
1	0	1-5	6-10	11-20	21+
2	0	1-8	9-14	15-30	31+
3	0	1-11	12-18	19-40	41+
4	0	1-14	15-22	23-50	51+
5	0	1-17	18-26	27-60	61+
6	0	1-19	20-30	31-70	71-85
7	0	1-21	22-34	35-80	81-99
8	0	1-23	24-38	39-90	91-113
9	0	1-25	26-42	43-100	101-127
10	0	1-27	28-46	47-110	111-141

*\*You'll note that Great Honor has a prescribed maximum at 6th level and above. Beyond this, the character has attained Legendary Honor. Details on that august honor level will be featured in advanced HackMaster.*

## Mage Spells

Number	Apprentice Level	Journeyman Level	First Level
1	Amplify Illumination	Audible Clamor <small>K155</small>	Bash Door
2	Buoyancy <small>K155</small>	Aura of Innocence <small>K155</small>	Bird's Eye View <small>K171</small>
3	Feat of Strength	Aura of Protection	Deep Sleep
4	Fire Finger	Bar Portal	Magic Shield
5	Illusionary Mural	Candlelight	Planar Servant
6	Permanent Mark <small>K155</small>	Enrage	Scorch
7	Phantom Irritation <small>K155</small>	Perimeter Alarm	Sense Magic Aura
8	Repair	Remote Audio Link <small>K155</small>	Shift Blame
9	Repel <small>K155</small>	Tireless Run <small>K155</small>	Shrink
10	Springing	Virtual Mount <small>K155</small>	Throw Voice
11		Yudder's Whistle of Hells Gate	Translate
12			Wall Walk

Number	Second Level	Third Level	Fourth Level
1	Bedazzle	Cheetah Speed	Bottomless Pouch
2	Charm	Pyrotechnic Display	Enfeeble
3	Chilling Touch	Rope Charm	Fireball, Skipping Betty
4	Disguise	Unlock	Fracture Object
5	Frighten	Veil of Darkness	Memory Wipe, Lesser
6	Illusory Leather Armor	White Hot Metal	Motion Blur
7	Magic Projectile	Wizard's Lock	Prerecorded Audio Message
8	Shocking Touch		Reveal Secret Portal
9	Slippery Surface		Transmogrify
10	Smoke Screen		
11	Torchlight		
12	Pepper Spray <small>K172</small>		
13	Perspicillum <small>K172</small>		

## Mage Spells (continued)

Number	Fifth Level	Sixth Level	Seventh Level
1	Copycat	Boost Strength <small>K156</small>	Clairnosmia <small>K157</small>
2	Disembodied Floating Hand	Find Stuff <small>K156</small>	Cutaneous Respiration <small>K157</small>
3	Entrancing Lightshow	Flame Ball <small>K156</small>	Immunity to Apprentice Magic <small>K157</small>
4	Heat Seeking Fist of Thunder	Inflict Temporary Blindness <small>K156</small>	Induce Fratricide <small>K157</small>
5	Levitation	Invisibility <small>K156</small>	Low Light Vision <small>K157</small>
6	Massive Smoke Screen	Mind Reading <small>K156</small>	Retard Reaction <small>K157</small>
7	Munz's Bolt of Acid	Stink Bomb <small>K156</small>	
8	Panic	Telepathic Mute <small>K156</small>	
9	Sense Invisible Beings	Viscous Webbing <small>K156</small>	

Number	Eighth Level	Ninth Level	Tenth Level
1	Clairaudience <small>K164</small>	Clairoptikos <small>K165</small>	Clairvoyance <small>K166</small>
2	Exploding Script <small>K164</small>	Hasten <small>K165</small>	Dismiss Enchantment <small>K166</small>
3	Illumination <small>K164</small>	Infravision <small>K165</small>	Fireball <small>K166</small>
4	Paralysis <small>K164</small>	Lightning Bolt <small>K165</small>	Ghostform <small>K166</small>
5	Phantom Horse <small>K164</small>	Polyglot <small>K165</small>	Induce Fatigue <small>K166</small>
6	Sure Grip Snare <small>K164</small>	Polymorph to Primate <small>K165</small>	Sphere of Invisibility <small>K166</small>
7		Preemptive Retribution <small>K165</small>	

Spells notated with K indicate that spell's latest appearance in the monthly *Knights of the Dinner Table* magazine. The number indicates the issue number. Spells notated with HJ indicate its latest appearance in this quarterly *HackJournal* periodical. The number indicates the issue number.

## Cleric Spells

Number	First Level	Second Level	Third Level
1	Alleviate Trauma	Aggravate Pain	Blessing
2	Ceremony: Consecrate Divine Icon	Alter Emotion: Frighten <small>HJ31</small>	Cure Light Wounds
3	Cure Trifling Injury	Bless	Cursing <small>HJ31</small>
4	Diagnose Injuries <small>HJ31</small>	Bless Weapon <small>HJ32</small>	Detect Influence <small>HJ31</small>
5	Extend Fuel	Ceremony: Anoint	Endure Temperature <small>HJ31</small>
6	Induce Sobriety <small>HJ31</small>	Consecrate Armor <small>HJ32</small>	Faith Weapon <small>HJ32</small>
7	Inflict Trifling Injury <small>HJ31</small>	Cure Minor Wound	Fortify <small>HJ32</small>
8	Influence, Minor <small>HJ31</small>	Curse, Petty <small>HJ31</small>	Illumination: Torch
9	Know North <small>HJ31</small>	Inflict Minor Wound <small>HJ31</small>	Imperceptibility to Undead
10	Moderate Emotion: Cause Fear	Innocuousness	Improve Vigilance <small>HJ32</small>
11	Moderate Emotion: Reduce Fear <small>HJ31</small>	Moderate Elemental Damage	Indulgence, Minor <small>HJ31</small>
12	Purify Water	Moderate Personal Climate <small>HJ31</small>	Inflict Light Wound <small>HJ31</small>
13	Sense Divine Magic <small>HJ31</small>	Purify Food <small>HJ31</small>	Know Position
14	Sense Presence of Evil <small>HJ31</small>	Rejuvenate <small>HJ32</small>	Rectify Sprain/Hyperextension <small>HJ31</small>
15	Sense Presence of Good <small>HJ31</small>	Sanctify Weapon <small>HJ32</small>	Re-energize <small>HJ32</small>
16		Sterilize <small>HJ31</small>	Safe Haven
17		Taint Water <small>HJ32</small>	Taint Food <small>HJ32</small>
18		Unyielding <small>HJ32</small>	Therapeutic Touch <small>HJ32</small>

## Cleric Spells (continued)

Number	Fourth Level	Fifth Level	Sixth Level
1	Alert <small>HJ32</small>	Bless Weapons <small>HJ32</small>	Cure Fairly Serious Wounds
2	Command	Ceremony: Investiture	Faith Weapons <small>HJ32</small>
3	Contagion <small>HJ30, K153 (clerics of Mangrus only)</small>	Create Water	Holy Blessing <small>HJ31</small>
4	Cure Wound	Cure Injury	Illumination: Lantern <small>K156</small>
5	Directed Strike <small>HJ32</small>	Divine Providence <small>HJ32</small>	Inflict Fairly Serious Wound <small>K156</small>
6	Divine Steward	Exalt Warrior <small>HJ32</small>	Invigorate <small>HJ32</small>
7	Inflict Pain	Hallowed Weapon	Laryngitis <small>HJ30, K156</small>
8	Inflict Wound	Indifference	Remotely Cure Trifling Injury <small>K156</small>
9	Influence	Inflict Injury	Righteous Cursing <small>K156</small>
10	Kismet <small>HJ32</small>	Rectify Strain <small>HJ31</small>	True Strike <small>HJ32</small>
11	Reattach: Finger/Toe <small>HJ31</small>		
12	Sanctify Weapons <small>HJ32</small>		
13	Speed of the Devout <small>HJ32</small>		

Number	Seventh Level	Eighth Level	Ninth Level
1	Call to Action <small>HJ32</small>	Bless Weaponry <small>HJ32</small>	Faith Weaponry <small>HJ32</small>
2	Catalepsy <small>K157</small>	Cure Considerably Serious Wound <small>K157</small>	Heavenly Luck <small>HJ32</small>
3	Cure Serious Wound <small>K156</small>	God's Guidance <small>HJ32</small>	Mend Muscle Tear <small>HJ31</small>
4	Divine Grace <small>HJ32</small>	Treat Disease <small>K163</small>	
5	Heighten Vigilance <small>HJ32</small>		
6	Hush <small>HJ30, K157</small>		
7	Induce Migraine <small>K157</small>		
8	Indulgence <small>HJ31</small>		
9	Pestilent Swarm <small>K157</small>		
10	Remotely Cure Minor Wound <small>K157</small>		
11	Sanctify Weaponry <small>HJ32</small>		
12	Seraphic Weapon <small>K157</small>		
13	Speed of the Righteous <small>HJ32</small>		

Number	Tenth Level		
1	Animate Skeletons (restricted) <small>HJ32</small>		
2	Speed of the Divine <small>HJ32</small>		

Spells notated with K indicate that spell's latest appearance in the monthly *Knights of the Dinner Table* magazine. The number indicates the issue number. Spells notated with HJ indicate its latest appearance in this quarterly *HackJournal* periodical. The number indicates the issue number.



# INTRODUCE A FRIEND TO KODT!! FOR FREE!!!

Do you know someone who  
doesn't read Knights of the Dinner Table?

Snitch them out!! You provide the address and cover postage/handling  
and we'll send that friend a FREE issue of KNIGHTS OF THE DINNER TABLE.

