

FORTUNE'S MERCY!

IGNORE INJURY, KEEP
YOUR FATE POINT AND
CONTINUE FIGHTING
ONWARDS!

Rattled Brain

Black Eye

Dislocated
Shoulder

Hyperextended
Elbow

Sprained
Wrist

Bruised Ribs

Strained
Groin

Jammed
Finger

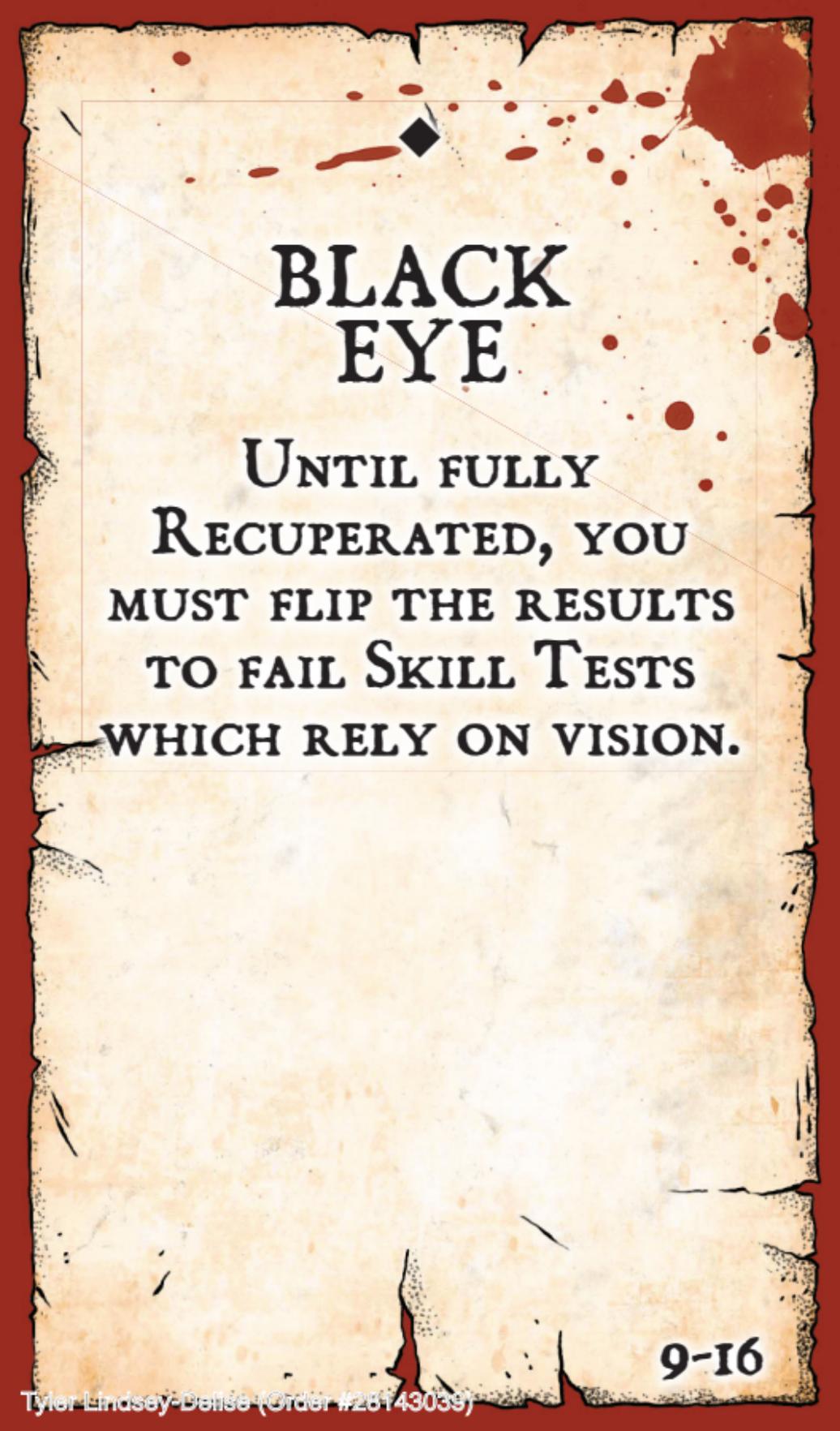
Pulled
Muscle

Twisted
Ankle

Misfortune!

MODERATE IN JURY.

Fortune's Mercy?



BLACK EYE

UNTIL FULLY
RECUPERATED, YOU
MUST FLIP THE RESULTS
TO FAIL SKILL TESTS
WHICH RELY ON VISION.

9-16

Rattled Brain

Black Eye

Dislocated
Shoulder

Hyperextended
Elbow

Sprained
Wrist

Bruised Ribs

Strained
Groin

Jammed
Finger

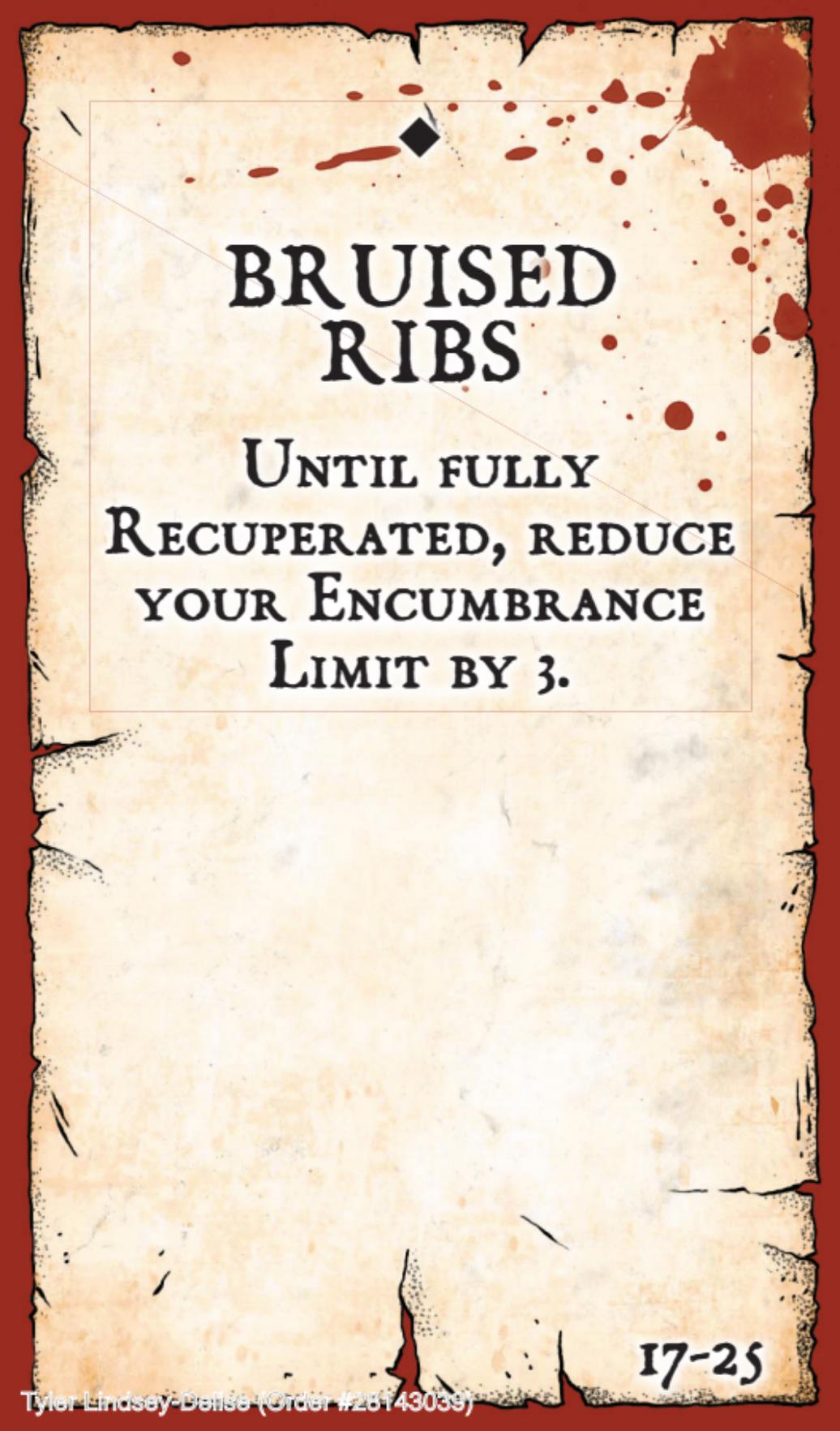
Pulled
Muscle

Twisted
Ankle

Misfortune!

MODERATE IN JURY.

Fortune's Mercy?



