

Cutting Damage Tables

Zone I							Lower legs									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Foot	0	3-WP	2-WP	1	3	3-WP	2	4	5-WP	5	6	6-WP	10	9	8-WP
		Surface wound			Some flesh and bruised bone			Deep cut, hit bone (knockdown +3)			Broken foot (roll knockdown +1)			Foot totally destroyed. Instant knockdown		
2-4	Shin and lower leg	0	3	2-WP	2	5	6-WP	4	5	6-WP	8	7	8-WP	13	9	10-WP
		Ow... ow ow dammit ow ow ow ow!			Bone chipped (knockdown at +2)			As a Level two, plus you are swept off your feet automatically			Broken (knockdown at -2)			Limb is destroyed. Instant knockdown		
5-6	Knee and nearby areas	0	5-WP	3-WP	2	5	5-WP	4	8	8-WP	8	10	13-WP	13	12	12-WP
		Glancing blow			Solid blow; funny-bone effect			Torn ligament or similar wound; roll knockdown			Shattered knee. Roll for knockdown at -5.			Destroyed or torn off at knee. Instant knockdown		

Zone II							Upper legs									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-2	Knee and nearby areas	same as Zone I, 5-6 above														
3-5	Thigh	1	4-WP	3-WP	2	2	4-WP	4	5	6-WP	8	10	10-WP	12	12	12-WP
		Light laceration			Deep laceration, including torn muscle (knockdown +2)			Serious flesh wound, including torn tendons; roll knockdown			More serious damage and bleeding, including a broken femur (knockdown -4)			Compound fracture. Instant knockdown.		
6	Hip	0	4-WP	3-WP	2	3	5-WP	4	5	7-WP	8	8	10-WP	12	10	12-WP
		Small cut, some blood			Deeper cut			Near dislocation and chipping. Roll knockdown			Cracked hipbone and dislocation (-2 to knockdown)			Weapon stuck, hip broken, lots of blood (knocked down)		

Zone III							Horizontal swing									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Hip	same as Zone II, 6 above														
2-3	Upper (2) and lower (3) abs	1	2	5-WP	3	4	6-WP	7	8	10-WP	10	10	12-WP	20	All	All
		Light laceration			Deeper laceration, including torn muscle			Internal damage equivalent to a hernia			More serious internal damage and bleeding			Total disembowelment. May lose consciousness (-3 to roll)		
4-5	Ribcage	0	2	4-WP	2	4	5-WP	3	8	7-WP	9	10	12-WP	20	All	All
		Light slash			Long slash			Winded, maybe with a broken rib. Roll knockdown			Cracked ribs and internal bleeding. May lose consciousness			Weapon lodged in chest. Death is imminent.		
6	Arms	roll again on Zone VII (Arms) below														

Zone IV							Overhand									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-2	Upper arm and shoulder	0	4-WP	4-WP	2	4	5-WP	3	8	7-WP	8	8	10-WP	13	13	14-WP
		Small cut, some blood			Deeper cut			Serious flesh wound			Broken bones, serious blood			Total loss of limb, etc...		
3	Chest (cross)	same as Zone III, 4-5 (Ribcage) above														
4	Neck	1	4	5-WP	4	7	10-WP	9	10	11-WP	20	13	14-WP	Total or near-total decapitation. Instant death		
		Flesh wound			Chipped or cracked vertebrae			Crushed or slashed larynx			Cut jugular, maybe throat, too					
5	Head (lower), including the face	0	5-WP	0	2	8	5-WP	5	8	7-WP	7	10	10-WP	Death. Destruction of cerebellum. Really messy.		
		Classic scarring cut			Nasty teeth, cheek, or nose slash that will leave long-term effects			Roll 1d6 for feature loss: 1-2 eye; 3 nose; 5 whole ear; 6 partial ear			Jaw has been shattered, with a concussion. May lose consciousness					
		3	3	4-WP	3	7	8-WP	4	10	12-WP	10	All	All			

6	Head (upper)	Scalp cut. After 1d6 exchanges blood seeps into eyes: CP reduced by 1/3 until wiped away (then repeat)	Dizziness and bleeding. May lose consciousness (+1 to roll)	Cracked skull. May lose consciousness (-3 to roll)	Skull is shattered. Character is unconscious and may not recover (or have brain damage if).	Real, real messy. Instant death.
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Cutting Damage Tables

Zone V							Vertical swing									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-3	Head (upper)	same as Zone IV, 6 above														
4	Head (lower), including face	same as Zone IV, 5 above														
5-6	Shoulders	1	4-WP	4-WP	2	4	5-WP	5	6	7-WP	10	8	10-WP	25	10	11-WP
		Small cut, some blood			Deeper cut			Serious flesh wound			Broken collarbone, serious blood			Broken collarbone and ribs, heavy bleeding		

Zone VI							Upward swing									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-3	Inner thigh	0	4-WP	4-WP	6	3	5-WP	9	5	16-WP	12	7	8-WP	17	7	10-WP
		Light laceration			Deeper laceration. Blood loss is now more serious			Deep cut, hit bone: Meet! (roll knockdown)			Some large blood vessels have been hit: Serious bleeding			A major artery has been severed. Death is likely.		
4	Groin (Male)	6	9	9-WP	9	9	10-WP	12	10	12-WP	18	All	All	20	All	All
	Groin (Female)	Yup... Sorry. Pain drops by 5 after 1d6-1 minutes			Worse; much more blood			Surface organs destroyed. May lose consciousness (-2)			Instant loss of consciousness. Damage is real, real bad			Weapon destroys pelvis and lodges just below the naval. Death is imminent.		
		2	5-WP	4-WP	6	3	5-WP	9	5	9-WP	15	8	11-WP	As for men, above		
		Small cut, some blood			Deeper cut			Near dislocation of hip from beneath and chipping			Cracked pelvis and dislocation (-2 to knockdown)					
5	Abdomen	same as Zone III, 2-3 (Upper and lower abs) above														
6	Chest	same as Zone III, 4-5 (Ribcage) above														

