

EXPRESS ADDITIONS

Issue #19

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INTRODUCTION

Welcome to the 19th issue of Express Additions!

This is a Critical issue! What that means is that we are presenting the full page critical and fumble tables from both **RMC Arms Law** and **RMC Spell Law**. This will allow you to expand your **RMX** games, providing more detail and a wider variety of critical and fumble results that will most definitely enhance your game and provide you with much more pleasure and entertainment overall.

Enjoy!

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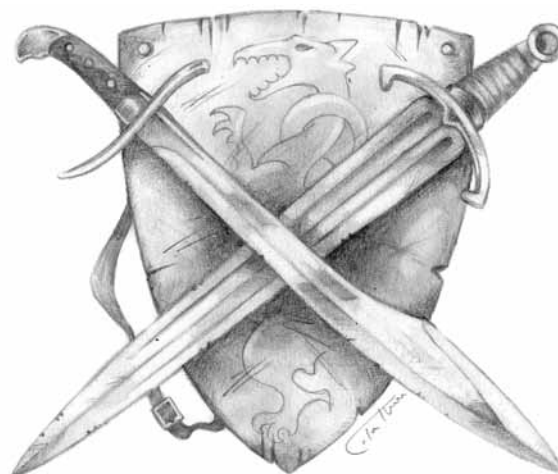
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GRAPPLING CRITICAL STRIKE TABLE					
	A	B	C	D	E
01-05	Weak grip. No bonus.	Indecision. An opportunity lost.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Glancing attack. You have the initiative next round. +5 hits
11-15	Glancing 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.
16-20	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 shinned for 1 round. +3 hits
21-35	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.
36-45	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.
46-50	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.
51-55	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.
56-60	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.
61-65	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.
66	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 for 1 round. +5 hits.	Grasp around leg knocks foe down. Tight grip. Foe is down and immobile for 2 rounds. +6 hits.	Grasp foe around neck and knock him down. Foe has torn neck muscles, is at -20. Foe is down and immobile for 3 rnds.
67-70	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 rnds, and at -75 the following round.
71-75	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.
76-80	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. Tom ligaments and pulled muscle leave foe at -40.
81-85	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.
86-90	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 rnds. If no chest armor, roll "D" crush crit.
91-95	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.
96-99	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 down 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 a amazingly helpless struggling. Grim.
100	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 toe'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 helm, 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.

KRUSH CRITICAL STRIKE TABLE					
	A	B	C	D	E
01-05	Zip.	Weak grip. No extra damage.	+1 hit	+2 hits	+3 hits
06-10	+1 hit.	+2 hits.	+3 hits	+4 hits	Glancing blow +6 hits. Foe is slightly unbalanced. You have initiative next round.
11-15	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 rnd. Add +5 to your next swing.
16-20	+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.
21-35	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.
36-45	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 initiative next rnd.
46-50	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.
51-55	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.
56-60	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.
61-65	Blow to foe's forearm. +5 hits. Foe is stunned 1 rnd. 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.
66	Shatter shoulder in foe's shield arm. Ann is quite useless. Foe is stunned and unable to parry for the next 2 rnds. +8 hits.	Shatter elbow in foe's weapon arm. Ann 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.
67-70	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.
71-75	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 rnds. Major cartilage damage.	Blow breaks foe's hip. Foe is at -75 and is knocked down. +15 hits. Foe is stunned 3 rounds.
76-80	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 at -50.	Blow breaks foe's weapon arm. Foe is stunned and unable to parry for 1 rnd. 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.
81-85	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 rnds.	Catch foe in armpit. +30 hits. Crush foe's ribs and destroy side. Foe drops and dies of nerve and organ damage in 3 rnds.
86-90	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 rnds. 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 rnds. The poor fool then expires.
91-95	Break foe's nose. Foe is stunned and unable to parry for 3rnds. +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 rnds.	Blast to foe's back. +25 hits. Bone is driven into vital organs and foe is down for 6 rounds ...Then dies, sad.
96-99	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 rods. +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.
100	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 rnds.	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 rnds, active following 4 rnds at -30, then dies of nerve damage.

MARTIAL ARTS STRIKES CRITICAL STRIKE TABLE					
	A	B	C	D	E
01-05	Sorry.	Fine artistry, but no extra damage.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hits.	+2 hits.	+3 hits.	+4 hits.	Glancing strike makes foe respect you a little more. +5 hits.
11-15	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 initiative next rnd.	Moderate strike stuns foe for 1 round. +7 hits.
16-20	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.
21-35	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.
36-45	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.
46-50	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.
51-55	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.
56-60	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.
61-65	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.
66	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.
67-70	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. Ann 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.
71-75	Knife hand, spear hand combo. Foe must roll on fumble table and is stunned 1 rnd.	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 rnds, acts at -25.	Heel kick breaks bone in foe's foot. Foe is at -50. +5 hits. Fool stunned for 3 rounds.
76-80	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 rnds 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.
81-85	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 it -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.
86-90	Fluid move followed by a leaping kick to foe's back knocks foe down and stuns Mm 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 rnds - 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 rnds.
91-95	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.	Plying 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 rnds. Add +10 to your next rnd.
96-99	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 onto his head. Skull fracture is minor but concussion severe. Foe dies of hemorrhage in 9 rnds.	Double palmstrike to foe's nose breaks cartilage and drives bone into brain. Foe drops helplessly and dies in 6 rounds.
100	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.

MARTIAL ARTS SWEEPS CRITICAL STRIKE TABLE					
	A	B	C	D	E
01-05	Acrobatic, but no extra damage. +0 hits.	Shoddy follow through. +0 hits.	+1 hit	+2 hits	+3 hits
06-10	+1 hit.	+1 hit	+2 hits	+3 hits	Unbalance foe. You have initiative next round. +4 hits.
11-15	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.
16-20	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.
21-35	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.
36-45	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.
46-50	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 rnds and is unable to parry next rnd.
51-55	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.
56-60	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 rnd. +7 hits.	Surprising sweep sends foe reeling. Foe is stunned for 3 rounds. +9 hits.
61-65	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.
66	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.
67-70	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 aim shattered. +20 hits.
71-75	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.
76-80	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 rnds.	Foe breaks fall with his weapon hand and sprains 2 fingers. Foe is at -25 and is stunned for 2 rnds.	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 rnds.	Throw sends foe down on his elbow. Joint shattered and arm is useless. Foe is stunned 4 rnds.
81-85	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 rnds. 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 face, disarmed and stunned and unable to parry 6 rnds.
86-90	Foe lands on his back. Muscle and cartilage damage. Foe quickly recovers, but is stunned and unable to parry for 2 rnds. Foe is at -20.	Foe lands on his back and is stunned and unable to parry for 2 rounds. Tom 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 rnds.	Throw sends foe flying into nearest enemy within 10 feet. All involved are stunned and unable to parry 3 rnds, take +9 hits.
91-95	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 uncon-scious. You spring to your feet 10 feet away.
96-99	Throw sends foe down on his head. If foe has helm. he is stunned 9 rnds. 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 rnd.	Throw sends foe down. He is impaled by broken rib or his own weapon and dies in 6 rnds.	Fall snaps foe's neck, killing him instantly. Add +25 to your next attack.
100	Snazzy throw. Foe is stunned and unable to parry 6 rounds. Foe is down and helpless, 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.

PUNCTURE CRITICAL STRIKE TABLE					
	A	B	C	D	E
01-05	Zip.	Glancing blow. No extra damage. +0.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.B3	+3 hits.	+4 hits.	Unbalance foe with a nice grazing strike. You gain initiative +5 hits.
11-15	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.
16-20	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.
21-35	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.
36-45	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/rnd.
46-50	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/rnd. +5 hits. Foe is stunned and unable to parry during next rnd.
51-55	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/rnd. +5 hits. Foe fights at -10. Foe is stunned and unable to parry 1 round.
56-60	Minor thigh wound. Foe takes 2 hits per round. +2 hits. Foe is stunned next round.	Minor thigh wound. Foe takes 2 hits per rnd. +3 hits. Foe is stunned and unable to parry next rnd.	Minor thigh wound. +5 hits. Foe takes 2 hits per rnd and is at -10. Foe is stunned for 2 rnds.	Strike to thigh. Foe takes 3 hits per rnd. Foe is stunned and unable to parry for the next rnd. +3 hits.	Thigh wound. Foe takes 5 hits per rnd. +6 hits. Foe is stunned and unable to parry next rnd.
61-65	Minor forearm wound. +2 hits. Foe takes 2 hits per round. Foe is at-10.	Minor forearm wound. Foe is stunned next rnd. +2 hits. Foe is at -10 and takes 2 hits per rnd.	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.
66	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.
67-70	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 rnd. Foe is stunned for 6 rnds.
71-75	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.
76-80	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.
81-85	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.
86-90	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 too is down for 2 rounds.	Strike through foe's kidneys. Foe drops. +9 hits. Foe dies after 6 rounds of very intense agony.	Strike through leg severs an artery. Foe drops, lapses into unconsciousness, and dies after 12 rounds.
91-95	Rip off foe's ear. +3 hits. Foe takes 2 hits per 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 die.
96-99	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 severe 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.
100	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.

