

Rolemaster

Combat Screen™

The **Rolemaster Combat Screen™** is a useful accessory for every **Rolemaster** Gamemaster and gamer. A stand-up 34"x11" color combat screen and 16 pages of reference sheets include most of the important tables required for handling battles, maneuvering, and action. (Except attack tables.) A must for fans of the **Rolemaster™** system!

The **Rolemaster Combat Screen™** provides:

- A four-face, full-color combat screen (34"x11")
- All 15 Critical Strike Tables!
- The Fumble Table and the Spell Failure Table
- The Static Action Table and the Moving Maneuver Table
- The Strategic Movement Chart and the Standard Encounter Chart
- The Resistance Roll Table and the Battle Round Table
- The Bonuses and Penalties Tables

This is the *original* **Rolemaster Combat Screen** and is fully compatible with **Rolemaster** 2nd edition.



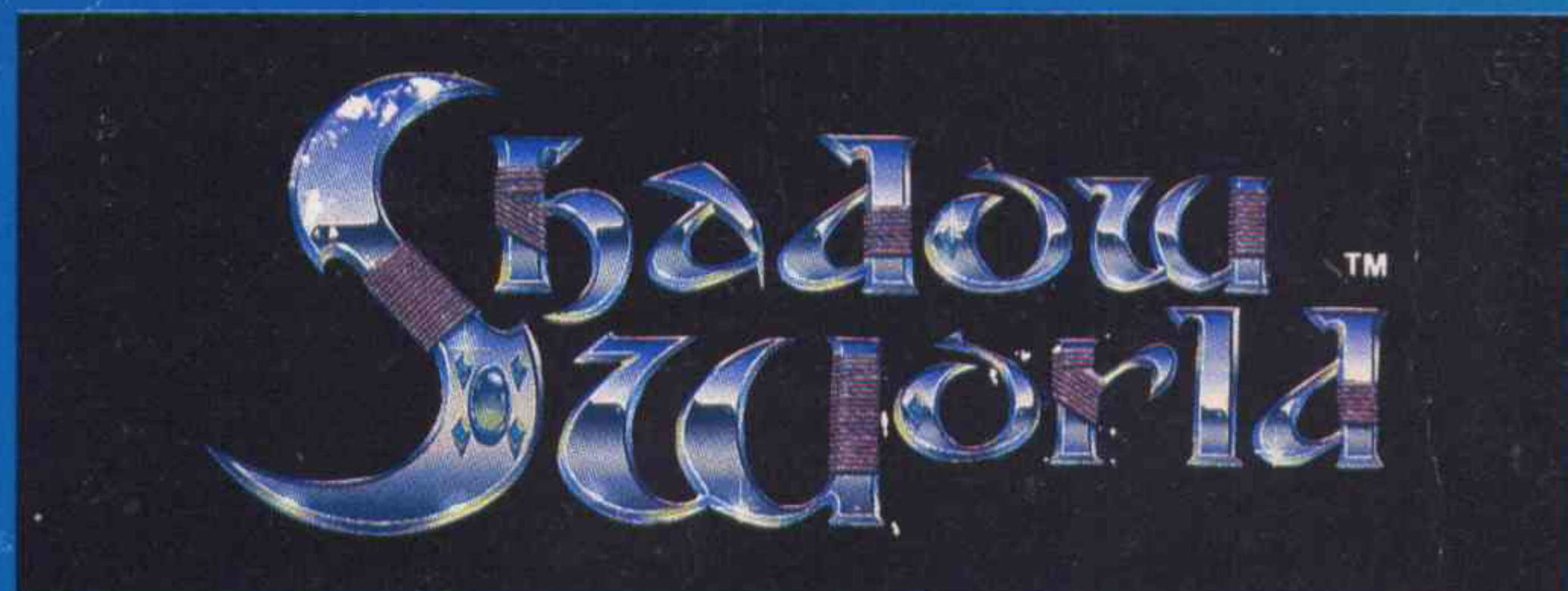
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Rolemaster™ gamers now have an entire fantasy world at their fingertips. **Shadow World™** products form a rich fantasy environment for the **Rolemaster™** and **Fantasy Hero™** game systems. The self-contained adventures may also be used as isolated or hidden areas in any Gamemaster's campaign world.

Rolemaster™

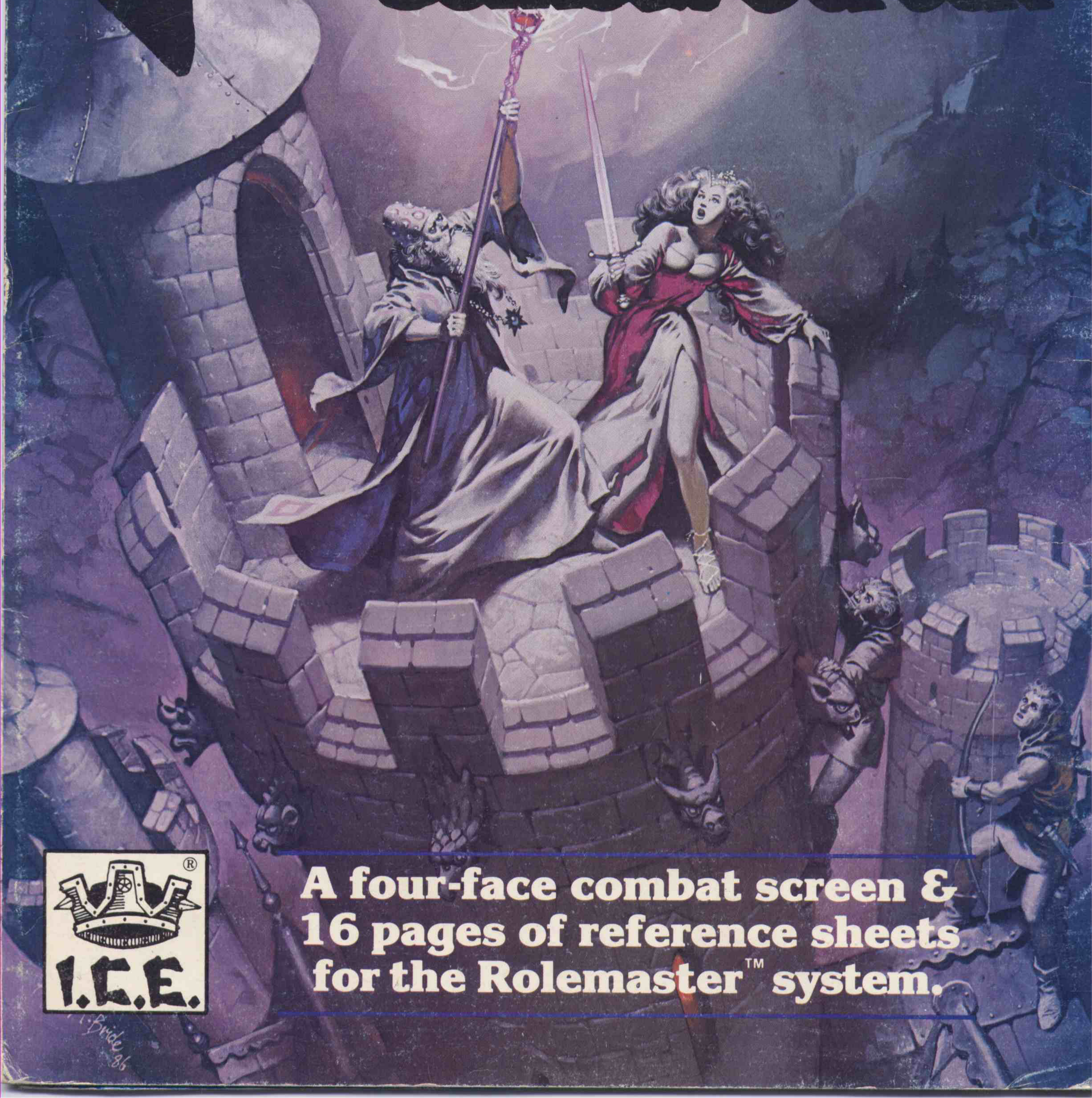
The completely reformatted 2nd edition **Rolemaster™** system includes the following:

- **Arms Law & Claw Law™**—The **Rolemaster™** Arms and Animals combat systems combined in a new, reorganized volume! These fast-moving rules include individual charts for 30 weapons and critical strike tables, as well as detailed creature attacks for real and mythical beasts. Martial arts rules are also included.
- **Character Law & Campaign Law™**—The new version of the complete character development and campaign guide! **Character Law™** features a unique trait development system that allows characters to increase their ability in any area of skill. There are no absolute restrictions. **Campaign Law™** includes handy reference material invaluable to any Gamemaster: weather, encounter, and price charts, and guidelines for running a campaign in a complex living world.
- **Spell Law®** —The magic system that improves any FRP game! The new edition of **Spell Law®** has over 2000 spell descriptions based on 3 realms of power and 15 professions. It provides alchemy rules, spell attack and failure tables, and a unique spell-learning structure.

Rolemaster,
a cut above the rest!

