

### 8.1.3 KRUSH CRITICAL STRIKE TABLE

	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
<b>01-05</b>	Zip.	Weak grip. No extra damage.	+1 hit	+2 hits	+3 hits
<b>06-10</b>	+1 hit.	+2 hits.	+3 hits	+4 hits	Glancing blow +6 hits. Foe is slightly unbalanced. You have initiative next round.
<b>11-15</b>	Glancing blow. Foe takes +3 hits. You have the initiative next rnd.	Glancing blow. +3 hits. You have the initiative next round.	Blow to foe's side. +7 hits. You receive initiative next round.	+5 hits. Foe must parry next round at -10.	+6 hits. Foe is stunned for 1 round. Add +5 to your next swing.
<b>16-20</b>	+2 hits. Foe must parry next round of action.	Blow to foe's side. +4 hits. Foe must parry next round at -10.	Blow to foe's side. +6 hits. Foe must parry next round at -20.	Minor fracture of ribs. +5 hits. Foe fights at -5. You have initiative next round.	Strong blow. Foe is stunned and unable to parry next round. Add +10 to your next swing.
<b>21-35</b>	Foe must parry next round. +3 hits. Add +5 to your next swing.	Foe must parry next round at -20. +4 hits.	You break foe's rib. +5 hits. Foe is stunned during next round. Hard blow to foe's side.	Strike to foe's side. +4 hits. Foe is stunned and unable to parry during next round.	Strike cracks foe's ribs. +6 hits. Foe is at -10. You have initiative next round.
<b>36-45</b>	Bruise foe's calf. +6 hits. You gain the initiative. Foe fights at -5 for next round.	Bruise foe's calf. +6 hits. You gain the initiative. Foe fights at -20 for next 2 rounds.	Bruise foe's calf. +9 hits. You gain the initiative. Foe fights at -25 for next 2 rounds.	Major calf bruise. +10 hits. Foe fights at -10. You have the initiative next round.	Strike to upper leg. Minor fracture. +12 hits. Foe fights at -10. You have the initiative next round.
<b>46-50</b>	Blow to foe's back. +4 hits. Foe must parry next round at -25. Hard, glancing strike.	Blow to foe's back. +6 hits. Foe must parry next round at -25.	Blow to back. +5 hits. Stunned and unable to parry 1 rnd. You have the initiative for 2 rnds.	Hard blow to back. +10 hits. Foe is stunned and unable to parry during next round.	Strike to foe's lower back. +15 hits. Foe is stunned and unable to parry during next round.
<b>51-55</b>	Blow to foe's chest. +5 hits. Foe must parry next round at -25. Foe has a bruised rib.	Blow to foe's chest. +6 hits. Foe must parry for next 2 rounds.	Hard blow to chest. +5 hits. Foe fights at -10. Foe is stunned during next round.	Blow to chest. +10 hits. Foe has a pair of broken ribs and must fight at -15.	Blow to chest. +15 hits. Foe is stunned for 2 rounds. Foe fights -15.
<b>56-60</b>	Strike foe's thigh. +5 hits. Foe is forced to parry next round at -25. Glancing blow.	Strike foe's thigh. +6 hits. Foe has a bruise and is forced to parry 1 round. Foe is at -5.	Strike foe's thigh. +6 hits. Foe is at -5. Add +10 to your next swing. Foe must parry next rnd.	Blow to thigh. Foe is stunned next round. +6 hits. Foe is at -10 and is upset.	Blow to thigh. Foe is stunned and unable to parry next round. +10 hits. Foe is at -10.
<b>61-65</b>	Blow to foe's forearm. +5 hits. Foe is stunned 1rnd. Add +20 to your next swing.	Blow to foe's forearm. Foe is at -10. +9 hits. Foe is stunned during next round.	Disarm foe with a blow to forearm. +8 hits. Foe is stunned during next round.	Blow to forearm. Foe is stunned and unable to parry next round. +10 hits. Foe at -10.	Blow to forearm. Foe drops weapon. Foe is at -15. +10 hits. Foe is stunned for next round.
<b>66</b>	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe is stunned and unable to parry for the next 2 rounds. +8 hits.	Shatter elbow in foe's weapon arm. Arm is useless. Foe drops weapon, and is stunned and unable to parry for 3 rounds.	Shatter foe's knee. +9 hits. Foe is knocked down and is stunned and unable to parry for 3 rounds. Foe at -90.	Blow to side of foe's head. If foe has no helm, you crush his skull. If foe has helm, you knock him out for 4 hours. +20 hits.	Blow to back of neck, crushes backbone and severs spine. +15 hits. Foe dies instantly. Add +10 to your next swing.
<b>67-70</b>	Strike upper chest area. +8 hits. Foe is stunned for 3 rounds and unable to parry during next round.	Strike upper chest area. Foe is stunned and unable to parry for 2 rounds +10 hits. Foe is at -10.	Strike upper chest area. Foe is stunned for 3 rounds and unable to parry during next 2 rounds, +10 hits. Foe is at -10.	Blow to foe's shoulder area. Minor fracture. Foe is at -20. Foe is stunned and unable to parry for 2 rounds.	Blow to foe's shield shoulder. If foe has a shield, it if broken. If foe has no shield, the shoulder is shattered, arm useless.
<b>71-75</b>	Blow to foe's lower leg. Bad bruise. +5 hits. Foe is stunned for 2 rounds and unable to parry next round. Foe at -20.	Blow bruises foe's calf. Foe is at -35. +10 hits. Foe is stunned 2 rounds and unable to parry next round.	Blow bruises foe's knee. Foe is at -40. +10 hits. Foe is stunned and unable to parry for 2 rounds.	Blow breaks bone in leg. Foe is at -50. +12 hits. Foe is stunned and unable to parry for 2 rounds. Major cartilage damage.	Blow breaks foe's hip. Foe is at -75 and is knocked down. +15 hits. Foe is stunned 3 rounds.
<b>76-80</b>	Blow to foe's shield arm. If foe has a shield, it is broken. If foe has no shield, the arm is badly broken and useless.	Blow to foe's shield arm, shatters wrist. Arm is useless. Foe is stunned for next round. +6 hits.	Blow to foe's weapon arm. Bad bruise. +9 hits. Foe is stunned and unable to parry for next round. Foe is at -50.	Blow breaks foe's weapon arm. Foe is stunned and unable to parry for 1 round. Arm is useless. +8 hits. Tendon damage.	Blow to foe's elbow. +9 hits. Joint is shattered. Arm is useless. Foe is stunned and unable to parry for 2 rounds.
<b>81-85</b>	Blow to foe's side. +10 hits. Foe is stunned and unable to parry for 2 rounds. Foe is at -20.	Blow to foe's side. +12 hits. Foe has broken ribs. Foe is stunned and unable to parry for 2 rounds. Foe is at -25.	Strike to foe's side. Breaks 3 ribs. Foe is at -40. +12 hits. Foe is stunned and unable to parry 3 rounds.	Strike to foe's side +15 hits. Foe is knocked down. Add +10 to your next swing. Foe is stunned and unable to parry 3 rounds.	Catch foe in armpit. +30 hits. Crush foe's ribs and destroy side. Foe drops and dies of nerve and organ damage in 3 rounds.
<b>86-90</b>	Strike Foe in back. +12 hits. Muscle and cartilage. Foe is stunned and unable to parry for 3 rounds. Foe is at -25.	Strike to back knocks foe down and smashes tendons. Foe is stunned and unable to parry for 4 rounds. Foe is at -30.	Blow to back smashes muscle and breaks bone. +20 hits. Foe is at -50. Foe is knocked down and stunned for 6 rounds.	Blow to foe's neck area breaks backbone and destroys spine. +25 hits. Foe falls and dies in 2 rounds.	Neck strike shatters bone and severs an artery. Foe cannot breath and is inactive for 12 rounds. The poor fool then expires.
<b>91-95</b>	Break foe's nose. Foe is stunned and unable to parry for 3 rnds. +15 hits. Foe fights at -30 for 2 days.	Foe's upper head hit. If no helm, he is in a coma for 3 weeks. If foe has a helm, +20 hits and foe is stunned 12 rnds.	Blow shatters thigh. +9 hits and a compound fracture. Bone severs an artery. Foe dies after 12 rounds of inactivity.	Blow shatters shield arm. Bone severs vein and an artery. Foe dies of shock and blood loss after 9 inactive rounds.	Blast to foe's back. +25 hits. Bone is driven into vital organs and foe is down for 6 rounds ...Then dies, sad.
<b>96-99</b>	Blow to foe's head. If foe has no helm he is dead. If foe has a helm, he is knocked down and stunned 6 rnds. +20 hits.	Blast foe's chest. Send ribcage through heart. Foe drops and dies. Add +20 to your next swing.	Blow to foe's abdomen destroys a variety of organs. The poor fool expires after 6 rounds of inactivity.	Blow to foe's side crushes chest cavity. Foe drops and dies in 3 rounds. Add +25 to your next swing.	Crush foe's skull. +30 hits. Opponent dies immediately. Add +20 to your next swing. You have a half round left to act.
<b>100</b>	Blow to foe's jaw. Drives bone through brain. Foe dies instantly. +50 hits, add +20 to your next swing.	Blow to back of neck paralyzes foe from the shoulders down. +25 hits. Foe is quite stunned.	Strike to forehead. +30 hits. You squash foe's eyes and destroy them. Foe is stunned and is unable to parry 24 rounds.	Blast to foe's chest area. Destroy foe's heart. Foe dies immediately. +25 hits. Fine work.	Crush foe's hip. +35 hits. Opponent is stunned for 2 rounds, active following 4 rounds at -30, then dies of nerve damage.

## 8.1.2 PUNCTURE CRITICAL STRIKE TABLE

	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
<b>01-05</b>	Zip.	Glancing blow. No extra damage. +0.	+1 hit.	+2 hits.	+3 hits.
<b>06-10</b>	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Unbalance foe with a nice grazing strike. You gain initiative +5 hits.
<b>11-15</b>	You receive initiative for next round. +1 hit.	Glancing blow to side. +3 hits. You receive initiative next rnd.	Blow to foe's side. +5 hits. You receive initiative next round.	+2 hits Foe must parry for next round.	+3 hits Foe must parry for next round.
<b>16-20</b>	Foe must parry next round. +1 hit.	Blow to side. +2 hits. Foe must parry next round at -10.	Blow across side. Foe must parry next round at -20. +3 hits.	Minor side wound. Foe fights at -10. You have the initiative 1 rnd.	Stun foe for 1 round. Add +20 to your next attack.
<b>21-35</b>	Foe must parry next round. +2 hits. Add +10 to next attack.	Foe must parry next round at -20. +2 hits.	You wound foe along side of chest. Foe is stunned 1 round and takes 1 hit per round..	You wound foe along side of hip. Foe is stunned 1 round and takes 2 hits per round.	Foe receives minor side wound. +2 hits. Foe is at -10. Foe takes 2 hits per round.
<b>36-45</b>	Minor calf wound. Foe receives 1 hit per round.	Minor calf wound. Foe takes 1 hit per round. +2 hits.	Minor calf wound. Foe takes 2 hits per round.	Minor thigh wound. Foe takes 3 hits per round.	Thigh strike. If foe has leg armor, +3 hits. If none, +2 hits, 3 hits/md.
<b>46-50</b>	Strike along foe's back. +2 hits. Foe must now parry next round at -30.	Strike along foe's back. Foe is stunned for 1 round and takes 1 hit per round.	Strike across foe's back stuns foe for 2 rounds. Foe takes 1 hit per round.	Strike to foe's lower back. Foe is stunned and unable to parry next round. +6 hits.	Strike to foe's lower back. Foe takes 3 hits/md. +5 hits. Foe is stunned and unable to parry during next rnd.
<b>51-55</b>	Strike to foe's chest. Foe must parry next round at -25. Foe takes 2 hits per round.	Minor chest wound. Foe takes 2 hits per round. +3 hits. Foe must parry for next 2 rounds.	Minor chest wound. Foe takes 2 hits per round. +3 hits. Foe is stunned for 2 rounds.	Strike to chest. +5 hits. Foe takes 3 hits per round and fights at -15. Foe must parry next round.	Chest wound. Foe takes 4 hits/md. +5 hits. Foe fights at -10. Foe is stunned and unable to parry 1 round.
<b>56-60</b>	Minor thigh wound. Foe takes 2 hits per round. +2 hits. Foe is stunned next round.	Minor thigh wound. Foe takes 2 hits per rounds. +3 hits. Foe is stunned and unable to parry next round.	Minor thigh wound. +5 hits. Foe takes 2 hits per round and is at -10. Foe is stunned for 2 rounds.	Strike to thigh. Foe takes 3 hits per round. Foe is stunned and unable to parry for the next round. +3 hits.	Thigh wound. Foe takes 5 hits per round. +6 hits. Foe is stunned and unable to parry next round.
<b>61-65</b>	Minor forearm wound. +2 hits. Foe takes 2 hits per round. Foe is at -10.	Minor forearm wound. Foe is stunned during next round. +2 hits. Foe is at -10 and takes 2 hits per round.	Forearm wound. Foe takes 2 hits per round and is at -10. +3 hits. Foe is stunned for 2 rounds.	Forearm wound takes 3 hits per round and is at -10. +3 hits. Foe is stunned for 2 rounds.	Forearm wound. Foe takes 3 hits per round and is at -15. +5 hits. Foe is stunned for 2 rounds.
<b>66</b>	Strike through foe's shield shoulder. Arm is useless. Add +10 to your next attack. Foe is stunned for 3 rounds.	Strike shatters elbow in foe's weapon arm. +3 hits. Arm is useless. Foe is stunned 4 rnds and cannot parry for 2 rnds.	Strike shatters foe's knee. Foe is knocked down, is at -90, and stays down for 3 rounds. Foe is unable to parry 2 rounds.	Strike to side of head. Foe is knocked out for 6 hours. +10 hits. If foe has no helm, you kill him.	Strike through both of foe's lungs. Foe drops and passes out. Foe dies in 6 rounds. Add +10 to your next attack.
<b>67-70</b>	Strike along foe's neck. +5 hits. Foe is stunned for 3 rounds and cannot parry next round.	Strike to foe's neck area. Foe takes 3 hits per round and is at -5. Foe is stunned for 2 rounds.	Strike along foe's neck. Foe is stunned for 4 rounds and cannot parry for 2 rounds. Add +15 to your next attack.	Strike foe in shoulder. +3 hits. Foe is stunned and unable to parry for 2 rounds. Foe is at -20.	Strike for is shoulder. Sever muscle and tendons. Arm is useless. Foe takes 3 hits per round. Foe is stunned for 6 rounds.
<b>71-75</b>	Strike lower leg. Tear tendons. Foe is at -25. +3 hits. Foe is stunned and unable to parry next round.	Strike to foe's calf. Slash muscle. Foe is at -40 +3 hits. Foe is stunned and unable to parry for 2 rounds.	Strike to lower leg. Foe is stunned and unable to parry for 2 rounds. +5 hits. Foe is at -50. Slash muscle and tendons.	Strike to lower leg. Foe is at -50. Slash muscle and cartilage. +6 hits. Foe is stunned and unable to parry for 2 rounds.	Strike through lower leg. Foe is stunned and unable to parry for 3 rnds. Sever muscle. Foe is at -75.
<b>76-80</b>	Strike to foe's upper arm. +3 hits. Foe takes 3 hits per round and is at -25. Foe is stunned for 2 rounds.	Strike through muscle in foe's shield arm. Foe is at -30 and takes 3 hits per round. Foe is stunned for 3 rounds.	Strike foe in shield arm. Tear muscle and tendons. Foe takes 3 hits per round, fights at -25. Foe is stunned 6 rounds.	Strike foe in shield arm. Arm is useless. Foe is stunned for 6 rounds. Foe takes 3 hits per round. +12 hits.	Strike foe is weapon arm, bone is broken. Foe is stunned and unable to parry for 3 rounds. +10 hits.
<b>81-85</b>	Side wound. Foe takes 5 hits per round and is stunned for 6 rounds. Add +20 to your next attack.	Side wound. +6 hits. Foe takes 5 hits per round. Foe is at -25. Foe is stunned and unable to parry for 3 rounds.	Side wound. +6 hits. Foe takes 5 hits per round. Foe is at -25. Foe is stunned and unable to parry for 3 rounds.	Major abdominal wound. Foe takes 6 hits per round. +10 hits. Foe is stunned and unable to parry for 3 rounds. Foe is at -20.	Strike through foe's back severs a vein. Foe is stunned and unable to parry for 12 rounds. Then dies.
<b>86-90</b>	Strike foe in back. Foe is at -20 and takes 3 hits per round. Foe is stunned and unable to parry 2 rounds.	Strike to back of head. If foe has no helm, he dies. If foe has a helm, +6 hits and foe is down for 2 rounds.	Strike to back of head. If foe has no helm, he dies. If foe has a helm, +6 hits and foe is down for 2 rounds.	Strike through foe's kidneys. Foe drops. +9 hits. Foe dies after 6 rounds of very intense agony. Sad.	Strike through leg severs an artery. Foe drops, lapses into unconsciousness, and dies after 12 rounds.
<b>91-95</b>	Rip off foe's ear. +3 hits. Foe takes 2 hits pr round, hears at -50. Foe is stunned and not able to parry for 2 rounds.	Strike through foe's hip. Foe takes 3 hits per round. +5 hits. Foe is stunned next round. Foe is at -25.	Strike through foe's chest, severs a vein. Foe drops immediately and dies in 9 rounds due to shock and blood loss.	Strike through foe's side destroys a variety of organs. Foe fights normally for 6 rounds then dies.	Sever artery in foe's arm. Foe is stunned for 12 rounds and then dies.
<b>96-99</b>	Strike foe's nose. There is a permanent scar. Foe takes 3 hits/round. Foe is stunned and unable to parry 3 rnds.	Strike through foe's cheek. Foe drops and dies after 9 rounds of incapacity. Add +20 to your next attack.	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down — permanently.	Nail sucker in lower back. Internal bleeding and shock kill foe in 6 rounds. Foe is down and out.	Shot through heart send foe reeling back 10 feet to a spot suitable for dying. Weapon is stuck in reeling foe.
<b>100</b>	Strike through neck. Sever vein and artery. Foe cannot breath. Foe drops and dies of a massive heart failure.	Strike through foe's eye. Foe dies instantly. Add +10 to all friendly attacks within 30 feet next round.	Shot through both ears proves effective. Foe dies instantly. Add +20 to your next 6 round. Pretty shot.	Strike through brain makes life difficult for foe. You have a half round left to act. Add +20 to your next attack.	Strike through foe's eye. Foe dies instantly. Add +25 to our next attack. Carry on.

## 8.1.1 SLASH CRITICAL STRIKE TABLE

	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
<b>01-05</b>	Zip.	Weak strike. +0 hits.	+1 hit	+2 hits	+3 hits
<b>06-10</b>	+1 hit.	+2 hits.	+3 hits	+4 hits	Unbalance foe. +5 hits. You receive initiative next round.
<b>11-15</b>	You receive initiative next round. +1 hit.	Glancing blow to foe's side. +3 hits. You receive initiative next round.	Blow to foe's side yields +6 hits. You receive initiative next round.	+3 hits. Foe must parry for next round of action.	+4 hits. Foe must parry next round of action.
<b>16-20</b>	Foe must parry next round. +1 hit.	Blow to side. +2 hits. Foe must parry next round at -10.	Blow to side. +4 hits. Foe must parry next round -20.	Minor side wound. Foe at -10. +2 hits. Receive initiative next round.	Stun foe for 1 round. Foe may not parry. Add +10 to your next swing.
<b>21-35</b>	Foe must parry next round. +2 hits. Add +10 to next swing.	Foe must parry next round -20 +2 hits.	You break foe's rib. 3 extra hits. Foe is stunned next round.	Strike to side. Foe is stunned for next round and cannot parry. +3 hits.	Foe receives minor side wound, fights at -10 and takes 1 hit per round. +3 hits.
<b>36-45</b>	Minor calf wound. Foe receives 1 hit per round.	Minor calf wound. Foe takes 1 hit per round. +2 hits.	You slash foe's leg. Foe takes 2 hits per round. +2 hits.	You slash foe's upper leg and deliver 3 extra hits. Foe takes 2 hits a round.	Blow to foe's upper leg. If foe has leg armor +5 hits. If foe has no armor, +3 hits and +3 hits per rnd.
<b>46-50</b>	Blow to foe's back. +2 hits. Foe must parry next round at -30.	Blow to foe's back. Foe must parry next round at -30. +4 hits.	Blow to foe's back stun foe 1 round. Foe may not parry. +3 hits and foe takes 1 hit/md.	Strike foe's lower back. Foe may not parry and is out next round. +3 hits. Foe takes 2 hits/md.	Strike to foe's lower back. Foe may not parry and is out next round. +4 hits. Foe takes 3 hits per round.
<b>51-55</b>	Blow to foe's chest. Foe must parry next round -25. Wound gives 1 hit per round. +2 hits.	Minor chest wound. Foe takes 1 hit/md and must parry next 2 rnds. +3 hits. Foe fights -5.	Minor chest wound. +4 hits. Foe takes 2 hits per round and fights at -10. Foe must parry next md.	Medium chest wound. +5 hits. Foe takes 3 hits per round, fights at -15, and must parry next round.	Chest wound. Foe takes 4 hits per round, is at -10, and is stunned 2 rounds. +6 hits.
<b>56-60</b>	Minor thigh wound. Foe takes 2 hits per round and must parry next rnd. +3 hits.	Minor thigh wound. Foe takes 2 hits per round. +4 hits. Foe must parry next two rounds.	Minor thigh wound. Foe takes 2 hits per round. +5 hits. Foe is stunned next round.	Medium thigh wound. +6 hits. Foe takes 2 hits per round and is stunned 2 rounds.	Thigh wound. Foe is stunned for 2 rounds. +8 hits. Foe takes 5 hits a round.
<b>61-65</b>	Minor forearm wound. +3 hits. Foe takes 2 hits per round and is at -10.	Minor forearm wound. Foe is stunned next rnd, takes 2 hits per rnd and is at -10. +4 hits.	Medium forearm wound. +4 hits. Foe takes 3 hits per round, is at -10, and is stunned next round.	Medium forearm wound. +4 hits. Foe takes 3 hits per round, is at -10, and is stunned next 2 rounds.	Forearm wound. Foe is stunned for 2 rounds. +6 hits. Foe takes 3 hits per round and is at -15.
<b>66</b>	You shatter shoulder in foe's shield arm. Arm is useless. +10 next swing. Foe is stunned 3 rounds. +9 hits. Your initiative.	Shatter elbow in foe's weapon arm. +8 hits. Foe is stunned 4 rounds and cannot parry during first 2 rounds.	You shatter foe's knee. Foe is knocked down. +6 hits. Foe at -90 and is down for 3 rounds. (and cannot parry).	You knock foe out for 6 hours with a strike to side of head. +15 hits. If foe has no helm, you kill him instantly.	Sever foe's weapon arm. +12 hits. Foe expires in 12 rounds, drops immediately. Add +10 to your next swing.
<b>67-70</b>	Slash foe's neck. +6 hits. Foe is stunned for 3 rounds and cannot parry during next round.	Blow to foe's neck area. Foe takes 3 hits per round and fights at -5. Stun foe for 2 rounds. +7 hits.	Slash foe's neck. Foe is stunned 4 rounds and cannot parry during next 2 rounds. +8 hits. +10 next round.	Slash muscle in foe's shoulder area. +5 hits. Foe is stunned 3 rounds, and is at -20. Add +10 to your next swing.	Slash tendons and crush the bone in foe's shield shoulder. Arm useless and foe takes 2 hits per round. Stun foe 4 rounds.
<b>71-75</b>	Slash tendons in foe's lower leg. Foe at -30 and takes 2 hits/round. +4 hits. Stun foe 2 rounds. Poor sucker.	Slash muscle in foe's calf. Foe is stunned for 3 rounds and cannot parry during next round. +6 hits. Foe at -40.	Slash muscle and tendons in foe's lower leg. Foe is stunned for 2 rounds and cannot parry. +7 hits. Foe at -45.	Slash muscle and sever tendons in foe's lower leg. Foe is stunned for 3 rounds and cannot parry for next 2 rounds. Foe is at -50.	Slash foe's lower leg and sever muscle and tendons. Foe at -70. +8 hits. Stun foe 6 rounds.
<b>76-80</b>	Slash foe's upper arm. +5 hits. Foe takes 3 hits per round and is at -25. Foe is stunned and unable to parry 2 rounds.	Slash muscle in foe's shield arm. Foe is at -30 and takes 3 hits/md. Stunned and unable to parry for 2 rounds. +6 hits.	Slash muscle and tendons in foe's shield arm. +9 hits. Foe takes 4 hits per round and arm is useless. Foe is stunned 6 rounds.	Slash muscle and tendons in foe's weapon arm. Arm is useless and foe is stunned 4 rounds. Foe cannot parry next 2 rnds. +10 hits.	Slash tendons and break bone in foe's shield arm. Arm is useless. +12 hits. Foe is stunned and unable to parry for next 3 rounds.
<b>81-85</b>	Slash foe in side. +6 hits and a major wound. Foe takes 6 hits/md and is stunned 5 rnds. Add +20 to your next swing.	Slash foe in side. +7 hits and a major wound. Foe takes 6 hits per round. Foe is stunned and cannot parry for next 2 rounds.	Strike to foe's side. +8 hits. Foe takes 4 hits per round and is at -20. Foe is stunned and cannot parry for next 2 rounds.	Major abdominal wound. +10 hits. Foe takes 8 hits/md, is stunned for 4 rnds, and is unable to parry for next 2 rnds. Foe at -10.	Sever opponent's hand. +5 hits. Foe is stunned and unable to parry for next 12 rounds. Foe then dies.
<b>86-90</b>	Slash foe in back. +8 hits. Foe is stunned and cannot parry for 2 rounds. Wound yields 2 hits/md. Foe at -10.	Stricke to back knocks foe down. Foe is stunned and unable to parry for 3 rounds. +10 hits. Foe takes 3 hits/md.	Blast to back breaks bone and knocks foe down. +9 hits and foe at -10. Foe is stunned and unable to parry for 4 rounds.	Sever opponent's hand. +6 hits. Foe is stunned for 6 rounds, unable to parry. Foe then drops and dies 6 rounds later.	Sever foe's leg. +15 hits. Foe drops and lapses into unconsciousness. Foe dies in 9 rounds. Add +10 to your next swing.
<b>91-95</b>	Cut off foe's ear. +3 hits. Foe takes 3 hits per round and hears at -50. Foe is stunned 3 rounds and unable to parry next round.	Strike to foe's hip. +7 hits and foe is stunned 3 rounds. Foe cannot parry next round and fights -20. Add +10 to your next swing.	Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss. +20 hits.	Sever foe's weapon arm. Foe is stunned and unable to parry for next 9 rounds. Foe then dies. +15 hits.	Sever foe's spine. +20 hits. Foe collapses in a second, and is paralyzed from the neck down permanently.
<b>96-99</b>	Slash foe's nose. Minor wound. +2 hits and a permanent scar. Foe takes 2 hits a round and is at -30 Foe stunned 6 rounds.	Strike to foe's head and neck breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds. +20 hits.	Sever foe's shield arm. Foe is stunned, unable to parry for next +18 hits.	Slash foe's side. +20 hits. Foe dies in 3 rounds due to massive internal organ damage. Foe is down and unconscious immediately.	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap — immediately.
<b>100</b>	Neck strike severs carotid artery and jugular vein. Foe's neck is broken. Foe dies in 1 round of intense agony.	Disembowel foe, killing him instantly. 25% chance your weapon is stuck in opponent during next round.	Destroy foe's eyes. +5 hits and foe is stunned and unable to parry for next 30 rounds.	Impale adversary in heart. +12 hits. Foe dies instantly. Heart is destroyed. 25% chance your weapon is stuck in foe 2 rnds.	Strike to foe's groin area. +10 hits. All vitals are destroyed immediately. Foe is stunned and unable to parry for 12 rounds.

