

4.8 SLASH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Weak strike. +0H	Feeble strike falls clear of target. +0H	Firm shot. Good recovery. Try again. +1H	Strike lands poorly. +2H	Your attack is weak. +3H
06-10	Good form, but it disappoints. +1H	Hard strike with no edge. Foe steps clear before you sort it out. +2H	Strike foe with more force than edge. +3H	An opening appears and all you can to is smack foe lightly. +4H	Unbalance foe. You receive initiative next round. +5H
11-15	Blade misses foe's face by inches. You receive initiative next round. +1H	Foe steps quickly out of your reach. You receive initiative next round. +3H	Blow to foe's side yields the initiative to you next round. +6H	You force your opponent back. He keeps you at bay with wild swings. +3H - ✕	You push aside foe's weapon and force him back. +4H - ✕
16-20	Strike passes under foe's arm. It fails to bite deep. He recoils. +1H - ✕	Blow to foe's side. Foe defends energetically. +2H - (✕-10)	Your assault catches foe in side and forces him back 5 feet. +4H - (✕-20)	You lean in and slash foe's side. You receive initiative next round. +2H - (-10)	Strong blow to foe's ribs. Foe drops his guard and almost his weapon. ✱✱ - (+10)
21-35	Foe's evasion puts him out of an aggressive posture. +2H - ✕ - (+10)	Foe is shaken by your blow to his side. His defensive measures look clumsy. +2H - (✕-20)	You break foe's rib with a lightning strike to his chest. He recovers quickly. His shield side still faces you. +3H - ✱	Arm and chest strike. Foe cannot defend himself for a moment. You step around his shielded side. +3H - ✱✱	Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet. +3H - ♣ - (-10)
36-45	Minor thigh wound. Cut foe with the smallest of slashes. ♣	Strike foe in shin. If he doesn't have greaves, you slash open foe's shin. with leg greaves: +2H - ✕ w/o leg greaves: +2H - ♣	The blow does nothing more than open a wide cut in foe. +2H - 2♣	Foe blocks your attack on his chest. You slash foe's upper area. +3H - 2♣	Blow to foe's upper leg. Leg armor helps block the blow. with leg greaves: +5H w/o leg greaves: +3H - 3♣
46-50	Blow to foe's back. Foe attempts to ward you off with a wild swing. +2H - (✕-30)	Foe twists oddly to avoid your attack. Blow strikes foe's back. +4H - (✕-30)	Blow to foe's back. Foe twists out of it and you turn your weapon to magnify the wound. Foe yells out. +3H - ✱✱ - ♣	Reach long and catch foe in his lower back. He twists out of it, but is unbalanced. +3H - ✱✱ - 2♣	Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep. +4H - ✱✱ - 3♣
51-55	Blow to foe's chest. Foe stumbles back and puts up a feeble guard. +2H - (✕-25) - ♣	Quality strike. Minor chest wound. If foe has armor, he only staggers. If not, the wound is effective. with chest armor: +4H - ✕ w/o chest armor: +3H - 2✕ - ♣ - (-5)	Blow lands solidly upon foe's chest. You get some slashing action, but not a mortal wound. +4H - ✕ - 2♣ - (-10)	Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough. +5H - ✕ - 3♣ - (-15)	Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest. +6H - 2✱ - 4♣ - (-10)
56-60	You recover from your initial swing and bring edge across foe's thigh. +3H - ✕ - 2♣	Edge makes contact well enough. Minor thigh wound. +4H - 2✕ - 2♣	Strike to side slips down onto foe's thigh. The wound is effective. +5H - ✱ - 2♣	Tip of your blade gets a hit on foe's thigh. You twist your weapon. +6H - 2✱ - 2♣	Thigh wound. Your blow cuts deep and severs an important vein. +8H - 2✱ - 5♣
61-65	You feign high and strike low. Slash foe in back of upper leg. +3H - 2♣ - (-10)	Nick foe in his forearm. Wound bleeds surprisingly strongly. +4H - ✱ - 2♣ - (-10)	Catch part of foe's forearm. You make a long slice in foe's arm. +4H - ✱ - 3♣ - (-10)	You are lucky to strike foe's forearm while recovering from a lunge. +4H - 2✱ - 3♣ - (-10)	Foe tries to disarm you and pays with a nasty cut to his forearm. +6H - 2✱ - 3♣ - (-15)
66	Foe blocks your attack with his shield arm. Shoulder is broken and arm is useless. You have initiative. +9H - 3✱ - (+10)	Your strike misses torso and breaks foe's elbow. Foe drops his weapon and his weapon arm is useless. +8H - 4✱ - 2✱	Your swing falls short when foe leaps back. You shatter foe's knee. Foe is knocked down. +6H - 3✱ - (-90)	You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly. +15H	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot! +12H - (+10)
