

## 4.5 MARTIAL ARTS STRIKES CRITICAL STRIKE TABLE

	A	B	C	D	E
<b>01-05</b>	Strike loses its power. +0H	Fine artistry, but no extra damage. +0H	Glancing blow makes a strange sound. +1H	You impress foe with your form. +2H	How did you botch this beautiful strike? +3H
<b>06-10</b>	Strike slows to a tap. +1H	Your master would be so embarrassed. +2H	Not so solid a strike. +3H	Foe steps out of most of the strike. +4H	Glancing strike makes foe respect you. +5H
<b>11-15</b>	You maneuver for a better position. You have initiative. +3H	Blow to shoulder. Foe steps back and yields the initiative to you.	Forceful. Foe steps back. You have initiative. +5H	Kick foe's side. He stumbles out of the way. You have the initiative.	You strike foe to unbalance him before you attempt a killing blow. +7H – ★
<b>16-20</b>	You take an open shot to foe's side. You have initiative. +4H	Good shot! You have initiative for 2 rounds. +5H	Hard strike. Foe lashes out to avoid your next attack. +6H – ✕	Foe blocks your attack. He falls back to recover from your onslaught. +8H – (✕-10)	Snappy double shot to ribs. Crack! Ribs are fractured. +5H – ★ – (-10)
<b>21-35</b>	Light, but well placed strike. You are already starting your next attack. +5H – ✕	Strong, but poorly aimed strike forces foe to defend himself energetically. +6H – ✕	Grab foe and bring your knee into his ribs. The force of the strike throws him from your grasp. +6H – ★	Blow to chest. Use your forehead in a brutal way to subdue foe. You have initiative for 3 rounds. +3H – ★	Side strike jars foe's kidneys. Heavy bruise to muscles. Foe steps right into that one. He is in pain. (-20)
<b>36-45</b>	Mild strike to foe's chest. He can see your next strike coming and he attempts to block it. +6H – (✕-10)	Chest strike. Foe makes a strange noise on impact. He blocks and recovers. +7H – (✕-20)	Clever feint finds an opening in foe's guard. Your strike is light and fast. Bruise foe's chest. +8H – ★	Chest strike. Foe falls forward onto one knee in front of you. His guard is down for a moment. +5H – ★✕	Strike is solid. It turns foe around. You have a clean shot at foe's back next round, if you hurry. ★
<b>46-50</b>	Foe is confused by your attack. He steps back to parry your next strike. +6H – (✕-25)	Glancing kick to foe's back. The effects are reasonable for your modest effort. +5H – ★	Step to the side and catch foe in his back. He stumbles forward. His guard is down. ★✕	Solid chest strike. The impact confuses foe greatly. His ribs are fractured. He hates you. +3H – 2★ – (-10)	Draw down foe's defenses with a feint and then hammer him in chest. Your tactics are acceptable. +5H – 2★ – ✕
<b>51-55</b>	Strike bends foe's hip in an odd direction. He is unbalanced. +3H – ★	Side strike sends foe stumbling to the left 5 feet. He recovers to face you. +6H – ★	With a circular block and a focused central strike you break foe's defenses. ★✕ – (+20)	Textbook shot to foe's upper leg. The bruise is deep. Foe does not fall down. +6H – (-25)	Hip strike spins foe. He is suspicious of gravity and struggles to stay standing. +5H – 3★
<b>56-60</b>	Fist to chest. A solid punch. Foe is rattled a little. +5H – ★	Boom! Good shot to foe's stomach. He almost loses his lunch. +3H – 2★	Strong wheel kick sends foe 10 feet in any desired direction. +8H – 2★	Back strike. Foe attempts to flee and then changes his mind. +4H – 3★	Shoulder strike. Foe is badly unbalances and unable to defend himself. 2★ – ✕ – (-10)
<b>61-65</b>	Blow on top of foe's foot is slightly misplaced, but quick. Bruise toe and mash toe nails. +5H – 5(-20)	Kick in back of foe's leg. He stumbles, but does not fall. You move to gain advantage. +7H – 2★	Brutal strike to upper leg. The bruise is deep. The pain makes it hard for foe to stand on the leg. +5H – (-25)	Blow strikes a nerve in foe's upper leg. He is not in pain, but his leg is numb. 2★ – 6(-25)	Draw out foe's weapon arm. You strike cleanly to disarm him. Textbook. +3H
<b>66</b>	Strike Achilles tendon. Foe almost falls. He recovers his balance, but the pain is strong. +7H – 2★ – (-50)	Strike foe in his forehead. The shock sprains neck and fractures foe's jaw. He cannot seem to close his jaw. +4H – 9★ – (-50)	Knife hand strike breaks foe's weapon arm, leaving it useless. Follow-up punch to solar plexus knocks foe out. —	Grip foe's weapon arm. Dislocate the arm and then break it. Use your advantage to pull foe over and kick him in the face. Foe is knocked out. (+20)	Simultaneous palm strike to both of foe's ears. Destroy foe's hearing and balance. 24★ – (-95)