#1001

Rolemaster Combat Screen™



**A four-face combat screen &
16 pages of reference sheets
for the Rolemaster™ system.**

STATIC ACTION TABLE

(CHARACTER LAW TABLE 15.3.2)

BASIC MODIFICATIONS

Category	Condition	Speed & Strength	Hiding	Disarm Traps	Pick Locks	Preception	Maneuvers*	Misc.
Difficulty	Routine	NA	NA	+30	+30	+30	NA	+30
	Easy	NA	NA	+20	+20	+20	NA	+20
	Light	NA	NA	+10	+10	+10	NA	+10
	Medium	NA	NA	0	0	0	NA	0
	Hard	NA	NA	-10	-10	-10	NA	-10
	Very Hard	NA	NA	-20	-20	-20	NA	-20
	Extremely Hard	NA	NA	-30	-30	-30	NA	-30
	Sheer Folly	NA	NA	-50	-50	-50	NA	-50
	Absurd	NA	NA	-70	-70	-70	NA	-70
Lighting ¹	No Shadows	NA	-30	+20	+10	+20	+10	+10
	Light Shadows	NA	-20	+10	+5	+10	+5	+5
	Medium Shadows	NA	0	0	0	0	0	0
	Heavy Shadows	NA	+10	-10	-5	-10	-5	-5
	Dark	NA	+30	-30	-10	-30	-20	-20
	Pitch Black	NA	+40	-40	-20	-50	-40	-30
Shock & Pain	25-50% Hits Taken	-10	NA	-5	-5	-5	-10	-10
	51-75% Hits Taken	-20	NA	-10	-10	-10	-20	-20
	76-up Hits Taken	-30	NA	-20	-20	-20	-30	-30
Bleeding	For each Hit/Rnd taking	-10	NA	-5	-5	-5	-10	-10
Serious Wound	For each limb out	-10	NA	-5 ²	-5 ²	-5	-10 ²	-10 ²
	Stunned	-30	NA	-50	-50	-30	-50	-50
	Down	-50	NA	-70	-70	-50	-70	-70
Combat Situation	In melee	-20	NA	-50	-50	-20	-30 ³	-30
	Under missile fire	-10	NA	-20	-20	-10	-10	-10

SPECIAL MODIFICATIONS

Speed & Strength	For each consecutive round of preparation using 100% activity.						-	+10
Hiding	Quality of hiding place	Bad					-	-20
		Fair					-	0
		Good					-	+10
		Very Good					-	+30
		Excellent					-	+50
	Presence of Hider in the area is known to searchers.						-	-30
Disarming Traps & Picking Locks	A perception roll is successfully made by the disarmer/picker.						-	+20
	For each time the trap/lock has been tried without success.						-	-30
	Disarmer/picker has disarmed/picked this trap/lock before.						-	+50
	Disarmer/picker has disarmed/picked this type of trap/lock before.						-	+30
	Disarmer/picker has the construction of the mechanism described to him.						-	+20
Perception	Player mentions the appropriate thing being perceived. (e.g., the player says he is actively looking for an ambush or trap)						-	+30
	The character making the perception roll has encountered the situation being perceived before (this specific character, not the player of the character).						-	+20
Maneuvers*	Encumbered ⁴	Light (one weapon and belt equipment)					-	0
		Medium (weapons/armor and belt equipment)					-	-10
		Heavy (weapons/armor and normal pack)					-	-20
		Very Heavy (all personal equipment and 50-100 lb.)					-	-30
		Burdened (all personal equipment and over 100 lb.)					-	-50

* Modifications to maneuvers are applied to a roll on the Maneuver/Movement Table (15.3.1)

¹ These lighting conditions are for normal human eyesight; creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

² If the limb that is out of action is normally required to perform the action, the GM should increase the difficulty of the action and drastically increase these modifications.

³ In certain situations the maneuverer may withdraw from melee without his opponent(s) being able to attack him if he completes a successful maneuver.

⁴ These encumbrances are approximate; absence of one of the weight categories would drop the encumbrance condition one level (e.g. a character with a normal pack, no armor and one weapon would be medium, *not* heavy). If using **RM** Section 7.2, personal equipment is weapon / armor and up to 2x weight allowance.

NOTE: A category is all conditions between a set of lines. Only one condition from a category can have its modification applied to an action. (e.g., a character attempting to pick a lock may have taken 77% of his hits, only the -20 modification is applied and not the other two).

BATTLE ROUND SEQUENCE (AL&CL TABLE 8.2.3)

- 1— Spell Action Phase**
- 2— Spell Results Phase**
- 3— Spell Orientation Phase**

- 4— Fire Phase (A)**
- 5— Fire Result Phase (A)**

- 6— Movement/Maneuver Phase**

- 7— Fire Phase (B)***
- 8— Fire Result Phase (B)***

- 9— Melee Phase**
- 10— Melee Result Phase**

- 11— Final Orientation Phase**

*—Optional second fire phases, see *AL&CL* Section 3.0 and 3.1.

STRATEGIC MOVEMENT CHART

This chart provides suggested traveling rates for an average group of adventurers moving through a variety of locales. **The result equals the number of miles covered in a 4 hour period (1 standard strategic move).** Note that the results for multiple movement types/paces may be combined to derive an average during periods when the group moves by more than one mode. Running, sprinting, or dashing rates are not listed, since characters cannot normally survive such paces over a four hour period. They may, however, be used sparingly to increase the average of an otherwise slow gait (e.g., intermittent running, when combined with a sneaking pace, may average to a careful walk).

Transport Type	TERRAIN TYPE								
	Road	Open/Path	Forest	Rough	Rough & Forest	Swamp	Sand	Mountainous	Snow
Sneaking	4	4	3	2	2	1.5	1.5	1	.5
Careful walk	8	7	4	4	3	2.5	2.5	2	1
Normal walk	10	8	6	5	3	2.5	2.5	2	1.5
Jog/walk	15*	12*	9*	7*	4**	3**	3**	3**	2**
Camel	16	16	8*	10	6	3**	10	6	4*
Elephant	20	20	15	12	10	4*	5	8**	6*
Horse (slow)	15	12	9*	7*	4*	3**	6	3*	2*
Horse (fast)	25	18*	12**	10**	6**	4.5***	8*	4**	3**
Mule/donkey	12	12	10	10*	10*	3**	6	5*	3*

WEATHER AND VISIBILITY MODIFIERS:

Movement Rate	Condition	Movement Rate	Condition
Normal	At night and all characters have night-vision.	Normal	Light rain.
10%	At night and no characters have night-vision.	75%	Normal rain.
50%	At night and less than half the characters have night-vision.	50%	Fog, snow, or heavy rain.*
75%	At night and more than half the characters have night-vision.	25%	Electrical or sand storm.***

* Each character must make one maneuver roll per 4 hour period.

** Each character must make one maneuver roll per 2 hour period.

*** Each character must make one maneuver roll per 1 hour period.

NOTE: More information on transportation modes and movement rates can be found in *Rolemaster*, Sections 7.2 and 7.3.

STANDARD ENCOUNTER CHART

This chart is intended to cover the usual pattern of encounters between PCs and local inhabitants or wild beasts. The zones represent the relative density of social beings or inhabitants. These are cross-indexed with ranges which cover the differential between the two encounter dice rolls.

The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the GM should roll again: a low result means that there is an encounter with wild beasts; a high result means interaction with social beings.

	Dense	Moderate	Light	Uninhabited	Waste
1-30	s/—	—/—	—/—	—/—	—/—
31-40	e/—	s/—	—/s	—/s	—/—
41-50	e/—	s/—	—/s	—/s	—/—
51-60	e/—	s/—	s/s	—/s	—/—
61-70	e/—	e/—	s/s	—/s	—/s
71-80	e/—	e/s	s/s	—/s	—/s
81-90	e/—	e/s	e/s	—/s	—/h
91-100	h/s	e/s	e/s	—/h	—/h
101-120	h/h	e/s	e/h	s/h	—/h
121-140	a/h	h/h	h/h	e/h	s/a
141-160	a/a	a/h	h/h	e/h	e/a
161-180	a/a	a/a	a/h	h/a	h/a
181-200	t/a	a/a	a/a	a/a	a/t
201+	t/t	t/t	t/t	t/t	t/t

Encounter codes:

t = trap or ambush or surprise attack; a = attacking group; h = hostile group; e = basic encounter; s = sighting by other group.

The encounter codes are meant to be general and relative. A simple encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of passive people. The GM should take note of the local folk and beasts to determine which type will be involved, and what their relative strength will be. A simple rule of thumb: the higher the differential, the more dangerous the encounter. The GM may wish to increase the number or capabilities of the given inhabitants or beasts accordingly.