**BRUISED
RIBS**

**UNTIL FULLY
RECUPERATED, REDUCE
YOUR ENCUMBRANCE
LIMIT BY 3.**

17-25

Rattled Brain

Black Eye

Dislocated
Shoulder

Hyperextended
Elbow

Sprained
Wrist

Bruised Ribs

Strained
Groin

Jammed
Finger

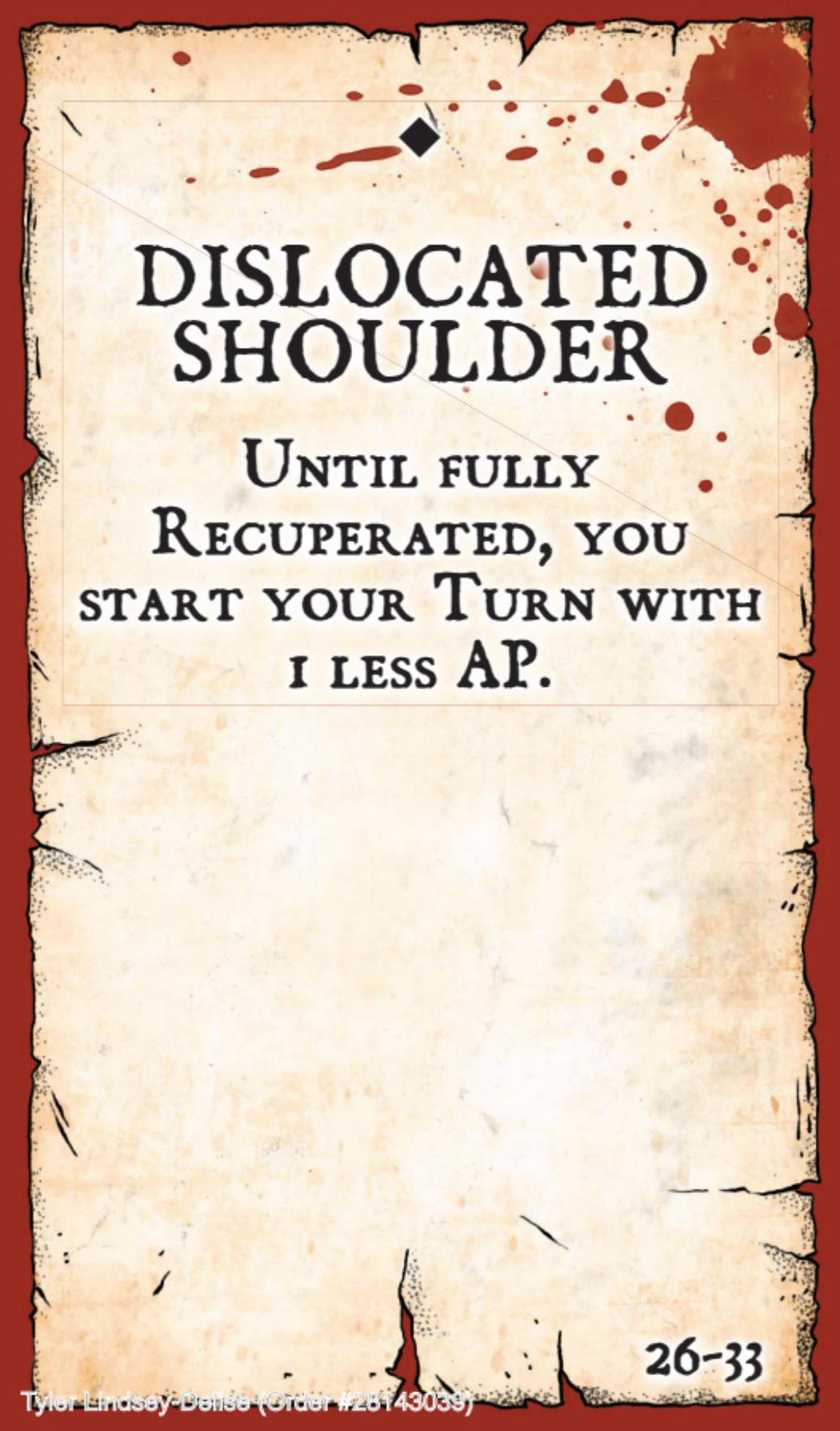
Pulled
Muscle

Twisted
Ankle

Misfortune!

MODERATE IN JURY.

Fortune's Mercy?



DISLOCATED SHOULDER

UNTIL FULLY
RECUPERATED, YOU
START YOUR TURN WITH
1 LESS AP.

26-33

Rattled Brain

Black Eye

Dislocated
Shoulder

Hyperextended
Elbow

Sprained
Wrist

Bruised Ribs

Strained
Groin

Jammed
Finger

Pulled
Muscle

Twisted
Ankle

Misfortune!

MODERATE IN JURY.

Fortune's Mercy?

HYPEREXTENDED ELBOW

**UNTIL FULLY
RECUPERATED, YOU
MUST FLIP THE RESULTS
TO FAIL ALL ACTIONS IN
COMBAT THAT RELY ON
RANGED WEAPONS.**

34-4I

Rattled Brain

Black Eye

Dislocated
Shoulder

Hyperextended
Elbow

Sprained
Wrist

Bruised Ribs

Strained
Groin

Jammed
Finger

Pulled
Muscle

Twisted
Ankle

Misfortune!

MODERATE IN JURY.

Fortune's Mercy?

JAMMED FINGER

YOU IMMEDIATELY DROP
WHATEVER YOU ARE
HOLDING. UNTIL FULLY
RECUPERATED, YOU
MUST FLIP THE RESULTS
TO FAIL ALL MELEE
WEAPON ATTACKS WITH
YOUR PRIMARY HAND.

42-49

Rattled Brain

Black Eye

Dislocated
Shoulder

Hyperextended
Elbow

Sprained
Wrist

Bruised Ribs

Strained
Groin

Jammed
Finger

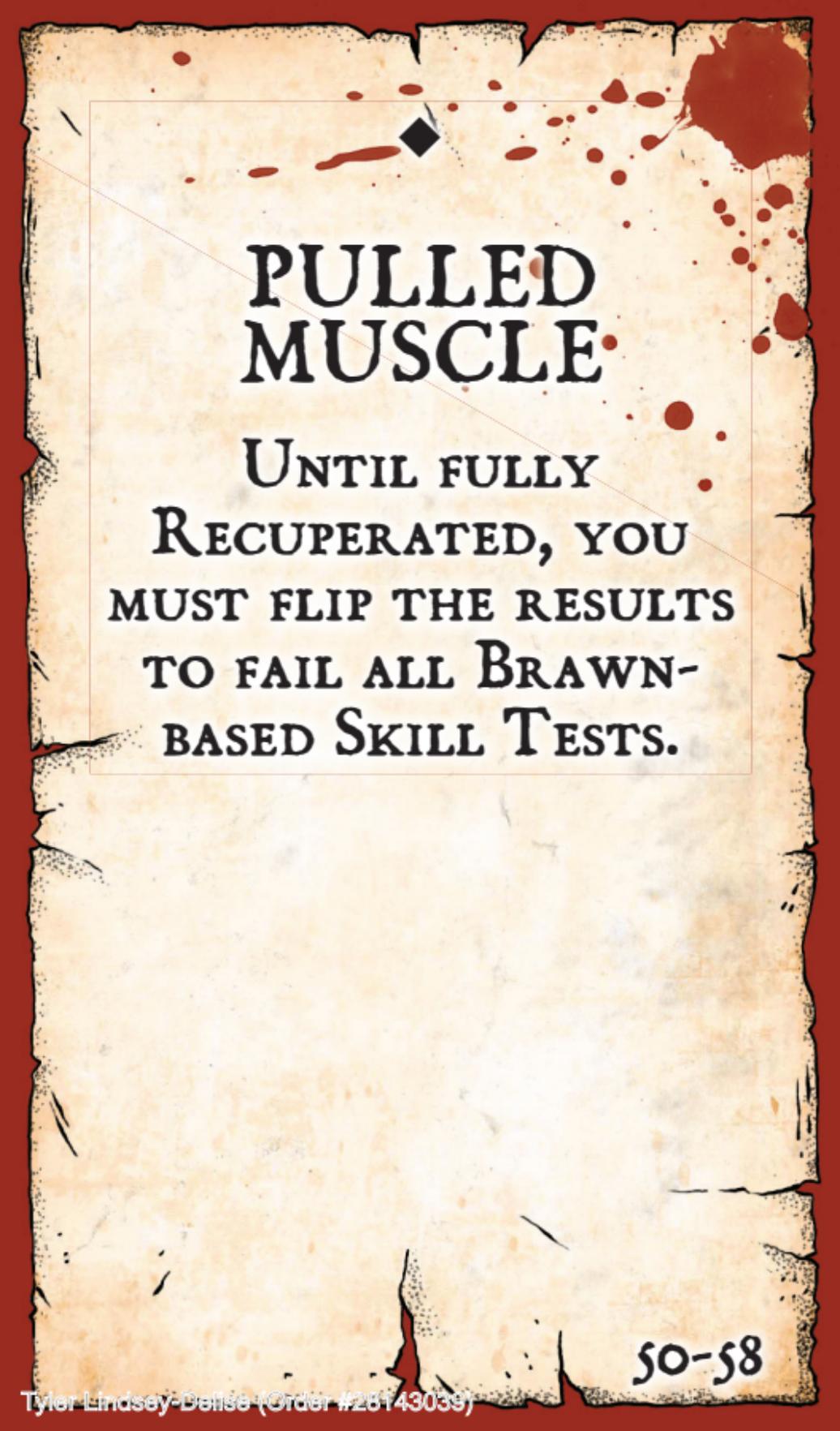
Pulled
Muscle

Twisted
Ankle

Misfortune!

MODERATE IN JURY.

Fortune's Mercy?



