



14.4 IMPACT CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe rolls with the blow.. +0H	Rattle foe a little. Bruise his elbow. +0H	Strike glances off foe. He presses on. +1H	Strike lands without force. Foe is up. +2H	How foe evaded that blow is a mystery. +3H
06-10	It looks solid, but foe is not hindered. +1H	Bump foe in the chest. He loses a garment decoration. +2H	Foe turns to evade and gets hit in the backside. Little damage is done. +3H	Wild assault to shoulder fails to connect with foe. +4H	Foe is unbalanced and gives ground to regain his footing. +3H – 2(-15)
11-15	With great effort foe evades the damage. You have initiative. +2H	Corrupt foe's sense of balance. He stumbles and loses the initiative. +4H	Firm strike causes foe to step back and get his bearings. +3H – ×	Strike to chest is not hard but it is well placed. Foe steps back 5 feet. +4H – ×	Foe staggers back and trips, making things worse for him. +6H – ★
16-20	Spin foe sideways. He recovers quickly. You have the initiative. +3H	Foe's response is quick enough to avoid serious damage. +2H – ×	Strong blow. Foe abandons any hope of the initiative and falls back. +4H – ×	Foe starts stepping away from the assault before it hits his legs. +6H – ×	Foe fails to avoid some of the attack and almost falls down. +9H – ★
21-35	Your strike has some effect. Foe loses his balance and cannot regain a good stance. You have 2 rounds of initiative. +5H	Strike seeks foe's head. He blocks with his weapon and evades with shameless grace. He keeps his guard up. +5H – ×	Foe is unbalanced and can only manage some wild swings to protect himself for the moment. +8H – ×	Blow almost sends foe down. He strikes the ground with his weapon while trying to regain his balance. +10H – ×	Foe reels from this deadly strike. He avoids death but not damage. His side is badly bruised. +15H – ★
36-45	Foe must give ground or fall. He steps back 5 ft and goes low to avoid falling. He loses 2 rnds of initiative. +8H	Violent blow to shield side. Any shield is destroyed. Foe's side is bruised. He is still on his feet. +9H – ×	Pitiless blow to foe's lower leg. Foe is desperate to defend himself while he regains his balance. +10H – ★	Boom! Foe is hammered by an effective strike to his back. He looks to be recovering. Minor bruises. +12H – 2★	Hammer foe in shoulder. He falls 10 feet and spins around. He stumbles another 5 ft before regaining control. +15H – 2★ – 2(-15)
46-50	A solid shot unnerves foe and knocks him to the side. His recovery is slow. You have 3 rounds of initiative. +10H	Foe loses footing before being struck, but still avoids most of assault. A piece of equipment is knocked loose. +10H – ★	Foe's weapon arm is slammed into his chest. Foe almost falls. He steps back 5 feet and regains some footing. +12H – 2× – (+5)	Foe is shaken and steps back 5 feet for the next 2 rounds. If he cannot step back he falls down. +5H – 2×	Foe is lifted off the ground and thrown back five feet. Amazingly he does not fall. His guard is down. +20H – ★●
51-55	Bash to foe's side damages equipment unbalancing him. He stumbles about. +10H – ★	Smash foe to side. Foe still fights but footing is unfirm and armor is loose. +12H – ★	Hard strike to side, armor does not help. The bruise is deep and effective. +15H – 2×	Batter foe. He fumbles his weapon grip. He notices little else right now. ★● – (+5)	Foe tries to withstand blow, but goes down. He takes 2 rnds to stand. +20H – 2(40)
56-60	Foe's shield arm is roughed up. Foe puts his guard up and steps back. It is clear he is dazed. +10H – ★	Foe's response is ungraceful. The strike slams his weapon arm into his side and pins it for the moment. +10H – 2★	Strong bash hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. +12H – 2★	Concussion bruises skin and batters ribs. Foe is numb, unable to feel the damage. He thinks wound is mortal. 2★● – (-10)	Impact scatters unattached equipment. Shield, helmet, and any weapons go flying. Foe then falls down. +20H – 2★●
61-65	Well placed. Strike slams into foe's weapon arm. Foe holds onto his weapon . with arm greaves: +8H – × w/o arm greaves: +12H – ★	Blow crashes into foe's chest. If he has chest armor, it is damaged. If not, he has terrible bruises and cracked ribs. with chest armor: +12H – 2× w/o chest armor: +10H – ★●	Crashing blow to foe's shoulder sends him over. He uses weapon arm to stay standing and cannot defend himself. +10H – ★● – (+5)	Lay waste to foe's shield arm. Any shield in use takes some of the damage, but is destroyed by impact. with shield: +5H – ★ – 3(-10) w/o shield: +10H – 2★ – ●	Your strike vandalizes foe's sense of balance and he crashes to the ground. His legs and pride are bruised. +20H – 3★●
66	Foe braced poorly for the impact. His knee is pressed backwards damaging muscles and tendons. +20H – ×	Fingers are entangled in the impact and broken. Foe's shield hand is useless. The swelling might go away in a day. +15H – ★●	Blast breaks shield arm. He falls on his weapon arm and breaks his wrist. Both arms are useless. Talk about bad luck. 3★ – (-90)	Snap foe's head back. Foe falls unconscious onto ground breaking a leg and hand. Without helm he dies . –	Head strike. Foe's skull is crushed. Any helmet worn is driven into the side of foe's head. –