67-70	Strike lands close against foe's neck. Foe is horrified. +6H - 3✱ - ✱	Your attempt to behead foe almost works. Neck strike. Foe is not happy. +7H - 2✱ - 3♣ - (-5)	Slash foe's neck. Your weapon cuts neck garments (and armor) free. +8H - 4✱ - 2✱ - (+10)	You strike foe's shoulder and slash muscles. +5H - 3✱ - (-20) - (+10)	Slash tendons and crush the bones in foe's shield arm shoulder. Arm is useless. 4✱ - 2♣
71-75	Blow falls on lower leg. Slash tendons. Poor sucker. +4H - 2✱ - 2♣ - (-30)	Slash muscle in foe's calf. Foe is in too much pain to regain footing quickly. +6H - 3✱ - ✱ - (-40)	Slash muscle and tendons in foe's lower leg. Foe stumbles forward into you with his guard down. +7H - 2✱✱ - (-45)	Slash muscle and sever tendons in foe's lower leg. He can't stand much longer. His guard is feeble. 3✱ - 2✱ - (-50)	Slash foe's lower leg and sever muscle and tendons. Foe will fall without something to lean against. +8H - 6✱ - (-70)
76-80	Foe goes low, but you still catch his upper arm. It's a bleeder. +5H - 2✱✱ - 3♣ - (-25)	Foe moves his shield arm too slowly. You gladly slash his arm. +6H - 2✱✱ - 3♣ - (-30)	You come in high and fast. Slash muscle and tendons in foe's shield arm. Foe's arm is useless. +9H - 6✱ - 4♣	Foe mistakenly brings his weapon arm across your blade. Sever tendons. Foe's arm is limp and useless. +10H - 4✱ - 2✱	Foe reaches out to block your blow. You sever two fingers and break his shield arm making it useless. +12H - 3✱✱
81-85	Foe steps right into your swing. You make a large wound. +6H - 5✱ - 6♣ - (+20)	Your edge bites half its width into foe. Open up a terrible wound. Blood goes everywhere. +7H - 2✱✱ - 6♣	You follow your training well. You extend on your slashing arc. Strike lands against foe's side. +8H - 2✱✱ - 4♣ - (-20)	You plunge your weapon into foe's stomach. Major abdominal wound. Foe is instantly pale from blood loss. +10H - 4✱ - 2✱ - 8♣ - (-10)	Sever opponent's hand. Sad. Foe is down and in shock for 12 rounds, then dies. +5H - 12✱✱
86-90	Foe turns out and away from your swing. You still catch his side. +8H - 2✱✱ - 2♣ - (-10)	Strike to back. Foe goes prone trying to avoid your strike. He gets up facing the wrong direction. +10H - 3✱✱ - 3♣	Blast to back breaks bone. Foe stumbles forward before falling down. He is having trouble standing. +9H - 4✱✱ - (-10)	Your attempt to disarm foe is even more effective. Sever opponent's hand. Foe is in shock for 6 rounds and then dies. +6H - 6✱✱	Meat chopping strike severs foe's leg. Foe drops and lapses in unconsciousness. Foe dies in 9 rounds. +15H - (+10)
91-95	Blow to foe's head. If no helmet, cut off foe's ear (all hearing ability is halved). with helmet: +3H - 2✱✱ w/o helmet: +3H - 3✱ - ✱ - 3♣	Strike to foe's hip. The blow has little edge, but much impact. Your blow staggers foe. His recovery is slow. +7H - 3✱ - ✱ - (-20) - (+10)	Chop the top of foe's thigh. Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss. +20H	Sever foe's weapon arm and bury your sword into foe's side. Foe falls prone. Foe is in shock for 12 rounds, then dies. +15H - 9✱✱	Sever foe's spine. Foe collapses, paralyzed from the neck down permanently. +20H
96-99	The tip of your weapon slashes foe's nose. Minor wound and a permanent scar. +2H - 6✱ - 2♣ - (-30)	Strike to foe's head breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds. +20H	You cleave shield and arm in half Foe attempts to catch his falling arm. Foe is in shock for 12 rounds then dies. +18H - 12✱✱	Slash foe's side. Foe dies in 3 rounds due to internal organ damage. Foe is down and unconscious immediately. +20H	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap—immediately. —
100	Strike severs carotid artery and jugular vein, breaking foe's neck. Foe dies in 6 rounds of agony. —	Disembowel foe, killing him instantly. 25% chance your weapon is stuck in opponent for 1 round. —	Strike up, in, and across foe's forehead. Destroy foe's eyes. Foe flips onto his back in pain. +5H - 30✱✱	Impale foe in heart. Foe dies instantly. Heart is destroyed. 25% chance your weapon is stuck in for 2 rounds. +12H	Very close! Strike to foe's groin area. All vital organs are destroyed immediately. Foe dies after 24 rounds of agony. +10H - 12✱✱