

Critical Hits - Flame & Energy Damage

ARM:

1. Flames blister your target's hand, causing a penalty of –10% to his WS until the end of his next turn.
2. Flames lick your target's upper arm, sending a blast of hot air into his face, causing a penalty of –20% to his WS until the end of his next turn.
3. Flames lick your target's arm, making any clothes covering it catch fire. Each attempt to put the fire out, waving the arm frantically in the air, requires a half-action and a successful Challenging (-10%) Ag test, with the target unable to take any other full or half actions until it is out. Lack of clothes, burnable fur or similar equivalent will result in stunning for d10/2 turns instead.
4. Flames engulf your target's arm, causing burns serious enough to give him a penalty of –10% to all actions taken with that arm until the end of the battle. Also, his clothes catch fire as per #3 above.
5. Flames torch your target's hand, causing him to drop anything held in that hand. It will be useless for the duration of the battle. Afterward, he'll have to pass an Average T test or suffer a permanent penalty of –10% to all tests requiring fine manipulation performed with that hand due to scarring and contractions.
6. Flames burn through your target's clothes, sending blackened shreds sailing into the sky, causing bad enough burns on his arm to warrant stunning for d10/2 turns and a permanent penalty of –10% to all WS, Ag or S tests performed with that arm, unless magical healing is provided within d10 days.
7. Flames badly burn muscle attachments connecting the shoulder-blade to the muscles of the upper arm. The arm will be useless for the rest of the battle, and, unless magical healing is provided, difficulties lifting the arm properly will cause a permanent penalty of –20% to any WS and S tests made with that arm.
8. A jet of flame crisps the muscles over your target's shoulder, making the arm useless until the end of the battle. In addition, the target's clothes catch fire, forcing him to drop anything held in the other hand to beat at the bright flames. He will not be able to take any half or full actions until they are out, requiring a half-action and a successful Hard (-20%) Ag test. Rolling on the ground works too, reducing the test to Challenging (-10%). Afterward the arm will suffer permanent penalties as per #6 above.
9. Your target's whole arm is engulfed in flame, stunning him for d10/2 turns and making the arm useless for the rest of the battle. Pain is rapidly replaced by a numb sensation, due to nerve endings having been charred away. Damage to muscle and tendons, as well as contractions from massive scar tissue forming will result in a permanent penalty of –20% to WS, Ag and S for any tests made with that arm.
10. White-hot flames turn your target's fingers into blackened stumps, stunning him for d10 turns. The hand is permanently useless.
11. Flames charbroil your target's elbow, fusing muscle and tendons. The arm is useless, and, due to massive loss of skin and other tissue, very susceptible to infection and gangrene. Unless the skin is regenerated within d10 days, requiring magical healing, the arm will have to be amputated.
12. A jet of fire burns the arm clean off at the elbow, stunning your target for d10 turns and causing a penalty of –20% to all tests for the rest of the battle.
13. Flames engulf your target's whole arm, barbecuing all muscle and burning off half his facial hair. The resulting steaming piece of broiled meat causes your target to be helpless with pain for d10 turns. A successful Challenging (-10%) WP test is required to remain conscious. The remains of the arm will have to be amputated.
14. A ball of flame impacts on your target's shoulder, burning it to the bone and scorching the side of his face. Also, the wave of heat erupts into the side of his torso, boiling one

lung. The target falls to the ground, helpless with shock, and expires inevitably within d10/2 turns.

15. The conflagration hits your target's arm, the ball of fire enveloping him. He falls to the ground, dead as a doorknob, his arm reduced to a shrivelled stump and the entire side of his body charred black.

