



## 14.1 COLD CRITICAL STRIKE TABLE

	A	B	C	D	E
<b>01-05</b>	Cold breeze yields little damage. +0H	Attack yields a brief climate change. +0H	You give foe's cheeks a rosy hue. +1H	Your blast looks good, works poorly. +2H	Sharp and cold air assaults foe's skin. +3H
<b>06-10</b>	Feeble and poorly directed. Foe is not really concerned. +1H	Burst of cold causes target mild discomfort. +2H	Your attack conjures a bitter arctic wind. Foe is not impressed. +3H	Foe shields himself. Your attack misses most of its mark. +4H	Ice up the ground and foe's feet. He springs clear. You have initiative. +4H
<b>11-15</b>	Foe dodges your attack with too much effort. You have initiative. +2H	Foe evades frantically. He is still chilled. You have initiative next round. +3H	Encrust foe with ice. He is unbalanced as he shakes it off. You gain initiative. +4H	Light frosting leaves foe unsteady. You must hit him again. +5H - ∞	Frigid strike to foe's torso and face. You have the initiative. +6H - ∞
<b>16-20</b>	Foe is fearful of your assault. Your attack gives you the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. +4H	Numbing whirlwind encircles foe. You have 2 rounds of initiative. +5H	Foe's attempts to evade and strikes himself. You try not to laugh. +6H - ∞	Foe's failed efforts to avoid your attack puts him at a grave disadvantage. +7H - ∞
<b>21-35</b>	Burst of cold to the face sends foe stumbling back. You have initiative for 2 rounds. +4H	Frost laden blast forces foe back. Any containers of water freeze and burst open. You have 2 rounds of initiative. +5H	Disorient foe with a tricky shot. His garments have failed to keep out the chill. Press him while you can. +6H - ∞	With a burst of white, you shower foe with ice crystals. Foe closes his eyes to avoid the onslaught. +7H - ∞ - 1 (-20)	Freeze foe's hair and scalp. If foe has long hair, it breaks off! Foe struggles in vain to repair the damage. +8H - (2×-15)
<b>36-45</b>	Your attack freezes one of foe's metal items. Foe takes a defensive stance. +5H - ∞	Foe makes a futile attempt to parry the attack. He loses 3 rounds of initiative. +6H - ∞	Catch foe in lower leg. You gain initiative while foe regains footing. +7H - 2× - 1	Foe ices down; freezing any exposed skin. The pain is great. +9H - 1 - 2 - (-20)	Assault to foe's legs. Hypothermic, he struggles to remain standing. 1 - (-20)
<b>46-50</b>	Scatter your attack all over foe's chest. Foe is covered with frost. He looks ghoulish. +6H - 2×	Cold penetrates foe's chest and gives him frostbite. The pain must be severe. He stumbles back. +7H - 2× - 2	Blast hits foe's chest and scatters. The cold stings all exposed skin. Foe has a shocked look on his face. +8H - 1	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +9H - 1 - 2 - (-10)	Glancing strike to lower back. Foe is spun about and slings his weapon away. You have him now. +10H - 1
<b>51-55</b>	Blow to foe's chest. Your attack has force and foe stumbles. +7H - 1	Strong off-center blast takes foe in his shield arm wrist and side. +8H - 1 - 3	Hard strike to chest, armor does not help. Blow leaves its frigid mark. +5H - 2 - (-10)	Heavy blow to shield shoulder. Foe is knocked back 5 feet. Muscle damage. +10H - 2 - 3	Blow to side. Foe seeks to regain his wind and survive your next onslaught. +11H - 1 - 4
<b>56-60</b>	Strike falls on an exposed area. Foe gives ground. He is shaken but his guard is still up. +8H - 2	Foe turns to avoid your attack and exposes his back. All wood on his back becomes frozen and brittle. +9H - 2 - 2	Strong blast hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. with leg armor: +5H - 2× w/o leg armor: +9H - 1	Miss foe's arm and strike his thigh. He loses his footing. Skin and nerve damage causes foe pain. 1 - 3 - (-15)	Your blast engulfs foe's weapon arm and climbs toward his torso. He steps away frantic to evade the pain. +10H - 1 - 4 - (-20)
<b>61-65</b>	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with arm greaves: +2H - ∞ w/o arm greaves: +9H - 1	Solid strike to foe's forearm. Foe's hand frozen shut for 1 round. +10H - 1 - (-5) - 3	Blast freeze dries organic material on foe's back. +11H - 4	Blast freezes foe's arm and shield. If no shield, arm useless from nerve damage. with shield: +20H - (-20) w/o shield: 5 - (-30)	Strike to foe's waist. All equipment on belt freezes and breaks if foe moves. +13H - 3 - (-30)
<b>66</b>	Steal the heat from foe's neck and chest area. Foe drops anything he is holding and blocks his throat. +10H - 3	Foe is covered by the blast. All extremities are damaged. The pain grows until foe is warmed up. 4 - 3	Foe's response to your burst of cold sends him to the ground hard. Foe jams his wrist into the ground. 6 - (-15) - 4	Frigid onslaught fills foe's eyes and mouth with ice. Foe is blinded for a moment until he can clear his eyes. 4 - (-30) - 4	Your strike steals the heat out of foe's neck and upper chest. Nerves and muscles are damaged. +15H - 8 - 4