SLASH CRITICAL STRIKE TABLE					
	A	B	C	D	E
01-05	Zip.	Weak strike. +0 hits.	+1 hit	+2 hits	+3 hits
06-10	+1 hit.	+2 hits.	+3 hits	+4 hits	Unbalance foe. +5 hits. You receive initiative next round.
11-15	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.
16-20	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 rnd.	Stun foe for 1 rnd. Foe may not parry. Add +10 to your next swing.
21-35	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, +3hits.
36-45	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/rnd.	Blow to foe's upper leg. If foe has leg armor +5 hits. If foe has no armor, +3 hits and +3 hits/rnd.
46-50	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/rnd.	Strike foe's lower back. Foe may not parry and is out next round. +3 hits. Foe takes 2 hits/rnd.	Strike to foe's lower back. Foe may not parry and is out next rnd. +4 hits. Foe takes 3 hits/rnd.
51-55	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/rnd and must parry next 2 rnds. +3 hits. Foe fights -5.	Minor chest wound. +4 hits. Foe takes 2 hits/rnd and fights at -10. Foe must parry next rnd.	Medium chest wound. +5 hits. Foe takes 3 hits/rnd, fights at -15, and must parry next rnd.	Chest wound. Foe takes 4 hits per round, is at -10, and is stunned 2 rounds. +6 hits.
56-60	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 rnd and is stunned 2 rnds.	Thigh wound. Foe is stunned for 2 rounds. +8 hits. Foe takes 5 hits a round.
61-65	Minor forearm wound. +3hits. 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/rnd, is at -10, and is stunned next rnd.	Medium forearm wound. +4 hits. Foe takes 3 hits/rnd, is at -10, and is stunned next 2 rnds.	Forearm wound. Foe is stunned for 2 rnds. +6 hits. Foe takes 3 hits per rnd and is at -15.
66	You shatter shoulder in foe's shield arm. Ann is useless. +10 next swing. Foe is stunned 3 rnds. +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.
67-70	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. Ann useless and foe takes 2 hits per rnd. Stun foe 4 rnds.
71-75	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 rnds and cannot parry for next 2 rnds. Foe is at -50.	Slash foe's lower leg and sever muscle and tendons. Foe at -70. +8 hits. Stun foe 6 rounds.
76-80	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/rnd. 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 rnd and arm is useless. Foe is stunned 6 rnds.	Slash muscle and tendons in foe's weapon arm. Ann is useless and foe is stunned 4 rnds. 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 rnds.
81-85	Slash foe in side. +6 hits and a major wound. Foe takes 6 hits/rnd 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 rnd. Foe is stunned and cannot parry for next 2 rnds.	Strike to foe's side. +8 hits. Foe takes 4 hits per rnd and is at -20. Foe is stunned and cannot parry for next 2 rnds.	Major abdominal wound. +10 hits. Foe takes 8 hits/rnd, is stunned for 4 rnds, and is unable to parry for next 2. Foe at -10.	Sever opponent's hand. +5 hits. Foe is stunned and unable to parry for next 12 rounds. Foe then dies.
86-90	Slash foe in back. +8 hits. Foe is stunned and cannot parry for 2 rounds. Wound yields 2 hits/rnd. Foe at -10.	Strike to back knocks foe down. Foe is stunned and unable to parry for 3 rounds. +10 hits. Foe takes 3 hits/rnd.	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.
91-95	Cut off foe's ear. +3 hits. Foe takes 3 hits per round and hears at -50. Foe is stunned 3 rnds and unable to parry next rnd.	Strike to foe's hip. +7 hits and foe is stunned 3 rnds. Foe cannot parry next rnd 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.
96-99	Slash foe's nose. Minor wound. +2 hits and a permanent scar. Foe takes 2 hits a rnd and is at -30 Foe stunned 6 rnds.	Strike to foe's head and neck breaks skull and causes massive brain damage. Foe drops and dies in 6 rnds. +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 rnds 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.
100	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.

TINY CRITICAL STRIKE TABLE					
	A	B	C	D	E
01-05	Dubious strike. +0 hits.	Not enough, +0hits.	Real weak. +0 hits.	HA!	+1 hit.
06-10	Zip.	No bonus, +0hits.	Nothing extra.	+1 hit.	+2 hits.
11-15	Looking bad. +0 hits.	+1 hit.	+1 hit.	+1 hit.	+2 hits.
16-20	+1 hit.	+1 hit.	+1 hit.	+2 hits.	Cutting strike. +2 hits and foe takes +1 hit per rnd.
21-35	+1 hit.	+2 hits.	+2 hits.	+3 hits.	Minor calf wound, +2 hits and foe takes +1 hit per rnd.
36-45	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 rnd.
46-50	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 rnd and takes +1 hit/rnd.
51-55	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.
56-60	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.
61-65	Mild forearm wound. Foe takes +2 hits per rnd. +2 hits.	Raking forearm strike leaves nasty scar. Foe takes +2 hits/rnd. +3 hits.	Forearm strike. Foe is forced to parry for 2 rnds. +3 hits and foe takes +2 hits/rnd.	Forearm wound. Foe is forced to parry for 2 rnds. +5 hits. Foe takes +2 hits per rnd. Add +10 to your next roll.	Strike to forearm. Foe is stunned next rnd and you gain initiative for next 2 rnds. Foe takes +3 hits/rnd. +6 hits.
66	Leg strike. Foe is stunned and unable to parry next rnd. +4 hits. Foe takes+2 hits per rnd.	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 rnd. 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 rnds.	Bizarre strike to eyes destroys 1 eye and blinds the other eye for 2 days. Foe is at -95 and is stunned for 24 rnds.
67-70	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 rnd. +5 hits. Foe is stunned next rnd at -20.	Upper arm strike. Foe stunned and unable to parry next rnd. Foe takes +2 hits/round. +6 hits.	Inspired shoulder strike tears muscle. Foe is stunned and unable to parry next rnd. Foe is at -20. +7 hits.
71-75	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/rnd, and must parry next 2 rnds.	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 rnd. If not, foe is stunned 2 rnds, is unable to parry next rnd.	Vicious leg wound. Foe takes +4 hits per round and is stunned 3 rounds. +5 hits.
76-80	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/rnd and is at -15 due to moderate wound. +5 hits.	Forearm strike. Muscle and tendon slashed. Foe fights at -25, takes +2 hits per rnd, and is stunned 2 rnds. +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 rnds and takes 3 hits per rnd.
81-85	Strike to foe's face. +4 hits. Foe is stunned next round and takes +2 hits per round.	Flying face strike. If facial armor, +2 hits and foe must parry next rnd. If not, foe takes +3 hits/rnd and stunned for 3 rnds.	Head strike. If foe has helm, +3 hits and he is stunned next rnd. If not, foe has vicious scar, takes +3 hits per rnd, and is at -40.	Acrobatic face strike. If facial armor, +5 hits. If not, foe's nose torn and he takes +3 hits/rnd, is stunned 3 rnds, and is at -40.	Head strike. If foe has helm, +4 hits and he is stunned next rnd. If not, foe takes +3 hits/rnd, fights at -25, and is stunned 9 rnds.
86-90	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 per rnd. +4 hits. Foe is stunned for 3 rnds, unable to parry 1 rnd.
91-95	Leaping head strike. If foe has helm, +3 hits and foe is stunned next rnd. If not, foe is at -30 and stunned 2 rnds. Ear torn.	Wrist strike. Wound yields +2 hits per round. Foe is stunned for 3 rounds and unable to parry next round. +5 hits.	Neck strike. Foe is stunned and unable to parry for 2 rnds and takes +2 hits per rnd. Foe fights at -20. +3 hits.	Well-timed attack tears muscle in thumb on foe's hand. Foe is disarmed, stunned and unable to parry 2 rnds. Foe fights at -50.	Dazzling leap knocks foe down. Foe is disarmed and unconscious. +9 hits.
96-99	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 strike. 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.
100	Strike to foe's eyes. If foe has full helm, he is stunned and unable to parry for 2 rnds. If not, foe loses 1 eye, is at -75, and is stunned and unable to parry for 3 rnds.	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.

UNBALANCING CRITICAL STRIKE TABLE					
	A	B	C	D	E
01-05	Nary a thing extra. +0 hits	Fairly weak. +0 zip.	Nope.	+1 hit.	+2 hits.
06-10	Sorry pal, maybe next time.	+1 hit	+2 hits.	+3 hits.	+5 hits.
11-15	Glancing strike. +3 hits.	Lame side strike. +4 hits.	Weak blow. +5 hits.	Back strike. +6 hits.	Blow to back. +7 hits.
16-20	Foe must parry next round.	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.
21-35	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.
36-45	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 initiative next rnd. +7 hits.	Hard glancing blow to leg. If leg armor, +10 hits. If not, +12 hits and foe stunned 2 rnds.
46-50	Back strike. +5 hits. Foe must parry next round a! -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 rnd.
51-55	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 rnd.	Foe is knocked down. +12 hits. Foe is stunned and sadly unable to parry next round.
56-60	Glancing leg strike. If foe has leg armor, +5 hits. If not, +7 hits and foe is stunned next rnd.	Thigh strike bruises foe. +6 hits. Foe is forced to parry at -30 next round.	Skipping calf strike. If leg armor, +7 hits. If not, +9 hits, foe is stunned 2 rnds, and 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.
61-65	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.
66	Shoulder strike sends foe spinning. +7 hits. Foe is stunned and unable to parry for 2 rnds 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 rnds. If not, foe is knocked out for 24 hours.	Foe is knocked down and is unconscious. +30 hits.
67-70	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 rnd.	Shoulder blast knocks foe down. Foe is stunned and unable to parry for 2 rnds and is at -10 due to minor fracture.
71-75	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 rnd.	Hard blow to foe's thigh knocks foe down. +15 hits. Foe stunned and unable to parry 3 rnds.
76-80	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. +8 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.
81-85	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 shield hand (and any shield) and is stunned for 6 rnds.	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 sideways. Foe breaks leg and rolls 5 feet. Foe is at -50, is stunned and unable to parry 6 rnds.
86-90	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.
91-95	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 rnds. +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 rnds.	Blow to foe's shield shoulder. If foe has shield, he is stunned 6 rnds. If not, he is knocked down, has a useless arm, passes out.
96-99	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 in 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.
100	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.

