

ARCANE AETHER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Tiny bubbles. +0H	Aether fizzles in a disappointing fashion. +0H	Ooooh. That's the way to frighten him +1H	That looked like it hurt. It didn't. +2H	Did you miss? +3H
06-10	Foe steps away from the worst of it. +1H	Foe ducks. +2H	Keep that up and you might actually hurt him. +3H	Foe leaps back, frightened. +4H	Foes sucks in air as the blast burns him. +3H – ★
11-15	Foes loses initiative next round. You have him worried. +0H	Foe spins around. He loses initiative for 1 round. +4H	Foe is on guard. +5H – ✕	Blast unbalances foe. +6H – ✕	Foe winces in pain. +5H – ★
16-20	Foe is spun about and loses initiative next round. +5H	Foe brings his guard up, frightened by your display. +5H – ✕	Blast causes foe to stumble back, his guard up. +8H – ✕	Irritating burns put foe on the defensive. +10H – ✕	Aether causes foe to twitch uncontrollably for a moment. +10H – ★
21-30	Unbalanced foe loses initiative for two rounds. +8H	Minor burns. +5H – ✕(-10)	Crackling blast puts foe on the defensive. +10H – ✕(-15)	Glancing blow. +15H – ✕(-20)	Strong blast sends foe reeling. +20H – ★
31-40	Burns cause foe to bring up his guard. +10H – ✕	Confused foe brings up his guard. He loses initiative for two rounds. +9H – ✕	Blast burns foe's lower legs. +15H – ★ – ●	Aether bursts just before it hits foe. The blast catches foe low on the body. +15H – ★ – 2●	Aether burns deeply into foe's foot. +20H – 2★ – ● – (-20)
41-50	Foe is distracted by the sudden pain. +15H – 2★	Staggering blast sends foe to his knees. +15H – ★ – ●	Aether causes bad burns. +15H – ★	Foe is spun by a strike to his shoulder. +25H – ★ – 2●	Powerful blast knocks foe back three steps and cause him to drop all objects. +25H – ★ – 2●
51-55	Burns cause foe to wince with pain. +10H – ★	Blast rocks foe back on his heels. +12H – ★ – 2●	Hard blow disorients foe. +12H – ★ – (+5)	Slicing blow causes foe to stumble back 5 feet. 2★ – 2● – (+5)	Forceful blast burns through foe's leg. +20H – 3★ – 2● – 3● – (-10)
56-60	Crackling blast dazes foe. +15H – 2★	Blast to foe's back catches him and spins him like a top. All small bits of metal on his back turn to slag. +15H – ★ – 2● – (-10)	Foe is thrown back 10 feet and must make an agility maneuver to land on his feet. +20H – 2★ – (-10)	Aether rings foe like a bell. +15H – ★ – ● – (-10)	Blast to foe's gut puts him down. +25H – 2★ – 2● – (-20)
61-65	Powerful blow makes foe suck air through gritted teeth. +15H – ★ – ●	Aether catches foe in shield arm. He cries out any clutches it to stop the bleeding. +15H – ★ – 2● – (-20)	Aether strike causes any leg greaves to be destroyed. +15H – 2★ – (-20)	Blast hits foe's shield arm. If foe has shield, it explodes. If not, foe's shield arm is paralyzed from nerve damage. +15H – 2★ – (-20)	Precision strike blows straight through foe's side. +25H – 5★ – 3● – (-30)
66	Hammer blast shatters foe's shield arm. +25H – 3★ – (-75) – (+20)	Aether cause foe's shoulder to expand and shatter. +20H – 3★ – 5● – (-90) – (+20)	Blast of aether hits chest and shatters both arms. +20	Blast shatters foe's skull, killing him instantly. +20	Surgical strike bursts head like an over-ripe melon. +25