## LARGE CREATURE KRUSH CRITICAL STRIKE TABLE (12.1.1)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+14 hits. Your weapon breaks.	+17 hits. You juggle your weapon and must parry for two rnds.	+20 hits. You yield the initiative next rnd.	+22 hits. The big end, stupid, not the hit. Subtract 10 from your next attack.	+7 hits.
06-10	+3 hits.	+4 hits.	+6 hits.	+10 hits.	+12 hits.
11-20	+6 hits.	+8 hits.	+10 hits.	+13 hits.	+17 hits.
21-30	+9 hits.	+10 hits.	+13 hits.	+16 hits.	+22 hits.
31-40	+12 hits.	+15 hits.	+21 hits.	+26 hits.	+32 hits.
41-50	+15 hits.	+19 hits.	+26 hits.	+32 hits.	Hit foe's elbow. +20 hits. Foe must parry for 3 rnds at -10. +10 to your next swing.
51-65	+21 hits.	+26 hits.	+32 hits.	+12 hits. Foe must parry for 2 rnds. You have the initiative for 3 rnds.	Catch foe with unbalancing bash. Foe is stunned without parry for 1 rnd and takes +12 hits.
66	Hard strike to neck shatters spine. Instant paralysis, death in 7 rnds. +17 hits.	Foe drops and dies in 3 rnds from painful and irreparable internal damage. +32 hits.	Strike to chest collapses both foe's lungs. Death in 2 rnds. +14 hits. Add +10 to your next swing.	Right between the eyes. +22 hits and instant death. You have half the rnd to act, continue the show.	Crush foe's skull. Instant death. +10 to friendly rolls next rnd.
67-70	+26 hits.	+32 hits.	Light blow catches foe's upper leg. +17 hits. Foe is stunned for 2 rnds and fights at -20. Add +10 to your next swing.	Painful hit bruises thigh badly. +22 hits. Foe is stunned without parry for 1 rnd. Add +10 to your next attack.	Break collarbone and many ribs. Heart just can't take it. Death in 1 inactive rnd, +10 to your next swing. +22 hits.
71-80	+32 hits.	Well-placed but weak swing to chin. He is stunned for 2 rnds, without parry for one. +15 hits.	Hard blow to shield shoulder. +25 hits. Foe is stunned for two rnds and may not parry.	Strike to foe's leg. +15 hits. Foe is stunned for 3 rnds, one without parry. Foe is at -10.	Shatter weapon arm and shoulder. Arm useless. +12 hits. Foe is stunned for 3 rnds.
81-90	Strong move. +22 hits. Foe is stunned without parry for 2 rnds. +5 to next attack.	Hard blow stuns for three rnds. He may not parry next rnd. +24 hits, add +10 to your next swing.	Glancing blow to abdomen. +20 hits. Foe is stunned for 2 rnds and fights at -20.	Mighty bash to forehead. If foe has no helm, he dies. If foe does have helm, knock him out for 12 hours. +35 hits.	Just missing foe's forehead, you destroy his face at the nose instead. Instant death. +29 hits. Add +15 to your next swing.
91-95	Blast to foe's hand breaks two fingers. +25 hits, foe is stunned for 3 rnds. Foe fights at -20.	Minor fracture to foe's weapon hand. +10 hits, foe fights at -15. Add +20 to your next swing.	Not too hard, but very accurate strike to foe's head. Foe is knocked out. +32 hits. Add +10 to all friendly rolls next rnd.	Heavy, hard blow to chest disrupts heartbeat. Foe is stunned for 3 rnds, then falls unconscious; death in 5 rnds.	Minor skull fracture renders foe unconscious. Death in 10 rnds. +12 hits.
96-98	Shatter both foe's knees and follow-up breaks ribs. Foe is dead after 2 inactive rnds; unfortunately he falls on you. You take 20 hits and are pinned 6 rnds.	Nicely aimed! Crush foe's mouth, sending most teeth back into throat. Foe dies of blood loss and asphyxiation after 3 painful rnds. Unfortunately, you drop your weapon. +27 hits.	Craack! Fracture skull. Instant death. You have half the rnd left to act. Fine piece of work.	Crush foe's pelvis. +17 hits. Foe dies in 1 rnd. Add +25 to your next swing.	Shatter entire skull. Piece flies backward 30 feet. Instant death, +32 hits. Not pretty.
99-100	Crushing blow to foe's head. He takes +26 hits and dies after 6 rnds. +20 to all friendly rolls next rnd.	You break your weapon over foe's forehead. The good news: Foe is stunned without parry for one rnd and takes +37 hits.	Very hard but badly executed blow. Foe dies in 6 stun no parry rnds due to shock. +22 hits. Your weapon flies backward 8 feet.	Clean, easy bash to side of head without overexerting. Very nice execution. Foe drops unconscious and takes 20 hits.	Strong blast breaks through ribs, wedges into heart. Instant death. Your weapon is stuck for 2 rnds. +17 hits.
101-150	Awesome blow to foe's torso. +56 hits. Foe is stunned without parry for 3 rnds and fights at -25.	Hefty blow to side of foe's head knocks him out. +22 hits. Add +10 to your next swing.	Shatter foe's jaw. Foe is knocked out and in a 30 day coma. +62 hits.	Shatter foe's knee. Foe is at -30 and is stunned without parry for 3 rnds. +10 hits.	Major internal bleeding from strike to upper leg. Death after 9 rnds of stun without parry. +22 hits.
151-175	Strike drives bone into vital organs. Instant death, +45 hits.	Amazing strike to foe's chest causes cardiac arrest. Instant death unless somebody knows CPR. You have half the rnd left to act.	Apparently possessed by some violent entity, you dive weapon-first at foe and crush abdomen. Foe dies in 6 inactive rnds. +30 hits. -5 to your next attack due to overconfidence from this one.	Smash foe's face in. +12 hits. Instant death. You have half the rnd left to act.	Shatter every bone in neck. Instant death. +29 hits. Add +10 to your next swing.
176-200	Mighty swing to foe's torso. Foe dies in 12 rnds due to heavy internal bleeding. +35 hits. Add +15 to your next swing.	Crush entire rib cage. Gory, but effective. Foe takes +10 hits and dies instantly. Add +20 to all friendly rolls next rnd.	Slicing move crushes foe's arm into ribs. Foe fights at -50 for 3 rnds before dropping... permanently.	Crush vertebrae in upper back. +22 hits. Foe is permanently paralyzed from the waist down.	Collapse a lung and severe damage to other important nearby organs. Death after 2 inactive rnds. +17 hits. You have half the rnd left to act; +10 to your next swing.
201-250	Off-balance hit breaks most of rib cage. +15 hits. Foe is stunned 6 rnds before death due to heart damage and internal bleeding.	Lucky move shatters vertebra in neck and damages spinal cord. Foe is paralyzed from the neck down. Your weapon breaks neatly and flies backward. +17 hits.	Truly impressive. Crush both shoulders, neck, and one leg. Instant death. +22 hits. +15 to all friendly rolls for 2 rnds.	Foe falls, very hard, to the ground. He takes a +125 Fail/Crush attack without DB and is knocked out regardless of the outcome. +35 hits. +20 to friendly rolls for 3 rnds.	Amazing, adrenalized smash sails through foe's head as if it were a melon. You lose your grip and your weapon sails at nearest opponent within 10 feet, attacking with half your OB.
251+	Your incredible strength shows as you bludgeon foe's chest inward. Unfortunately, you knock yourself out.	Pulverize foe's pelvis. Yuk. Foe dies of organ damage in one rnd. Add +25 to your next swing. +22 hits.	Completely smash all bones in center face. Foe cannot smell and is blinded until the blood is stopped. Foe fights at -100 and takes 15 hits per rnd. Stunned 6 rnds.	Knock foe out with vicious head strike. +32 hits. You drop your weapon and it takes you 3 rnds to find it.	Blind foe by rupturing both eyes. Foe is at -100. +20 hits. Foe is stunned without parry for 24 hours.

## LARGE CREATURE PUNCTURE CRITICAL STRIKE TABLE (12.1.2)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+10 hits. Your weapon is stuck for 4 rnds.	+12 hits. You fumble your weapon, must parry next rnd.	+15 hits. You lose two rnds of initiative.	+17 hits. Subtract 10 from your next swing.	+2 hits
06-10	Zip.	+1 hit.	+3 hits.	+7 hits.	+9 hits.
11-20	+3 hits.	+5 hits.	+7 hits.	+10 hits.	+14 hits.
21-30	+6 hits.	+7 hits.	+10 hits.	+13 hits.	+19 hits.
31-40	+9 hits.	+12 hits.	+18 hits.	+23 hits.	+29 hits.
41-50	+12 hits.	+16 hits.	+23 hits.	+29 hits.	Light wound. +6 hits and foe takes 7/rnd bleeding. He must parry next rnd. Add +10 to your next attack.
51-65	+18 hits.	+22 hits.	+29 hits.	Quick but minor jab to armpit. +4 hits and 5/rnd. Foe must parry next rnd, you have the initiative for 3.	Staggering blow. +10 hits, foe steps back. Stunned without parry next rnd. Add +10 to your next attack.
66	Thrust through foe's gaping mouth. Extreme bone, blood vessel and nerve damage. Foe dies in 6 inactive and very painful rnds.	Strike passes through lung. Foe drops and dies in 3 inactive rnds. +20 hits.	Arrow sails cleanly through heart. +5 hits. Foe dies instantly. Add +10 to your next attack.	Inspired, strong stroke right between the eyes. Instant death, +20 hits. You have half the rnd left to act.	Arrow flies through foe's ear, destroys lbrain. Foe is dead, instantly. Add +10 to friendly rolls next rnd.
67-70	+23 hits.	+29 hits.	Light wound. +7 hits and 3/rnd. Foe is stunned for 2 rnds. Add +10 to next attack.	Hard, precise swing. +10 hits and 3/rnd. Stunned without parry for 2 rnds. Add +10 to your next attack.	Brutal thrust to heart. Foe dies instantly. Add +15 to your next attack.
71-80	+29 hits.	Light shoulder wound. +10 hits. Foe takes 3 hits/rnd and is stunned for 2 rnds.	Minor thigh laceration. +10 hits and 5/rnd. Foe stunned without parry for two rnds.	Thrust severely punctures leg, great muscle damage. +5 hits and 5/rnd. Foe is stunned no parry for 1 rnd.	Puncture tears muscle and tendon in foe's weapon arm. Arm is useless. +10 hits and foe is stunned 4 rnds.
81-90	Knock foe back. Stunned for 3 rnds. +15 hits and 2/rnd. Add +10 to your next swing/shot.	Blow pierces body causing 3 rnds of stun. +18 hits and 3/rnd. Add +10 to your next attack.	Hard but imprecise strike gives +10 hits. Foe is stunned for one rnd and fights at -20. Foe bleeds for 4 hits per rnd.	Precision aim to both shoulder blades. If he has greaves or other armor covering, it is destroyed, 15 hits/rnd bleeding, and stunned no parry for 4 rnds. If not, both arms are useless, 20/rnd, and he passes out after 2 rnds from blood loss.	Perforate important parts of foe's heart. Death in 1 rnd. Add +15 to your next attack. +20 hits.
91-95	Pierce foe's leg. +10 hits and 4/rnd. Foe at -10. Stunned 2 rnds.	Lance face. Foe takes 5 hits and 5/rnd. He fights at -25. Add +15 to your next attack.	Shot knocks foe out. +15 hits and 5/rnd. Add +10 to friendly attacks.	Blow severs vein in chest. Foe is unconscious for 6 rnds before death.	Cut an artery in foe's leg. +5 hits and 8/rnd. Foe may fight through intense pain at -55 for 6 rnds before death.
96-98	Awkward strike through heart kills foe instantly, but you drop your weapon; if bow it comes unstrung.	Weapon passes clear through foe's body. He dies in three rnds; you fumble your weapon. +15 hits.	Strike to head punctures cheek and nose, instant death. You have half the rnd left to act.	Weapon enters brain through eye. Foe is quite dead, add +25 to your next swing.	Arrow flies straight through chest, continues 25' that direction. +20 hits, foe is very dead.
99-100	Weapon perforates lung. Foe dies in 6 rnds. +20 hits. Add +20 to friendly rolls next rnd.	Strike foe in upper chest. 20 hits and 5/rnd. Your weapon neatly snaps (if it fails an RR.) Foe stunned one rnd. If your weapon breaks, so are you.	Wide opening in foe's defenses, poor execution. Your weapon is stuck in foe's neck next rnd, but he takes +10 hits and 3/rnd. He dies after 6 rnds of stun no parry.	Strike destroys both eyes and most of nose. Foe is at -100 and is stunned without parry for 2 rnds. +5 hits and 3/rnd.	Strike through windpipe kills in 3 painful rnds of inactivity. Arrow or weapon stuck between vertebrae for 2 rnds.
101-150	Precise shot through shoulder; yields +30 hits and 7/rnd. Stunned without parry 3 rnds. Foe fights at -25.	Pierce minor vein. +5 hits and 6/rnd. Foe takes the result of a "Magic" attack on the Large Creature Crush table.	Abdominal strike, massive blood loss and organ damage. +20 hits and 10/rnd. Foe is in a 30 day coma.	Leg strike. Foe fights at -30. He is stunned for 3 rnds and takes 4 hits per rnd. +5 hits.	Sever vein in foe's forearm. Foe is stunned without parry 4 rnds, dies in another 2. +10 hits and 5/rnd.
151-175	Bore into liver. Foe takes +20 hits and dies instantly.	Impale foe through side of head. Foe's brain is utterly destroyed. You have half the rnd left to act.	Puncture lungs and major arteries. Death in 6 rnds. +20 hits.	Cruel blow to midsection destroys liver, kidneys, spleen, you name it, but not the heart, so foe lives in agony for 2 inactive rnds until death. +20 hits.	Nice shot! Thrust through foe's stomach. Instant death. Add +10 to your next swing. +20 hits.
176-200	Arrow flies straight through neck. Death in 2 inactive rnds. +33 hits. Arrow continues 15 feet past foe, where it hits at +50.	Nice series of unanticipated, unchallenged stabs to the body. Foe dies in one inactive rnd. +25 hits. +20 to all allied rolls next rnd.	Mangle both arms. Foe fights at -20 for six rnds while taking 8 hits per rnd, then dies. +20 hits.	Weak blow hits the back of foe's neck. +10 hits and foe is paralyzed from the neck down.	Strike impacts foe through eye. Instant death. Add +25 to your next swing. You have half the rnd left to act. +25 hits.
201-250	Hit foe's thigh, cut major artery. +10 hits. Foe is stunned 4 rnds, then falls unconscious from blood loss.	Awkward hit to foe's spine. He is paralyzed and takes +15 hits, but you fumble your weapon.	Quick thrust to groin area. +10 hits and instant death. +20 to friendly rolls for two rnds.	Crush jawbone and mangle brain. +20 hits, instant death. +25 to all friendly rolls for three rnds.	Arrow passes cleanly through side of foe's neck and continues 10' that direction. Instant death.
251+	Strike through forehead. +35 hits. Foe dies instantly. You overexert and knock yourself out.	Foe is dead in a disgusting move that there's no point in describing. +25 hits. +20 to attack.	Hit both eyes. Foe blind, functions at -100. He is stunned for six rnds. +20 hits and 5/rnd.	Jab clear through a lung. Foe is knocked out and takes 30 hits, but your weapon is stuck for 6 rnds.	Blind foe with lacerations through both eyes. Stunned no parry for 24 hours.