LARGE CRITICAL STRIKE TABLE					
	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+12 hits your weapon breaks. You are upset.	+15 hits you fumble your weapon and must parry next round. Good luck pal.	+18 hits you move poorly and yield the initiative next round.	+20 hits flat blow. Subtract 10 from you next swing.	+5 hits.
06-10	+3 hits.	+4 hits.	+5 hits.	+9 hits.	+10 hits.
11-20	+6 hits.	+8 hits.	+9 hits.	+12 hits.	+15 hits.
21-30	+9 hits.	+10 hits.	+12 hits.	+15 hits.	+20 hits.
31-40	+12 hits.	+15 hits.	+20 hits.	+25 hits.	+30 hits.
41-50	+15 hits.	+18 hits.	+25 hits.	+30 hits.	Light wound. +12 hits. Foe takes 5 hits per rnd and is forced to parry 1 rnd. Add +10 to your next swing.
51-65	+20 hits.	+25 hits.	+30 hits.	Light wound. +10 hits. Foe takes 3 hits per rnd and is forced to parry next rnd. You have initiative for 3 rnds.	Hard flat swing. +15 hits and foe is staggered. Foe is stunned and unable to parry for the next round.
66	Well placed strike to foe's neck severs the jugular vein. +15 hits. Foe dies in 6 rounds, and is inactive until then.	Vicious strike to abdominal region destroys a variety of important organs. Foe drops and dies in 3 rounds. +30 hits.	Strike to foe's heart. +12 hits and foe dies instantly. Add +10 to your next swing. Very clean kill.	Inspired strike that catches foe between the eyes. +20 hits. Foe dies instantly. You have 1/2 a round left to act.	Strike through foe's ear destroys brain. Foe dies immediately. Add +10 to all friends' swings next round.
67-70	+25 hits.	+30 hits.	Light wound. +15 hits. Foe is stunned for 2 rnds and fights at -20. Add +10 to your next swing.	Hard strike. +20 hits. Foe is stunned and unable to parry for 2 rnds. Add +10 to next swing.	Brutal strike through foe's heart. +20 hits. Foe dies immediately. Add +10 to your next swing.
71-80	+30 hits.	Light wound. +13 hits. Foe is stunned for 3 rnds and is unable to parry for the next rnd.	Hard blow. +20 hits. Foe is stunned and unable to parry for 2 rounds. Foe takes 3 hits per round due to light wound.	Strike to foe's leg. +9 hits. Foe is stunned and unable to parry for 1 round. Foe is at -10, takes 3 hits per round.	Shatter shoulder in foe's weapon arm. +15 hits. Foe is stunned for 3 rounds. Arm is quite useless.
81-90	Strong blast staggers foe. +20 hits. Foe is stunned and unable to parry for 2 rounds. Add +5 to next swing.	Hard blow stuns foe for 3 rounds. Foe is unable to parry next round. +22 hits. Add +10 to your next swing.	Strike to foe's leg. +15 hits. Foe is stunned for 2 rounds and fights at -20. Foe takes 2 hits per round.	Strike to foe's forehead. If foe has no helm, you kill him. if foe has a helm, you knock him out. +30 hits.	Strike to foe's chest destroys the heart. +25 hits. Foe dies immediately. Add +15 to your next swing.
91-95	Fine strike to foe's leg yields +18 hits. Foe takes 5 hits per round and is at -10. Foe is stunned for 3 rounds.	Strike foe in face. +5 hits. Foe takes 3 hits per round and fights at -25. Add +20 to your next swing.	Strike foe in head. +30 hits and foe is knocked out. Add +10 to all friendly swings next round. Fine shot.	Cruel strike to foe's chest severs a vein. Foe is stunned for 2 rnds, falls into unconsciousness, then dies after 6 rnds.	Sever an artery in foe's leg. +10 hits. Foe dies after 12 sad rounds of inactivity.
96-98	Strike foe in heart. Foe dies instantly and falls upon you. You then take 20 hits and are pinned for 6 rounds.	Strike foe through both lungs. Foe dies in 3 rounds. Your weapon is stuck in foe for 12 rounds. +25 hits.	Strike foe in nose and drive bone into brain. Foe dies instantly and you have a half round to act. Clean kill.	Strike through foe's ear drops sucker. +15 hits. Foe dies next rnd. Add +25 to your next swing.	Shatter foe's skull. +30 hits. Foe dies instantly. A piece of foe's skull sails straight back to 10 feet. Not pretty.
99-100	Strike through foe's lungs. Foe falls down and dies after 6 rnds. +24 hits. Add +20 to all friendly swings next rnd.	Hard but flat strike. Foe takes +35 hits, is stunned for 1 rnd, and is unable to parry. Your weapon breaks in half.	Strike foe in neck. +20 hits. Foe is stunned and unable to parry for 6 rounds - then dies. Your weapon is stuck 2 rounds.	Blind for cleanly. Foe is stunned and unable to parry for 2 rounds. +5 hits. Foe is at -100. Precision surgery.	Strike through foe's cheek. Foe dies immediately. +15 hits. Unfortunately, your weapon is stuck in the bone for 2 rounds.
101-150	Awesome strike. +50 hits. Foe is stunned for 3 rounds and is unable to parry. Foe fights at -25.	Strike to side of foe's head knocks foe out. +20 hits. Foe is out for at least 3 hours. Add +10 to your next swing.	Strike to foe's chin shatters jaw and knocks foe out. +60 hits and foe is in a coma foe 30 days.	Shatter foe's knee. Foe takes 2 hits per round, fights at -30, and is stunned for 3 rounds.	Sever a vein in foe's forelimb. Foe is stunned and unable to parry for 6 rounds. Foe then falls dead. +20 hits.
151-175	Strike drives bone into kidneys and liver. Foe falls, taking 40 hits. Foe then dies — pity.	Strike drives shattered remnants of foe's jaw into the brain. Foe dies instantly. You have 1/2 round left to act.	Strike to foe's abdomen destroys a variety of important organs. Foe drops and dies after 6 rounds. +30 hits.	Smooth strike through foe's cheek. +10 hits. Foe dies immediately. You have a half round left in which to act.	Strike through foe's neck. Foe dies instantly. +25 hits. Add +10 to your next swing. Fine piece of work.
176-200	Strike to bowels destroys foe's abdominal areas. Foe falls and dies after 12 rounds. +35 hits. Add +15 to your next swing.	Strike through foe's ear kills foe with clean ease. +10 hits. Add +20 to the swings of all nearby allies next round.	Strike severs and artery in foe's leg. Foe fights at -20 for 2 rnds, then drops. Foe is then inactive and dies after 6 rounds.	Strike severs foe's spine. +20 hits. Foe drops immediately and is paralyzed from the waist down.	Strike foe through the eye. Foe dies immediately. +15 hits. Add 20 to your next swing. You have a half round to act.
201-250	Blow to foe's forelimb severs a vein and stuns foe for 6 rounds. Foe drops on round 7. passes out, then dies. +15 hits.	Strike severs foe's spine. +15 hits. Foe is paralyzed from the neck down. Sadly, your weapon breaks in half.	Strike to foe's heart. +20 hits foe dies instantly. Add +15 to all friendly swings for the next 2 rounds of action.	Strike to foe's heart. +25 hits. Foe dies. Add +20 to all friendly swings for the next 3 rounds of action.	Strike carries all the way through foe's head. Foe dies instantly. The action carries onto any nearby opponent (this rnd.)
251 +	Extremely hard but flat swing. +35 hits. Foe is stunned and unable to parry for 3 rnds. Unfortunately, you knock yourself out.	Strike through foe's eye proves fatal. Foe dies immediately. +20 hits. Add +25 to your next swing.	Blind foe with vicious crossing strike. Foe is at -100 and is upset. +10 hits and foe is quite stunned for 6 rounds.	Strike through foe's ribs punctures a lung. +30 hits. Foe is knocked out. Your weapon is stuck for 6 rnds. Good luck.	Blind foe with precision strike across eyes. +6 hits. Foe is stunned and unable to parry for 24 rounds.

