

14.3.1 VOID CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Lots of nothing. +0H	Not very impressive. +0H	Barely a shadow. +0H	Foe only mildly impressed. +1H	Serve him up frosty! +2H
06-10	Just a cool breeze. +0H	Small chills. +1H	The shadows deepen around foe, but he is not impressed. +2H	Foe conquers his fear of the dark and your attack is off-center. +3H	Foe is dancing around the dark. You have the initiative next round. +3H
11-15	Foe deftly steps to the side. You have the initiative next round. +1H	Foe evades most of the blast. You have the initiative next round. +2H	The lights go out for a moment. Your foe stumbles. You have the initiative next round. +3H	The dark attack frosts foe's hair and cheeks. He is unsure. +4H - ✖	The darkness is cold. You have the initiative next round. +5H - ✖ - -(4d10-32)P
16-20	Blast stings a little. You have the initiative next round. +2H	Foe is partially blinded by the darkness. You have the initiative for two rounds. +3H	A whirlwind of the void attacks your foe. You have two rounds of initiative. +4H	In an attempt to dodge the blast, foe damages himself. Quite humorous. +5H - ✖ - -(3d10-24)P	Foe stumbles and nearly falls trying to avoid the blast. +6H - ✖ - -(4d10-30)P
21-35	Attack does little damage, but any charged magic items are drained. +3H	Cold blackness forces foe back. Any glass items on foe are shattered. You have the initiative for two rounds. +4H	Tricky shot hits foe from in front and behind. How did you do that? +5H - ✖ - -(2d10-18)P	The burst of dark power leaves foe covered in ice crystals. +6H - 2✖ - (-20) - -(3d10-22)P	After the wave of darkness passes, foe's hair has frozen. If it is long, it snaps easily (giving him a quick hair cut). +7H - 2✖ - -(4d10-28)P
36-45	One magic item is completely destroyed. Foe is shaken. +4H - ✖	Foe's attempt to parry the attack are basically futile. You have the initiative for three rounds. +5H - ✖ - -(2d10-18)P	Foe begins to slip. You gain the initiative while he regains his footing. +6H - 2✖ - -(2d10-16)P	The power of the void freezes any exposed skin, giving a nasty case of frostbite. If wet: +19H - ✖ - (-30) - -(3d10-20)P If dry: +8H - 3✖ - (-20) - -(3d10-20)P	Foe is stricken in the legs. He struggles to fight off hypothermia. 2✖ - (-20) - -(4d10-26)P
46-50	Black blast casts foe in shadows. He looks worried. +5H - ✖ - -(d10-9)P	Blast target's the center of foe's chest. They now have a reason to call him Black Heart. +6H - 3✖ - -(2d10-16)P	An intense blast of void hits foe in the chest. All exposed skin is scarred. Foe looks shocked! +7H - 2✖ - -(2d10-14)P	The dark cold grips foe's shield arm. If he has a shield, it is destroyed. Otherwise, the arm is useless. +8H - 4✖ - (-10) - -(3d10-18)P	The blast knocks foe's weapon from his hand. Foe is spun around. +9H - 2✖ - -(4d10-24)P
51-55	Good shot causes foe to stumble. +6H - 2✖ - -(d10-8)P	The strong blast forces foe sideways. Any shield is bent. +7H - 5✖ - -(2d10-14)P	Armor does not protect foe from the void that hits his chest. Foe will have a permanent scar. +4H - 3✖ - (-10) - -(2d10-12)P	Foe is knocked back 5 feet from the dark blast. His left hand is cloaked in darkness for 2 rounds. +9H - 6✖ - -(3d10-16)P	The cold blast hits foe in the torso, knocking the wind out of him. +10H - 6✖ - 2✖ - -(4d10-22)P
56-60	Foe is shaken and pushed back. He will be more careful next time. +7H - 3✖ - -(d10-7)P	Foe spins to get out of the way. The cold darkness washes over his back. He is pushes to his knees. +8H - 5✖ - -(2d10-12)P	Strong blast hits foe in legs, knocking him back 5 feet. His knees are wobbly. with leg armor: +4H - ✖ - -(2d10-10)P w/o leg armor: +8H - ✖ - -(2d10-10)P	The strike misses foe as he jumps to the side, but the blast catches his arm. His arm now suffers from muscle damage. 5✖ - (-15) - -(3d10-14)P	The blast of nothingness envelopes foe's neck. He drops whatever he is carrying to get free of the assault. +10H - 6✖ - ✖ - (-20) - -(4d10-20)P
