

4.3 KRUSH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and almost evades your blow. +4H	Blow is forceful, not hard. Foe is unbalanced. You have initiative. +6H
11-15	Foe evades your much of your swing. You have initiative. +3H	Foe evades frantically. You have the initiative next round. +3H	Really solid strike to foe's shield side. You have initiative. +7H	Shot close to foe's throat. He seeks to avoid your next strike. +5H - (x-10)	Foe raises an arm to block your strike. He does himself harm. You profit. +6H - ✱ - (+5)
16-20	Foe steps back 5 feet. He is out of position. +2H - ✕	Foe is concerned with his own preservation. He steps back 5 feet. +4H - (x-10)	Blow to foe's waist. He spins sideways. +6H - (x-20)	Glancing blow takes skin with it. You have initiative next round. +5H - (-5)	Strong blow breaks foe's guard. He is unbalanced. ✱⊗ - (+10)
21-35	Foe tries to duck under your strike. You knock him back. +3H - ✕ - (+5)	Foe loses some resolve from your solid strike. +4H - (x-20)	Disorient foe with a tricky shot. He is at a loss for words. +5H - ✱	Foe goes airborne to evade your strike. He is stumbling back. +4H - ✱⊗	Solid shot breaks foe's ribs. You have initiative next round. +6H - (-10)
36-45	Bust foe's shin. You have initiative. with leg greaves: +9H w/o leg greaves: +6H - (-5)	Blow to foe's left calf. You gain initiative. with leg greaves: +9H - 2✱ w/o leg greaves: +6H - 2(-20)	Catch foe in lower leg. You gain initiative, while foe regains footing. +9H - 2(-25)	Light swing to foe's leg. Foe's calf is bruised. You have the initiative. +10H - (-10)	Blow to upper leg. Minor fracture. You have initiative. +12H - (-10)
46-50	Foe steps under your blow. You catch him in the back. +4H - (x-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H - (x-25)	He leans to your shield side and you hit him in the back. You have the initiative for 2 rounds. +5H - ✱⊗	Catch foe in shoulder blade. Foe drops his guard and reels from your blow. +10H - ✱⊗	Glancing strike to lower back. Foe turns away to avoid the damage. Foe uses his weapon for balance. +15H - ✱⊗
51-55	Blow to foe's chest. Foe leans sideways in pain. +5H - (x-25)	Foe recoils before your blow impacts. He steps back 5 feet to defend himself. +6H - 2✕	Hard strike to chest, armor does not help. +5H - ✱ - (-10)	Blow to foe's ribs. It hurts him to raise his arms. Foe cannot lean over. +10H - (-15)	Blow to chest. He seeks to regain his wind and survive your onslaught. +15H - 2✱ - (-15)
56-60	Blow to foe's waist sends a piece of equipment flying. Foe recoils. +5H - (x-25)	Strike passes under shield arm and lands on foe's thigh. Big bruise. +6H - ✕ - (-5)	Strike grazes across left thigh and lands on right. It lands solid. +6H - ✕ - (-5) - (-10)	Miss foe's arm and strike his thigh. He stumbles and drops something. +6H - ✱ - (-10)	Blow to foe's thigh causes his right leg to falter for a moment. +10H - ✱⊗ - (-10)
61-65	Strike to weapon forearm. with arm greaves: +8H - ✕ w/o arm greaves: +5H - ✱	Blow to foe's forearm. The strike is solid. The pain is certain. +9H - ✱ - (-10)	Catch foe in mid-swing and disarm him. His weapon tumbles behind you. +8H - ✱	Blow to forearm. Blow tears clothing, but not skin. Arm is bruised. +10H - ✱⊗ - (-10)	Strike foe's weapon arm with a titanic blow. Foe drops his weapon and reels. +10H - ✱ - (-15)
66	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe drops shield, if he has one. +8H - 2✱⊗	Drive elbow backwards and break it. Arm is useless. Foe drops weapon, leans way over, and yells out. 3✱⊗	That does it for him. Your strike lands on foe's knee. The knee buckles and foe goes down hard. +9H - 3✱⊗ - (-90)	Masterful strike to foe's head. If he has no helm, he is dead. If he has a helm, he is knocked out for 4 hours. +20H	Crush what was once foe's head; he dies instantly. If foe has a helm, it is destroyed also. You are speckled with blood. +15H - (+10)
67-70	Solid strike to foe's chest. Knocks the breath out of foe. +8H - 3✱ - ⊗	Bloom! Shot strikes foe's upper chest. Foe stumbles. +10H - 2✱⊗ - (-10)	Strike to chest causes a host of trouble. +10H - 3✱ - 2⊗ - (-10)	Blow to shoulder. with shoulder armor: +6H - ✱⊗ w/o shoulder armor: 2✱⊗ - (-20)	Blow to foe's shield arm. If foe has a shield, it is broken. If not, arm is broken.
