BLEEDING OUT
Every round, the target suffers 1 wound and 1 strain at the beginning of his turn. For every 5 wounds he suffers beyond his wound threshold, he suffers 1 additional Critical Injury. Roll on the chart, suffering the injury (if he suffers this result a second time due to this, roll again).

SEVERITY: Daunting (♦♦♦♦)

BLINDED
The target can no longer see. Upgrade the difficulty of all checks twice. Upgrade the difficulty of Perception and Vigilance checks three times.

SEVERITY: Hard (♦♦♦♦)

MAIMED
One of the target's limbs (selected by the GM) is permanently lost. Unless the target has a cybernetic replacement, the target cannot perform actions that would require the use of that limb. All other actions gain a difficulty penalty equal to the number of limbs lost.

SEVERITY: Hard (♦♦♦♦)

THE END IS NIGH
The target will die after the last Initiative slot during the next round.

SEVERITY: Daunting (♦♦♦♦)

KNOCKED SENSELESS
The target is staggered for the remainder of the encounter.

SEVERITY: Hard (♦♦♦♦)

GRUESOME INJURY
Roll 1d10 to determine which of the target's characteristics is affected: 1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. That characteristic is permanently reduced by 1, to a minimum of 1.

SEVERITY: Daunting (♦♦♦♦)

HORRIFIC INJURY
Roll 1d10 to determine which of the target's characteristics is affected: 1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. Until this Critical Injury is healed, treat that characteristic as 1 point lower.

SEVERITY: Hard (♦♦♦♦)

TEMPORARILY LAME
Until this Critical Injury is healed, the target cannot perform more than one maneuver during his turn.
COMPROMISED
Increase difficulty of all skill checks by one until the end of the encounter.

AT THE BRINK
The target suffers 1 strain each time he performs an action.

CRIPPLED
One of the target’s limbs (selected by the GM) is crippled until healed or replaced. Increase difficulty of all checks that require use of that limb by one.

HAMSTRUNG
The target loses his free maneuver until the end of the encounter.

OVERPOWERED
The target leaves himself open, and the attacker may immediately attempt another free attack against him, using the exact same pool as the original attack.

WINDED
Until the end of the encounter, the target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers.

AGONIZING WOUND
The target increases the difficulty of all Brawn and Agility checks by one until the end of the encounter.

SLIGHTLY DAZED
The target is disoriented until the end of the encounter.

SCATTERED SENSES
The target removes all □ from skill checks until the end of the encounter.
**Bowled Over**
The target is knocked prone and suffers 1 strain.

**Severity**: Average

**Head Ringer**
The target increases the difficulty of all Presence or Willpower checks by one until the end of the encounter.

**Severity**: Average

**Fearsome Wound**
The target increases the difficulty of all Presence and Willpower checks by one until the end of the encounter.

**Severity**: Average

**Discouraging Wound**
Flip one light side Destiny Point to a dark side Destiny Point (reverse if NPC).

**Severity**: Easy

**Stunned**
The target is staggered until the end of his next turn.

**Severity**: Easy

**Stinger**
Increase difficulty of next check by one.

**Severity**: Easy

**Sudden Jolt**
The target drops whatever is in hand.

**Severity**: Easy

**Distracted**
The target cannot perform a free maneuver during his next turn.

**Severity**: Easy

**Off-Balance**
Add to the target's next skill check.

**Severity**: Easy
SLOWED DOWN
The target can only act during the last allied Initiative slot on his next turn.

SEVERITY: Easy

MINOR NICK
The target suffers 1 strain.

SEVERITY: Easy