61-65	Foe looks like a clown trying to dodge your well-placed blast. He drops his weapon. with greaves: +1H - ✖ - -(d10-6)P w/o greaves: +8H - 2✖ - -(d10-6)P	The immense cold causes foe's hand to lock for d10 rounds. +9H - 5✖ - ✖ - (-5) - -(2d10-10)P	Inky darkness freeze dies all organic material on foe's back. He staggers. +10H - 5✖ - -(2d10-8)P	The darkness completely melts foe's shield. If not holding a shield, the arm is useless from nerve damage. with shield: +11H - ✖ - -(3d10-12)P w/o shield: 6✖ - (3d10-12)P	The void blasts foe's waist. His belt and any other equipment there freezes. If foe moves, all will be broken. +12H - 4✖ - (-30) - -(4d10-16)P
66	Blast strikes foe's throat. He drops anything he is holding to try and block the assault. +9H - 4✖ - 3✖ - (-15) - -(2d10)P	Cold darkness blasts foe. All exposed flesh suffers from frostbite. He is quite dazed. 8✖ - 4✖ - -(2d10)P	Foe is thrown to the ground by the blast. He strains his wrist in the process. 11✖ - (-15) - -(3d10)P	Foe's teeth freeze solid and his eyes freeze shut (for d10 rounds). He instinctly bites down and shatters almost all his teeth. 9✖ - (-30) - -(4d10)	The blast targets foe's face. He sees the cold fingers of death. Nerves and muscles are damaged. +14H - 13✖ - 8✖ - -(5d10)P
67-70	Blast engulfs foe's side. Any metal there becomes brittle. +9H - 2✖ - ✖ - (-5) - -(d10-6)P	Foe struggles to keep the blast from him. His arms flail wildly, but the attack has connected well. +10H - 3✖ - ✖ - (-10) - -(2d10-9)P	Foe's weapon arm is gripped in the void. It freezes and will be useless until healed. Foe struggles with the pain. +11H - 3✖ - ✖ - (-15) - -(2d10-7)P	The darkness finds its way into the chest of foe, spinning him around. You are almost victorious! with armor: +14H - 2✖ - -(3d10-11)P w/o armor: +12H - 4✖ - -(3d10-11)P	Foe attempts to block the blast with his shield. The force knocks him down and the shield is broken. Without a shield, arm is broken. with shield: 3✖ - -(4d10-14)P w/o shield: 7✖ - -(4d10-14)P
71-75	Foe is chilled by the blast. He is struggling to maintain his balance. +10H - 3✖ - (-10) - -(d10-5)P	Foe sinks in blackness up to his waist. The pain and shock cause him to falter. +11H - 6✖ - 2✖ - -(2d10-8)P	The void grips foe on his left side. Any leather or cloth freezes and shatters. 6✖ - 2✖ - (-20) - -(2d10-6)P	Foe's weapon arm is drained of all heat. Hand and arm are useless, and the hand is frozen closed. +12H - 4✖ - (-50) - -(3d10-10)P	The void washes over foe with extreme force. All exposed flesh suffers from frostbite. How can he still be standing? +14H - 4✖ - -(4d10-12)P
76-80	The blackness seeks out foe's weapon arm. Foe is sent reeling after the blast. with shield: +1H - 2✖ - -(d10-4)P w/o shield: +11H - 3✖ - -(d10-4)P	Cold tendrils of blackness freeze what it touches. All equipment in and around foe's chest is damaged. Your foe sees death and is afraid. +12H - 8✖ - (-15) - -(2d10-6)P	Foe's arms are pinned by the blast. Armor and/or clothes are melded with flesh. It hurts to move. with greaves: 8✖ - (-30) - -(2d10-4)P w/o greaves: 5✖ - (-25) - -(2d10-4)P	Foe is dropped by the weight of the blast. Muscles are damaged and don't seem to respond well. +14H - 4✖ - (-25) - -(3d10-9)P	Blast strikes foe solidly on the middle of his chest. Foe flips onto his back, while his weapon flies out of his grasp. Do what you will with him. 13✖ - (-30) - -(4d10-10)P
