

4.12 UNBALANCE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	You and your foe both stumble. +0H	You lunge 5 feet past your foe. +0H	Try again. What will your friends say? +0H	"You're not very good, are you?" +1H	You made a good sound effect. +2H
06-10	Foe recognizes this assault from grade school. +0H	Your opponent stands firmly in front of you. +1H	When your attempt starts to fail, you slip in a punch. +2H	Your grip is neither firm or effective. Foe breaks free. +3H	It is solid, even if randomly placed. +5H
11-15	Powerful strike fails to land solid. It still does some damage. +3H	Weak side strike glances off kidneys. It could have been great. +4H	Knuckle foe's arm. You will need to do better than this. +5H	Back strike. It has little imagination. You might as well punch. +6H	Strike lands on shoulder blade. +7H
16-20	Foe seeks to push you away. He lashes out in defensive manner. +4H - ✕	Glancing side blow. You unbalance your foe. He recovers quickly. +4H - ✕	Strike side. Foe moves back to block your next attack. +5H - ✕	Blow to foe's side sends him reeling. Foe checks wound for the damage. +7H - (-10)	Blow to foe's side unbalances him and destroys equipment there. +8H - 1(-20)
21-35	On line strike, but weak. Foe steps back and feigns an attack to draw off your assault. +4H - ✕	Your strike makes foe's footing uncertain. He pushes you clear and begins to right himself. +5H - 1(-20)	Shot to foe's chest. His lungs hesitate. He coughs it off and regains his footing. +6H - ✱	Quick shot to chest causes foe to hesitate in pain. He still knows you're there. +8H - ✱	Crack! Foe's rib reports damage to him in an unsightly way. He is in pain. +9H - ✱ - 1(-10)
36-45	Light bash breaks foe's focus. You have the initiative next round. +4H	You salvage your attack by tripping foe. You have the initiative next round. +5H - 2(-5)	Grab foe's shoulder, while you bring your knee up to knock him over. +5H - 1(-40)	Strike to calf. Wound impairs foe's movements. You have the initiative. +7H - (-25)	Hard glancing blow to foe's leg. with leg armor: +12H w/o leg armor: +8H - 2✱
46-50	Attempt to spin foe's around almost succeeds. Weak grip to side. +5H - ✕(-10)	Your assault threatens to succeed. Your foe goes defensive to avoid your attack. +5H - ✕(-20)	Boom! Foe is hit in the face. He reels back 5 feet trying to regain his footing. His guard is down. +6H - ✱✱	Double strike to both arms breaks foe's defense. He is open to attack and is having trouble recovering. +8H - ✱✱	Shot in back staggers foe for an instant. His guard drops and he is sadly unprotected. +12H - ✱✱
51-55	Firm press to foe's chest. He give ground happily. Watch his weapon. +5H - ✕(-20)	Grab foe and bring knee up to cause damage. Foe blocks some of the force. +5H - ✱	Push foe's knee backwards. Foe struggles to avoid the pain. +6H - ✱✱	Strike to chest takes wind out of foe. Foe's guard goes down. +10H - ✱✱	Knock foe over as if he was a sack of beans. He hits and starts to stand up. +12H - ✱✱
56-60	Strike thigh. Foe is pushed back. with thigh armor: +7H w/o thigh armor: +5H - ✱	Foe bumps his thigh while blocking your attack. He steps back. +6H - ✕(-30)	Skipping calf strike. Foe does not give ground. with leg armor: +9H w/o leg armor: +7H - 2✱ - (-10)	Miss foe's side and strike his thigh. You have initiative for 3 rounds. +12H - 2✱	Strike causes foe to fumble his stride. He almost falls down. Foe is recovering. +14H - 3✱
61-65	Foe's arm is pinned for a moment. He recovers by twisting you off. +6H - ✱	Bend weapon arm in the wrong direction. Foe drops his weapon. +6H	Excellent placement. Strike to weapon arm disarms foe. Foe is in great peril. +6H - 2✱	You catch foe's counter thrust and disarm him with a bash to the arm. +7H - 2✱ - (-20)	Bash foe in shoulder making him spin. You push him for good measure. +13H - 2✱✱
66	Shoulder strike sends foe spinning. He comes all the way around before stopping. Well placed shot. +7H - 2✱✱	Strike to foe's elbow numbs it. He drops his weapon and grips his elbow. He forgets you are still attacking him. +8H - 2✱✱	Strike to foe's leg sends him down. Foe's knee is broken and his doom is at hand. He falls to the ground helpless. +9H - 3✱✱ - (-90)	Hard strike to head. If foe has no helm, he is knocked out for 24 hours. If he has a helm, he is knocked back 10 feet. 6✱	Knock foe back with a blow to the jaw. Foe loses balance and falls. He hits his head and goes unconscious. +30H