Zone VII							Arms									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Hand	0	7-WP	4-WP	2	3	4-WP	6	9-WP	6-WP	8	8	9-WP	10	10	11-WP
		Surface graze. May drop anything held in hand			Some flesh (like the palm) and bruised bone. May drop at -3			Broken. Instantly drop hand-held items.			Lost 1d6-2 (min 1) fingers. Drop any item instantly.			Hand destroyed or cut off		
2-3	Forearm	0	4-WP	4-WP	3	5	7-WP	4	5	7-WP	6	8	8-WP	12	10	12-WP
		Grazed			Bone chipped (may drop hand-held items)			As a level two, plus you automatically drop anything held			Arm broken, and lots of blood			Arm destroyed, perhaps cut off		
4	Elbow	0	5-WP	4-WP	0	4	5-WP	3	6	6-WP	6	8	9-WP	12	10	10-WP
		Glancing blow			Solid blow; funny-bone effect. May drop items in that hand			Torn ligament or similar wound; instantly drop items in that hand			Elbow shattered			Arm torn off at elbow		
5-6	Upper arm and shoulder	0	4-WP	4-WP	1	4	5-WP	4	5	8-WP	6	8	10-WP	12	13	14-WP
		Small cut, some blood			Deeper cut			Serious flesh wound			Broken bones, serious blood			Total loss of limb, etc...		

Puncture Damage Tables

Zone VIII						Lower legs										
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Foot	0	4-WP	4-WP	0	3	5-WP	2	4	6-WP	3	7	7-WP	3	7	7-WP
		<i>Surface wound</i>			<i>Some flesh and bruised bone</i>			<i>Sunk deep (knockdown +3)</i>			<i>Hit ankle bones (roll knockdown -1)</i>			<i>As previous, with instant knockdown</i>		
2-4	Shin and lower leg	0	4	4-WP	1	5	6-WP	2	5	6-WP	3	5	6-WP	4	7	8-WP
		<i>Ow... ow ow dammit ow ow ow ow!</i>			<i>Bone chipped (knockdown at +2)</i>			<i>As a level two, plus you are swept off your feet automatically</i>			<i>Totally passes through, hindering movement (knockdown at -2)</i>			<i>Bone damaged in addition to level four. Instant knockdown</i>		
5	Knee and nearby areas	0	5-WP	4-WP	0	4	5-WP	3	6	6-WP	4	7	8-WP	6	9	11-WP
		<i>Glancing blow</i>			<i>Solid blow; funny-bone effect</i>			<i>Torn ligament or similar wound; roll knockdown</i>			<i>Dislocated or otherwise jacked up knee. Roll knockdown at -2</i>			<i>Shattered knee. Roll for knockdown at -5</i>		
6	Passed between legs	<i>Sorry, you missed. It happens. Don't thrust for the feet that often... they move a lot. Try the body.</i>														

Zone IX						Upper legs										
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Knee and nearby areas	<i>same as Zone VIII, 5 above</i>														
2-5	Thigh	0	4-WP	4-WP	1	3	4-WP	2	5	5-WP	4	5	6-WP	8	5	7-WP
		<i>Light laceration</i>			<i>Deeper puncture, including torn muscle (knockdown +2)</i>			<i>Serious flesh wound, including torn tendons; roll knockdown</i>			<i>More serious damage and bleeding, including some bone damage (knockdown -w)</i>			<i>As level four, but with more serious bleeding (a blood vessel was hit)</i>		
6	Hip	0	4-WP	4-WP	1	3	5-WP	3	5	9-WP	6	8	10-WP	10	10	12-WP
		<i>Small cut, some blood</i>			<i>Deeper puncture</i>			<i>Near dislocation and chipping</i>			<i>Cracked hipbone and dislocation (-2 to knockdown)</i>			<i>Weapon stuck in hip, lots of blood (knocked down)</i>		

Zone X						Pelvic region										
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-2	Hip	<i>same as Zone IX, 6 above</i>														
3-4	Groin (Male)	6	7	9-WP	8	8	10-WP	10	10	15-WP	12	All	All	15	All	All
	Groin (Female)	<i>Count as Lower abdomen (on 3) or Hip (on 4)</i>														
5-6	Lower abdomen	0	3	4-WP	6	4	6-WP	8	7	9-WP	12	10	12-WP	18	All	All
		<i>Light laceration, no puncture</i>			<i>Internal damage equivalent to a hernia</i>			<i>Belly wound – internal bleeding is going to be a problem.</i>			<i>More serious internal damage and bleeding. Some internal organs are in trouble</i>			<i>Serious damage to internal organs and heavy bleeding. May lose consciousness (-3)</i>		

Zone XI						Belly thrust										
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-5	Lower abdomen	<i>same as Zone X, 5-6 above</i>														
6	Flesh to the side	3	5	6-WP	<i>Pierced body without hitting any major organs, mostly just flesh and muscle. It hurts and bleeds, but probably isn't fatal.</i>											

