

4.9 SUBDUAL CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Your concern for damaging foe hinders you. +0H	Your attempt is poorly planned. +0H	Your concern for foe is heart warming. +0H	Nothing graceful about this attack. Foe does not even flinch. +1H	Strike to neck pinches a nerve. What did you do to him? Foe is unconscious. +3H
06-10	You pull your punch. +0H	You're being too delicate. Bust him! +1H	You will need to make a fist. +1H	Pow! Right in the kisser. +2H	You simply hit foe in the face. +3H
11-15	Mishandle strike. Try again. +1H	Your strike lands on foe's shoulder. Attack is of little profit. +1H	Blow to foe's chest. If foe is 2 feet tall or shorter, he is unconscious. +2H	Blow to foe's chest. If foe is 3 feet tall or shorter, he is unconscious. +3H	Boom! Crash! Pow! Crack! It looked impressive. +3H
16-20	Foe's guard comes up and blocks your assault. +1H – ✕	You attempt to kick foe in groin. You miss, but the threat is enough. +2H – ✕	Side strike unbalances foe. He will recover quickly. +4H – ✕	Blow to foe's side sends him reeling. He recovers and gets his guard up. +3H – ✕ – 4(-10)	Strike to foe's side. Cheap shot, executed with grace. +3H – 4(-25)
21-35	Awkward positioning spoils your strike. +1H – ✕	You miss foe's head and strike his shoulder. He is unbalanced. +2H – 2(-20)	Chest strike. He almost falls, but foe grabs you for balance. Ooops! +3H – ★	You trip foe and slam his shin. Simple, yet effective. +6H – 2★	Foe leaves himself open. Your strike hits his side and breaks some ribs. +3H – ★ – (-10)
36-45	Move in close. You gain the initiative next round. +2H	Blow lands on foe's shield hand. You gain the initiative. +3H – (-5)	You entangle foe's legs, but he breaks free. You push him clear. +5H – 3★ – 3(-10)	Step on foe's foot and try to push him over. You gain the initiative next round. +3H – 2(-25)	You experiment with a knee strike to foe. It fails to be very effective. +6H – 2★
46-50	Strike to foe's chest. He is having some trouble. +2H – 3(-10)	Back strike. Your position is better. Foe seeks to keep you at bay. +3H – ★ – 2✕	Lower back strike sends foe reeling. He needs another shot to the kidneys. +5H – ★✕	Back strike adds insult to the injury. Foe spins around to face you. +3H – ★✕	Hard shot to foe's side causes a pain generated panic. His guard is down. +7H – ★✕
51-55	Stike falls on foe's leg. He shakes it off. +2H – ★	Your strike was less than you hoped. It still disorients your foe. +3H – ★	Hammer foe's thigh. Pain is in his eyes. Bruise muscles. +4H – ★✕ – (-10)	Chest strike causes deep bruise. Foe grabs at the pain in his chest. +5H – ★✕	Chest wound knocks foe down. He lands on his back.. He looks to be recovering. +8H – ★✕ – 3(-10)
56-60	Blow lightly strikes foe's head. He puts you at bay with a masterful turn. +3H – 6(-10)	Shoulder strike lands lightly. You put more shove into it than strike. Foe is frantic to regain his balance. +3H – ✕ – 4(-10)	Good strike. Foe has trouble getting his act together. He stumbles around for some time trying to defend himself. +4H – 4★✕ – (-10)	Hard blow to foe's thigh. Foe falls down, but rebounds to his feet. You had hoped he would stay down. +5H – 2★	Solid and strong, you bash foe in his stomach. He recoils 10 feet from you. He keeps his footing. +8H – 3★ – ✕
61-65	Backhand to foe's side. He steps 5 feet to the right, avoiding your reach. +3H – ★	Hard blow to foe's side. He is weakened by the pain. He doubles over in response to the assault. +6H – ★ – 4(-30)	You grip foe's arm and shake it until he drops his weapon. Foe kicks himself free. At least you disarmed him. +1H	Catch foe in the middle of a swing. He drops his weapon and grips his arm. His forearm has a huge bruise. +5H – 2★✕ – (-20)	Solid and effective, your blow lands on foe's neck. A nerve is pinched. Foe falls unconscious for 3 hours. +10H – 2★✕ – (-20)
66	Classic shot between foe's shoulder blades. He hurts. +9H – 2★✕ – 4(-10)	Grab foe's weapon arm and force it the wrong way. Foe is disarmed. Elbow is strained. +12H – 2★✕ – (-20)	Bring foe down to his knees and slam his head down. He is virtually unconscious. He is yours. Finish him. +12H – 10★✕ – 6(-80)	Solid strike to foe's head. The strike is enough to knock foe out. He falls down and out for 6 hours. +15H – 6★	Brutal, but effective shot to foe's face. His head snaps back and then flops forward. He falls unconscious. +24H – (-20)