YOU get to be the HERO -- WE get eyeball time with a potential NEW reader.

**IT'S WIN-WIN!!!**

Know more than one friend who doesn't read KODT?

Snitch them ALL out -- we're just that CRAZY.

Just go to [www.kenzerco.com](http://www.kenzerco.com) (or <http://tinyurl.com/6jnlwcl>) for details.

WHOAH -- MISTER MONEY  
BAGS OVER THERE.

DUDE!! YOU SPRUNG FOR  
AN ISSUE OF KODT FOR ME?

YOU FRICKIN' RAWK!!!

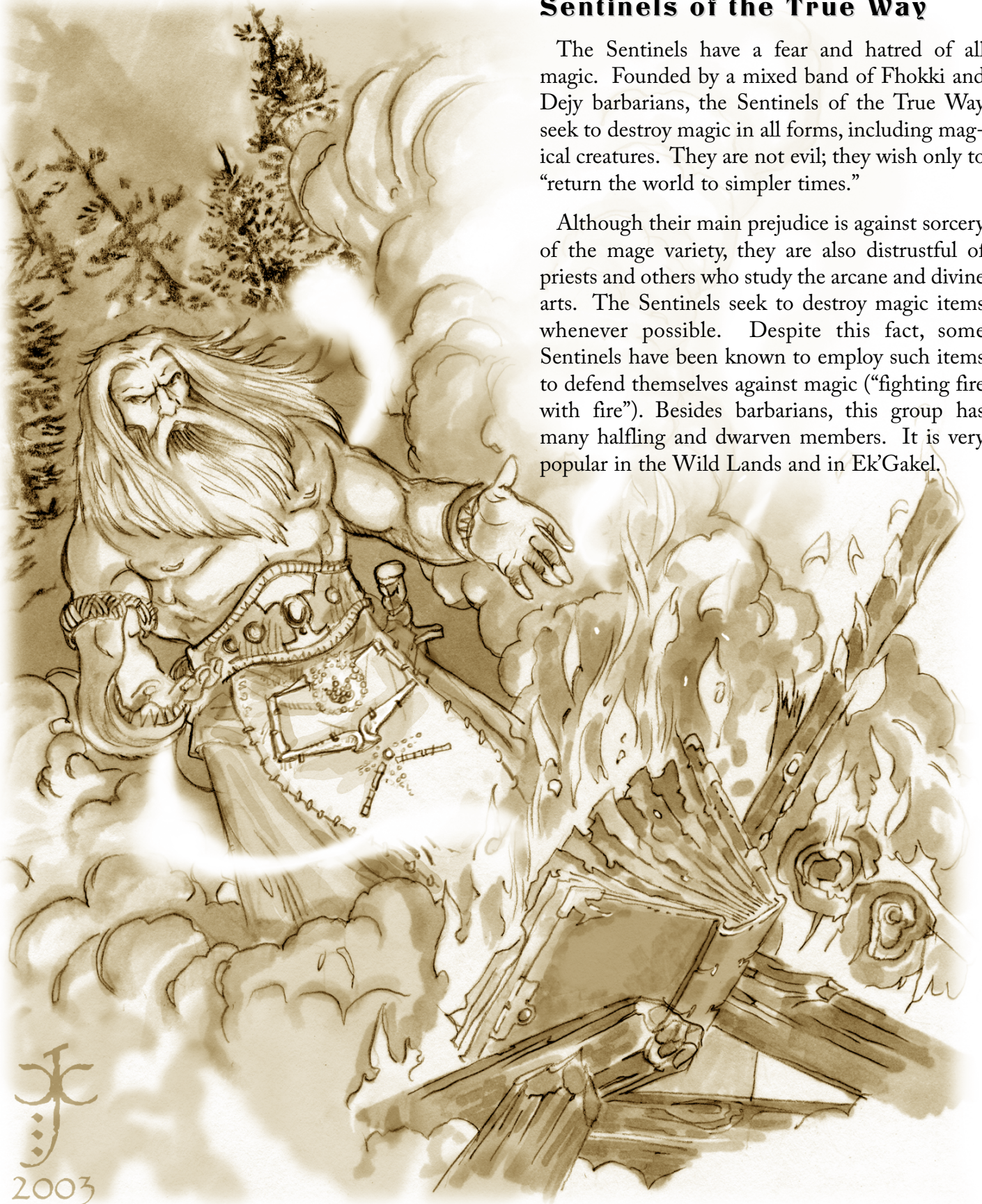


# Independent Organizations of Tellene:

## Sentinels of the True Way

The Sentinels have a fear and hatred of all magic. Founded by a mixed band of Fhokki and Dejy barbarians, the Sentinels of the True Way seek to destroy magic in all forms, including magical creatures. They are not evil; they wish only to “return the world to simpler times.”

Although their main prejudice is against sorcery of the mage variety, they are also distrustful of priests and others who study the arcane and divine arts. The Sentinels seek to destroy magic items whenever possible. Despite this fact, some Sentinels have been known to employ such items to defend themselves against magic (“fighting fire with fire”). Besides barbarians, this group has many halfling and dwarven members. It is very popular in the Wild Lands and in Ek’Gakel.



2003

# Happy Hunting: Tournament Tips for GMs

*by Topher Kersting (#TN-5-01344-03)*

As the former HMA Tournament Manager, I ran many major HackMaster Tournaments. Over time, I learned what made a good tournament GM and what made a not-so-good tournament GM. I hope that you will find the following tips useful in your efforts to make the tournament experience enjoyable for both you and the players who choose to play in HMA events.

Ideally, you should have the tournament module at least two weeks before the event. As soon as you receive it, read it carefully, making careful notes and formulating questions for the tournament author or Head GM. My personal rule is to spend one hour of preparation for every one hour of playing time.

## Preparation

- What tactics do the monsters use? I normally set up a battlemat and minis so I can better visualize each encounter.
- Do certain encounters trigger specific quirks? For example, a walk on a cliffside path would be problematic for a character with a fear of heights.
- Is a specific skill particularly useful for an encounter?
- Is it likely that the party might trigger two or more encounters simultaneously? If the party is noisy in the first encounter, will the monsters in the second encounter pay a visit?
- Can monsters retreat to later encounters if the fight goes badly?
- If the party retreats for healing or to regroup, will the monsters change the encounter? Will they block doors, set snares or create cover from which to fire missile weapons?
- Can you have fun with an encounter? Is there an accent or silly voice you should use for an NPC? Is there a joke in the module that the players really need to discover?

Send any questions you have to the appropriate person. The Head GM should send responses to all of the tournament GMs to make sure everyone has the same understanding of each encounter.

Two or three days prior to the event, reread the Combat chapter to make sure it is fresh in your mind. The game is HackMaster: Understanding the combat system is essential to make sure the tournament runs smoothly. I ran tournaments for six years, and I reread the combat chapter before every one.

The night before the tournament, reread the module to make sure it is fresh in your mind. If you took good notes the first time, this should go fairly quickly. If you notice a new issue, have your questions ready for the pre-tournament GM meeting.

Immediately before the tournament, the GMs normally meet with the Head GM to review the module. The purpose of this is to try to get the GMs to run each round in roughly the same way. In practice, GMs run most rounds very differently, but for fairness we need to try to run them as similarly as possible. Also, make sure that you have a drink to sip during the round. Being a GameMaster is thirsty work. At major tournaments the Head GM will often have a runner who can help you with supplies during the round.

Eventually, the players will come to your table and prepare for the event. You should have a battlemat and minis of some sort—or at least markers—available. Distribute pregens to any players needing them. Once everyone has their characters, have the players record their characters' vital statistics on the form provided by the Head GM (or a scratch sheet, if necessary) so that you can quickly reference them during the tournament.

While the players do this, review the character sheets.

## Character Sheet Review

- Any characters with quirks or skills you noted in your module review.
- Any characters with ability scores that seem too good to be true. There is about a 1-in-500,000 chance of someone rolling up ability scores averaging 16, and multiple ability scores above 14 should be rare. If you see a character like this, take it to the Head GM for review.
- Likewise, look for characters with what may seem like too many skills and talents for their level. Again, if it looks suspicious, have the Head GM take a look.

Once your review is done, ask the players if they have anything they want you to know prior to the round. Let the players know if you do anything that isn't "normal." If the room is loud, as is often the case at major cons, I will ask that the loudest player sit to my left, as I am slightly deaf in that ear.

During the round, there will usually be something that arises unexpectedly. If you don't know how to resolve it, do not hesitate to ask the Head GM for a ruling. Likewise, if a player disagrees with a ruling, consult the Head GM. It is far better to resolve the issue on the spot than to have people complain about it after they get home. Having said that, sometimes it isn't necessary to get the Head GM involved.

In one tournament, a player argued that they should get a save for something, while I felt that no save was necessary. Rather than going straight to the Head GM, I said, *"Roll the save: Let's see if this even matters."* The player failed the save, so we continued. Had the player made the save, I could then consult the Head GM for a ruling, but by having the player roll first, I avoided wasting our valuable game time.

Take notes on good and bad roleplaying, creative thinking, and other things that might affect the scoring. There have been several incidents where we used these notes to break ties or revise scoring upward or downward.

Over the years, I witnessed several incidents where the GM made huge mistakes. As a Head GM I always told my table GMs that every GM makes at least one

mistake during every tournament round. HackMaster is a complex game, so mistakes will happen. With adequate preparation we can minimize these mistakes.