**PULLED
MUSCLE**

**UNTIL FULLY
RECUPERATED, YOU
MUST FLIP THE RESULTS
TO FAIL ALL BRAWN-
BASED SKILL TESTS.**

50-58

Rattled Brain

Black Eye

Dislocated
Shoulder

Hyperextended
Elbow

Sprained
Wrist

Bruised Ribs

Strained
Groin

Jammed
Finger

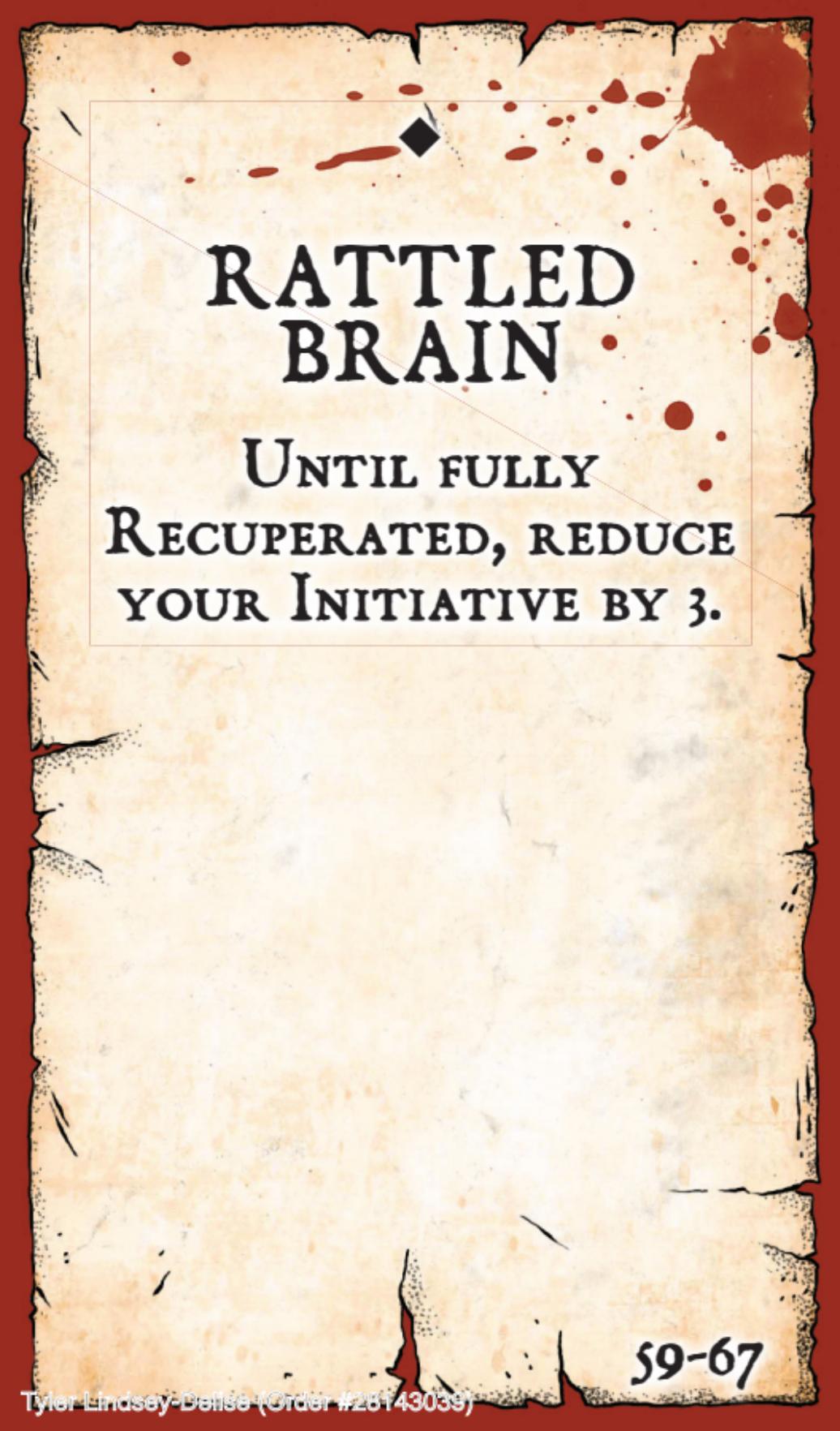
Pulled
Muscle

Twisted
Ankle

Misfortune!

MODERATE IN JURY.

Fortune's Mercy?



**RATTLED
BRAIN**

**UNTIL FULLY
RECUPERATED, REDUCE
YOUR INITIATIVE BY 3.**

59-67

Rattled Brain

Black Eye

Dislocated
Shoulder

Hyperextended
Elbow

Sprained
Wrist

Bruised Ribs

Strained
Groin

Jammed
Finger

Pulled
Muscle

Twisted
Ankle

Misfortune!

MODERATE IN JURY.

Fortune's Mercy?

SPRAINED WRIST

UNTIL FULLY
RECUPERATED, YOU
CANNOT HOLD ANYTHING
IN YOUR PRIMARY HAND,
AND MUST RELY ON
YOUR OFF-HAND.

68-76

Rattled Brain

Black Eye

Dislocated
Shoulder

Hyperextended
Elbow

Sprained
Wrist

Bruised Ribs

Strained
Groin

Jammed
Finger

Pulled
Muscle

Twisted
Ankle

Misfortune!

MODERATE IN JURY.

Fortune's Mercy?

STRAINED GROIN

UNTIL FULLY
RECUPERATED, YOU
CANNOT USE ANY
MOVEMENT ACTIONS
BESIDES TAKE COVER OR
WALK IN COMBAT.

77-85

Rattled Brain

Black Eye

Dislocated
Shoulder

Hyperextended
Elbow

Sprained
Wrist

Bruised Ribs

Strained
Groin

Jammed
Finger

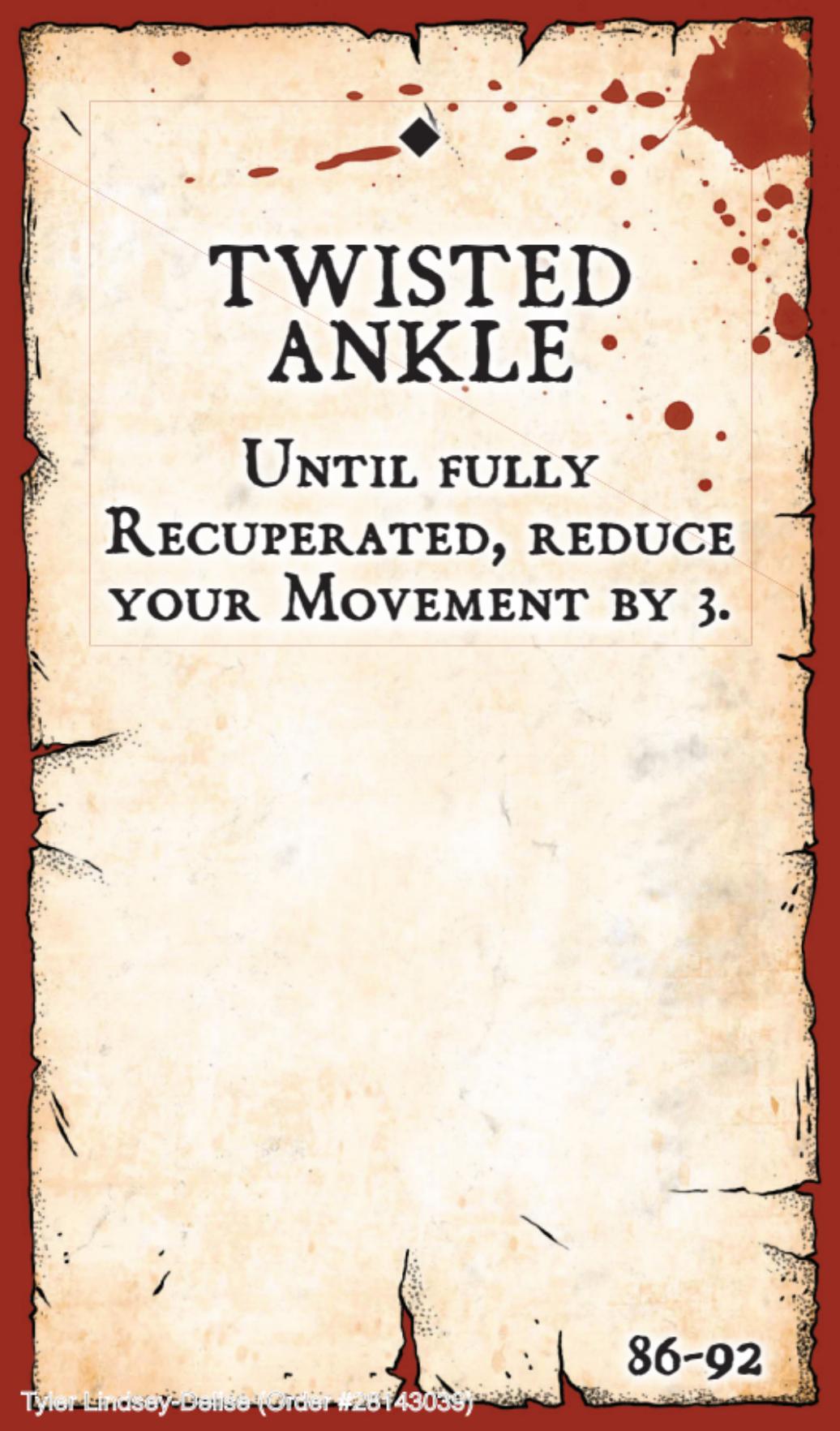
Pulled
Muscle

Twisted
Ankle

Misfortune!

MODERATE IN JURY.

Fortune's Mercy?



**TWISTED
ANKLE**

**UNTIL FULLY
RECUPERATED, REDUCE
YOUR MOVEMENT BY 3.**

86-92

Rattled Brain

Black Eye

Dislocated
Shoulder

Hyperextended
Elbow

Sprained
Wrist

Bruised Ribs

Strained
Groin

Jammed
Finger

Pulled
Muscle

Twisted
Ankle

Misfortune!

MODERATE IN JURY.

Fortune's Mercy?



MISFORTUNE!

**ROLL ON THE
SERIOUS INJURY TABLE
INSTEAD!**

93-100

Rattled Brain

Black Eye

Dislocated
Shoulder

Hyperextended
Elbow

Sprained
Wrist

Bruised Ribs

Strained
Groin

Jammed
Finger

Pulled
Muscle

Twisted
Ankle

Misfortune!

MODERATE IN JURY.

Fortune's Mercy?