LARGE CREATURE SLASH CRITICAL STRIKE TABLE (12.1.3)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	Weak. +10 hits. Your weapon breaks.	+13 hits. Fumble your weapon. You are stunned without parry next rnd.	+16 hits. Ever seen bent mithril? Have now. Your weapon goes down 5 in bonus.	+18 hits. Flat strike. -10 to next swing.	+3 hits.
06-10	+2 hits	+3 hits.	+4 hits.	+9 hits.	+12 hits.
11-20	+5 hits.	+7 hits.	+8 hits.	+12 hits.	+15 hits.
21-30	+8 hits.	+11 hits.	+11 hits.	+15 hits.	+20 hits.
31-40	+11 hits.	+14 hits.	+19 hits.	+25 hits.	+30 hits.
41-50	+14 hits.	+17 hits.	+25 hits.	+31 hits.	Light wound. +9 hits and 6/rnd. Foe must parry next rnd. +10 to your next attack.
51-65	+19 hits.	+25 hits.	+31 hits.	Lightly tear flesh. +8 hits and 4/rnd. Foe must parry for one rnd, you have the initiative for three.	Hard flat swing. +10 hits and 5/rnd. Foe is stunned next rnd.
66	Neck slash cuts jugular. +13 hits. Dies in 6 rnds of painful inactivity due to massive blood loss and nerve damage.	Slash opens abdomen. Organs dangling. Foe dies in 3 rnds, still standing there. +30 hits.	Neatly slice foe in half. Dies instantly. Very disgusting. +21 hits. +10 to your next attack.	Neatly sever neck. +80 hits. Foe is dead. You have half the rnd left to act.	Strike decapitates foe. Foe dies instantly. +10 to all friendly rolls next rnd.
67-70	+25 hits.	+31 hits.	Glancing blow to thigh. +13 hits. Foe stunned two rnds, fights at -20.	Hard but misplaced swing to chest. +18 hits. Stunned without parry for 2 rnds.	Brutal swing destroys heart. Foe dies. +20 hits.
71-80	+31 hits.	Light wound. +11 hits. Stun foe 3 rnds and 2 hits/rnd.	Hard strike across chest. +18 hits. Stun no parry 2 rnds, 4 hits/rnd.	Leg strike. +7 hits and 6/rnd. Foe is at -15 due to muscle and tendon damage.	Sever foe's weapon arm. +15 hits and 10/rnd. You have the initiative.
81-90	Strong swing gashes foe's shield arm. +18 hits. Foe is stunned 2 rnds and takes 3 hits/rnd.	Nasty gash across forehead. Foe is stunned 1 rnd. +18 hits and 3/rnd. Add +10 to your next action. If foe has no helm, he is stunned 5 rnds.	Deep gash through leg, slicing muscle. +13 hits. Foe stunned 2 rnds, fights at -20. 2 hits/rnd.	Strike to side of head. If foe has no helm, he is knocked out and takes 5 hits/rnd. If he does, stunned for 6 rnds, two without parry. +28 hits.	Slash to chest brings about massive organ damage. +23 hits. Foe dies in 1 rnd. +15 to your next swing.
91-95	Fine strike to leg. +18 hits and 5/rnd. Foe is at -10 and is stunned 3 rnds.	Slice to face. +3 hits, 3/rnd. Foe fights at -25 due to bleeding. Add +20 to your next swing.	Cut open foe's cheek. +28 hits and hard impact knocked foe out cold.	Sever artery in chest. Stunned 2 rnds before unconsciousness; dies 6 rnds later.	Mutilate blood vessels in leg. +10 hits. Foe dies in 12 agonizing rnds.
96-98	Slash through heart. Foe is quite dead and falling toward you. 'Hard' maneuver to avoid; if fail, you're pinned for 6 rnds. 20 hits. Blood everywhere.	Strike through one lung. Foe dies in 3 rnds. Your weapon is stuck for 12 rnds. +25 hits.	Thrust to groin area destroys vitals. +36 hits. Foe dies instantly, you have half the rnd left to act.	Slash to head removes an ear. He drops immediately and dies in one rnd. +13 hits. Add +20 to your next swing.	Perfect swing with nice followthrough leaves foe headless. +30 hits. Head flies back 10 feet. Not pretty.
99-100	Mighty swing cuts between ribs to destroy lungs. Foe falls; dies in 5 rnds of excruciating pain. +23 hits; add +20 to all friendly rolls next rnd.	Hard but unskilled swing. Foe takes 32 hits and is stunned without parry for 3 rnds. Your weapon breaks if it fails an RR.	Hefty swing slices neck. Heavy bleeding. Foe is stunned without parry 6 rnds (he cannot speak) then dies.	Heavy strike destroys eyes. Foe takes +8 hits and is stunned without parry for 2 rnds. Foe at -100.	Strike to head. Foe dies instantly. +13 hits, but your weapon is stuck in what was foe's brain.
101-150	Powerful move across abdomen. +45 hits and 3/rnd. Foe stunned without parry for three rnds, after which he fights at -25.	Flat hit knocks foe out for 3 hours. +18 hits. Add +10 to your next swing.	Upward thrust to chin shatters jawbone. Foe falls backwards 4' and lands in a 30 day coma. +57 hits.	Hefty strike shatters foe's knee. 3 hits/rnd, foe at -30 and roll on the "Holy" column of the Large Creature Crush table.	Rip vein in foe's arm. Foe stunned without parry 2 rnds, fights at -45 from terrible pain. +27 hits and 9/rnd.
151-175	Strike destroys kidneys and liver. +38 hits. Foe doesn't last the rnd.	Swift thrust to head. If foe has no helm, his brain is destroyed, he dies, you have half the rnd to act. If foe has helm, he is stunned no parry for 120 rnds.	Strong swing but little penetration to midsection. +25 hits, foe stunned without parry 4 rnds. Any armor over that area destroyed (magic gets RR.)	Sweet diagonal slice shatters ribs. Foe dies instantly from organ damage. You have half the rnd left to act.	Deep strike to foe's neck kills foe instantly. +20 hits. Add +10 to your next swing.
176-200	Thrust destroys foe's bowels. Foe dies after 12 rnds of inactivity. Add +15 to your next attack. +33 hits.	Slash across torso kills foe instantly. +10 hits. Add +20 to all friendly rolls next rnd.	Sever artery in leg. Foe fights at -20 for 2 rnds then drops and dies in another 6.	Cut spinal cord and destroy nearby vertebrae. +18 hits. Foe is paralyzed.	Gouge out foe's eyes. Foe dies instantly. You have half the rnd left to act. Add +20 to your next action.
201-250	Sever an artery. Foe stunned 6 rnds, dies on seventh. +13 hits.	Sever spine. +13 hits. Foe is paralyzed from the neck down, but your weapon breaks (no RR.)	Destroy heart. +28 hits. Foe dies instantly. +20 to all friendly attacks for 3 rnds.	Deep stab to heart. +23 hits. +20 to friendly rolls for 3 rnds.	Remove both foe's legs. +65 hits and 29/rnd. Foe at -75. Foe falls and takes a +50 roll on the "Normal" column of the Large Creature Crush table.
251+	Your adrenaline flows through you, and your sword flies through him. +35 hits. Foe is stunned without parry for 5 rnds. Unfortunately, you are knocked out for 5 hours.	Swing through eyes. Instant death. +18 hits. Add +25 to your next swing.	Great swing with terrible followthrough removes bottom half of foe's face. Foe functions at -80 and bleeds 20 hits/rnd. -70 to appearance. Unfortunately you give yourself a 'C' Slash critical.	Weapon lodged in foe's lung. +28 hits. Foe knocked out and dies in 2 hours, but your weapon is stuck underneath him for 10 rnds.	Blind foe with precision strike. +6 hits. Foe stunned without parry 24 rnds.

**SUPER LARGE CREATURE KRUSH CRITICAL STRIKE TABLE (12.1.4)**

	<b>NORMAL</b>	<b>MAGIC</b>	<b>MITHRIL</b>	<b>HOLY ARMS</b>	<b>SLAYING</b>
01-05	+12 hits. Your weapon breaks. Time to run.	+12 hits. Your weapon rebounds back into your face. Roll two fumbles.	+12 hits. You stun yourself for a rnd.	+12 hits. Fumble your weapon. Sad, just sad.	+12 hits.
06-10	+4 hits.	+5 hits.	+6 hits.	+8 hits.	+10 hits.
11-20	+5 hits.	+6 hits.	+7 hits.	+10 hits.	+12 hits.
21-30	+6 hits.	+7 hits.	+8 hits.	+12 hits.	+14 hits.
31-40	+7 hits.	+8 hits.	+9 hits.	+14 hits.	+16 hits.
41-50	+8 hits.	+9 hits.	+10 hits.	+16 hits.	+18 hits.
51-65	+9 hits.	+10 hits.	+11 hits.	+18 hits.	+20 hits.
66	+20 hits.	Mighty swing hits bone in leg. Weapon breaks. +14 hits and foe is stunned for one rnd.	Light hit bruises foe's arm badly. +25 hits and 1/rnd. Foe fights at -10 and must parry next rnd.	Hard blast to abdomen. Foe stunned without parry next rnd and fights at -25. +25 hits.	Upward blast crushes foe's jaw and mutilates brain. Death. Add +20 to your next swing.
67-70	+10 hits.	+11 hits.	+12 hits.	+20 hits.	Strong move breaks several bones in foe's upper body. +35 hits. Foe is stunned for 3 rnds and unable to parry for two.
71-80	+11 hits.	+12 hits.	+16 hits.	+30 Hits.	Hard blow to foe's abdomen stuns him without parry 3 rnds. Foe fights at -10. +15 hits.
81-90	+12 hits.	+16 hits.	+21 hits.	Glancing strike to foe's arm. Foe fights at -5 and is stunned next rnd. +10 hits. Add +10 to your next swing.	Hard blast. +30 hits and foe is stunned without parry 7 rnds. Good Work.
91-95	+16 hits.	+20 hits.	Weak strike to jaw dazzles foe. You have the initiative for 4 rnds. Add +15 to your next swing. +8 hits.	Light bruise to leg. +15 hits and 1 per rnd internal bleeding. Add +10 to friendly rolls next rnd.	Strike to neck destroys spine, ending life instantly. +40 hits.
96-98	Extremely hard blow to side of head brings severe concussion. Foe out for 36 hours. Add +15 to your next swing.	Massive blow to neck crushes spinal cord and severs all area nerves. Foe drops now and dies after 3 painful rnds. Add +30 to your next swing.	Heavy swing to lower skull kills foe instantly. Foe staggers 1 rnd before dropping. Add +25 to your next swing.	Crush in left side of foe's skull. Foe is quite dead and your weapon is quite stuck for 4 rnds.	Strike drives bone through foe's heart. Foe dies instantly; your weapon is stuck for 10 rnds. Good Luck. +50 hits.
99-100	Blow shatters bone. +35 hits and 6 hits per rnd. Foe at -30. Nice strength.	Strike rib cage and crush it. Foe may fight for 4 rnds at -50, then dies. +40 hits.	Crush neck and upper back. Foe at -85 to all actions for 3 rnds, then paralysis sets in. +35 hits.	Strike to abdomen destroys several organs. Death in 3 rnds. Add +20 to your next swing.	Paste the sucker right between the eyes to crush skull. You have half the rnd left to act. +29 hits.
101-150	Glancing blow. Foe takes 10 hits and is stunned for 2 rnds.	Light blow to shoulder. +15 hits and foe yields the initiative for 5 rnds. Add +10 to your next swing.	Hard hit to back of head. Foe is stunned for 4 rnds, 2 without parry. +20 hits. Add +15 to your next swing.	Hard blow to upper torso. +15 hits and 5 rnds of stun. Add +15 to your next attack.	Shatter all the bones in foe's leg. Foe crumples, dazed, to the ground where he stays unable to parry for 8 rnds. +35 hits and 15/rnd.
151-175	Fracture minor bone. +15 hits. Foe is stunned for 2 rnd and may not parry for one.	Nasty knock to head stuns foe for 2 rnds without parry. +30 hits.	Knock foe down. Foe only down 1 rnd, but stunned without parry 3 more. +15 hits. Add +20 to your next swing.	Serious compound fracture. Foe is stunned 5 rnds, unable to parry for 2, and takes 15 hits.	Blow knocks foe down. Foe breaks back and is permanently paralyzed. Add +25 to your next swing. +45 hits.
176-200	Compound fracture to minor bone. +25 hits. Foe stunned for 3 rnds and fights at -20.	Knock foe down. Foe is down for 4 rnds and may not parry. +15 hits.	Amazing hit breaks pelvis. Foe at -55 to all actions and takes 15 hits per rnd. Add +25 to your next swing. +25 hits.	Foe goes down hard. +45 hits. Foe is prone and stunned without parry for 12 rnds.	Precision shot to nose drives cartilage into brain. Life ends quickly. +25 hits.
201-250	Huge swing shatters several bones. +40 hits. After 4 rnds of stun foe fights at -20. 3 hits per rnd.	Hard blast across foe's face. +10 hits. Foe is stunned and unable to parry 5 rnds. Add +25 to your next attack.	Break both foe's legs. Foe stuned without parry 5 rnds and acts at -45. Add +10 to all friendly rolls next rnd. +21 hits.	Strong blast breaks foe's ribs. Foe operates at -35 and is stunned without parry 10 rnds.	Perfect head shot sends foe reeling unconcious. Out 35 days. +65 hits. Add +25 to your next swing.
251+	Crush foe's skull. Wow. Instant death, but your weapon breaks into several useless pieces.	Cruel strike crushes every bone in face. Death in one agonizing, screaming rnd.	Incredible move. Drive bone through both lungs. Foe falls into a 20-rnd coma, then death. +125 hits.	Hit to foe's ear destroys brain. Death in 2 long rnds. +20 hits. Add +10 to your next swing.	Side strike sends bones splintering into organs. Instant death. +150 hits. Amazing. Blood flies everywhere.

**SUPER LARGE CREATURE PUNCTURE CRITICAL STRIKE TABLE (12.1.5)**

	<b>NORMAL</b>	<b>MAGIC</b>	<b>MITHRIL</b>	<b>HOLY ARMS</b>	<b>SLAYING</b>
01-05	+8 hits. Your weapon bends into a worthless lump.	+8 hits. Your blunted weapon is reduced by 10 in bonus (can go negative.)	+8 hits. Foolish attempt at a swing results in a fumble. Stun yourself 1 rnd.	+8 hits. Bobble weapon for the rest of this rnd, must parry next rnd. Two opportunities lost... hope you live to get another one.	+8 hits. You must parry next rnd.
06-10	+2 hits.	+3 hits.	+4 hits.	+6 hits.	+10 hits.
11-20	+3 hits.	+4 hits.	+5 hits.	+8 hits.	+12 hits.
21-30	+4 hits.	+5 hits.	+6 hits.	+12 hits.	+15 hits.
31-40	+5 hits.	+6 hits.	+7 hits.	+15 hits.	+20 hits.
41-50	+6 hits.	+7 hits.	+8 hits.	+20 hits.	+25 hits.
51-65	+7 hits.	+8 hits.	+9 hits.	+25 hits.	+30 hits.
66	+25 hits.	Strong but badly aimed jab across foe's side. +8 hits and 5/rnd. Your weapon breaks.	Light wound to foe's leg. +15 hits. Foe takes 4 hits per rnd and is stunned next rnd.	Hard blow against foe's neck. Foe is stunned 2 rnds and cannot parry next rnd. Foe fights at -20 and takes 6 hits per rnd.	Pierce midsection and destroy both ventricles of foe's heart. Ugly. You are covered in blood, which is perhaps worse. +50 hits.
67-70	+8 hits.	+9 hits.	+12 hits.	+30 hits.	Incredible shot breaks ribs & severs arteries. +28 hits. Foe stunned no parry 2 rnds. Foe fights at -20.
71-80	+9 hits.	+12 hits.	+20 hits.	Light wound. +15 hits and 7 per rnd. You have the initiative.	Stab foe in shoulder. +24 hits and 6 hits per rnd. Foe is stunned without parry 4 rnds.
81-90	+12 hits.	+20 hits.	+30 hits.	Glancing blow to torso. +10 hits and 5 per rnd; foe must parry next rnd. Add +25 to your next swing.	Hard thrust, 30 hits and 20 per rnd. Foe fights at -35 and is stunned 5 rnds.
91-95	+20 hits.	+30 hits.	Nick foe in abdomen. +8 hits and 5/rnd. You have the initiative next rnd.	Deep blast to foe's abdomen. +20 hits and foe is stunned no parry next rnd. 4 hits per rnd bleeding.	Cut jugular and windpipe in foe's neck. Foe dies in 3 inactive rnds. +40 hits.
96-98	Lateral blow across upper body severs several major blood vessels. Foe fights at -50 for 5 rnds while bleeding 50 hits per rnd before dying.	Lanced right between the eyes. Foe dies instantly from massive brain damage. +5 to all friendly rolls for 1 hour.	Crush foe's skull with amazing ferocity. Instant death, but foe stands there (apparently still in awe) for 4 rnds. Add +25 to your next swing.	Drive weapon into liver, spleen, and one other organ you probably haven't heard of. Instant death. Add +20 to friendly witnesses' rolls next rnd.	Pierce foe's heart. Instant death. Your weapon is stuck for 10 rnds. Oops. +55 hits.
99-100	Strike to abdomen tears muscle. +25 hits. Heavy bleeding, 8 hits/rnd. Foe at -20.	Strike foe in leg and sever series of capillaries and small veins. +20 hits. Foe takes 30 hits per rnd for 8 rnds, fighting at -35, then drops unconscious.	Jab weapon clear through spine at foe's neck, where it remains. Foe fights at -250 due to extreme nerve damage and dies in 3 rnds, but you are weaponless for now. Add +20 to your next swing (if you have something to swing.)	Simple, yet effective, thrust into foe's heart. He is quite dead, but takes 20 hits just to accentuate the point.	Destroy brain by opening new path between eyes. Foe dies instantly. Add +35 to your next swing.
101-150	Nick foe's face. +8 hits and 2/rnd. Foe humiliated (and angry.)	Nicely aimed thrust to foe's torso. +18 hits. Foe takes 4 hits per rnd.	Downward slash to foe's groin area (or whatever.) +15 hits. Foe is stunned without parry 3 rnds and fights at -15, all from intense pain. +3 hits per rnd bleeding.	Destroy the majority of blood vessels in foe's leg. +25 hits and 8 per rnd. Foe is stunned 2 rnds.	Sever muscles and tendons in foe's leg. Foe is stunned without parry for 8 rnds and fights at -100. +30 hits and 12 per rnd.
151-175	Blow cuts muscle and causes light wound. +15 hits. Foe at -15 and takes 7 hits per rnd.	Slice muscle and tendons in foe's torso. Stunned 2 rnds, +25 hits and 3/rnd bleeding.	Deep incision into foe's midsection. Foe is stunned without parry for 3 rnds and takes 4 hits per rnd. +15 hits.	Deep cut just catches jugular vein. Foe takes +45 hits and takes 27 per rnd before collapsing unconscious from blood loss in 20 rnds. -55 in the meantime. At least 50% chance you are splashed by blood.	Sever windpipe and break foe's neck. Foe dies in 10 inactive rnds. +30 hits. Add +25 to your next swing.
176-200	Jab through nerves makes one limb useless. +15 hits and foe at -25.	Knock foe down with strong but awkward thrust. +15 hits. Foe is down without parry for 2 rnds and takes 2 hits per rnd.	Sever myriad of muscles, ligaments, and tendons in foe's dominant limb. +35 hits. Foe fights at -50; takes 13 hits/rnd.	Strike severs vast number of blood vessels. +20 hits and foe is stunned without parry 5 rnds. 10 hits per rnd.	Puncture foe's eye and destroy brain. Nice. Foe drops and dies immediately. Add +15 to all your rolls for 5 rnds.
201-250	Deep puncture to foe's midsection. Major organ damage and intense pain. +40 hits and 10 per rnd. Foe is stunned 2 rnds and fights at -35.	Deep gash to side of foe's face. +28 hits and 12/rnd. Foe is stunned 4 rnds and fights at -25.	Viscious leg strike. +20 hits and 15/rnd. Foe fights at -35 and is stunned without parry 3 rnds.	Strike into ear leads to massive brain damage. Foe dies in 5 rnds if he has survived that long, being stunned without parry. +25 hits.	Incredible strike to abdomen rips apart flesh, revealing organs. Foe dies in 5 rnds. +50 hits.
251+	Gouge out foe's eye. Permanent blindness, foe at -50. Foe is stunned without parry for 10 rnds. +15 hits.	Catching foe off balance you thrust your weapon through foe's gaping mouth and into brain. Not pretty. Add +25 to your next swing.	Smooth as the silk from a Womawian caterpillar. Pierce both lungs with a lateral entrance between foe's ribs. Foe dies in 5 rnds of inactivity.	Sever spine behind abdomen. Paralyzed from the waist down and -75 elsewhere. Foe dies after 4 excruciatingly painful rnds.	Strike through side pierces heart and one lung. Blood splashes about 30 foot radius. +100 hits, instant death.



## SUPER LARGE CREATURE SLASH CRITICAL STRIKE TABLE (12.1.6)

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+8 hits. Your blade receives a large notch for -10.	+8 hits. You drop your weapon, take 3 rnds to get it back. Ha.	+8 hits. You fumble your weapon and take an 'A' slash critical, subtracting 10.	+8 hits. Your gods didn't help you this time. Nick yourself for 5 hits.	+8 hits. You must parry next rnd. Hardly the stuff heroes are made of.
06-10	Nada	+1 hit. Don't you feel special.	+2 hits.	+3 hits.	+5 hits.
11-20	+1 hit.	+2 hits.	+3 hits.	+5 hits.	+8 hits.
21-30	+2 hits.	+3 hits.	+4 hits.	+8 hits.	+10 hits.
31-40	+3 hits.	+4 hits.	+6 hits.	+10 hits.	+14 hits.
41-50	+4 hits.	+6 hits.	+8 hits.	+13 hits.	+19 hits.
51-65	+6 hits.	+8 hits.	+10 hits.	+18 hits.	+25 hits.
66	+24 hits.	Light flesh wound. +15 hits. Foe takes 4 hits per rnd. Your weapon shatters.	Nicely executed, but weak shot to lower abdomen. +15 hits and 8 per rnd.	Deep gash to foe's face will lead to impressive scar. +20 hits. Foe is stunned for 2 rnds and takes 12 hits per rnd.	Awesome swipe right down foe's torso misses heart; parallel follow-up finds it. Foe is very dead; +20 to next swing if you survive being covered with blood. +75 hits.
67-70	+8 hits.	+10 hits.	+12 hits.	+25 hits.	Hard blow finds opening near foe's chest. +30 hits and 7 per rnd. Foe is stunned next rnd.
71-80	+10 hits.	+12 hits.	+18 hits.	'Tis but a scratch. +15 hits. You have the initiative for 2 rnds and your foe takes 7 hits per rnd. Add +15 to your next swing.	Stab to abdomen shocks foe. Foe fights at -25 and is stunned without parry 2 rnds. Bleeding causes 6 hits per rnd.
81-90	+12 hits.	+18 hits.	+25 hits.	Light wound to arm/whatever. +10 hits and 7 per rnd. Foe is stunned next rnd.	Heavy wound to leg. +25 hits and 15 per rnd. Foe is stunned for 6 rnds and can't parry for three.
91-95	+18 hits.	+25 hits.	Foe steps back just in time to almost avoid death from your awesome blow. +15 hits. Foe takes 15 hits and 6 per rnd. Fights at -5 from minor tendon damage.	Superb move to side of head. +15 hits. Foe is stunned 5 rnds and takes 5 hits per rnd.	Strong slice to side of hip digs deep into foe's organs. Foe dies in 4 rnds. +40 hits.
96-98	Skillful move severs vein and artery. Foe is stunned for 10 rnds before death. +15 hits per rnd in the meantime. Your friends are impressed, if they're still alive.	Neatly avoid vertebrae while severing spinal cord. Foe paralyzed (have any ideas on what to do with a paralyzed dragon?) permanently. Add +25 to your next swing.	Upward thrust slashes through jaw and crushes skull. Instant death. Add +15 to your next swing.	Slice through foe's skull. Weapon is stuck 6 rnds. Add +15 to friendly rolls 6 rnds.	Thrust enters foe's gaping mouth, carrying into brain. Instant death. How ugly. Weapon stuck 6 rnds. Have fun.
99-100	Slash cuts many muscles and tendons. +30 hits and 12 hits per rnd due to bleeding. Foe at -15.	Sever large vein in foe's leg. +25 hits. Foe drops and dies in 3 rnds; may fight at -20 in the meantime.	Completely mangle foe's windpipe. Foe may act for one rnd, but breath weapons are out and he dies afterwards. +25 hits.	The multiple organs you mutilate are just a prelude to the demise of your foe's heart. +15 hits. Add +25 to your next attack.	Implant sword between eyes. Disgusting. Instant death, add +25 to your next swing.
101-150	Lightly pierce flesh. +8 hits and 3 per rnd bleeding.	Glancing strike to upper body. +15 hits and 4 per rnd. Add +25 to your next swing.	Badly slice open foe's abdomen. +25 hits and 5/rnd. Foe is stunned without parry for 2 rnds and fights at -10.	Long but shallow cut across foe's side causes heavy bleeding. +20 hits and 15/rnd. Foe stunned without parry for one rnd.	Sever jugular vein. Quick and easy, just like you were taught. Foe stunned without parry 8 rnds, then dies. +35 hits.
151-175	Minor cut across muscle. +20 hits. Foe at -10 and takes 7 hits per rnd.	Sever foe's ear. +10 hits and 2 per rnd. Foe is stunned without parry 1 rnd and is at -25 to perception, -15 to all else.	Strong move tears flesh and breaks bone. Foe fights at -20. +20 hits and 4/rnd. Foe is stunned without parry next rnd.	You sever whatever part of the anatomy holds your foe up, sending him crashing to the ground. +50 hits, +20 hits per rnd, and foe is stunned 12 rnds. If he recovers foe fights at -55.	Slice off top of foe's skull. Ugh. Foe bleeds at 10 hits per rnd and is stunned without parry 45 rnds. +20 to friendly rolls for 2 rnds.
176-200	Swing cuts tendons in several places. +20 hits. Foe fights at -20 and is stunned 1 rnd. Add +25 to your next swing.	Knock foe down with hard but flat swing. +20 hits. Foe down for 2 rnds and may not parry. Add +25 to your next swing.	Heavy damage to foe's spinal cord puts him at -50. +35 hits. Foe is stunned without parry for 6 rnds.	Strike severs vast number of blood vessels. +25 hits and 14 per rnd. Foe is stunned without parry for 6 rnds.	Amazing move lands your blade (somehow) at the back of foe's neck. Foe is paralyzed from the neck down. +24 hits.
201-250	Sever an arm/tentacle/leg/appendage/whatever. +40 hits. Foe is stunned one rnd and takes 15 hits per rnd. He fights at -25.	Long, deep gash into foe's torso. +30 hits and 12 per rnd. Foe is stunned for 4 rnds and fights at -50 from muscle damage and blood loss.	Sever foe's leg. Blood splatters everywhere. +45 hits and 15/rnd. Foe is stunned without parry 4 rnds and fights at -35, if he gets another chance.	Swing to abdomen destroys several important organs. +25 hits. Foe falls into a coma immediately where he'll be for at least four months. Add +20 to your next swing.	Downward strike crushes collarbone and severely damages heart. Foe is at -85 for 5 rnds, then dies. You are stunned next rnd. +35 hits.
251+	Unceremoniously remove foe's face. +35 hits and 20 per rnd. Foe fights at -90. He is stunned without parry for 8 rnds.	Strong, skillful stroke navigates flesh ribs to find foe's heart. Instant death. Your weapon is stuck for a rnd. Add +25 to your next attack once you retrieve it.	Quick but effective thrust leads to slash through both lungs. +100 hits. Death in one painful and inactive rnd.	Behold foe with a move that your foe surely would have applauded, if he were alive. +87 hits. Instant death. Hope you like trophies, this is a biggie.	Simple, yet strong swing right through foe's side. Instant death. Blood everywhere. +60 hits.