## Sample Mistakes

- A GM decided that his table wasn't doing well, so he skipped encounters to ensure that the players would get to the ones that were the most fun. In this case the GM misjudged the performance of his group, as they were the best group by a significant margin. In one case, the final round of a national championship was won by a score of 6 to 4: Never assume that your table isn't playing well enough to win.
- A GM gave his table unauthorized clues on how to solve a puzzle. This allowed his table to solve a puzzle in ten minutes while some other groups took forty-five minutes or more.
- One GM didn't properly review the module, so he didn't understand what an alarm triggered. Instead of hitting the party with a band of fully-armed soldiers, since the alarm was situated far enough away to allow them to get dressed, he had them rush out of their barracks without their armor, making them easy pickings for the party.

After the round, score the table according to the module's scoring guidelines. If there's time and the players are interested, give them feedback on what they did well and where they could have done better. Most players appreciate constructive criticism, and every player appreciates compliments on a job well done.

Finally, don't forget to thank them for playing at your table, as we want them to come back for more!





# GAMEMASTERS ONLY BEYOND THIS POINT

The following section in its entirety has been expressly classified by the HMGMA (HackMaster GameMaster's Association) as GM Proprietary Information (a.k.a. "GAMEMASTERS EYES ONLY" material). What does that mean exactly? Well, for one, if you are a player, then this is your frickin' cue to stop reading. Put this book down, and step off — PERIOD.

You should only be reading this section if:

- I. You are already a certified HackMaster GameMaster or;
- II. You are a GameMaster-in-Training and have dedicated yourself to mastering the game of HackMaster and are working toward becoming a GM yourself (i.e., you plan to study the material herein, actively assemble your own group of players and step behind the Shield).

Take heed, the consequences for a player reading GM Proprietary Information are severe and such transgressions are taken very seriously. I should also add that it is reprehensible to feign interest in becoming a GM simply to gain access to GM restricted material such that one could use it to gain an edge as a player. Such individuals are the lowest of the low and are universally despised. They risk eternal banishment from the game. So please, consider this a friendly warning and proceed accordingly. If you do not meet the criteria set forth in I. or II. above, please stop reading now.

# CRITICAL HITS



Whoopie! You rolled a natural 20 for your attack. This document details the procedure for determining the effects of your critical hit.

The first thing you must do is compare your final adjusted attack roll (including the d6 penetration die!) to the defender's adjusted defense roll. If you do not exceed his (or its) roll, I'm sorry to inform you that it is NOT a critical hit. A 20 always hits though no matter how good the opponent's defense roll is so go ahead and roll damage as a consolation prize. *After doing this you may wish to reconsider what the heck you're doing mixing it up toe-to-toe with something you can't even crit.*

Assuming you DID exceed the defender's roll, note the difference between the numbers. Go ahead and roll your normal damage and add this to the previous number. This is your **crit severity level\***. You should remember how much damage you inflicted because that baseline roll may be supplemented by additional effects (including extra damage and possible incapacitating effects).

Once you've determined your crit severity level, you need to roll for the location of the wound. Intuitively smashing someone in the face is gonna be far more traumatic than hitting a finger on their off-hand. Wound effects are impacted by the type of weapon you're using (hacking, crushing or piercing) so roll on the appropriate table for your weapon.

*\*Your opponent's DR [damage reduction] rating is subtracted from this value to determine the final crit severity level.*

## Ancillary Critical Hit Effects

**Attack and/or Defense Penalty:** The listed value indicates the numerical penalty to-hit until the wound has healed completely. "Fully healed" means that all ancillary effects (such as muscle tears, torn ligaments or broken bones) have fully regenerated (either by natural means or via specific clerical amelioration) and not mere hit point restoration.

**Speed Penalty:** The listed value indicates the numerical penalty applied to weapon speed until the wound has healed completely. "Fully healed" means that all ancillary effects (such as muscle tears, torn ligaments or broken bones) have fully regenerated (either by natural means or via specific clerical

amelioration) and not mere hit point restoration.

**Ability Score Penalty:** The wound negatively impacts the listed ability until such time as the wound is fully healed. "Fully healed" means that all ancillary effects (such as muscle tears, torn ligaments or broken bones) have fully regenerated (either by natural means or via specific clerical amelioration) and not mere hit point restoration.

**Broken Bones:** A broken bone requires a much longer recovery time, typically a number of days equal to  $60+2d8$  minus twice the character's Constitution score. Until the bone is healed, all special penalties of the wound continue to apply.

An individual with expert mastery in First Aid must properly set broken bones. If this is not done, the wound will not heal properly and half of any stated ancillary penalties will be permanent (possibly superseding any permanent effects listed).

**Immobile:** The wound has incapacitated a leg to the point the character cannot stand and may only crawl until wound is healed (quadrupeds ignore this). Defense limited to a d12.

**Permanent Limp:** Even when properly set, a severe injury may leave the recipient with a limp. Such persons may never Run or Sprint again. If the wound was not properly treated, the individual may not Jog either and any listed permanent penalties are doubled in severity.

**Internal Bleeding:** The wound has caused damage to an internal organ, artery or vein such that it is bleeding into the victim's body cavity. Such wounds are not immediately apparent. If someone with advanced mastery in the First Aid skill does not diagnose that the injured character has internal bleeding, all hit point losses the character suffers should be kept secret.

The injured person suffers  $d6-3$  hp of damage per hour. A natural "1" on the damage roll means the internal bleeding has stopped on its own.

**Internal Hemorrhaging:** This is similar to internal bleeding but far more severe and fatal if supernatural remediation cannot be used. The victim sustains  $d4p$  hp every 10 minutes until he dies. As is the case with internal bleeding, the victim should

not be informed of his hit point loss unless it is diagnosed.

**Severe Bleeding:** The wound has opened up a major vein or artery resulting in profuse blood loss. Untreated severe bleeding continues to cause damage at the rate of d6-2 hp per minute. However, a natural "1" on the damage roll indicates that the wound has clotted sufficiently on its own to halt further hp loss.

A character with either the First Aid skills can staunch the bleeding with a pressure bandage. This requires an average skill check for a novice and can automatically be performed by anyone of higher skill mastery. The time required is equivalent to other applications of critical care.

**Mangled:** The extremity in question has suffered damage requiring Regeneration to repair. This is a combination of severed ligaments or tendons, nerve damage, crushed bones and catastrophic tissue loss. The body part will scab over as it heals (normally or via curative magic) but never again will it be functional. Mangled body parts affect those downstream (e.g. a mangled shoulder renders the entire arm useless).

For mangled arms, such damage to the upper arm, shoulder or elbow/inner joint makes use of a shield impossible. Weapon use is possible only with the loss of 1 (no penalty) or 2 (-2 Atk penalty) fingers. A mangled hand also makes Climbing, Disarm Trap and Lock Picking skill checks to always be Very Difficult.

### Size Differential Modifier to Critical Hit Location

Smallish creatures have trouble smacking big ones in the chops. Think of a halfling stabbing with his puny dagger at a Troll. If he's lucky, he'll hit the monster in the knee. Now think of the reverse. The Troll's likely to bop him on the head, but will find it virtually impossible to get the little bugger in the hamstring. Accordingly, we have taken this into account with the Critical Hit Location Size Adjustments Table.

Critical Hit Location Size Adjustments							
		Attacker Size					
		T	S	M	L	H	G
Defender Size	T	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000	d5,000+5,000
	S	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000	d6,000+4,000
	M	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000	d7,000+3,000
	L	d7,000	d8,000	d9,000	d10,000	d9,000+1,000	d8,000+2,000
	H	d6,000	d7,000	d8,000	d9,000	d10,000	d9,000+1,000
	G	d5,000	d6,000	d7,000	d8,000	d9,000	d10,000

Note that the above does not apply if the smaller character can fly or otherwise has access to the upper parts of the larger creature (on a ledge for example). In these cases you will need to eliminate or lessen the modifier. Finally, the above table does not apply to missile weapons.

### Specific Restorative Spells

## First Level Spells

### Alleviate Trauma

Components:	V, S
Casting Time:	3 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	See text
Saving Throw:	None

With this spell, a priest relieves the incapacitating agony caused by a particularly grievous wound. The recipient of this spell immediately recovers from his debilitating condition and may take any action he desires (after taking a second to get on his feet). This spell does not restore any lost Hit Points nor does it alleviate any extraordinary effects of a critical hit (e.g. an individual rendered immobile cannot get up and run away after the application of this spell).

### Celestial Prognosis (withdrawn as redundant)

### Diagnose Injuries

Components:	V, S
Casting Time:	1 minute
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

This spell allows the cleric to determine the number of remaining Hit Points a creature possesses, as well as the effects of any critical hits the person has suffered. Naturally, the cleric does not understand this insight as precise game mechanics.

*For example, if a creature with 30 Hit Points has lost 14 Hit Points, the spell could reveal that the creature "has lost about half his fighting spirit."*

## Ninth Level Spells

### Mend Muscle Tear

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

By means of this spell a cleric may immediately mend a muscle tear and restore any capabilities compromised by the injury. Though no hit points are restored, this treatment of the underlying cause allows any hit point damage sustained in tandem with the tear to heal at a normal rate.

The material component is willow bark that the subject of the spell must consume.

## Twelfth Level Spells

### Repair Torn Tendon/Ligament

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

This rehabilitative spell will repair a torn ligament or tendon and restore all deleterious consequences of the injury. No hit points are returned but any damage sustained in conjunction with the torn ligament may be healed as a normal wound.

The material component is a ligament or tendon from a fresh cadaver.

Note: This spell will not restore permanent disabilities acquired after allowing this type of injury to heal naturally.