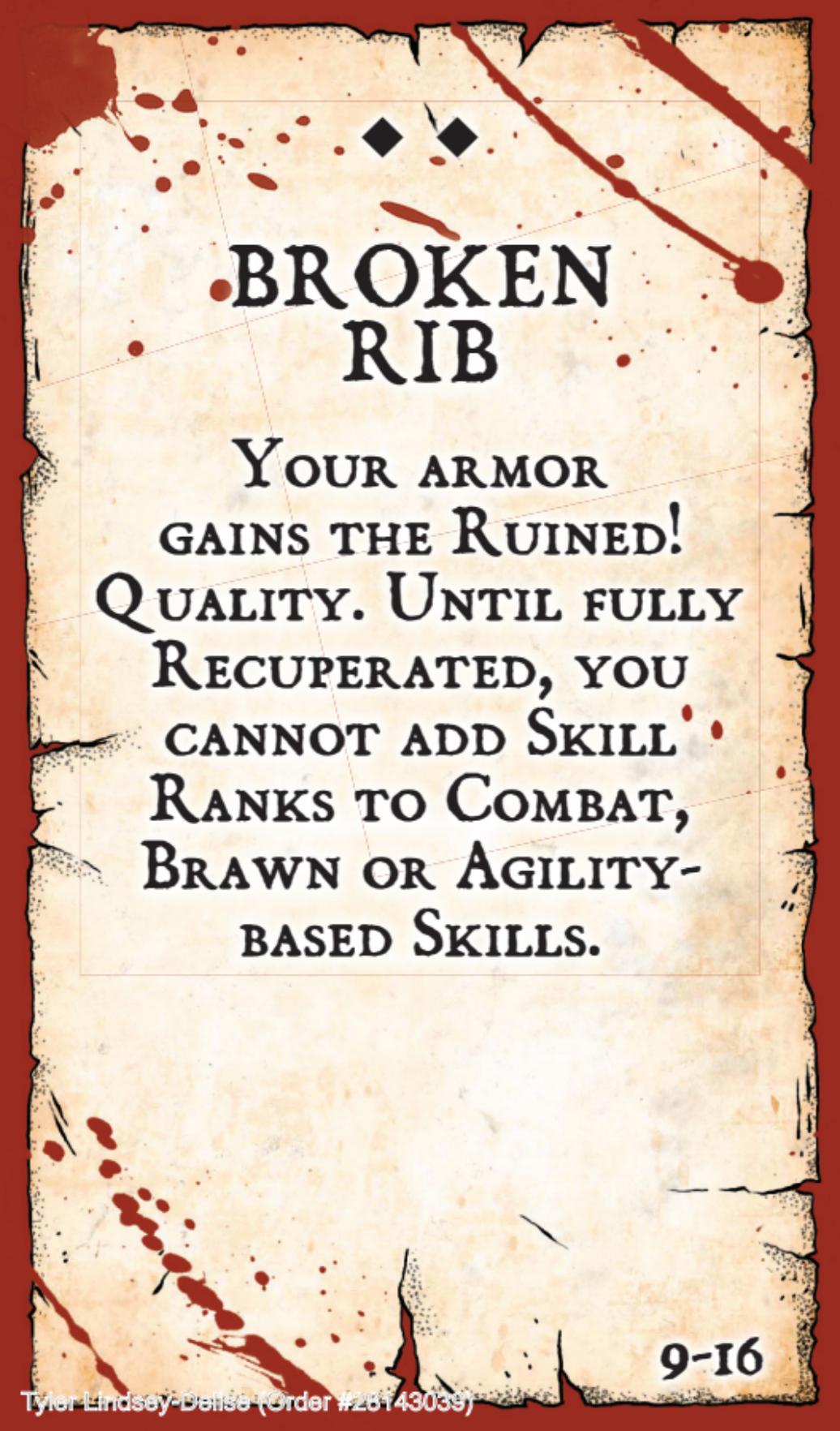
**FORTUNE'S
MERCY!**

**IGNORE INJURY, KEEP
YOUR FATE POINT AND
CONTINUE FIGHTING
ONWARDS!**



SERIOUS IN JURY.

Fortune's Mercy?



◆ ◆

BROKEN RIB

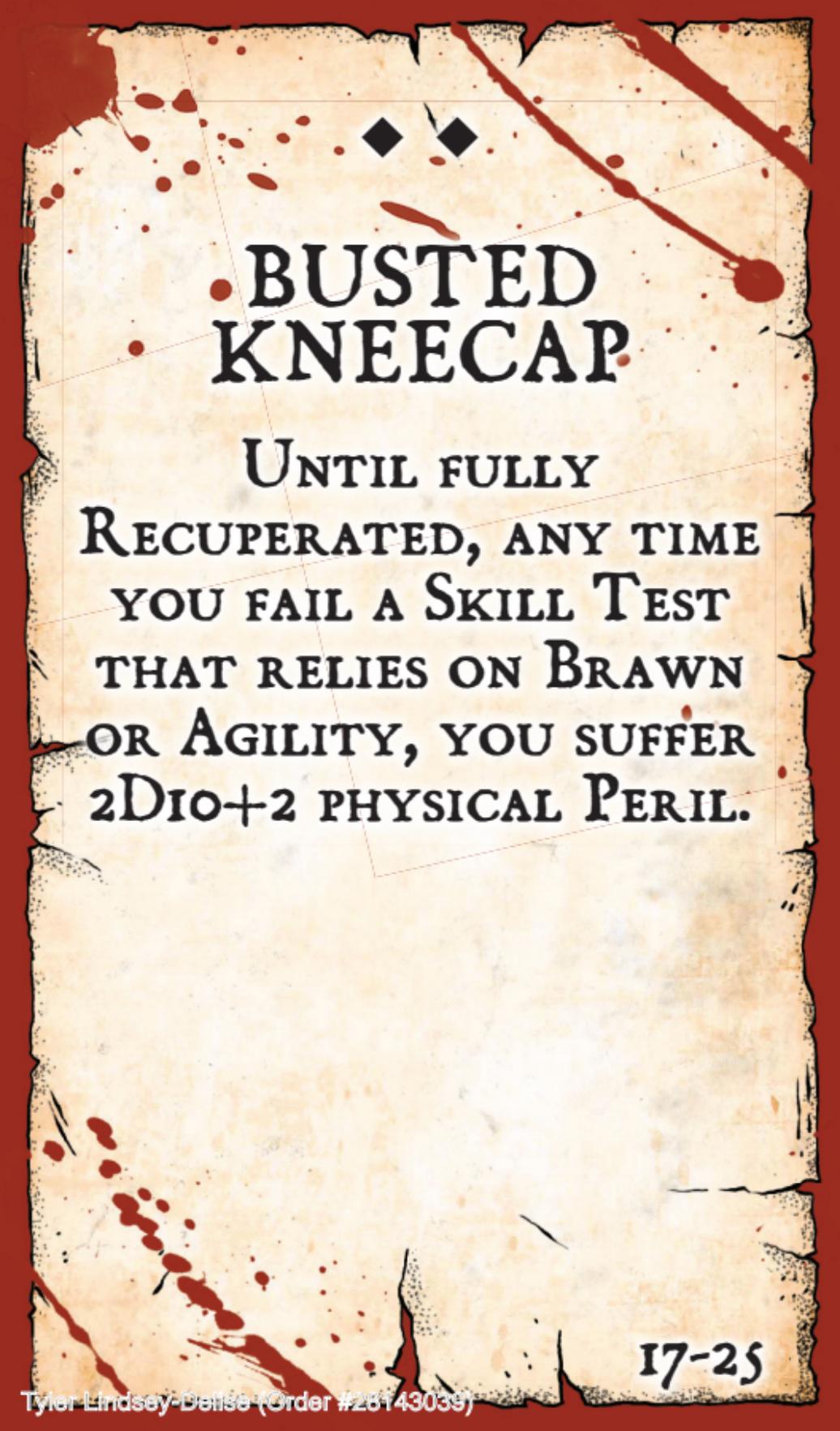
YOUR ARMOR
GAINS THE RUINED!
QUALITY. UNTIL FULLY
RECUPERATED, YOU
CANNOT ADD SKILL
RANKS TO COMBAT,
BRAWN OR AGILITY-
BASED SKILLS.

9-16



SERIOUS IN JURY.

Fortune's Mercy?



