

4.1 BRAWLING CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Feeble. You're getting old. +0H	Maybe next time.... +0H	Barely made it. +1H	Great move. +2H	Light blow, but foe's thinks it's your best. +2H
06-10	You hit foe's forehead. +1H	A glancing blow. +1H	You pull at foe's hair. +2H	You gain the initiative next round. +2H	Things just failed to connect right. +3H – ✕
11-15	Push foe with the punch. You receive initiative next round. +1H	Deflected blow, but you gain the initiative next round. +2H	You move quickly after blocking punch. You gain the initiative next round. +2H	Use your body like a broom. Foe is unbalanced. +2H – ✕	You block foe's forearm. You gain the initiative next round. +4H – ✕
16-20	Foe steps aside unbalanced. You gain the initiative next round. +2H	Your backhand is powerful. Strike foe across his face. You unbalance him. +2H – ✕	Step into foe to knock him down. Bash to side unbalances foe. +3H – ✕	Elbow to foe's side sends him reeling. Your follow-up swing misses. +4H – 2✕	Duck in close and hammer foe's side. You gain the initiative next round. +5H – ✨
21-35	Good placement. You gain the initiative for the next two rounds. +3H	Push foe back and kick his leg. You gain the initiative next round. +3H – ✕	You try to sweep your foe off his feet. +4H – ✕ – (+10)	You trip foe. He shuffles a full 15 feet before he gets his balance. +5H – ✨ – ✕	Cheap shot to foe's side bruises ribs. Foe crashes into the nearest obstacle. +8H – ✨ – 4(-20)
36-45	Slight abrasion. You gain the initiative for the next two rounds. +4H	Leg strike unsteadies foe. You stomp foe's feet for an extra advantage. +4H – ✕	Boot to calf hits hard. You have the initiative next round. +5H – ✨ – (-20)	You go in low and strike foe in his calf. He stumbles back with a nasty bruise. +6H – 2✨	Strike to the back of foe's leg gives you a back attack next round. +10H – ✨
46-50	Glancing blow to foe's back. You gain the initiative for the next three rounds. +5H	Foe lunges past you and you come down on his back. He realizes his pain. +5H – ✨	You grab foe and bring your knee into foe's side. Strike lifts foe up and sends foe reeling. +6H – ✨ – (+5)	Pull foe off balance and hammer him in the back with a solid fist. +10H – ✨⊗	You bash foe brutally. Your strike is solid. +10H – ✨⊗
51-55	Strike lands solid to the chest. Foe leaps back on the defensive. +5H – ✕	You strike foe in his chest. Foe reels. +6H – ✨	Classic grip to foe's collar garment. You punch him hard. He stumbles back 5 feet. +8H – 2✨	Chest strike causes deep bruise. Foe looks very surprised. +10H – ✨⊗ – (-10)	Chest wound knocks foe down. Your attack puts you in the place he was just standing. +10H – 2✨⊗
56-60	Foe kicks out at you and you strike his leg in response. +5H – ✨	You duck down and strike across at foe. Blow to thigh leaves a bad bruise. +6H – 2✨	Strike to foe's thigh. Your fist hits hard. +8H – 2✨⊗	Bring your forearm down on foe's thigh, with most of your weight behind it. You have the initiative next round. +10H – 2✨⊗	You do not know what a sweep or a throw is, but this surely seems like one. You slam foe to the ground. +10H – 3✨⊗
61-65	Arm strike gives foe a bruised bicep. You are cruel. +6H – (✕-25)	You block foe's guard and punch him in the face. He just stands there. +6H – ✨⊗	Catch weapon arm and strike it across your own knee. Foe drops his weapon. +8H – 2✨⊗ – (+5)	Strike to nerve in foe's upper arm causes him to drop whatever he is carrying. +10H – 2✨⊗ – (+5)	Strong shoulder strike and a follow-up strike to the face. +10H – 4✨⊗
66	Grapple foe's weapon arm and jerk his weapon free. Foe goes twisting and spinning out of your grasp. +8H – 6✨ – (-15)	Hammer foe in his kidneys. You know he is in pain. He grips his side and falls down. Finish him, the pain will not last. +18H – 3✨ – 6(-60)	Nasty strike to foe's mouth knocks out 2 teeth and reduces foe's appearance, by 5, when he smiles. +9H – 6✨⊗ – (-45)	Drive your finger into foe's eye, causing blindness. There is a 10% chance that this affliction is permanent. +15H – (-60)	Face strike is so hard foe's cheekbone is shattered. The shards mortally wound foe. He dies after 10 rounds of agony. (+10)
67-70	Blow to abdomen. Foe bends over and throws up. +4H – 2✨⊗	Blow to foe's chest. You have mastered the common punch. +8H – ✨⊗	Strong blow to foe's forearm causes fracture. +10H – 2✨⊗	Smash foe's hip. You have the initiative next round. +12H – 2✨⊗ – (-10)	Throw foe into a solid object. He falls down. +12H