AVOIDANCE ROLL MODIFIERS

PC group size*	Travel mode / speed (profile)	
1 — + 50	Sneaking afoot / 1/4x —	+ 50
2 — + 20	Careful walk / 1/2x —	+ 20
3-4 — —	Normal walk / 1x —	—
5-10 — -20	Run / 2x —	-10
11-20 — -50	Slow ride / norm —	-20
20-50 — -75	Fast ride / 3x norm —	-40
51+ — -100	Flying/Sailing/Rowing —	variable
Other		
	Traveling at night** —	+ 50
	Actively searching for something —	+ 30
	Spells employed —	variable
	Encamped after 12 hrs travel —	-20
	Encamped after 16 hrs travel —	-40

* Group size based upon Men. Due to their skill or impact, certain characters may count less (e.g., Rangers, Elves, or Halflings = 1/2).

** Nighttime lighting (e.g., moonlight, starlight, cloudless skies, etc.) may lower this modifier.

ACTIVITY ROLL MODIFIERS

Hostile population	+ 25
Patrolled area	+ 50
Pursuit (hue & cry)	+ 100
Night-adapted population at night	+ 30
Night-adapted population during day	-30

Terrain

(foilage & lay of the land)

Forest & rough —	-50	Other Forest & flat —	-25
Light & rough —	+ 10	Night* —	+ 50
Light & flat —	—	Rain —	+ 10
Open & rough —	—	Clear weather —	+ 10
Open & flat —	+ 50	Spells —	variable

* This will vary according to the night capabilities of the inhabitants, animals, or given group. Orcs and Elves are night-oriented.

OFFENSIVE MODS. TABLE — AL&CL 8.2.7	
Effect	Category and Notes
+ (variable)	Skill bonus, stat bonus, level bonus, weapon quality bonus, spell bonuses, special item bonuses. These factors are usually fixed for a given character. (AL&CL Section 4.4.)
- (variable)	Parrying bonus (AL&CL Section 4.3).
-20	If weapon used in left hand (AL&CL Sec. 5.1).
± (variable)	Range modifications (see individual attack tables).
- (variable)	Reloading penalty (AL&CL Section 5.2.12).
- (variable)	Armor missile attack penalty (AL Table 8.2.4).
+15	Flank attack.
+20	Rear attack.
+20	Surprise.
+20	Stunned foe *.
+30	Downed foe *.
+50	Prone foe *.
-10	Wounded more than 25% (concussion hits).
-10	Wounded more than 50% (concussion hits).
-10	Wounded more than 75% (concussion hits).
-20	Drawing a weapon (also applies to movement).
-50	Changing weapons (also applies to movement).
- (variable)	Moving (normally the % of possible movement equals the penalty).
± (variable)	Miscellaneous (to be determined by the GM).
Note: <i>Modifications are cumulative unless noted otherwise.</i> * — Only one of these modifications can be applied at any given time.	

MANEUVER MODS. TABLE — AL&CL 8.2.9	
Effect	Category and Notes
-35 to +35	Applicable stat bonus (usually Agility).
-10	Wounded more than 25% (concussion hits).
-10	Wounded more than 50% (concussion hits).
-10	Wounded more than 75% (concussion hits).
- (variable)	Armor, see AL Table 8.2.4 for maneuver mod.
± (variable)	Applicable skill bonus (see <i>ChL</i> Section 3.0).
± (variable)	Bonuses due to spells (see <i>SL</i>).
± (variable)	Unusual absurdities (determined by GM).
± (variable)	Miscellaneous (determined by GM).
Note: <i>Modifications are cumulative unless noted otherwise.</i>	

DEFENSIVE MODS. TABLE — AL&CL 8.2.6	
Effect	Category and Notes
+ (variable)	Armor quality bonus, Adrenal Defense bonus, (Quickness stat bonus - armor Qu penalty), spell bonuses, special item bonuses. These factors are usually fixed for a given character. (AL&CL Section 4.4.)
+ (variable)	Shield bonus (AL&CL Table 8.2.5).
+ (variable)	Parrying bonus (AL&CL Section 4.2)
+20	Half "Soft" cover (AL&CL Section 4.4.4) *.
+40	Full "Soft" cover (AL&CL Section 4.4.4) *.
+50	Half "Hard" cover (AL&CL Section 4.4.4) *.
+100	Full "Hard" cover (AL&CL Section 4.4.4) *.
± (variable)	Miscellaneous (determined by Gamemaster).
Note: <i>Modifications are cumulative unless noted otherwise.</i> * — Only one of these modifications can be applied at any given time.	

INITIATIVE DETERMINATION TABLE — AL&CL 8.2.8	
Effect	Category and Notes
+ (1-100)	Quickness stat (1-100 base).
+10	Strength (applies to the stronger combatant).
+30	Weapon ready.
0	One-handed weapon.
-10	Two-handed weapon.
+40	Pole Arm, on 1st round of combat between 2 opponents.
-20	Pole Arm, after 1st round of combat between 2 opponents.
+10	Longer weapon when neither opponent is charging.
+30	Longer weapon when one or both opponents are charging.
-5	Two weapon combination.
-10	Shield.
-40	Surprised.
-40	Encumbered.
-40	Wounded more than 50% (concussion hits).
- (variable)	Moving, subtraction equal to % of movement expended.
Note: <i>Total all applicable modifications; the melee combatant with the highest total attacks first.</i>	

BASE ATTACK ROLL MODIFICATIONS — SL 15.2			
A/D	CATEGORY	EFFECT	NOTES
A	Level of Spell Caster	+1 per level	Pure and hybrid spell users only.
A,D	Spells	± (variable)	Depends on specific spell.
A,D	Items	± 5 per bonus	±1 if a 3-18 system is used.
D	Race	± (variable)	E.g., Demons, Dwarves, Dragons, etc.
D	Full Cover	-20	Detected, but not sighted.
D	Partial Cover	-10	Less than half of target sighted.
D	Static target	+10	Applies only if no cover.
A,D	Range	-30 to +30	See Base Attack Table.

ELEMENTAL ATTACK ROLL MODIFICATIONS — SL 15.3

A/D	CATEGORY	EFFECT	NOTES
A	Level of Spell Caster	+1 per level	May be higher.
A	Caster's Agility (NA)	-25 to +35	
A	Caster's Spell Skill Bonus	+0 to +50	
A,D	Spells	+ (variable)	Depends on specific spell. + 1 if a 3-18 system is used.
A,D	Items	+ 5 per bonus	
D	Defender's Quickness	-25 to +35	Detected, but not sighted; Quickness bonus not used. Less than half of target sighted; QU bonus not used. Applies only to prone and/or surprised targets without cover being used; Quickness bonus not used.
D	Full Cover	-60	
D	Partial Cover	-30	
D	Static Target	+30	
D	Wall Shield (NA)	-30	Must be facing caster.
D	Full Shield (NA)	-20	Must be facing caster.
D	Normal Shield (NA)	-15	Must be facing caster.
D	Target Shield (NA)	-5	Must be facing caster.
D	No Helmet	+5	
D	Full Helmet (covers face)	-5	
D	Center Point of Area Spell	+20	Only applies to area spells like Fireball.
D	Range	-75 to +35	See specific attack table.

(NA) = Not applicable to area spells. A = Based on Attacker. D = Based on Defender.



RESISTANCE ROLL MODIFICATIONS — SL 15.6

A/D	CATEGORY	EFFECT	NOTES
A	Base Attack Roll Modifications	-125 to +70	Apply result from <i>SL</i> Base Attack Table.
A,D	Spells	± (variable)	Depends on specific spell. ± 1 if a 3-18 system is used. E.g., Demons, Dwarves, Dragons, etc.
D	Items	± 5 per bonus	
D	Race	± (variable)	
D	Willing Target	-50	Target wants the spell cast at/on him.
D	Same Realm	+15	Target's spell realm is the same as the spell's realm.
D	Target's Stat Bonus	-25 to +35	For Essence use Empathy; for Channeling use Intuition; for Mentalism use Presence.

RESISTANCE ROLL TABLE — SL 15.5

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

* — The Attack Level is the level of the spell caster.