◆ ◆

BUSTED KNEECAP

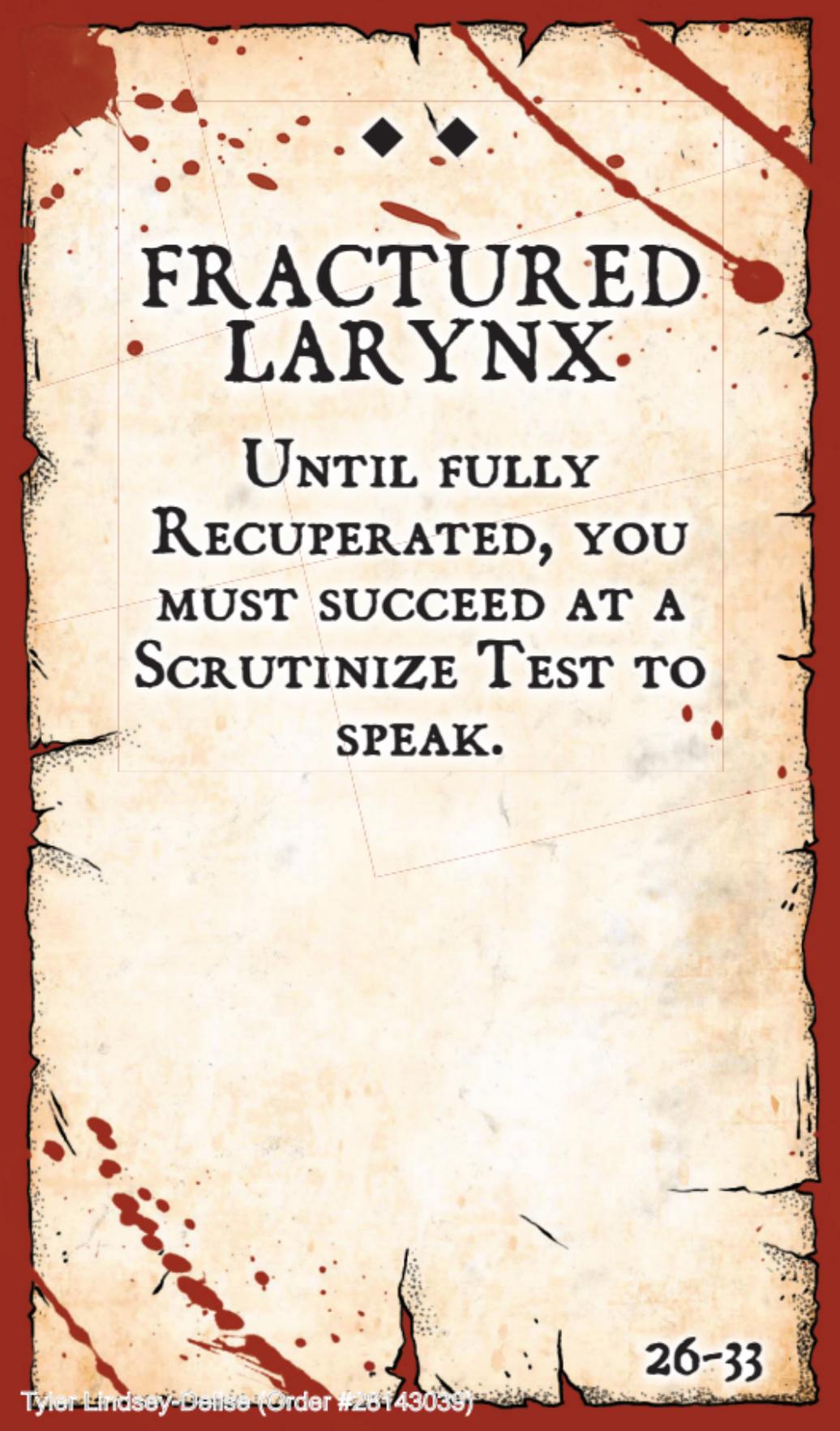
UNTIL FULLY
RECUPERATED, ANY TIME
YOU FAIL A SKILL TEST
THAT RELIES ON BRAWN
OR AGILITY, YOU SUFFER
2D10+2 PHYSICAL PERIL.

17-25



SERIOUS IN JURY.

Fortune's Mercy?



◆ ◆

FRACTURED LARYNX

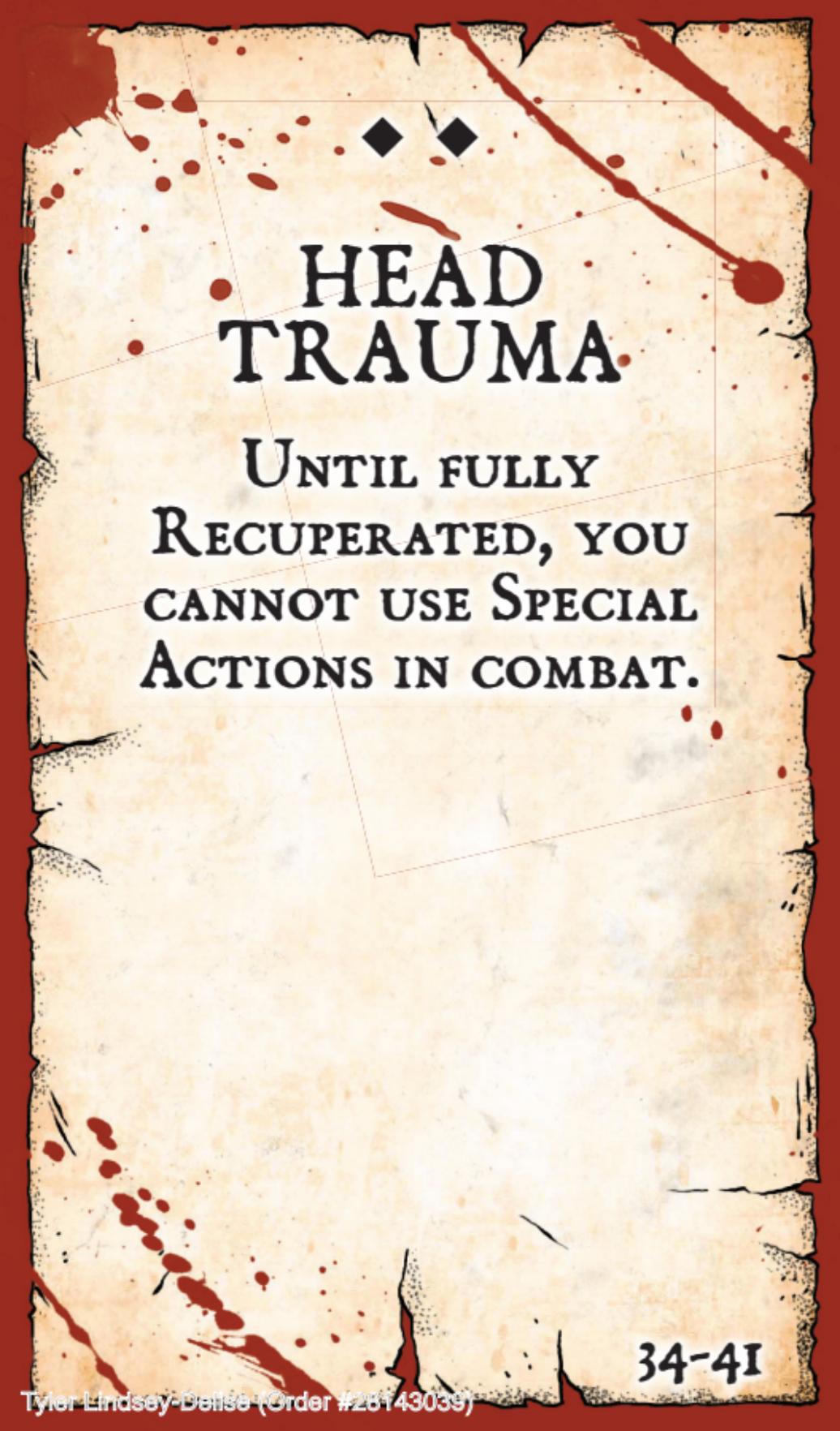
UNTIL FULLY
RECUPERATED, YOU
MUST SUCCEED AT A
SCRUTINIZE TEST TO
SPEAK.

26-33



SERIOUS IN JURY.

Fortune's Mercy?



◆ ◆

HEAD TRAUMA

UNTIL FULLY
RECUPERATED, YOU
CANNOT USE SPECIAL
ACTIONS IN COMBAT.

34-4I



Skull Fracture

Shell Shock

Minor Concussion

Torn Shoulder

Broken Rib

Stress Fracture

Busted Kneecap

Head Trauma

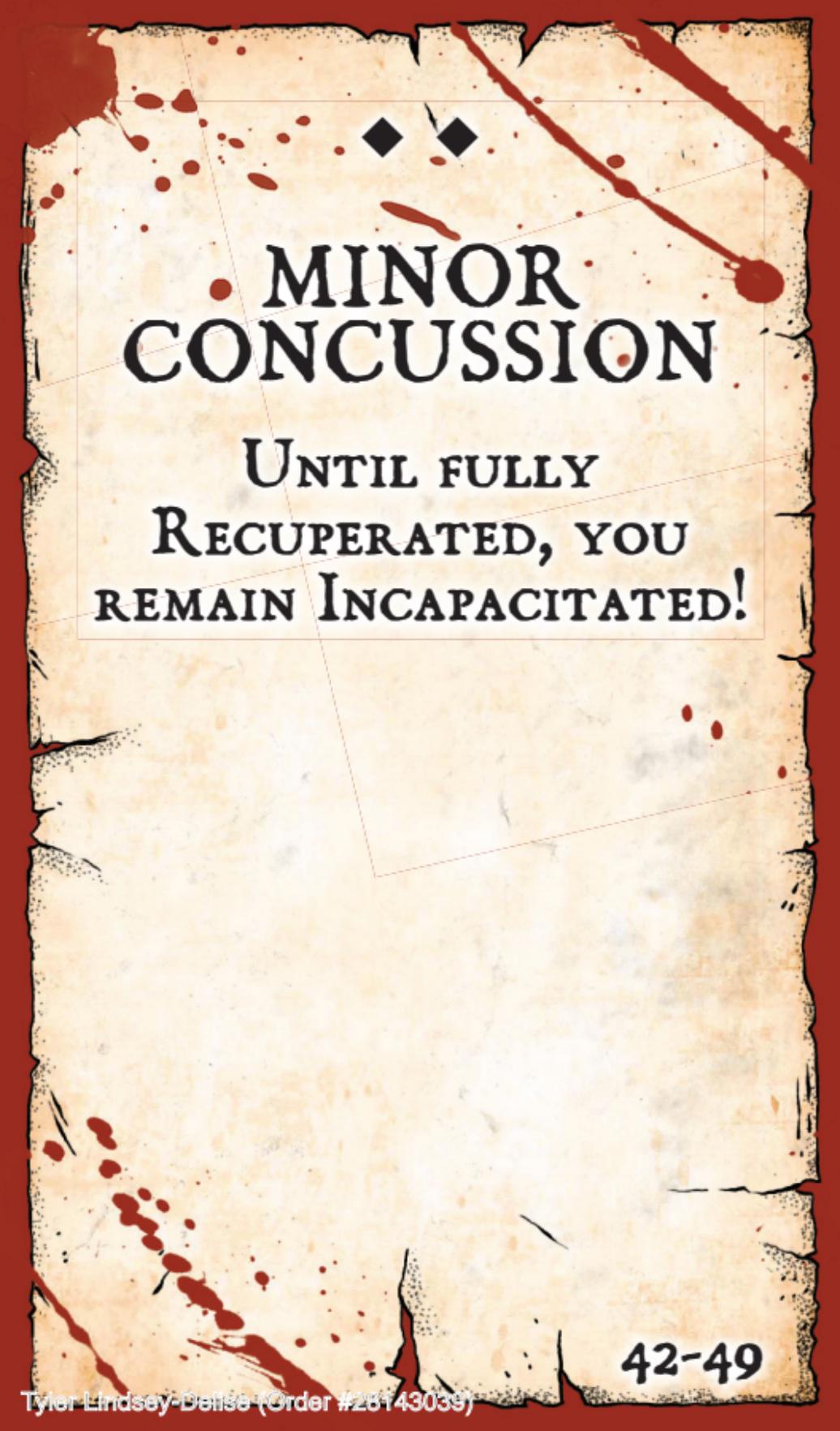
Fractured Larynx

Misfortune!