# LARGE & SUPER LARGE CREATURE \*NON-WEAPON\* CRITICAL STRIKE TABLE (12.1.7)

	LARGE CREATURES				SUPER LARGE CREATURES	
	GRAPPLE	UNBALANCE	M.A. STRIKES	M.A. SWEEPS	M.A. STRIKES	M.A. SWEEPS
01-05	+5 hits. You knock yourself out.	+3 hits. You fall down.	+10 hits. You break a finger. +5 hits. Fight at -5.	+6 hits. You stumble (must parry) for a rnd.	+5 hits. You break your arm.	+3 hits. You break your leg.
06-10	+1 hit	+1 hit	+3 hits.	+1 hit.	+2 hits.	You tried to do WHAT to the dragon? THROW it? Fool.
11-20	+2 hits	+3 hits	+6 hits.	+4 hits.	+3 hits.	+1 hit.
21-30	+3 hits	+5 hits	+9 hits.	+7 hits.	+4 hits.	+2 hits.
31-40	+4 hits	+7 hits	+12 hits.	+10 hits.	+5 hits.	+3 hits.
41-50	+6 hits	+10 hits	+15 hits.	+13 hits.	+6 hits.	+4 hits.
51-65	+9 hits	+14 hits	+20 hits.	+18 hits.	+7 hits.	+5 hits.
66	You grab foe's neck. If you can hold on for 5 rnds, he'll be unconscious; in another 3 he's dead. In the meantime he may fight at -50.	Foe topples right onto a fallen weapon or sharp rock on ground. Instant death. Add +10 to your next attack.	Nice roundhouse hits foe in chest, collapsing a lung and breaking ribs. +15 hits. Foe is at -75, dies after 6 rnds. +15 hits.	Using foe's own movement for energy, you throw him head-first against the ground. He dies in 5 rnds. +10 hits.	+20 hits.	+18 hits.
67-70	+13 hits	+19 hits	+25 hits.	+23 hits.	+8 hits.	+7 hits.
71-80	+15 hits	+20 hits	+30 hits.	+27 hits.	+9 hits.	+8 hits.
81-90	+18 hits	+23 hits	Light but well-placed chop to face. +22 hits. Foe is stunned without parry for 2 rnds.	Foe staggers. +15 hits, he is stunned without parry 3 rnds.	+10 hits.	+9 hits.
91-95	+20 hits	+25 hits	Break shield elbow with high kick. Foe is at -30. +25 hits. Foe stunned for 2 rnds.	Terrible attempt at a sweep breaks bone in foe's foot. +20 hits. Foe at -25 and is stunned for 4 rnds.	+15 hits.	+13 hits.
96-98	+25 hits	+8 hits. Foe stunned without parry 1 rnd while regaining balance.	Kick to groin. As foe keels over, you snap his neck with a follow-up punch. Foe is dead, he falls on you. You take +25 hits and are pinned 5 rnds.	Sweep foe to the ground and kill him instantly by crushing his skull against the ground. Unfortunately, you break your leg in the process.	Incredible strike to head fractures skull. Foe drops immediately and dies in 12 rnds. Awesome.	You knock foe's legs (or whatever) out from under him at EXACTLY the right moment. He falls, crushes several important bones, and dies in 15 rnds.
99-100	You hold his throat for 3 rnds before he breaks loose. During that time foe at -30. You have the initiative another 4.	Light brush against chest catches foe off guard. +12 hits. Foe stunned for 2 rnds and you have the initiative for 3.	Kick foe's hip hard, destroying pelvis. Death in 6 rnds. +25 hits. +20 to friendly rolls next rnd.	Attempt at throw results in landing, with him, upon the ground. He dies of system shock and internal bleeding in 3 rnds. +15 hits. +15 to friendly rolls next rnd.	Break bone. +30 hits and 1/rnd. Foe at -25.	Sweep stuns foe for 3 rnds. Foe at -25. +15 hits.
101-150	You bear hug foe's waist briefly. +6 hits. Foe stunned 3 rnds.	You break foe's leg. Foe at -75, takes 12 hits, and is stunned without parry for 1 rnd.	Foe's shoulder broken by fast hard punch. Foe at -25, stunned without parry for 3 rnds, and takes 25 hits.	Sweep injures leg and makes foe stagger back 5 feet. +30 hits. Foe stunned without parry 5 rnd and fights at -20.	Glancing blow. +10 hits and 2/rnd. Add +15 to your next attack.	Sweep to leg catches foe off balance. +5 hits, 2 rnds stun. Add +15 to your next attack.
151-175	Grab foe's weapon arm. If no arm greaves, arm is broken, +10 hits, foe at -35. If arm covering, bad bruise, +12 hits and foe at -15.	Knock foe 5 feet sideways. He falls on shield arm and drops everything in it. Stunned 6 rnds. +10 hits.	Knock foe down with quick sweep and finish him with heel to ribcage. Death in 2 rnds. +35 hits.	Throw knocks foe out. +35 hits. Add +20 to your next attack, +35 if against this foe.	Strong strike to abdomen gives 30 hits. Foe at -20. Stunned 2 rnds.	As foe thrusts/lunges, you sidestep and throw him down. +20 hits, foe at -10, stunned without parry next rnd.
176-200	Twist shield arm. Foe stunned 9 rnds while you hold him. +10 hits. All other attacks against your foe while you hold him at +20.	Nasty blow to shield arm spins 60 degrees. If foe has shield, he is stunned 3 rnds and takes 8 hits. If no shield, he is knocked out and shield arm is useless.	Simultaneous elbow to chest and punch to foe's jaw knock him down. Down 5 rnds, stunned without parry 10 more. +20 hits. Add +10 to your next attack.	Sweep lands foe in a seated position, where you kick him in the head to knock him back against the ground. Death in 15 rnds. +20 hits. Add +20 to your next attack.	Kick to foe's neck strong but ineffective. +10 hits. Foe is at -20. Add +20 to your next attack.	+5 hits. Foe is at -50. Add +20 to your next attack.
201-250	Yank forward on foe's head. If neck armor, he drops his weapon and is stunned without parry for 3 rnds. If no neck protection, death in 6 rnds due to spine damage.	Break foe's neck with pinpoint accuracy. Death in 3 rnds. +20 hits.	Damage to internal organs puts foe in a 20 day coma. +25 hits.	As foe lunges forward, you duck and throw him clear over you. +20 hits. Foe dies in 10 10 rnds.	Spinning kick tears flesh. +30 hits and 10/rnd. Foe is stunned for 2 rnds and fights at -30.	Sweep somehow displaces foe's legs. +25 hits. Foe is stunned without parry for 5 rnds.
251+	Over 3 rnds, you gradually squeeze life out of foe. He may not fight in the meantime. +10 hits. Add +20 to your next attack.	Heavy hit to forehead knocks foe backward 8 feet. If no helm, death; 30 day coma if foe has helm.	Acrobatic spinning jump kick, best move around here in years. +35 hits. Foe is stunned without parry 8 rnds. You fall down.	Weak sweep. +20 hits. Foe is stunned without parry for 12 rnds. Your next two attacks will fumble.	Blind foe with strike to eye. Foe operates at -100 and is stunned without parry 6 rnds. +10 hits.	In an inexplicable and inspired move, you leap up and wrestle foe's head against the ground, knocking him out 24 hours. +15 hits. Truly impressive.

## 11.3.1 GRAPPLING CRITICAL STRIKE TABLE

	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
<b>01-05</b>	Weak grip. No bonus.	Indecision. An opportunity lost.	+1 hit.	+2 hits.	+3hits.
<b>06-10</b>	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Glancing attack. You have the initiative next round. +5 hits
<b>11-15</b>	Glancing attack. No extra damage, but you have the initiative next rnd. Practice.	Passing strike. You have the initiative next round. +2 hits.	Grazing side strike. You receive the initiative next round. +4 hits.	Glancing blow. You receive the initiative next round. +6 hits.	Lame attack, but foe must parry next round. +6 hits.
<b>16-20</b>	Foe is free, but you have the initiative next round. +3 hits.	Foe fends off attack. But is forced to parry 1 rnd. +2 hits.	Foe recovers but is forced to parry next round. +4 hits.	Side strike unbalances foe. You have initiative for 2 rnds. +5 hits.	Strong, passing blow. Foe is stunned for 1 round. +3 hits
<b>21-35</b>	Grazing hip strike. You have the initiative next round. +5 hits.	Attack has punch, but nothing more. Foe must parry next round at -20.	Glancing attack. Foe is stunned for 1 round. +2 hits.	Hard but misplaced strike. Foe eludes grip but is stunned for 1 round. +3 hits.	Disjointed attack and a little luck allow foe to escape grasp. Foe is stunned for 1 rnd. You have initiative 2 rnds.
<b>36-45</b>	Blow to lower back. Foe must parry next round.	Unbalance foe. +4 hits. Foe must parry next round. You have initiative for 2 rounds.	Flailing attack. Foe is stunned for 1 round and must parry the following round.	Strike to foe's shield arm. If foe has shield, +3 hits. If not, arm is caught for 6 rounds (and immobile), and foe stunned 3 rnds.	Attack to upper leg. Foe is spun about and breaks loose, but is stunned and unable to parry 1 round.
<b>46-50</b>	Passing hip strike. Foe must parry next round at -20. +3 hits.	Blow to chest stuns foe for 1 round. +5 hits.	Your attack produces a weak grasp around foe's waist. Foe is at -25 for 3 rounds.	Attack yields weak hold around foe's chest. Foe is at -30 for 3 rnds. You have initiative 4 rnds.	Attack produces a hold around foe's leg. Foe slips away, but is stunned 2 rnds and unable to parry next rnd.
<b>51-55</b>	Slightly unbalancing blow to chest. Foe must parry next round. You have initiative for 2 rounds.	Blow to back stuns foe for 1 round. +7 hits.	Attack yields slipping grasp around foe's leg. Foe is stunned and unable to parry for 1 round.	Attack results in slipping grip around foe's waist. Foe is at -50 for 3 rounds.	Foe breaks free of hold around shield arm. Foe is stunned for 2 rounds and unable to parry next round. +5 hits.
<b>56-60</b>	Glancing back blow. Foe must parry next round at -25. You have initiative 2 rounds.	Unbalancing strike. Foe spins free but is stunned for 1 rnd. Must parry the following rnd.	Foe breaks free of hold around thigh, but is stunned and unable to parry 1 round. +3 hits.	Attack produces hold around leg. Grip is slipping but foe stunned 3 rounds. +6 hits.	Grasp around foe's leg. Foe is stunned and unable to parry 1 round and is at -25 the following 3 rounds.
<b>61-65</b>	Blow to shoulder. Foe is stunned 1 round. +3 hits.	Slipping grasp around foe's waist is weak. Foe is stunned for 2 rounds.	Grasp around foe's chest. Foe is at -50 for 3 rounds. +3 hits.	Grasp around foe's chest. Foe is stunned and unable to parry for 1 round and is at -20 for the following 2 rounds.	Attack to foe's shield arm. If foe has shield, +6 hits. If not, stunned and unable to parry for 3 rnds. +7 hits.
<b>66</b>	Grasp around weapon arm disarms foe. +2 hits. Foe is stunned for 2 rounds.	Grasp around weapon arm disarms foe and sprains his wrist. Foe is stunned 2 rounds, and fights at -25.	Grasp around both of foe's legs. Foe slips away, but is knocked down and prone for 1 round. +5 hits.	Grasp around leg knocks foe down. Tight grip. Foe is prone and immobile 2 rounds. +6 hits.	Grasp foe around neck and knock him down. Foe has torn neck muscles, is at -20. Foe is prone and immobile for 3 rounds.
<b>67-70</b>	Passing chest strike. Foe eludes entanglement, but must parry next two rounds at -20.	Entangle foe's leg. +4 hits. Foe is stunned and unable to parry for 1 round.	Entangle shield arm. If foe has shield, he is at -50 until he drops it. If not, foe is at -50.	Entangle leg. Foe is stunned for 2 rounds and unable to parry next round. +7 hits.	Entangle weapon arm. Stunned and unable to parry for 2 rounds, and at -75 round following.
<b>71-75</b>	Attack results in an uneasy hold on foe's midsection. Foe is at -50 for 2 rounds. +5 hits.	Attack yields a weak hold around foe's lower chest. Foe is at -50 for 3 rounds. +4 hits.	Attack results in loose grasp on foe's midsection. Foe is stunned for 2 rounds and is at -50 for the following 3 rounds.	Attack yields loose hold around foe's midsection. Foe is stunned and unable to parry 1 round and is at -70 the following 3 rounds.	Entangle foe's leg. Foe is knocked down, and stunned and unable to parry for 2 rounds. +9 hits.
<b>76-80</b>	Unfirm hold on foe's midsection. For the next 3 rounds foe is at -50 and you have the initiative.	Untangle shield arm. If foe has shield, he is at -30 until he drops it. If not, foe is at -40.	Entangle weapon arm. Foe is stunned and unable to parry for 2 rounds, and is at -50 during the following round.	Entangle foe's weapon arm. Foe hangs onto weapon, but the arm is immobilized. +3 hits.	Grapple weapon arm. Foe is disarmed and is left stunned for 3 rounds. Torn ligaments and pulled muscle leave foe at -40.
<b>81-85</b>	Grasp foe's leg. Foe breaks free but is stunned for 2 rounds. +3 hits. You have initiative 6 rounds.	Infirm grasp on foe's midsection. For the next 6 rounds foe is at -50 and you have the initiative.	Grasp around foe's chest breaks rib and leaves foe stunned and unable to parry for 3 rounds. Foe fights at -5.	Entangle foe's leg. Foe is knocked down, stunned, disarmed, and unable to parry 2 rounds. Fall breaks shield arm.	Entangle both of foe's arms and pin them to his chest. Foe cannot move his arms and has mobility reduced by -75.
<b>86-90</b>	Attack to foe's shield arm. If foe has shield, he must parry next round. If not, arm is immobilized and foe is at -50.	Entangle foe's leg. Foe is knocked down and is stunned and unable to parry for 2 rnds. Pulled muscle leaves foe at -10.	Entangle foe's foot. Foe stumbles, falls, and breaks shoulder. +8 hits. Foe is stunned 6 rnds and fights at -30.	Tie up both of foe's arms so they are immobile. Foe is stunned for 9 rounds and cannot fight. +6 hits.	Entangle foe's foot. Foe stumbles, falls, breaks weapon on impact, and is stunned 2 rounds. If no chest armor, roll "D" crush crit.
<b>91-95</b>	Entangle foe's leg. Foe is knocked down. Stunned and unable to parry for 2 rounds. +3 hits.	Both of foe's legs are tied up. Foe is at -25, downed, disarmed and stunned and unable to parry for 2 rounds.	Pin both of foe's arms to chest. Foe is stunned and unable to parry 44 rounds, then fights at -95.	Entangle and completely immobilize foe's legs. Foe falls and is left stunned and unable to parry for 30 rounds. +10 hits.	Wrap up both of foe's legs. Foe tumbles to ground and is knocked out. Foe is at -95 due to 2 broken arms and a broken ankle. +20 hits.
<b>96-99</b>	Tie foe up completely. Foe is entirely immobilized for 12 rounds, and is at -60 for the following 3 rnds. +7 hits.	Attack completely entangles and immobilizes foe. Broken leg leaves foe at -40. The pitiful creature is left prone but conscious.	Entangle and completely immobilize foe's legs. Foe falls, is disarmed, breaks weapon arm, and is knocked out. +20 hits.	Grapple foe's neck. If foe has neck armor, he is left disarmed, and stunned and unable to parry for 3 rounds. If not, he dies in 6 rnds.	Attack results in strangling hold. Foe is unable to break free and dies after 9 rounds of amazingly helpless struggling. Grim.
<b>100</b>	Both of foe's legs are entangled. Foe is downed and knocked out. +9 hits. Add +20 to your next roll.	Attack yields vicious hold around foe's neck. Foe is knocked out. Spained neck leaves foe at -90.	Grapple foe's neck. If he has neck armor, he is at -75 due to a neck sprain and stunned for 3 rnds. If not, he dies of broken neck.	Grapple foe's head. If foe has helmet, he is stunned and unable to parry for 9 rounds. If not, foe falls into coma due to fracture.	Crush foe's windpipe. Foe dies instantly due to massive shock and savage asphyxiation. Add +25 to your next roll.

## 11.3.2 MARTIAL ARTS STRIKING CRITICAL STRIKE TABLE

	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
<b>01-05</b>	Sorry.	Fine artistry, but no extra damage.	+1 hit.	+2 hits.	+3 hits.
<b>06-10</b>	+1 hits.	+2 hits.	+3 hits.	+4 hits.	Glancing strike makes foe respect you a little more. +5 hits.
<b>11-15</b>	Weak strike, but you gain the initiative. +3 hits.	Mild blow. You gain the initiative next round. +4 hits.	Mild strike. You have the initiative next round. +5 hits.	Kick to foe's side yields +6 hits. You have the initiative next round.	Moderate strike stuns foe for 1 round. +7 hits.
<b>16-20</b>	Kick to foe's side yields +4 hits and you have the initiative next round.	Side strike. Foe loses initiative next 2 rounds. +5 hits.	Side strike forces foe to parry next round. +6 hits.	Side strike forces foe to parry at -10 next round. +8 hits.	Side strike cracks foe's ribs and stuns foe for 1 round. +5 hits. Foe is at -10.
<b>21-35</b>	Light, but well-placed strike forces foe to parry 1 round. +5 hits.	Strong, but poorly aimed strike forces foe to parry next round. +6 hits.	Kick foe in ribs and stun him for 1 round. +6 hits.	Side strike. Foe is stunned next round and loses initiative for 3 rounds. +2 hits.	Fine side strike cracks 3 ribs. Foe is at -20. +6 hits.
<b>36-45</b>	Mild chest strike forces foe to parry next round at -10. +6 hits.	Chest strike. Foe must parry next round at -20. +7 hits.	Clever fake yields fine but light chest strike. Foe is stunned 1 round. +8 hits.	Chest strike. Foe is stunned and unable to parry next round. +5 hits.	Back strike stuns foe 1 round. You have a clear shot to foe's rear next round.
<b>46-50</b>	Acrobatic move forces foe to parry next round at -25. +6 hits.	Glancing kick to foe's back. Foe is stunned 1 round. +5 hits.	Strike to foe's back. Foe is stunned and unable to parry for 1 round.	Chest strike. Foe is stunned for 2 rounds. Broken ribs. Foe is at -10. +3 hits.	Chest strike. Foe is stunned 2 rounds and unable to parry 1 round. +5 hits.
<b>51-55</b>	Strike to hip stuns foe for 1 round. +3 hits.	Strike to foe's chest. Stuns him for 1 round. +6 hits.	Side strike. Foe is stunned and unable to parry next round. Add +20 next attack.	Upper leg strike causes deep bruise. Foe operates at -25. +6 hits.	Hip strike spins foe. +5 hits. Foe stunned for 3 rounds.
<b>56-60</b>	Strike to foe's lower chest stuns foe for 1 round. +5 hits.	Back strike. Foe is stunned for 2 rounds. +3 hits.	Strong wheel kick sends foe 10 feet in any desired direction. Foe is stunned 2 rounds. +8 hits.	Back strike. Foe is stunned for 3 rounds. +4 hits.	Chest strike. Foe is stunned 2 rounds, unable to parry next round and operates at -10.
<b>61-65</b>	Blow to top of foe's foot is slightly misplaced but quick. Foe operates at -20 +5 hits.	Strike to back of lower leg. Foe is stunned for 2 rounds. +7 hits.	Upper leg strike. Foe has deep bruise and operates at -25. +5 hits.	Blow to nerve in upper leg. Foe is stunned 2 rounds and operates at -25 for 6 rounds.	Forearm strike cleanly disarms foe. +3 hits.
<b>66</b>	Strike to Achilles tendon. Vicious bruise. Foe is at -50. +7 hits and foe stunned 2 rounds.	Kick to foe's head sprains neck and fractures jaw. Foe is stunned 9 rounds, operates at -50.	Knife hand strike breaks foe's weapon arm, leaving it useless. Follow-up punch to solar plexus knocks foe out.	Superb move. Break foe's weapon. Foe is stunned for 3 rounds. Add +20 next roll.	Simultaneous open palm strikes destroy foe's hearing and balance. Foe at -95. He is stunned 24 rounds.
<b>67-70</b>	Weak spear hand stuns foe for 2 rounds. +2 hits.	Spear hand to foe's chest. Foe is stunned 3 rounds.	Strong knife hand to upper portion of foe's shield arm. Arm is broken and useless.	Strike to top of foe's foot. Foe is stunned and unable to parry for 2 rounds.	Elbow to solar plexus and back fist to face drops foe. Foe stunned 3 rnds, and unable to parry 2 rnds.
<b>71-75</b>	Knife hand, spear hand combination. Foe must roll on fumble table and is stunned 1 round.	Strike to foe's weapon arm. Deep bruise. Foe is at -20. +6 hits. Foe stunned 2 rounds.	Strike to back of lower leg. Foe is stunned and unable to parry for 2 rounds.	Knife hand strike breaks foe's collarbone. Foe is stunned and unable to parry 2 rounds, acts at -25.	Heel kick breaks bone in foe's foot. Foe is at -50. +5 hits. Foe stunned for 3 rounds.
<b>76-80</b>	Kick to foe's shield arm. If foe has shield, it is broken. If not, arm is useless and +6 hits.	Blow to back of foe's knee damages tendons. Foe is stunned 2 rounds and operates at -25.	Kick disarms foe and stuns him for 1 round. Foe fights at -10 due to cartilage damage.	Strike to area behind foe's knee. Tendon and cartilage damage. Foe is at -75.	Front kick to midsection doubles foe over. You follow with knee strike which breaks foe's nose and knocks him out.
<b>81-85</b>	Kick to foe's weapon arm disarms him. +3 hits.	Kick foe's weapon 5 feet away and break 2 fingers. Foe stunned 2 rounds and fights at -20.	Heel kick breaks bone in foe's foot. Foe is at -50; he is also stunned and unable to parry for 2 rounds.	Kick breaks foe's leg. Foe is stunned and unable to parry 2 rounds and operates at -75. +5 hits.	Strike to knee shatters joint. Foe drops and is stunned and unable to parry 6 rounds. Foe is at -80. +6 hits.
<b>86-90</b>	Fluid move followed by a leaping kick to foe's back knocks foe down and stuns him 3 rounds.	Wheel kick knocks foe flat. Smash tendons and tear muscle. Foe is at -30. He is also stunned 9 rounds.	Strike to leg severs Achilles tendon and drops foe. +10 hits. Foe stunned 9 rounds, acts at -80.	Open-handed blow to foe's adam's apple (neck) crushes windpipe. Foe dies in 18 rounds - shock and asphyxiation.	Roundhouse kick hits kidney drops foe. Your follow-up knife hand snaps foe's neck. He is knocked out, dies in 9 rounds.
<b>91-95</b>	Strike to nerve in upper leg. +8 hits. Foe stunned and unable to parry for 2 rounds, and operates at -40 for 6 rnds.	Strike to foe's knee shatters joint. Foe drops, is at -85. He is stunned and unable to parry 4 rounds.	Flying kick to foe's back. You knock foe down, disarm him, and leave him stunned and unable to parry for 12 rounds.	Jab to foe's eyes blinds him. Crescent kick sends foe 10 feet to right or left. Sucker is at -100. He is stunned 10 rounds.	Strike to stomach destroys a variety of organs. Foe drops helplessly and dies in 12 rounds. Add +10 to your next round.
<b>96-99</b>	A chop deflects foe's attack, and a follow-up strike knocks him down. Foe stunned and unable to parry for 3 rounds.	Roundhouse kick knocks foe out and fractures collarbone. Foe has sprained neck and shoulder.	Kick to solar plexus drops foe and leaves him stunned and unable to parry 30 rounds. +30 hits.	Brutal head kick flips foe over onto his head. Skull fracture is minor but concussion severe. Foe dies of hemorrhage in 9 rounds.	Double palmstrike to foe's nose breaks cartilage and drives bone into brain. Foe drops helplessly and dies in 6 rounds.
<b>100</b>	Gooseneck strike. Foe's inner ear ruptured. He hears at -50, operates at -75. Foe is knocked out by follow-up strike.	Knife hand strike to foe's weapon arm breaks bone. Kick to lower back breaks backbone, leaving foe paralyzed from waist down.	Sweep lays foe out and heel strike to foe's sternum collapses the ribcage. Foe is helpless and dies in 4 rounds.	Awesome spear hand strike finds seam, penetrates solar plexus and ruptures the heart. Foe dies instantly.	Kick disarms foe. A follow-up chop snaps his neck and subsequent flip sends foe 5 feet in any desired direction. Foe dies.