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

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

	Routing
-201	Fall down. +2 You are out 3
(-200) — (-151)	Fail to act.
(-150) — (-101)	10
(-100) — (-51)	30
(-50) — (-26)	50
(-25) — 0	70
01 — 20	80
21 — 40	90
41 — 55	100
56 — 65	100
66 — 75	100
76 — 85	100
86 — 95	100
96 — 105	110
106 — 115	110
116 — 125	120
126 — 135	120
136 — 145	130
146 — 155	130
156 — 165	140
166 — 185	140
186 — 225	150
226 — 275	150
276+	Incredible mo feel great. Tak your current h

BATTLE ROUND SEQUENCE

ARMS LAW TABLE 8.23

1 -- Spell Phase	6 -- Movement and Maneuver Phase
2 -- Spell Results Phase	7 -- Melee Phase
3 -- Spell Orientation	8 -- Melee Results Phase
4 -- Missile Phase	9 -- Final Orientation Phase
5 -- Missile Results Phase	

MANEUVER / MOVEMENT TABLE — AL&CL 8.2.2

	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
1	Fall. Knock self out. You are out for 12 rounds. +9 Hits.	Fall. Break arms. +10 Hits. You are out for 6 rounds.	Fall. +15 Hits. Break arm. You are out for 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break both arms and neck. +30 Hits. You are out 60 rounds.	Fall sends you into a coma for 3 years. +30 Hits. Broken spine.	Fall breaks neck. You die in 3 rounds.	Fall crushes skull.
2	Fall down. Lose 2 rounds. +2 Hits.	Fall down. +3 Hits. You are out for 4 rounds.	Fall. Break wrist. +10 Hits. You are out for 6 rounds.	Fall. Break leg. +15 Hits. You are out 9 rounds.	Fall. Break arms. +20 Hits. You are out 18 rounds. Arms useless.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from neck down.
3	Fail to act.	Fall down. +2 Hits. You are out for 2 rounds.	Fall down. Sprain ankle. You are at -25. +6 Hits.	Fall. Break arm. +10 Hits. You are out 6 rds, stunned 3 rds.	Fall. Break leg. +15 Hits. You are out for 6 rounds.	Fall. +30 Hits. You are out 6 rds. Shatter knee. You are at -80.	Fall. Break both arms and neck. +30 Hits. You are out 60 rds.	Fall. You smash your backbone and are in a coma for 1 year.
4	10	Fail to act.	Fall down. Lose 2 rounds. +3 Hits.	Fall down. Sprain ankle. You are at -25. +5 Hits.	Fall. +20 Hits. Break your wrist. Out 2 rds. Not very smooth.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. +30 Hits. You are out 9 rds. Shatter knee. You are at -80.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.
5	30	10	Fail to act.	Fall down. +5 Hits. You are out 3 rounds.	Fall. Sprain ankle and tear ligament. You are at -30. +15 Hits.	Fall. +10 Hits. Knock yourself out. Out for 18 rds. You lose, pal.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. You are out 18 rounds. You break both arms. +25 Hits.
6	50	30	5	Fail to act.	Fall down. +5 Hits. You are out of action for 3 rounds.	Fall. Sprain ankle and tear muscle. You are at -30. +10 Hits.	Fall. +20 Hits. Break your wrist. Out 2 rds. Not very smooth.	Fall. +10 Hits. Break your leg. You are at -75. Out 6 rounds.
7	60	50	10	5	Fails to act.	Fall down. +5 Hits. you are out for 3 rounds.	Fall. +5 Hits. You pull a leg muscle. You are at -25. Out 2 rounds.	Fall. +15 Hits. Break your arm. You are out for 6 rounds.
8	70	60	20	10	5	Fail to act.	Fall down. +7 Hits. You take 3 hits per round. Out for 2 rds.	Fall. Knock yourself out. You are out for 30 rounds. +10 Hits.
9	80	70	30	20	10	5	Fall down. +5 Hits. Out for 3 rounds.	Fall. Sprain ankle. You are -30. +15 Hits.
10	90	80	40	30	20	10	Fail to act.	Fall. +7 Hits. 3 hits/rnd. Out for 2 rounds.
11	100	90	50	40	30	20	5	Freeze for 2 rounds.
12	100	100	60	50	40	30	10	Fail to act.
13	100	100	70	60	50	40	20	5
14	100	100	80	70	60	50	25	10
15	110	100	90	80	70	60	30	20
16	110	110	100	90	80	70	40	30
17	120	110	100	100	90	80	50	40
18	120	120	110	100	100	90	60	50
19	130	120	120	110	100	100	70	60
20	130	120	120	120	110	100	80	70
21	140	130	Super move. You feel great. Take 4 hits from your current total.	Excellent move. You are unstunned. +10 to allies' rolls for 2 rds.	120	110	90	80
22	140	Great move. You feel better. Subtract 4 hits from current total.	Move inspires all. You are unstunned. Allies are at +10 for 2 rds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 2 rounds.	120	100	90
23	Incredible move. You feel great. Take 3 from your hit total.	Move inspires all. You are unstunned. Allies are +10 for 2 rds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.	Move inspires your allies. +25 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 3 rounds.	You have half the round to act.	100	100
24	Brilliant. Move inspires all. Allies are at +10 for 2 rds.	Move inspires your allies. +20 to friendly rolls for 3 rounds.	Move inspires your allies. +25 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 3 rounds.	Move inspires your allies. +30 to friendly rolls for 4 rounds.	Move inspires your allies. +30 to friendly rolls for 6 rounds.	Move stuns all foes within 30'. You still have half a rnd to act.	Move stuns all foes within 50 feet.

WEAPON FUMBLE TABLE — AL&CL 8.2.1

	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 rounds to recover old one.	Fumble your delivery. You lose the option to attack but you can still parry.	Fumble your delivery. You lose 2 rounds but can still parry.	You fumble your delivery and hang onto your weapon. Subtract 10 from your next attack.	One's ten thumbs just cannot handle loading. You lose the rounds.
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 recover. Real weak, kid.
41-50	Bad follow through. You lose your opportunity and give yourself 1 hit. Real weak.	Stumble over an unseen imaginary deceased turtle. You lose 2 rnds of offensive action but can parry.	Lose your grip and juggle weapon for 2 rounds. You can still parry. Your next swing is at -10.	Your mount rears and you are quite stunned for 2 rounds during the recovery.	You fumble your weapon after losing your grip. You are stunned for 3 rounds.	Break arrow and lose your cool. You find yourself out of 2 rounds of action.
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 rounds. Unfortunately, you cannot parry.	Very bad move. You are stunned and unable to parry for 2 rounds. Not good.	Fumble your follow-through. You lose 3 rnds. You are stunned for 2 rounds.	You break your weapon and lose 2 rounds while drawing a new one.	You slip and lose 3 rounds to fully recover. You hold onto weapon, but cannot parry.	Bowstring breaks. You lose 6 rnds while restringing bow or 2 rnds while drawing a new weapon.
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 your lighter moments. Lose 2 rounds drawing a new one.	You drop your weapon. It will take 2 rounds to draw new one or 4 rounds to recover old one.	You fumble your weapon. You are stunned and quite unable to parry for the next 3 rounds.
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 rounds.	Drop your weapon. It will take 2 rounds to draw new one or 6 rounds to recover old one.	You break your weapon and lose 2 rnds drawing a new one. You take 10 hits.	You fumble your weapon badly but hang onto it. You are stunned and unable to parry for 6 rounds.	You let your arrow fly much too soon. You strike 20 feet short of target. You are out 2 rounds.
91-95	You stumble. The classless display leaves you stunned for 3 rounds. You might still survive.	You stumble and nearly fall down in an apparent attempt to commit suicide. You are stunned 4 rounds.	You trip and fall. It will take 4 rounds to recover. You are unable to parry for 3 rounds.	Your seating is improper and you find yourself stunned and unable to parry for 3 rounds.	You let go of weapon too early and send it off 30 feet behind you.	Slip and fall down. You are stunned for 6 rounds, and unable to parry 2 rounds. Your shot goes astray.
96-99	Swallow tongue in the excitement. You are stunned and unable to parry for 3 rounds.	You trip and fall. It will take 4 rnds to recover. You are unable to parry for 3 rounds.	You injure your shoulder. You are stunned and unable to parry for 3 rnds and fight at -25.	Your body takes the impact. You take 20 hits. Stunned and unable to parry/6 rnds.	You fall down. Your shot goes astray. You are stunned for 12 rounds.	Break your bow. You are stunned and unable to parry for 4 rnds of action. Good luck, pal.
100	Bad taste and poor execution. You attempt to maim yourself. Roll on the "D" critical table (slashes).	Worst move seen in ages. 50% chance you are out 2 days with a pulled groin. 50% chance opponent out 3 rnds laughing.	You break your weapon and are stunned and unable to parry for 6 rounds.	You fall off of your mount. Role on the "D" crush critical strike table.	You hit yourself during delivery. Roll on the "D" critical strike table (crushes).	Poor judgement. You let arrow fly and lose an ear. +5 hits. You take 2 hits per round.