SUPER LARGE CRITICAL STRIKE TABLE					
	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	+10 hits, but your weapon breaks in half. Shoddy workmanship.	+10 hits, but you drop your weapon and it will take 2 rnds to get it back. Bum luck buddy.	+10 hits, but you fumble your weapon for remainder of rnd. You are stunned next rnd.	+10 hits, but you fumble your weapon for remainder of rnd. You must parry next rnd at -5.	+10 hits, but you must parry next round.
06-10	+2 hits.	+3 hits.	+4 hits.	+6 hits.	+8 hits.
11-20	+3 hits.	+4 hits.	+5 hits.	+8 hits.	+10 hits.
21-30	+4 hits.	+5 hits.	+6 hits.	+10 hits.	+12 hits.
31-40	+5 hits.	+6 hits.	+7 hits.	+12 hits.	+15 hits.
41-50	+6 hits.	+7 hits.	+8 hits.	+15 hits.	+18 hits.
51-65	+7 hits.	+8 hits.	+9 hits.	+18 hits.	+20 hits.
66	+20 hits.	Blow gives foe light wound. +12 hits. Foe takes 3 hits for round and fights -10. Your weapon breaks.	Blow gives foe light wound. +15 hits foe takes 5 hits per round, lights -10, and yields initiative next round.	Heavy wound. +20 hits. Foe is stunned and unable to parry next round. Foe fights -15 and takes 10 hits per round.	Strike foe's heart and kill sucker. Add +20 to your next swing you are, however, covered with foe's blood. +50 hits.
67-70	+8 hits.	+9 hits.	+10 hits.	+20 hits.	Heavy blow breaks bones in foe's upper body. +30 hits. Foe is stunned and unable to parry for 2 rounds. Flat strike.
71-80	+9 hits.	+10 hits.	+15 hits.	Light wound. +13 hits. Foe takes 5 hits per round, fights -10, and yields the initiative. Add +10 to your next swing.	Hard blow. +24 hits and foe fights at -20. Foe is stunned for 3 rnds and unable to parry. Foe takes 5 hits per rnd.
81-90	+10 hits.	+15 hits.	+20 hits.	Light wound. +12 hits. Foe takes 4 hits per round and must parry next round. Add +20 to your next round.	Heavy wound. Foe is stunned and unable to parry for 3 rnds. Foe takes 20 hits per round and fights at -25. +25 hits.
91-95	+15 hits.	+20 hits.	Light wound. +12 hits. Foe takes 4 hits per round and you have the initiative next 2 rounds. Add +10 next swing.	Hard blow. +25 hits. Foe is stunned for 2 rounds and is unable to parry next round. Foe takes 3 hits per round.	Strike to neck severs a variety of blood vessels and knocks foe down. Foe expires in 3 rnds due to shock. +35 hits. Nice...
96-98	Blow severs vein and artery. Foe is stunned for 12 rounds, drops, then dies. Awesome.	Massive blow to neck crushes bone and breaks spine. Foe dies in 1 rnd, but drops instantly. Add +25 to next swing.	Blow to lower skull area kills foe instantly. Foe staggers for 1 round before dropping. Add +20 to your next swing.	You cut foe's skull in half. Weapon is stuck in carnage for 6 rounds. Add +10 to all friendly swings for 6 rounds.	Strike drives bone through Foe's heart. Foe dies instantly, but your weapon is stuck in foe for 12 rounds. +40 hits.
99-100	Blow shatters bone. +30 hits and 10 hits per round due to compound fracture. Foe is at -25.	Strike foe in leg and sever vein. +25 hits. Foe drops in 2 rounds and dies. Foe can fight in the interim.	Crush bones in Foe's neck. 50% chance foe is paralyzed from neck down. 50% chance that foe is killed. You have a half round left to act.	Strike through heart kills foe. +20 hits. 25% chance foe falls on you out of spite.	Catch foe between the eyes and shatter the skull. Foe dies instantly. You have a half round to act. Add +25 to your next swing.
101-150	Light wound. +12 hits. Foe bleeds at 1 hit per round. Add +10 to your next swing.	Light wound. +13 hits and foe must parry next round. Foe takes 2 hits per round. Add +20 to your next swing.	Hard blow. +30 hits. Foe is stunned for 3 rnds and is unable to parry during next rnd. Add +10 to your next swing.	Serious compound fracture. +30 hits and foe is stunned, unable to parry, for 2 rounds.	Strike foe through leg and sever vein. Foe is stunned and unable to parry for 6 rounds. Foe then dies. +20 hits.
151-175	Blow cuts muscle and causes light wound. +20 hits. Foe is at -20 and takes 5 hits per rnd.	Blow stuns foe for 1 rnd and foe is unable to parry. +25 hits. Foe is at -20 and is quite upset.	Knock foe down. +25 hits. Foe is down and unable to parry for next 2 rounds. Add +10 to your next swing.	Knock foe down with a vicious blow. +40 hits. 50% chance of coma -- 50% chance foe is down and unable to parry 6 rnds.	Awesome blow knocks foe down. Foe breaks back and neck and suffocates in 12 rnds. +25 hits. Add +20 to next swing.
176-200	Blow cuts tendons. +15 hits and Foe fights -25. Add +20 to your next swing.	Knock foe down. +20 hits. Foe is down for 2 rounds and unable to parry. Add +25 to your next swing.	Heavy wound. +28 hits and foe is at -40. Foe is unable to parry and stunned for next 3 rnds. Foe takes 10 hits per rnd.	Strike severs vast number of blood vessels. +25 hits and foe is stunned, unable to parry, for 9 rounds. Foe is at - 25.	Strike through foe's eye hits home and rips through brain. +24 hits. Foe drops immediately and dies. Fine blast.
201-250	Blow shatters bone. +35 hits. Foe takes 10 hits per round, is stunned 2 rounds, and fights at -30.	Heavy wound. +35 hits and foe is stunned for 3 rounds, unable to parry. Foe fights at -40 and takes 10 hits per rnd.	Vicious blow to foe's leg. Foe takes 12 hits per rnd and fights at -50. Foe is stunned and unable to parry for 6 rnds. +30 hits.	Strike through foe's ear. +15 hits. Foe dies of massive brain damage in 3 rounds. Add +20 to your next swing.	Magnificent abdominal strike drops foe in a heap. +35 hits and foe dies of shock in 4 rnds. You are stunned next rnd.
251 +	Foe is blinded. +20 hits and foe fights at -100. Foe is stunned and unable to parry for 6 rounds.	Strike through foe's eye. You kill foe instantly. Add +20 to your next swing. 20% chance your weapon is stuck in foe for 3 rnds.	Awe inspiring strike drives bone through both lungs. Foe takes 100 hits, falls in a coma, and dies in 18 rounds.	Incredible strike severs an artery and vein and breaks foe's spine. +50 hits, falls, and dies after 2 rounds of agony.	Strike through side kills foe after a chain reaction of broken bones splinter. You are covered with foe's blood. +100 hits.

WEAPON FUMBLE TABLE						
	HAND ARMS (1-HANDED)	HAND ARMS (2-HANDED)	SPEAR & POLE ARMS	MOUNTED ARMS	THROWN ARMS	BOWS
01-25	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.
26-30	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 rnds 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.
31-40	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 re-cover. Real weak, kid.
41-50	Bad follow through. You lose your opportunity and give yourself 1 hit. Real weak.	Stumble over an un-seen 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.
51-60	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.
61-70	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.
71-80	Lose your grip and juggle your weapon for 2 rnds. 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 rounds while restringing bow or 2 rnds while drawing a new weapon.
81-85	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 you lighter moments. Lose 2 rounds drawing a new one.	You drop your weapon. It will take 2 rounds to draw new one or 4 rnds to recover old one.	You fumble your weapon. You are stunned and quite unable to parry for the next 3 rounds.
86-90	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 long rounds.	Drop your weapon. It will take 2 rounds to draw new one or 6 rnds to recover old one.	You break your weapon and lose 2 rounds 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.
91-95	You stumble. The classless display leaves you stunned for 3 rnds. You might still survive.	You stumble and nearly fall down in an apparent attempt to commit suicide. You are stunned 4 rnds.	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 rnds, and unable to parry 2 rnds. Your shot goes astray.
96-99	Swallow tongue in the excitement. You are stunned and unable to parry for 3 rnds.	You trip and fall. It will take 4 rnds to re-cover. You are unable to parry for 3 rounds.	You injure your shoulder. You are stunned and unable to parry for 3 rounds and fight at -25.	Your body takes the impact. You take 20 hits. Stunned and unable to parry 6 rounds.	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 rounds of action. Good luck, pal.
100	Bad taste and poor execution. You attempt to maim yourself. Roll on the "D" critical table (Slash).	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. Role on the "D" crush critical strike table.	You hit yourself during delivery. Roll on the "D" critical strike table (crushes).	Poor judgment. You let arrow fly and lose an ear. +5 hits. You take 2 hits per round.