## Fifteenth Level Spells

### Mend Broken Bone

Components:	V, S
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	Permanent
Saving Throw:	Negates

This powerful rehabilitative spell makes it possible for a priest to fuse bones together restoring the function of the injured body part. One large bone (such as a femur) or several smaller ones (as in the hand or foot) may be so mended but the palliative is limited to the repercussions of a single injury.

Only broken bones are fixed using this spell. Collateral inflammation and tissue damage (to wit, hit points) are not soothed and must be healed by rest or alternative curing.

The cleric must chant for the duration of the spell while gently massaging the affected area.

## 19th Level Spells

### Cure Critical Wound

Components:	V, S
Casting Time:	10 minutes
Range:	Touch
Area of Effect:	Creature Touched
Duration:	Permanent
Saving Throw:	None

This beneficence alleviates nearly all extraordinary penalties resulting from a horrific injury by regenerating the underlying damage (pulled muscles, torn ligaments or tendons and broken bones). In so doing, it also restores 3d6p hit points.

This spell cannot restore the functionality of severed limbs.

## Twentieth Level Spells

### Regenerate Wounds

Components:	V, S, M
Casting Time:	1 hour
Range:	Touch
Area of Effect:	Creature touched
Duration:	Special
Saving Throw:	None

By means of this hour-long ceremony, during which the cleric lays a shroud over the genuflecting recipient, the cleric confers a restorative ability far beyond that of the natural. After the casting, the recipient heals at a rate of one Hit Point every 10 minutes. The spell has no effect on non-physical wounds (such as those inflicted by poison or energy drain attacks) or new wounds incurred after casting. Anointed followers heal at a rate of 1 HP every 5 minutes. The spell ends when all wounds are healed.

# Crushing Weapon

Roll	Location	1-10	11-15	16-20	21-25
1-100	Foot, top	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
101-104	Heel	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
105-136	Toe(s)	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
137-140	Foot, arch	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
141-170	Ankle, inner	no additional effect	movement penalty -50% for 1 minute	<b>1 extra damage die</b> ; movement penalty -50% for 5 minutes; count reset	<b>2 extra damage dice</b> ; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense
171-200	Ankle, outer	no additional effect	movement penalty -50% for 1 minute	<b>1 extra damage die</b> ; movement penalty -50% for 5 minutes; count reset	<b>2 extra damage dice</b> ; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense
201-220	Ankle, upper/Achilles	no additional effect	movement penalty -50% for 1 minute	<b>1 extra damage die</b> ; movement penalty -50% for 5 minutes; count reset	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
221-964	Shin	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
965-1,006	Calf	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
1,007-1,118	Knee	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
1,119-1,132	Knee, back	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
1,133-1,216	Hamstring	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
1,217-2,000	Thigh	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
2,001-2,330	Hip	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
2,331-2,405	Groin (Male only)	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;



Roll	Location	1-10	11-15	16-20	21-25
2,406–2,435	Buttock	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped
2,436–2,570	Abdomen, lower	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; [50% chance for internal bleeding, -2 Str until healed	<b>3 extra damage dice; automatically ToPed</b> ; [muscle tear, internal bleeding, -2 Str until healed
2,571–3,020	Side, lower	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; [50% chance for internal bleeding, -2 Str until healed
3,021–3,110	Abdomen, upper	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; [50% chance for internal bleeding, -2 Str until healed	<b>3 extra damage dice; automatically ToPed</b> ; [muscle tear, internal bleeding, -2 Str until healed
3,111–3,125	Back, small of	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; 30% chance of internal bleeding	<b>3 extra damage dice</b> ; count reset; held items dropped; torn muscle and 65% chance of internal bleeding; -2 Str until healed
3,126–3,155	Back, lower	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; 30% chance of internal bleeding	<b>3 extra damage dice</b> ; count reset; held items dropped; torn muscle and 65% chance of internal bleeding; -3 Str until healed
3,156–3,425	Chest	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; 30% chance of internal bleeding; broken bone; -2 Str until healed	<b>3 extra damage dice</b> ; count reset; held items dropped; broken bone and 50% chance of internal bleeding; -3 Str until healed
3,426–3,455	Side, upper	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> count reset; held items dropped; broken ribs; 30% internal bleeding; -2 Str until healed
3,456–3,485	Back, upper	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; muscle tear; -2 Str until healed	<b>3 extra damage dice</b> ; count reset; held items dropped; muscle tear; -3 Str until healed
3,486–3,500	Back, upper middle	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; muscle tear; -2 Str until healed	<b>3 extra damage dice</b> ; count reset; held items dropped; muscle tear; -3 Str until healed
3,501–3,820	Armpit	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; -2 Atk (if primary side) or -2 Def (if secondary); -2 Str [all until healed]
3,821–4,300	Arm, upper outer	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]
4,301–4,492	Arm, upper inner	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]
4,493–4,588	Elbow	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]
4,589–4,684	Inner joint	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
4,685–5,308	Forearm, back	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
5,309–5,836	Forearm, inner	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
5,837–5,908	Wrist, back	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)
5,909–5,980	Wrist, front	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)
5,981–6,052	Hand, back	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
6,053–6,076	Palm	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
6,077–6,220	Finger(s)	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped if ToP check failed
6,221–7,180	Shoulder, side	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]



Roll	Location	1-10	11-15	16-20	21-25
7,181–9,100	Shoulder, top	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]
9,101–9,121	Neck, front	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)
9,122–9,142	Neck, back	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)
9,143–9,373	Neck, side	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)
9,374–9,653	Head, side	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)
9,654–9,688	Head, back lower	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)
9,689–9,768	Face, lower side	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed); <i>permanent -1 Looks</i>
9,769–9,788	Face, lower center	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed); <i>permanent -1 Looks</i>
9,789–9,823	Head, back upper	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)
9,824–9,903	Face, upper side	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped; <i>permanent -1 Looks</i>	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed); <i>permanent -2 Looks</i>
9,904–9,923	Face, upper center	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped; <i>permanent -1 Looks</i>	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed); <i>permanent -2 Looks</i>
9,924–10,000	Head, top	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)

26-30	31-40	41-50	51+
2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; <b>permanent -1 Str</b>	3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; <b>permanent -1 Atk (if primary else -1 Def), -1/50 Str</b>	4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; <b>permanent -1 Atk &amp; +1 Speed (or -1 Def) and -2/00 Str</b>	4 extra damage dice; automatically ToPed; <b>Arm Mangled and Useless</b>
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); <b>permanent -2 Looks</b>	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); <b>permanent -2 Looks</b>	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); <b>permanent -3 Looks</b>	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); <b>permanent -4 Looks</b>	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly

# Hacking Weapon

Roll	Location	1-10	11-15	16-20	21-25
1-100	Foot, top	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
101-104	Heel	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
105-136	Toe(s)	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
137-140	Foot, arch	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
141-170	Ankle, inner	no additional effect	movement penalty -50% for 1 minute	<b>1 extra damage die</b> ; movement penalty -50% for 5 minutes; count reset	<b>2 extra damage dice</b> ; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense
171-200	Ankle, outer	no additional effect	movement penalty -50% for 1 minute	<b>1 extra damage die</b> ; movement penalty -50% for 5 minutes; count reset	<b>2 extra damage dice</b> ; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense
201-220	Ankle, upper/Achilles	no additional effect	movement penalty -50% for 1 minute	<b>1 extra damage die</b> ; movement penalty -50% for 5 minutes; count reset	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
221-964	Shin	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
965-1,006	Calf	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
1,007-1,118	Knee	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
1,119-1,132	Knee, back	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
1,133-1,216	Hamstring	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;