BODY:

1. Flames crinkle the target's body hair, causing a penalty of –10% to his WS until the end of his next turn.
2. Flames raise blisters on your target's torso, causing a penalty of –20% to his WS until the end of his next turn.
3. A ball of fire impacts against your target's belly, stunning him until the end of his next turn.
4. Your target's clothes start smouldering, wisps of smoke and small flames leaping up from them. Your target must drop everything in at least one hand to beat at the flames, requiring a half-action and a successful Average Ag test to put it out, the target unable to take any other half or full actions until then. Lack of clothes, burnable fur or similar equivalent will result in stunning for d10/2 turns instead.
5. Fire engulfs your target's torso, setting his clothes alight. He'll have to drop to the ground and roll around the beat out the flames, requiring a full action and a Challenging (-10%) Ag test, unable to take any other half or full actions until then. Lack of clothes, burnable fur or similar equivalent will result in stunning for d10 turns instead.
6. The target's clothes catch fire as per #5 above, but flames also leap up from them, setting fire to his head hair and temporarily blinding him. He counts as helpless until the end of his next turn, and can then attempt to beat out the flames. In addition, blisters and burns will cause a penalty of –10% to all tests until the end of the battle.
7. Your target's chest is badly burned, scorching the muscles. He'll suffer a penalty of -20% to WS, BS, Ag and S until the end of the battle. Unless magical healing is provided, his S will be permanently reduced by -10% due to irreparably damaged chest musculature.
8. A jet of flame hits your target in the small of his back, burning the flesh to the bone, exposing vertebra through the scorched flesh. He'll suffer a penalty of -30% to all tests until the end of the battle, and will afterward suffer half that penalty until his W characteristic is fully restored. In addition, due to loss of skin and exposed bone, he'll have to pass a Hard (-20%) T test or suffer infection, killing him from sepsis within d10 days unless a successful Shallyan Cure Disease spell is performed.
9. Fire engulfs your target, with effects as per #5 above, only needing to pass a Hard (-20%) Ag test and a risk of infection as per #8 above.
10. A ball of fire impacts against your target's chest. As he gasps for air, he inhales the flames, badly burning his airways and lungs. He counts as helpless for d10/2 turns and must then pass a Hard (-20%) T test or his airways will swell up and suffocate him to death within 2d10 helpless turns. Only magical healing can save him from that, lessening the swelling. If he survives, he'll suffer a permanent penalty of -15% to T and S due to reduced lung capacity, as well as gaining one extra IP from the horrible experience.
11. A ball of fire impacts against your target's belly, a thin jet of flame burning through the abdominal wall, crisping a part of the small intestine. The target is helpless with agony for d10 turns and will die within 2d10 hours unless magical healing is provided, counting as a Very Hard (-30%) spell test to undo the effects of a cooked gut.
12. A blast of flame rips across your target's chest, burning away flesh and exposing the ribs beneath. He must pass an immediate Challenging (-10%) WP test to stay conscious. If successful, he'll count as helpless for d10 turns and suffer a penalty of -30% to all tests until his W characteristic is fully restored. Afterward, he'll suffer a permanent reduction of -20% to WS, BS, Ag, S and T, due to massive tissue loss. There is also a risk of infection, as

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per #8 above. If magical healing is provided, counting as a Very Hard (-30%) spell test, the permanent penalties will be halved.

13. A jet of flame burns through your target's spine, permanently paralysing him from the waist down. He counts as helpless from shock for d10 turns and suffers a risk of infection as per #8 above.
14. A jet of flame burns its way into your target's ribcage, turning his lungs to ash and making fire burst from his mouth. He dies before he hits the ground.
15. A huge ball of fire impacts against your target's chest, the resulting explosive conflagration engulfing him totally, leaving little but a scorched skull and some broiled limbs lying amidst a couple of blackened ribs.

HEAD:

1. One of your target's cheeks is blistered, causing a penalty of -10% to his WS until the end of his next turn.
2. Your target's eyebrows and eyelashes are singed, causing a penalty of -20% to his WS until the end of his next turn.
3. Your target's hair catches fire, making him count as stunned until the end of his next turn while he frantically slaps at his scalp. In addition, he'll have to pass an Average WP test for each thing he holds in his hands, to keep holding on to them. Lack of hair will instead lead to stunning for d10/2 turns due to a severely blistered noggin'.
4. Your target is temporarily blinded in one eye, reducing his BS and WS by -10% for the rest of the battle. If already one-eyed, the chance is fifty-fifty that he'll either be relatively unaffected, as per #2 above, or fully blinded, counting as helpless.
5. One side of your target's face is badly burned, just missing the eye. He counts as stunned until the end of his next turn and must pass a Hard (-20%) WP test to avoid dropping anything held in at least one hand, clapping it to his sizzling face. The heavy scarring resulting from this damage will permanently reduce his Fel by 2d10.
6. One of your target's ears is crisped, the surrounding cheek and scalp badly blistered. He must test for dropping his weapons as per #3 and he'll be stunned until the end of his next turn, requiring another WP test to recover. In addition, after the battle he'll have to pass a Challenging (-10%) T test or lose hearing on that side, making any hearing-based Perception tests count as Hard (-20%). Also, his Fel will be reduced permanently by -10% due to facial scarring.
7. Flames scorch your target's chin and lower jaw. He'll be stunned for d10 turns and suffer a penalty of -10% to all tests for the rest of the battle, due to having inhaled some of the flames and blistering the insides of his mouth and upper airways. His Fel will be permanently reduced by -10% because of unattractive scarring and problems opening and closing his mouth properly due to damage to muscles connecting to the lower jaw.
8. A blast of flame fuses your target's voice box, rendering him permanently mute and stunning him for d10/2 turns. He'll also suffer a penalty of -20% to all tests for the rest of the battle, due to difficulties breathing through a scorched windpipe. Fel will be permanently reduced by -5%, due to scarring and rasping breath.
9. A jet of flame burns your target's scalp to the bone, forcing him to pass a Hard (-20%) T test or pass out from heat-shock to the brain. He'll suffer a penalty of -20% to all tests for 2d10 turns, due to pain and dizziness. After the battle, the loss of skin results in serious risk of infection. He'll have to pass an Average T test or suffer an infection that will leave him helpless and delirious for d10 days, whereupon he'll have to make another test to either recover or die. A Shallyan Cure Disease spell will deal with any infection. Because of the exposed bone and the skin not being able to grow back over it properly, any time the target is exposed to sources of contamination (such as walking through a swamp or sleeping in a dirty barn), the

GM might force him to repeat those tests. Magical healing will let the skin grow back, preventing this.

10. A ball of flame impacts in your target's face, burning him hideously. He'll count as helpless for the rest of the battle. Fel will be permanently reduced by -20% and he'll have to pass an Average T test for each eye to retain sight. One lost eye will result in reduction of BS and any sight-based Perception test by half, including any bonus from Talents such as Excellent Vision or Sharpshooter. Loss of all eyes will mean total blindness. Magical healing will not restore sight but halves the Fel reduction.
11. A blast of flame sears one whole side of your target's head. Apply the worst results of #7, #9 and #10 above.
12. A jet of flame blasts the back of your target's head, almost boiling his brain. Apply risk of infection as per #9 above, but the target also falls immediately unconscious and will have a brand new Insanity when he wakes up d10/2 days later, due to brain damage.
13. A white-hot jet of flame tears into the target's neck, frying the spinal cord. He'll have to make an immediate Hard (-20%) T test or die within d10/2 turns from brain damage as well, knocking out his respiratory control centre. If he survives he'll be paralysed from the neck down. In addition, there is a 50% chance he'll suffer the results of #8 as well, due to the front of the neck getting a dose of flame as well.
14. The conflagration engulfs your target's head, boiling his brain within his skull and reducing any protruding features to blackened stumps. The target is inevitably very much dead within one turn.
15. A blast of fire reduces your target's head to a greasy cloud of smoke, leaving only the blackened stump of his neck. The rest of the body drops limply to the ground, its clothes smouldering.