<b>67-70</b>	Score a hit to foe's side. It produces mild frostbite. Any herbs on foe's belt are ruined. +10H - 1 - (-5)	Spray foe's face with a powerful chill. He tries without success to push your attack away. The damage endures. +11H - 2 - (-10)	Freeze foe's weapon arm. It is useless until it is warmed up. Foe is in great pain and struggles to stand. +12H - 2 - (-15)	Polar wind pierces deep into chest and leaves foe trembling. You are close to victory. Foe faces the wrong way. with chest armor: +15H - 1 - (-5) w/o ch armor: +13H - 3 - (-20)	Blow to foe's shield arm. He is knocked down. If foe has a shield, it is broken. If not, the arm is broken. with shield: 2 w/o shield: 6
<b>71-75</b>	Strong unbalancing blast. Foe's body temperature drops. +11H - 2 - (-10)	Strike lands on foe's legs. The pain and shock cause him to falter. +12H - 2 - 3	Side strike hits foe just right. Any leather or cloth freezes and shatters. 2 - 3 - (-20)	Blast drains the heat from foe's weapon arm. Hand and arm are useless. The hand is frozen closed. +13H - 2 - (-50)	Blast freezes weapon hand, shoulder and face. Foe is numb and needs time to warm up. Foe is still standing. +15H - 3
<b>76-80</b>	Strike to foe's shield arm. If foe sees it he may block with a shield. Foe recoils 5 feet from the blast. with shield: +2H - 2× w/o shield: +12H - 2 - 1	Chest strike freezes what it touches. Equipment is damaged. The pain persists. Chest armor is destroyed. w/ ch. armor: +13H - 4 - (+15) - 3 w/o chest armor: +20H - 4× - (-5)	Blow to foe's arms. Any metal armguards freeze, immobilizing arms until the armor is removed or unfrozen. with chest armor: 3 - 4 w/o chest armor: (-25) - 4	Strike to foe's side downs him. Severe frostbite hampers movements. Any liquid among foe's equipment freezes. +15H - 3 - (-25)	Solid chest strike. Foe flips onto his back, dropping all he holds. Foe is at your mercy. 12 - (-30)
<b>81-85</b>	Back blast. Any glass on back is broken. Painful bruise. +13H - 2	Clean hard strike pushes foe over, cracking ribs. His recovery lacks grace. +12H - 2 - (-15) - 4	Arctic blast to foe's torso. Foe is badly frostbitten and falls to knees in pain. 6 - 5 - (-40)	Freezes foe's hands. Arms are useless. Foe drops what he was carrying. 9 - 6	Assault to throat and face is terminal. Foe is still active but dies in 12 rounds. +17H
<b>86-90</b>	Assault to foe's lower leg freezes part of it. Foe falls down. Without leg armor, foot must be amputated. with leg armor: 2 - 6 (-10) w/o leg armor: (-70)	Strike lower leg and freeze it. With leg armor, he needs aid in 20 rnds to keep the foot. Without leg armor, it's gone. with leg armor: 3 w/o leg armor: (-75)	Blow to foe's knees. They freeze up and foe falls. On impact, foe shatters a knee. His fall makes it twice as bad. 9 - 6 - (-80)	Chest hit causes much pain. If foe is warmly clothed he is knocked out. If not he dies of shock in 12 rounds. +25H - (-40)	Your ruthless tempest entangles foe and steals the warmth from his body. He drops and dies in 9 inactive rounds. -
<b>91-95</b>	Blow lands on foe's face. It freezes his nose, ears and cheeks. Foe collapses. Without helm, foe loses both ears. with helmet: 3 w/o helmet: 6 - (-50)	Connect with foe's hip. Hip is fractured. Skin and muscles are frostbitten. Foe falls down. He is almost helpless. +17H - 3 - (-75)	Freeze the blood in foe's thigh. As it warms the clots move to his heart killing him in 9 rounds. +15H - 3 - (-30)	All warmth is driven from foe's lower body. Vital organs are destroyed. Foe is immobile, and dies in 9 rounds. +18H	Push foe backwards and off balance. The blood in foe's extremities is frozen. He dies in 6 rounds of agony. +19H
<b>96-99</b>	Chest strike sends foe over hard. He is knocked out. His lips freeze and split open. He cannot speak for 2 weeks. 9	Blast foe's neck and collarbone. Neck armor will block the attack, but foe is knocked out. If the neck is exposed it freezes solid and foe dies in 9 rounds. -	Your onslaught freezes foe's torso and head. Foe remains standing for a moment. He goes into shock and dies 6 rounds later. +18H	Foe's heart and lungs are suddenly frozen by your arctic blast. Foe is finished. He dies of shock and suffocation in 6 rounds. +19H	Foe is a lifeless frozen statue. He is quite dead and well preserved. Store in a cool dry place. +20H - (+10)
<b>100</b>	Foe is sent into a month long coma by the attack. He loses his nose to frostbite. +21H	Assault drops foe's body temperature; his heart stops. He dies in 1 round; well preserved. You are respected by all. (+5)	Blast freezes foe's eyes, mouth, and neck. Foe falls down in a coma for 2 weeks and paralyzed from neck down. -	Massive assault freezes foe's body completely. He remains standing, but if knocked over he will shatter. +20H	Foe freezes solid and shatters into a thousand pieces. Most land within 20 feet from where he was standing. (+20)

Key: B× = must parry B rounds; B● = no parry for B rounds; B★ = stunned for B rounds; B♠ = bleed B hits per round; (-B) = foe has -B penalty; (+B) = attacker gets +B next round.