Puncture Damage Tables

Zone XII													Chest			
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-2	Under the ribs (upper abdomen)	0	3	4-WP	8	5	6-WP	10	8	10-WP	13	13	15-WP	19	All	All
		Light laceration, no puncture			Internal damage equivalent to a hernia			Belly wound – internal bleeding is going to be a problem			More serious internal damage and bleeding. Some internal organs (diaphragm or liver) are in trouble			Serious damage to internal organs (heart or lungs) and heavy bleeding. May lose consciousness (-3)		
3-6	Chest	0	9-WP	5-WP	4	4	6-WP	8	7	8-WP	19	13	13-WP	Pierced heart. Death is nearly instantaneous.		
		Just muscle – no organs yet, as attack is stopped short by bone			Deeper puncture, including torn muscle			Deep, but survivable; wound hits deep, but misses any major organs			Punctured lung, with serious internal bleeding; death from drowning is very likely					

Zone XIII													Head			
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-2	Collar and throat	2	4	5-WP	6	7	6-WP	7	13	15-WP	15	All	20-WP	Weapon pierces throat and punctures the cerebellum or lower brain. Death is instantaneous.		
		Right below the collarbone; hurts, but not fatal			Right above the collarbone			Pierced the throat, missing the jugular; still very nasty			Pierced the throat, destroying the larynx and jugular					
3-6	Face (3-4) and head (5-6)	1	7-WP	4-WP	2	6	6-WP	8	10	9-WP	19	13	13-WP	Pierced brain. Death is nearly instantaneous, coming from massive brain damage and hemorrhaging.		
		Grazed cheek or temple. May lose consciousness (roll at +2)			As a graze, only deeper. The skull is still unbroken; may lose consciousness			Pierces part of face, missing the brain, but still causing significant damage (KO -3)			Part of brain destroyed – permanent mental damage (1d6-1 to all mental attributes). Unconscious.					

Zone XIV													Arm thrust			
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Hand	0	6-WP	5-WP	0	3	4-WP	2	9-WP	6-WP	5	7	9-WP	9	8	9-WP
		Surface graze. May drop anything held in hand.			Some flesh (like the palm) and bruised bone. May drop at -3			Pierced hand totally. May drop hand-held items (at -4)			Hit wrist bones (instantly drop whatever may be held in that hand)			As previous, a slashed artery or vein		
2-3	Forearm	0	5-WP	4-WP	1	5	6-WP	2	5	6-WP	6	7	8-WP	7	8	9-WP
		Grazed			Bone chipped (may drop hand-held items)			As a level two, plus you automatically drop anything held			Totally passes through, causing greater blood loss and forcing any item to be dropped			As level four, with more blood and some bone damage		
4	Elbow	0	6-WP	5-WP	0	4	6-WP	3	6	7-WP	5	8	9-WP	7	9	11-WP
		Glancing blow			Solid blow; funny-bone effect. May drop items in that hand			Torn ligament or similar wound; instantly drop items in that hand			Dislocated or otherwise jacked up elbow. Use of arm temporarily lost			Shattered elbow. Arm now useless		
5-6	Upper arm	0	4-WP	4-WP	1	3	5-WP	3	5	6-WP	5	6	7-WP	7	7	8-WP
		Light laceration			Deeper puncture, including torn muscle			Serious flesh wound, including torn tendons			More serious damage and bleeding, including some bone damage			As level four, but with more serious bleeding (a blood vessel was hit)		

Bludgeoning Damage Tables (Swings)

Zone I						Lower legs										
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Foot	0	4-WP	4-WP	0	3	5-WP	0	4	6-WP	1	5	6-WP	2	8	9-WP
		<i>Surface wound</i>			<i>Some bruised flesh and bone</i>			<i>Hit bone, may be broken (knockdown +3)</i>			<i>Broken foot (roll knockdown +1)</i>			<i>Foot totally mashed. Instant knockdown</i>		
2-4	Shin and lower leg	0	4	5-WP	0	5	6-WP	0	6	7-WP	2	8	9-WP	5	10	12-WP
		<i>Ow... ow ow dammit ow ow ow ow ow!</i>			<i>Bone chipped (knockdown at +2)</i>			<i>As a level two, plus you are swept off your feet automatically</i>			<i>Broken (knockdown at -3)</i>			<i>Compound fracture. Instant knockdown</i>		
5-6	Knee and nearby areas	0	5-WP	4-WP	0	4	5-WP	2	8	8-WP	6	10	10-WP	8	15	12-WP
		<i>Glancing blow</i>			<i>Solid blow; funny-bone effect</i>			<i>Torn ligament or similar wound; roll knockdown</i>			<i>Shattered knee. Roll for knockdown at -5</i>			<i>Compound fracture at knee. Instant knockdown</i>		

Zone II						Upper legs										
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-2	Knee and nearby areas	<i>same as Zone I, 5-6 above</i>														
3-5	Thigh	0	4	4-WP	0	5	4-WP	0	7	7-WP	3	8	9-WP	7	10	12-WP
		<i>Glancing blow – will leave a bruise</i>			<i>Serious 'Charlie horse' (knockdown at +2)</i>			<i>Bone is bruised, maybe broken; roll knockdown</i>			<i>Femur is broken, and muscle is pulverized (knockdown -4)</i>			<i>Compound fracture. Instant knockdown</i>		
6	Hip	0	3	4-WP	0	5	6-WP	2	8	10-WP	10	10	12-WP	20	All	13-WP
		<i>Thump</i>			<i>Nearly dislocates leg, bone is bruised</i>			<i>Leg dislocated, hip cracked; instant knockdown</i>			<i>Hip mangled badly, broken bone fragments cause bleeding</i>			<i>Pelvis destroyed, with massive bleeding</i>		