67-70	Chest strike is solid. Knock the wind out of your foe. He struggles to evade. +3H – 3(-20)	Strong forearm assault drives foe back off his footing. He slips down to one knee. +5H – 4★✕ – 4(-40)	Strong blow to foe's chest breaks ribs. Your attack has little grace. Foe looks to be devastated. +5H – 2★ – (-20)	Smash foe's shoulder, breaking it. Arm is useless. Foe struggles to stand. The pain is too much for him. +6H – 2★✕ – (-35)	You attack lands unexpectedly on foe's shoulder. It is fractured. Foe drops his guard in response to the pain. +9H – 2★✕ – (-30)
71-75	Side strike damages a muscle. Foe is disabled for the moment. +4H – 2★	You try to kick foe off his feet. The strike lands on foe's calf. Deep bruise. +5H – ★ – (-30)	You assault foe's foot. He is unable to stand on it. +5H – ★✕ – (-20)	Leg strike causes foe to fall and fracture his leg. +10H – ★✕ – (-55)	Strike to foe's thigh causes him to fall. Blow creates a terrible bruise. +9H – 3★✕ – (-40)
76-80	Blow to foe's shield arm. If foe has a shield, it should check for breakage. with shield: +8H – 2(-20) w/o shield: +4H – 2★✕	Heavy handed attack. It looks like you're going for a kill. Foe avoids the worst. Blow to foe's shield arm. +6H – 2★✕ – 7(-10)	Strike to foe's arm causes him to fall with a fracture. You punch at his head for added effect. +6H – 3★ – 6(-30)	Strong blow to foe's weapon arm disarms him and causes him to fall. He lands hard and breaks a rib. +7H – 3★ – (-25)	Fierce blow to foe's weapon arm disarms him and sends him sprawling. You have his weapon. +10H – 4★✕
81-85	Strong grip and a shot to the side make for an effective combination. Foe is disabled for an instant. +5H – ★✕ – (+10)	Side strike knocks foe down. He pulls you over with him. You fail to pummel him into submission. You have a great position. +6H – 3★ – (+10)	Strong blow to foe's side. Foe drops his weapon to react to the pain. You move to block him from its recovery. Foe gives ground with little concern. +6H – 6★	Strike to foe's side sends him to the ground. While falling, he fractures his ankle. Foe goes unconscious from the pain. +7H – 2★✕ – (-50)	Side strike knocks foe down. You hit him in the face as he falls. In the fall, he breaks his leg. +10H – 6★✕ – (-50)
86-90	Your attack is part grapple and sweep. You push foe off balance. +6H – 3★✕	Hard strike to the back of foe's neck terminates foe's conscious thoughts. He drops. Foe's shoulder blade is bruised. +8H – (-30)	Strong blow to foe's back knocks him off his feet. Foe lands hard and is knocked out by the impact. You have him now. +10H – 6★ – (+20)	Blow to foe's back knocks him to the ground. His weapon slides across the floor. He hit very hard. Foe goes unconscious for 5 rounds. +12H – (-10)	Nasty blow to face. Foe is knocked down. Foe's lips curl up in a ball and froth comes out of his mouth. You are frightened. Foe goes unconscious. +15H – ◆ – (-30)
91-95	Strike lands solid upon foe's neck. His neck is sprained. He falls down and has difficulty getting up. +7H – 2★✕ – (-20)	Your knuckles go into foe's temples and cause a painful overload to foe's brain. He falls gripping his head for 2 rounds and passes out. +10H – 6★ – (-30)	Overwhelming blow knocks foe down. He fumbles his weapon and hits hard trying to recover it. Foe goes unconscious on impact. +15H – (-20)	Grip foe's arm and hold it, while striking him in the face until he goes unconscious. Foe is unconscious for 15 rounds. +15H – (-20)	Strike to shoulder breaks the collar bone. Foe knocks himself out with a graceless fall. You strike his head to make sure. +17H
96-99	Solid strike turns foe's head and it pinches a nerve in his neck. Foe falls over and goes unconscious. +8H – (-30)	Fracture foe's skull with a lucky strike. Foe falls unconscious. The swelling will kill him in 2 hours. +12H – 2★✕ – (-50)	Blow lands on foe's forehead. His head snaps back and he loses consciousness. He then drops hard on the ground and hits his head. +10H – 5◆ – (-40)	Strong blow to the abdomen causes foe to fall to the ground. He hits his head. Foe goes into a coma for 1 month. +17H	Your haste to get the advantage makes your attack deadly. You snap foe's neck. Foe falls and dies in 15 rounds. +25H
100	You pop foe on his head in what looks like a playful strike. He pauses 1 round, then passes out. +5H	Strong blow to foe's back knocks him down and paralyzes him. Serious nerve damage. Foe is unconscious. +15H – (-60)	Severe chest strike. Foe falls, breaking his arm and hitting his head. He goes into a coma for 2 weeks. +20H	Pummel foe's head. He falls unconscious in a nice spot on the ground. +25H	Textbook subdual. You strike foe on his head. He settles to the ground in a silent move. He is unconscious for 10 hours. (+20)