

MANA CRITICAL STRIKE TABLE					
	A	B	C	D	E
01-05	Lots of fireworks, but little effect. +1H	Somewhere a bell tolls. +1H	Weak blast. +2H	Foe dances around your blast. +3H	Foe does damage trying to dodge. +4H
06-10	Power flows over foe. +2H	Foe is singed by the mana blast. +3H	A few extra sparks startle foe. +4H	Foe must have mana repellant on! Why didn't that work? +5H	Foe dodges, but loses ground. You have the initiative next round. +5H
11-15	Foe's eyes are filled with raw power. You have the initiative next round. +3H	Foe is shaken by the force of your blast. You have the initiative next round. +3H	Foe is impressed, but you know your blast was nothing spectacular. You have the +4H	Foe is completely surrounded by mana; he seems only shaken. You have initiative next +5H	The quick flash of light makes foe cautious. You have the initiative next round. +7H - +(4d10-30)P
16-20	Blast shakes foe to the bone. You have the initiative next round. +4H	Foe cannot evade. You have the initiative for the next two +1H	Foe gets an unusual rash. You have the initiative next +6H	Foe attacks the blast itself and it seems to work! +7H - X - +(3d10-24)P	Foe is taken aback by your fierce expression. +8H - X - +(4d10-28)P
21-35	Foe's gear begins to glow from the assault! +5H	The blast rattles foe's armor (which must check for breakage). For a moment the armor glows. +7H	This fancy lightshow makes foe wary of you. His equipment will glow for the next d10 days. +8H - 0 - +(2d10-18)P	Good blast causes foe to stagger. He won't underestimate you again. +9H - 0 - +(3d10-21)P	You force foe back, but he is not as seriously damaged as you had hoped. +10H - 20 - +(4d10-25)P
36-45	Raw mana ripples foe's exposed skin. He is easily distracted. +7H - X	Foe's shield begins to melt from the blast. Unless he drops it, it will burn him. +8H - 0 - +(2d10-18)P	Foe legs get weak from the of the blast. You gain the initiative while he tries to regain his balance. +9H - 0 - +(2d10-16)P	A wave of mana washes over foe. Any exposed skin is given a good sunburn. He doesn't feel so good. +10H - 20 - +(3d10-20)P	Something in foe's backpack seems to attract the blast. His neck and shoulders are lightly burned. +11H - 30 - +(4d10-24)P
46-50	Foe's shirt now glows magically. +8H - 0 - +(d10-9)P	Foe dodges most of the blast, but not all of it. +9H - 0 - +(2d10-16)P	The raw power slaps foe around. All exposed skin suffers from a mild sunburn. +10H - 20 - +(2d10-14)P	Foe is surprised by the pain from your blast. He is having difficulty focussing his attention on you. +11H - 30 - +(3d10-19)P	Blast strikes foe's weapon. Wooden weapon is destroyed. Metal weapon becomes too hot to hold. +13H - 40 - +(4d10-24)P
51-55	A random piece of foe's equipment bursts from the influx of power. +9H - 0 - +(d10-8)P	Foe ducks, but the blast hits his back. He is falls forward, but keeps his feet. +9H - 20 - +(2d10-14)P	Foe turns to avoid the blast and takes the full force on his side. Armor does not help. +10H - 40 - +(2d10-12)P	Good blast. Foe thinks his clothes are ablaze and runs aimlessly about for 3 rounds. +11H - 40 - +(3d10-18)P	The raw power is seeking foe's heart. He frantically scampers back. His chest is burned. +14H - 30 - 0 - +(4d10-22)P
56-60	Foe's hair is now magically imbued! If he does not wear a hat (or helm), his head will glow like a lantern. +10H - 20 - +(d10-7)P	Mana engulfs foe completely. When the blast ends, he realizes that he is not dead. +11H - 30 - +(2d10-12)P	Strong blast to foe's legs knocks him back 5 feet. He doesn't know what hit him. +11H - 30 - +(2d10-10)P	Foe staggers to get clear of the blast that has targetted his head. +11H - 20 - +(3d10-17)P	Blast targets foe's neck. Any neck gear is melted away and clothes on the shoulders are partially burned. +16H - 40 - +(4d10-20)P
61-65	Foe's left side is hit, spinning him around. Any object held in the left hand is now permanently damaged. +10H - 30 - +(d10-6)P	Focussed blast melts foe's leg armor. The blast is short-lived, but armor is now gone. +10H - 20 - 0 - +(2d10-11)P	Raw magic completely covers foe. He almost loses his footing. He thinks he is on fire. +11H - 30 - 0 - (-5) - +(2d10-9)P	Powerful blast disarms foe. The mana seems to cling to foe, making him glow for a while. +14H - 70 - +(3d10-14)P	Raw power strikes foe's legs. They begin to feel like runny jello. skin is burned and muscles are damaged. +16H - 50 - (-10) - +(4d10-16)P
66	Mana completely engulfs foe, making him stumble backwards. +10H - 0 - (-10) - +(2d10)P	Foe throws himself to the ground to avoid the blast, but the blast hits him anyway. +11H - 50 - +(2d10)P	Powerful blast to foe's weapon arm spins him around twice before he falls to the ground. +13H - 30 - +(3d10)P	Foe closes his eyes too late! He is blinded for 2d10 rounds and has severe burns on his face. 150 - (-5) - +(4d10)P	Foe will glow for d10 hours. He screams in pain, drops, and dies in 6 rounds. +26H - +(5d10)P