Temporary Paralysis

SERIOUS INJURY.

Fortune's Mercy?



◆ ◆

MINOR CONCUSSION

UNTIL FULLY
RECUPERATED, YOU
REMAIN INCAPACITATED!

42-49



SERIOUS IN JURY.

Fortune's Mercy?



**SHELL
SHOCK**

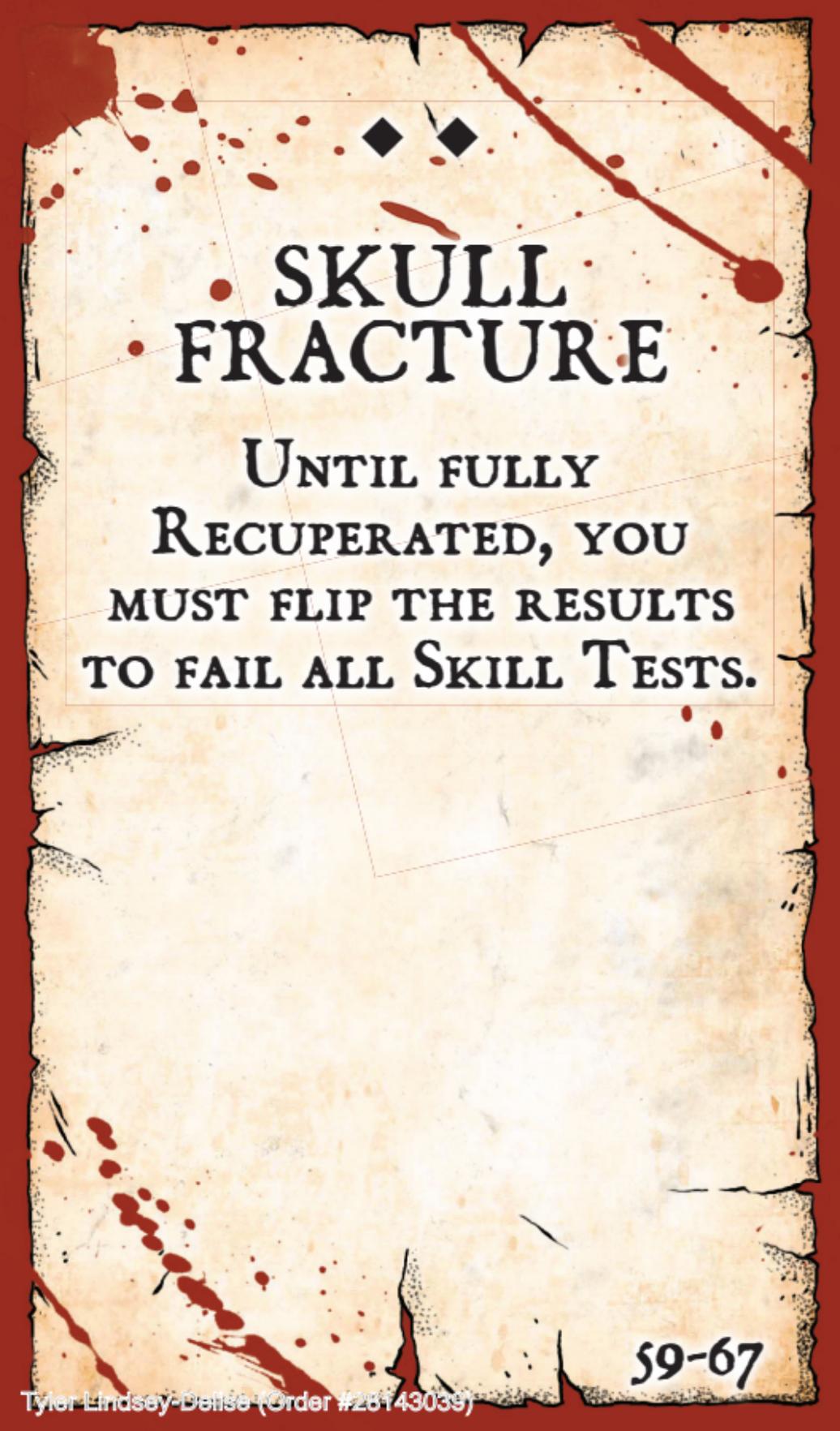
**UNTIL FULLY
RECUPERATED, YOU
CANNOT ADD FURY DICE
TO DAMAGE.**

50-58



SERIOUS IN JURY.

Fortune's Mercy?



◆ ◆

SKULL FRACTURE

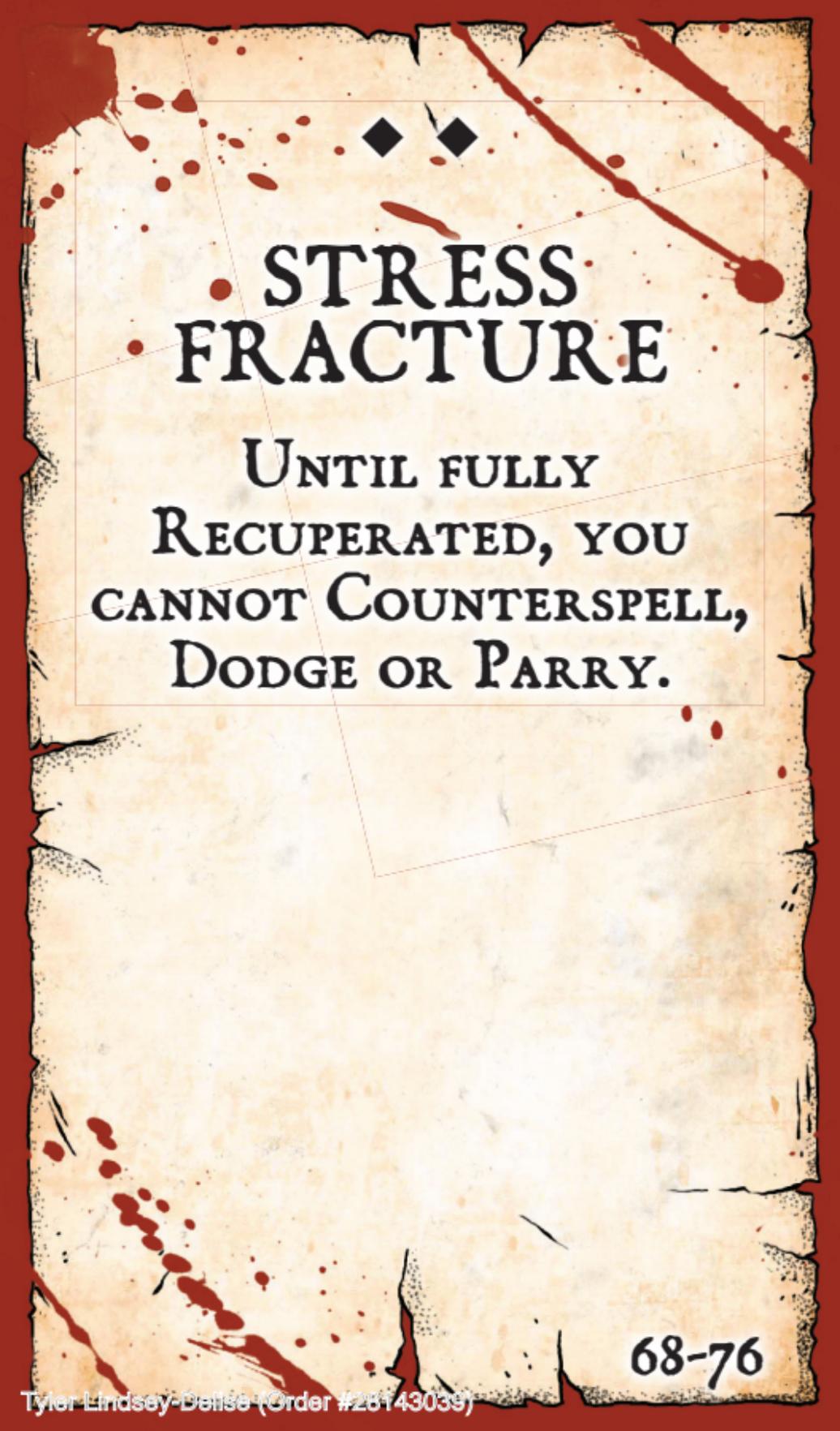
UNTIL FULLY
RECUPERATED, YOU
MUST FLIP THE RESULTS
TO FAIL ALL SKILL TESTS.

59-67



SERIOUS IN JURY.

Fortune's Mercy?