67-70	Hasty press upon foe's chest produces excellent results. Foe is unbalanced. +6H - 2(-50)	Grab loose piece of foe's garments and use it to throw him around. Foe is confused. +7H - ✱	Strike to foe's ribs. Foe's ribs crack and foe shows the pain. His war effort is impaired. +8H - 2✱ - (-20)	Break foe's collar bone. Spin foe around. He is disoriented and out of position. +10H - ✱✱ - (-25)	Shoulder strike blasts foe down. He lands on his stomach and tries to roll over. Minor fracture. 2✱✱ - (-10)
71-75	Hammer foe's lower leg. He has trouble standing, but manages. +7H - 2✱	Solid damage to foe's calf. His attempts to avoid the pain make him an easier target. +9H - (-10)	Bruise foe's leg. Muscles suffer damage and foe limps back from your reach. +10H - ✱✱ - (-20)	Lift foe up into the air. You send him sprawling on the ground. He drops his weapon. +12H - ✱✱ - (-75)	Knock foe down with a blow to the thigh. He lands on his weapon and takes some time to get off it. +15H - 3✱✱
76-80	Blow to foe's shield side. If foe has a shield, it is torn away. +12H - 2✱	Grab foe's shield arm for leverage. You treat it badly, trying to unbalance foe. +10H - 2✱ - (-10)	Heavy blow to foe's weapon arm. Mild fracture. Foe is knocked back 5 feet. +11H - 3✱ - (-25)	Sweep foe to the side and knock him over. He breaks his ankle. +11H - (-50)	Strike to foe's shield arm. Foe stumbles 3 feet and falls down. Foe is disarmed. +15H - 4✱✱
81-85	Side strike. Disoriented foe strikes out for you in the wrong direction. You move to take advantage. +12H - ✱✱ - (+10)	Good shot to foe's side sends him stumble to the right 3 feet. It must have really hurt. +15H - 3✱	Strike to foe's side. He almost goes down, but recovers by dropping everything in his shield arm. 6✱	Brutal strike sends foe down. You step on his weapon arm and hold it down. Foe should surrender. +12H - 6✱✱	Awesome side shot sends foe tripping sideways. He goes down rolling and breaks a leg. 6✱✱ - (-50)
86-90	Elbow to the back. Foe stumbles 5 feet sideways. Foe cannot seem to get his head clear. +13H - 3✱ - (+20)	You really hammer foe. He reels back 10 feet. He almost went down. You move in to finish him. +12H - 2✱✱	Precise blow sends foe down. Foe is face down and disarmed. +14H - 6✱ - (+20)	Strike foe's shield arm. If foe has a shield it is broken. If not the arm is broken. +10H - 9✱	Cruel blow to foe's head.... Foe sees stars. Foe is knocked back 10 feet, but remains standing. +20H - 12✱✱
91-95	Head strike. If foe has no helm, he is knocked out for 2 hours. If foe has a helm, he is better off. 3✱	Blow to side of foe's head. Strike damages his ear and balance. Foe is impaired for 3 weeks. +9H - 6✱ - (-50)	Spin foe around. He ends up 10 feet from you and facing the wrong direction. Foe fumbles his weapon. +10H - 8✱✱ - (-30)	Foe stumbles back from you 10 feet and takes a full round to fall. He hits hard and fractures an arm. He is down. +10H - 8✱✱ - (-30)	Blow to foe's shield shoulder. If foe has no shield, he is knocked down, has a useless arm, and passes out. 6✱
96-99	Strike to foe's stomach. He bends down in pain and you send him sprawling on his face. He hits harder than you could have hoped. +10H - 3✱	Bash foe in his side. His legs forget to follow as he steps back. He falls in an embarrassing prone position. He has no clue to what happened. 6✱✱	Smooth and snazzy strike sends foe down on his knees. His weapon goes flying. Foe has blacked out. He stares straight ahead without blinking. —	Strike head and shatter foe's helm. Pieces fly in all directions. If foe has no helm he is in a coma for 4 weeks. +9H - 6✱	Solid strike snaps foe's neck. He falls back 5 feet, spins, and tumbles to the ground. He dies of shock and suffocation in 3 rounds. —
100	Brutal hip strike knocks foe down. Fall tears tendons, and fractures bone in leg. The pain his great. Foe is incoherent for 9 hours. (-90)	Send foe flying 10 feet. He lands on his face. The twisting of his neck causes nerve damage. He is paralyzed from the waist down. —	Powerful strike flips foe into the air before smashing him to the ground. Foe breaks both arms and hits his head. Foe is in a coma for 2 months. —	Savage blow to foe's head. Foe is knocked down. He falls into a coma and dies in 12 rounds due to a severed vein. (+20)	Frightening strike to foe's head. Temple crushed, neck broken. Foe lands 20 feet away. He dies instantly. 3(+20)

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.