71-75	Shot takes foe in lower leg. He fails to jump over it. +5H - 2✱⊗ - (-20)	Strike to foe's right achilles tendon. Oh that hurts ya know! +10H - 2✱ - ⊗ - (-35)	Strike twists foe's knee. +10H - 2✱⊗ - (-40)	Blow lands with a crack. Leg bone is broken. Major cartilage damage. +12H - 2✱⊗ - (-50)	Blow to foe's hip bonebreaks it. Help! Foe has fallen and cannot get up. +15H - 3✱ - (-75)
76-80	Blow to foe's shield arm destroys shield. If no shield, arm is broken.	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +6H - ✱	Blow to foe's weapon arm. A metal armguard is bent and the arm is useless until until the armor is removed. +9H - ✱⊗ - (-50)	Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage. +8H - ✱⊗	Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed. +9H - 2✱⊗
81-85	Blow to foe's side sends him stumbling 5 feet to your right. +10H - 2✱⊗ - (-20)	Blow thunders as it connects. Foe's ribs crackle in response. It hurts. +12H - 2✱⊗ - (-25)	Foe yells out before the impact and is silenced by the blow. Ribs crack. +12H - 3✱⊗ - (-40)	Blow lands on foe's side. He goes down hard. Victory is close. +15H - 3✱⊗ - (+10)	Blow to foe's armpit. Crush ribs and destroy organs. Foe dies in 3 rounds. +30H
86-90	Strike foe in lower back. Muscles and cartilage are damaged. +12H - 3✱⊗ - (-25)	Foe makes a mistake and pays. You send him prone with a fell strike. Tendons are smashed. 4✱⊗ - (-30)	Powerful blow sweeps foe onto his back. Bones break and muscles tear. +20H - 6✱ - (-50)	Blow to foe's neck. If foe has a throat protector, he is paralyzed from the neck down. If not, he dies in two rounds. +25H	Neck strike shatters bone and severs an artery. Foe cannot breath. Foe is inactive and suffocates in 12 rounds. —
91-95	Break foe's nose. with nose guard: +10H - 2✱⊗ w/o nose guard: +15H - 3✱⊗	Strike to foe's head. If he has no helm, he falls into a coma for 3 weeks. +20H - 12✱	Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 12 rounds. +9H	Strike comes down on the shield shoulder of foe. Arm shatters. Foe dies from shock and blood loss in 9 rounds. —	Blast to foe's back. A bone is driven into vital organs. Foe is down and dies in six rounds. +25H
96-99	Blow to foe's head. If foe has no helm, he is dead. If foe has a helm, he is knocked down. +20H - 6✱	Blast foe's chest. Send ribcage into heart. Foe drops and dies in 6 rounds. (+20)	Blow to foe's abdomen. Strike destroys a variety of organs. Poor fool expires after 6 rounds of inactivity. —	Crush foe's chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds. (+25)	Blow to foe's face. If visored, the visor is driven into his face and foe dies in 10 rounds. Without a visor, he dies instantly. You have half the round left. +30H - (+20)
100	Crush foe's jaw. Drive bone through brain. Foe dies instantly. +50H - (+20)	Blow snaps neck. Foe is paralyzed from the shoulders down. +25H - 15✱	Strike to forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about. +30H - 24✱⊗	Blast to foe's heart. It stops. He dies. You consider yourself to be deadly. Fine work. You are ready to slay. +25H	Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies in 6 rounds. +35H - 2✱ - 6(-30)