LEG:

1. Flame licks your target's leg, causing a penalty of -10% to his WS until the end of his next turn.
2. Flame licks your target's leg and hip, causing a penalty of -20% to his Ws until the end of his next turn.
3. Your target's footwear catches fire, forcing him to put it out with a half-action and a successful Average Ag test, stamping his foot furiously, unable to take any other half or full actions until it is done. If he is not wearing any footwear, his foot is badly blistered, stunning him until the end of his next turn as he howls with pain.
4. Your target's pants catch fire, forcing him to drop everything in at least one hand and beat at the flames frantically, requiring a half-action and a successful Challenging (-10%) Ag test to put it out. He is unable to take any other half or full actions until the fire has been put out. If he is not wearing pants or similar clothing, his thigh is badly blistered, causing a penalty of -10% to his WS until the end of the battle as skin crackles and blisters pop, causing clear serum to run down his leg.
5. The back of your target's leg and his buttocks are badly burned, damaging the hamstrings and the tendons at the back of the knee. He is stunned until the end of his next turn and then suffers a penalty of -2 to M and -20% to any Dodge Blow tests until the end of the battle. Unless the burns are magically healed, half that penalty will permanently remain, due to contractions and scarring.
6. Most of the skin on the front of the leg is burned away, setting fire to any pants as per #4 above. Penalties are similar to #5 above, with an added risk of infection due to the huge loss of skin. The target will have to pass a Hard (-20%) T test or suffer a bad infection with resulting necrosis and gangrene that will require an amputation of the leg within d10 days, unless a successful Shallyan Cure Disease spell is performed.
7. Flames lick the target's groin, stunning him for d10 turns. Also, if male, he will have to pass a Hard (-20%) T test or be rendered permanently sterile.

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8. Flames scorch your target's foot, burning away most of the toes and exposing white bone underneath the cracked, blackened and skinless muscles. Risk of infection is as for #6 above, possibly requiring amputation of the foot. The foot will be useless until the target's W characteristic has been fully restored, and he will suffer a permanent penalty of -2 to M and -20% to any Dodge Blow tests, hobbling along on a scarred, stiff and toe-less club of a foot.
9. A jet of flame blasts your target's knee. He falls to the ground, stunned for d10/2 turns, unable to get up. He'll suffer a penalty of -20% to all tests for the duration of the battle due to excruciating pain. The leg will be totally useless until the target's W characteristic has been fully restored. Even then he will have a permanent reduction of M to 1 and suffer a penalty of -30% to any Dodge Blow tests, due to a thoroughly stiff joint and insensible nerveless leg. If magical healing is provided, the penalties will be reduced to -2 to M and -20% to Dodge Blow, restoring at least some function.
10. Flames engulf the entire leg, putting the target's pants on fire and felling him to the ground, both hands beating frantically at the flames as he mewls piteously. Putting the flames out will require a full action and a Hard (-20%) Ag test. Lack of clothes, burnable fur or similar equivalent will result in stunning for d10/2 turns instead. Afterwards, he'll suffer -30% to all tests due to the agony and the leg will be a blistered, scorched mass of flesh with shreds of skin hanging from it, utterly useless until the target's W characteristic has been fully restored. Risk of infection is as per #6 above, while permanent penalties are as per #9 above.
11. A blast of flame reduces your target's foot to a blackened stump with the sizzling ends of the bones sticking out of it. The target falls to the ground, helpless with pain for d10 turns. The foot is, of course, permanently lost.
12. A jet of flame eats away most of the soft tissues on your target's calf, leaving the lower leg a thin, black, brittle stick with a foot stuck on one end and a screaming, agonized burn victim on the other. The target falls to the ground, helpless with pain and shock for 2d10 turns, suffering a penalty of -20% to all tests for the rest of the day. The lower leg is irretrievably lost, needing only good strong blow to be broken off.
13. A ball of flame impacts on the target's leg, blowing it off and cauterising the stump. The target must make an immediate Hard (-20%) WP test or fall unconscious. If successful, he'll be helpless with pain for 2d10 turns and suffer a penalty of -30% to all tests for the rest of the day.
14. A jet of flame blasts the target's hip, broiling the joint and cooking parts of his intestines inside his abdomen. He falls unconscious to the ground, dying inevitably within 2d10 turns.
15. The target's leg is completely blown off at the hip by a blast of flame, the fire eating the flesh away from a large part of his pelvis. Boiling blood ruptures the roasted major arteries, causing an explosion of steaming blood as the target drops to the ground, dying within one turn.