



14.3 HEAT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	The air around foe shimmers. Pfft. +0H	Attack is wild and boils nearby water. +0H	Hot smoke makes foe's eyes red. +1H	Foe evades the embrace of the flames. +2H	Foe avoids the blast but not the heat. +3H
06-10	Hot wind makes foe uncomfortable. +1H	Singe foe's exposed skin. The heat dies quick. Foe is not impressed. +2H	Sparks and smoke dance all over foe. He waves them off with little effort. +3H	Flames surround foe. He seems to step out of them unharmed. +4H	Sweltering heat reaches out for foe. He evades. You have initiative. +4H
11-15	Foe covers his face and leaps aside. You have initiative. +2H	Foe simmers in his clothes. He is unfocused and you have initiative. +2H	Foe suspects that he is on fire. He is wrong. You gain the initiative. +3H	Foe is enshrouded by smoke. The heat harms him little. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +6H – ★
16-20	Blast stings foe's hands and arms. You have the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. –	Hair and bowstrings are singed. You have 2 rounds of initiative. +5H	Foe strikes out at the flames to protect himself. It seems to work well enough. +6H – ✕	Foe fails to avoid some of the attack and almost falls down. +7H – ✕
21-35	Foe's chest and side heat up and garments smolder from assault. He will be easily kindled if you strike again. +4H – ★	Fire laden blast forces foe back. Any containers of water boil and burst open. You have 2 rounds of initiative. +6H	Disorient foe with a tricky shot. Garments smolder suspiciously. He checks them carefully; guard is still up. +7H – ✕ – ♠	With a burst of flame, you cover foe with heated air. Foe jumps back to avoid any additional wounds. +8H – 2✕ – ♠	Blister foe's weapon arm. He gives ground to escape the heat. His footing is better than you had hoped. +9H – 2✕ – 2♠
36-45	Hot winds dance around foe parching his exposed skin. He puts up a desperate defence. +6H – ✕	Foe's shield side is swathed in fire. He may use a shield to avoid the attack, but it combusts. Shield hand is burned. with shield: +3H – 3✕ w/o shield: +7H – ✕ – ♠	Heat catches foe in lower leg. You gain initiative while foe regains his balance. The pain stays with him. +8H – 2✕ – ♠	Cover foe with a flash fire. Exposed skin burns. The flames bite deep and the pain is great. If not wet: +9H – 2♠ If wet: +6H – 2✕	Strike to side and back ignite foe's cloak and pack. Neck and shoulder are lightly burned. with backpack: +8H – ♠ w/o backpack: +10H – 3♠
46-50	Clothes smoke, then burn. Foe flails his arms trying to put them out. The pain endures longer than the flames. +7H – ✕ – ♠	Foe evades most of the damage with some grace. The remainder scorches his side lightly. +8H – 2✕ – ♠	Flame spreads up foe's side and snaps at his arm and face. Exposed areas are lightly burned. +9H – ★ – 2♠	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +10H – ★ – 3♠	Foe blocks flames with his weapon. A wooden weapon is destroyed. A metal weapon becomes too hot to hold. +12H – 2★ – 3♠
51-55	Spark sets a piece of foe's equipment on fire. Foe must remove the item. +8H – 2✕ – ♠	Foe ducks; attack torches back and the ground behind him. He is shaken. +8H – ★ – 2♠	Hard strike to side, armor does not help. Blow leaves a blistering mark. +9H – 2★ – 3♠	Foe is aflame and takes damage for 3 rounds while he burns. +10H – 2★ – 3♠	Your flames reach out. Foe frantically leaps back. His chest is burned. +13H – ★● – 3♠