◆ ◆

STRESS FRACTURE

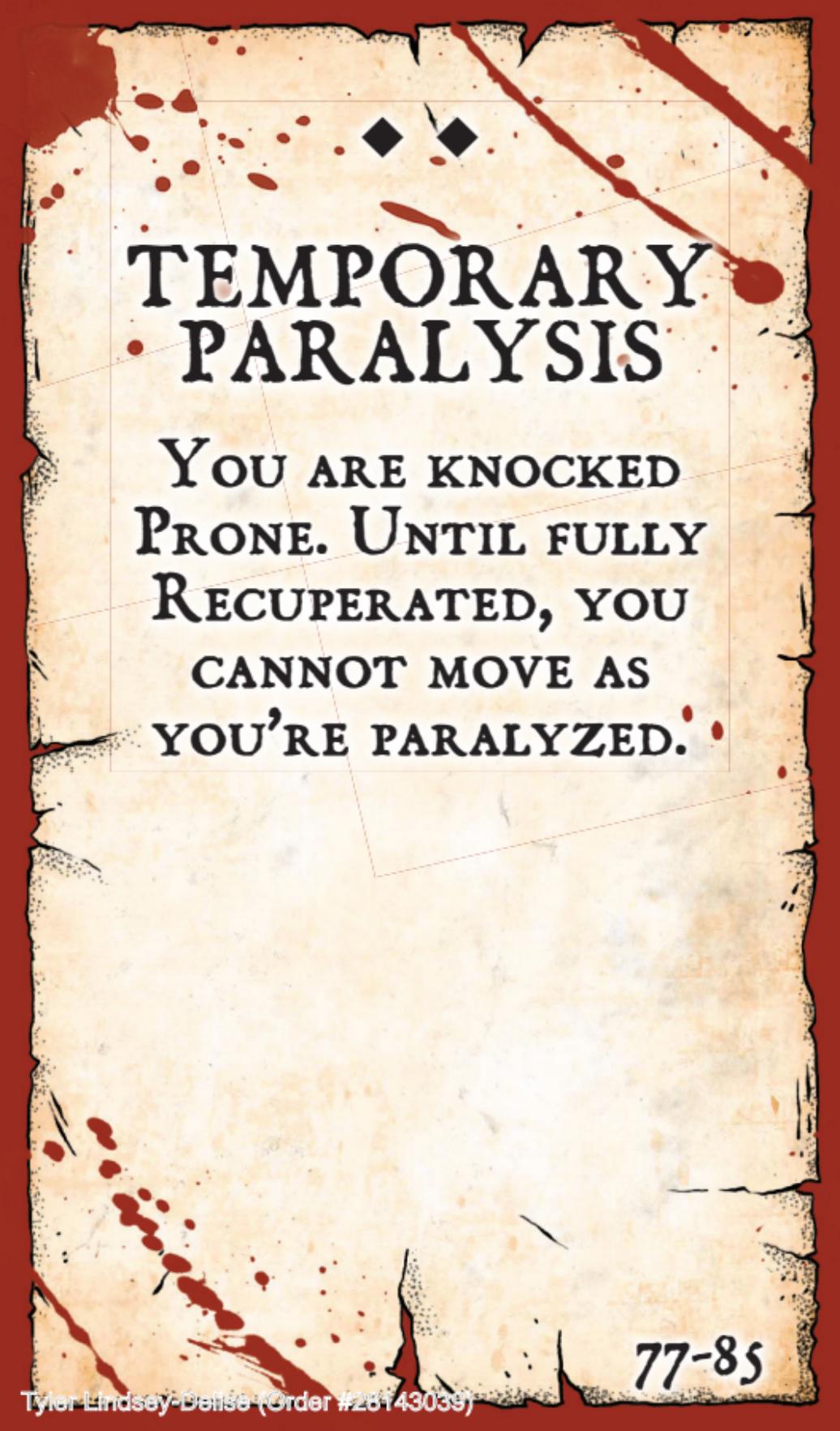
UNTIL FULLY
RECUPERATED, YOU
CANNOT COUNTERSPELL,
DODGE OR PARRY.

68-76



SERIOUS IN JURY.

Fortune's Mercy?



◆ ◆

TEMPORARY PARALYSIS

YOU ARE KNOCKED
PRONE. UNTIL FULLY
RECUPERATED, YOU
CANNOT MOVE AS
YOU'RE PARALYZED.

77-85



Skull Fracture

Shell Shock

Minor Concussion

Torn Shoulder

Broken Rib

Stress Fracture

Busted Kneecap

Head Trauma

Fractured Larynx

Misfortune!

Temporary Paralysis

SERIOUS INJURY.

Fortune's Mercy?



TORN SHOULDER

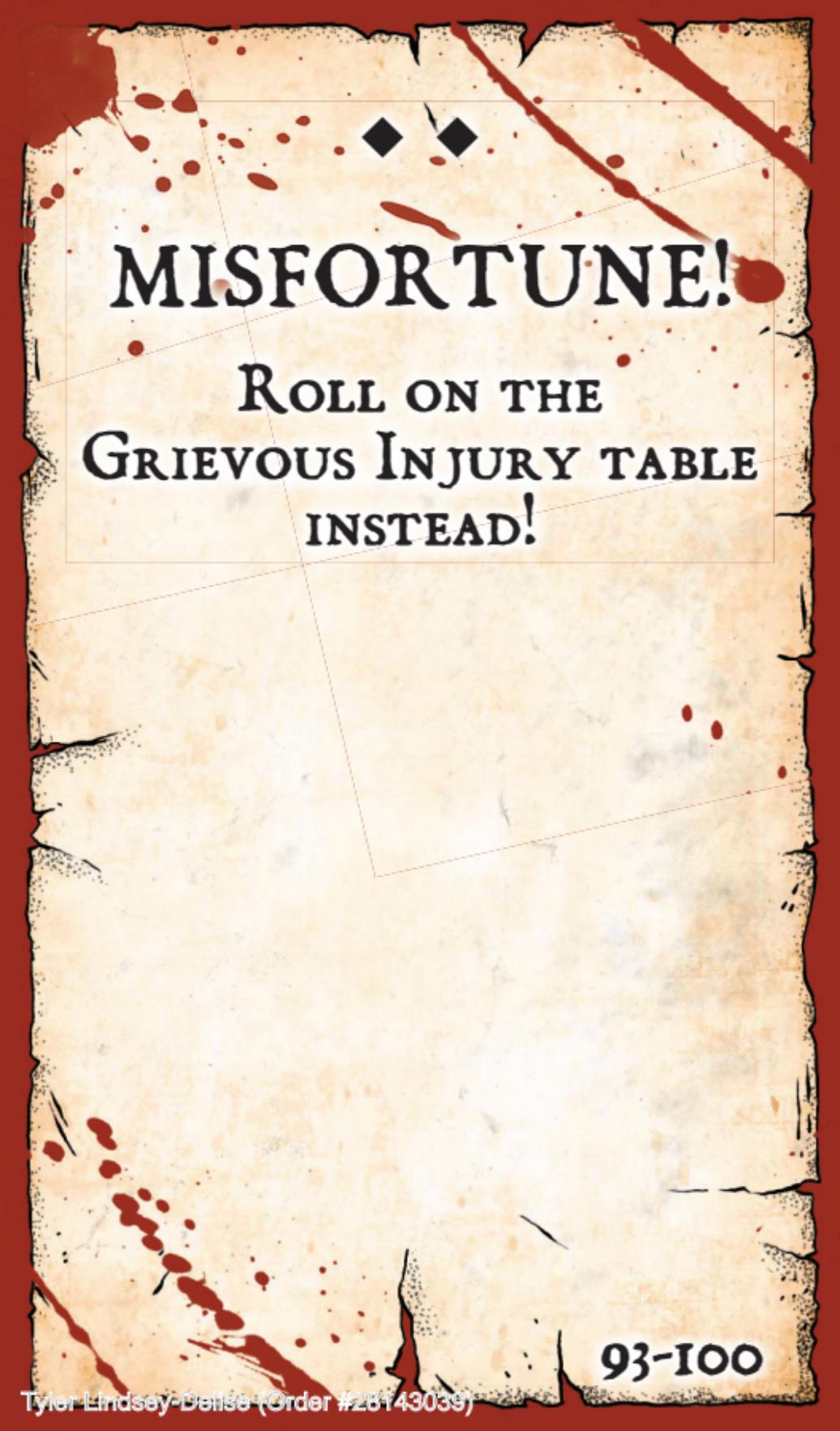
WHATEVER YOU
ARE HOLDING IN
YOUR PRIMARY HAND
GAINS THE RUINED!
QUALITY. UNTIL FULLY
RECUPERATED, YOU
START YOUR TURN
WITH 2 LESS AP.

86-92



SERIOUS INJURY.

Fortune's Mercy?



MISFORTUNE!

**ROLL ON THE
GRIEVOUS INJURY TABLE
INSTEAD!**

93-100



SERIOUS IN JURY.

Fortune's Mercy?

◆ ◆ ◆
**FORTUNE'S
MERCY!**

**IGNORE INJURY, KEEP
YOUR FATE POINT AND
CONTINUE FIGHTING
ONWARDS!**



Detached Ear

Mutilated
Nose

Severed
Artery

Cerebral
Contusion

Punctured
Lung

Mutilated hand

Splintered
Elbow

Vitreous
Hemorrhage

Mangled
Organ

Butchered Leg

Maimed Foot

GRIEVOUS INJURY.

Fortune's Mercy?



BUTCHERED LEG

UNTIL FULLY RECUPERATED,
YOU CANNOT MOVE AS
YOU'RE IN PAIN. YOU MUST
UNDERGO A SUCCESSFUL
SURGERY OR SUFFER THE
CONSEQUENCES. ONCE
A BUTCHERED LEG HAS
UNDERGONE A FAILED
SURGERY, YOU GAIN THE
VETERAN'S LEG DRAWBACK.