### 11.3.3 MARTIAL ARTS SWEEPS & THROWS CRITICAL STRIKE TABLE

	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
<b>01-05</b>	Acrobatic, but no extra damage. +0 hits.	Shoddy follow through. +0 hits.	+1 hit	+2 hits	+3 hits
<b>06-10</b>	+1 hit.	+1 hit.	+2 hits	+3 hits	Unbalance foe. You have initiative next round. +4 hits.
<b>11-15</b>	You have initiative next round. +1 hit.	Foe takes 3 extra hits and you have the initiative next round.	You have the initiative next round. Add +20 to your next attack. Foe is confused.	Foe must parry next round. +4 hits.	Stun foe with your fine moves. Add +10 to next attack. Foe is stunned 1 round.
<b>16-20</b>	Foe must parry next round. +2 hits.	Dazzle foe. He must parry next round at -10.	Foe unbalanced and must parry next round at -20. +3 hits.	Foe is stunned for 1 round. +4 hits.	Sweep staggers foe. +2 hits. Foe is stunned and unable to parry 1 round.
<b>21-35</b>	Sweep forces foe to parry next round at -10. +2 hits.	Sweep unbalances foe. +3 hits. Foe must parry next round at -20.	Sweep stuns foe for 1 round. +4 hits.	Sweep sends foe to his knees. Foe is stunned and unable to parry for 1 round. +4 hits.	Sweep downs foe. Foe is stunned for 2 rounds.
<b>36-45</b>	Sweep staggers foe. Foe must parry next round at -20. +3 hits.	Sweep bruises foe's leg. For operates at -25 for 3 rounds. +4 hits.	Sweep bruises foe's leg. Foe fights at -10. You have the initiative next round.	Sweep bruises foe's calf. Foe operates at -20. +5 hits.	Sweep drops foe and bruises thigh. Foe is stunned 1 round. +5 hits. Foe is at -20.
<b>46-50</b>	Sweep forces foe to parry next round at -25. +4 hits.	Sweep stuns foe for 1 round. +5 hits.	Sweep downs foe. +4 hits. Foe is stunned for 2 rounds while trying to rally.	Sweep drops foe. +5 hits. Foe is stunned and unable to parry for 1 round.	Foe slips to his knees. +7 hits. Foe is stunned for 2 rounds and is unable to parry next round.
<b>51-55</b>	Sweep drives foe back 3 feet. Foe must parry next round at -30. +5 hits.	Throw knocks wind out of foe, and he is stunned for 1 round. +6 hits.	Throw stuns foe for 2 rounds. +6 hits.	Throw breaks 3 of foe's ribs. Foe is stunned for 1 round and operates at -20. +6 hits.	Throw drops foe. +8 hits. Foe is stunned for 3 rounds.
<b>56-60</b>	Throw stuns foe for 1 round. +6 hits.	Throw stuns foe for 1 round and sprains a finger on his weapon hand. Foe is at -10.	Sweep knocks foe back 5 feet. Foe is stunned and unable to parry for 1 round.	Sweep nearly knocks foe down. Foe is stunned and unable to parry for 1 round. +7 hits.	Surprising sweep sends foe reeling. Foe is stunned for 3 rounds. +9 hits.
<b>61-65</b>	Throw downs foe, but there is a good recovery. Foe is stunned for 1 round. +7 hits.	Throw pulls muscle in foe's weapon arm. Foe is stunned for 1 round. +3 hits. Foe is at -20.	Throw disarms foe. +3 hits and foe is stunned for 1 round. If you want to run, the time is now.	Throw disarms foe and leaves him stunned for 2 rounds.	Fine throw. Foe lands on his weapon arm, is disarmed, and is stunned for 3 rounds.
<b>66</b>	Throw dislocates foe's shield shoulder. Foe is stunned and unable to parry 3 rounds, and is -50.	Nifty throw. You have foe pinned, on his face, and in an arm lock. +9 hits. Foe is disarmed and immobilized.	Sweep shatters foe's knee. Foe is stunned and unable to parry 4 rounds, operates -80.	Smooth throw. Foe lands on his head. If foe has helm, he is knocked out. If not, he is paralyzed from the waist down.	Perfect toss sends foe flying over your shoulder and 10 feet. Foe dies on impact. Add +10 next roll.
<b>67-70</b>	Hard, but unsmooth throw stuns foe for 2 rounds. +7 hits.	Strong throw stuns foe for 2 rounds. You have the initiative for 6 rounds. +8 hits.	Foe is knocked back 5 feet and has a bruised chest muscle. Foe is stunned 2 rounds, is -10.	Throw drops foe on his shield shoulder. Breaks arm and collar bone. +5 hits.	Foe lands on shield arm. If foe has shield, +10 hits and shield is broken. If not, foe's arm shattered. +20 hits.
<b>71-75</b>	Fall bruises foe's thigh. Foe is stunned and unable to parry 1 rnd. +2 hits. Foe is at -5.	Fall tears ligament in leg. Foe is at -10. +5 hits. Foe stunned and unable to parry for 1 rnd.	Fall pulls muscle in foe's leg. Foe stunned 2 rnds and unable to parry next rnd. Operates at -25.	Foe falls and breaks leg. Minor fracture, but foe operates at -30. Poor fool stunned for 3 rounds.	Foe falls and breaks his hip. Mild fracture, foe is at -40. He is stunned and unable to parry 2 rounds.
<b>76-80</b>	Foe lands on shield arm. If foe has shield, it is broken. If not, foe's arm is sprained, he is at -10, and he is stunned for 2 rounds.	Foe breaks fall with his weapon hand and sprains 2 fingers. Foe is at -25 and is stunned for 2 rounds.	Foe falls and dislocates shield shoulder. +6 hits. Foe is at -40 and must parry for 6 rounds.	Throw puts foe on back and breaks shoulder blade. Foe is at -20. +9 hits. Foe stunned and unable to parry 2 rounds.	Throw sends foe down on his elbow. Joint shattered and arm is useless. Foe is stunned 4 rounds.
<b>81-85</b>	Sweep unbalances foe. +3 hits. Foe is stunned for 3 rounds. Add +25 to your next round.	Sweep knocks foe 10 feet to side. Foe stunned and unable to parry 2 rounds. +9 hits.	Sweep staggers foe. +7 hits. Foe is stunned and unable to parry 2 rounds. Add +30 to next attack.	Break foe's wrist on weapon arm. Arm is useless. +10 hits. Fine hand throw.	Throw foe 10 feet. Foe is down on his face, disarmed and stunned and unable to parry 6 rounds.
<b>86-90</b>	Foe lands on his back. Muscle and cartilage damage. Foe quickly recovers, but is stunned and unable to parry for 2 rounds. Foe is at -20.	Foe lands on his back and is stunned and unable to parry for 2 rounds. Torn tendon and broken bone, foe is at -25.	Throw drops foe on his back. Vertebrae cracked and foe is at -50. Foe is stunned and unable to parry 3 rounds.	Throw drops foe and you put him into a severely immobilizing arm lock. Foe is stunned and unable to parry for 6 rounds.	Throw sends foe flying into nearest enemy within 10 feet. All involved are stunned and unable to parry 3 rounds, take +9 hits.
<b>91-95</b>	Throw downs foe and breaks his nose. Foe is at -25. +7 hits. Foe is stunned and unable to parry 2 rounds.	Fall breaks ribs, disarms foe, and sends him rolling 10 feet. Foe is at -30 and is stunned and unable to parry for 12 rounds.	Sweep downs foe and you put him in a leg-breaking hold. +9 hits. Foe is pinned, stunned and unable to parry 15 rnds.	Throw bashes foe against nearly hard surface. Foe is knocked out and you can use a killing kick if you so desire.	Sly rolling throw sends foe into air. Foe is left disarmed and unconscious. You spring to your feet 10 feet away.
<b>96-99</b>	Throw sends foe down on his head. If foe has helm, he is stunned 9 rounds. If not, foe is knocked out.	Sweep stuns foe; kick disarms him; and another sweep knocks him flat on his back. Foe is unconscious. +20 hits.	Throw cracks foe's skull. If foe has helm, he is in a coma. If not, he dies of brain damage in 1 round.	Throw sends foe down. He is impaled by broken rib or his own weapon and dies in 6 rounds.	Fall snaps foe's neck, killing him instantly. Add +25 to your next attack.
<b>100</b>	Snazzy throw. Foe is stunned and unable to parry 6 rounds. Foe is prone and you can finish him (if you desire) with a knee to the solar plexus.	Fabulous throw sends foe flying. Foe's neck is broken on impact and he dies after rolling 15 feet.	Fall breaks foe's back. +12 hits. Foe paralyzed from the neck down. Add +20 next roll.	Sweeps sends foe twisting backwards 5 feet. Foe's spine is snapped and he is left a quadriplegic.	Using but half the round, you use a rolling throw to send foe against nearest hard surface. Foe dies, you are up, press on.

## 11.3.4 TINY ANIMAL CRITICAL STRIKE TABLE

	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
<b>01-05</b>	Dubious strike. +0 hits.	Not enough. +0 hits.	Real weak. +0 hits.	HA!	+1 hit.
<b>06-10</b>	Zip.	No bonus. +0 hits.	Nothing extra.	+1 hit.	+2 hits.
<b>11-15</b>	Looking bad. +0 hits.	+1 hit.	+1 hit.	+1 hit.	+2 hits.
<b>16-20</b>	+1 hit.	+1 hit.	+1 hit.	+2 hits.	Cutting strike. +2 hits and foe takes +1 hit per round.
<b>21-35</b>	+1 hit.	+2 hits.	+2 hits.	+3 hits.	Minor calf wound. +2 hits and foe takes +1 hit per round.
<b>36-45</b>	Cruel blow. +2 hits.	+3 hits.	Light wound. +2 hits and foe takes +1 hit per round.	Leg strike. If foe has no leg armor, +5 hits and he takes +1 hit per rnd.	Leg hit. +3 hits and foe takes +1 hit per round.
<b>46-50</b>	Poor follow through. You lose a claw and fight at +5 for 2 rounds. Foe takes +4 hits.	+3 hits.	+4 hits.	Mild puncture. +3 hits and foe takes +1 hit per round.	Lower back strike. +5 hits. Foe must parry next round and takes +1 hit per round.
<b>51-55</b>	Leaping chest strike yields +3 hits.	Light wound. Foe takes +1 hit per round. +3 hits.	Mild chest wound. Foe takes +2 hits per rounds. +4 hits.	Slash foe's lower chest. If foe has no metal chest armor, +5 hits and +3 per round.	Chest strike. +6 hits and foe is forced to parry next round. Foe takes +2 hits pr round.
<b>56-60</b>	Light thigh wound. Foe takes +1 hit per round. +1 hit.	Thigh strike, but no real penetration. +6 hits.	Mild thigh wound stuns foe next round. +4 hits and foe takes +2 hits per round.	Thigh strike stuns foe for next round. +6 hits and foe takes +2 hits per round.	Thigh wound. Foe is stunned for next round. +7 hits and foe takes +3 hits per round.
<b>61-65</b>	Mild forearm wound. Foe takes +2 hits per round. +2 hits.	Raking forearm strike leaves nasty scar. Foe takes +2 hits per round. +3 hits.	Forearm strike. Foe is forced to parry for 2 rounds. +3 hits and foe takes +2 hits per round.	Forearm wound. Foe is forced to parry for 2 rounds. +5 hits. Foe takes +2 hits per round. Add +10 to your next roll.	Strike to forearm. Foe is stunned next round and you gain initiative for next 2 rounds. Foe takes +3 hits per round. +6 hits.
<b>66</b>	Leg strike. Foe is stunned and unable to parry next round. +4 hits. Foe takes +2 hits per round.	Calf strike. Foe tears muscle, is stunned 2 rounds, and is at -20. +5 hits.	Bizarre wrist strike disarms foe. +4 hits. Foe is stunned next round. Add +10 to your next roll.	Astounding head strike. If foe has a helm, +4 hits. If not, +7 hits and foe is unable to parry for 6 rounds.	Bizarre strike to eyes destroys 1 eye and blinds the other eye for 2 days. Foe is at -95 and is stunned for 24 rounds.
<b>67-70</b>	Shoulder strike. Foe takes +1 hit per round and must parry next round. +3 hits.	Upper chest strike. Foe is stunned next round. +4 hits. Foe takes +1 hit per round.	Strike to foe's shoulder. Foe takes +2 hits per round. +5 hits. Foe is stunned next round at -20.	Upper arm strike. Foe stunned and unable to parry next rnd. Foe takes +2 hits per round. +6 hits.	Inspired shoulder strike tears muscle. Foe is stunned and unable to parry next rnd. Foe is at -20. +7 hits.
<b>71-75</b>	Lower leg strike. If foe has leg armor, +1 hit. If not, foe takes +4 hits and +2 hits per round. Foe has initiative next round.	Strike to lower leg. If foe has leg armor, +3 hits. If not, foe takes +6 hits, +2 hits per rounds, and must parry next 2 rounds.	Calf strike. Slash muscle. Foe is at -20. Wound gives foe +2 hits per round, and stuns him for 2 rounds.	Lower leg strike. If foe has leg armor, +3 hits and he is stunned next round. If not, foe is stunned 2 rounds, is unable to parry next round.	Vicious leg wound. Foe takes +4 hits per round and is stunned 3 rounds. +5 hits.
<b>76-80</b>	Weak, but precise strike to foe's arm. Foe takes +1 hit per round and is stunned next round. +3 hits.	Strong, but imprecise arm strike. Foe takes +2 hits per round and is at -15 due to moderate wound. +5 hits.	Forearm strike. Muscle and tendon slashed. Foe fights at -25, takes +2 hits per round, and is stunned 2 rounds. +5 hits.	Arm strike. Muscle and tendon torn. Foe fights at -25, takes +2 hits per rounds, and is stunned 3 rounds. +5 hits.	Sly arm strike gives foe a troublesome wound. Foe is stunned and unable to parry for 2 rounds and takes 3 hits per round.
<b>81-85</b>	Strike to foe's face. +4 hits. Foe is stunned next round and takes +2 hits per round.	Flying face strike. If foe has facial armor, +2 hits and foe must parry next round. If not, foe takes +3 hits per round and stunned for 3 rounds.	Head strike. If foe has helm, +3 hits and he is stunned next round. If not, foe has vicious scar, takes +3 hits per round, and is at -40.	Acrobatic face strike. If foe has facial armor, +5 hits. If not, foe's nose torn and he takes +3 hits per round, is stunned 3 rounds, and is at -40.	Head strike. If foe has helm, +4 hits and he is stunned next round. If not, foe takes +3 hits per round, fights at -25, and is stunned 9 rounds.
<b>86-90</b>	Sudden, well-placed blow. Foe is stunned for 2 rounds. +6 hits.	Slash foe's neck. Foe takes +2 hits per round and is stunned for 3 rounds. +5 hits.	Shoulder strike spins foe. Foe is stunned and unable to parry 2 rounds. +6 hits.	Strike to foe's weapon arm. Foe is disarmed and stunned next round. +5 hits.	Upper thigh wound, muscle torn. Foe is at -40 and takes +3 hits pr round. +4 hits. Foe is stunned for 3 rounds, unable to parry 1 round.
<b>91-95</b>	Leaping head strike. If foe has helm, +3 hits and foe is stunned next round. If not, foe is at -30 and stunned 2 rounds. Ear torn.	Wrist strike. Wound yields +2 hits per round. Foe is stunned fo 3 rounds and unable to parry next round. +5 hits.	Neck strike. Foe is stunned and unable to parry for 2 rounds and takes +2 hits per round. Foe fights at -20. +3 hits.	Well-timed attack tears muscle in thumb on foe's hand. Foe is disarmed and stunned and unable to parry 2 rounds. Foe fights at -50.	Dazzling leap knocks foe down. Foe is disarmed and unconscious. +9 hits.
<b>96-99</b>	Insulting strike to foe's nose. If foe has full helm, he is stunned 2 rnds. If not, foe has shredded nose, takes +3 hits per rnd, and is stunned 9 rnds.	Head strikke. Foe is blinded by bleeding, takes +3 hits per round, and is stunned and unable to parry for 3 rounds. Foe at -40 while bleeding.	Slash foe's Achilles tendon. Foe is knocked down and is stunned and unable to parry for 3 rounds. Foe takes +1 hit per round, operates at -75.	Strike to foe's eyes. If foe has full helm, he is blind and at -95 for 1 week. If not, foe loses 1 eye and is blind in the other...and at -100.	Head strike knocks foe down. Foe has massive concussion and dies in 9 rounds due to shock and internal bleeding. Pitiful sight.
<b>100</b>	Strike to foe's eyes. If foe has full helm, he is stunned and unable to parry for 2 rounds. If not, foe loses 1 eye, is at -75, and is stunned and unable to parry for 3 rounds.	Slashing throat attack knocks foe down. Foe is stunned and unable to parry for 6 rounds, takes +3 hits per rounds, and fights -50.	Bizarre attack to foe's head area causes foe to strike himself. Foe must roll on the "E" column on the crush critical strike table.	Strike to foe's eyes. +10 hits. Foe is stunned and unable to parry for 6 rounds, takes +2 hits per round, and is at -95. Blindness permanent.	Unbelievable neck strike knocks foe down. Vein and artery are severed. Foe takes +20 hits per round, dies after 6 inactive rounds.