Zone III						Upper body										
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Hip	<i>same as Zone II, 6 above</i>														
2-3	Upper (2) and lower (3) abs	0	3	5-WP	0	7	6-WP	3	10	8-WP	8	10	12-WP	15	All	15-WP
		<i>Glancing blow – will leave a nasty bruise</i>			<i>Slightly winded, may lose consciousness (+3)</i>			<i>Badly winded, may vomit and/or lose consciousness</i>			<i>More serious internal damage and bleeding</i>			<i>Internal damage is real nasty. May lose consciousness (-3)</i>		
4-5	Ribcage	0	5-WP	4-WP	0	4	5-WP	1	8	6-WP	3	10	9-WP	9	All	15-WP
		<i>Glancing blow – will leave a nasty bruise</i>			<i>Solid blow, ribs and muscle will be bruised</i>			<i>Winded, maybe with a broken rib. May lose consciousness (+2)</i>			<i>Cracked ribs and serious winding. May lose consciousness</i>			<i>Broken ribs (perhaps several) and some internal damage and bleeding. May lose consciousness (-3)</i>		
6	Arms	<i>roll again on Zone VII (Arms) below</i>														

Bludgeoning Damage Tables (Swings)

Zone IV													Overhand								
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five							
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain					
1-2	Upper arm and shoulder	0	5-WP	4-WP	0	5	5-WP	1	7	8-WP	5	10	9-WP	10	13	12-WP	<i>Thump</i>	<i>Charlie horse</i>	<i>Broken humerus (hairline). May drop item in that hand</i>	<i>Broken bones, including collar bone or worse</i>	<i>Entire shoulder caves in. Lots of blood and bone fragments</i>
3	Upper body	<i>same as Zone III, 4-5 (Ribcage) above</i>																			
4	Neck	0	4	5-WP	1	7	9-WP	3	10	12-WP	3	All	15-WP				<i>Glancing blow, crick in neck remains</i>	<i>Damage to throat and air tracts</i>	<i>Crushed larynx. May lose consciousness or suffocate</i>	<i>Cracked vertebrae and other throat problems</i>	<i>Neck instantly broken</i>
5	Head (lower), including face	0	5-WP	0	1	8	6-WP	4	10	spec.	6	12	9-WP				<i>Gonna leave a shinner... May lose consciousness (+3)</i>	<i>Broken nose or lost teeth (or both). May lose consciousness (+1)</i>	<i>Bones near eye are smashed; eye is considered lost. Lose 1/2 of current pool. KO -1</i>	<i>Jaw has been shattered, with a concussion. May lose consciousness (-3)</i>	<i>Death. Destruction of cerebellum. Really messy</i>
6	Head (upper)	0	8-WP	5-WP	3	8	8-WP	4	10	12-WP	6	All	All				<i>Glancing blow, some dizziness, may lose consciousness (+2)</i>	<i>Internal bleeding, concussion. May lose consciousness</i>	<i>Cracked skull. May lose consciousness (-3)</i>	<i>Skull is shattered. Character is unconscious and may not recover (or will have brain damage if)</i>	<i>Real, real messy. Instant death</i>

Zone V													Vertical swing			
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-2	Shoulders	<i>same as Zone IV, 1-2 (Upper arm and shoulder) above</i>														
3	Head (lower), including face	<i>same as Zone IV, 5 above</i>														
4-6	Head (upper)	<i>same as Zone IV, 6 above</i>														

Zone VI													Upward swing								
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five							
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain					
1-3	Inner thigh	<i>same as Zone II, 3-5 (Thigh) above</i>																			
4	Groin (Male)	0	7	9-WP	0	9	10-WP	3	11	15-WP	18	All	All	20	All	All	<i>Yup... Sorry. Pain drops by 10 after 1d6-1 min</i>	<i>As level one, but worse. May lose consciousness</i>	<i>Surface organs destroyed. May lose consciousness (-2)</i>	<i>Instant loss of consciousness. Damage is real, real bad</i>	<i>Weapon destroys pelvis. Death is imminent</i>

4	Groin (Female)	0 3 4-WP <i>Thump</i>	0 5 6-WP <i>Nearly dislocates leg, bone is bruised</i>	3 8 10-WP <i>Leg dislocated, hip cracked; instant knockdown</i>	10 10 12-WP <i>Hip mangled badly, broken bone fragments cause bleeding</i>	20 All 13-WP <i>Pelvis destroyed, with massive bleeding</i>
5	Abdomen	same as Zone III, 2-3 (Upper and lower abs) above				
6	Head (lower) including face	same as Zone V, 3 above				

Zone VII		Swing to arms														
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Hand	0	5-WP	4-WP	0	3	5-WP	0	5	5-WP	0	7	7-WP	2	8	10-WP
		<i>Surface graze. May drop anything held in hand</i>			<i>Bruised bone. May drop hand-held items (roll at -3)</i>			<i>Smashed fingers. Drop any item instantly</i>			<i>Hand broken. Instantly drop hand-held items</i>			<i>Hand is smashed badly</i>		
2-3	Forearm	0	4-WP	4-WP	2	5	6-WP	3	5	6-WP	6	7	8-WP	12	10	10-WP
		<i>Glancing thump</i>			<i>Bone chipped (may drop hand-held items)</i>			<i>As level two, plus you automatically drop anything held</i>			<i>Arm broken, and lots of blood</i>			<i>Arm destroyed, perhaps ripped off</i>		
4	Elbow	0	5-WP	4-WP	0	4	5-WP	2	6	6-WP	5	8	9-WP	12	20	10-WP
		<i>Glancing blow</i>			<i>Solid blow; funny-bone effect. May drop items in that hand</i>			<i>Torn ligament or similar wound; instantly drop items in that hand</i>			<i>Elbow shattered</i>			<i>Arm torn off at elbow</i>		
5-6	Upper arm and shoulder	same as Zone V, 1-2 (Shoulders) above														

Bludgeoning Damage Tables (Thrusts)