Non-Weapon Fumble Strike Table				
	MA STRIKES	MA SWEEPS	BRAWLING	ANIMAL
01-25	Target is very fast. Lose the opportunity to attack.	Your grip on foe's arm is tenuous at best. Try again next round.	You stop for a breather. Try again next round.	Your foe's defenses seem more formidable. Try again next round.
26-30	Stumble on your own two feet. Take the rest of the round to regain balance.	Your attack is weak and off-balanced. Spend the remainder of the round recovering.	You are distracted by that rather attractive person over there. Lose your opportunity to attack.	His sudden movement surprised you. You lose the opportunity to attack.
31-40	You thought you knew what you were doing. Spend the rest of the round remembering how to do that move.	You stub your toe during delivery. You fail to connect and spend the remainder of this round stunned.	The object you were holding is suddenly shattered! You are stunned for the remainder of this round.	You attack too quickly. Coming away with only cloth. You are stunned the remainder of the round.
41-50	Overextend yourself. Spend next round parrying while your muscles recover.	You lose your balance during the throw. You must parry for two rounds while you recover.	You duck just in time! Spend the next round parrying while you find a new opening.	You realize that this foe may be too much. You must attack a different foe next round.
51-60	In the flurry, you have forgotten your best moves, May only make strike 1 attacks for two rounds.	Ill-timed sweep results in your attempt to trip the ground. This stuns you for two rounds.	There was a chair here a minute ago! You may only make small attacks for the next two rounds.	You must change opponents next round. In addition, you can only make Small attacks for two rounds.
61-65	Mistake in attack causes awkward position and slight muscle spasms. You must parry for two rounds.	Foe's deft move leaves you trying to throw the air. You must parry for two rnds while looking for the right opening.	Your attack misses widely. You nearly trip yourself and stagger. You must parry for two rounds while you recover.	You are confused, all attacks for the next three rounds are at half offense while you orient.
66	What were you thinking! You strike the nearest solid object that isn't your opponent. Give yourself an 'A' Krush critical.	Acrobatic move leaves you flat on your back! Take an 'A' Krush critical.	Someone blindsides you just as you were about to strike!. Take an 'A' Brawling critical.	The wind changes and you smell food! You must disengage and seek out an easier source of food.
67-70	Bad positioning. You must parry for two rounds while you recover.	Foe is just too powerful! You contemplate your last lesson while parrying for the next two rounds.	You catch a chair that someone threw. You can only parry for two rounds while you become disentangled from the furniture.	You are distracted by a fly that keeps buzzing your head. You can only use half your normal attack ability for two rounds.
71-80	Attempt at an advanced technique stuns you for the remainder of the round and the next round.	Foe easily avoids your clumsy sweep. You are out of position and stunned and unable to parry for one round.	Your pugilistic attempts are humorous. You are stunned for two rounds as you punch that post when you foe ducks.	That shiny piece of metal keeps distracting you. You suffer a -50 for two rounds.
81-85	Your knee connects with foe's solid bone, causing an interesting sensation. You are stunned for one round and unable to parry for two rounds.	You've suddenly forgotten the follow through move on that throw. You lose three rounds of action while trying to remember it.	The crowd pushes you into the wall. You lose three rounds of action as you seek to get free of the crowd.	Was that your babies crying? Suffer a -50 for three rounds before you discover it was that mocking bird again.
86-90	You "know" that your strike was amazing. However, foe is lucky to have blocked it. You are stunned for two rounds by his intuition.	You suddenly understand what your teacher has been telling you all of those years! You are stunned for two rounds. Go ahead; reminisce.	Was that someone flying overhead? You are stunned for two rounds as a large object just passed over your head.	You are intimidated by foe's sudden surge of strength. Perhaps this was a bad idea. Suffer a -50 for two rounds while you seek a way to disengage.
91-95	You twist your ankle in a recovery. You fall and manage to stun yourself in the process.	Your "graceful" sweep results in your own fall. You are stunned for two rounds, through you quickly jump to your feet.	You slip on a wet spot on the floor. You go down hard. You are stunned for two rounds while you crawl for cover.	Your unexpected jump surprised not only your foe, but also yourself. You land wrong. Take an 'A' Krush critical.
96-99	In the excitement, you try to make your two feet be in three places at once. You fall, stunning yourself for three rounds. You are unable to parry for two rounds.	Your indecision causes you to attempt two different throws at once. You are stunned and unable to parry for three rounds. Quick Thinking!	As you duck a blow, you lose your footing. You fall down, stunned for three rounds and unable to parry for two.	You duck to one side to avoid foe's attack. Unfortunately, you get tangled up in the underbrush. You suffer a -50 to all actions for three rounds.
100	You forget even the most basic of moves. You throw your self at your opponent, giving yourself a "B" Krush critical.	Awkward sweep results in you going down and slamming your head. You are stunned and unable to parry for 6 rounds.	Someone unexpectedly slams into your back. You hit your head on a table as you fall. You are stunned and unable to parry for 6 rounds.	Run away!. You must turn tail and run. Survival instincts say its time to leave the scene. Foe gets an attack at your back as you leave.