## 11.3.5 UNBALANCING CRITICAL STRIKE TABLE

	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
<b>01-05</b>	Nary a thing extra. +0 hits	Fairly weak. +0 zip.	Nope.	+1 hit.	+2 hits.
<b>06-10</b>	Sorry pal, maybe next time.	+1 hit.	+2 hits.	+3 hits.	+5 hits.
<b>11-15</b>	Glancing strike. +3 hits.	Lame side strike. +4 hits.	Weak blow. +5 hits.	Back strike. +6 hits.	Blow to back. +7 hits.
<b>16-20</b>	Foe must parry next round. +3 hits.	Glancing side blow. +4 hits and foe must parry next round.	Side strike. Foe must parry next round. +5 hits.	Blow to foe's side. Foe is at -10 next round. +7 hits.	Side blow. Foe is at -20 next round. +8 hits.
<b>21-35</b>	On line, but weak. Foe must parry next round. +4 hits.	Foe is unbalanced and is at -20 next round. +5 hits.	Chest strike. Foe is stunned next round. +6 hits.	Blow is weak but stuns foe for next round. +8 hits.	Blow cracks foe's rib. Foe is stunned and at -10 next round. +9 hits.
<b>36-45</b>	Break foe's concentration. You gain initiative for next round. +4 hits.	Leg strike unsteadies foe. +5 hits. You gain initiative next rnd. Foe is at -5 for 2 rnds.	Blow to leg. Foe is at -40 next round. +5 hits.	Calf strike. Foe's hurt muscle impairs maneuvers by -25. You gain the initiative next rnd. +7 hits.	Hard glancing blow to leg. If foe has leg armor, +10 hits. If not, +12 hits and foe stunned for 2 rnds.
<b>46-50</b>	Back strike. +5 hits. Foe must parry next round at -10. Good, glancing shot.	Back hit forces foe to parry next round at -20. +5 hits.	Lower back strike. Foe reels and is stunned and unable to parry next round. +5 hits.	Blow to back spins foe. +8 hits and foe is stunned and unable to parry next round.	Strong back blow staggers foe. +12 hits. Foe is stunned and sadly unable to parry next round.
<b>51-55</b>	Chest strike knocks foe back. Foe must parry next round at -20. +5 hits.	Blow stuns foe for next round. +5 hits.	Blast staggers foe. +6 hits and foe is stunned and unable to parry next round.	Chest strike takes wind out of foe. +10 hits. Foe is stunned and unable to parry next round.	Foe is knocked down. +12 hits. Foe is stunned and sadly unable to parry next round.
<b>56-60</b>	Glancing leg strike. If foe has leg armor, +5 hits. If not, +7 hits and foe is stunned next round.	Thigh strike bruises foe. +6 hits. Foe is forced to parry at -30 next round.	Skipping calf strike. If foe has leg armor, +7 hits. If not, +9 hits, foe is stunned 2 rounds, and moves at -10.	Thigh strike. +12 hits. Foe is stunned for 2 rounds. You have initiative next 3 rounds.	Glancing strike to leg. Foe is stunned for 3 rounds. +14 hits.
<b>61-65</b>	Arm strike. Foe is stunned for next round. +6 hits.	Forearm strike disarms foe. +6 hits.	Shoulder strike disarms foe and leaves foe stunned for 2 rounds. +6 hits.	Arm strike disarms foe. Foe is stunned for 2 rounds. Add 20 to next action. +7 hits.	Blow to shoulder spins foe. +13 hits. Foe is stunned and unable to parry for 2 rounds.
<b>66</b>	Shoulder strike sends foe spinning. +7 hits. Foe is stunned and unable to parry for 2 rounds while regaining bearings.	Elbow strike numbs foe's forearm. +8 hits. Foe drops his weapon and is stunned and unable to parry 2 rounds.	Knee strike knocks foe down. +9 hits. Foe is at -80 due to broken knee and is stunned and unable to parry 3 rounds.	Hard hit strike. If foe has helm, he is knocked back 10 feet and stunned for 6 rounds. If not, foe is knocked out for 24 hours.	Foe is knocked down and is unconscious. +30 hits.
<b>67-70</b>	Chest strike unbalances foe. +6 hits. Foe is unbalanced and fights at -50 for 2 rounds.	Blow to foe's chest. +7 hits. Confused foe is stunned and unable to parry next round.	Strike to chest. Foe is at -20 due to broken ribs. +8 hits. Foe is stunned for 2 rounds.	Shoulder strike spins foe. +10 hits. Foe is at -25 due to a broken collar bone and is stunned and unable to parry next round.	Shoulder blast knocks foe down. Foe is stunned and unable to parry for 2 rounds and is at -10 due to minor fracture.
<b>71-75</b>	Blow to foe's lower leg. Foe is stunned for 2 rounds. +7 hits.	Blow bruises foe's calf. Foe is stunned next round. +9 hits. Foe is at -10.	Bruise foe's leg. +10 hits. Foe is stunned and unable to parry next round. Foe operates at -20.	Blow break foe's leg. Foe moves at -75. +12 hits. Foe is stunned and unable to parry next round.	Hard blow to foe's thigh knock foe down. +15 hits. Foe is stunned and unable to parry 3 rounds.
<b>76-80</b>	Blow to shield arm. If foe has a shield, it is torn away and +8 hits. If not, +12 hits and foe is stunned for 2 rnds.	Strike to foe's shield arm. Foe is stunned for 2 rounds and is knocked backwards 5 feet. +10 hits. Bruise — foe at -10.	Strike to foe's weapon arm. Foe is knocked back 5 feet and is stunned for 3 rounds. +11 hits. Mild fracture. Foe is at -25.	Strong blow to foe's weapon arm. Foe is knocked back 10 feet. +10 hits. Foe is at -25 and drops weapon. Foe is stunned for 3 rnds.	Strike to foe's shield arm. Foe stumbles back 3 feet and falls down. +15 hits. Foe is stunned and unable to parry for 4 rnds and is disarmed.
<b>81-85</b>	Side strike. +12 hits. Foe is stunned and unable to parry next round. Add +10 to your next roll.	Blow to foe's side. Foe is knocked sideways 3 feet and is stunned for 3 rounds. +15 hits.	Shot to side knocks foe 5 feet sideways. Foe drops anything carried in his shield hand (and any shield) and is stunned for 6 rounds.	Strike to foe's shield side knocks foe 5 feet sideways. Foe breaks ankle and falls down. Foe is at -50. +11 hits.	Awesome side shot sends foe tripping sideways. Foe breaks leg and rolls 5 feet. Foe is at -50, is stunned and unable to parry 6 rounds.
<b>86-90</b>	Blow to back. Foe stumbles 5 feet sideways and it stunned for 3 rounds. +13 hits. Add +20 to your next roll.	Strike to foe's back knocks foe sideways 10 feet. +12 hits. Foe is stunned and unable to parry for 2 rounds.	Precise back strike knocks foe down. Foe is disarmed and stunned for 6 rounds. +14 hits. Add +20 to your next roll.	Brutal back strike knocks foe down. +12 hits. Foe is disarmed and stunned and unable to parry for 4 rounds.	Cruel head strike... Foe sees stars. +20 hits. Foe is knocked 10 feet backwards and is stunned and unable to parry 12 rounds.
<b>91-95</b>	Head strike breaks foe's nose. If foe has helm, he is stunned 3 rounds. If not, foe is knocked out for at least 2 hours.	Blow to side of foe's head crushes ear area. Foe is stunned for 6 rounds. +9 hits. Foe is at -50 for 3 weeks .... impaired balance.	Side strike spins foe 10 feet sideways. Foe must roll on appropriate fumble table next 3 rounds. +8 hits.	Strike to foe's arm. If foe has shield, he loses it and take +10 hits. If not foe's arm is useless and he is stunned for 9 rounds.	Blow to foe's shield shoulder. If foe has shield, he is stunned 6 rounds. If not, he is knocked down, has a useless arm, passes out.
<b>96-99</b>	Nicely placed strike sends foe sprawling on his face. +10 hits. Foe is stunned and unable to parry for 3 rounds.	Side strike causes foe to ungracefully stumble to an embarrassing prone position. Foe is stunned and unable to parry 6 rounds.	Smooth and snazzy strike sends foe to his knees. If foe was using 1-hand weapon, it is thrown backwards 10 feet. Foe is stunned 24 hours.	Strike to foe's head sends him 10 feet backwards. If helmed, +9 hits, the helm is destroyed, and foe stunned 6 rnds. If not, foe is sent into coma for 4 weeks.	Pinpoint strike breaks foe's neck. Foe falls back 5 feet, spins, and stumbles to the ground. Foe dies of shock and suffocation in 3 rounds.
<b>100</b>	Brutal hip strike knocks foe down, tears tendon and shatters joint. Foe stunned and unable to parry for 9 hours. Leg useless, foe -90.	Inspired back strike sends foe flying 10 feet and onto his face. Severe nerve damage. Foe is paralyzed from waist down.	Upper chest strike knocks foe 10 feet sideways. Foe falls down and breaks both arms. Foe is sent into a 2 month coma.	Savage blow to foe's head knocks foe down. Foe falls into coma and dies in 12 rounds due to severed vein. Add +20 next roll.	Frightening strike to foe's temple knocks foe back 20 feet. Foe dies instantly. Add +20 to your next 3 rolls. Be kind now.

## 8.2.1 WEAPON FUMBLE TABLE

	<b>HAND ARMS (1-handed)</b>	<b>HAND ARMS (2-handed)</b>	<b>SPEAR &amp; POLE ARMS</b>	<b>MOUNTED ARMS</b>	<b>THROWN ARMS</b>	<b>BOWS</b>
<b>01-25</b>	Lose your grip and the opportunity to get in an open blow. Maybe you will improve.	Lose your grip. You lose the opportunity to take an open swing.	Lose your grip. You lose the opportunity to take an open swing.	Lose your grip. You lose the opportunity to take an open strike.	Lose your grip. You elect not to attack because of lost control.	Lose your grip. You elect not to attack. Good choice.
<b>26-30</b>	Drop your weapon. It will take 1 round to draw a new one, or 2 rounds to recover old one.	Drop your weapon. It will take 2 rounds to draw new one or 4 rounds to recover old one.	Fumble your delivery. You lose the option to attack but you can still parry.	Fumble your delivery. You lose 2 rounds but can still parry.	You fumble your delivery and hang onto your weapon. Subtract 10 from your next attack.	One's ten thumbs just cannot handle loading. You lose the rounds.
<b>31-40</b>	You slip with grace and lose the opportunity to get in the vital blow.	You slip into fog of mind. You lose 1 round in order to collect your thoughts.	You slip and are stunned for 1 round. All right, you just look clumsy. Try again.	You slip and lose your saddle position. You lose 2 rounds but can still parry.	You slip and lose 2 rounds to fully recover. You hold onto weapon and still parry.	You fumble your ammunition. You lose 2 rnds trying to recover. Real weak, kid.
<b>41-50</b>	Bad follow through. You lose your opportunity and give yourself 1 hit. Real weak.	Stumble over an unseen imaginary deceased turtle. You lose 2 rnds of offensive action but can parry.	Lose your grip and juggle weapon for 2 rounds. You can still parry. Your next swing is at -10.	Your mount rears and you are quite stunned for 2 rounds during the recovery.	You fumble your weapon after losing your grip. You are stunned for 3 rounds.	Break arrow and lose your cool. You find yourself out of 2 rounds of action.
<b>51-60</b>	You slip without grace and lose 2 rounds worth of opportunities. Good luck Pal.	Bad move. You lose 2 rounds of open swings. Fortunately, you can still parry.	You slip and almost fall. You are stunned and unable to parry for 2 rounds.	You lose your grip and fumble your weapon. You are stunned for 3 rounds.	Poor release. Weapon lands harmlessly 20 feet to the left of target.	Drop your arrow. You lose 2 rounds reloading. Try hand arms next time.
<b>61-70</b>	Lose your grip and juggle your weapon for 2 rounds. You can still parry.	Lose your grip and juggle your weapon for 2 rounds. You can still parry.	Lose your grip and juggle weapon for 3 rounds. Your next swing is at -10.	Your poor mount stumbles and you are stunned and unable to parry for 2 rounds.	Very poor release sends weapon off directly to the right. Reroll if someone lies in the new path.	Drop your bow. You lose 2 rounds while retrieving and reloading it.
<b>71-80</b>	Lose your grip and juggle your weapon for 2 rounds. Unfortunately, you cannot parry.	Very bad move. You are stunned and unable to parry for 2 rounds. Not good.	Fumble your follow-through. You lose 3 rnds. You are stunned for 2 rounds.	You break your weapon and lose 2 rounds while drawing a new one.	You slip and lose 3 rounds to fully recover. You hold onto weapon, but cannot parry.	Bowstring breaks. You lose 6 rnds while restringing bow or 2 rnds while drawing a new weapon.
<b>81-85</b>	You lose your "wind" and realise that you should relax and not swing for 2 rounds.	Lose your grip and juggle your weapon for 3 rounds. You can still parry.	Clumsy move. You are stunned and unable to parry for 3 rounds.	You drop your weapon in one of your lighter moments. Lose 2 rounds drawing a new one.	You drop your weapon. It will take 2 rounds to draw new one or 4 rounds to recover old one.	You fumble your weapon. You are stunned and quite unable to parry for the next 3 rounds.
<b>86-90</b>	Foe's smooth moves leave you stunned for 2 rounds. Hopefully, you will learn.	Incredibly bad move. You are stunned and unable to parry for 3 rounds.	Drop your weapon. It will take 2 rounds to draw new one or 6 rounds to recover old one.	You break your weapon and lose 2 rnds drawing a new one. You take 10 hits.	You fumble your weapon badly but hang onto it. You are stunned and unable to parry for 6 rounds.	You let your arrow fly much too soon. You strike 20 feet short of target. You are out 2 rounds.
<b>91-95</b>	You stumble. The classless display leaves you stunned for 3 rounds. You might still survive.	You stumble and nearly fall down in an apparent attempt to commit suicide. You are stunned 4 rounds.	You trip and fall. It will take 4 rounds to recover. You are unable to parry for 3 rounds.	Your seating is improper and you find yourself stunned and unable to parry for 3 rounds.	You let go of weapon too early and send it off 30 feet behind you.	Slip and fall down. You are stunned for 6 rounds, and unable to parry 2 rounds. Your shot goes astray.
<b>96-99</b>	Swallow tongue in the excitement. You are stunned and unable to parry for 3 rounds.	You trip and fall. It will take 4 rnds to recover. You are unable to parry for 3 rounds.	You injure your shoulder. You are stunned and unable to parry for 3 rnds and fight at -25.	Your body takes the impact. You take 20 hits. Stunned and unable to parry/6 rnds.	You fall down. Your shot goes astray. You are stunned for 12 rounds.	Break your bow. You are stunned and unable to parry for 4 rnds of action. Good luck, pal.
<b>100</b>	Bad taste and poor execution. You attempt to maim yourself. Roll on the "D" critical table (slashes).	Worst move seen in ages. 50% chance you are out 2 days with a pulled groin. 50% chance opponent out 3 rnds laughing.	You break your weapon and are stunned and unable to parry for 6 rounds.	You fall off of your mount. Roll on the "D" crush critical strike table.	You hit yourself during delivery. Roll on the "D" critical strike table (crushes).	Poor judgement. You let arrow fly and lose an ear. +5 hits. You take 2 hits per round.



### 8.2.2 MANEUVER / MOVEMENT TABLE

	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
<b>-201</b>	Fall down. +2 Hits. You are out 3 rounds.	Fall. Knock self out. You are out for 12 rounds. +9 Hits.	Fall. Break arms. +10 Hits. You are out for 6 rounds.	Fall. +15 Hits. Break arm. You are out for 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break both arms and neck. +30 Hits. You are out 60 rounds.	Fall sends you into a coma for 3 years. +30 Hits. Broken spine.	Fall breaks neck. You die in 3 rounds.	Fall crushes skull.
<b>(-200) — (-151)</b>	Fail to act.	Fall down. Lose 2 rounds. +2 Hits.	Fall down. +3 Hits. You are out for 4 rounds.	Fall. Break wrist. +10 Hits. You are out for 6 rounds.	Fall. Break leg. +15 Hits. You are out 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from neck down.
<b>(-150) — (-101)</b>	10	Fail to act.	Fall down. +2 Hits. You are out for 2 rounds.	Fall down. Sprain ankle. You are at -25. +6 Hits.	Fall. Break arm. +10 Hits. You are out 6 rnds. stunned 3 rnds.	Fall. Break leg. +15 Hits. You are out for 6 rounds.	Fall. +30 Hits. You are out 6 rnds. Shatter knee. You are at -80.	Fall. Break both arms and neck. +30 Hits. You are out 60 rnds.	Fall. You smash your backbone and are in a coma for 1 year.
<b>(-100) — (-51)</b>	30	10	Fail to act.	Fall down. Lose 2 rounds. +3 Hits.	Fall down. Sprain ankle. You are at -25. +5 Hits.	Fall. +20 Hits. Break your wrist. Out 2 rnds. Not very smooth.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. +30 Hits. You are out 9 rnds. Shatter knee. You are at -80.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.
<b>(-50) — (-26)</b>	50	30	10	Fail to act.	Fall down. +5 Hits. You are out 3 rounds.	Fall. Sprain ankle and tear ligament. You are at -30. +15 Hits.	Fall. +10 Hits. Knock yourself out. Out for 18 rnds. You lose. pal.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. You are out 18 rounds. You break both arms. +25 Hits.
<b>(-25) — 0</b>	70	50	30	5	Fail to act.	Fall down. +5 Hits. You are out of action for 3 rounds.	Fall. Sprain ankle and tear muscle. You are at -30. +10 Hits.	Fall. +20 Hits. Break your wrist. Out 2 rnds. Not very smooth.	Fall. +10 Hits. Break your leg. You are at -75. Out 6 rounds.
<b>01 — 20</b>	80	60	50	10	5	Fails to act.	Fall down. +5 Hits. you are out for 3 rounds.	Fall. +5 Hits. You pull a leg muscle. You are at -25. Out 2 rounds.	Fall. +15 Hits. Break your arm. You are out for 6 rounds.
<b>21 — 40</b>	90	70	60	20	10	5	Fail to act.	Fall down. +7 Hits. You take 3 hits per round. Out for 2 rnds.	Fall. Knock yourself out. You are out for 30 rounds. +10 Hits.
<b>41 — 55</b>	100	80	70	30	20	10	5	Fall down. +5 Hits. Out for 3 rounds.	Fall. Sprain ankle. You are -30. +15 Hits.
<b>56 — 65</b>	100	90	80	40	30	20	10	Fail to act.	Fall. +7 Hits. 3 hits/rnd. Out for 2 rounds.
<b>66 — 75</b>	100	100	90	50	40	30	20	5	Freeze for 2 rounds.
<b>76 — 85</b>	100	100	100	60	50	40	30	10	Fail to act.
<b>86 — 95</b>	100	100	100	70	60	50	40	20	5
<b>96 — 105</b>	110	100	100	80	70	60	50	25	10
<b>106 — 115</b>	110	110	100	90	80	70	60	30	20
<b>116 — 125</b>	120	110	110	100	90	80	70	40	30
<b>126 — 135</b>	120	120	110	100	100	90	80	50	40
<b>136 — 145</b>	130	120	120	110	100	100	90	60	50
<b>146 — 155</b>	130	130	120	120	110	100	100	70	60
<b>156 — 165</b>	140	130	120	120	120	110	100	80	70
<b>166 — 185</b>	140	140	130	Super move. You feel great. Take 4 hits from your current total.	Excellent move. You are unstunned. +10 to allies' rolls for 2 rnds.	120	110	90	80
<b>186 — 225</b>	150	140	Great move. You feel better. Subtract 4 hits from current total.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 2 rounds.	120	100	90
<b>226 — 275</b>	150	Incredible move. You feel great. Take 3 from your hit total.	Move inspires all. You are unstunned. Allies are +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.	Move inspires your allies. +25 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 3 rounds.	You have half the round to act.	100	100
<b>276+</b>	Incredible move. You feel great. Take 3 from your current hit total.	Brilliant. Move inspires all. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.	Move inspires your allies. +25 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 4 rounds.	Move inspires your allies. +30 to friendly rolls for 6 rounds.	Move stuns all foes within 30'. You still have half a rnd to act.	Move stuns all foes within 50 feet.

## HEAT CRITICAL STRIKE TABLE — 15.8.1

	A	B	C	D	E
<b>01-05</b>	Hot air. +0 hits.	Hot draft. +0 hits.	+1 hit.	+2 hits.	+3 hits.
<b>06-10</b>	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses initiative for 1 rd. +4 hits.
<b>11-15</b>	Foe loses initiative for 1 rd. Hard, hot breeze. +2 hits.	Foe loses 1 rd of initiative. +2 hits. Strong heat; little effect.	Foe loses 1 rd of initiative while he recovers his balance. +3 hits.	Foe loses initiative for 1 round. Not quite singeing. +4 hits.	Foe feels heat, loses 1 rd initiative; if he has no armor, 2 rds. +5 hits.
<b>16-20</b>	Foe loses initiative for 1 rd. The nearby fire gives 3 more hits. Good blast, weak fire.	Blast unbalances foe. Foe loses initiative for 2 rounds.	Foe loses initiative for 2 rounds. +5 hits.	Foe is unbalanced and must parry for 1 round. +6 hits.	Hot, unbalancing blast. Foe must parry for 1 round. +7 hits.
<b>21-35</b>	Blast unbalances foe. He loses initiative for 2 rds. +4 hits.	Foe loses initiative for 2 rds. Bothersome smoke. +6 hits.	Light burns. Foe must parry for 1 rd. 1 hit per rd. +7 hits.	Minor burns. Foe must parry for 2 rds. 1 hit per rd. +8 hits.	Minor burns. Foe must parry for 2 rds. 2 hits per rd. +9 hits.
<b>36-45</b>	Foe must parry for 1 round. +6 hits.	Light burns. Foe must parry for 1 round. +7 hits. Foe takes 1 hit per round.	Minor burns force foe to parry for 2 rounds. +8 hits and 1 hit per round.	Blast stuns foe for 1 round. +9 hits. Foe takes 2 hits per round due to pain and suffering.	Blast stuns foe for 1 rd. +10 hits. Foe take 3 more hits per round. If he is wearing, a cloak it is destroyed.
<b>46-50</b>	Light burns. Foe must parry for 1 round. +7 hits, and foe takes 1 hit per round.	Minor burns. Foe must parry for 2 rounds. +8 hits. Foe takes 1 hit per round.	Fire stuns foe for one round. +9 hits. Foe takes 2 hits per round. Minor burns.	Fire stuns foe for 1 rd. +10 hits. 3 hits per round. If foe is using a non-metal bow, it is destroyed.	Fire stuns foe for 2 rounds. +12 hits and 3 hits per round. If foe is using a wooden weapon, it is destroyed.
<b>51-55</b>	Blast unbalances foe. +8 hits. Foe must parry for two rds and takes 1 hit per rd.	Blast stuns foe for 1 round. +8 hits. Foe takes 2 hits per round. Wide shot, strong fire.	Blast stuns foe for 2 rds. +9 hits. If foe has leg armor, he takes 1 hit/rd. If not, 3 hits/rd.	Blast stuns foe 2 rds. If foe has a helmet, he takes 8 hits and 2 per rd. If not, 11 hits and 4 per rd.	Foe reels back 3 feet. Stunned and unable to parry for 1 rd. Takes 3 hits per rd from hot blast. +13 hits.
<b>56-60</b>	Foe is stunned for 1 round. +9 hits. Foe loses initiative for 2 rounds and takes 2 hits per round.	Foe is stunned for 2 rounds. If foe is in metal armor and has leg armor, +8 hits. If not, +9 hits and 3 hits per round.	Blast stuns foe for 2 rounds. +10 hits. Foe takes 2 hits per round. All other cloth covering on foe's back is destroyed.	Foe's clothing ignites. He is stunned, unable to parry for 1 rd, takes +9 hits/rd while aflame (2 rds to extinguish fire). +12 hits.	Fire stuns foe 2 rounds; +15 hits. Foe cannot parry for 1 rd. He fights at -10 and burns deliver 3 hits per round.
<b>61-65</b>	Foe is stunned for 2 rds. If he has leg armor, he takes +7 hits and 1 hit per rd. If not, he takes +10 hits and 3 per rd.	Foe is stunned and unable to parry for 1 round. +9 hits, and 2 hits per round. Foe fights at -5 (leg burns).	Foe is stunned and unable to parry for 1 round. +10 hits, foe takes 3 hits per round and fights at -10. Upper leg burns.	Foe is stunned 2 rds, unable to parry for 1. If foe has leg armor, he takes +10 hits and 4 hits/rd. If not, +13 hits and 6 hits per rd.	Searing blast burns foe's legs. Foe is stunned and unable to parry for 2 rounds. He takes 4 hits per round and fights at -10. +15 hits.
<b>66</b>	Blast causes foe to drop what he is holding. Stunned and unable to parry for 2 rds and is at -15 (chest burns). +9 hits.	Foe is stunned 2 rounds. If foe wears organic armor, it is now useless. +10 hits. Foe takes 4 hits per round from chest blast.	Chest blast knocks foe down. If arm armor, he takes 2 hits/rd. If not, his weapon arm is useless and he takes 4 hits/rd. +12 hits.	Neck blast. If foe has neck armor, he takes 3 hits/rd and fights at -10. If not, foe is unconscious and takes 10 hits per round.	Head strike. If foe has a helmet, he is knocked out and takes 5 hits per rd. If not, foe is killed instantly, his head fully vaporized. Fine aim.
<b>67-70</b>	Back blast. Foe is stunned for 2 rounds. Foe takes 2 hits per round and fights at -5. +8 hits.	Back blast. Foe is stunned for 2 rds and unable to parry for 1 rd. Foe takes 2 hits per rd and fights at -10. +7 hits.	Back blast. Foe is stunned for 2 rounds and unable to parry for 1 round. Foe takes 2 hits per round and fights at -15.	Back blast. Foe is knocked down. +15 hits. Foe is out of action for 1 rd. Foe takes 3 hits/rd. Organic material on his back is destroyed.	Blast to foe's shield arm. If foe has arm armor, he takes 4 hits/round and fights at -15. If no armor, foe takes 5 hits/round and loses use of arm.
<b>71-75</b>	Hot smoke blinds foe. Foe is stunned and unable to parry for 1 round. +12 hits.	Chest blast. Foe is stunned for 2 rounds and unable to parry for 1 rd. Foe fights at -15. Add +10 to your next swing. +9 hits.	Chest blast. Foe is stunned for 3 rounds. If foe has organic chest armor, it is destroyed. If no chest armor, foe takes 6 hits per round and fights at -25.	Blast to foe's shield arm. If he has a shield, he drops it. If it is an organic shield it is destroyed. If he has no shield, he is stunned 6 rds, loses use of arm, and fights at -50.	Chest blast. If foe has chest armor, it is destroyed. Foe takes +12 hits and is stunned 3 rounds. Otherwise, foe is knocked down, takes 6 hits/rd and fights at -60.
<b>76-80</b>	Blast stuns foe for 2 rds. Foe cannot parry for 1 round. +10 hits. Side wound. Foe takes 2 hits per round.	Arm strike. Burns stuns foe for 2 rds. foe takes 2 hits per rd. All cloth on foe's weapon arm is burned off and foe drops whatever he is holding.	Blast to foe's shield arm. If he has a shield, he drops it. If not, he is stunned 6 rds, loses use of arm, and fights at -50. If the shield is organic, it is destroyed.	Foes loses weapon hand. Severe burns. Any item in hand possibly damaged. Foe is stunned and unable to parry for 3 rounds, and takes 5 hits per round.	Blast to foe's shield arm. If foe has a shield, it is destroyed and foe loses his hand and is stunned for 6 rounds. If not, foe loses arm and is knocked out. +20 hits.
<b>81-85</b>	Back blast. Foe is stunned for 2 rounds and is at -20. Burns deliver 2 hits per round. +8 hits.	Back blast. Foe is knocked down, stunned 1 rd, and takes 2 hits/rd. All organic material on foe's back is destroyed.	Leg blast. If foe has leg armor, he takes +2 hits/rd and is at -20. If not, massive tissue damage: his leg is useless; he is at -80.	Blast burns both of foe's arms and all of upper chest. Foe loses use of arms and is stunned 9 rounds. +15 hits.	Foe inhales flame and gets parched throat and lungs. Foe expires in 12 painful rounds. +20 hits.
<b>86-90</b>	Blast knocks foe down. Fire destroys any of Foe's organic foot and calf covering. +10 hits.	Leg strike. Any organic leg covering catches fire and delivers 6 hits per rd until extinguished (takes 1 rd). Foe is stunned for 3 rds. +10 hits.	Lower leg burns. Foe loses foot, but wound is cauterized. Foe is stunned and unable to parry for 6 rounds, takes +3 hits per round, and fights at -85. +15 hits.	Abdomen strike. If foe has abdominal armor, it is destroyed, foe is knocked out, and takes 2 hits/rd. If not, foe dies in 12 inactive rds due to organ damage.	Foe's lower body is engulfed in flames. Foe dies in 9 rounds as a result of organ and tissue loss. +20 hits.
<b>91-95</b>	Fire burns foe in hip area. Foe is stunned and unable to parry for 2 rounds. Foe fights at -30. +12 hits.	Head strike. Foe is blinded and fights at -95 for 6 rds. If foe has no helm, he takes 8 hits/rd and loses 50% of head hair. Any organic helm is destroyed.	Upper leg burns. Foe loses use of leg due to tissue loss. is stunned and unable to parry for 6 rounds, takes +4 hits per round and fights at -90. +18 hits.	Head strike. If foe has a full helmet, his eyes are destroyed and he is in a coma for 2 days. If not, foe dies in 6 rounds due to massive shock and brain damage. +20 hits.	Chest strike. All organic material on foe's body is destroyed. Foe dies of shock and nerve damage in 6 rounds. +25 hits.
<b>96-99</b>	Blast to foe's neck area. If foe has neck armor, he is stunned and unable to parry for 3 rounds. If not, foe is down and taking 8 hits per rd.	Neck strike destroys foe's throat. +20 hits. Foe takes 12 hits per round and is inactive for 9 rounds. Foe then dies. Add 10 to your next roll.	Chest strike. If foe has chest armor, it is destroyed and foe dies of burns in 9 rds. If not, foe's chest cavity is a hollow cinder and he dies instantly.	Foe's side is engulfed in flames. Foe dies in 6 rounds due to multiple compound fractures, tissue and organ loss, and boiling blood. +20 hits.	Foe is instantly dehydrated into dust. Add +10 to your next roll.
<b>100</b>	Searing blast to foe's head. If he has helm, he is knocked out and takes 7 hits/rd. If not, he is in a 1 mo. coma and loses 50% of his Presence. +15 hits.	Blast to foe's neck fuses vertebrae and unites skin with clothing. Very unpleasant. Foe is paralyzed permanently. +25 hits.	Foe's head is but a charred stump. Sadly, foe cannot handle the loss and he dies instantly. Add +10 to your next roll.	Heat vaporizes foe's midsection. destroys foe's clothing, armor, and all items he carries. Foe is cut in half and dies. Add +15 to your next roll.	All that remains of foe are charred bits of teeth and bone. Add +20 to your next roll.