Zone VIII				Thrust to lower legs																	
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five							
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain					
1	Foot	0	4-WP	4-WP	0	3	5-WP	0	4	6-WP	0	6	8-WP	1	9	10-WP	Surface wound Some bruised flesh and bone	Hit bone, may be broken (knockdown +3)	Broken foot (roll knockdown +1)	Foot totally mashed. Instant knockdown	
2-4	Shin and lower leg	0	4	4-WP	0	5	6-WP	0	7	7-WP	2	8	10-WP	5	10	12-WP	Ow... ow ow dammit ow ow ow!	Bone chipped (knockdown at +2)	As a level two, plus you are swept off your feet automatically	Broken (knockdown at -2)	Compound fracture. Instant knockdown
5	Knee and nearby areas	0	5-WP	4-WP	0	4	5-WP	2	8	8-WP	6	10	10-WP	8	15	12-WP	Glancing blow	Solid blow; funny-bone effect	Torn ligament or similar wound; roll knockdown	Shattered knee. Roll for knockdown at -5	Compound fracture of knee. Instant knockdown
6	Passed between legs	Sorry, you missed. It happens. Don't thrust for the feet that often... they move a lot. Try the body.																			

Zone IX				Thrust to upper legs																	
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five							
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain					
1-2	Knee and nearby areas	same as Zone VIII, 5 above																			
3-5	Thigh	0	4	4-WP	0	5	4-WP	0	7	7-WP	3	8	9-WP	7	10	12-WP	Glancing blow – will leave a bruise	Serious 'Charlie horse' (knockdown at +2)	Bone is bruised, maybe broken; roll knockdown	Femur is broken, and muscle is pulverized (knockdown -4)	Compound fracture. Instant knockdown
6	Hip	0	3	4-WP	0	5	6-WP	2	8	10-WP	10	10	12-WP	20	All	13-WP	Thump	Nearly dislocates leg, bone is bruised	Leg dislocated, hip cracked; instant knockdown	Hip mangled badly, broken bone fragments cause bleeding	Pelvis destroyed, with massive bleeding

Zone X				Pelvic/groin thrust																	
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five							
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain					
1-2	Lower abdomen	0	3	5-WP	0	7	6-WP	3	10	8-WP	8	10	12-WP	15	All	15-WP	Glancing blow – will leave a nasty bruise	Slightly winded, may lose consciousness (+3)	Badly winded, may vomit and/or lose consciousness	More serious internal damage and bleeding	Internal damage is real nasty. May lose consciousness (-3)
3-4	Groin (Male)	0	7	9-WP	0	9	10-WP	3	11	15-WP	18	All	All	20	All	All	Yup... Sorry. Pain drops by 10 after 1d6-1 min	As level one, but worse. May lose consciousness	Surface organs destroyed. May lose consciousness (-2)	Instant loss of consciousness. Damage is real, real bad	Weapon destroys pelvis. Death is imminent
	Groin (Female)	Count as Lower abdomen (on 3) or Hip (on 4)																			
5-6	Hip	same as Zone IX, 6 above																			

Zone XI				Belly thrust												
1-6	Lower abdomen	same as Zone X, 1-2 above														

Zone XII				Chest																	
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five							
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain					
1-2	Under the ribs (upper abdomen)	same as Zone X, 1-2 (Lower abdomen) above																			
3-6	Chest	0	5-WP	4-WP	0	4	5-WP	1	8	6-WP	3	10	9-WP	9	All	15-WP	Glancing blow – will leave a nasty bruise	Solid blow, ribs and muscle will be bruised	Winded, maybe with a broken rib. May lose consciousness (+2)	Cracked ribs and serious wounding. May lose consciousness	Broken ribs (perhaps several) and some internal damage and bleeding. May lose consciousness (-3)

Bludgeoning Damage Tables (Thrusts)

Zone XIII													Head thrust			
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Neck	0	4	5-WP	1	7	9-WP	3	10	12-WP	4	All	15-WP	Neck instantly broken		
		<i>Glancing blow, crick in neck remains</i>			<i>Damage to throat and air tracts</i>			<i>Crushed larynx. May lose consciousness or suffocate</i>			<i>Cracked vertebrae and other throat problems</i>					
2-4	Face (2-4) and head (5-6)	0	5-WP	0	1	8	6-WP	3	10	7-WP	6	12	9-WP	Death. Destruction of cerebellum. Really messy		
		<i>Gonna leave a shinner... May lose consciousness (+3)</i>			<i>Broken nose or lost teeth (or both). May lose consciousness (+1)</i>			<i>Bones near eye are smashed; eye is considered lost. Lose ½ of current pool. KO -1</i>			<i>Jaw has been shattered, with a concussion. May lose consciousness (-3)</i>					
5-6	Head (upper)	0	8-WP	5-WP	3	8	8-WP	3	10	12-WP	7	All	All	Real, real messy. Instant death		
		<i>Glancing blow, some dizziness, may lose consciousness (+2)</i>			<i>Internal bleeding, concussion. May lose consciousness</i>			<i>Cracked skull. May lose consciousness (-3)</i>			<i>Skull is shattered. Character is unconscious and may not recover (or will have brain damage if)</i>					