IF YOU ALREADY HAVE
THIS DRAWBACK, YOU
PERMANENTLY LOSE
9% AGILITY.

9-16



Detached Ear

Mutilated
Nose

Severed
Artery

Cerebral
Contusion

Punctured
Lung

Mutilated hand

Splintered
Elbow

Vitreous
Hemorrhage

Mangled
Organ

Butchered Leg

Maimed Foot

GRIEVOUS INJURY.

Fortune's Mercy?

◆ ◆ ◆

CEREBRAL CONTUSION

UNTIL FULLY RECUPERATED,
YOU REMAIN UNCONSCIOUS.

YOU MUST UNDERGO A
SUCCESSFUL SURGERY OR
SUFFER THE CONSEQUENCES.

ONCE A CEREBRAL
CONTUSION HAS UNDERGONE
A FAILED SURGERY, YOU
GAIN THE DUNDERHEAD
DRAWBACK.

IF YOU ALREADY HAVE
THIS DRAWBACK, YOU
PERMANENTLY LOSE
9% INTELLIGENCE.

17-25



Detached Ear

Mutilated
Nose

Severed
Artery

Cerebral
Contusion

Punctured
Lung

Mutilated hand

Splintered
Elbow

Vitreous
Hemorrhage

Mangled
Organ

Butchered Leg

Maimed Foot

GRIEVOUS INJURY.

Fortune's Mercy?

◆ ◆ ◆

DETACHED EAR

UNTIL FULLY RECUPERATED,
YOU CANNOT HEAR AS YOU'RE
IN PAIN. YOU MUST UNDERGO
A SUCCESSFUL SURGERY OR
SUFFER THE CONSEQUENCES.
ONCE A DETACHED EAR
HAS UNDERGONE A FAILED
SURGERY, YOU SUFFER THE
CROP EAR DRAWBACK.

IF YOU ALREADY HAVE
THIS DRAWBACK, YOU
PERMANENTLY LOSE
9% PERCEPTION.



Detached Ear

Mutilated
Nose

Severed
Artery

Cerebral
Contusion

Punctured
Lung

Mutilated hand

Splintered
Elbow

Vitreous
Hemorrhage

Mangled
Organ

Butchered Leg

Maimed Foot

GRIEVOUS INJURY.

Fortune's Mercy?

◆ ◆ ◆

MAIMED FOOT

UNTIL FULLY RECUPERATED, YOU CANNOT USE ANY WEAPON WITH AN ENCUMBRANCE VALUE OF 2 OR MORE, AS YOU'RE IN PAIN. YOU MUST UNDERGO A SUCCESSFUL SURGERY OR SUFFER THE CONSEQUENCES. ONCE A MAIMED FOOT HAS UNDERGONE A FAILED SURGERY, YOU LOSE 1D6-1 TOES. FOR EVERY TOE LOST, YOU PERMANENTLY LOSE 1% BRAWN. IF YOU LOSE ALL TOES, YOU GAIN THE VETERAN'S BOOT DRAWBACK.

IF YOU ALREADY HAVE THIS DRAWBACK, YOU PERMANENTLY LOSE 9% BRAWN.



Detached Ear

Mutilated
Nose

Severed
Artery

Cerebral
Contusion

Punctured
Lung

Mutilated hand

Splintered
Elbow

Vitreous
Hemorrhage

Mangled
Organ

Butchered Leg

Maimed Foot

GRIEVOUS INJURY.

Fortune's Mercy?

◆ ◆ ◆

MANGLED ORGAN

UNTIL FULLY RECUPERATED,
YOU REMAIN INCAPACITATED!.

YOU MUST UNDERGO A
SUCCESSFUL SURGERY OR
SUFFER THE CONSEQUENCES.
ONCE A MANGLED ORGAN
HAS UNDERGONE A FAILED
SURGERY, YOU PERMANENTLY
GAIN THE EUNUCH
DRAWBACK.

IF YOU ALREADY HAVE
THIS DRAWBACK, YOU
PERMANENTLY LOSE
9% FELLOWSHIP.

42-49



Detached Ear

Mutilated
Nose

Severed
Artery

Cerebral
Contusion

Punctured
Lung

Mutilated hand

Splintered
Elbow

Vitreous
Hemorrhage

Mangled
Organ

Butchered Leg

Maimed Foot

GRIEVOUS INJURY.

Fortune's Mercy?



MUTILATED HAND

UNTIL FULLY RECUPERATED,
YOU CANNOT USE YOUR
PRIMARY HAND AS YOU'RE IN
PAIN. YOU MUST UNDERGO
A SUCCESSFUL SURGERY OR
SUFFER THE CONSEQUENCES.
ONCE A MUTILATED HAND
HAS UNDERGONE A FAILED
SURGERY, YOU LOSE 1D6-1
FINGERS. FOR EVERY FINGER
LOST, YOU PERMANENTLY
LOSE 1% AGILITY. IF YOU LOSE
ALL FINGERS, YOU GAIN THE
VETERAN'S HAND DRAWBACK.

IF YOU ALREADY HAVE
THIS DRAWBACK, YOU
PERMANENTLY
LOSE 9% AGILITY.

50-58



Detached Ear

Mutilated
Nose

Severed
Artery

Cerebral
Contusion

Punctured
Lung

Mutilated hand

Splintered
Elbow

Vitreous
Hemorrhage

Mangled
Organ

Butchered Leg

Maimed Foot

GRIEVOUS INJURY.

Fortune's Mercy?



MUTILATED NOSE

UNTIL FULLY RECUPERATED,
YOU CANNOT SMELL AS
YOU'RE IN PAIN. YOU MUST
UNDERGO A SUCCESSFUL
SURGERY OR SUFFER THE
CONSEQUENCES. ONCE A
MUTILATED NOSE HAS
UNDERGONE A FAILED
SURGERY, YOU PERMANENTLY
MUST FLIP THE RESULTS TO
FAIL ALL SKILL TESTS WHICH
RELY ON SMELL AND TASTE.

IF YOU ALREADY HAVE
THIS DRAWBACK, YOU
PERMANENTLY
LOSE 9% PERCEPTION.

59-67



Detached Ear

Mutilated
Nose

Severed
Artery

Cerebral
Contusion

Punctured
Lung

Mutilated hand

Splintered
Elbow

Vitreous
Hemorrhage

Mangled
Organ

Butchered Leg

Maimed Foot

GRIEVOUS INJURY.

Fortune's Mercy?

◆ ◆ ◆

PUNCTURED LUNG

UNTIL FULLY RECUPERATED,
YOU REMAIN UNCONSCIOUS.

YOU MUST UNDERGO A
SUCCESSFUL SURGERY OR
SUFFER THE CONSEQUENCES.
ONCE A PUNCTURED LUNG
HAS UNDERGONE A FAILED
SURGERY, YOU PERMANENTLY
GAIN THE WEAK LUNGS
DRAWBACK.

IF YOU ALREADY HAVE
THIS DRAWBACK, YOU
PERMANENTLY
LOSE 9% WILLPOWER.

68-76



Detached Ear

Mutilated
Nose

Severed
Artery

Cerebral
Contusion

Punctured
Lung

Mutilated hand

Splintered
Elbow

Vitreous
Hemorrhage

Mangled
Organ

Butchered Leg

Maimed Foot

GRIEVOUS INJURY.

Fortune's Mercy?



SPLINTERED ELBOW

UNTIL FULLY RECUPERATED,
YOU CANNOT USE ONE OF
YOUR ARMS AS YOU'RE IN
PAIN. YOU MUST UNDERGO
A SUCCESSFUL SURGERY OR
SUFFER THE CONSEQUENCES.
ONCE A SPLINTERED ELBOW
HAS UNDERGONE A FAILED
SURGERY, YOU CAN NO
LONGER USE TWO-HANDED
RANGED WEAPONS.

IF YOU ALREADY HAVE
THIS DRAWBACK, YOU
PERMANENTLY
LOSE 9% COMBAT.

77-85



Detached Ear

Severed Artery

Mutilated Nose
Cerebral Contusion

Punctured Lung

Mutilated hand

Splintered Elbow

Vitreous Hemorrhage

Mangled Organ

Butchered Leg

Maimed Foot

GRIEVOUS INJURY.

Fortune's Mercy?



VITREOUS HEMORRHAGE

UNTIL FULLY RECUPERATED,
YOU CANNOT SEE AS YOU'RE
BLINDED. YOU MUST
UNDERGO A SUCCESSFUL
SURGERY OR SUFFER THE
CONSEQUENCES. ONCE A
VITREOUS HEMORRHAGE
HAS UNDERGONE A FAILED
SURGERY, YOU GAIN
THE BLACK CATARACT
DRAWBACK.

IF YOU ALREADY HAVE
THIS DRAWBACK, YOU
PERMANENTLY
LOSE 9% PERCEPTION.

86-92



Detached Ear

Mutilated
Nose

Severed
Artery

Cerebral
Contusion

Punctured
Lung

Mutilated hand

Splintered
Elbow

Vitreous
Hemorrhage

Mangled
Organ

Butchered Leg

Maimed Foot

GRIEVOUS INJURY.

Fortune's Mercy?



SEVERED ARTERY

AN ARTERIAL SPRAY OF
BLOOD MARKS YOUR DOOM;
YOU ARE INSTANTLY SLAIN!

93-100



Detached Ear

Mutilated
Nose

Severed
Artery

Cerebral
Contusion

Punctured
Lung

Mutilated hand

Splintered
Elbow

Vitreous
Hemorrhage

Mangled
Organ

Butchered Leg

Maimed Foot

GRIEVOUS INJURY.

Fortune's Mercy?