

Bones, Adjustments for broken:

The following is all the areas of the body, and the effects of having a bone broken in one of those areas:

Back

50% movement (rounded down)

-60 to defense and offense

½ damage (rounded down)

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A successful avoidance-roll vs. "Pain" must be successful when moving, or you must skip both your defensive and offensive turn (and be helpless).

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Chest

Broken ribs:

A successful avoidance-roll vs. "Pain" must be rolled for when exerting yourself physically, or be at $\frac{1}{2}$ chance (rounded up).

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Broken chest plate:

A successful avoidance-roll vs. "Pain" must be rolled for when exerting yourself physically, or be at $\frac{1}{2}$ chance (rounded down).

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Foot

½ movement (rounded down)

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Avoidance-roll vs. "Coordination" will lower to ½ the normal chance.

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Defense will be cut in half (thus coordination will be at ½ and the % dice-roll will also be cut in half (both rounded up) when rolling for defense.

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Offensive rolls will have a penalty of -15 to strike.

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Sneaking (whether normally, or using abilities) will be at ½ the normal chance.

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Head

Awareness will be cut by $\frac{1}{2}$ (rounded down)

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Physical exertions will have a 25% chance to be thwarted, and must be attempted on the next turn.

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Hip

50% movement (rounded down)

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Defense and Offense: A successful avoidance-roll vs. "Pain" must be successful when moving, or you must skip your and offensive turn and defense will be limited to parrying or blocking with $\frac{1}{2}$ the normal chance.

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$\frac{1}{2}$ damage (rounded down)

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Leg

½ movement (rounded down)

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Avoidance-roll vs. "Coordination" will lower to ½ the normal chance.

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Defense will be cut in half (thus coordination will be at ½ and the % dice-roll will also be cut in half (both rounded up) when rolling for defense.

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Offensive rolls will have a penalty of -30 to strike.

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Sneaking: Coordination cannot be use to add to the roll when sneaking (whether normally, or using abilities). Also, the % roll will be cut in half (rounded up).

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Neck

Awareness: -30

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Physical exertions will have a 20% chance to be thwarted, and must be attempted on the next turn.

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Back attacks cannot be defended against.

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