Zone XIV													Amrs thrust			
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Hand	0	4-WP	0	0	3	4-WP	0	7-WP	5-WP	1	7	8-WP	3	9	9-WP
		<i>Glancing blow. May drop anything held in hand</i>			<i>Some flesh (like the palm) and bruised bone. May drop at -3</i>			<i>As level two, but with a good funny-bone effect. May drop held items</i>			<i>Fingers are broken. Drop any item instantly</i>			<i>Hand broken</i>		
2-3	Forearm	0	4-WP	0	0	3	4-WP	1	5	6-WP	2	8	8-WP	3	10	10-WP
		<i>A bruise...</i>			<i>Bone bruised (may drop hand-held items at -3)</i>			<i>As level two, but with a good funny-bone effect. May drop held items</i>			<i>Bone broken, arm is useless (drop automatically)</i>			<i>Serious break</i>		
4	Elbow	0	5-WP	4-WP	0	5	4-WP	0	5	6-WP	1	8	7-WP	3	9	10-WP
		<i>Glancing blow</i>			<i>Solid blow; funny-bone effect. May drop items in that hand</i>			<i>Mashed elbow; instantly drop items in that hand</i>			<i>Broken</i>			<i>Elbow shattered</i>		
5-6	Upper arm and shoulder	0	4-WP	4-WP	0	5	5-WP	0	5	6-WP	1	7	7-WP	5	10	10-WP
		<i>Thump</i>			<i>Charlie horse</i>			<i>Bruised bone. May drop item in that hand</i>			<i>Broken humerus (hairline). May drop item in that hand</i>			<i>Broken bones, including collar bone or worse</i>		

Generic Damage Table

Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
		0	2	5-WP	0	5	8-WP	0	8	12-WP	0	11	16-WP	0	All	20-WP

Unarmed Damage Tables (Swings)

Zone I							Swing to lower legs									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Foot	0	4-WP	4-WP	0	3	5-WP	0	4	6-WP	0	5	6-WP	1	8	9-WP
		<i>Light blow</i>			<i>Bruised flesh</i>			<i>Bruised bone</i>			<i>Hit bone, may be broken (KD +3)</i>			<i>Broken foot, roll knockdown at +1</i>		
2-4	Shin and lower leg	0	4	4-WP	0	5	6-WP	0	6	7-WP	1	8	8-WP	2	8	9-WP
		<i>Ow!</i>			<i>Bruised bone (knockdown at +2)</i>			<i>As level two, roll knockdown</i>			<i>As level three, plus automatic knockdown</i>			<i>Broken. Instant knockdown</i>		
5-6	Knee and nearby areas	0	5-WP	4-WP	0	4	5-WP	1	8	8-WP	2	9	9-WP	3	10	10-WP
		<i>Glancing blow</i>			<i>Solid blow; funny-bone effect</i>			<i>Strong blow, will cause a limp</i>			<i>Torn ligament or dislocated knee cap. Roll knockdown</i>			<i>Broken knee. Roll knockdown at -5</i>		

Zone II							Swing to upper legs									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-2	Knee and nearby areas	<i>same as Zone II, 5-6 above</i>														
3-5	Thigh	0	4	4-WP	0	5	4-WP	0	6	6-WP	1	7	8-WP	3	8	9-WP
		<i>Minor blow – will leave a bruise</i>			<i>Serious 'Charlie horse' (knockdown at +2)</i>			<i>Pulverized muscle, roll knockdown at +1</i>			<i>Bone bruised, roll for knockdown</i>			<i>Femur broken, muscle pulverized, roll knockdown at -4</i>		
6	Hip	0	2	4-WP	0	4	5-WP	0	5	6-WP	1	7	8-WP	2	8	9-WP
		<i>Thump</i>			<i>Bruised bone</i>			<i>Nearly dislocates leg, bone bruised</i>			<i>Hick cracked, roll knockdown at -1</i>			<i>Leg dislocated, hip cracked. Instant knockdown</i>		

Zone III							Swing to upper body									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Hip	<i>Same as Zone II, 6 above</i>														
2-3	Upper (2) and Lower (3) Abs	0	3	4-WP	0	5	6-WP	0	7	7-WP	1	10	8-WP	5	10	11-WP
		<i>Light blow</i>			<i>Slightly winded</i>			<i>Winded, roll KO at +3</i>			<i>Badly winded, may vomit and/or lose consciousness</i>			<i>Some internal damage and bleeding</i>		
4-5	Ribcage	0	4-WP	4-WP	0	3	5-WP	0	6	6-WP	1	8	7-WP	2	10	9-WP
		<i>Glancing blow, will leave a bruise</i>			<i>Solid blow, ribs and muscle will be bruised</i>			<i>Winded, KO at +3</i>			<i>Winded with a cracked rib, roll KO at +2</i>			<i>Broken rib and serious winding, may lose consciousness</i>		
6	Arms	<i>go to Zone VII (Arms) below</i>														

Zone IV							Overhand Right and Left									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-2	Upper arm and Shoulder	0	4-WP	3-WP	0	4	5-WP	0	6	6-WP	0	7	8-WP	2	9	9-WP
		<i>Thump</i>			<i>Charly horse</i>			<i>On the bone</i>			<i>Minor crack in shoulder, bruised bone, may drop item in hand</i>			<i>Broken collar bone or humerus</i>		
3	Upper Body	<i>Same as Zone III, 4-5 (Ribcage) above</i>														
4	Neck	0	4	4-WP	0	7	8-WP	1	10	10-WP	1	All	13-WP	<i>Spinal cord broken</i>		
		<i>Glancing blow, crick in neck remains</i>			<i>Struck throat and air tracts</i>			<i>Collapsed larynx, may lose consciousness or suffocate</i>			<i>Dislocated vertebrae and damaged muscle</i>					
5	Head (lower) and Face	0	5-WP	0	1	7	4-WP	1	8	7-WP	2	10	7-WP	2	12	9-WP
		<i>Gonna leave a shiner, KO at +3</i>			<i>Bloody nose or broken lip</i>			<i>Broken nose or lost teeth, KO at +1</i>			<i>Orbital bone broken, eye may pop out (1/2 current pool). KO at -1</i>			<i>Jaw cracked or broken, with concussion. KO at -3</i>		
6	Head (upper)	0	5-WP	3-WP	0	5	6-WP	0	8	8-WP	2	9	11-WP	3	All	All
		<i>Glancing blow</i>			<i>Solid blow, some dizziness, KO at +2</i>			<i>Concussion roll KO</i>			<i>Skull cracked, internal bleeding. KO at -3</i>			<i>Skull fracture, may have brain damage or hemorrhage. Instant KO</i>		