SLASH CRITICAL STRIKE TABLE — AL&CL 8.1.1

	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 round.	Stun foe for 1 round. 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. +3 hits.
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 a round.	Blow to foe's upper leg. If foe has leg armor +5 hits. If foe has no armor, +3 hits and +3 hits per rnd.
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 round. +4 hits. Foe takes 3 hits per round.
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 per round and fights at -10. Foe must parry next rnd.	Medium chest wound. +5 hits. Foe takes 3 hits per round, fights at -15, and must parry next round.	Chest wound. Foe takes 4 hits per round, is at -10, and is stunned 2 rounds. +6 hits.
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 round and is stunned 2 rounds.	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 per round, is at -10, and is stunned next round.	Medium forearm wound. +4 hits. Foe takes 3 hits per round, is at -10, and is stunned next 2 rounds.	Forearm wound. Foe is stunned for 2 rounds. +6 hits. Foe takes 3 hits per round and is at -15.
66	You shatter shoulder in foe's shield arm. Arm is useless. +10 next swing. Foe is stunned 3 rounds. +9 hits. Your initiative.	Shatter elbow in foe's weapon arm. +8 hits. Foe is stunned 4 rounds and cannot parry during first 2 rounds.	You shatter foe's knee. Foe is knocked down. +6 hits. Foe at -90 and is down for 3 rounds. (and cannot parry).	You knock foe out for 6 hours with a strike to side of head. +15 hits. If foe has no helm, you kill him instantly.	Sever foe's weapon arm. +12 hits. Foe expires in 12 rounds, drops immediately. Add +10 to your next swing.
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. Arm useless and foe takes 2 hits per round. Stun foe 4 rounds.
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 rounds and cannot parry for next 2 rounds. Foe is at -50.	Slash foe's lower leg and sever muscle and tendons. Foe at -70. +8 hits. Stun foe 6 rounds.
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 round and arm is useless. Foe is stunned 6 rounds.	Slash muscle and tendons in foe's weapon arm. Arm is useless and foe is stunned 4 rounds. Foe cannot parry next 2 rnds. +10 hits.	Slash tendons and break bone in foe's shield arm. Arm is useless. +12 hits. Foe is stunned and unable to parry for next 3 rounds.
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 round. Foe is stunned and cannot parry for next 2 rounds.	Strike to foe's side. +8 hits. Foe takes 4 hits per round and is at -20. Foe is stunned and cannot parry for next 2 rounds.	Major abdominal wound. +10 hits. Foe takes 8 hits/rnd, is stunned for 4 rnds, and is unable to parry for next 2 rnds. Foe at -10.	Sever opponent's hand. +5 hits. Foe is stunned and unable to parry for next 12 rounds. Foe then dies.
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.	Stricke 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 rounds and unable to parry next round.	Strike to foe's hip. +7 hits and foe is stunned 3 rounds. Foe cannot parry next round and fights -20. Add +10 to your next swing.	Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss. +20 hits.	Sever foe's weapon arm. Foe is stunned and unable to parry for next 9 rounds. Foe then dies. +15 hits.	Sever foe's spine. +20 hits. Foe collapses in a second, and is paralyzed from the neck down permanently.
96-99	Slash foe's nose. Minor wound. +2 hits and a permanent scar. Foe takes 2 hits a round and is at -30 Foe stunned 6 rounds.	Strike to foe's head and neck breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds. +20 hits.	Sever foe's shield arm. Foe is stunned, unable to parry for next +18 hits.	Slash foe's side. +20 hits. Foe dies in 3 rounds due to massive internal organ damage. Foe is down and unconscious immediately.	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap — immediately.
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.

PUNCTURE CRITICAL STRIKE TABLE — AL&CL 8.1.2

	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.	+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 rounds. +3 hits. Foe is stunned and unable to parry next round.	Minor thigh wound. +5 hits. Foe takes 2 hits per round and is at -10. Foe is stunned for 2 rounds.	Strike to thigh. Foe takes 3 hits per round. Foe is stunned and unable to parry for the next round. +3 hits.	Thigh wound. Foe takes 5 hits per round. +6 hits. Foe is stunned and unable to parry next round.
61-65	Minor forearm wound. +2 hits. Foe takes 2 hits per round. Foe is at -10.	Minor forearm wound. Foe is stunned during next round. +2 hits. Foe is at -10 and takes 2 hits per round.	Forearm wound. Foe takes 2 hits per round and is at -10. +3 hits. Foe is stunned for 2 rounds.	Forearm wound takes 3 hits per round and is at -10. +3 hits. Foe is stunned for 2 rounds.	Forearm wound. Foe takes 3 hits per round and is at -15. +5 hits. Foe is stunned for 2 rounds.
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 round. Foe is stunned for 6 rounds.
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 foe is down for 2 rounds.	Strike through foe's kidneys. Foe drops. +9 hits. Foe dies after 6 rounds of very intense agony. Sad.	Strike through leg severs an artery. Foe drops, lapses into unconsciousness, and dies after 12 rounds.
91-95	Rip off foe's ear. +3 hits. Foe takes 2 hits pr round, hears at -50. Foe is stunned and not able to parry for 2 rounds.	Strike through foe's hip. Foe takes 3 hits per round. +5 hits. Foe is stunned next round. Foe is at -25.	Strike through foe's chest, severs a vein. Foe drops immediately and dies in 9 rounds due to shock and blood loss.	Strike through foe's side destroys a variety of organs. Foe fights normally for 6 rounds then dies.	Sever artery in foe's arm. Foe is stunned for 12 rounds and then dies.
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 severs spine. Foe is paralyzed from the neck down — permanently.	Nail sucker in lower back. Internal bleeding and shock kill foe in 6 rounds. Foe is down and out.	Shot through heart send foe reeling back 10 feet to a spot suitable for dying. Weapon is stuck in reeling foe.
100	Strike through neck. Sever vein and artery. Foe cannot breathe. 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.

KRUSH CRITICAL STRIKE TABLE — AL&CL 8.1.3

	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 round. 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 the initiative next round.
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 1rnd. Add +20 to your next swing.	Blow to foe's forearm. Foe is at -10. +9 hits. Foe is stunned during next round.	Disarm foe with a blow to forearm. +8 hits. Foe is stunned during next round.	Blow to forearm. Foe is stunned and unable to parry next round. +10 hits. Foe at -10.	Blow to forearm. Foe drops weapon. Foe is at -15. +10 hits. Foe is stunned for next round.
66	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe is stunned and unable to parry for the next 2 rounds. +8 hits.	Shatter elbow in foe's weapon arm. Arm is useless. Foe drops weapon, and is stunned and unable to parry for 3 rounds.	Shatter foe's knee. +9 hits. Foe is knocked down and is stunned and unable to parry for 3 rounds. Foe at -90.	Blow to side of foe's head. If foe has no helm, you crush his skull. If foe has helm, you knock him out for 4 hours. +20 hits.	Blow to back of neck, crushes backbone and severs spine. +15 hits. Foe dies instantly. Add +10 to your next swing.
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 is 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 rounds. 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 is at -50.	Blow breaks foe's weapon arm. Foe is stunned and unable to parry for 1 round. Arm is useless. +8 hits. Tendon damage.	Blow to foe's elbow. +9 hits. Joint is shattered. Arm is useless. Foe is stunned and unable to parry for 2 rounds.
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 rounds.	Catch foe in armpit. +30 hits. Crush foe's ribs and destroy side. Foe drops and dies of nerve and organ damage in 3 rounds.
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 rounds. Foe is at -30.	Blow to back smashes muscle and breaks bone. +20 hits. Foe is at -50. Foe is knocked down and stunned for 6 rounds.	Blow to foe's neck area breaks backbone and destroys spine. +25 hits. Foe falls and dies in 2 rounds.	Neck strike shatters bone and severs an artery. Foe cannot breath and is inactive for 12 rounds. The poor fool then expires.
91-95	Break foe's nose. Foe is stunned and unable to parry for 3 rnds. +15 hits. Foe fights at -30 for 2 days.	Foe's upper head hit. If no helm, he is in a coma for 3 weeks. If foe has a helm, +20 hits and foe is stunned 12 rnds.	Blow shatters thigh. +9 hits and a compound fracture. Bone severs an artery. Foe dies after 12 rounds of inactivity.	Blow shatters shield arm. Bone severs vein and an artery. Foe dies of shock and blood loss after 9 inactive rounds.	Blast to foe's back. +25 hits. Bone is driven into vital organs and foe is down for 6 rounds ...Then dies, sad.
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 rnds. +20 hits.	Blast foe's chest. Send ribcage through heart. Foe drops and dies. Add +20 to your next swing.	Blow to foe's abdomen destroys a variety of organs. The poor fool expires after 6 rounds of inactivity.	Blow to foe's side crushes chest cavity. Foe drops and dies in 3 rounds. Add +25 to your next swing.	Crush foe's skull. +30 hits. Opponent dies immediately. Add +20 to your next swing. You have a half round left to act.
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 rounds.	Blast to foe's chest area. Destroy foe's heart. Foe dies immediately. +25 hits. Fine work.	Crush foe's hip. +35 hits. Opponent is stunned for 2 rounds, active following 4 rounds at -30, then dies of nerve damage.

LARGE CREATURE CRITICAL STRIKE TABLE — AL&CL 8.1.4

	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 round and is forced to parry next round. You have initiative for 3 rounds.	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 juglar 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 rounds and fights at -20. Add +10 to your next swing.	Hard strike. +20 hits. Foe is stunned and unable to parry for 2 rounds. Add +10 to your 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 rounds and is unable to parry for the next round.	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 rounds, falls into unconsciousness, then dies after 6 rounds.	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 foe cleanly. Foe is stunned and unable to parry for 2 rounds. +5 hits. Foe is at -100. Precision surgery.	Strike foe through 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 adomenal 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 round.)
251+	Extremely hard but flat swing. +35 hits. Foe is stunned and unable to parry for 3 rounds. 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 rounds. Good luck.	Blind foe with precision strike across eyes. +6 hits. Foe is stunned and unable to parry for 24 rounds.