56-60	Assault ignites foe's back. Equipment crackles as it burns and falls clear. +9H – ★ – 2♠	Engulf foe in flame and smoke. The flames die down; foe escapes death. +10H – 2★ – 2♠	Strong blast hits foe in legs; they nearly give with pain. He recoils 5 ft. with leg armor: +8H – 2✕ w/o leg armor: +10H – 2★ – 2♠	Flames dance around foe's head. He seeks to get clear and almost falls. With helmet: +3H – 2★ – 2(-10) w/o helmet: +12H – 2♠	Garments over foe's shoulders and head are set afire. He is frantic. with helm: +8H – ★● – ♠ – (-5) w/o helm: +15H – 2★● – (-10) – 3♠
61-65	Well placed. Strike slams into foe's weapon arm. Garments are burned. Foe's evasion is comical. with arm greaves: +7H – ♠ w/o arm greaves: +10H – 3♠	Concentrated strike burns through foe's leg. The flames do not last but foe's skin is exposed. Skin blisters. +9H – ★● – (-5) – 2♠	Flames burst against foe's side. He stumbles but does not fall. He tries to smother the fire with his garments. +10H – ★● – (-10) – 3♠	Foe's shield arm and shield are on fire. Dropping the shield only helps a little. The flames cling to his garments. with shield: +10H – 2★ – ● – 4♠ w/o shield: +13H – 2★ – ● – 6♠	Searing strike to foe's legs. Exposed skin and muscle is burned. Infection will follow. Foe struggles to stay up. +15H – 2★● – 4♠ – (-10)
66	Flame grapples foe's shield and chest. The wound is grave and infection will follow. +9H – 2★● – (-15)	Fire lands along side foe's face. His hair, cheek, and ear are engulfed. Foe throws himself to the ground. +10 – 2★ – 4♠	Blaze consumes garments on weapon arm. Any metal covering heats up. Foe falls from the blast. +12H – 3♠	Foe's face and weapon hand are scalded. Foe is having trouble opening his eyes. +10★ – (-10) – 6♠	Foe's combustible garments turn him into a torch. He runs a short distance, drops and dies in 6 rounds. +25H
67-70	Toast foe's side and send him stumbling back 5 feet away from you. He blocks his face against any renewed assault. +8H – 2★ – 2♠ – (-5)	Flames seek out foe with a predator's lust. He throws garments and equipment off frantically to satisfy the blaze. Foe is busy staying alive. +7H – 2★ – ● – (-10) – 2♠	Back blast. Foe drops to one knee and then rises again with some difficulty. Some of his garments still smoke from the assault. Skin is blistered badly. 2★ – ● – (-15) – 2♠	Foe leaps back from your deadly inferno. He escapes death but falls on his back. He is prone for 1 round. Minor arm burns. +15H – ★ – 3♠	Blast leaps onto foe's shield arm. Any shield foe has and his arm are on fire. The heat penetrates deep and foe's face shows it. 5♠ – (-15)
71-75	Fire consumes garments and hair. Blinding smoke keeps foe's defenses poorly aligned. +12H – ★●	Chest and arm blast damages organic armor and engulfs any wood on foe. Metal armor heats up painfully. +9H – 2★ – ● – (-15) – (+10)	Chest blast. Organic armor is destroyed. Metal armor should be removed quickly. 3★ – (-15) – 6♠	Foe's weapon arm is a conflagration. Hand and arm are useless. Muscles and nerves are damaged. 6★ – (-50)	Strike center of foe's chest. Flame spills in all directions. Foe is knocked down. Chest armor is destroyed. +15H – 6♠ – (-60)
76-80	Foe's shield side is engulfed in flame. Foe's shield is kindled if wooden. +10H – 2★ – ● – 2♠	Abdomen entangled in flames. The flames will spread upward next turn if not extinguished. Foe sees the danger. 20 – 2♠	Strike engulfs foe's most exposed hand and burns it without mercy. Hand is useless. Arm clothing is destroyed. 6★ – (-40)	Foe's side is ignited by your strike and the wounds are deep. He smothers the fire but the damage is done. 3★● – 5♠	Blast lands on foe's side but spreads to arms and legs. A shield prevents arm damage but his hands are burned off. +20H – 12★
