

Critical Hits – Teeth & Claws Damage

ARM:

1. Growling in a most beastly fashion, you lash out and rake the opponent's hand, causing a penalty of -10% to his WS until the end of his next turn.
2. Howling, you manage to put several long, parallel, shallow cuts into your opponent's arm, causing a penalty of -20% to his WS until the end of his next turn.
3. You bloodthirstily savage your opponent's wrist, making him drop whatever he is holding in that hand.
4. Drooling with lust for slaughter, you rip into your opponent's forearm, tearing muscle and tendons. Anything held in that hand is dropped and any attacks made with that hand will suffer a penalty of -10% to WS and S until his W characteristic has been fully restored, due to difficulties closing the hand properly.
5. Cruelly, you tear a chunk from your opponent's biceps muscle, stunning him until the end of his next turn and causing a penalty of -20% to his S until his W characteristic has been fully restored.
6. Like the beast you are, you savage your opponent's arm, opening a great gash that spurts blood all over you. The arm is useless for the rest of the battle and the heavy bleeding will cause a cumulative penalty of -5% to your opponent's WS, BS, Ag and S each turn until it is either bandaged, requiring a full action (as well as a Challenging Ag test if you do it yourself with only one hand and your teeth), or the penalty has reached -20%, whereupon the bleeding will stop spontaneously, whichever comes first.
7. With primal joy, you feel bone crunch as your opponent's hand is mangled and torn open. It is useless until his W characteristic has been fully restored. Also, he'll have to pass a Hard (-20%) T test to avoid infection in the wrist, due to whatever germs your filth-encrusted natural weapons were steeped in. If failed, the hand will have to be amputated within d10 days unless a successful Shallyan Cure Disease spell is performed.
8. Roaring for blood, you latch on to your opponent's shoulder, tearing muscles and ligaments. The arm will be useless until his W characteristic has been fully restored. In addition he'll suffer a penalty of -20% to all tests for the rest of the battle, due to the pain from having his arm dislocated.
9. Howling with bloodlust, you yank your opponent from his feet, breaking his arm at the elbow. The arm is useless until the fracture has healed in one month. In addition, unless it is well set with a successful Average Heal test, the arm will heal crookedly, permanently reducing WS by -20% for any attacks or parries made by that arm.
10. In an unparalleled display of savagery, you remove most of the fingers from your opponent's hand. He can no longer hold a weapon and any tests requiring fine manipulation made using that arm will count as Very Hard (-30%).
11. In a show of unbridled bloodlust, you tear a large part of your opponent's muscles from his upper arm, leaving the torn tissue dangling by a few bloody threads. He counts as stunned for d10 turns and suffers bleeding as per #6 above. Loss of muscle tissue will also result in a permanent penalty of -15% to S for any tests or blows made with that arm. In addition, there is risk of a bad infection, as per #7 above, possibly forcing amputation of the whole arm.
12. With bestial ferocity, you crunch into your opponent's upper arm, breaking the bone into little fragments. He must pass a Hard (-20%) WP test or fall unconscious, otherwise counting as stunned for d10 turns. The arm is useless and will require amputation unless magical healing is provided.
13. Furiously tearing into your opponent, you rip his arm off at the elbow. The bleeding causes a cumulative penalty of -10% to his WS, BS, Ag and S each turn, resulting in unconsciousness when any of those characteristics reaches zero. The arm is, of course, permanently lost. If left untended, loss of blood will cause his death within another

2d10 turns. Applying a tourniquet takes two full turns, plus a Hard (-20%) Ag test if he tries performing it on himself with only the other arm and his teeth.

14. Fell and feral, you triumphantly tear your opponent's arm from its socket in a spray of blood. He falls unconscious from shock and will inevitably die from loss of blood in d10/2 turns.
15. Ravening, you rip your opponent's entire shoulder from his body, the shoulder-blade and parts of several ribs coming out as well, exposing the lung in an explosion of gore. Your opponent is dead before you have finished throwing him through the air d10/2 yards in an arc of spurting blood.