## COLD CRITICAL STRIKE TABLE — 15.8.2

	A	B	C	D	E
<b>01-05</b>	Cool breeze +0 hits	Cold breeze. +0 hits.	+1 hit	+2 hits	+3 hits
<b>06-10</b>	+1 hit	+2 hit	+3 hits	+4 hits	Foe loses initiative for 1 rd. +4 hits.
<b>11-15</b>	Foe loses initiative for 1 round. Cold wind. +2 hits.	Foe loses initiative for 1 round. Cold chills. +3 hits.	Foe is slightly unbalanced and loses 1 round of initiative. +4 hits.	Light blast. Foe loses initiative for 1 round. +5 hits.	Cold blast. If foe has a protective cloak or armor, he loses 1 round of initiative. If not, foe takes +6 hits and loses 2 rounds of initiative.
<b>16-20</b>	Foe loses initiative for 1 rd. Freezing breeze. +3 hits.	Foe loses initiative for 2 rnds. Freezing wing. +4 hits.	Foe loses initiative for 2 rounds. Mild frosting. +5 hits.	Unbalancing blast. Foe must parry for 1 round. +6 hits.	Moderate blast. Foe must parry for 1 round. +7 hits.
<b>21-35</b>	Mild blast. Foe loses initiative for 2 rounds. +4 hits.	Frost laden blast forces foe to lose 2 rounds of initiative. +5 hits.	Moderate blast. Foe must parry for 1 round. +6 hits.	Chilling blast gives foe a frosty "burn". Foe must parry for 1 rd at -20, takes +1 hit per rd. +7 hits.	Parched, cold blast. Foe is unbalanced and must parry for 2 rounds at -15. +8 hits.
<b>36-45</b>	Frosty blast. Foe must parry for 1 round. +5 hits.	Freezing blast. Foe must parry for 1 round and loses 3 rounds of vital initiative. +6 hits.	Blisters give foe +1 hit per round. Foe must parry for 2 rounds. +7 hits.	Blast stuns foe for 1 round. Foe takes +2 hits per round and fights at -5 due to facial shock. +8 hits.	Strong, low blast stuns foe for 1 rd; destroys foe's foot covering. If feet uncovered, foe is at -20 (frostbite).
<b>46-50</b>	Moderate blast. Foe must parry for 2 rounds. +6 hits.	Mild frostbite. +2 hits per rd. Must parry for 2 rnds. +7 hits.	Blast stuns foe for 1 round. +8 hits.	Mild frostbite. Foe is at -10. +2 hits per rd. Stunned 1 rd. +9 hits.	Swirling blast spins foe about. +10 hits. Stunned 1 rd. Drops weapon.
<b>51-55</b>	Unbalancing blast. Foe is stunned for 1 round. +7 hits.	Strong, but off-center blast stuns foe for 1 rd. Foe takes +3 hits per rd due to frostbite on shield wrist. +8 hits.	Blast is strong but low. Foe is stunned for 2 rnds. If foe has no leg armor, he takes +5 hits per round due to shock and pain.	Blistering blast to foe's side knocks foe back 5 feet. Foe takes +3 hits per round and is stunned for 2 rounds. +10 hits.	Strong side strike. Foe is stunned and unable to parry for 1 round, and takes +4 hits per round numbing pain. +11 hits.
<b>56-60</b>	Strong, but diffused, blast. Foe is stunned for 2 rounds. +8 hits.	Foe is stunned for 2 rounds, all wood exposed on foe's back is useless and brittle. Foe takes +2 hits per round. +9 hits.	Back blast freeze dries all organic material exposed on foe's back. Foe is stunned and unable to parry for 1 rd. +9 hits.	Blast to foe's shield arm. Frostbite. Foe is stunned and unable to parry for 1 round, takes +3 hits per round, and fights at -15.	Blast to foe's weapon arm. Foe is stunned and unable to parry 1 round, takes +4 hits per round, and fights -20.
<b>61-65</b>	Foe is stunned and unable to parry for 1 round. +9 hits.	Leg strike. Frostbite. Foe is stunned and unable to parry for 1 round, fights at -5, and takes +3 hits per round. +10 hits.	Leg strike. Frostbite. If foe has leather boots or greaves, they are destroyed. Foe is stunned for 4 rounds. +11 hits.	Strike to foe's shield arm. If foe has a shield, +20 hits. If not, arm is useless due to nerve and skin damage and foe is stunned 5 rnds.	Blast to foe's weapon arm. Foe drops whatever is in that hand. Foe is stunned and 3 rounds and fights at -30. +13 hits. Frostbite.
<b>66</b>	Blast causes foe to drop whatever he is holding. +10 hits. Foe is stunned and unable to parry for 3 rounds. Chest strike.	Foe is stunned and unable to parry for 4 rounds. If foe wears no armor or protective cloak, he takes +5 hits per round.	Foe is knocked down and stunned for 6 rounds. If foe has wrist armor, he takes +3 hits per round. If not, foe fights at -25 and takes +6 hits per round.	Neck blast. If foe has neck armor, he takes +4 hits per round and is stunned for 6 rounds. If not, foe fights at -50, takes +5 hits per round, is stunned 3 rounds.	Shoulder strike. Foe loses use of shoulder due to nerve and cartilage damage. If foe has not helm he is knocked out for 1 day and takes +6 hits per round. +15 hits.
<b>67-70</b>	Back blast. Foe is stunned and unable to parry for 1 round. Frostbite. Foe fights at -5. +10 hits.	Back blast. Frostbite. Foe is stunned for 2 rounds and cannot parry for 1 round. Foe fights at -10. +11 hits.	Back blast. Foe is stunned for 2 rounds and cannot parry for 1 round. Foe fights at -15. Frostbite. +12 hits.	Back blast. Foe is stunned for 3 rounds and cannot parry for 1 round. Foe fights at -20. Frostbite. +13 hits.	Blast to foe's shield arm. If foe has a shield, he is knocked down and takes +2 hits per rd. If not, massive frostbite, foe loses use of arm and is stunned 6 rnds.
<b>71-75</b>	Unbalancing blast. Foe is stunned for 2 rounds. Pain and shock cause foe to fight at -10. +11 hits.	Strike to foe's shield side. Pain and shock give foe +3 hits per rd. Foe is stunned and unable to parry for 2 rounds. +12 hits.	Strike to foe's side. Shock and frostbite. Foe fights at -20, takes +3 hits per round, and is stunned and unable to parry for 2 rounds.	Blast freezes foe's shield shoulder. Arm is useless and foe is stunned for 2 rounds. +14 rounds.	Blast to foe's weapon arm. Frostbite and numbing pain make arm useless and stun foe for 3 rounds. +15 hits.
<b>76-80</b>	Chest strike. Foe is stunned for 2 rounds and cannot parry for 1 round. +12 hits.	Chest strike. Foe takes +3 hits per round, fights at -15, and is stunned for 4 rounds. +13 hits.	Chest strike. Foe takes +4 hits per round. If foe has chest armor, he is stunned for 3 rnds. If not, he is knocked down, fights at -25.	Chest strike. Foe fights at -25 due to frostbite. Foe is stunned and unable to parry for 3 rounds. +15 hits.	Chest strike. Foe is knocked down and drops all he holds. Foe is stunned for 12 rounds. Shock and nerve damage. Foe fights at -30.
<b>81-85</b>	Back blast. Foe is stunned and unable to parry for 2 rounds. +13 hits.	Back strike. Foe is stunned and unable to parry for 3 rounds and takes +4 hits per round. +14 hits.	Thigh strike. Foe has broken bone and frostbite. Foe fights at -40, takes +5 hits per round, and is stunned for 6 rounds.	Blast freezes both of foe's hands and foe loses use of both arms. Foe is stunned for 9 rounds and takes +6 hits per round.	Blast freezes foe's throat and lungs. Foe drops and dies in 12 rounds. +17 hits.
<b>86-90</b>	Leg strike. Foe is knocked down. If foe has leg armor, he is stunned for 2 rounds. If not, foe loses use of left foot, fights at -70 (frostbite).	Leg strike. Foe is knocked down. If foe has leg armor, he is stunned for 3 rounds. If not, foe loses use of foot, and fights at -75 (frostbite).	Lower leg blast destroys foe's foot covering, freezes both foe's feet, and stuns foe for 9 rounds. Foe takes +6 hits per round, fights -80.	Upper chest blast knocks foe down. If foe has chest armor, he is knocked out. If not, foe dies in 12 rounds due to a cold, cold heart.	Back blast freezes and shatters foe's backbone. Foe drops and dies in 9 inactive rounds. Broken neck. Massive shock.
<b>91-95</b>	Head strike. Foe is knocked down. If foe has helm, he is stunned 3 rnds. If not, foe is stunned 6 rnds, fights at -50, and loses both ears.	Hip strike. Foe's hip is shattered. Foe is stunned and unable to parry for 3 rounds and fights at -75. +17 hits.	Abdomen strike. If foe has abdominal armor, he is knocked out and takes +17 hits. If not, foe dies of organ damage in 9 rounds.	Foe's blood is entirely frozen solid. Foe dies in 9 inactive rounds. +18 hits.	Foe's lower body is fully frozen. Foe dies in 6 inactive rounds. +19 hits.
<b>96-99</b>	Neck strike. If foe has neck armor, he is stunned for 9 rounds. If not, foe loses lips, cannot speak for 2 weeks, and is knocked out.	Neck & collar strike. If foe has neck armor, he is knocked out. If not, foe's neck is frozen and shattered, and foe dies in 9 inactive rounds.	Side strike freezes and shatters foe's pelvis. Foe dies in 6 rounds due to shock and nerve damage. +18 hits.	Foe's heart and lungs are suddenly frozen. Foe dies in 6 inactive rounds of shock and suffocation. +19 hits.	Foe is a lifeless, frozen statue - well preserved, but quite dead. Add +10 to your next roll. +20 hits.
<b>100</b>	Foe is sent into a month long coma and loses nose as a result of severe frostbite and shock. +21 hits.	Blast freeze-dries foe's head. Foe dies in 1 round. Foe's skull and brain are brittle and lifeless. Add 5 to next roll.	Head strike. Foe's eyes are destroyed; foe is in a coma for 2 weeks and is permanently paralyzed from the neck down.	Massive strike shatters foe's chest and freezes foe's body fluids. Foe dies in 2 rounds. +20 hits.	Foe freezes solid and then shatters into thousands of pieces after falling down 20 feet behind impact point.

## IMPACT CRITICAL STRIKE TABLE — 15.8.3

	A	B	C	D	E
<b>01-05</b>	Nary a whisper. +0 hits.	Great luck escapes you. No additional damage. +0.	+1 hit	+2 hits	+3 hits
<b>06-10</b>	+1 hit	+2 hits	+3 hits	+4 hits	Blast stuns foe for 1 round. +3 hits.
<b>11-15</b>	Foe loses initiative for 1 round. +2 hits.	Foe is spun about. +4 hits. Foe loses initiative 1 round.	Foe is unbalanced. +3 hits and foe must parry 1 round.	Foe is unbalanced. +4 hits and foe must parry 1 round.	Blast stuns foe for 1 round. +4 hits.
<b>16-20</b>	Foe is spun about. +3 hits. Foe loses initiative 1 round.	Blast unbalances foe. +2 hits and foe must parry 1 round.	Foe is unbalanced. +4 hits and foe must parry 1 round.	Foe is unbalanced. +6 hits and foe must parry 1 round.	Blast stuns foe for 1 round. +9 hits.
<b>21-35</b>	Foe is unbalanced. +5 hits. Foe is stunned for 2 rounds of initiative.	Blow unbalances foe. +5 hits and foe must parry 1 round.	Foe is unbalanced. +8 hits and foe must parry 1 round.	Foe is unbalanced. +10 hits and foe must parry 1 round.	Foe reels from blast. +15 hits and foe is stunned for 1 round.
<b>36-45</b>	Foe is unbalanced. +8 hits. Foe loses 2 rounds of initiative.	Blow unbalances foe. +9 hits and foe must parry next round.	Foe is unbalanced. +10 hits and foe is stunned for 1 round	Foe is unbalanced and must parry for 2 rounds. +12 hits.	Foe is spun about and reels backwards 10 feet. +20 hits. Foe is stunned 2 rounds.
<b>46-50</b>	Blow unbalances foe. +10 hits. Foe loses 3 rounds of initiative. Getting better.	Blow unbalances foe. +10 hits and foe is stunned next round.	Foe is unbalanced and must parry for 2 rounds. +12 hits. Add +5 to your next action.	Foe is spun about. +20 hits. Foe is stunned 2 rounds.	Foe is staggered. +20 hits and foe is stunned and unable to parry 1 round.
<b>51-55</b>	Foe is unbalanced. +10 hits. Foe is stunned for 1 round. Grazing blast.	Blow unbalances foe. +12 hits and foe is stunned next round.	Foe is knocked back 5 feet and must parry for the next 2 rounds. +15 hits.	Foe is knocked back 5 feet and must parry for the next 2 rounds. Add +5 to your next action.	Foe is staggered. +20 hits. Foe is stunned 2 rounds and unable to parry next round.
<b>56-60</b>	Foe is unbalanced. +10 hits. Foe is stunned next round.	Foe is spun about. +10 hits and foe is stunned for 2 rounds.	Foe is spun about +12 hits and foe is stunned for 2 rounds.	Foe is staggered. +10 hits. Foe is stunned and unable to parry for 1 round.	Foe is knocked down, +20 hits. Foe is out of action for 2 rounds.
<b>61-65</b>	Foe is unbalanced. +12 hits. Foe is stunned during next round.	Foe is staggered. Poor fool is stunned and unable to parry next round. +10 hits.	Foe is stunned and unable to parry next round. +10 hits. Add 5 to your next action.	Foe is staggered. +10 hits. Foe is stunned 2 rounds and unable to parry for next round.	Foe is knocked down. +20 hits. Foe is out of action for 3 rounds.
<b>66</b>	Blast break's foe's shield shoulder. Arm is useless. +20 hits. Foe must parry for 1 round. +7 hits.	Blow shatters foe's weapon shoulder. +15 hits. Arm is useless. Foe is stunned 1 round.	Blow breaks both of foe's arms. Foe is knocked down, is at -90, and is stunned for 3 rounds.	Blow to foe's head. If foe has no helm you kill him. If foe has a helm he is out for 3 hours.	Blast shatters skull into thousands of lost particles. Foe dies instantly. Direct hit. Fine punch.
<b>67-70</b>	Blow to foe's back. Foe is stunned and unable to parry for 1 round. +7 hits.	Blow to foe's back. Foe is stunned and unable to parry next round. +12 hits.	Blow to foe's back. Foe is stunned for 2 rounds and unable to parry next round.	Foe is knocked down. +15 hits. Foe is out of action for 2 rounds. Add +5 to your next act.	Blast to foe's shield arm. Foe is stunned 1 round. If foe has a shield, it is broken. Otherwise foe has a shattered shoulder.
<b>71-75</b>	Blow unbalances foe. +10 hits and foe is stunned for 2 rounds. Strong grazing blast.	Blow stuns foe for 2 rounds. +20 hits. Foe is unable to parry next round.	Foe is knocked down. +10 hits. Foe is out of action for 2 rounds. Add 5 to your next act.	Foe now has a broken shield arm. +10 hits. Foe loses use of arm, is stunned 1 round.	Blast to foe's chest breaks ribs and stuns foe for 6 rounds. +20 hits. Foe at -25.
<b>76-80</b>	Blow stuns foe for 2 rounds. +15 hits. Foe is unable to parry for 1 round.	Foe is knocked down. +10 hits. Foe is out of action for 2 rds. Add +5 to your next act.	Blow breaks foe's collar bone. Foe is at -25. Break is minor. +15 hits. Foe is stunned 1 round.	Blow breaks foe's weapon arm. +10 hits. Arm is useless. Foe is stunned for 1 round.	Blistering blast to foe's shoulder area breaks collar bone and both shoulders. Foe's arms are useless. +25 hits.
<b>81-85</b>	Blow to foe's back +10 hits. Foe has broken ribs and torn cartilage, fights -25.	Blow to foe's back tears cartilage, breaks ribs. +10 hits. Foe is stunned for 2 rounds and fights at -25.	Foe has broken thigh. +15 hits. Foe fights at -40 and is stunned for 3 rounds.	Blow breaks both of foe's arms and knocks foe down. +20 hits. Foe is down for 3 rounds, has 2 useless arms.	Blast to side crushes a variety of organs. Foe dies of internal bleeding after 6 rounds of inactivity. +30 hits.
<b>86-90</b>	Blow knocks foe down. +10 hits. Foe is down for 3 rounds an is unable to parry.	Strike to foe's calf. +20 hits. Foe fights at -50 due to broken bone and torn tendons. Foe is stunned 3 rounds.	Blow breaks foe's hip. +20 hits. Foe fights at -60 and is stunned and unable to parry for 2 rounds.	Strike to foe's abdomen. +20 hits. If area not armored, foe dies in 6 rounds due to organ loss. If armored, foe stunned 12 rounds.	Blast crushes bone in foe's lower body. Foe finds life hard and dies in 3 rounds. +50 hits.
<b>91-95</b>	Blow breaks foe's hip. Foe fights at -50. +20 hits. Foe is stunned and unable to parry for 3 rounds.	Blow to upper head area. If foe has no helm, he is dead. Otherwise, foe is in a coma for 2 weeks. +25 hits.	Blow shatters foe's knee. Foe is hobbled and is at -75. +20 hits. Foe is stunned and unable to parry for 9 rounds.	Blow shatters foe's jaw. Foe's brain is destroyed. +50 hits. Foe dies after 3 rounds of inactivity.	Blast drives bone through foe's lungs. Foe drops and dies after 6 rounds of intense agony. Sad. +30 hits.
<b>96-99</b>	Blast to foe's head. +20 hits. If foe has no helm, he is knocked out and in a coma for 1 month. If foe has helm he is knocked out for 1 day.	Blast to foe's collar area severs windpipe. Foe cannot breath or fight. +25 hits. Foe dies in 12 long rounds.	Blast to foe's chest. Foe dies immediately after sudden brain shock. +50 hits.	Blow to foe's side. +25 hits. Bone is driven into foe's kidneys and foe dies of shock in 1 round.	Blast crushes skull. Foe dies immediately. Add +20 to your next action.
<b>100</b>	Head strike. +25 hits. If foe has helm, it is broken and foe is knocked down an out for 1 day. If no helm, foe dies due to the skull fracture in 3 rounds.	Blow to back of neck paralyzes foe from the shoulders down. +30 hits. Foe is unhappy.	Blast to foe's head crushes skull. Foe dies immediately. Add +10 to your next action.	Chest disruption. Foe's lungs and heart explode. Foe dies instantly. Add +25 to your next action.	Blast annihilates foe's entire skeleton. Foe is reduced to a gelatinous pulp. Try a spatula.