81-85	Foe exposes his back while evading the strike. Blast scorches a small wound in his shoulder blade. +8H – 2★ – 2♠ – (-20)	Strike knocks foe down on his back. The flames do not endure but much equipment is burned or crushed. ★ – 2♠	Violent inferno destroys organic armor and ruins metal armor on leg. Much of the blast rumbles clear after impact. (-20) – 2♠	Foe's arms and chest embrace your infernal strike. Arms are useless and foe's skin is open to the air. +15H – 9★	Foe inhales flames scalding lungs and throat. Foe is active for 12 rnds (while he burns), then dies. +20H
86-90	Assault to foe's lower leg consumes covering. Foe falls down. One leg is on fire. +10H – 2(-10)	Leg covering is set on fire by blast. It spreads quickly and foe is in trouble. The flames will grow if not put out. +16H – 3★	Foe's shield side is devoured by flames. Head, arm, side, and leg have critical burns. If foe has a shield, it is destroyed in place of his arm. +15H – 6★● – (-85) – 3♠	Blast engulfs lower half of foe's body. If foe has abdominal armor, he is knocked out. If not, he dies in 12 inactive rounds from organ damage. with abdominal armor: 2♠	Foe's lower body is badly burned. Nerves, organs and tissue destroyed. Foe is paralyzed and will die in 9 rounds from shock and dehydration. +20H
91-95	Blow to foe's head. If he has helmet it heats up like a furnace and must be painfully removed. Foe ears and cheeks are burned. with helmet: +15H – 3★ – (-10) w/o helmet: +12H – 2★● – (-30)	Head strike. Force of blast removes any helmet worn. Hair, scalp and skin burn. Smoke and flame blind foe for 3 rnds. with helmet: +10H – 3✕ – 2♠ w/o helmet: 8♠	Trapped in the furnace of your blast, foe is overcome and falls down. He is unconscious and still burning. +18H – 6★● – (-90) – 4♠	Flames assault upper body. If foe has a full helm, he is blinded and in a coma for 2 days. If not, he dies in 6 rounds due to shock and brain damage. –	Foe is cremated before your very eyes. He remains standing for 6 rounds and then drops and dies. A small fire lingers over the remains. A horrible end. +25H
96-99	Blast lands on the weapon arm and climbs up to foe's neck. It burns all it touches. If foe has any organic neck covering it is destroyed. 4★● – 8♠	Flames burn into foe's throat. The damage is frightening. Foe's neck collapses in the flames. He drops and dies in 9 inactive rnds. He smells bad. +20H – 12♠ – (+10)	Intense heat fuses metal, cloth and skin. Foe is unrecognizable. If no chest armor he is dead instantly. Otherwise he dies after 9 rounds of burning. –	Foe is trapped in the furnace made by your attack. Organs are destroyed and foe's blood boils. He has no hope of survival and dies in 6 inactive rounds. +20H	Your foe is devoured by a hellfire of which even you are frightened. All combustibles within 10 ft ignite. Little will remain when the fire dies. (+10)
100	Brutally scar the side of foe's face. Foe is knocked out. He loses 50 from his Appearance and 25 from his Presence. +20H – 5♠	Assault consumes clothing and tissue. Foe's arms and chest are without skin. Foe is paralyzed. Infection will follow. +25H	Strike to foe's head. If he has a helmet, his head is broiled and he dies in 2 rnds. If no helmet he dies instantly. (+10)	Every part of foe is ablaze. He dies in 2 rounds, making terrifying noises. He continues to burn for 12 rounds. (+15)	Fire devours every part of foe in an instant. Bits of metal, teeth and a few bones shower to the ground. (+20)

Key: β✕ = must parry β rounds; ● = no parry for β rounds; ★ = stunned for β rounds; ♠ = bleed β hits per round; (-β) = foe has -β penalty; (+β) = attacker gets +β next round.