BODY:

1. Growling and gnashing, you rake your opponent's side, causing a penalty of -10% to his WS until the end of his next turn.
2. Teeth bared, you slash at your opponent's belly, forcing him to retreat, unable to take any attack actions on his next turn.
3. In rage, you savage your opponent's chest, causing several long parallel gashes and a penalty of -20% to his WS until the end of his next turn.
4. Hurling yourself at your opponent, you knock him off his feet, felling him to the ground.
5. Spitfire flying, you rake your opponent, slashing his hip. He'll suffer a penalty of -10% to his WS and any Dodge Blow tests for the rest of the battle as he is forced to guard his injured side.
6. Emitting deep growls, you clamp onto his shoulder, dragging him to the ground and stunning him until the end of his next turn. After the battle, he must pass an Average T test or suffer infection in the injured shoulder, making the arm useless for d10 days as it swells up with pus. He must then make a second test to recover fully, failure meaning that the infection has poisoned the arm, requiring its amputation if he wants to survive. A successful Shallyan Cure Disease spell will take care of the infection.
7. Disregarding any notion of fair play, you lash out at your opponent's groin, stunning him for d10 turns. If male, he must also pass an Average T test or become permanently emasculated.
8. In a clear demonstration of why no one should tangle with someone as well equipped in the ivory-department as you, you tear open your opponent's belly, causing a loop of intestine to slide out of the wound. Your opponent's is stunned for d10/2 turns and suffers a penalty of -20% to all tests until the end of the battle, also having to use one arm to press against the wound, stopping more of his precious insides from falling out. Risk of infection is as for Cutting Damage to Body #7.
9. Roaring, you tear long strips of flesh from your opponent's back, exposing gleaming ribs. He is knocked to the ground and stunned for d10 turns, gasping for air from the impact. He'll suffer a penalty of -20% to all tests for the rest of the battle due to broken ribs and a fractured vertebra. After the battle he'll suffer a permanent penalty of -10% to all WS and Dodge Blow tests, due to chronic back pain.
10. In an attack of mindless fury, you splinter ribs and tear flesh. Shards of bone puncture your opponent's lung, causing a cumulative penalty of -5% to his WS, BS, Ag and S each turn. He'll fall unconscious when any of those characteristics reaches zero and will die within another d10/2 hours unless magical healing is provided.
11. Your small mind filling with images of gore and frenzied feeding, you rip flesh from your opponent's side and hip, fracturing his pelvis. He is knocked to the ground, helpless for d10 turns, unable to get up and suffering -30% to all tests for the rest of the battle, due to intense pain. Afterward, he'll have his M permanently halved, counting all Dodge Blow tests as Very Hard (-30%), due to nerve damage and a poorly healed pelvis.

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12. Shedding any last remnants of animal or human decency, you dig into your opponent's belly, with results as for Cutting Damage to Body #11.
13. In an outburst of unbridled bloodlust, you slash open your opponent's back, severing his spine. He'll count as helpless for the rest of the battle and will be permanently paralysed from the waist down.
14. Ferociously, you tear open your opponent's belly, dragging his guts from his abdominal cavity and spilling them onto the ground. He expires helplessly in d10/2 turns.
15. In a disturbing display of unbridled savagery and complete contempt for civilized behaviour, you rip open your opponent's chest, tearing apart his lungs and heart, killing him instantly.