SUPER LARGE CREATURE CRITICAL STRIKE TABLE — AL&CL 8.1.5

	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 round. You are stunned next round.	+10 hits, but you fumble your weapon for remainder of round. You must parry next round... 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, fights -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 rounds and unable to parry. Foe takes 5 hits per round.
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 foe's neck severs a variety of blood vessels and knocks foe down. Foe expires in 3 rounds 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 round, 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 rounds and is unable to parry during next round. 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 round.	Blow stuns foe for 1 round 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 rounds.	Awesome blow knocks foe down. Foe breaks back and neck and suffocates in 12 rounds. +25 hits. Add +20 to your 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 rounds. Foe takes 10 hits per round.	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 round.	Vicious blow to foe's leg. Foe takes 12 hits per round and fights at -50. Foe is stunned and unable to parry for 6 rounds. +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 rounds. You are stunned next round.
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 rounds.	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.

GRAPPLING CRITICAL STRIKE TABLE — AL&CL 11.3.1

	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 stunned 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 and prone for 1 round. +5 hits.	Grasp around leg knocks foe down. Tight grip. Foe is prone and immobile 2 rounds. +6 hits.	Grasp foe around neck and knock him down. Foe has torn neck muscles, is at -20. Foe is prone and immobile for 3 rounds.
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 rounds, and at -75 round following.
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. Torn 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 rounds. 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 prone but conscious.	Entangle and completely immobilize foe's legs. Foe falls, is disarmed, breaks weapon arm, and is knocked out. +20 hits.	Grapple foe's neck. If foe has neck armor, he is left disarmed, and stunned and unable to parry for 3 rounds. If not, he dies in 6 rnds.	Attack results in strangling hold. Foe is unable to break free and dies after 9 rounds of amazingly helpless struggling. Grim.
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 foe's neck. If he has neck armor, he is at -75 due to a neck sprain and stunned for 3 rnds. If not, he dies of broken neck.	Grapple foe's head. If foe has 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.

MARTIAL ARTS STRIKING CRITICAL STRIKE TABLE — AL&CL 11.3.2

	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 the initiative next round.	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. Arm is broken and useless.	Strike to top of foe's foot. Foe is stunned and unable to parry for 2 rounds.	Elbow to solar plexus and back fist to face drops foe. Foe stunned 3 rnds, and unable to parry 2 rnds.
71-75	Knife hand, spear hand combination. Foe must roll on fumble table and is stunned 1 round.	Strike to foe's weapon arm. Deep bruise. Foe is at -20. +6 hits. Foe stunned 2 rounds.	Strike to back of lower leg. Foe is stunned and unable to parry for 2 rounds.	Knife hand strike breaks foe's collarbone. Foe is stunned and unable to parry 2 rounds, acts at -25.	Heel kick breaks bone in foe's foot. Foe is at -50. +5 hits. Foe stunned for 3 rounds.
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 rounds and operates at -25.	Kick disarms foe and stuns him for 1 round. Foe fights at -10 due to cartilage damage.	Strike to area behind foe's knee. Tendon and cartilage damage. Foe is at -75.	Front kick to midsection doubles foe over. You follow with knee strike which breaks foe's nose and knocks him out.
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 at -20.	Heel kick breaks bone in foe's foot. Foe is at -50; he is also stunned and unable to parry for 2 rounds.	Kick breaks foe's leg. Foe is stunned and unable to parry 2 rounds and operates at -75. +5 hits.	Strike to knee shatters joint. Foe drops and is stunned and unable to parry 6 rounds. Foe is at -80. +6 hits.
86-90	Fluid move followed by a leaping kick to foe's back knocks foe down and stuns him 3 rounds.	Wheel kick knocks foe flat. Smash tendons and tear muscle. Foe is at -30. He is also stunned 9 rounds.	Strike to leg severs Achilles tendon and drops foe. +10 hits. Foe stunned 9 rounds, acts at -80.	Open-handed blow to foe's adam's apple (neck) crushes windpipe. Foe dies in 18 rounds - shock and asphyxiation.	Roundhouse kick hits kidney drops foe. Your follow-up knife hand snaps foe's neck. He is knocked out, dies in 9 rounds.
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.	Flying kick to foe's back. You knock foe down, disarm him, and leave him stunned and unable to parry for 12 rounds.	Jab to foe's eyes blinds him. Crescent kick sends foe 10 feet to right or left. Sucker is at -100. He is stunned 10 rounds.	Strike to stomach destroys a variety of organs. Foe drops helplessly and dies in 12 rounds. Add +10 to your next round.
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 over onto his head. Skull fracture is minor but concussion severe. Foe dies of hemorrhage in 9 rounds.	Double palmstrike to foe's nose breaks cartilage and drives bone into brain. Foe drops helplessly and dies in 6 rounds.
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 & THROWS CRITICAL STRIKE TABLE — AL&CL 11.3.3

	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 rounds and is unable to parry next round.
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 round. +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 arm 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 rounds.	Foe breaks fall with his weapon hand and sprains 2 fingers. Foe is at -25 and is stunned for 2 rounds.	Foe falls and dislocates shield shoulder. +6 hits. Foe is at -40 and must parry for 6 rounds.	Throw puts foe on back and breaks shoulder blade. Foe is at -20. +9 hits. Foe stunned and unable to parry 2 rounds.	Throw sends foe down on his elbow. Joint shattered and arm is useless. Foe is stunned 4 rounds.
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 rounds. Add +30 to next attack.	Break foe's wrist on weapon arm. Arm is useless. +10 hits. Fine hand throw.	Throw foe 10 feet. Foe is down on his face, disarmed and stunned and unable to parry 6 rounds.
86-90	Foe lands on his back. Muscle and cartilage damage. Foe quickly recovers, but is stunned and unable to parry for 2 rounds. Foe is at -20.	Foe lands on his back and is stunned and unable to parry for 2 rounds. Torn tendon and broken bone, foe is at -25.	Throw drops foe on his back. Vertebrae cracked and foe is at -50. Foe is stunned and unable to parry 3 rounds.	Throw drops foe and you put him into a severely immobilizing arm lock. Foe is stunned and unable to parry for 6 rounds.	Throw sends foe flying into nearest enemy within 10 feet. All involved are stunned and unable to parry 3 rounds, take +9 hits.
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 unconscious. 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 rounds. If not, foe is knocked out.	Sweep stuns foe; kick disarms him; and another sweep knocks him flat on his back. Foe is unconscious. +20 hits.	Throw cracks foe's skull. If foe has helm, he is in a coma. If not, he dies of brain damage in 1 round.	Throw sends foe down. He is impaled by broken rib or his own weapon and dies in 6 rounds.	Fall snaps foe's neck, killing him instantly. Add +25 to your next attack.
100	Snazzy throw. Foe is stunned and unable to parry 6 rounds. Foe is prone and you can finish him (if you desire) with a knee to the solar plexus.	Fabulous throw sends foe flying. Foe's neck is broken on impact and he dies after rolling 15 feet.	Fall breaks foe's back. +12 hits. Foe paralyzed from the neck down. Add +20 next roll.	Sweeps sends foe twisting backwards 5 feet. Foe's spine is snapped and he is left a quadriplegic.	Using but half the round, you use a rolling throw to send foe against nearest hard surface. Foe dies, you are up, press on.