26-30	31-40	41-50	51+
<b>2 extra damage dice</b> ; muscle tear; movement penalty (-50% for 1d12p hours, -25% until healed)	<b>3 extra damage dice</b> ; torn ligament; movement penalty (-75% for 6 hours, -50% until healed)	<b>4 extra damage dice; automatically ToPed</b> ; compound fracture; movement penalty (-75% for 1day, -50% until healed), <b>permanent limp</b>	<b>4 extra damage dice; automatically ToPed</b> ; shattered bone; severe bleeding; movement penalty (-75% for 1day, -50% until healed), <b>permanent limp</b>
<b>2 extra damage dice</b> ; muscle tear; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)	<b>3 extra damage dice</b> ; torn ligament; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed)	<b>4 extra damage dice; automatically ToPed</b> ; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), <b>permanent limp &amp; -1 ATK penalty</b>	<b>4 extra damage dice; automatically ToPed</b> ; shattered bone; severe bleeding; -3 Attack penalty; -2 Dexterity penalty; immobile, <b>permanent limp, -1 ATK &amp; DEF penalty</b>
<b>2 extra damage dice</b> ; muscle tear; movement penalty (-50% for 1d12p hours, -25% until healed)	<b>3 extra damage dice</b> ; torn ligament; movement penalty (-75% for 6 hours, -50% until healed)	<b>3 extra damage dice</b> ; broken bone; movement penalty (-75% for 6 hours, -50% until healed)	<b>3 extra damage dice</b> ; broken bone; severe bleeding; movement penalty (-75% for 6 hours, -50% until healed)
<b>2 extra damage dice</b> ; muscle tear; -2 Attack penalty; -2 Defense penalty; movement penalty (-50% for 1d12p hours, -25% until healed)	<b>3 extra damage dice</b> ; torn ligament; -3 Attack penalty; -2 Dex penalty; movement penalty (-75% for 6 hours, -50% until healed)	<b>4 extra damage dice; automatically ToPed</b> ; compound fracture; -3 Attack penalty; -2 Defense penalty; movement penalty (-75% for 1day, -50% until healed), <b>permanent limp &amp; -1 ATK penalty</b>	<b>4 extra damage dice; automatically ToPed</b> ; shattered bone; severe bleeding; -3 Attack penalty; -2 Dexterity penalty; immobile, <b>permanent limp, -1 ATK &amp; DEF penalty</b>
<b>2 extra damage dice</b> ; movement penalty (50% until healed); count reset; held items dropped; -3 Defense	<b>3 extra damage dice</b> ; torn ligament; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; <b>-1 Defense, -25 Str</b>	<b>4 extra damage dice; automatically ToPed</b> ; [compound fracture; immobile; <b>permanent limp, -2 Defense, -0/75 Str</b>	<b>4 extra damage dice; automatically ToPed</b> ; shattered bone; torn ligaments or tendon; severe bleeding; immobile; <b>permanent limp, -1 ATK penalty, -2 Defense</b>
<b>2 extra damage dice</b> ; movement penalty (50% until healed); count reset; held items dropped; -3 Defense	<b>3 extra damage dice</b> ; torn ligament; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; <b>-1 Defense, -25 Str</b>	<b>4 extra damage dice; automatically ToPed</b> ; [compound fracture; immobile; <b>permanent limp, -2 Defense, -0/75 Str</b>	<b>4 extra damage dice; automatically ToPed</b> ; multiple fracture, torn ligaments/tendons; severe bleeding; immobile; <b>permanent limp, -2 Defense</b>
<b>2 extra damage dice</b> ; movement penalty (50% until healed); count reset; held items dropped; -3 Defense	<b>3 extra damage dice</b> ; torn ligament; -4 Defense penalty; -2 Str penalty; movement penalty (-75% until healed); count reset; held items dropped; <b>-1 Defense, -25 Str</b>	<b>4 extra damage dice; automatically ToPed</b> ; [compound fracture; immobile; <b>permanent limp, -2 Defense, -0/75 Str</b>	<b>4 extra damage dice; automatically ToPed</b> ; multiple fracture, torn ligaments/tendons; severe bleeding; immobile; <b>permanent limp, -2 Defense</b>
<b>2 extra damage dice</b> ; count reset; held items dropped; -2 Defense	<b>3 extra damage dice</b> ; count reset; held items dropped; torn ligament; -4 Defense penalty; movement penalty (-75% until healed)	<b>3 extra damage dice; automatically ToPed</b> ; compound fracture; immobile	<b>4 extra damage dice; automatically ToPed; Leg Severed</b> ; severe bleeding; immobile; <b>Peg Leg proficiency required to regain movement</b>
<b>2 extra damage dice</b> ; count reset; held items dropped; muscle tear, -1 Defense	<b>3 extra damage dice</b> ; count reset; held items dropped; broken bone and muscle tear -4 Defense penalty; movement penalty (-75% until healed)	<b>3 extra damage dice; automatically ToPed</b> ; compound fracture; immobile	<b>4 extra damage dice; automatically ToPed; Leg Severed</b> ; severe bleeding; immobile; <b>Peg Leg proficiency required to regain movement</b>
<b>3 extra damage dice</b> ; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty	<b>3 extra damage dice; automatically ToPed</b> ; [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty; <b>permanent -1 Def penalty</b>	<b>4 extra damage dice; automatically ToPed</b> ; torn ligaments/tendons, immobile; <b>permanent limp, &amp; -2 Def</b>	<b>4 extra damage dice; automatically ToPed; Leg Severed</b> , immobile; <b>Peg Leg proficiency required to regain movement</b>
<b>3 extra damage dice</b> ; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -3 Def penalty	<b>3 extra damage dice; automatically ToPed</b> ; [movement penalty (-75% for 6 hours, -50% until healed); -4 Def penalty	<b>4 extra damage dice; automatically ToPed</b> ; torn ligaments/tendons, immobile; <b>permanent limp, &amp; -1 Def</b>	<b>4 extra damage dice; automatically ToPed; Leg Severed</b> , severe bleeding; immobile; <b>Peg Leg proficiency required to regain movement</b>
<b>3 extra damage dice</b> ; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	<b>3 extra damage dice; automatically ToPed</b> ; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty	<b>4 extra damage dice; automatically ToPed</b> ; torn ligaments/tendons, immobile; <b>permanent limp, &amp; -1 Def</b>	<b>4 extra damage dice; automatically ToPed</b> ; compound fracture, severe bleeding; immobile; <b>permanent limp, &amp; -1 ATK &amp; -1 DEF</b>

## Peg Leg Proficiency (10 BP)

Becoming proficient in the use of a prosthetic limb is not an easy task. However, for those suffering the catastrophic loss of a leg, the arduous rehabilitation process is well worth the effort to restore mobility.

While using a pegleg is infinitely better than the alternative of being carted around by assistants (or crawling), it is no substitute for a functional leg. Running or Sprinting is not possible and one invariably loses the ability to engage in deft footwork. For combatants, this translates to a permanent -2 penalty to Attack and Defense.

Roll	Location	1-10	11-15	16-20	21-25
1,217–2,000	Thigh	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
2,001–2,330	Hip	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
2,331–2,405	Groin (Male only)	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
2,406–2,435	Buttock	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped
2,436–2,570	Abdomen, lower	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Str until healed	<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [muscle tear, severe bleeding, -2 Str until healed
2,571–3,020	Side, lower	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Str until healed
3,021–3,110	Abdomen, upper	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Str until healed	<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [muscle tear, severe bleeding, -2 Str until healed
3,111–3,125	Back, small of	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped;	<b>3 extra damage dice</b> ; count reset; held items dropped; torn muscle and 65% chance of internal bleeding; -2 Str until healed
3,126–3,155	Back, lower	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped;	<b>3 extra damage dice</b> ; count reset; held items dropped; torn muscle; -3 Str until healed
3,156–3,425	Chest	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; broken bone; -2 Str until healed	<b>3 extra damage dice</b> ; count reset; held items dropped; broken bone; -3 Str until healed
3,426–3,455	Side, upper	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> count reset; held items dropped; broken ribs; -2 Str until healed
3,456–3,485	Back, upper	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; muscle tear; -2 Str until healed	<b>3 extra damage dice</b> ; count reset; held items dropped; muscle tear; -3 Str until healed
3,486–3,500	Back, upper middle	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; muscle tear; -2 Str until healed	<b>3 extra damage dice</b> ; count reset; held items dropped; muscle tear; -3 Str until healed
3,501–3,820	Armpit	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; -2 Atk (if primary side) or -2 Def (if secondary); -2 Str [all until healed]
3,821–4,300	Arm, upper outer	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]
4,301–4,492	Arm, upper inner	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]
4,493–4,588	Elbow	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]
4,589–4,684	Inner joint	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
4,685–5,308	Forearm, back	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
5,309–5,836	Forearm, inner	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
5,837–5,908	Wrist, back	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)
5,909–5,980	Wrist, front	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)

