

4.10 SUPER LARGE CREATURE CRITICAL STRIKE TABLE

	NORMAL	MAGIC	MITHRIL	HOLY ARMS	SLAYING
01-05	You strike the terrible beast hard. Your weapon breaks in half. +10H	Your weapon is knocked from your hand. It will take 2 rounds to recover. +10H	Your strike is powerful. You fumble the rest of the round. +10H	Your strike is powerful, but your grip was terrible. Roll a fumble for yourself. +10H	The numbing recoil of your strike to foe's chest sends you stumbling back. +10H
06-10	A decoration pops off your weapon with impact to foe's side. +2H	Your weapon hits at a bad angle. Check for weapon breakage. Bum Luck. +3H	Your weapon lands uneven across foe's shoulder. Make a breakage check. +4H	Blow foe's arm. Ready for a better strike. You gain the initiative next round. +6H	Strike lands at a bad angle. You check for weapon breakage. +8H
11-20	You are daunted by the beast's gaze and swing weakly. +3H	Your blow was deflected, but you gain the initiative next round. +4H	Acceptable strike to foe's leg. You gain the initiative next round. +5H	Back strike. Weapon seems to damage by touch only. +8H	Blow to back. You gain the initiative next round. +10H
21-30	This terrible creature's hide deflects the strongest blows. +4H	Glancing side blow. A spark of light reminds you your weapon is magical. +5H	Glancing blow smears mithril like chalk across beast's hide. +6H	Your strike is solid and flat, but foe is not slowed at all. +10H	Sparks fly from your weapon as it embraces your foe. +12H
31-40	Solid strike to foe's side with your common weapon fails to penetrate. +5H	Foe is unbalanced. You gain the initiative next round. +6H	Solid, but nowhere near a vital spot. Bruise foe's calf muscle. +7H	You strike the fell titan in the chest. He yells back at you. +12H	Boom! Solid without question. Try a vital spot next time. +15H
41- 50	Your strike was more of a last minute parry to avoid the beast's. +6H	You deal out a sharp and hard leg strike. Foe steps back to look at his leg. +7H	Strike lands on foe's horn. The vibration has some effect. +8H	You step under his assault and strike him hard in the abdomen. +15H	Rip sinew, hair, horn and scale with a glancing blow to side. +18H
51-65	Two light and quick shots to foe's forearm, provides a modest result. +7H	Blow to foe's back. Foe's hide is tough there. You need more strength. +8H	Your strike thumps foe on his nose. He is insulted, but not wounded badly. +9H	The vile beast leans forward. You strike at his snout in frantic response. +18H	Unexpected weak spot found with your strike to foe's side. +20H
66	Strike foe's neck with the flat of your weapon during a moment of opportunity. +20H	You step under foe's lunge and use the force against him. Strike to under belly. He feels the pain instantly. +12H – 3♣ – (-10)	Shin strike. Skin is torn open and bone is bruised. This one hurts. You have initiative. +15H – 5♣ – (-10)	Your blow lands against foe's shoulder. You are pleased with the effect. Blood pours from the wound. ♣☉ – 10♣ – (-15)	Your weapon seems to dig into foe's chest and devour his heart. Foe dies instantly. You are covered with blood. +50H – (+20)
67-70	Solid strike on foe's leg. You move quickly away to avoid the retaliation. +8H	Blow to thigh leaves a bad bruise. Your weapon cracks and bends. It will break after one more strike. +9H	Hammering foe's thigh gets you some respect. You have the initiative. +10H	Hard blow to foe's thigh. He stumbles, but does not fall. You have the initiative next round. +20H	Flat strike to foe's upper body. Heavy blow breaks some bones. Foe's guard is down. +30H – 2♣☉
71-80	Solid strike to foe's head just bounces off. +9H	Minor forearm wound. The beast used its forearm for defense. Foe soaks up the damage. +10H	Blow to foe's upper arm. This strike had few vices, but it was weak. Get it together. +15H	Catch foe in his exposed leg. You come down hard on it. He will have a bruise. It slows him. You have the initiative. +13H – 5♣ – (-10) – (+10)	Hard glancing strike crosses foe's shoulder and chest. Shoulder is slashed and chest is bruised. +24H – 3♣☉ – 5♣ – (-20)
81-90	Violent strike to foe's forearm. Foe is bruised. Your weapon must make a breakage check. +10H	Blow to foe's arm joint lands poorly. Foe will have a bruise. You think that you know what went wrong. +15H	Your strike hit no vitals, but you can hear the ribs in foe's side crackle. Foe fights on in some pain. +20H	To make this strike land well, you almost climb onto foe. You deal out a brutal strike to his neck and leap back. +12H – ✕ – 4♣ – (+20)	Just when your swing looked to be failing your weapon took control and crashed into foe's thigh. +25H – 3♣☉ – 20♣ – (-25)
