

## Damage

Written by Nemesis

Thursday, 10 January 2008 00:18 - Last Updated Friday, 11 January 2008 09:24

---

While in combat, you will see that the game does not give you an exact amount of damage. It gives you tickling, or pummeling, or battering. This page will tell you the range of damage you have done to an opponent.

tickle = 1- 5 graze = 6- 10 scratch = 11- 20 bruise = 21- 30 sting  
= 31- 40 wound = 41- 50 shend = 51- 75 scathe = 76- 100 pummel  
= 101- 125 batter = 126- 150 splinter = 151- 200 disfigure = 201- 250 fracture =  
251- 300 lacerate = 301- 400 RUPTURE = 401- 500 MUTILATE = 501- 750  
DEHISCE = 751- 1000 MAIM = 1001- 1250DISMEM = 1251- 1500SUNDER =  
1501- 1750CREMATE = 1751- 2000EVISCERATE = 2001- 2500RAVAGE = 2501-  
3000IMMOLATE = 3001- 3500LIQUIFYING = 3501- 4000VAPORIZE = 4001-  
4500ATOMIZE = 4501- 5000OBLITERATE = 5001- 6000ETHERIALIZE = 6001-  
7000ERADICATING = 7001+