67-70	Foe's evasion attempt exposes back and side. Impact causes foe to drop his guard and stumble to the side. +7H – ★●	Blow to back flings foe to knees. He drops his weapon. He stands but his guard is down as he rearms himself. +12H – ★●	A piece of solid equipment is jammed into foe's chest. The pain is sharp. It leaves a permanent bruise. 2★ – ●	Foe is knocked down. He lands on his equipment, and drops his weapon. He cannot get up for 2 rounds. +15H – (+5)	Strike impacts along thigh. Leg is twisted and muscles pulled. Foe jams a finger during the struggle. +15H – ★ – (-10)
71-75	Modest strike provides some excellent openings. If foe has a shield, it is out of position for 1 round. +10H – 2★	Solid strike to shoulder numbs foe's senses and bruises muscles. Foe's sense of direction is off. +20H – 2★ – ●	Violent strike to foe's midsection. He falls, drops equipment, and is vulnerable while standing up. +10H – 2★● – 2(+5)	Strike at foe's legs. Foe wisely leaps back from the strike. Both shins and knees are bruised his ankle is broken. with leg armor: +8H – 2(-20) w/o leg armor: +10H – ★	Strike lands in center of foe's chest. Foe is knocked down. Chest armor is destroyed. Ribs are broken. with chest armor: +20H – 5★ – (-10) w/o chest armor: +15H – 6★ – (-30)
76-80	Strike lands hard against foe's shield side. He almost loses his footing. Foe will fall against any nearby object. with shield: +6H – ★ w/o shield: +15H – 2★ – ●	Your irresistible blow sends foe onto his back. He drops his weapon. Foe has a variety of bruises. with chest armor: +12H – 3× w/o chest armor: +10H – 2★● – (+5)	Sweep foe onto his back. Foe must roll over to get up. Leg armor will slow him down. Minor fracture on lower leg. with leg armor: +5H – ★ – 2(-60) w/o leg armor: +15H – ★ – (-25)	Fold up foe's weapon arm and snap it against his body like a twig. His arm is useless. Boy that must hurt! +10H – ★	Strike crashes into foe's side, breaking his shoulder and collar bone. One arm is useless; the other isn't much better. +25H
81-85	Solid shot to foe's chest drives home a deep bruise. The wound is unforgiving. Ribs are cracked and cartilage is torn. +10H – (-25)	Brutal strike lands between foe's shoulder blades. Tendons and muscles sprain. Little is not painful for foe. +10H – 2★ – (-25)	Strike looks harmless. However, foe's collarbone is broken. He is furious with his fortune. The pain is real. +15H – ★ – (-25)	Impact to face and chest knocks out teeth and breaks ribs. Foe is dazed and stands immobile for 3 rounds. +20H	Violent onslaught ruptures organs and causes massive internal bleeding. Foe will die in 6 inactive rounds. +30H
86-90	Assault to legs. Foe's balance is stolen. He falls to the ground. Foe's shin and knee are bashed against the ground. with leg armor: +8H – 2★ w/o leg armor: +10H – 3★●	Strike flings its strength into foe's legs. Muscles are bruised and tendons are torn. Foe remains standing. One of foe's greaves comes off. with leg armor: +20H – 3★ – (-50) w/o leg armor: +20H – ★● – (-20)	Blow fractures foe's thigh. Foe does not fall down, but he cannot walk until the leg has a splint. This is a good opportunity to practice your first aid. +20H – 2★● – (-60)	Onslaught to foe's midsection. Organs are damaged and foe throws up blood. Foe's abdomen is seriously damaged. He falls and should not be moved. with abdominal armor: 12★ w/o abdominal armor: dies in 6 rounds	Foe is thrown down. Two ribs protrude from his chest. Organs are destroyed. Foe's eyes glaze when death comes in 3 rnds. +50H
91-95	Blow to foe's head. If he has a helmet, it is unseated and covers foe's eyes. If no helmet, foe is knocked out. +20H – 3★● – (-50)	Strike hammers side of head. With helmet, foe is in coma for 2 weeks. If no helm, foe dies in 1-10 rnds. +25H	Force of attack breaks foe's knee and sends him down. He can't get up unassisted. He considers surrendering. +20H – 9★● – (-75)	Foe's face, jaw and neck shatter. He stumbles back a few steps. He falls and dies after 3 rounds of inactivity. Sad. +50H	Foe's lower body is crushed. Massive blood loss and shock will cause foe to die after 6 rounds. He can still speak. +30H
96-99	Blow lands hardest against foe's hip. The bone is fractured and foe falls down. Foe sprains wrist in the fall. When it rains, it pours. +20H – 3★● – (-50)	This sudden tempest breaks foe's neck. He cannot breath. He drops and dies after a futile 12 round struggle. Close his eyes. +25H	Savage impact ruptures internal organs and breaks many bones. Foe falls and dies.. +50H	Bash in foe's side. Bones are broken by the concussion. One of them is driven into a kidney. Foe goes into shock, drops, and dies in 8 rounds. +25H	Strike brings foe down. His spine is broken with little effort. Foe is still. Blood pours from his mouth heralding his death. He dies in 3 rounds. (+20)
100	Foe slams to ground from brutal strike. His rib cage is fractured. With armor, he is only knocked out; if no armor, foe dies in 3 rnds from internal bleeding. +25H	Bash in foe's side and a shoulder. The shoulder blade violently contacts foe's spine. Foe is paralyzed from the shoulder down. Foe is unhappy. +30H	Foe's head is in the middle of this tumult. Foe dies instantly. His skull is crushed and a few other bones are also broken in his fall. (+10)	Crush foe's lungs and heart with an irresistible onslaught. The impact slams foe to the ground and he dies a moment later. (+25)	Blast breaks close to thirty bones in foe's skeleton. He is dead a moment later. His body is difficult to gather up. Very little of his equipment is intact. –