HEAD:

1. Spraying spittle all over his face, you nick your opponent's ear, causing him to flinch and miss one attack or free parry on his next turn as he claps one hand to his stinging ear.
2. You lunge at your opponent's face, making him stagger backward, unable to take any attack actions on his next turn.
3. You rake your opponent's face, just missing his eyes, causing a penalty of -20% to his WS until the end of his next turn. The scars will be thin and straight enough not to reduce his Fel by any appreciable margin.
4. Savagely, you tear open your opponent's chin to the bone, splitting his lower lip. Blood splashes down his chest and he counts as stunned until the end of his next turn. In addition, he must pass a WP test for each hand or clap it to his injured face, dropping anything held in that hand. He can voluntarily let go again on his next turn. The scar will be impressive, reducing Fel permanently by 1d10.
5. Growling deeply within your chest, you tear away one of your opponent's ears and slash his scalp, causing blood to run down his face, with results as for Cutting Damage to Head #4. In addition, his Fel will be permanently reduced by -5%.
6. Aiming to bite your opponent's face off, you only manage to slam into him, smashing his nose and knocking him to the ground, stunned until the end of his next turn when he can start trying to pass a Routine (+10%) T test to recover.
7. You try to tear your opponent's throat out, being only partly successful, with results as for Cutting Damage to Head #6.
8. As he attempts to dodge your slavering attention, your opponent manages to save most of his face but doesn't manage to entirely get his nose out of the way, with results as for Cutting Damage to Head #8.
9. Ravening, you maul your opponent's cheek, exposing bone and teeth and cracking his jaw. He is stunned by the blow for d10/2 turns and must drop anything held in at least one hand to hold his jaw and flapping cheek in place, requiring a successful Very Hard (-30%) WP test to let go. Fel will be permanently reduced by -2d10%, possibly leaving a big hole where your cheek used to be.
10. You savage your opponent's face, making a deep furrow down one side and across the eye, blinding him on that side. He counts as stunned until the end of his next turn and must then pass a Challenging (-10%) WP test to recover. Also, he'll suffer a penalty of -10% to all tests for the rest of the battle. Fel will be reduced permanently by -10% (although you'll gain a +10% bonus to any Intimidate tests) and the loss of the eye will reduce any BS or sight-based Perception test by half, including any bonus from Talents such as Excellent Vision or Sharpshooter.
11. Pouncing, you rip into the back of your opponent's neck, tearing muscles and nicking vertebrae. He counts as stunned for d10 turns and will suffer a penalty of -20% to all tests for the rest of the battle. Afterward, if he survives, due to the damage to muscles, small nerves and bones in the neck, your opponent will suffer chronic pain, dizziness and headaches, suffering a permanent penalty of -10% to

all WS, BS and Ag tests. His mood will become foul from the suffering, reducing his Fel by -5% as well.

12. Cruelly, you tear into your opponent's face, ripping out both of his eyes, permanently blinding him. He will be quite helpless to resist any further attacks. Impressive scars will reduce his Fel by -20%, assuming he survives.
13. You tear out your unlucky opponent's throat in a spray of blood. Unless magical healing is provided within one turn, counting as a Very Hard (-30%) spell test, he will die quickly as his body empties of all blood.
14. In a stunning display of animalistic brutality, you crunch away a large part of your opponent's head, like a bite taken out of an apple. Depending on the desired shock value, the GM might deem the chunk taken from the face, the top of the head, the neck, or wherever. Regardless, your opponent is very much dead, dropping to the ground and twitching a little before finally and inevitably expiring.
15. Your bestial strength astonishes everyone nearby as you take off your opponent's entire head from his shoulders. If large enough, and using your teeth for the attack, you might take the option of swallowing the head or simply spit it out, slightly chewed. If the GM wants to punish your inhuman act, or simply thinks it's funny, he might decree you choke to death on the head in question.