71-75	Leg strike damages muscle and sends foe stumbling back. +6H – 3✨	Calf strike delivers a deep bruise. Foe looks down at the damage, forgetting about you. +10H – 2✨ – ⊗	A light punch unbalances foe. A kick to foe's leg knocks him down. He falls forward under you. +10H – 2✨⊗ – (+5)	Leg strike causes foe to fall. You push him to hinder his landing and he sprains his ankle. +12H – 3✨ – (-20)	Snap palm into place against foe's knee. Tendon and cartilage damage. Foe has difficulty standing. +15H – 5✨ – (-50)
76-80	Blow to foe's shield arm. If foe has anything that resembles a shield, it is broken. +8H – 2✨⊗	You snap foe's arm around like a noodle. His wrist is strained with the impact. +10H – 2✨⊗ – (+5)	Grip foe's weapon arm and drive his fist against a hard surface. Hand is fractured. Foe is disarmed. +10H – 3✨ – (-30)	Strong blow to foe's weapon arm fractures his wrist. The pain makes his hand useless. +15H – 3✨ – (-30)	Fierce blow to foe's weapon arm breaks bone. Arm is useless. Use arm as leverage to flip foe onto his stomach. +18H – ♠ – 2✨⊗
81-85	Precision strike to foe's arm disarms him. Weapon hand is fractured. Foe is in pain. +8H – 2✨⊗ – (-25)	Hand strike jams foe's fingers into their sockets. Ouch! Foe drops everything in his hands. +10H – 3✨ – (-15)	Strong blow to foe's arm fractures shoulder. You hit his shoulder one more time to make your point. +10H – 3✨⊗ – (-20)	Grab foe's weapon arm and pull him over. Your kick to the ribs finally drops him to the ground. +15H – 3✨⊗	Shoulder strike breaks foe's collar bone. Miscellaneous internal organ damage. +18H – 6✨⊗ – ♠ – (-30)
86-90	Two brutal punches to foe's face. This barrage leaves foe confused and swinging in the wrong direction. +8H – 3✨⊗ – (+20)	Grab foe's weapon arm and beat on it without concern for the rest of foe. Foe is disarmed as ligaments are torn and muscles are pulled. +10H – 4✨ – (-25)	Accurate chest strike knocks wind out of foe. He falls over on you and you knock him off with an upper cut. He stand back up and stumbles 5 feet. +12H – 3✨⊗ – (-30)	Blow to front of foe's neck. His head snaps back, but it does not break his neck. Foe cannot speak for 2-20 hours. He yells in silence. +18H – 6✨	Nasty blow ruptures stomach. Foe is knocked down. Internal bleeding is mortal. Foe will die in 20 rounds. He is still active. +20H – ✨ – 10♠ – (-50)
91-95	Head strike breaks foe's nose. Appearance drops by 5 due to black eyes. +10H – 3✨⊗ – (-25)	Land a solid shot to foe's head. Foe is definitely impressed. He steps toward you to keep from falling. +12H – 8✨⊗ – (-40)	Precision strike to foe's head sends him to the ground. You can actually see the stars spinning around his head. +15H – 9✨⊗ – (-35)	Strong blow to face cracks jawbone. Ow! Jaw is stuck open and foe appears permanently surprised about something. +20H – 9✨ – (-30) – (+10)	Blow to foe's side. Bruise ribs, a kidney and a lung. Foe manages to remain standing. Oh that hurts ya know! +25H – 6✨⊗ – (-75)
96-99	Blow to solar plexus causes foe to vomit. He falls to his knees. Foe is unable to do anything but retch. Do you have pity? +10H	Groin strike is solid. You kick him again. Your strike leaves foe helpless. Really unkind. +18H – 12✨⊗	Strike foe in his head. If he has a helm, you pull it off and hit him with it. He is knocked out for 4 hours. If foe has no helm, you knock him out for 5 rounds. +20H	Strong blow to the abdomen causes internal bleeding and organ damage. Foe makes it a habit of spitting blood. +25H – ♠	Grip foe's neck. You shake him violently, while attempting to choke him. He passes out. You can finish him if you want. +30 hits – ♠ – (-20)
100	Elbow foe's face and then punch him hard. He is paralyzed from the neck down for 2 days. He falls instantly to the ground. +13H	Strike to foe's head. If he has no helm, he is in a coma for 10-100 days. If foe has a helm it leaves a bruise on his head. Foe drops and is unconscious. +20H	Mighty strike crashes into foe's head. If he has a helmet, he is unconscious for 1-10 days. If he has no helmet, skull collapses and brain is dead. +25H – ♠	Grip foe's arm and pound on foe's head. One shot hits hard. Crushing strike to foe's temple. Foe dies instantly.	Your strike is frightening. Foe's head snaps to one side. Foe cannot breathe. He looks upon the world one last time and then dies. You are horrified at his doom.