67-70	Blast to foe's back forces him to fight around the pain. +10H – ★ – (-10)	Blast catches foe in lower back. +14H – ★ – (-30)	Heat expansion causes both of foe's arms to snap. 3★ – (-90)	Focused blow creases foe's head. How'd he survive that? +20H – 2★ – 2● – (-30)	Blast catches foe in shield arm. If foe has a shield, it explodes. If not, foe's shoulder is shattered. 1★ – 4● – (-50)
71-75	Blow to foe's midsection makes him grit his teeth in agony. +30H – ★ – (-20)	Strike catches foe in his side. He cries out and falls to one knee. +25H – 2★ – 3● – (-40)	Aether catches foe in the back. There is extensive nerve damage. 3★ – (-30)	Stunning blast shatters foe's shield arm. Foe reels with the pain. +15H – 7★ – 3● – (-40)	Aether grounds into foe's nervous system, causing severe damage. Both of his arms become useless. (-25)
76-80	Strike to foe's abdomen. The muscles are terribly damaged. +20H – 3★ – (-30)	Blow to feet sends foe sprawling. Several muscles and bones are damaged. +15H – 5★ – 4● – (-50)	Foe is smashed to the ground by the Aether. He is bleeding internally. +15H – 5★ – 5● – (-40)	Terrible heat shatters foe's weapon arm. +15H – 7★ – 3● – (-50)	Awesome chest strike knocks foe onto his back. +30H – 10★ – (-60)
81-85	Rippling back strike snaps bones and tears cartilage. +15H – 5★ – (-40)	Blast shatters several ribs. Foe grips his side and falls to his knees. +15H – 5★ – 3● – (-50)	Blast blisters foe. The burns cover 40% of his body. +20H – 5★ – 5● – (-50)	Foe tries to block blast with his hands. Hand muscles are burned away. +25H – 3★ – 3● – (-60)	Strike to foe's side causes several organs to burst. Foe collapses after 6 rounds. +35H – 6★ – (+20)
86-90	Brutal blast puts foe on his back, cracking several vertebrae. +15H – 10★ – (-50)	Aether burns deeply into foe's calf. Shin shatters. +25H – 7★ – (-60)	Aether shatters foe's thighbone. +20H – 6★ – (-60)	Blast causes foe's bowels to explode. He dies after 4 rounds. +25H – 4★ – (+20)	Heat from the Aether melts foe's backbone. He dies after 3 rounds of massive shock. +35H – (+20)
91-95	Crushing strike shatters foe's hip. He collapses in agony. +25H – 15★ – (-60)	Temple strike. If foe has a helm, he placed into a permanent coma. If not, foe dies. +30H	Aether causes foe's hip to twist and shatter. Pelvic girdle is ruined. Organs slide out of abdominal cavity. Foe dies after 15 rounds. +25H – 15★ – 5● – (-70)	Jawbone heats and explodes, sending molten bone fragments through foe's brain. It takes him 3 rounds to die properly. +55H – 3★ – (+20)	Blast pulses through foe's nervous system. Foe dies after 6 rounds of agony. +35H – 6★ – (+20)
96-99	Aether engulfs foe's head and neck. If foe has a helm, he is knocked out. If not, he dies after three rounds of paralysis. +25H	Strike burns foe's windpipe. Foe collapses and dies after 12 helpless rounds. +30H – (+20)	Aether begins to burn foe at the feet. It devours him up to the knees. Foe dies after 9 terrible rounds +25H – 9★ – 6● – (-75)	Foe inhales Aether. Lungs burn and explode. Death after one round of agony. +25H – ★ – (+20)	Foe's body is reduced to a pile of smoking pulp. (+20)
100	Head strike gives multiple fractures to foe's cranium. He dies after 3 rounds of agony. +30H – 3★ – (+20)	Body is terribly burned. Foe dies after 2 rounds. +40H – 2★ – (+20)	Sizzling blast cause foe's eyes to flash as his brain burns up. +20	Foe's lungs and heart swell and explode, blowing out of his chest. +25H – (+20)	Foe is melted into a pool of sludge. Get a mop. +25

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