26-30	31-40	41-50	51+
<b>3 extra damage dice</b> ; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [movement penalty (-75% for 6 hours, -50% until healed); -3 Def penalty]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; torn ligaments/tendons, immobile; <b>permanent limp, &amp; -1 Def</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; compound fracture, severe bleeding; immobile; <b>permanent limp, &amp; -1 ATK &amp; -1 DEF</b>
<b>3 extra damage dice</b> ; count reset; held items dropped; torn ligament; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [broken bone; immobile]; -3 Def penalty]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; compound fracture, immobile; <b>permanent limp, &amp; --1 ATK &amp; -1 DEF</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; compound fracture, severe bleeding; immobile; <b>permanent limp, &amp; --1 ATK &amp; -2 DEF</b>
<b>3 extra damage dice automatically ToPed</b> ; [movement penalty (-75% for 6 hours, -50% until healed)]; -3 Def penalty]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [severe bleeding; movement penalty (-75% for 6 hours, -50% until healed)]; -4 Def penalty]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [severe bleeding; movement penalty (-75% for 6 hours, -50% until healed)]; -4 Def penalty]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [sterilized; severe bleeding; movement penalty (-75% for 6 hours, -50% until healed)]; -4 Def penalty]
<b>3 extra damage dice</b> ; count reset; held items dropped; movement penalty (-75% for 6 hours, -50% for subsequent week); -2 Def penalty	<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [movement penalty (-75% for 6 hours, -50% until healed)]; -3 Def penalty]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; torn ligaments/tendons, immobile; <b>permanent limp, &amp; -1 Def</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; compound fracture, severe bleeding; immobile; <b>permanent limp, &amp; -1 DEF</b>
<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [muscle tear, severe bleeding, -3 Str until healed - <b>permanent loss of 0.50 Con</b> ]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; severe bleeding; <b>permanent -1 Con</b>	<b>Target killed instantly</b> ; gutted and internal organs spill out	<b>Target killed instantly</b> ; gutted and internal organs spill out
<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [muscle tear, severe bleeding, -2 Str until healed	<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [muscle tear, severe bleeding, -3 Str until healed - <b>permanent loss of 0.50 Con</b> ]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; severe bleeding; <b>permanent -1 Con</b>	<b>Target killed instantly</b> ; gutted and internal organs spill out
<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [muscle tear, severe bleeding, -3 Str until healed - <b>permanent loss of 0.50 Con</b> ]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; severe bleeding; <b>permanent -1 Con</b>	<b>Target killed instantly</b> ; gutted and internal organs spill out	<b>Target killed instantly</b> ; gutted and internal organs spill out
<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [torn muscle, severe bleeding, -3 Str until healed - <b>permanent loss of 0.75 Strength</b> ]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [broken bone (vertebrae), paralyzed until healed ( <b>85% chance of it being permanent</b> )]	<b>Target killed instantly</b> ; severed spine	<b>Target killed instantly</b> ; severed spine
<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [broken bone (vertebrae), paralyzed until healed ( <b>65% chance of it being permanent</b> )]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [broken bone (vertebrae), paralyzed until healed ( <b>85% chance of it being permanent</b> )]	<b>Target killed instantly</b> ; severed spine	<b>Target killed instantly</b> ; severed spine
<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [broken bone, 75% chance of internal bleeding, -3 Str until healed, <b>-0/75 Str permanently</b> ]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [compound fracture, severe bleeding, -5 Str until healed, <b>-1/25 Str permanently</b> ]	<b>Target killed instantly</b> ; ruptured aorta	<b>Target killed instantly</b> ; ruptured aorta
<b>3 extra damage dice</b> count reset; held items dropped; broken ribs; severe bleeding; -3 Str until healed; <b>-0/75 Str permanently</b> )	<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; severe bleeding, broken ribs, -5 Str until healed, <b>-1/25 Str permanently</b> )	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; severe bleeding, broken ribs, -6 Str until healed, <b>-1/50 Str permanently</b> )	<b>Target killed instantly</b> ; pulmonary artery ruptured
<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [torn ligament, -3 Str until healed, <b>-0/75 Str permanently</b> ]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> [broken bones; severe bleeding, -6 Str until healed; <b>-1/50 Str permanently</b> ]	<b>Target killed instantly</b> ; ruptured aorta	<b>Target killed instantly</b> ; ruptured aorta
<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [torn ligament, -3 Str until healed, <b>-0/75 Str permanently</b> ]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> [broken bones; severe bleeding, -6 Str until healed; <b>-1/50 Str permanently</b> ]	<b>Target killed instantly</b> ; ruptured aorta	<b>Target killed instantly</b> ; ruptured aorta
<b>3 extra damage dice</b> ; count reset; held items dropped; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; <b>-0/50 Str permanently</b>	<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -3 Str; -1 Dex; <b>-1 Atk or Def &amp; -0/75 Str permanently</b> )]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [torn ligaments; -3 Atk (if primary side) or -3 Def (if secondary); -4 Str; -2 Dex; <b>-1 Atk or Def, -0/50 Dex &amp; -1/00 Str permanently</b> )]	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [torn ligaments; severe bleeding; -3 Atk (if primary side) or -3 Def (if secondary); -4 Str; -2 Dex; <b>-1 Atk or Def, -0/50 Dex &amp; -1/50 Str permanently</b> )]
<b>2 extra damage dice</b> ; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]	<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; <b>permanent -1 Atk (if primary else -1 Def), -0/75 Str</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; <b>permanent -1 Atk &amp; +1 Speed (or -1 Def) and -1/00 Str</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; <b>Arm Severed</b>
<b>2 extra damage dice</b> ; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]	<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -3 Str [all until healed]; <b>permanent -1 Atk (if primary else -1 Def), -0/75 Str</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -4 Str [all until healed]; <b>permanent -1 Atk &amp; +1 Speed (or -1 Def) and -1/00 Str</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; <b>Arm Severed</b> ; severe bleeding
<b>2 extra damage dice</b> ; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed]	<b>3 extra damage dice</b> ; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; <b>permanent -1 Atk (if primary else -1 Def)</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -2 Str [all until healed]; <b>permanent -1 Atk &amp; +1 Speed (or -1 Def)</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; <b>Arm Severed at elbow</b> ; severe bleeding
<b>2 extra damage dice</b> ; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]	<b>2 extra damage dice</b> ; count reset; held items dropped -3 Atk & +1 Speed (if primary side) or -3 Def (if secondary); -1 Str [all until healed]	<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -2 Str [all until healed]; <b>permanent -1 Atk &amp; +1 Speed (or -1 Def)</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; <b>Arm Severed at elbow</b> ; severe bleeding
<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk (if primary side);	<b>3 extra damage dice</b> ; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; <b>permanent -1 Atk</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; <b>permanent -1 Atk</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; <b>Arm Severed below elbow</b> ; severe bleeding
<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk (if primary side);	<b>3 extra damage dice</b> ; [muscle tear; -3 Atk & +1 Speed (if primary side); -1 Str [all until healed]; <b>permanent -1 Atk</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [torn ligaments; -4 Atk & +1 Speed (if primary side); -1 Str [all until healed]; <b>permanent -1 Atk</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; <b>Arm Severed below elbow</b> ; severe bleeding
<b>2 extra damage dice</b> ; count reset; held items dropped -3 Atk & +1 Speed (if primary side); <b>permanent -1 Atk (if primary)</b>	<b>3 extra damage dice</b> ; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; <b>permanent -1 Atk &amp; +1 Speed (if primary)</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; <b>permanent -2 Atk &amp; +2 Speed (if primary)</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; <b>Arm Severed at wrist</b> ; severe bleeding
<b>2 extra damage dice</b> ; count reset; held items dropped -3 Atk & +1 Speed (if primary side); <b>permanent -1 Atk (if primary)</b>	<b>3 extra damage dice</b> ; [muscle tear; -4 Atk & +2 Speed (if primary side); -1 Str [all until healed]; <b>permanent -1 Atk &amp; +1 Speed (if primary)</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; [torn ligaments; -5 Atk & +3 Speed (if primary side); -1 Str [all until healed]; <b>permanent -2 Atk &amp; +2 Speed (if primary)</b>	<b>4 extra damage dice</b> ; <b>automatically ToPed</b> ; <b>Arm Severed at wrist</b> ; severe bleeding

Roll	Location	1-10	11-15	16-20	21-25
5,981–6,052	Hand, back	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
6,053–6,076	Palm	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
6,077–6,220	Finger(s)	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped if ToP check failed
6,221–7,180	Shoulder, side	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]
7,181–9,100	Shoulder, top	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]
9,101–9,121	Neck, front	<b>2 extra damage dice</b> ; -1 Atk & Def; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; -3 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; automatically ToPed; (-5 Atk & Def penalties until wound healed)
9,122–9,142	Neck, back	<b>2 extra damage dice</b> ; -1 Atk & Def; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; -3 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; automatically ToPed; (-5 Atk & Def penalties until wound healed)
9,143–9,373	Neck, side	<b>2 extra damage dice</b> ; -1 Atk & Def; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; -3 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; automatically ToPed; (-5 Atk & Def penalties until wound healed)
9,374–9,653	Head, side	<b>2 extra damage dice</b> ; -1 Atk & Def; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; -3 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; automatically ToPed; (-5 Atk & Def penalties until wound healed)
9,654–9,688	Head, back lower	<b>2 extra damage dice</b> ; -1 Atk & Def; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; -3 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; automatically ToPed; (-5 Atk & Def penalties until wound healed)
9,689–9,768	Face, lower side	<b>2 extra damage dice</b> ; -1 Atk & Def; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; -3 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; automatically ToPed; (-5 Atk & Def penalties until wound healed); <i>permanent -1 Looks</i>
9,769–9,788	Face, lower center	<b>2 extra damage dice</b> ; -1 Atk & Def; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; -3 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; automatically ToPed; (-5 Atk & Def penalties until wound healed); <i>permanent -1 Looks</i>
9,789–9,823	Head, back upper	<b>2 extra damage dice</b> ; -1 Atk & Def; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; -3 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; automatically ToPed; (-5 Atk & Def penalties until wound healed)
9,824–9,903	Face, upper side	<b>2 extra damage dice</b> ; -1 Atk & Def; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; -3 Atk & Def; count reset; held items dropped; <i>permanent -1 Looks</i>	<b>3 extra damage dice</b> ; automatically ToPed; (-5 Atk & Def penalties until wound healed); <i>permanent -2 Looks</i>
9,904–9,923	Face, upper center	<b>2 extra damage dice</b> ; -1 Atk & Def; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; -3 Atk & Def; count reset; held items dropped; <i>permanent -1 Looks</i>	<b>3 extra damage dice</b> ; automatically ToPed; (-5 Atk & Def penalties until wound healed); <i>permanent -2 Looks</i>
9,924–10,000	Head, top	<b>2 extra damage dice</b> ; -1 Atk & Def; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; -3 Atk & Def; count reset; held items dropped	<b>3 extra damage dice</b> ; automatically ToPed; (-5 Atk & Def penalties until wound healed)