81-85	Foe is completely engulfed. All glass gear shatters. Ouch! +12H - 3✖ - ✖ - (-20) - -(d10-3)P	Forceful blast pushes foe over and cracks ribs in the process. He is not graceful. +12H - 7✖ - 2✖ - (-15) - -(2d10-4)P	Strike to foe's torso makes him double over. All gear on the torso becomes frozen and brittle. 12✖ - (-40) - -(2d10-3)P	The icy blackness freezes foe's hands. His arms are useless and he drops whatever he was carrying. 16✖ - -(3d10-8)P	Foe takes your attack full-faced. He seems fine for now, but will die from internal nerve damage in 12 rounds. +16H - ✖ - -(4d10-8)P
86-90	Foe's legs are lost in the blackness of the attack. Unless wearing metal boots, foot must be amputated. with armor: 3✖ - (-10) - -(d10-2)P w/o armor: (-70) - -(d10-2)P	The blackened blast strikes foe in the lower leg, freezing it to the bone. Foe will have to amputate his foot. with leg armor: 4✖ - -(2d10-3)P w/o leg armor: (-75) - -(2d10-3)P	Foe's kneecaps freeze solid and then crack. Foe falls in pain, shattering both knees. 16✖ - (-80) - -(2d10-2)P	Darkness overwhelms foe. If he is wearing a leather helm, he survives but is knocked unconscious. Otherwise, he dies of shock in 12 rounds. +24H - ✖ - (-40) - -(3d10-6)P	The tempest of your blast sends foe reeling. The icy grip of death won't leave him. He drops and dies in 9 rounds (screaming all the while). ✖ - -(4d10-6)P
91-95	The thick blackness covers foe's face. He collapses as he gasps for air. His facial features are frosted. with helmet: 4✖ - (-d10-1)P w/o helmet: 7✖ - (-50) - -(d10-1)P	Blast connects solidly with foe's hip. Hip is fractured and skin and muscles are damaged. Foe falls helplessly. It is all he can do to call for help. +16H - 4✖ - (-75) - -(2d10-2)P	The cold blast from the void freezes the blood in foe's leg. The clotted blood begins working its way to foe's heart. It will arrive in 2d10 rounds, killing him. +14H - 4✖ - (-30) - -(2d10-1)P	Foe's lower body is frozen in place. Vital organs are destroyed. Foe cannot move and will die from internal bleeding in 9 rounds. +17H - ✖ - -(3d10-4)P	The black nothingness pushes foe back. His extremities are frozen solidly and snap off easily. He dies in 6 rounds of agony. +18H - ✖ - -(4d10-4)P
96-99	Violent blast knocks foe over. He hits his head and is unconscious. He vocal cords are damaged and he cannot speak for 2 weeks. 10✖ - -(d10)P	Massive blast strikes foe in the neck. Neck armor will block the attack, but foe will be unconscious from the hit. Without neck armor, the neck will freeze solid, killing foe in 9 rounds. ✖ - -(2d10-1)P	Foe is instantly blinded by the blackness engulfing his head. He stands stunned for one round, then his heart stops and he dies in 6 rounds. +17H - ✖ - -(2d10)P	Foe inhales the void! His heart instantly stops and his lungs explode. He dies of shock and internal bleeding in 6 rounds. +18H - ✖ - -(3d10-2)P	The blast melds all equipment into foe's flesh. He cannot even scream in pain before he is frozen solid (instant death). +19H - ✖ - (-10) - -(4d10-2)P
100	Foe is completely engulfed and falls into a month-long coma. His extremities suffer from frostbite. +21H - ✖ - -(d10)P	Blackness completely washes over foe. His body temperature drops drastically and his heart stops. He dies in 1 round, but is well-preserved. (+5) - -(2d10)P	A wave of the void washes over your foe. His eyes are frozen, then shatter. He falls into a coma for 2d10 days then dies. ✖ - -(2d10)P	Foe is completely frozen by the blast. He stands frozen like a statue (with all vital organs destroyed). You want to push him over... just do it! +19H - ✖ - -(3d10)P	A massive wave of void swallows foe. When it passes, all that remains are frozen bones and a few pieces of brittle metal gear. ✖ - (+20) - -(4d10)P