

14.5 SPELLS AGAINST CREATURES CRITICAL STRIKE TABLE

	LARGE CREATURES		SUPER LARGE CREATURES	
	NORMAL	SLAYING	NORMAL	SLAYING
01-05	Your karma is not strong enough to damage such a beast. +0H	Sparks fly. The enchantment fails. You had hoped for more damage. +5H	The strength of your strike is not up to the challenge. +0H	You warn foe of his doom with this tiny whisper of your power. +3H
06-10	It looked powerful but your foe did not even stumble. +1H	Foe throws off the magic that threatens his very existence. +9H	Strike lands with little result. You had better get serious soon. +1H	Foe evades much of the damage. Maybe next time. +5H
11-20	You are daunted by the beast's gaze and your aim fails. +3H	Strike lands solid. Foe howls out in pain and anger! +12H	The beast is made of stronger stuff than you hoped. +2H	Your blast scrapes along foe's shoulder hissing as it touches his skin. +9H
21-30	The strike is powerful, but poorly placed. Remember, Focus. +5H	Chest strike leaves visible damage. Foe makes a futile attempt to brush it off. +15H	Strike glances off foe and damages his surroundings. +3H	Your strike is solid and flat, foe is burned by the enchantment. +12H
31-40	The attack lands well but seems only to scuff your foe's skin. +7H	Firm strike to foe's lower abdomen. Measurable damage has been done. +18H	Solid, but nowhere near a vital spot. Bruise foe's calf muscle. +5H	Heavy assault yields a measure of damage to foe's leg. +15H
41- 50	Solid attack yields predictable damage. +10H	Your assault entangles foe's arm for an instant. Arm is bruised. +20H	Blow is placed solidly against foe's side. His vitals are beyond reach. +7H	Strike tears down foe's back. He ducks down in pain. +18H
51-65	Weak attack to a vulnerable spot. Foe is enraged by the close call. +13H	Blow to foe's back. Foe's hide is tough, but much damage is done. +25H	Strike threatens foe's eyes and he flinches. You have initiative. +7H	Blast to foe's face. Most of the damage misses him. Some does not. +20H
66	Blast drives into foe's mouth. The concussion knocks him down and puts him into a coma for a month. +30H	Assaulting foe's very living essence, your strike lands upon his head. His life is stripped from him. He dies instantly. (+10)	You find a weak point. Unexpectedly, foe reels and falls down. His shoulder is shattered. He gets up slowly. +25H – (-75)	Collapse foe's chest with perfect placement. His lungs are destroyed and his heart stops. He dies after 6 rounds of wheezing. +30H
67-70	Solid strike on foe's leg. Foe feels the assault. +15H	Attack hammers foe in his shield side. He is in much pain. +30H	Although not deadly, this strike leaves a visible and encouraging wound. You may win yet. +12H	Assault bounces off foe's primary arm. Arm is damaged but still functioning. Try again. +25H
71-80	Solid strike to foe's head hurts him, but he is still coming. If foe has head gear it is knocked off. +20H	Etch a nasty wound in foe's chest over his vitals. He is upset greatly. You have initiative for 6 rounds. +12H – 3★	Blow to foe's upper arm. Discoloration and various bruises mark your success. +15H	Solid strike to the chest. Foe steps back 10 feet and rebounds. +25H
81-90	Strong blast staggers your terrible foe. He is as surprised as you are at this success. He loses 6 rounds of initiative. +15H – 3★	Blow to foe's arm joint lands poorly. Foe will have a bruise. You think you know what went wrong. +25H – 3★	Your strike hit no vitals, but you can hear the ribs in foe's side crackle. Foe fights on in some pain. +20H	Sparks fly and smoke rises off foe as your assault impacts. +30H
91-95	Hard and effective, your strike almost brings foe down. He stumbles, but does not fall. +20H – 2★●	You concentrate the energy of the strike and fracture foe's leg bone. 2★× – (-30)	Heavy and hard. Your strike is effective. Foe's abdomen is damaged. +30H	Your attack lands with a beautiful crash. Foe's leg is heavily damaged. He struggles to keep his defense up. +25H – 2★●
96-98	Strike lands and tears down into foe's neck. This vicious blast crushes foe's neck and shatters his spine. He falls unmoving and dies in 3 rounds. –	You are a mighty enchanter. Your strike hits foe's chest and neck. His neck is broken. Foe drops and dies. (+15)	Your onslaught lands against foe's skull. Brain is damaged. Swelling fractures his skull. Foe drops and dies in 6 rounds. –	Shot lands against foe's chest. Strike infests foe with terminal poison. The full burden of the enchantment ends his life instantly. –
99-100	You step into the right spot and rip open foe's side. Your blow shatters some ribs. Foe dies in 6 painful rounds. –	Perfect aim. Foe's carotid artery and jugular vein are torn open. Foe drops and dies in 3 rounds. –	Violent strike to foe's face. His eyes are badly damaged. He is blinded. He falls over. You have him now. 12★● – (-95)	Blast to foe's head. Inner ear destroyed. Foe dies in 6 inactive rounds. +20H
101-150	Glancing strike to foe's abdomen loses much of the impact on foe's hide. +30H – 3★●	Side strike. Attack careens down foe's chest and leg. Skin is torn away. Foe roars his defiance. +35H – 5★●	Titanic blast sends foe stumbling despite his bulk. He is unable to defend himself for a moment. +30H – 2★●	Foe stumbles 10 feet to his right with the impact of your attack. He is vulnerable. +35H – 3★●
151-175	Your weapon wounds deep and cuts muscles and tendons. 5★● – (-20)	Fracture a bone in foe's forearm. It twists in a painful direction. His guard is down. +40H – 6★● – (-25)	Side strike. Foe steps to the side and takes the damage in his ribs. Bones are broken. 4★● – (-20)	Blast breaks bones and causes bleeding in foe's leg. He can still operate. 5● – (-20)
176-200	Foe presents a weak spot and you strike. Blow lands at the base of the neck. Tendons are damaged. +35H – (-35) – 10●	He is knocked down and out. Ribs are shattered. The concussion causes internal bleeding. 10● – (-50)	Mighty is your strike. Its turn to give. Foe's chest tears open and blood sprays on all bystanders. +30H – 5● – (-30)	Epic assault to foe's side sends foe onto his back. Wounds are severe. Internal bleeding. He is in trouble. +40H – 10● – (-50)
201-250	When your strike lands on foe's back, bones crackle and pop. Foe is paralyzed and in a 3 month coma. –	Assault causes mortal damage. Foe's organs fail. He is inactive and dies after 3 rounds. +50H	Snap foe's head back and fracture his spine. Foe is paralyzed from the neck down. +40H	Hammer foe's neck and face. The energy engulfs his throat. Nerves are destroyed. Foe dies after 9 inactive rounds. +50H
251+	Foe lowers his eyes within your reach and you strike with great skill and fury. Foe dies instantly. +20H	Impact of blast drives content of skull in all directions. Foe falls and flails around violently. He dies instantly. –	Shatter parts of foe's skeleton. Heart and lungs are damaged. Foe falls dead. His blood pours out onto the floor. –	Blast goes in through foe's eye and comes out ugly. Foe dies instantly. His terrible bulk comes crashing down. (+20)

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.