TINY ANIMAL CRITICAL STRIKE TABLE — AL&CL 11.3.4

	A	B	C	D	E
01-05	Dubious strike. +0 hits.	Not enough. +0 hits.	Real weak. +0 hits.	HA!	+1 hit.
06-10	Zip.	No bonus. +0 hits.	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 round.
21-35	+1 hit.	+2 hits.	+2 hits.	+3 hits.	Minor calf wound. +2 hits and foe takes +1 hit per round.
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 round.
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 round and takes +1 hit per round.
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 round. +2 hits.	Raking forearm strike leaves nasty scar. Foe takes +2 hits per round. +3 hits.	Forearm strike. Foe is forced to parry for 2 rounds. +3 hits and foe takes +2 hits per round.	Forearm wound. Foe is forced to parry for 2 rounds. +5 hits. Foe takes +2 hits per round. Add +10 to your next roll.	Strike to forearm. Foe is stunned next round and you gain initiative for next 2 rounds. Foe takes +3 hits per round. +6 hits.
66	Leg strike. Foe is stunned and unable to parry next round. +4 hits. Foe takes +2 hits per round.	Calf strike. Foe tears muscle, is stunned 2 rounds, and is at -20. +5 hits.	Bizarre wrist strike disarms foe. +4 hits. Foe is stunned next round. Add +10 to your next roll.	Astounding head strike. If foe has a helm, +4 hits. If not, +7 hits and foe is unable to parry for 6 rounds.	Bizarre strike to eyes destroys 1 eye and blinds the other eye for 2 days. Foe is at -95 and is stunned for 24 rounds.
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 round. +5 hits. Foe is stunned next round at -20.	Upper arm strike. Foe stunned and unable to parry next rnd. Foe takes +2 hits per round. +6 hits.	Inspired shoulder strike tears muscle. Foe is stunned and unable to parry next rnd. Foe is at -20. +7 hits.
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 per rounds, and must parry next 2 rounds.	Calf strike. Slash muscle. Foe is at -20. Wound gives foe +2 hits per round, and stuns him for 2 rounds.	Lower leg strike. If foe has leg armor, +3 hits and he is stunned next round. If not, foe is stunned 2 rounds, is unable to parry next round.	Vicious leg wound. Foe takes +4 hits per round and is stunned 3 rounds. +5 hits.
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 per round and is at -15 due to moderate wound. +5 hits.	Forearm strike. Muscle and tendon slashed. Foe fights at -25, takes +2 hits per round, and is stunned 2 rounds. +5 hits.	Arm strike. Muscle and tendon torn. Foe fights at -25, takes +2 hits per rounds, and is stunned 3 rounds. +5 hits.	Sly arm strike gives foe a troublesome wound. Foe is stunned and unable to parry for 2 rounds and takes 3 hits per round.
81-85	Strike to foe's face. +4 hits. Foe is stunned next round and takes +2 hits per round.	Flying face strike. If foe has facial armor, +2 hits and foe must parry next round. If not, foe takes +3 hits per round and stunned for 3 rounds.	Head strike. If foe has helm, +3 hits and he is stunned next round. If not, foe has vicious scar, takes +3 hits per round, and is at -40.	Acrobatic face strike. If foe has facial armor, +5 hits. If not, foe's nose torn and he takes +3 hits per round, is stunned 3 rounds, and is at -40.	Head strike. If foe has helm, +4 hits and he is stunned next round. If not, foe takes +3 hits per round, fights at -25, and is stunned 9 rounds.
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 pr round. +4 hits. Foe is stunned for 3 rounds, unable to parry 1 round.
91-95	Leaping head strike. If foe has helm, +3 hits and foe is stunned next round. If not, foe is at -30 and stunned 2 rounds. Ear torn.	Wrist strike. Wound yields +2 hits per round. Foe is stunned fo 3 rounds and unable to parry next round. +5 hits.	Neck strike. Foe is stunned and unable to parry for 2 rounds and takes +2 hits per round. Foe fights at -20. +3 hits.	Well-timed attack tears muscle in thumb on foe's hand. Foe is disarmed and stunned and unable to parry 2 rounds. Foe fights at -50.	Dazzling leap knocks foe down. Foe is disarmed and unconscious. +9 hits.
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 strikke. Foe is blinded by bleeding, takes +3 hits per round, and is stunned and unable to parry for 3 rounds. Foe at -40 while bleeding.	Slash foe's Achilles tendon. Foe is knocked down and is stunned and unable to parry for 3 rounds. Foe takes +1 hit per round, operates at -75.	Strike to foe's eyes. If foe has full helm, he is blind and at -95 for 1 week. If not, foe loses 1 eye and is blind in the other...and at -100.	Head strike knocks foe down. Foe has massive concussion and dies in 9 rounds due to shock and internal bleeding. Pitiful sight.
100	Strike to foe's eyes. If foe has full helm, he is stunned and unable to parry for 2 rounds. If not, foe loses 1 eye, is at -75, and is stunned and unable to parry for 3 rounds.	Slashing throat attack knocks foe down. Foe is stunned and unable to parry for 6 rounds, takes +3 hits per rounds, and fights -50.	Bizarre attack to foe's head area causes foe to strike himself. Foe must roll on the "E" column on the crush critical strike table.	Strike to foe's eyes. +10 hits. Foe is stunned and unable to parry for 6 rounds, takes +2 hits per round, and is at -95. Blindness permanent.	Unbelievable neck strike knocks foe down. Vein and artery are severed. Foe takes +20 hits per round, dies after 6 inactive rounds.

UNBALANCING CRITICAL STRIKE TABLE — AL&CL 11.3.5

	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. +3 hits.	Glancing side blow. +4 hits and foe must parry next round.	Side strike. Foe must parry next round. +5 hits.	Blow to foe's side. Foe is at -10 next round. +7 hits.	Side blow. Foe is at -20 next round. +8 hits.
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 the initiative next rnd. +7 hits.	Hard glancing blow to leg. If foe has leg armor, +10 hits. If not, +12 hits and foe stunned for 2 rnds.
46-50	Back strike. +5 hits. Foe must parry next round at -10. Good, glancing shot.	Back hit forces foe to parry next round at -20. +5 hits.	Lower back strike. Foe reels and is stunned and unable to parry next round. +5 hits.	Blow to back spins foe. +8 hits and foe is stunned and unable to parry next round.	Strong back blow staggers foe. +12 hits. Foe is stunned and sadly unable to parry next round.
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 round.	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 round.	Thigh strike bruises foe. +6 hits. Foe is forced to parry at -30 next round.	Skipping calf strike. If foe has leg armor, +7 hits. If not, +9 hits, foe is stunned 2 rounds, and moves at -10.	Thigh strike. +12 hits. Foe is stunned for 2 rounds. You have initiative next 3 rounds.	Glancing strike to leg. Foe is stunned for 3 rounds. +14 hits.
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 rounds while regaining bearings.	Elbow strike numbs foe's forearm. +8 hits. Foe drops his weapon and is stunned and unable to parry 2 rounds.	Knee strike knocks foe down. +9 hits. Foe is at -80 due to broken knee and is stunned and unable to parry 3 rounds.	Hard hit strike. If foe has helm, he is knocked back 10 feet and stunned for 6 rounds. If not, foe is knocked out for 24 hours.	Foe is knocked down and is unconscious. +30 hits.
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 round.	Shoulder blast knocks foe down. Foe is stunned and unable to parry for 2 rounds 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 round.	Hard blow to foe's thigh knock foe down. +15 hits. Foe is stunned and unable to parry 3 rounds.
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. +11 hits. Mild fracture. Foe is at -25.	Strong blow to foe's weapon arm. Foe is knocked back 10 feet. +10 hits. Foe is at -25 and drops weapon. Foe is stunned for 3 rnds.	Strike to foe's shield arm. Foe stumbles back 3 feet and falls down. +15 hits. Foe is stunned and unable to parry for 4 rnds and is disarmed.
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 his shield hand (and any shield) and is stunned for 6 rounds.	Strike to foe's shield side knocks foe 5 feet sideways. Foe breaks ankle and falls down. Foe is at -50. +11 hits.	Awesome side shot sends foe tripping sideways. Foe breaks leg and rolls 5 feet. Foe is at -50, is stunned and unable to parry 6 rounds.
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 rounds. +9 hits. Foe is at -50 for 3 weeks impaired balance.	Side strike spins foe 10 feet sideways. Foe must roll on appropriate fumble table next 3 rounds. +8 hits.	Strike to foe's arm. If foe has shield, he loses it and take +10 hits. If not foe's arm is useless and he is stunned for 9 rounds.	Blow to foe's shield shoulder. If foe has shield, he is stunned 6 rounds. If not, he is knocked down, has a useless arm, passes out.
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.