91-95	Well placed and hard. Try a vital spot next time. +15H	Blow is placed solidly against foe's side. The thick hide there protects him well. +20H	Slash at foe's neck fails to land very hard. You have the initiative for 2 rounds. +12H – 4♣ – (+20)	You have an uncomfortable opportunity to strike foe in his mouth. If foe has a breath weapon, he may not use it. +25H – 2♣☉ – 3♣	Your master strike lands against foe's neck. Doom is in his face. He drops and dies in 3 rounds. +35H
96-98	Blow severs vein and artery in foe's upper leg. He drops and dies after 12 inactive rounds. Awesome! —	You are a mighty warrior. Your strike hits foe's neck and breaks it. Bones are crushed and the spine is broken. Foe drops in 1 round and dies. (+25)	Blow to lower skull area. Foe dies instantly. He stumbles on for 1 round, until he realizes this. (+20)	Weapon bites into foe's skull. He just comes apart. He dies in 6 rounds. Your weapon is stuck. Foe rolls over and takes your weapon out of reach. all allies get (+10)	Your weapon plunges into foe's chest making the nature of its forging certain. He dies a terrible and swift death. Take 12 rounds to reclaim your weapon. +40H
99-100	You step into the right spot and rip open foe's side. Your blow shatters some ribs. +30H – 10♣ – (-25)	A little bird shows you the flaw in foe's armor. Your strike plunges into this vulnerable spot killing foe instantly. —	Crush the bones in foe's neck with a mighty blow. Foe drops and dies in 1 round. +5H	Strike through foe's heart kills him instantly. You are too close. He pins you under him as he dies. +20H	Foe's eye is in reach and you ram your weapon home. Foe dies after 3 rounds of inactivity. You have half the round left. (+25)
101-150	Glancing strike to foe's abdomen loses much of the impact on foe's hide. +12H – 1♣ – (+10)	Wound foe along his side with an excellent strike. Foe leaps back away from your weapon. +13H – 2♣ – (+20)	Graceful assault knocks down foe's defenses. He just cannot get his guard up. +30H – 3♣☉ – (+10)	Brutal strike to foe's forearm. He reels from your presence. You are his bane. +30H – 2♣☉	Strike to foe's leg severs a vein and tears muscles. Foe flails around for 6 rounds before he dies. +20H – 6♣☉
151-175	Your weapon wounds deep and cuts muscles and tendons. Foe's wound bleeds heavily. +20H – 5♣ – (-20)	You pop foe on his head with some useful results. Foe is confused just long enough for a blow. +25H – ♣☉ – (-20)	Incredible strike across foe's calf trips him to the ground. The bigger they are.... +25H – 2♣☉ – (+10)	Vicious blow to forehead sends foe to the ground. If he falls on stone, he is in a coma. +40H – 6♣☉	Awesome blow to foe's neck. His neck and back are broken. Foe drops and suffocates in 12 rounds. +25H – (+20)
176-200	Foe presents a weak spot and you strike. Blow lands at the base of the neck. Tendons are damaged. +15H – (-25) – (+20)	Solid shot to foe's chest. Foe is down. You take an 'A' Unbalancing Critical result, because you are so close. +20H – 2☉ – (+25)	Brutal strike to foe's side. You rip him open and he is hating life. His blood gets all over you. +28H – 3♣☉ – 10♣ – (-40)	Strike to foe's abdomen. Foe has the biggest bruise you have ever seen. +25H – 9♣☉ – (-25)	Clean strike to foe's eye kills him in one round. He fights on for 1 round before he realizes he is dead. +24H – (-20)
201-250	When your strike lands on foe's back, bones crackle and pop. Internal damage is certain. +35H – 2♣ – 10♣ – (-30)	Rip open foe's abdomen. Blood covers you. This cruel wound will not be healed easily. +35H – 3♣☉ – 10♣ – (-40)	Vicious blow to foe's leg. You can hear the mithril in your weapon talking, as you rip foe open. +30H – 6♣☉ – 12♣ – (-50)	You duck around foe's side and catch him in the ear. Blow collapses skull. Foe dies of massive brain damage in 3 rounds. +15H – (+20)	Foe steps right into your swing. You tear open foe's abdominal and drop him in a heap. You are entangled in his fall. Foe dies in 4 rounds from shock. +35H
251+	Foe lowers his eyes within your reach and you strike with great skill and fury. He is blinded. +20H – 6♣☉ – (-100)	You leap up and slam foe in the eye. He does not realize he is dead yet. Next round he will. Your weapon is stuck for a round. (+20)	Awe inspiring strike drives bone through both lungs. Foe realizes his doom before falling into a coma. He dies in 18 rounds. —	Your mighty blow is the stuff epics are made of. Foe's spine is broken. He dies in 2 rounds. +50H	Strike to side kills foe after a chain reaction of bones shatter. You are covered with blood. +100H

Key: Bπ=must parry B rounds; B[]=no parry for B rounds; BΣ=stunned for B rounds; Bf=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.