<b>67-70</b>	Weak spearhand to foe's side. It yields an excellent effect. +2H – 2★	Spear hand strike to chest. Elbow shot to foe's side causes some confusion. +3H – 3★	Strong knife hand to upper portion of foe's shield arm. Arm is broken. —	Press your attack under the bottom of foe's ribcage. Knock the wind out of foe. 2★✕	Elbow to solar plexus and back of fist to foe's face. Foe drops. +5H – 3★ – 2✕
<b>71-75</b>	Knife hand, spear hand combination. Foe must roll a weapon fumble. ★	Hammer foe's weapon arm as it passes near you. The bruise is deep. Foe holds tight to his weapon. +6H – 2★ – (-20)	Strike to back of lower leg. Foe struggles to keep balance. He is unable to defend himself. 2★✕	Firm flat palm strike to foe's collarbone. Bone is broken. Foe guard is down. It hurts him to raise his arm. 2★✕ – (-25)	Kick foe's knee in backwards. Tendons and muscles are torn. Foe yells out frightfully in response. +5H – 3★ – (-50)
<b>76-80</b>	Blow to foe's shield arm. If foe has a shield, it is broken. If foe has no shield, his arm is broken. +6H – ★	You find an opening and strike the back of foe's knee. The impact damages tendons and unbalances foe. 2★ – (-25)	You turn a block into a strike to foe's weapon arm. Foe is disarmed. Strike damages cartilage. ★ – (-10)	Strike and grip area behind foe's knee. Tendon and cartilage damage insures your success. (-75)	Front kick to midsection doubles foe over. You follow with a knee strike which breaks foe's nose and knocks foe out. —
<b>81-85</b>	Kick to foe's weapon arm. Foe is disarmed. Your strike does little else. +3H	Kick foe's weapon arm and send weapon flying 5 feet away. You break 2 of foe's weapons. +3H – 2★ – (-20)	Heel kick breaks bone in foe's foot. Foe has trouble standing. His foot looks bad. 2★✕ – (-50)	Kick to foe's leg is clean and mean. Leg is broken above the knee. Foe falls over slowly. +5H – 5★✕ – (-75)	Powerful strike shatters knee and then disjoints it. Foe drops. Oh that hurts! +15H – 12★✕ – (-80)
<b>86-90</b>	Fluid move followed by a leaping kick to foe's back knocks foe down. He is shaken and tries to stand. 3★	Wheel kick knocks foe flat. Smash tendons and tear muscle. You spin clear with too much energy. 9★ – (-30)	Clean strike to lower leg rips Achilles tendon and drops foe. +10H – 9★ – (-80)	Open-handed blow to foe's adam's apple crushes foe's windpipe. Foe dies in 18 rounds of shock and asphyxiation. —	Round house kick to kidneys drops foe to his knees. You grip foe's neck and snap it very effectively. Foe dies in 9 rounds. —
<b>91-95</b>	Strike to nerve in foe's leg. Foe's leg buckles. He does not fall, he crouches down in pain. +8H – 2★✕ – 6(-40)	Strike to foe's knee shatters joint. Foe drops down hard. He grips his knee and spits out an oath. 4★✕ – (-85)	Flying kick to foe's back. You knock foe down, disarm him, and leave him in trouble. 12★✕	Jab to foe's eyes blinds him. Crescent kick sends foe 10 feet in the direction you select. 10★ – (-100)	Strike to abdomen ruptures spleen. Foe spits out blood instantly. He drops and dies in 12 rounds. (+10)
<b>96-99</b>	You block foe's attack. You then follow-up with a side strike that knocks foe down. Foe hits hard and loses his direction. 3★✕	Roundhouse kick knocks foe out and fractures collarbone. Neck is sprained and shoulder muscles are bruised. 20★✕ – 20(-100)	Kick to foe's solar plexus. He stumbles back 10 feet. He falls very hard. +30H – 30★✕	Round house kick catches foe in back of head. You slam foe's head into the ground. Severe concussion. Foe dies of hemorrhage in 9 rounds. —	Double palmstrike to foe's nose breaks cartilage and drives bone into brain. The effects are rapid. Foe dies after 6 rounds prone and immobile. —
<b>100</b>	Gooseneck strike. Foe's inner ear ruptured. Foe stands there while your follow-up strike knocks him down and out! (-75)	Knife hand strike to foe's weapon arm breaks bone. Kick to lower back breaks foe's backbone, leaving foe paralyzed from the waist down. +5H	Sweep lays foe out and heel strike to foe's sternum collapses the ribcage. Foe is helpless and dies in 4 rounds. —	Goosesh! Awesome spear hand strike finds seam, penetrates solar plexus and ruptures the heart. Foe dies instantly. —	Disarm foe and use his weapon to kill him. A follow-up strike breaks his neck and you send him 5 feet in any direction. He is dead twice. —