Unarmed Damage Tables (Swings)

Zone V				Vertical Swing												
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-2	Shoulders	Same as Zone IV, 1-2 (Upper arm and Shoulder) above														
3	Head (lower) and Face	Same as Zone IV, 5 above														
4-6	Head (upper)	Same as Zone IV, 6 above														

Zone VI				Upward Swing												
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-3	Inner Thigh	0	4-WP	4-WP	0	5	4-WP	0	6	6-WP	1	7	7-WP	3	8	9-WP
		Glancing blow, will leave a bruise			Charly horse, knockdown at +3			Nerves struck, knockdown at +1			Bone bruised, muscle spasm, roll knockdown			Femur cracked, muscle pulverized, knockdown at -3		
3-4	Groin (Male)	0	4-WP	8-WP	0	7	9-WP	1	10	12-WP	2	11	15-WP	4	All	All
		Thump. Pain leaves after 1d6-1 min			A more solid hit, roll knockdown			There's something real bad wrong, in my pants			Real damage to sex organs (tear or ruptures). Roll KO -2			Instant KO, serious damage, possibly a broken tail or pubic bone		
	Groin (Female)	0	2	4-WP	0	4	7-WP	0	5	13-WP	1	8	10-WP	2	8	12-WP
		Thump			A more solid hit			Bruised bone, near dislocation of leg			Leg dislocated			Hip cracked and leg dislocated		
5	Abdomen	0	3	4-WP	0	5	6-WP	0	7	7-WP	1	10	8-WP	5	10	11-WP
		Light blow			Slightly winded			Winded, roll KO at +3			Badly winded, may vomit and/or lose consciousness			Some internal damage and bleeding		
6	Head (lower) and Face	Same as Zone IV, 5 above														

Zone VII				Swing to Arms												
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Hand	0	3-WP	3-WP	0	6-WP	4-WP	0	4	5-WP	0	5	5-WP	1	7	7-WP
		Whap			A solid hit, drop hand held items at -1			Bruised bone, may drop handheld items at -3			Jammed fingers or cracked bone, drop any item instantly			Hand broken, instantly drop handheld items		
2-3	Forearm	0	4-WP	4-WP	0	4	5-WP	0	5	6-WP	0	6	8-WP	1	7	8-WP
		Glancing blow			Charly horse			Nerve hit, as level two but drop items at -3			Sprained wrist or cracked forearm (hairline). Drop handheld items			Arm broken		
4	Elbow	0	4-WP	4-WP	0	4	4-WP	0	5	5-WP	0	6	6-WP	1	8	9-WP
		Glancing strike			Solid blow, funny bone effect, may drop items at +1			As level two, but with bruised bone			Torn ligament and bruised bone, instantly drop items in that hand			Elbow hyperextended with tearing		
5-6	Upper arm and Shoulder	Same as Zone IV, 1-2 above														

The unarmed damage tables are based on a posting to the TRoS forums by Caz: <http://iamscottstiles.com/trosforums/viewtopic.php?t=88>

Unarmed Damage Tables (Thrusts)

Zone VIII							Thrust to lower legs									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Foot	0	4-WP	4-WP	0	3	5-WP	0	4	6-WP	0	5	6-WP	1	8	9-WP
		<i>Light blow</i>			<i>Bruised flesh</i>			<i>Bruised bone</i>			<i>Hit bone, may be broken (knockdown at +3)</i>			<i>Broken foot, roll knockdown +1</i>		
2-4	Shin and Lower Leg	0	4-WP	5-WP	0	5	6-WP	0	6	7-WP	1	8	8-WP	2	8	9-WP
		<i>Ow!</i>			<i>Bruised bone, knockdown +2</i>			<i>As level two, roll knockdown</i>			<i>As level three, plus automatic knockdown</i>			<i>Broken. Instant knockdown</i>		
5	Knee and nearby areas	0	5-WP	4-WP	0	4	5-WP	1	8	8-WP	2	9	9-WP	3	10	10-WP
		<i>Glancing blow</i>			<i>Solid blow, funny bone effect</i>			<i>Strong blow, will cause a limp</i>			<i>Torn ligament or similar wound, roll knockdown</i>			<i>Shattered or hyperextended knee, roll knockdown at -5</i>		
6	Passed between legs	<i>Sorry, you missed. It happens. Don't thrust for the feet that often... they move a lot. Try the body.</i>														

Zone IX							Thrust to upper legs									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Knee and nearby areas	<i>Same as Zone VIII, 6 above</i>														
2-5	Thigh	0	4-WP	4-WP	0	5	4-WP	0	6	6-WP	1	7	8-WP	3	8	9-WP
		<i>Minor blow, will leave a bruise</i>			<i>Serious charly horse, roll knockdown at +2</i>			<i>Pulverized muscle, knockdown +1</i>			<i>Bone bruised, roll knockdown</i>			<i>Femur broken, muscle pulverized, roll knockdown at -4</i>		
6	Hip	0	2	4-WP	0	4	5-WP	0	5	6-WP	1	7	8-WP	2	8	9-WP
		<i>Thump</i>			<i>Bruised bone</i>			<i>Nearly dislocates leg, bone bruised</i>			<i>Hip cracked, knockdown at -1</i>			<i>Leg dislocated, hip cracked, instant knockdown</i>		