26-30	31-40	41-50	51+
2 extra damage dice; count reset; held items dropped; -2 Atk	3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side); <b>permanent -1 Atk (if primary)</b>	4 extra damage dice; <b>automatically ToPed</b> ; [torn ligaments; -4 Atk & +2 Speed (if primary side); [all until healed]; <b>permanent -1 Atk &amp; +1 Speed (if primary)</b>	4 extra damage dice; <b>automatically ToPed</b> ; <b>Hand Severed</b> ; severe bleeding
2 extra damage dice; count reset; held items dropped; -2 Atk	3 extra damage dice; [muscle tear; -3 Atk & +1 Speed (if primary side); <b>permanent -1 Atk (if primary)</b>	4 extra damage dice; <b>automatically ToPed</b> ; [torn ligaments; -4 Atk & +2 Speed (if primary side); [all until healed]; <b>permanent -1 Atk &amp; +1 Speed (if primary)</b>	4 extra damage dice; <b>automatically ToPed</b> ; <b>Hand Severed</b> ; severe bleeding
2 extra damage dice; count reset; held items dropped	2 extra damage dice; count reset; held items dropped; -2 Atk	3 extra damage dice; [muscle tear; -2 Atk & +1 Speed (if primary side);	3 extra damage dice; <b>Finger Severed</b>
2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; <b>permanent -1 Str</b>	3 extra damage dice; <b>automatically ToPed</b> ; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; <b>permanent -1 Atk (if primary else -1 Def), -1/50 Str</b>	4 extra damage dice; <b>automatically ToPed</b> ; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; <b>permanent -1 Atk &amp; +1 Speed (or -1 Def) and -2/00 Str</b>	4 extra damage dice; <b>automatically ToPed</b> ; <b>Arm lopped off at shoulder</b> ; severe bleeding
2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; <b>permanent -1 Str</b>	3 extra damage dice; <b>automatically ToPed</b> ; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; <b>permanent -1 Atk (if primary else -1 Def), -1/50 Str</b>	4 extra damage dice; <b>automatically ToPed</b> ; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; <b>permanent -1 Atk &amp; +1 Speed (or -1 Def) and -2/00 Str</b>	4 extra damage dice; <b>automatically ToPed</b> ; <b>Arm lopped off at shoulder</b> ; severe bleeding
4 extra damage dice; <b>automatically ToPed</b> ; (-8 Atk & Def penalties until wound healed)	<b>Target killed instantly</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>
4 extra damage dice; <b>automatically ToPed</b> ; (-8 Atk & Def penalties until wound healed)	<b>Target killed instantly</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>
4 extra damage dice; <b>automatically ToPed</b> ; (-8 Atk & Def penalties until wound healed)	<b>Target killed instantly</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>
4 extra damage dice; <b>automatically ToPed</b> ; (-8 Atk & Def penalties until wound healed)	<b>Target killed instantly</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>
4 extra damage dice; <b>automatically ToPed</b> ; (-8 Atk & Def penalties until wound healed)	<b>Target killed instantly</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>
4 extra damage dice; <b>automatically ToPed</b> ; (-8 Atk & Def penalties until wound healed); <b>permanent -2 Looks</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>
4 extra damage dice; <b>automatically ToPed</b> ; (-8 Atk & Def penalties until wound healed); <b>permanent -2 Looks</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>
4 extra damage dice; <b>automatically ToPed</b> ; (-8 Atk & Def penalties until wound healed)	<b>Target killed instantly</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>
4 extra damage dice; <b>automatically ToPed</b> ; (-8 Atk & Def penalties until wound healed); <b>permanent -3 Looks</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>
4 extra damage dice; <b>automatically ToPed</b> ; (-8 Atk & Def penalties until wound healed); <b>permanent -4 Looks</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>
4 extra damage dice; <b>automatically ToPed</b> ; (-8 Atk & Def penalties until wound healed)	<b>Target killed instantly</b>	<b>Target killed instantly</b>	<b>Target killed instantly</b>

## Piercing Weapon

Roll	Location	1-10	11-15	16-20	21-25
1-100	Foot, top	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
101-104	Heel	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
105-136	Toe(s)	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
137-140	Foot, arch	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
141-170	Ankle, inner	no additional effect	movement penalty -50% for 1 minute	<b>1 extra damage die</b> ; movement penalty -50% for 5 minutes; count reset	<b>2 extra damage dice</b> ; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense
171-200	Ankle, outer	no additional effect	movement penalty -50% for 1 minute	<b>1 extra damage die</b> ; movement penalty -50% for 5 minutes; count reset	<b>2 extra damage dice</b> ; movement penalty -50% for 1 minute; count reset; held items dropped; -1 Defense
201-220	Ankle, upper/Achilles	no additional effect	movement penalty -50% for 1 minute	<b>1 extra damage die</b> ; movement penalty -50% for 5 minutes; count reset	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
221-964	Shin	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
965-1,006	Calf	no additional effect	no additional effect	<b>1 extra damage die</b> ; movement penalty -50% for 1 minute	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes
1,007-1,118	Knee	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
1,119-1,132	Knee, back	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
1,133-1,216	Hamstring	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
1,217-2,000	Thigh	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
2,001-2,330	Hip	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -2 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;
2,331-2,405	Groin (Male only)	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; movement penalty -50% for 5 minutes; count reset; held items dropped	<b>2 extra damage dice</b> ; -1 Atk & Def penalty; movement penalty (-50% for 6 hours, -25% until healed); count reset; held items dropped;



Roll	Location	1-10	11-15	16-20	21-25
2,406–2,435	Buttock	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped
2,436–2,570	Abdomen, lower	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; [50% chance for internal bleeding, -2 Str until healed	<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [muscle tear, internal bleeding, -2 Str until healed
2,571–3,020	Side, lower	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; [50% chance for internal bleeding, -2 Str until healed
3,021–3,110	Abdomen, upper	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; [50% chance for internal bleeding, -2 Str until healed	<b>3 extra damage dice</b> ; <b>automatically ToPed</b> ; [muscle tear, internal bleeding, -2 Str until healed
3,111–3,125	Back, small of	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; 30% chance of internal bleeding	<b>3 extra damage dice</b> ; count reset; held items dropped; torn muscle and 65% chance of internal bleeding; -2 Str until healed
3,126–3,155	Back, lower	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; 30% chance of internal bleeding	<b>3 extra damage dice</b> ; count reset; held items dropped; torn muscle and 65% chance of internal bleeding; -3 Str until healed
3,156–3,425	Chest	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; 30% chance of internal bleeding; broken bone; -2 Str until healed	<b>3 extra damage dice</b> ; count reset; held items dropped; broken bone and 50% chance of internal bleeding; -3 Str until healed
3,426–3,455	Side, upper	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> count reset; held items dropped; broken ribs; 30% internal bleeding; -2 Str until healed
3,456–3,485	Back, upper	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; muscle tear; -2 Str until healed	<b>3 extra damage dice</b> ; count reset; held items dropped; muscle tear; -3 Str until healed
3,486–3,500	Back, upper middle	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; muscle tear; -2 Str until healed	<b>3 extra damage dice</b> ; count reset; held items dropped; muscle tear; -3 Str until healed
3,501–3,820	Armpit	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped; -2 Atk (if primary side) or -2 Def (if secondary); -2 Str [all until healed]
3,821–4,300	Arm, upper outer	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]
4,301–4,492	Arm, upper inner	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -2 Str [all until healed]
4,493–4,588	Elbow	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped, -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -1 Str [all until healed]
4,589–4,684	Inner joint	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
4,685–5,308	Forearm, back	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
5,309–5,836	Forearm, inner	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
5,837–5,908	Wrist, back	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)
5,909–5,980	Wrist, front	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped, -2 Atk & +1 Speed (if primary side)
5,981–6,052	Hand, back	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
6,053–6,076	Palm	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped
6,077–6,220	Finger(s)	no additional effect	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped if ToP check failed
6,221–7,180	Shoulder, side	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]



Roll	Location	1-10	11-15	16-20	21-25
7,181–9,100	Shoulder, top	no additional effect	<b>1 extra damage die</b>	<b>2 extra damage dice</b> ; count reset; held items dropped	<b>2 extra damage dice</b> ; count reset; held items dropped -2 Atk & +1 Speed (if primary side) or -2 Def (if secondary); -3 Str [all until healed]
9,101–9,121	Neck, front	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)
9,122–9,142	Neck, back	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)
9,143–9,373	Neck, side	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)
9,374–9,653	Head, side	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)
9,654–9,688	Head, back lower	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)
9,689–9,768	Face, lower side	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed); <i>permanent -1 Looks</i>
9,769–9,788	Face, lower center	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed); <i>permanent -1 Looks</i>
9,789–9,823	Head, back upper	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)
9,824–9,903	Face, upper side	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped; <i>permanent -1 Looks</i>	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed); <i>permanent -2 Looks</i>
9,904–9,923	Face, upper center	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped; <i>permanent -1 Looks</i>	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed); <i>permanent -2 Looks</i>
9,924–10,000	Head, top	<b>2 extra damage dice; -1 Atk &amp; Def</b> ; count reset; held items dropped	<b>2 extra damage dice; -2 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; -3 Atk &amp; Def</b> ; count reset; held items dropped	<b>3 extra damage dice; automatically ToPed</b> ; (-5 Atk & Def penalties until wound healed)

26-30	31-40	41-50	51+
2 extra damage dice; count reset; held items dropped -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -4 Str [all until healed]; <b>permanent -1 Str</b>	3 extra damage dice; automatically ToPed; [muscle tear; -3 Atk & -1 Speed (if primary side) or -3 Def (if secondary); -5 Str [all until healed]; <b>permanent -1 Atk (if primary else -1 Def), -1/50 Str</b>	4 extra damage dice; automatically ToPed; [torn ligaments; -5 Atk & -2 Speed (if primary side) or -4 Def (if secondary); -6 Str [all until healed]; <b>permanent -1 Atk &amp; +1 Speed (or -1 Def) and -2/00 Str</b>	4 extra damage dice; automatically ToPed; <b>Arm Mangled and Useless</b>
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); <b>permanent -2 Looks</b>	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); <b>permanent -2 Looks</b>	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); <b>permanent -3 Looks</b>	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed); <b>permanent -4 Looks</b>	Target killed instantly	Target killed instantly	Target killed instantly
4 extra damage dice; automatically ToPed; (-8 Atk & Def penalties until wound healed)	Target killed instantly	Target killed instantly	Target killed instantly

# LEUCROTTA

Also Known As: Crocotta, Leucrocotta, Yena

**M**y companions and I leave Bet Kalamar tomorrow for the southern lands, and I have high hopes that we may encounter the reclusive leucrotta, which has been variously described to me as having the general appearance of a stag and badger combined, curiously blended with lion and boar.