HEAT CRITICAL STRIKE TABLE — SL 15.8.1

	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 initiative 1 rnd. +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 rounds.	Foe loses initiative for 2 rounds. +5 hits.	Foe is unbalanced and must parry for 1 round. +6 hits.	Hot, unbalancing blast. Foe must parry for 1 round. +7 hits.
21-35	Blast unbalances foe. He loses initiative for 2 rnds. +4 hits.	Foe loses initiative for 2 rnds. 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 round. +6 hits.	Light burns. Foe must parry for 1 round. +7 hits. Foe takes 1 hit per round.	Minor burns force foe to parry for 2 rounds. +8 hits and 1 hit per round.	Blast stuns foe for 1 round. +9 hits. Foe takes 2 hits per round due to pain and suffering.	Blast stuns foe for 1 rnd. +10 hits. Foe take 3 more hits per round. If he is wearing, a cloak it is destroyed.
46-50	Light burns. Foe must parry for 1 round. +7 hits, and foe takes 1 hit per round.	Minor burns. Foe must parry for 2 rounds. +8 hits. Foe takes 1 hit per round.	Fire stuns foe for one round. +9 hits. Foe takes 2 hits per round. Minor burns.	Fire stuns foe for 1 rnd. +10 hits. 3 hits per round. If foe is using a non-metal bow, it is destroyed.	Fire stuns foe for 2 rounds. +12 hits and 3 hits per round. If foe is using a wooden weapon, it is destroyed.
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 round. Wide shot, strong fire.	Blast stuns foe for 2 rnds. +9 hits. If foe has leg armor, he takes 1 hit/rnd. If not, 3 hits/rnd.	Blast stuns foe 2 rnds. If foe has a helmet, he takes 8 hits and 2 per rnd. If not, 11 hits and 4 per rnd.	Foe reels back 3 feet. Stunned and unable to parry for 1 rnd. Takes 3 hits/rnd from hot blast. +13 hits.
56-60	Foe is stunned for 1 round. +9 hits. Foe loses initiative for 2 rounds and takes 2 hits per round.	Foe is stunned for 2 rounds. If foe is in metal armor and has leg armor, +8 hits. If not, +9 hits and 3 hits per round.	Blast stuns foe for 2 rounds. +10 hits. Foe takes 2 hits per round. All other cloth covering on foe's back is destroyed.	Foe's clothing ignites. He is stunned, unable to parry for 1 rnd, takes +9 hits/rnd while aflame (2 rnds to extinguish fire). +12 hits.	Fire stuns foe 2 rounds; +15 hits. Foe cannot parry for 1 rnd. He fights at -10 and burns deliver 3 hits per round.
61-65	Foe is stunned for 2 rnds. If he has leg armor, he takes +7 hits and 1 hit/rnd. If not, he takes +10 hits and 3 per rnd.	Foe is stunned and unable to parry for 1 round. +9 hits, and 2 hits per round. Foe fights at -5 (leg burns).	Foe is stunned and unable to parry for 1 round. +10 hits, foe takes 3 hits per round and fights at -10. Upper leg burns.	Foe is stunned 2 rnds, unable to parry for 1. If foe has 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 rounds. He takes 4 hits per round and fights at -10. +15 hits.
66	Blast causes foe to drop what he is holding. Stunned and unable to parry for 2 rnds and is at -15 (chest burns). +9 hits.	Foe is stunned 2 rounds. If foe wears organic armor, it is now useless. +10 hits. Foe takes 4 hits/round 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 round.	Head strike. If foe has a helmet, 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 rounds. Foe takes 2 hits per round and fights at -5. +8 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 -10. +7 hits.	Back blast. Foe is stunned for 2 rounds and unable to parry for 1 round. Foe takes 2 hits per round and fights at -15.	Back blast. Foe is knocked down. +15 hits. Foe is out of action for 1 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/round and fights at -15. If no armor, foe takes 5 hits/round and loses use of arm.
71-75	Hot smoke blinds foe. Foe is stunned and unable to parry for 1 round. +12 hits.	Chest blast. Foe is stunned for 2 rounds and unable to parry for 1 rnd. Foe fights at -15. Add +10 to your next swing. +9 hits.	Chest blast. Foe is stunned for 3 rounds. If foe has organic chest armor, it is destroyed. If no chest armor, foe takes 6 hits per round and fights at -25.	Blast to foe's shield arm. If he has a shield, he drops it. If it is an organic shield it is destroyed. If he has no shield, he is stunned 6 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 rounds. Otherwise, foe is knocked down, takes 6 hits/rnd and fights at -60.
76-80	Blast stuns foe for 2 rnds. Foe cannot parry for 1 round. +10 hits. Side wound. Foe takes 2 hits per round.	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, he is stunned 6 rnds, loses use of arm, and fights at -50. If the shield is organic, it is destroyed.	Foes loses weapon hand. Severe burns. Any item in hand possibly damaged. Foe is stunned and unable to parry for 3 rounds, and takes 5 hits per round.	Blast to foe's shield arm. If foe has a shield, it is destroyed and foe loses his hand and is stunned for 6 rounds. If not, foe loses arm and is knocked out. +20 hits.
81-85	Back blast. Foe is stunned for 2 rounds and is at -20. Burns deliver 2 hits per round. +8 hits.	Back blast. Foe is knocked down, stunned 1 rnd, and takes 2 hits/rnd. All organic material on foe's back is destroyed.	Leg blast. If foe has 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 rounds. +15 hits.	Foe inhales flame and gets parched throat and lungs. Foe expires in 12 painful rounds. +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 rounds, takes +3 hits per round, and fights at -85. +15 hits.	Abdomen strike. If foe has abdominal armor, it is destroyed, foe is knocked out, and takes 2 hits/rnd. If not, foe dies in 12 inactive rnds due to organ damage.	Foe's lower body is engulfed in flames. Foe dies in 9 rounds as a result of organ and tissue loss. +20 hits.
91-95	Fire burns foe in hip area. Foe is stunned and unable to parry for 2 rounds. Foe fights at -30. +12 hits.	Head strike. Foe is blinded and fights at -95 for 6 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 rounds, takes +4 hits per round and fights at -90. +18 hits.	Head strike. If foe has a full helmet, his eyes are destroyed and he is in a coma for 2 days. If not, foe dies in 6 rounds due to massive shock and brain damage. +20 hits.	Chest strike. All organic material on foe's body is destroyed. Foe dies of shock and nerve damage in 6 rounds. +25 hits.
96-99	Blast to foe's neck area. If foe has neck armor, he is stunned and unable to parry for 3 rounds. If not, foe is down and taking 8 hits per rnd.	Neck strike destroys foe's throat. +20 hits. Foe takes 12 hits per round and is inactive for 9 rounds. Foe then dies. Add 10 to your next roll.	Chest strike. If foe has chest armor, it is destroyed and foe dies of burns in 9 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 rounds due to multiple compound fractures, tissue and organ loss, and boiling blood. +20 hits.	Foe is instantly dehydrated into dust. Add +10 to your next roll.
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 midsection, destroys foe's clothing, armor, and all items he carries. Foe is cut in half and dies. Add +15 to your next roll.	All that remains of foe are charred bits of teeth and bone. Add +20 to your next roll.

COLD CRITICAL STRIKE TABLE — SL 15.8.2

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

IMPACT CRITICAL STRIKE TABLE — SL 15.8.3

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

ELECTRICITY CRITICAL STRIKE TABLE — SL 15.8.4

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

SPELL FAILURE TABLE — SL 15.7

	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 pts.)
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 round.
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 round.
81-95	Serious strain causes caster to misfire. Caster does not lose the spell pts. Stunned for 2 rnds.	76-90	Severe strain causes caster to misfire. Caster takes 5 hits, and is stunned for 3 rounds.
96-100	Caster internalizes spell, takes 10 hits. Stunned for 12 long rounds.	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 rounds.	96-100	Caster internalizes spell, takes 20 hits. Knocked out for 12 hrs.
126-150	Spell has no effect. Caster is confused and stunned for 4 rounds.	101-125	Spell strays and travels to a point 20 feet right of target. Roll on appropriate table for effect. Caster is stunned for 1 round and takes 10 hits.
151-175	Severe strain takes toll on caster. Spell misfires; caster takes 5 hits, and is stunned for 6 rounds.	126-150	Spell strays and travels to a point 20 feet left of target. Roll on appropriate table for effect. Caster is stunned for 2 rounds 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 lost all spell casting ability for 3 months.
		301+	Massive internalization of power. Brain death. Caster dies instantly.

CREATURE CRITICAL STRIKE TABLE

SL 15.8.5	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 drops, dies instantly. Add 10 to your next roll.	Blast knocks foe out. Upon recovery, foe fights at -75 due to shattered shoulder. +25 hits.	Blast destroys foe's lungs. Foe drops and dies after 6 long rounds. +30 hits.
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 for 3 rnds and loses 6 rnds of initiative. +15 hits.	Hard blow stuns foe for 3 rounds. Foe cannot parry for 1 round. +25 hits.	+20 hits	+30 hits
91-95	Leg strike. Foe is stunned and unable to parry for 2 rounds. +20 hits.	Leg strike breaks bone. Foe stunned, not able to parry for 2 rnds, fights at -30.	+30 hits	Leg strike. Foe is stunned and unable to parry for 2 round. +25 hits.
96-98	Vicious blast crushes foe's neck and shatters spine. Foe drops and dies in 3 rounds.	Awesome blast drives foe's jaw through brain. Foe dies instantly. Add 15 to your next roll.	Blast crushes foe's skull. Foe drops and dies of brain damage in 6 rounds.	Strike crushes foe's chest cavity and destroys foe's heart. Foe dies instantly.
99-100	Superb strike drives rib through foe's heart. Foe drops and dies in 6 agonizing rounds.	Perfect aim. Foe's carotid artery and jugular vein severed. Foe drops, dies in 3 rounds.	Blast destroys foe's eyes. Foe is permanently blind and fights at -95. Stunned for 12 rounds.	Strike through foe's ear results in massive brain damage. Foe dies after 6 inactive rounds.
101-150	Massive strike. Foe is stunned and unable to parry for 3 rounds. +30 hits.	Awe inspiring blast. Foe is stunned and not able to parry for 5 rounds. +35 hits.	Strong blast. Foe is stunned and unable to parry for 2 rounds. +30 hits.	Side strike. Foe is stunned and unable to parry for 3 rounds. +35 hits.
151-175	Side strike. Foe is stunned and unable to parry for 5 rounds. Foe fights at -20 due to broken ribs.	Side strike shatters bone. Foe is stunned and unable to parry for 6 rnds. Foe fights at -25 due to pain. +40 hits.	Side strike. Foe is stunned and unable to parry for 4 rounds and fights at -20 due to broken bone.	Chest strike. Broken bone causes foe to fight at -20. Wound yields +5 hits per round.
176-200	Foe is knocked down. Severe thigh wound. Foe takes +10 hits per round and fights at -35. +35 hits.	Foe is knocked out. Bone break and wound give foe +10 hits per round. Upon recovery, foe fights -50.	Chest blast. Wound gives foe +5 hits per round. Creature fights -30. +30 hits.	Foe is knocked down. Severe wound. Foe takes +10 hits per round and fights -50. +40 hits.
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 send bone through the heart. Foe dies instantly.	Strike to foe's head. Poor creature dies instantly. Add 20 to your next roll.