Zone X							Pelvic/Groin Thrust									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-2	Lower abdomen	0	3	4-WP	0	5	6-WP	0	7	7-WP	1	10	8-WP	5	10	11-WP
		<i>Light blow</i>			<i>Slightly winded</i>			<i>Winded, roll KO at +3</i>			<i>Badly winded, may vomit and/or lose consciousness</i>			<i>Some internal damage and bleeding</i>		
3-4	Groin (Male)	0	4-WP	8-WP	0	7	9-WP	1	10	12-WP	2	11	15-WP	4	All	All
	Groin (Female)	<i>Thump. Pain leaves after 1d6-1 min</i>			<i>A more solid hit, roll knockdown</i>			<i>There's something real bad wrond, in my pants</i>			<i>Real damage to sex organs (tears or ruptures). Roll KO at -2</i>			<i>Instant KO, serious damage, possibly a broken tail or pubic bone</i>		
		0	2	4-WP	0	4	7-WP	0	5	13-WP	1	8	10-WP	2	8	12-WP
		<i>Thump</i>			<i>A more solid hit</i>			<i>Bruised bone, near dislocation of leg</i>			<i>Leg dislocated</i>			<i>Hip cracked and leg dislocated</i>		
5-6	Hip	<i>Same as Zone IX, 6 above</i>														

Zone XI							Belly Thrust									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-6	Lower abdomen	<i>Same as Zone X, 1-2 above</i>														

Unarmed Damage Tables (Thrusts)

Zone XII							Chest Thrusts									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1-2	Under the Ribs (upper abdomen)	0	3	4-WP	0	5	6-WP	0	7	7-WP	1	10	8-WP	5	10	11-WP
		<i>Light blow</i>			<i>Slightly winded</i>			<i>Winded, roll KO at +3</i>			<i>Badly winded, may vomit and/or lose consciousness. Good solar plexus hit</i>			<i>Some internal damage and bleeding</i>		
3-6	Chest	0	4-WP	4-WP	0	3	5-WP	0	6	6-WP	1	8	7-WP	2	10	9-WP
		<i>Glancing blow, will leave a bruise</i>			<i>Solid blow, ribs and muscle will be bruised</i>			<i>Winded, KO at +3</i>			<i>Winded with a cracked rib, roll KO at +2</i>			<i>Broken rib and serious winding, may lose consciousness</i>		

Zone XIII							Head Thrust									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Neck	0	4-WP	4-WP	0	7	8-WP	1	10	10-WP	1	All	13-WP	<i>Spinal cord broken, death or paralysis results</i>		
		<i>Glancing blow, crick in neck remains</i>			<i>Struck throat and air tracts</i>			<i>Collapsed larynx, may lose consciousness or suffocate</i>			<i>Dislocated vertebrae and damaged muscle</i>					
2-4	Head (lower) and Face	0	5-WP	0	1	7	4-WP	1	8	7-WP	2	10	7-WP	2	12	9-WP
		<i>Gonna leave a shiner, KO at +3</i>			<i>Bloody nose or broken lip</i>			<i>Broken nose or lost teeth, KO at +1</i>			<i>Orbital bone broken, eye may pop out (lose 1/2 of current pool). Roll KO at -1</i>			<i>Jaw cracked or broken, with concussion. Roll KO at -3</i>		
5-6	Head (upper)	0	5-WP	3-WP	0	5	6-WP	0	8	8-WP	2	9	11-WP	3	All	All
		<i>Glancing blow</i>			<i>Solid blow, some dizziness, KO at +2</i>			<i>Concussion, roll KO</i>			<i>Skull cracked, internal bleeding. KO at -3</i>			<i>Skull fracture. Character is KO and may have brain damage or hemorrhage</i>		

Zone XIV							Thrust to Arms									
Roll	Location	Level One			Level Two			Level Three			Level Four			Level Five		
		BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain	BL	Shock	Pain
1	Hand	0	3-WP	3-WP	0	6-WP	4-WP	0	4	5-WP	0	5	5-WP	1	7	7-WP
		<i>Whap</i>			<i>A solid hit, drop hand held items at -1</i>			<i>Bruised bone, may drop handheld items at -3</i>			<i>Jammed fingers or cracked bone, drop any item instantly</i>			<i>Hand broken, instantly drop handheld items</i>		
2-3	Forearm	0	4-WP	4-WP	0	4	5-WP	0	5	6-WP	0	6	8-WP	1	7	8-WP
		<i>Glancing blow</i>			<i>Charly horse</i>			<i>Nerve hit, as level two but drop items at -3</i>			<i>Sprained wrist or cracked forearm (hairline). Drop handheld items</i>			<i>Arm broken</i>		
4	Elbow	0	4-WP	4-WP	0	4	4-WP	0	5	5-WP	0	6	6-WP	1	8	9-WP
		<i>Glancing strike</i>			<i>Solid blow, funny bone effect, may drop items at +1</i>			<i>As level two, but with bruised bone</i>			<i>Torn ligament and bruised bone, instantly drop items in that hand</i>			<i>Elbow hyperextended with tearing</i>		
5-6	Upper arm and Shoulder	0	4-WP	3-WP	0	4	5-WP	0	6	6-WP	0	7	8-WP	2	9	9-WP
		<i>Thump</i>			<i>Charly horse</i>			<i>On the bone</i>			<i>Minor crack in shoulder, bruised bone, may drop item in hand</i>			<i>Broken collar bone or humerus</i>		

The unarmed damage tables are based on a posting to the TRoS forums by Caz: <http://iamscottstiles.com/trosforums/viewtopic.php?t=88>