HEAT CRITICAL STRIKE TABLE					
	A	B	C	D	E
01-05	Hot air. +0 hits.	Hot draft. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 rnd. Hard, hot breeze. +2 hits.	Foe loses 1 rnd of initiative. +2 hits. Strong heat; little effect.	Foe loses 1 rnd 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 rnd initiative; if he has no armor, 2 rnds. +5 hits.
16-20	Foe loses initiative for 1 rnd. The nearby fire gives 3 more hits. Good blast, weak fire.	Blast unbalances foe. Foe loses initiative for 2 rnds.	Foe loses initiative for 2 rnds. +5 hits.	Foe is unbalanced and must parry for 1 rnd. +6 hits.	Hot, unbalancing blast. Foe must parry for 1 rnd. +7 hits.
21-35	Blast unbalances foe. He loses initiative for 2 rnds. +4 hits.	Bothersome smoke. +6 hits.	Light burns. Foe must parry for 1 rnd. 1 hit per rnd. +7 hits.	Minor burns. Foe must parry for 2 rnds. 1 hit per rnd. +8 hits.	Minor burns. Foe must parry for 2 rnds. 2 hits per rnd. +9 hits.
36-45	Foe must parry for 1 rnd. +6 hits.	Light burns. Foe must parry for 1 rnd. +7 hits. Foe takes 1 hit per rnd.	Minor burns force foe to parry for 2 rnds. +8 hits and 1 hit per rnd.	Blast stuns foe for 1 rnd. +9 hits. Foe takes 2 hits per rnd due to pain and suffering.	Blast stuns foe 1 rnd. +10 hits. Foe take 3 more hits per rnd. If wearing, a cloak it is destroyed.
46-50	Light burns. Foe must parry for 1 rnd. +7 hits, and foe takes 1 hit per rnd.	Minor burns. Foe must parry for 2 rnds. +8 hits. Foe takes 1 hit per rnd.	Fire stuns foe for one rnd. +9 hits. Foe takes 2 hits per rnd. Minor burns.	Fire stuns foe for 1 rnd. +10 hits. 3 hits per rnd. If foe is using a non-metal bow, it is destroyed.	Fire stuns foe for 2 rnds. +12 hits and 3 hits per rnd. If foe is using a wooden weapon, it is destroyed.
51-55	Blast unbalances foe. +8 hits. Foe must parry for two rnds and takes 1 hit per rnd.	Blast stuns foe for 1 round. +8 hits. Foe takes 2 hits per rnd. Wide shot, strong fire.	Blast stuns foe 2 rnds. +9 hits. If leg armor, he takes 1 hit/rnd. If not, 3 hits/rnd	Blast stuns foe 2 rnds. If helm, 8 hits and 2 per rnd. If not, 11 hits and 4 per rnd.	Foe reels back 3'. 1 rnd stun, no parry. Takes 3 hits per rnd from hot blast. +13 hits.
56-60	Foe is stunned 1 rnd. +9 hits. Loses initiative for 2 rnds and takes 2 hits per rnd.	Foe stunned 2 rnds. If metal leg armor, +8 hits. If not, +9 hits and 3 hits per rnd.	Blast stuns foe 2 rnds. +10 hits; +2 hits per rnd. All cloth on foe's back is destroyed.	Foe's clothing ignites. 1 rnd stun, no parry, takes +9 hits/rnd while aflame (2 rnds to extinguish fire). +12 hits.	Fire stuns foe 2 rnds; +15 hits, and cannot parry for 1 rnd. He is at -10 and burns deliver 3 hits per rnd.
61 -65	Foe is stunned 2 rnds. If leg armor, he takes +7 hits and 1 hit per rnd. If not, he takes +10 hits and 3 per rnd.	Foe is stunned and unable to parry for 1 rnd. +9 hits, and 2 hits per rnd. Foe fights at -5 (leg burns).	Foe is stunned and unable to parry for 1 rnd. +10 hits, foe takes 3 hits per rnd and is at -10. Upper leg burns.	Foe is stunned 2 rnds, unable to parry for 1. If leg armor, he takes +10 hits and 4 hits/rnd. If not, +13 hits and 6 hits per rnd.	Searing blast burns foe's legs. Foe is stunned and unable to parry for 2 rnds. He takes 4 hits per rnd and fights at -10. +15 hits.
66	Blast causes foe to drop what he is holding. Stunned, no parry 2 rnds and is at -15 (chest burns). +9 hits.	Foe is stunned 2 rnds. If foe wears organic armor, it is now useless. +10 hits. Foe takes 4 hits per rnd from chest blast.	Chest blast knocks foe down. If arm armor, he takes 2 hits/rnd. If not, his weapon arm is useless and he takes 4 hits/rnd. +12 hits.	Neck blast. If foe has neck armor, he takes 3 hits/rnd and fights at -10. If not, foe is unconscious and takes 10 hits per rnd.	Head strike. If foe has helm, he is knocked out and takes 5 hits per rnd. If not, foe is killed instantly, his head fully vaporized. Fine aim.
67-70	Back blast. Foe is stunned for 2 rnds. Foe takes 2 hits per rnd and fights at -5. +8 hits.	Back blast. Foe is stunned for 1 rnd. Foe takes 2 hits per rnd and fights at -10. +7 hits.	Back blast. Foe is stunned for 2 rnds and unable to parry for 1 rnd. Foe takes 2 hits per rnd and fights at -15.	Back blast. Foe is knocked down. +15 hits. Foe is out of action for 1 rnd. Foe takes 3 hits/rnd. Organic material on his back is destroyed.	Blast to foe's shield arm. If foe has arm armor, he takes 4 hits/rnd and fights at -15. If no armor, foe takes 5 hits/rnd and loses use of arm.
71-75	Hot smoke blinds foe. Foe is stunned and unable to parry for 1 rnd. +12 hits.	Chest blast. Foe is stunned for 2 rnds and unable to parry for 1 rnd. Foe fights at -15. Add +10 to your next swing. +9 hits.	Chest blast. Foe is stunned for 3 rnds. If foe has organic chest armor, it is destroyed. If no chest armor, foe takes 6 hits per rnd and fights at -25.	Blast to foe's shield arm. If he has a shield, he drops it. If organic, it is destroyed. If he has no shield, he is stunned 6 rnds, 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 rnds. Otherwise, foe is knocked down, takes 6 hits per rnd and fights at -60.
76-80	Blast stuns foe for 2 rnds. Foe cannot parry for 1 rnd. +10 hits. Side wound. Foe takes 2 hits per rnd.	Arm strike. Burns stuns foe for 2 rnds. foe takes 2 hits per rnd. 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, stunned 6 rnds, loses use of arm, and fights at -50. If shield is organic, it is destroyed.	Foe's loses weapon hand. Severe burns. Any item in hand possibly damaged. Foe is stunned and unable to parry 3 rnds, and takes 5 hits per rnd.	Blast to foe's shield arm. If foe has a shield, it is destroyed, foe loses his hand and is stunned for 6 rnds. If not, foe loses arm and is knocked out. +20 hits.
81-85	Back blast. Foe is stunned for 2 rnds and is at -20. Burns deliver 2 hits per round. +8 hits.	Back blast. Foe is knocked down, stunned 1 rnd, and takes 2 hits/rnd. All organic material on back is destroyed.	Leg blast. If leg armor, he takes +2 hits/rnd 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 rnds. +15 hits.	Foe inhales flame and gets parched throat and lungs. Foe expires in 12 painful rnds. +20 hits.
86-90	"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 rnd until extinguished (takes 1 rnd). Foe is stunned for 3 rnds. +10 hits.	Lower leg burns. Foe loses foot, but wound is cauterized. Foe is stunned and unable to parry for 6 rnds, takes +3 hits per rnd; and is at -85. +15 hits.	Abdomen strike. If foe has armor, it is destroyed, foe is out, and takes 2 hits/rnd. If not, foe dies in 12 inactive rnds from organ damage.	Foe's lower body is engulfed in flames. Foe dies in 9 rnds as a result of organ and tissue loss. +20 hits.
91-95	Fire burns foe in hip area. Foe is stunned and unable to parry for 2 rnds. Foe fights at -30. +12 hits.	Head strike. Foe is blinded and fights at -95 for 6 rnds. If foe has no helm, he takes 8 hits/rnd 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 rnds, takes +4 hits per rnd 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 rnds. +25 hits.
96-99	Blast to foe's neck area. If foe has neck armor, he is stunned and unable to parry for 3 rnds. If not, foe is down and taking 8 hits per rnd.	Neck strike destroys foe's throat. +20 hits. Foe takes 12 hits per rnd and is inactive for 9 rnds. 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 rnds. 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 rnds due to many compound fractures, tissue and organ loss, and boiling blood. +20 hits.	Foe is instantly dehydrated into dust. Add +10 to your next roll.
100	Searing blast to foe's head. If he has helm, he is knocked out and takes 7 hits/rnd. 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 mid-section, destroys foe's clothing, armor, and all items he carries. Foe is cut in half and dies. +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					
	A	B	C	D	E
01-05	Cool breeze +0 hits	Cold breeze. +0 hits.	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hit	+3 hits	+4 hits	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 rnd. Cold wind. +2 hits.	Foe loses initiative for 1 rnd. Cold chills. +3 hits.	Foe is slightly unbalanced and loses 1 rnd of initiative. +4 hits.	Light blast. Foe loses initiative for 1 rnd. +5 hits.	Cold blast. If foe has a protective cloak or armor, he loses 1 rnd of initiative. If not, foe takes +6 hits and loses 2 rnds of initiative.
16-20	Foe loses initiative for 1 rnd. Freezing breeze. +3 hits.	Foe loses initiative for 2 rnds. Freezing wind. +4 hits.	Foe loses initiative for 2 rnds. Mild frosting. +5 hits.	Unbalancing blast. Foe must parry for 1 rnd. +6 hits.	Moderate blast. Foe must parry for 1 rnd. +7 hits.
21-35	Mild blast. Foe loses initiative for 2 rnds. +4 hits.	Frost laden blast forces foe to lose 2 rnds of initiative. +5 hits.	Moderate blast. Foe must parry for 1 rnd. +6 hits.	Chilling blast gives foe a frosty "burn". Foe must parry for 1 rnd at -20, takes +1 hit per rnd. +7 hits.	Parched, cold blast. Foe is unbalanced and must parry for 2 rnds at -15. +8 hits.
36-45	Frosty blast. Foe must parry for 1 rnd. +5 hits.	Freezing blast. Foe must parry for 1 round and loses 3 rnds 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 rnd. Foe takes +2 hits per rnd and fights at -5 due to facial shock. +8 hits.	Strong, low blast stuns foe for 1 rnd; destroys foe's foot covering. If feet uncovered, foe is at -20 (frostbite).
46-50	Moderate blast. Foe must parry for 2 rnds. +6 hits.	Mild frostbite. +2 hits per rnd. Must parry for 2 rnds. +7 hits.	Blast stuns foe for 1 round. +8 hits.	Mild frostbite. Foe is at -10. +2 hits per rnd. Stunned 1 rnd. +9 hits.	Swirling blast spins foe about. +10 hits. Stunned 1 rnd. Drops weapon.
51-55	Unbalancing blast. Foe is stunned for 1 rnd. +7 hits.	Strong, but off-center blast stuns foe for 1 rnd. Foe takes +3 hits per rnd 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 rnd due to shock and pain.	Blistering blast to foe's side knocks foe back 5 feet. Foe takes +3 hits per rnd and is stunned for 2 rnds. +10 hits.	Strong side strike. Foe is stunned and unable to parry for 1 rnd, and takes +4 hits per rnd numbing pain. +11 hits.
56-60	Strong, but diffused, blast. Foe is stunned for 2 rnds. +8 hits.	Foe is stunned for 2 rounds, all wood exposed on foe's back is useless and brittle. Foe takes +2 hits per rnd. +9 hits.	Back blast freeze dries all organic material on foe's back. Foe is stunned and unable to parry for 1 rnd. +9 hits.	Blast to foe's shield arm. Foe is stunned and unable to parry for 1 rnd, takes +3 hits per rnd, and fights at -15.	Blast to foe's weapon arm. Foe is stunned and unable to parry 1 rnd, takes +4 hits per rnd, and fights -20.
61 -65	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 rnds and fights at -30. +13 hits. Frostbite.
66	Blast causes foe to drop whatever he is holding. +10 hits. Foe is stunned and unable to parry for 3 rnds. Chest strike.	Foe is stunned and unable to parry for 4 rnds. If foe wears no armor or protective cloak, he takes +5 hits per rnd.	Foe is knocked down and stunned for 6 rnds. If foe has wrist armor, he takes +3 hits per rnd. If not, foe fights at -25 and takes +6 hits per rnd.	Neck blast. If foe has neck armor, he takes +4 hits per rnd and is stunned for 6 rnds. If not, foe fights at -50, takes +5 hits per rnd, is stunned 3 rnds.	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 rnd. +15 hits.
67-70	Back blast. Foe is stunned and unable to parry for 1 rnd. Frostbite. Foe fights at -5. +10 hits.	Back blast. Frostbite. Foe is stunned for 2 rnds and cannot parry for 1 rnd. Foe fights at -10. +11 hits.	Back blast. Foe is stunned for 2 rnds and cannot parry for 1 rnd. Foe fights at -15. Frostbite. +12 hits.	Back blast. Foe is stunned for 3 rnds and cannot parry for 1 rnd. Foe fights at -20. Frostbite. +13 hits.	Blast to foe's shield arm. If shield, he is knocked down & takes +2 hits per rnd. If not, massive frostbite, foe loses use of arm and is stunned 6 rnds.
71-75	Unbalancing blast. Foe is stunned for 2 rnds. 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 rnd. Foe is stunned, no parry for 2 rnds. +12 hits.	Strike to foe's side. Shock and frostbite. Foe fights at -20, takes +3 hits per rnd, and is stunned and unable to parry for 2 rnds.	Blast freezes foe's shield shoulder. Arm is useless and foe is stunned for 2 rnds. +14 rnds.	Blast to foe's weapon arm. Frostbite and numbing pain make arm useless and stun foe for 3 rnds. +15 hits.
76-80	Chest strike. Foe is stunned for 2 rnds and cannot parry for 1 rnd. +12 hits.	Chest strike. Foe takes +3 hits per rnd, fights at -15, and is stunned for 4 rnds. +13 hits.	Chest strike. Foe takes +4 hits per rnd. 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 rnds. +15 hits.	Chest strike. Foe is knocked down and drops all he holds. Foe is stunned for 12 rnds. Shock and nerve damage. Foe fights at -30.
81-85	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 rnds and takes +4 hits per rnd. +14 hits.	Thigh strike. Foe has broken bone and frostbite. Foe fights at -40, takes +5 hits per rnd, and is stunned for 6 rnds.	Blast freezes both of foe's hands and foe loses use of both arms. Foe is stunned 9 rnds and takes +6 hits per rnd.	Blast freezes foe's throat and lungs. Foe drops and dies in 12 rounds. +17 hits.
86-90	Leg strike. Foe is knocked down. If foe has leg armor, he is stunned for 2 rnds. 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 rnds. 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 rnds. Foe takes +6 hits per rnd, fights -80.	Upper chest blast knocks foe down. If foe has chest armor, he is knocked out. If not, foe dies in 12 rnds due to a cold, cold heart.	Back blast freezes and shatters foe's backbone. Foe drops and dies in 9 inactive rnds. Broken neck. Massive shock.
91-95	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 rnds 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 rnds.	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.
96-99	Neck strike. If foe has neck armor, he is stunned for 9 rnds. 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 rnds.	Side strike freezes and shatters foe's pelvis. Foe dies in 6 rnds due to shock and nerve damage. +18 hits.	Foe's heart and lungs are suddenly frozen. Foe dies in 6 inactive rnds 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.
100	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 rnd. 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 rnds. +20 hits.	Foe freezes solid and then shatters into thousands of pieces after falling down 20 feet behind impact point.