While my knowledge comes mainly from the capital arena's beast master and his helpers, they seem outspoken but truthful - though the fee I paid for their information was far from beggarly. It seems that the leucrotta becomes male and female in alternate years, the female bearing offspring without any male; that it can break any thing with the unbroken ridge of bone in each jaw, which forms a continuous tooth without any gum, and instantly on swallowing it digest it with the stomach. Also that that it digs up corpses; that its female is seldom caught; that when its shadow falls on dogs they are struck dumb; and that its eyes have a thousand variations of color.

As a final word of warning, and this I was able to confirm with a reference in one of my scrolls, they told that in the wilds among lonely homesteads it simulates human speech, and oft imitates a fearful child to rouse some woman's instincts and draw her away so that it may attack. Also too that it picks up the name of one of them whom it knows it can easily vanquish, so as to call him to come out of doors and tear him to pieces. It is surely good fortune that I found such knowledgeable men, for now the creature can surely have no surprises left for us.



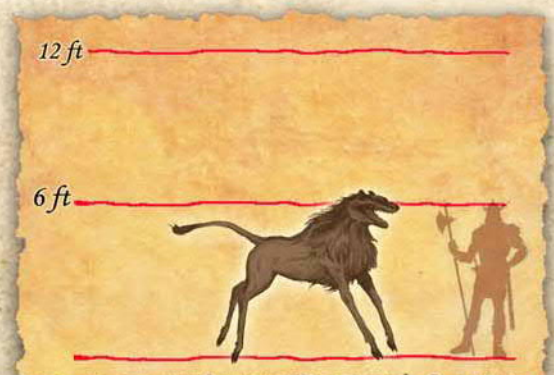
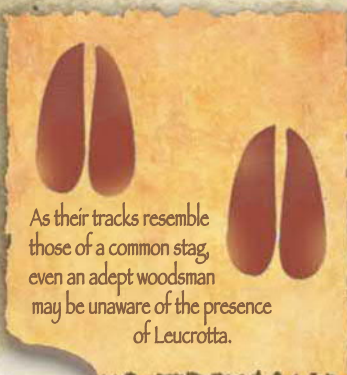
**T**he leucrotta is a beast of extraordinary swiftness, with the legs of a stag, the neck, tail and breast of a lion, the head of a badger, cloven hooves, and two serrated bony ridges set within a wide mouth slit up as far as the ears.

The typical adult leucrotta stands about 4 feet tall at the shoulder, with a body length of about 7 feet (including the tail) and an average weight of 400 pounds. A leucrotta's slender yet powerful legs give it a long stride, good movement

speed and the capability for horizontal leaps of up to 8 feet without touching the ground.

A leucrotta's has a dense coat of short, silvery fur, excluding the head. Its triangular face shows a distinctive black and white pattern of stripes or patches. Running along its lower back is has a thin line of brush-like hairs that stand on end when the creature senses danger. Males also sport a flat, leonine mane of black and white hairs that cover the shoulders, upper back and chest. Save for this mane, there is little other

## SIZE COMPARISON



obvious sexual dimorphism between males and females.

Despite its bizarre appearance, perhaps the most extraordinary attribute of the leucrotta is its vocal cords. These complexly muscled folds give the creature extraordinary skills in vocal repertoire and mimicry. Leucrottas can render with great fidelity the individual cries of other animals and birds, and mimic anthropomorphic generated noises such as tools of all kinds and musical instruments. The leucrotta is capable of imitating almost any sound – from a whistle to a crosscut saw and sounds as diverse as: leaves being crunched underfoot, the plodding of hooves on a hard road, the clang of sword against shield, dogs barking, babies or women crying, and even human speech (with such accuracy that it is able to reproduce the specific voice and accent of an individual it has heard). The female leucrotta is also an excellent mimic, but she is not heard as often as the male.

### Combat/Tactics:

Although they feast primarily upon carrion and smaller animals, a leucrotta may lure larger or intelligent prey close enough to paralyze with its gaze, and then bite at the throat or other exposed flesh. Characters within 30 feet that meet the leucrotta's gaze must save (vs.  $d20p+10$ ) or be paralyzed for  $6d4p$  seconds. Fortunately Leucrotta share the same poor eyesight as their morphological badger kin rendering their gaze effective only within a 90 degree arc in front of them. Those approaching from its flanks or rear are secure from its paralytic gaze unless the beast turns its head to meet them. Thus only those that approach the leucrotta directly are presumed to have met its gaze unless they take countermeasures (see below).

Characters covering their eyes, wearing blind-folds, and so on suffer a -8 penalty on attacks. Characters that simply avert their gaze may be able to detect the creature via peripheral vision. These characters suffer a -4 to their Attack, but are still susceptible to the creature purposefully gazing at their eyes. Fortunately, in the latter case, the character gains a +4 bonus to his save. Unfortunately, those that avert their gaze or use a similar method that causes their body to contort unnaturally in combat (in contrast to simply wearing a blind-fold), suffer a -3 to all Damage rolls as well.

The luring sounds mimicked are usually based on its maternal-taught or personal experience with that particular species of prey. Thus, younger leucrottas frequently mimic the distressed cries of infants or wounded females, while older and more experienced leucrottas utilize a wider range of sounds to appeal not only to their prey's maternal or paternal instincts, but also to their curiosity (sounds of battle), greed (clinking coins), lust (moans of pleasure) and so forth.

If cornered or attempting to flee, a leucrotta may kick with its rear hooves.

<sup>1</sup>A leucrotta's vocal cords, when used as an additional material component, double the duration of a Polyglot spell.

## Leucrotta

<b>HIT POINTS:</b>	28+6d8
<b>SIZE/WEIGHT:</b>	L/400 lbs.
<b>TENACITY:</b>	Nervous
<b>INTELLIGENCE:</b>	Slow
<b>FATIGUE FACTOR:</b>	n/a

<b>SPEED</b>	<b>INIT</b>
6	1
<b>ATTACK</b>	<b>DIGRESSION</b>
+10	6
<b>DEFENSE</b>	<b>DAMAGE</b>
+3	6
<b>3d6p+3</b>	<b>TOP SAVE</b>
<b>short REACH</b>	6

### MOVEMENT

<b>CRAWL:</b>	15
<b>WALK:</b>	20
<b>JOG:</b>	25
<b>RUN:</b>	30
<b>FLY:</b>	35

### SAVES

<b>PHYSICAL:</b>	+8
<b>MENTAL:</b>	+12
<b>DODGE:</b>	+9

**ATTACK:** Initial attacks against small or paralyzed creatures are with a bite that inflicts  $3d6p+3$ ; if attacked from the rear gains an additional kick attack every 10 seconds for  $2d6p$  damage (which it will use as a final attack when fleeing an encounter)

**SPECIAL ABILITIES:** Vocal Mimicry, Hiding, Listening, Sneaking, and Tracking (by scent) at 60% mastery

## General Info

<b>ACTIVITY CYCLE:</b>	Crepuscular
<b>NO. APPEARING:</b>	1-4
<b>% CHANCE IN LAIR:</b>	15%
<b>FREQUENCY:</b>	Unusual
<b>ALIGNMENT:</b>	Chaotic Evil
<b>VISION TYPE:</b>	Standard
<b>AWARENESS/SENSES:</b>	Standard
<b>HABITAT:</b>	Forested Hills, Open woodlands
<b>DIET:</b>	Carnivorous
<b>ORGANIZATION:</b>	Individuals or familial
<b>CLIMATE/TERRAIN:</b>	Temperate to Sub-Tropical

## Yield

<b>MEDICINAL:</b>	nil
<b>SPELL COMPONENTS:</b>	vocal cords, for Polyglot spell <sup>1</sup>
<b>HIDE/TROPHY:</b>	yes
<b>TREASURE:</b>	nil
<b>EDIBLE:</b>	yes
<b>OTHER:</b>	nil
<b>EXPERIENCE POINT VALUE:</b>	650

**Habitat/Society:**

Leucrottas primarily inhabit the border regions of savannahs and forests, and are mostly solitary. Mating season occurs in late fall, with the female usually bearing one or two offspring at a time (triplets are uncommon) after a gestation period of nine to ten months. Only the mother cares for offspring. Newborns learn to walk within the first hour, but stay hidden in deep brush or long grass for several days. Before leaving them to go hunting, the mother licks them clean until they are almost free of scent in order to avoid predators. The young stay with their mother for about one year, maturing around the age of two. Males usually never see their mother again, though females sometimes return with their own young and form small familial groups.

A leucrotta has a natural lifespan of roughly five years.

**Ecology:**

The diet of the leucrotta consists mostly of smaller mammals, rarely attacking large or sapient creatures unless they are alone. It also enjoys carrion, even digging up shallowly buried corpses like a pig rooting for truffles. It tends to avoid other predators, though a female leucrotta sometimes clashes with the bears, wolves, crocodiles, and big hunting cats that threaten her offspring.

A leucrotta's vocal communications and good auditory senses play an important role in contact between individuals, while scent marking aids in defining its territory or simply maintaining contact with others. When spooked, it may also communicate silently with its long tail, raising it to warn any other leucrottas within sight. A leucrotta is immune to the paralyzing gaze of its own kind.

**On Tellene:**

Leucrottas are said to dwell primarily in rugged temperate climates overlapping the territories of the deer that they in some ways resemble. Hearty explorers have though reported encountering this species in southern Tarisato, along the borders of the Obakasek Jungle, in warm deserts and even swamps.