67-70	Foe spins to avoid the blast. His side glows for a moment. Any old wounds are aggravated. +9H - 30 - (-5) - +(d10-6)P	Foe cannot evade the strike. Mana invades foe's garments and equipment; making everything glow for 6 rounds. 10P	Foe attempts to dodge, the blast, but trips. He drops to one knee, but rises quickly. His skin blisters. 30 - 0 - (-10) - +(2d10-8)P	Foe can be quite acrobatic when he wants to be. He jumps away from your blast, but falls to the ground in doing so. He is prone for 1 round. +16H - 30 - +(3d10-13)P	The blast completely destroyed anything organic in foe's hand. Non-organic materials are turned to slag. 50 - (-10) - +(4d10-14)P
71-75	Raw mana melts away foe's clothing and singes his hair. +13H - 0 - +(d10-5)P	Mana blast is strong around the edges, damaging foe's arm and leg armor. Everything else heats up. +10H - 0 - (+10) - +(2d10-8)P	Quick blast hits foe directly in the chest. Organic armor is immediately destroyed. Metal armor melts. 80 - (-10) - +(2d10-6)P	Mana blast causes foe's nervous system to overload. He suffers nerve damage in his weapon arm. 50 - (-45) - +(3d10-11)P	Chest strike knocks foe down. Any chest armor is destroyed. The raw mana crackles over foe. +16H - 60 - (-55) - +(4d10-12)P
76-80	Foe's right arm is targetted by the blast. Any weapon there is damaged. +11H - 30 - 0 - +(d10-4)P	Foe's waist is gripped by the blast. He finds it hard to breathe. +21H - 20 - +(2d10-6)P	Strike proves fatal for foe's hand. One hand is completely useless (and scarred). Clothing is destroyed. 50 - (-35) - +(2d10-5)P	Blast goes right through foe. His abdomen is badly burned. 70 - 30 - +(3d10-9)P	The magical forces fuse all of foe's fingers into one appendage. The skin on his arms is badly scarred. +21H - 110 - +(4d10-10)P
81-85	Foe ducks to avoid the blast, but takes it full in the face. He is knocked down. +9H - 30 - (-15) - +(d10-3)P	Forceful blast knocks foe down. All equipment must check for breakage. 20 - +(2d10-4)P	Massive blast destroys all leather covers on foe; though foe stumbles clear of the rest of the blast. 20 - (-15) - +(2d10-3)P	Blast grabs foe around the chest. Any armor on the upper arms and chest is destroyed. +16H - 80 - +(3d10-6)P	The raw magic enter foe's mouth and fills him up. He glows brightly for 12 rounds, then dies. +21H - +(4d10-8)P
86-90	Foe is blasted backwards by the blast. He tries to stand, but one leg refuses to operate (paralyzed for d10 rounds). +11H - 2(-5) - +(d10-2)P	All leg coverings are blasted away. Skin underneath is severely burned. +17H - 20 - +(2d10-3)P	Foe's shield arm no longer has any flesh (and is completely useless). His head, side, and legs are burned. If foe has a shield, it is destroyed. +16H - 80 - (-80) - +(2d10-2)P	Powerful blast to foe. If foe has abdominal armor, he is knocked out. If not, he dies in 12 inactive rounds from organ damage. +1H - +(3d10-5)P	Massive fluxes of mana fuse foe's kneecaps to the leg bones. Foe will die in 9 rounds from shock and nervous system overload. +21H - +(4d10-6)P
91-95	Foe takes the strike right in the chest. Any armor there heats up, burning foe's chest. Foe's neck now has a nice sunburn. +16H - 20 - +(d10-1)P	The blast hits foe between the eyes. If wearing a helmet, it is blasted off his head. Hair and scalp are singed. Blast blinds foe for 6 rounds. 80 - +(2d10-2)P	Foe falls under the weight of your blast. He can find no release from the pain. Foe is unconscious and twitching. +19H - 90 - (-85) - +(2d10-1)P	Mana consumes foe's upper body. If he has a helm, he is permanently blinded and in a coma for 2d10 days. If not, he dies in 6 rounds. +1H - +(3d10-4)P	Foe glows intensely for 6 rounds (while he writhes in pain). Then foe collapses into a pile of glowing ash. +26H - +(4d10-4)P
96-99	Raw power fills foe until his eyes glow. He is blinded for d10 rounds. 110 - 40 - +(d10)P	The mana blast hits foe in the neck. Powerful light erupts from his mouth. He falls to the ground and dies in nine painful rounds. +21H - 120 - (+10) - +(2d10-1)P	Massive magical blast mutates foe. If he has no chest armor, he dies instantly. Otherwise, he screams for nine rounds before dying. +1H - +(2d10)P	Magical blast begins to cook foe. Internal organs are toasted and blood evaporates. He dies in 6 inactive rounds. Oh the pain! +21H - +(3d10-2)P	Foe is momentarily transformed into a power monster, but is consumed by the raging mana. All that is left are the echoes of his screams. (+10) - +(4d10-2)P
100	The mana scars foe' permanently. He loses consciousness from the blast and has dreams of being on fire. +21H - 50 - +(d10)P	The powerful blast melts away foe's clothing and starts to peel away the skin underneath. Foe falls into a coma for d10 weeks, then dies. +26H	Focussed blast to foe's head proves fatal. If foe has a helm, his head cooks (dies in 2 rounds); otherwise, head is vaporized instantly. (+10) - +(2d10)P	Foe cannot handle the mana overload. His screams are heard miles away, while he dies in 2 rounds. He continues to glow. (+15) - +(3d10)P	Mana consumes everything. Foe is instantly dead. Everything within 10' will glow for d10 days (within 50' will glow for d10 hours). (+20) - +(4d10)P

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