IMPACT CRITICAL STRIKE TABLE					
	A	B	C	D	E
01-05	Nary a whisper. +0 hits.	Great luck escapes you. No additional damage. +0.	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Blast stuns foe for 1 rnd. +3 hits.
11-15	Foe loses initiative for 1 rnd. +2 hits.	Foe is spun about. +4 hits. Foe loses initiative 1 rnd.	Foe is unbalanced. +3 hits and foe must parry 1 rnd.	Foe is unbalanced. +4 hits and foe must parry 1 rnd.	Blast stuns foe for 1 rnd. +4 hits.
16-20	Foe is spun about. +3 hits. Foe loses initiative 1 rnd.	Blast unbalances foe. +2 hits and foe must parry 1 rnd.	Foe is unbalanced. +4 hits and foe must parry 1 rnd.	Foe is unbalanced. +6 hits and foe must parry 1 rnd.	Blast stuns foe for 1 rnd. +9 hits.
21-35	Foe is unbalanced. +5 hits. Foe loses 2 rnds of initiative.	Blow unbalances foe. +5 hits and foe must parry 1 rnd.	Foe is unbalanced. +8 hits and foe must parry 1 rnd.	Foe is unbalanced. +10 hits and foe must parry 1 rnd.	Foe reels from blast. +15 hits and foe is stunned for 1 rnd.
36-45	Foe is unbalanced. +8 hits. Foe loses 2 rnds of initiative.	Blow unbalances foe. +9 hits and foe must parry next rnd.	Foe is unbalanced. +10 hits and foe is stunned for 1 rnd.	Foe is unbalanced and must parry for 2 rnds. +12 hits.	Foe is spun about and reels backwards 10 feet. +20 hits. Foe is stunned 2 rnds.
46-50	Blow unbalances foe. +10 hits. Foe loses 3 rnds of initiative. Getting better.	Blow unbalances foe. +10 hits and foe is stunned next rnd.	Foe is unbalanced and must parry for 2 rnds. +12 hits. Add +5 to your next action.	Foe is spun about. +20 hits. Foe is stunned 2 rnds.	Foe is staggered. +20 hits and foe is stunned and unable to parry 1 rnd.
51-55	Foe is unbalanced. +10 hits. Foe is stunned for 1 rnd. Grazing blast.	Blow unbalances foe. +12 hits and foe is stunned next rnd.	Foe is knocked back 5 feet and must parry for the next 2 rnds. +15 hits.	Foe is knocked back 5 feet and must parry for the next 2 rnds. Add +5 to your next action.	Foe is staggered. +20 hits. Foe is stunned 2 rnds and unable to parry next rnd.
56-60	Foe is unbalanced. +10 hits. Foe is stunned next rnd.	Foe is spun about. +10 hits and foe is stunned for 2 rnds.	Foe is spun about +12 hits and foe is stunned for 2 rnds.	Foe is staggered. +10 hits. Foe is stunned and unable to parry for 1 rnd.	Foe is knocked down, +20 hits. Foe is out of action for 2 rnds.
61 -65	Foe is unbalanced. +12 hits. Foe is stunned during next rnd.	Foe is staggered. Poor fool is stunned and unable to parry next rnd. +10 hits.	Foe is stunned and unable to parry next rnd. +10 hits. Add 5 to your next action.	Foe is staggered. +10 hits. Foe is stunned 2 rnds and unable to parry for next rnd.	Foe is knocked down. +20 hits. Foe is out of action for 3 rnds.
66	Blast break's foe's shield shoulder. Arm is useless. +20 hits. Foe must parry for 1 rnd. +7 hits.	Blow shatters foe's weapon shoulder. +15 hits. Arm is useless. Foe is stunned 1 rnd.	Blow breaks both of foe's arms. He is knocked down, is at -90, and stunned for 3 rnds.	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.
67-70	Blow to foe's back. Foe is stunned and unable to parry for 1 rnd. +7 hits.	Blow to foe's back. Foe is stunned and unable to parry next rnd. +12 hits.	Blow to foe's back. Foe is stunned for 2 rnds and unable to parry next rnd.	Foe is knocked down. +15 hits. Foe is out of action for 2 rnds. Add +5 to your next act.	Blast to foe's shield arm. Foe is stunned 1 rnd. If foe has a shield, it is broken. Otherwise foe has a shattered shoulder.
71-75	Blow unbalances foe. +10 hits and foe is stunned for 2 rnds. Strong grazing blast.	Blow stuns foe for 2 rnds. +20 hits. Foe is unable to parry next rnd.	Foe is knocked down. +10 hits. Foe is out of action for 2 rnds. Add 5 to your next act.	Foe now has a broken shield arm. +10 hits. Foe loses use of arm, is stunned 1 rnd.	Blast to foe's chest breaks ribs and stuns foe for 6 rnds. +20 hits. Foe at -25.
76-80	Blow stuns foe for 2 rnds. +15 hits. Foe is unable to parry for 1 rnd.	Foe is knocked down. +10 hits. Foe is out of action for 2 rnds. 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 rnd.	Blow breaks foe's weapon arm. +10 hits. Arm is useless. Foe is stunned for 1 rnd.	Blistering blast to foe's shoulder area breaks collar bone and both shoulders. Arms are useless. +25 hits.
81-85	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 rnds and fights at -25.	Foe has broken thigh. +15 hits. Foe fights at -40 and is stunned for 3 rnds.	Blow breaks both of foe's arms and knocks foe down. +20 hits. Foe is down for 3 rnds, has 2 useless arms.	Blast to side crushes a variety of organs. Foe dies of internal bleeding after 6 rnds of inactivity. +30 hits.
86-90	Blow knocks foe down. +10 hits. Foe is down for 3 rnds 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 rnds.	Blow breaks foe's hip. +20 hits. Foe fights at -60 and is stunned and unable to parry for 2 rnds.	Strike to foe's abdomen. +20 hits. If not armored, foe dies in 6 rnds due to organ loss. If armored, foe stunned 12 rnds.	Blast crushes bone in foe's lower body. Foe finds life hard and dies in 3 rnds. +50 hits.
91-95	Blow breaks foe's hip. Foe fights at -50. +20 hits. Foe is stunned and unable to parry . for 3 rnds.	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 rnds.	Blow shatters foe's jaw. Foe's brain is destroyed. +50 hits. Foe dies after 3 rnds of inactivity.	Blast drives bone through foe's lungs. Foe drops and dies after 6 rnds of intense agony. Sad. +30 hits.
96-99	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 rnds.	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 rnd.	Blast crushes skull. Foe dies immediately. Add +20 to your next action.
100	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 rnds.	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					
	A	B	C	D	E
01-05	A lot of static. +0 hits	Foe's hair stands up. +0 hits	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+2 hits	+3 hits	+4 hits	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foe loses initiative for 1 rnd. +2 hits.	Foe loses initiative for 1 rnd; the metal he bears begins to buzz. +2 hits.	Foe hears crackling sound and loses 1 rnd of precious initiative. +3 hits.	Foe loses initiative for 1 rnd. The smell of danger is in the air. +4 hits.	If foe has metal armor, he loses 2 rnds of initiative. If not, foe is stunned but 1 rnd. +5 hits.
16-20	Foe is spun about and loses 1 rnd 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 rnd. +6 hits.
21-35	Blast unbalances foe. He loses 2 rnds 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 rnd. +6 hits.	Light bums. Foe must parry for 2 rnds; takes 1 hit per rnd. +5 hits.	Foe gets a minor scorching and is stunned for 2 rnds. +10 hits.
36-45	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 rnds. +7 hits.	Blast stuns for 1 rnd. Foe fights at -10 for 2 rnds. +7 hits.	Smoke and light stun foe for 2 rnds. Foe fights at -10 for 2 rnds. +12 hits.
46-50	Minor burns. Foe must parry for 1 rnd and takes 1 hit per rnd. +2 hits.	Blast forces foe to parry for 2 rnds. +6 hits.	If foe has metal armor, he is stunned 2 rnds. If not, foe is stunned for 1 rnd. +7 hits.	Explosion of light and fire stuns foe for 2 rnds. Foe fights at -10 for 2 rnds. +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.
51-55	Sizzling but weak blast stuns foe for 1 rnd. +6 hits.	Foe is spun about and is stunned for 1 rnd. A minor burn on foe's leg causes 2 hits per rnd. +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 rnds and foe is unable to parry for 1 rnd. +10 hits.	Hot smoke and light stuns foe for 4 rnds. Foe loses initiative for 6 rnds. +13 hits.
56-60	Foe is unbalanced and is forced to parry next 3 rnds. +7 hits.	Foe is stunned 2 rnds. If foe has metal armor, he cannot parry for 1 rnd. +8 hits.	Blast stuns foe for 2 rnds. Foe cannot parry for 1 rnd, 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.
61 -65	Chest strike. If foe has metal armor, he is stunned for 2 rnds. If foe has no armor, he is stunned 3 rnds.	Upper leg strike. Foe is stunned and unable to parry for 1 rnd. +9 hits.	Foe is stunned and unable to parry for 2 rnds. +10 hits.	If foe has abdomen armor, he takes 2 hits/rnd and is stunned 2 rnds due to minor bums. If not, bums stun foe 6 rnds and give him 3 hits/rnd.	Leg strike. Foe is knocked down and stunned for 2 rnds. Foe cannot parry for 1 rnd. +14 hits.
66	Blast of light and smoke stun all within 5 feet of foe for 1 rnd. Foe is knocked down and stunned for 3 rnds.	Chest strike. Foe is stunned and unable to parry for 3 rnds, takes 3 hits per rnd, 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 rnd. +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.
67-70	Back strike. Foe is stunned and unable to parry for 1 rnd. +7 hits.	Back strike. Foe is stunned for 2 rnds and cannot parry for 1 rnd. +10 hits.	Back strike. Foe is stunned and unable to parry for 2 rnds. Bums 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 rnds. Minor shock. Foe fights at -25. +15 hits.
71-75	Blast stuns foe for 3 rnds, foe fights -5 for 6 rnds. +8 hits.	Strike to foe's shield arm. If 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 metal shield; he is stunned 6 rnds 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 rnds. +13 hits.	Shoulder strike shatters bone in foe's weapon arm. Muscle & cartilage damage. Arm is useless, foe stunned for 6 rnds, and takes +3 hits per rnd.
76-80	Strike to foe's upper chest stuns foe 2 rnds. Foe cannot parry for 1 rnd. +9 hits.	Chest strike. Foe is knocked down and takes 2 hits per rnd 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 rnds and takes +15 hits.	Chest strike. Foe is knocked out due to shock. Blood loss and nerve damage cost foe +3 hits per rnd. +18 hits.
81-85	Back blast. Foe is stunned and unable to parry for 2 rnds. +12 hits.	Back blast. Foe is stunned and unable to parry for 3 rnds. Muscle is torn and foe fights at -10. +13 hits.	Thigh strike. Foe takes 2 hits per rnd. Bones break and torn cartilage. Foe is stunned for 4 rnds and fights -40.	Lower back strike. Nerve damage and shock. Foe is stunned for 30 rnds and takes +3 hits per rnd. +15 hits.	Foe is a conductor as strike rearranges his nervous system. Foe drops and lies in shock for 12 rnds before dying.
86-90	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 or 2 rnds.	Leg strike. If leg armor, he is stunned and unable to parry for 6 rnds. If not, leg is broken, it has damaged nerves, and foe is stunned for 6 rnds 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 rnds.	Abdomen strike. If foe has armor over abdomen, he is stunned for 9 rnds and takes +6 hits per rnd. If not, foe dies of shock and bleeding in 12 rnds.	Blast crushes pelvis and shatters lower backbone. Foe's spine is burned into many of small parts. Foe is knocked out and dies in 12 rnds.
91-95	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 weeks, and is stunned 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 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 rnds. +25 hits.
96-99	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 rnds. +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 rnds. If not, foe dies instantly.	Chest strike knocks foe back 10 feet. Massive nerve damage. Foe dies of fatal shock in 3 rnds. +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).
100	Head strike. Foe's brain falls victim to massive shock and Surface burns. Foe drops into unconsciousness, and dies in 6 rnds. +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 rnds.	Foe's nervous system acts as a superconductor. Foe's sad instant death provides all 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.

