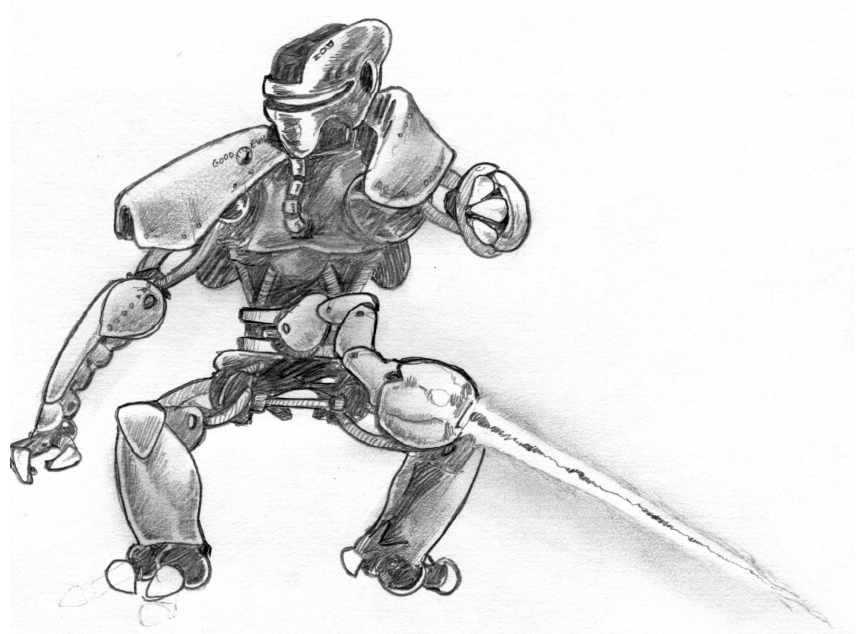


PLACEMENT

As you would imagine, WHERE the hit lands has some important ramifications.

VITALS (1)

Well, if you chop off the vitals, the being is really dead. I mean *really* dead. For this reason, we usually only allow a vital severance to be successful if the damage inflicted is at least 1/3 of the victim's total stamina. This means that even if they succeed according to the formula above, the head still doesn't come off if they don't do enough damage. In this case, where they don't inflict enough damage to succeed, then the referee should make the hit extra effective in some other way - be it extra damage, stunning the victim, or just looking *really* cool.



CHEST (2) AND ABDOMEN (3)

Again, to sever either the chest or the abdomen means the victim is dead - cut in half, for most bipeds. So we also make this extremely difficult to achieve: the hit must inflict 1/2 the victim's total stamina. See above for consoling characters that succeed according to the main formula, but don't make the damage requirement for severing the chest or abdomen.

ARM (4)

When an arm is successfully severed, the victim loses some manipulating capability. The amount of the limb lost is proportional to the amount of damage done. If 1/3 of the victim's total stamina is inflicted, the whole arm is gone from the shoulder (or whatever) down. If part of the arm remains, it is at the referee's discretion if the victim can still use the stump for anything.

LEG (5)

When a leg is successfully severed, the victim loses mobility. A hit inflicting 1/2 the victim's total stamina removes the entire limb at the hip, while a half that (1/4 total) will be from the knee down, and so on. (Yeah, we know, pretty gruesome.) Referees should restrict a severed-leg victim's movement. Their normal movement should be reduced (usually equal to speed), and any dice put into movement should be less effective. Beings with both legs severed probably should have severe difficulty moving at all (pardon the pun).

HOLDS

For hand-to-hand combatants that beat defenders by 10, there can be an interesting twist in the rules. This allows them to gain manipulation of the victim's body without causing harm, and this can be in one of several forms: disarm, hold, joint lock, and make prone. The make prone and holds require that the hand-to-hand attacker be of comparable strength (or greater) than their victim; disarming and joint locks require no great strength.

DISARM

This allows the attacker to pick one of the defenders arms, and rip that sucker right off. Just kidding. What it actually means is that the attacker may pick one weapon of their victim and do one of three things; forcibly remove the weapon from their grasp (if possible), destroy the weapon (if enough damage can be inflicted), or use a pressure point to make them drop it.

HOLD

By this means, the victim is physically restrained. If the strength of the attacker is more than double that of the victim (exertable force, measured in Newtons) then the victim is automatically held. If the strength of the attacker is less than half of the defender, then the attempt is futile. If the strength of the opponents is similar, then the victim may struggle out of the hold on their turn; they are held for one turn at least. To struggle, the opponents test their strength: each rolls 2 dice and adds their strength, ties going to the one with greater force. While held, a victim cannot effectively attack, and they duck at -10. If the being that is being held attacks their holder with hand-to-hand, and beats them by 5, then they succeed and inflict damage. Force is cumulative, so multiple beings may join in the attempt to hold one victim.

JOINT LOCK

By this means, the attacker makes use of limb geometry, pressure points and nerve clusters to inflict pain on their victim. This incapacitates the victim, unless they muster the willpower to overcome the pain. The attacker adds 2 dice to the damage they normally inflict with hand-to-hand (they do not actually inflict this damage) and this is compared to the victim's willpower plus 2 dice. As with the regular hold, the victim cannot effectively attack, other than hand-to-hand against their holder at -5, and are at -10 to duck. Unlike hold, the victim is not automatically restrained for one turn, and the test must be checked as soon as the joint lock is attempted. For multiple beings to join in a joint lock attempt, they must all beat the victim by 10 with hand-to-hand. Of course, once the victim is already in a successful joint lock, it is somewhat easier to beat them by 10.

MAKE PRONE

This is simply when the attacker forsakes inflicting damage, and instead makes the victim sprawl. While prone, the victim cannot travel, and defends at -10. Also, the victim must spend 1 die to get up, and become un-prone. They may attack while prone, but will still be prone when it comes time for them to defend. The attacker must be capable of lifting the defender in order to be able to use this ability.