# ELECTRICITY CRITICAL STRIKE TABLE — 15.8.4

	A	B	C	D	E
<b>01-05</b>	A lot of static. +0 hits	Foe's hair stands up. +0 hits	+1 hit	+2 hits	+3 hits
<b>06-10</b>	+1 hit	+2 hits	+3 hits	+4 hits	Foe loses initiative for 1 rnd. +4 hits.
<b>11-15</b>	Foe loses initiative for 1 round. +2 hits.	Foe loses initiative for 1 round; the metal he bears begins to buzz. +2 hits.	Foe hears crackling sound and loses 1 round of precious initiative. +3 hits.	Foe loses initiative for 1 round. The smell of danger is in the air. +4 hits.	If foe has metal armor, he loses 2 rounds of initiative. If not, foe is stunned but 1 round. +5 hits.
<b>16-20</b>	Foe is spun about and loses 1 round of initiative. +3 hits.	Explosion of light causes foe to lose 1 rnd of initiative. +4 hits.	Eruption of smoke forces foe to lose 2 rnds of initiative. +3 hits.	Foe is unbalanced, but the strike is weak. Must parry next rnd. +4 hits.	Glancing strike stuns foe for 1 round. +6 hits.
<b>21-35</b>	Blast unbalances foe. He loses 2 rounds of initiative. +4 hits.	Crackling blast forces foe to lose 2 rnds of initiative. +5 hits.	Strong but glancing blast forces foe to parry next round. +6 hits.	Light burns. Foe must parry for 2 rnds; takes 1 hit per rnd. +5 hits.	Foe gets a minor scorching and is stunned for 2 rounds. +10 hits.
<b>36-45</b>	Light distracts foe, and he must parry for 1 rnd. +5 hits.	Minor burns. Must parry for 1 rnd; takes 1 hit per rnd. +2 hits.	Foe feels the heat and must parry for 2 rounds. +7 hits.	Blast stuns for 1 round. Foe fights at -10 for 2 rounds. +7 hits.	Smoke and light stun foe for 2 rnds. Foe fights at -10 for 2 rnds. +12 hits.
<b>46-50</b>	Minor burns. Foe must parry for 1 round and takes 1 hit per round. +2 hits.	Blast forces foe to parry for 2 rounds. +6 hits.	If foe has metal armor, he is stunned 2 rounds. If not, foe is stunned for 1 round. +7 hits.	Explosion of light and fire stuns foe for 2 rounds. Foe fights at -10 for 2 rounds. +7 hits.	If foe has metal armor, he is stunned and unable to parry for 2 rnds. If not, foe is stunned 2 rnds. +13 hits.
<b>51-55</b>	Sizzling but weak blast stuns foe for 1 round. +6 hits.	Foe is spun about and is stunned for 1 round. A minor burn on foe's leg causes 2 hits per round. +7 hits.	Strike to foe's leg. If foe has leg armor, he is stunned 1 rnd. If not, foe is stunned and unable to parry 1 rnd, takes +3 hits per rnd.	Blast stuns foe for 2 rounds and foe is unable to parry for 1 round. +10 hits.	Hot smoke and light stuns foe for 4 rounds. Foe loses initiative for 6 rounds. +13 hits.
<b>56-60</b>	Foe is unbalanced and is forced to parry next 3 rounds. +7 hits.	Foe is stunned for 2 rounds. If foe has metal armor, he cannot parry for 1 round. +8 hits.	Blast stuns foe for 2 rounds. Foe cannot parry for 1 round, leg hit. +9 hits.	Strike to foe's shield arm. If foe has metal armor but no shield, he is knocked out for 1 day. +15 hits.	Strike to foe's weapon arm. Foe drops all that is in his weapon hand. Stunned for 2 rnds. 2 hits per rnd.
<b>61-65</b>	Chest strike. If foe has metal armor, he is stunned for 2 rounds. If foe has no armor, he is stunned 3 rounds.	Upper leg strike. Foe is stunned and unable to parry for 1 round. +9 hits.	Foe is stunned and unable to parry for 2 rounds. +10 hits.	If foe has armor over abdomen, he takes 2 hits per rnd and is stunned 2 rounds due to minor burns. If not, burns stun foe 6 rounds and give him 3 hits per round.	Leg strike. Foe is knocked down and stunned for 2 rounds. Foe cannot parry for 1 round. +14 hits.
<b>66</b>	Blast of light and smoke stun all within 5 feet of foe for 1 round. Foe is knocked down and stunned for 3 rounds.	Chest strike. Foe is stunned and unable to parry for 3 rounds, takes 3 hits per round, and fights at -20. +15 hits.	Chest strike. If foe has metal armor on arms and over chest, it becomes fused and he cannot use arms. If not, foe is knocked out for 6 hours and takes +9 hits.	Neck blast knocks foe out. Foe cannot speak for 2 months and takes +4 hits per round. +20 hits.	Head strike. If foe has a leather helm, it is destroyed and foe is in a coma for 2 months. If not, foe's brain is fried and he dies instantly. Add +10 to your next roll.
<b>67-70</b>	Back strike. Foe is stunned and unable to parry for 1 round. +7 hits.	Back strike. Foe is stunned for 2 rounds and cannot parry for 1 round. +10 hits.	Back strike. Foe is stunned and unable to parry for 2 rnds. Burns force foe to fight at -10. +11 hits.	Back strike. Foe is knocked down and out of action for 1 rnd. Minor shock. Foe fights at -20. +12 hits.	Back strike. Foe is stunned and unable to parry for 4 rounds. Minor shock. Foe fights at -25. +15 hits.
<b>71-75</b>	Blast stuns foe for 3 rounds, foe fights -5 for 6 rounds. +8 hits.	Strike to foe's shield arm. If foe has a shield, he is stunned for 4 rnds. If not, foe's arm is useless and foe is stunned and not able to parry for 2 rnds.	Strike to foe's shield arm. If foe has a metal shield he is stunned for 6 rounds and takes +12 hits. If not, foe is knocked down, the arm is useless, and +13 hits.	Strike to foe's weapon arm. Arm is useless and foe is stunned for 3 rounds. +13 hits.	Shoulder strike shatters bone in foe's weapon arm. Muscle and cartilage damage. Arm is useless, foe is stunned for 6 rounds, and takes +3 hits per round.
<b>76-80</b>	Strike to foe's upper chest stuns foe for 2 rounds. Foe cannot parry for 1 round. +9 hits.	Chest strike. Foe is knocked down and takes 2 hits per round due to bleeding. +11 hits.	Chest strike. If foe has chest armor, he is stunned for 6 rnds, takes 2 hits per rnd, and fights -5. If not, foe is knocked out for 3 days due to shock.	Chest strike. If foe has metal chest armor, he is knocked out and takes +25 hits. If not, foe is stunned and unable to parry for 6 rounds and takes +15 hits.	Chest strike. Foe is knocked out due to shock. Blood loss and nerve damage cost foe +3 hits per round. +18 hits.
<b>81-85</b>	Back blast. Foe is stunned and unable to parry for 2 rounds. +12 hits.	Back blast. Foe is stunned and unable to parry for 3 rounds. Muscle is torn and foe fights at -10. +13 hits.	Thigh strike. Foe takes 2 hits per round. Bones breaks and torn cartilage. Foe is stunned for 4 rounds and fights -40.	Lower back strike. Nerve damage and shock. Foe is stunned for 30 rounds and takes +3 hits per round. +15 hits.	Foe becomes a conductor and strike rearranges his entire nervous system. Foe drops and lies in shock for 12 rounds before dying.
<b>86-90</b>	Blast knocks foe down. If foe has metal leg armor, he loses use of leg due to nerve damage. If not, +15 hits and foe is stunned and unable to parry for 2 rounds.	Leg strike. If foe has leg armor, he is stunned and unable to parry for 6 rnds. If not, foe's leg is broken, it has damaged nerves, and foe is stunned for 6 rounds and fights at -50.	Blast shatters foe's knee and destroys a variety of nerves. Foe fights at -60 and is stunned and unable to parry for 2 rounds.	Abdomen strike. If foe has armor over abdomen, he is stunned for 9 rounds and takes +6 hits per round. If not, foe dies of shock and bleeding in 12 rounds.	Blast crushes pelvis and shatters lower backbone. Foe's spine is burned into a multitude of small parts. Foe is knocked out and dies in 12 rounds.
<b>91-95</b>	Hip strike. If foe has hip armor, foe is stunned 6 rnds; +10 hits. If not, foe is stunned 3 rnds and acts at -50 due to shock and nerve damage.	Head strike. Foe loses nose, he is temporarily blinded for 2 wks., and is stunned for 9 rnds. Foe is at -95 while blind. If no helm, he is knocked down.	Strike through foe's lower abdomen. Massive shock and bleeding. If abdomen armored, foe is at -75; takes 5 hits per rnd. If not, foe dies in 6 inactive rnds.	Side strike devastates foe's nervous system. Foe falls into a coma and goes into severe shock. Foe is a living vegetable. +30 hits.	Side strike melts foe's lower skeleton and destroys a variety of organs. Foe dies in 9 inactive rounds. +25 hits.
<b>96-99</b>	Neck & shoulder strike. If foe has neck armor, he is stunned and unable to parry for 6 rnds. If not, he is knocked out; loses ability to speak. +10 hits.	Head strike. Blast cracks skull and causes massive shock and brain damage. Foe drops and dies in 9 rounds. +15 hits.	Chest strike destroys foe's heart and lungs. If foe has metal chest armor, it is a fused lump and foe dies in 6 rounds. If not, foe dies instantly.	Chest strike knocks foe back 10 feet. Massive nerve damage. Foe dies of fatal shock in 3 rounds. +20 hits.	Chest strike destroys both of foe's lungs and cuts foe in half. Blast continues to a point 10 feet beyond foe (subtract 20 if it strikes second target).
<b>100</b>	Head strike. Foe's brain falls victim to massive shock and surface burns. Foe drops into unconsciousness, and dies in 6 rounds. +20 hits.	Blast through foe's neck severs head and kills foe instantly. Add +10 to your next spell attack roll.	Foe's head is no longer available. Smoke and ozone surround the lifeless body. Add 10 to friendly witnesses' rolls for 3 rounds.	Foe's nervous system acts as a superconductor. Foe's sad instant death provides all the witnesses with a fine light show. Add +15 to your next roll.	Foe returns to the dust from which he came. Add +20 to your next roll.

<b>CREATURE CRITICAL STRIKES — 15.8.5</b>				
	<b>Large Creatures</b>		<b>Super Large Creatures</b>	
	<b>NORMAL</b>	<b>SLAYING</b>	<b>NORMAL</b>	<b>SLAYING</b>
<b>01-05</b>	+0 hits	+5 hits	+0 hits	+3 hits
<b>06-10</b>	+1 hit	+9 hits	+1 hit	+5 hits
<b>11-20</b>	+3 hits	+12 hits	+2 hits	+9 hits
<b>21-30</b>	+5 hits	+15 hits	+3 hits	+12 hits
<b>31-40</b>	+7 hits	+18 hits	+5 hits	+15 hits
<b>41-50</b>	+10 hits	+20 hits	+7 hits	+18 hits
<b>51-65</b>	+13 hits	+25 hits	+10 hits	+20 hits
<b>66</b>	Blast drives through foe's mouth, knocks foe down, and sends foe into a month long coma. +30 hits.	Well placed strike to head. Blast destroys foe's brain cavity. Foe drops, dies instantly. Add 10 to your next roll.	Blast knocks foe out. Upon recovery, foe fights at -75 due to shattered shoulder. +25 hits.	Blast destroys foe's lungs. Foe drops and dies after 6 long rounds. +30 hits.
<b>67-70</b>	+15 hits	+30 hits.	+12 hits	+25 hits
<b>71-80</b>	+20 hits	Light wound. Foe is stunned for 3 rmds and loses 6 rmds of initiative. +12 hits.	+15 hits	+25 hits
<b>81-90</b>	Strong blast staggers foe. Foe is stunned for 3 rmds and loses 6 rmds of initiative. +15 hits.	Hard blow stuns foe for 3 rounds. Foe cannot parry for 1 round. +25 hits.	+20 hits	+30 hits
<b>91-95</b>	Leg strike. Foe is stunned and unable to parry for 2 rounds. +20 hits.	Leg strike breaks bone. Foe stunned, not able to parry for 2 rmds, fights at -30.	+30 hits	Leg strike. Foe is stunned and unable to parry for 2 round. +25 hits.
<b>96-98</b>	Vicious blast crushes foe's neck and shatters spine. Foe drops and dies in 3 rounds.	Awesome blast drives foe's jaw through brain. Foe dies instantly. Add 15 to your next roll.	Blast crushes foe's skull. Foe drops and dies of brain damage in 6 rounds.	Strike crushes foe's chest cavity and destroys foe's heart. Foe dies instantly.
<b>99-100</b>	Superb strike drives rib through foe's heart. Foe drops and dies in 6 agonizing rounds.	Perfect aim. Foe's carotid artery and jugular vein severed. Foe drops, dies in 3 rounds.	Blast destroys foe's eyes. Foe is permanently blind and fights at -95. Stunned for 12 rounds.	Strike through foe's ear results in massive brain damage. Foe dies after 6 inactive rounds.
<b>101-150</b>	Massive strike. Foe is stunned and unable to parry for 3 rounds. +30 hits.	Awe inspiring blast. Foe is stunned and not able to parry for 5 rounds. +35 hits.	Strong blast. Foe is stunned and unable to parry for 2 rounds. +30 hits.	Side strike. Foe is stunned and unable to parry for 3 rounds. +35 hits.
<b>151-175</b>	Side strike. Foe is stunned and unable to parry for 5 rounds. Foe fights at -20 due to broken ribs.	Side strike shatters bone. Foe is stunned and unable to parry for 6 rmds. Foe fights at -25 due to pain. +40 hits.	Side strike. Foe is stunned and unable to parry for 4 rounds and fights at -20 due to broken bone.	Chest strike. Broken bone causes foe to fight at -20. Wound yields +5 hits per round.
<b>176-200</b>	Foe is knocked down. Severe thigh wound. Foe takes +10 hits per round and fights at -35. +35 hits.	Foe is knocked out. Bone break and wound give foe +10 hits per round. Upon recovery, foe fights -50.	Chest blast. Wound gives foe +5 hits per round. Creature fights -30. +30 hits.	Foe is knocked down. Severe wound. Foe takes +10 hits per round and fights -50. +40 hits.
<b>201-250</b>	Blast sends foe into 3 month long coma. Causes permanent paralysis. +50 hits.	Blast sends foe back 10 feet and crushes its neck. Creature dies in 3 rounds. +50 hits.	Foe is paralyzed from the neck down on a permanent basis. +40 hits.	Blast destroys foe's nervous system. Foe collapses and dies in 9 rounds. +50 hits.
<b>251+</b>	Strike causes foe's bladder to explode, and creature dies without delay.	Strike to foe's head crushes skull and proves instantly fatal.	Strike shatters foe's chest and send bone through the heart. Foe dies instantly.	Strike to foe's head. Poor creature dies instantly. Add 20 to your next roll.

## 6.6 SPELL FAILURE TABLE

	ATTACK SPELLS		NON-ATTACK SPELLS	
	ELEMENTAL	FORCE	INFORMATIONAL	OTHER
01-20	That gnat just landed in your ear. You must begin casting the spell again (but do not lose the power points).	Your target's grace distracts you. You lose the spell (and one power point).	Momentary lapse in concentration delays the casting of the spell for one round.	You stumble across the incantation and delay the casting of the spell for one round.
21-30	Your fingertips spark and surprise you. You lose the spell (and one power points). You operate at a -50 modification next round.	You remember a childhood incident that was traumatizing. You lose the spell (but not the power points). Operate at -10 for five rounds.	You only gain one small bit of information. Unfortunately, that information is outdated (or incorrect).	You cannot remember the final words for the spell. Lose the spell (but not the power points).
31-40	Minor power backlash. You lose the spell (and half the number of power points -rounded down). Stunned for 1 round.	The magic blurs your vision. You lose the spell (and half the number of power points -rounded down). Stunned for 1 round.	You gain half of the desired information; but it is incorrect.	Your head pounds. You have to stop casting (lose the spell, but not the power points).
41-60	You realize you are casting the wrong spell. You must start over. Lose the power points.	The planets are not aligned correctly! Your spell has absolutely no effect (and you lose the power points).	The information you gain is correct, but you have no idea what the topic was!	A momentary mental lapse cause you to forget your place in the spell (lose the spell, but not the power points).
61-75	You feel a spider crawling up your back! You lose the spell and the power points.	Your target must be blessed! Your spell has no effect and you lose double the normal number of power points.	You gain correct information about a similar topic to that which you were seeking. You are so surprised, you are stunned 1 round.	While casting, you notice that shadows are beginning to move. You immediately stop casting (lose the spell and 1 power point).
76-90	The spell fails! Flames rolls down your arm. You take 5 hits and are stunned for 3 rounds.	Power backlash! The spell fails entirely. You are stunned for 8 rounds.	You cannot make out the information due to extraneous feedback.	A muscle cramp in your jaw causes your spell to fail. Lose the spell, and half the normal points (rounded down). You are stunned for two rounds.
91-95	The elements refuse your call! You are knocked back 3 feet (taking 2d10 hits), and are stunned for six rounds.	The target's will is stronger than yours! You collapse on the ground (taking d10 hits). and are stunned for 9 rounds.	You gain a bit of ominous information about your own death! You are stunned for one round.	You are seeing stars. You must cancel the spell. Lose the spell, and half the normal power points (rounded down). You are stunned for one round.
96-100	Instead of launching, the elements engulf you. Take 20 hits and a 'B' critical strike.	The spell internalizes. You take 4d10 hits and knocked unconscious for 12 hours.	You gain one piece of very specific, incorrect information. However, you experience power feedback (take d10 hits).	You internalize the spell. You take 2d10 hits and are stunned for 2d10 rounds.
101-125	The elemental attack strays to the right of the intended target. You are stunned for three rounds.	The spell affects a random target to the right of the intended target. You are stunned for one round and take d10 hits (from the mental strain).	Power feedback causes the information to be garbled. You are stunned for two rounds.	The spell strays to points unknown. You are stunned for three rounds.
126-150	An unforeseen cosmic shift causes the spell to veer to the left of the target (striking the nearest target). This sudden change causes mental strain; take 5 hits and you are stunned for one round.	You lose control and the spell hits a target to the left of the intended target. Make another attack against a random target within range. You are stunned for one round and take d10 hits from the wild attack.	You gain useless information about an unknown target. In addition, there is so much information, that you are stunned for three rounds.	For some reason, the spell does not work! You are stunned for four rounds while you try and figure it out.
151-175	You get the polarity backwards! The elements travel 180° from the intended direction (hitting any available target). In the wake, you take 5d10 hits and a 'C' critical strike.	The spell targets a random victim that can be anywhere with 500'. The power backlash short circuits your brain. Take 25 hits and are unable to function for d10 hours.	You strain too hard to get the information. Your spell fails utterly and you take 3 hits (and are stunned for 5 rounds).	You have been working too hard. The spell misfires badly. You take d10 hits and are stunned for d10 rounds.
176-185	The elements cannot be controlled! Your brain is fried (lose all spell casting ability for 1 week). You operate at -50 for 3 months (or until brain is repaired).	The spell lodges in your head. You suffer brain damage; you operate at a -75 modification for d10 months (or until brain is repaired). You lose all spell casting ability for 1 week).	Something just is not right here. The massive overload in your head knocks you down (take five hits). Spend 5d10 minutes recovering (no other actions allowed).	The spell misfires in your head. Take 2d10 hits while you are knocked down. You are unable to function for one hour.
186-191	The spell explodes immediately as you cast it! Make a point blank attack on yourself. You are in a coma for 1 week (and lose spell casting ability for 2 weeks).	The spell misfires and internalizes inside your head. Take 35 hits. You lose spell casting ability for d10 weeks. There is a 40% chance of falling into a d10 day coma.	The utter nothingness that you discern takes you close to death. Take 2d10 hits and an 'A' impact critical as you recover. You must spend one hour doing nothing.	Severe power feedback knocks you down. Take 1d10 hits and an 'A' impact critical. You are unable to function for d10 hours.
192-195	The elements attack you. Take 10d10 hits and d10 'C' critical strikes. After the assault, you will fall into a coma for 5 weeks. After the coma, you will seem fine; but will die 6 hours later.	You suffer a massive stroke! Take 10d10 hits and fall into a month-long coma. At the end of the coma, you will seem fine; but will die d10 hours later.	You have seen your own death! You collapse to the ground (take 3d10 hits and you are unconscious for d10 hours). You now suffer from Paranoia.	You have just acquired a nervous disorder (GM's discretion). You lose all spell casting ability for d10 weeks. You slam yourself into the nearest solid object (take 5d10 hits) and knock yourself out (for 12 hours).
196-200	The power is too much to control. The elements refuse to rise to your command. The spell internalizes and paralyzes your torso.	The spell completely short circuits your nervous system. You are paralyzed from the waist down.	You are the victim of a mild stroke. Take 4d10 hits and lose all spell casting ability for one week. In addition, you will have a -40 penalty for d10 days.	You suffer a mild stroke. Take 20 hits and lose all spell casting ability for two weeks. In addition, you will have a -50 penalty for d10 days.
201-250	The elements control you! Take 8d10 concussion hits and a d10 'E' critical strikes. After displaying your failure, you will fall into a coma for 3 weeks (and lose spell casting ability for d10 weeks).	The spell completely internalizes. You lose all spell casting ability for d10 weeks and will be in a coma for d10 weeks. Take 8d10 hits.	The spell short circuits. Take 20 hits and knock yourself out for 9 hours. You lose all spell casting ability for 4 weeks.	You internalize the spell. Take 4d10 hits and you are knocked out for 2d10 hours. You have lost all spell casting ability for d10 weeks.
251-300	You slip into the elemental planes for d10 rounds. When you return, you realize that you have lost all your spell casting ability for d10 months.	Severe nervous disorder causes you to lose all your spell casting ability for d10 months.	You now have a nervous tick. You are stunned for d10 rounds. Anytime you attempt to cast this spell in the future will result in deterioration of the nervous tick (eventually, you will become a quivering blob).	You now suffer from a nervous disorder (GM's discretion). You are stunned for 2d10 rounds and can no longer cast this spell.
301+	All of the elements visit you at once. All that is left is a charred mass of flesh.	Massive internalization of spell. Instant brain death.	You have seen Armageddon. This results in brain shut-down. You are in a coma for 3 months.	You suffer a severe stroke. You drop into a coma for d10 months.

**BASE SPELL ATTACK TABLE — 15.1**

BAR ROLL	General	Essence		Channeling		Mentalism		BAR ROLL
		Metal Armor	Leather Armor	Metal Armor	Metal Shield	Metal Helmet	Leather Helmet	
UM 01-02	F	F	F	F	F	F	F	01-02 UM
03-04	F	F	F	F	F	F	F	03-04
05-08	+70	F	F	F	F	F	F	05-08
09-12	+65	F	F	F	F	F	F	09-12
13-16	+60	F	+45	F	F	F	+45	13-16
17-20	+50	+45	+40	F	+45	F	+40	17-20
21-24	+45	+40	+35	F	+40	F	+35	21-24
25-28	+35	+35	+30	+45	+35	+45	+30	25-28
29-32	+30	+30	+25	+40	+30	+35	+25	29-32
33-36	+20	+25	+20	+35	+25	+30	+20	33-36
37-40	+15	+20	+15	+30	+20	+25	+15	37-40
41-44	+5	+15	+10	+25	+15	+20	+10	41-44
45-48	0	+10	+5	+20	+10	+15	+5	45-48
49-52	0	+5	0	+15	+5	+10	0	49-52
53-56	-5	0	0	+10	0	+5	0	53-56
57-60	-10	0	-5	+5	0	0	-5	57-60
61-64	-15	-5	-5	0	-5	0	-5	61-64
65-68	-20	-5	-10	0	-5	-5	-10	65-68
69-72	-25	-10	-15	-5	-10	-5	-15	69-72
73-76	-30	-25	-20	-10	-15	-10	-20	73-76
77-80	-35	-30	-25	-15	-20	-15	-25	77-80
81-84	-40	-35	-30	-20	-25	-20	-30	81-84
85-88	-45	-40	-35	-25	-30	-25	-35	85-88
89-92	-50	-45	-40	-30	-35	-30	-40	89-92
93-95	-55	-50	-45	-35	-40	-35	-45	93-95
UM 96-97	-75	-60	-65	-55	-60	-55	-65	96-97 UM
UM 98-99	-100	-85	-90	-80	-85	-80	-90	98-99 UM
UM 100	-125	-110	-115	-105	-110	-105	-115	100 UM

Range	Mod
Touching	+30
0' - 10'	+10
11' - 50'	0
51' - 100'	-10
101' - 300'	-20
301' - up	-30

UM = Unmodified Roll



**RESISTANCE ROLL TABLE — 5.10**

Target Level	Attack Level *																Target Level
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	> 15 †	
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	+	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	+	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	+	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	+	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	+	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	+	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	+	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	+	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	+	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	+	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	+	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	+	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	+	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	+	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	+	15
> 15 †	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	>15

\* The Attack Level is the level of the caster.

† For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

To resist the target's RR must be greater than or equal to the number given above.