CREATURE CRITICAL STRIEKS				
	Large Creatures		Super Large Creatures	
	Normal	Slaying	Normal	Slaying
01-05	+0 hits	+5 hits	+0 hits	+3 hits
06-10	+1 hit	+9 hits	+1 hit	+5 hits
11-20	+3 hits	+12 hits	+2 hits	+9 hits
21-30	+5 hits	+15 hits	+3 hits	+12 hits
31-40	+7 hits	+18 hits	+5 hits	+15 hits
41-50	+10 hits	+20 hits	+7 hits	+18 hits
51-65	+13 hits	+25 hits	+10 hits	+20 hits
66	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 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.
67-70	+15 hits	+30 hits.	+12 hits	+25 hits
71-80	+20 hits	Light wound. Foe is stunned for 3 rnds and loses 6 rnds of initiative. +12 hits.	+15 hits	+25 hits
81-90	Strong blast staggers foe. Foe is stunned 3 rnds and loses 6 rnds of initiative. +15 hits.	Hard blow stuns foe 3 rnds. Foe cannot parry for 1 rnd. +25 hits.	+20 hits	+30 hits
91-95	Leg strike. Foe is stunned and unable to parry for 2 rnds. +20 hits.	Leg strike breaks bone. Foe stunned, not able to parry for 2 rnds, fights at -30	+30 hits	Leg strike. Foe is stunned and unable to parry for 2 rnds. +25 hits.
96-98	Vicious blast crushes foe's neck & shatters spine. Foe drops and dies in 3 rnds.	Awesome blast slays foe by driving jaw through brain. Add 15 to your next roll.	Blast crushes foe's skull. Foe drops and dies of brain damage in 6 rnds.	Strike crushes foe's chest cavity and destroys foe's heart. Foe dies instantly.
99-100	Superb strike drives rib into foe's heart. He drops & dies in 6 agonizing rnds.	Perfect aim. Sever foe's carotid artery & jugular vein. He drops, dies in 3 rnds.	Blast destroys foe's eyes. Foe is forever blind & fights at -95. Stunned 12 rnds.	Massive brain damage from strike through foe's ear. Foe dies after 6 inactive rnds.
101-150	Massive strike. Foe is stunned and unable to parry for 3 rnds. +30 hits.	Awe inspiring blast. Foe is stunned and not able to parry for 5 rnds. +35 hits.	Strong blast. Foe is stunned and unable to parry for 2 rnds. +30 hits.	Side strike. Foe is stunned and unable to parry for 3 rnds. +35 hits.
151-175	Side strike. Foe is stunned and unable to parry for 5 rnds. Foe fights at -20 due to broken ribs.	Side strike shatters bone. Foe is stunned and unable to parry 6 rnds. Foe fights at -25 due to pain. +40 hits.	Side strike. Foe is stunned and unable to parry for 4 rnds and fights at -20 due to broken bone.	Chest strike. Broken bone causes foe to fight at -20. Wound yields +5 hits per rnd.
176-200	Foe is knocked down. Severe thigh wound. Foe takes +10 hits per rnd and fights at -35. +35 hits.	Foe is knocked out. Bone break & wound give foe +10 hits/rnd. Upon recovery, foe fights -50.	Chest blast. Wound gives foe +5 hits/rnd. Creature fights at -30. +30 hits.	Foe is knocked down. Severe wound. Foe takes +10 hits/rnd and fights at -50. +40 hits.
201-250	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.
251+	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 sends bone through the heart. Foe dies instantly.	Strike to foe's head. Poor creature dies instantly. Add 20 to your next roll.

SPELL FAILURE TABLE			
Non-Attack Spells		Attack Spells	
01-20	Momentary lapse in concentration delays casting of spell one rnd.	01-20	The strain causes caster to lose concentration. The spell is lost (but not points.)
21-30	Subconscious second thoughts cause caster to lose spell (but not the spell points).	21-30	Mild mental lapse causes caster to lose spell (but not spell pts). Caster operates at -50 for 1 rnd.
31-40	Strain causes caster to lose spell (but not the spell points).	31-40	Moderate, but serious, strain causes caster to lose spell (but not spell pts). Stunned for 1 rnd.
41-60	Moderate mental lapse causes caster to cast an ineffectual spell (but not lose spell points).	41-60	Serious mental lapse causes caster to throw an ineffectual spell. Stunned for 1 rnd.
61-80	Apparently inconvenient distraction causes caster to cast a useless spell (but not lose the spell pts). Stunned for 1 rnd.	61-75	Subconscious fear causes caster to cast an ineffectual spell. Stunned for 1 rnd.
81-95	Serious strain causes caster to misfire. Caster does not lose the spell pts. Stunned 2 rnds.	76-90	Severe strain causes caster to misfire. Caster takes 5 hits, and is stunned for 3 rnds.
96-100	Caster internalizes spell, takes 10 hits. Stunned for 12 long rnds.	91-95	Extreme mental pressure causes caster to misfire and collapse to the ground. Caster takes 10 hits, and is stunned for 6 rnds.
101-125	Spell strays and travels to points unknown. It proves useless. Caster is stunned for 3 rnds.	96-100	Caster internalizes spell, takes 20 hits. Knocked out for 12 hrs.
126-150	Spell has no effect. Caster is confused & stunned for 4 rnds.	101-125	Spell strays and travels to a point 20 feet right of target. Roll on appropriate table for effect. Caster is stunned 1 rnd and takes 10 hits.
151- 175	Severe strain takes toll on caster. Spell misfires: caster takes 5 hits, and is stunned for 6 rnds.	126-150	Spell strays and travels to a point 20 feet left of target. Roll on appropriate table for effect. Caster is stunned 2 rnds and takes 5 hits.
176-185	Caster internalizes spell, takes 8 hits, is knocked down, and is unable to function for 1 hour.	151-175	Spell is cast in direction opposite to the intended line. Caster suffers mental collapse, takes 25 hits, and is unable to function for 6 hours.
186-191	Caster internalizes spell, takes 10 hits, is knocked down, and is unable to function for 6 hours.	176-185	Caster internalizes spell, takes 30 hits, and suffers nerve damage in brain. Unfortunate fool loses all spell casting ability for 1 wk. must operate at 50% of normal for 3 months (or until nerves are repaired, whichever period is shorter).
192-195	Caster suffers from nervous disorder, takes 25 hits, and is knocked out for 12 hours. Caster loses all spell casting ability for 4 weeks.	186-191	Caster internalizes spell, loses all spell casting ability for 2 weeks, takes 35 hits, and falls into a coma for 1 week.
196-200	Mild stroke. Caster loses spell casting ability for 2 wks, takes 20 hits, must operate at 50% normal for 3 days.	192-195	Caster suffers a massive stroke, takes 50 hits, and lapses into a month long coma. Caster will regain consciousness, but will die 3 hours later.
201-250	Caster internalizes spell, loses all spell casting ability for 3 weeks, takes 20 hits, and is knocked out for 9 hours.	196-200	Caster suffers severe stroke, is paralyzed from the waist down.
251-300	Nervous disorder. Caster is stunned for 12 rounds, and loses all ability to throw the attempted spell (it may be relearned after 1 yr).	201-250	Caster internalizes spell, loses all spell casting ability for 3 weeks, takes 40 hits, and falls into a coma for 3 weeks.
301+	Caster suffers a severe stroke, and falls into a 3 month coma.	251-300	Severe nervous disorder causes caster to misfire spell, and lose all spell casting ability for 3 months.
		301+	Massive internalization of power. Brain death. Caster dies instantly.