LEG:

1. Thirsting for your opponent's blood, you rake the outside of his thigh, shredding his pants if he wears any, causing a penalty of -10% to his WS until the end of his next turn.
2. Fully intending to take his leg off, you just miss your opponent's femoral artery, instead slamming into his hip, causing him to lose his balance, stagger and suffer a penalty of -20% to his WS until the end of his next turn.
3. With the scent of blood in your nostrils, you slam your opponent's leg to one side, knocking him to the ground.
4. Savagely, you tear a gaping wound in your opponent's thigh. His M is halved and he suffers a penalty of -10% to any Dodge Blow tests until the end of the battle.
5. You roar in triumph as you leave your opponent with several long gashes along his hip, causing a penalty of -10% to any WS or Dodge Blow tests for the rest of the battle, as he has to guard his injured side.
6. Snorting with bloodlust, you savage your opponent's foot, tearing off several toes. He counts as stunned until the end of his next turn and must also immediately pass a Hard (-20%) Ag test to avoid falling. There is 50% risk that the great toe is among your victims, which will result in a permanent penalty of -5% to any Dodge Blow tests, as traction against the ground, so important for fancy acrobatics, has been reduced by the loss of this important toe.
7. A hideous tearing sound is heard as you sever the hamstring muscles at the back of your opponent's leg, with results as for Cutting Damage to Leg #7.
8. Being the monster that you are, you feel no compunction against going for your opponent's kneecap, tearing it out in a spray of blood. He falls to the ground with a hideous scream, evoking not the slightest hint of sympathy from you, and must pass a Very Hard (-30%) WP test or spend the next d10 turns grasping at his knee in agony, counting as helpless. Passing this test reduces that time to d10/2. For the duration of the battle he will suffer a penalty of -10% to all tests due to severe pain, and he will also suffer an additional permanent penalty of -2 to his M and counts all Dodge Blow tests as Hard (-20%) from now on.
9. Your predatory instincts celebrate new triumphs as you savage the back of your opponent's knee, tearing out the large tendons and ripping an artery. He falls to the ground, stunned until the end of his next turn and suffering a penalty of -15% to all tests from the intense pain. There is 10% risk each turn that he will fall unconscious from loss of blood. In addition, if he survives the battle, his M will

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be reduced to 1, as for Cutting Damage to Leg #9, including the option of magical healing.

10. Defying all gentlemanly behaviour and obeying only your bloodlust, you slash the inside of your opponent's thigh, severing a large vein. There is a 50% chance you'll also permanently emasculate him (if male), in which case he'll count as helpless for d10/2 turns, contemplating a life of celibacy. There is a 20% risk each turn that he will fall unconscious from loss of blood, and until he does he'll suffer a penalty of -20% to all tests for the rest of the battle, due to pain and bleeding.
11. In a display of animal savagery, you strip the flesh from your opponent's outer thigh, resulting in a huge gaping wound. He will be stunned for d10/2 turns and suffer a penalty of -20% to all tests until the end of the battle. In addition the leg will be useless until his W characteristic is fully restored. His M will then be permanently reduced by -1 due to stiffness and loss of muscle tissue. There is also a risk of infection in the gaping wound, requiring him to pass a Challenging (-10%) T test. Failure means a bad infection spreading through the leg after d10/2 days, requiring amputation. A successful Shallyan Cure Disease spell will save the leg from that.
12. Your beastly attack tears off your opponent's foot at the wrist, taking a large piece of the muscular part of the calf with it. He falls to the ground and is stunned for d10 turns. There is a 20% risk each turn that he'll fall unconscious from loss of blood, unless the stump is tightly bandaged, requiring two full turns and a successful Heal test. Otherwise, there is also a 10% risk he'll die each turn once unconscious. If he survives, he'll need crutches or a prosthetic foot, reducing M to 2 and making all Dodge Blow tests count as Very Hard (-30%).
13. A credit to monsters everywhere, you rip your opponent's leg off at the knee, with results as for Cutting Damage to Leg #13.
14. Always hungry for gore, you produce plenty of it, ripping out your opponent's femoral artery. He falls helpless to the ground, blood pumping out, and expires in a spreading pool of blood within d10/2 turns.
15. Your savagery knows no limits as you tear your opponent's entire leg from its socket. Death is mercifully quick, your opponent dying within two turns from loss of blood and sheer shock at your ferocious strength.