



KRUSH CRITICALS

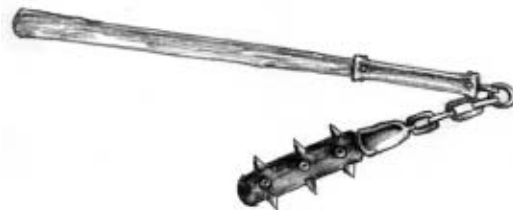
(-19) – (-10)	Strike whistles past barely nicking foe. 1 Hit.
(-9) – 0	I have seen kittens hit harder. 1 Hit.
01 – 10	Whoosh! 2 Hits.
11 – 20	You going for a Love Tap? 4 Hits
21 – 30	I am so impressed, not! 6 Hits and foe laughs at you.
31 – 40	Hefty strike bruises muscle and bone. 7 Hits and foe is at -5 to all moving maneuvers.
41 – 50	Foe does not look very happy with you right now. 8 Hits and foe is at -10 to all actions.
51 – 60	What was that crunching noise? Foe takes 9 Hits and is bleeding 1 Hit per round and is at -5 to all actions.
61 – 70	The sound of bones crunching is music to your ears. Foe takes 10 Hits and is bleeding 3 Hits per round and is at -10 to all actions.
71 – 79	Medium wound. 10 Hits. Foe is stunned 2 rounds and is at -10 to all actions.
80	Nasty strike sends bone fragments through artery. Death after 10 rounds of agonizing inactivity.
81 – 89	Good strike destroys muscle and tendon. Foe receives 14 Hits and is stunned for 3 rounds and at -20 to all actions.
90	Crushing blow staggers foe and sends bone through a major artery. Death after 6 rounds of writhing pain.
91 – 99	Ringing strike knocks foe down. Foe takes 20 Hits and 3 rounds of stun.
100	Sudden blow strikes effectively through foe's defenses, sends bone fragment through major organ. Foe dies after 3 rounds of subdued whimpering and mewling.
101 – 109	Shocking blow! 20 Hits and foe is stunned for 5 rounds and at a -30 to all actions after the stun has worn off.
110	Foe's bones shattered. Fragments lodge in multiple locations after just 1 round. Foe then collapses and dies in 2 more rounds. Foe is at -50 for that first round before collapsing.
111 – 119	Devastating blow sends foe reeling to the ground! Foe takes 25 Hits, is stunned for 7 rounds and is at -50 to all actions.
120	Instant Death. Shattered bones send fragments through many organs, totally destroying the ability to stay alive.

KRUSHING WEAPONS

Weapon	Attack Size	Fumble
Bola	Small	01-07
Boomerang	Small	01-04
Club	Medium	01-04
Cudgel	Large	01-03
Flail	Large	01-08
Jo	Medium	01-04
Mace	Medium	01-02
Mattock	Medium	01-02
Morning Star	Medium	01-08
Nunchaku	(1h) Medium (2h) Large	01-07 01-03
Quarterstaff	Large	01-03
Sling	Small	01-06
Tonfa	Small	01-04
War Hammer	Medium	01-04
War Mattock	Large	01-06

Attack Size	Critical Modifier
Tiny	-20
Small	-10
Medium	0
Large	+10
Huge	+20

RANGE MODIFIERS			
Weapon	RI	PB	PB Range
Bola	40'	+10	20'
Boomerang	25'	+5	15'
Sling	30'	+15	15'
Thrown Weapons	5'	+0	—





PUNCTURE WEAPONS

Weapon	Attack Size	Fumble
Composite Bow	Medium	01-04
Darts	Tiny	01-05
Foil	Small	01-03
Harpoon	Large	01-04
Heavy Crossbow	Large	01-05
Javelin	Medium	01-04
Lance	Large	01-07
Light Crossbow	Small	01-05
Long Bow	Medium	01-05
Pick	Large	01-06
Pilum	Large	01-05
Pole Arms	Large	01-07
Rapier	Medium	01-04
Sai	Small	01-02
Short Bow	Small	01-04
Shuriken	Tiny	01-05
Spear	Large	01-05
Trident	Large	01-05

Attack Size	Modifier
Tiny	-20
Small	-10
Medium	0
Large	+10
Huge	+20

RANGE MODIFIERS

Weapon	RI	PB	PB Range
Blowgun	10'	+0	—
Composite Bow	50'	+25	25'
Heavy Crossbow	70'	+35	35'
Javelin	25'	+10	15'
Light Crossbow	50'	+25	25'
Long Bow	80'	+20	40'
Short Bow	30'	+10	15'
Shuriken	5'	+0	—
Spear	20'	+15	10'
Thrown Weapons	5'	+0	—
Thrown Pole Arms	10'	+5	5'

PUNCTURE CRITICALS

(-19) – (-10)	Trying to tickle your foe? He takes 1 Hit.
(-9) – 0	Foe laughs at you for the weak attempt. Foe takes 1 Hit.
01 – 10	Just nicked foe. Perhaps a sharp point would help. 2 Hits.
11 – 20	Oh! What an impressive scratch! 3 Hits
21 – 30	Helpful hint! The pointy end goes into the foe. Foe take 4 Hits
31 – 40	That will leave a scar, almost enough to impress somebody. 6 Hits.
41 – 50	Small gash trickles blood. Foe takes 7 Hits and is at -5 to all actions.
51 – 60	I think you have his attention now. Foe takes 9 Hits, is stunned one round and bleeding 1 Hit per round.
61 – 70	A couple of dozen more stabs like this one and you will finish him! Foe takes 10 Hits, is stunned 1 round, and at -10 to all actions.
71 – 79	Medium wound. Foe takes 12 Hits, is stunned 2 rounds, is bleeding 2 Hits per round and receives a -10 to all actions.
80	Stab severs artery and breaks nearby bone. Foe dies in 10 rounds of intense agony.
81 – 89	Destroys muscle. Foe takes 14 Hits, and is stunned for 4 rounds and is bleeding 2 Hits per round.
90	Gory strike skewers foe, severing major artery. Foe dies in 6 rounds as he bleeds out, he is stunned for 3 of those rounds, and at -50 to all actions afterwards.
91 – 99	Deep stab causes foe to recoil, and fall, and hit his head, knocking himself out for 6 rounds if he has a helm, for 1 hour if no helm. Foe takes 15 Hits and is bleeding 4 Hits per round.
100	Down, unconscious and dies in 3 rounds due to massive internal damage. Nice shot!
101 – 109	Major wound. Foe takes 16 Hits, is stunned for 4 rounds, is bleeding 8 Hits per round, and is at -30 to all actions.
110	Impale foe. He dies instantly. 25% chance your weapon is stuck in foe for 3 rounds.
111 – 119	Foe is knocked down and begins bleeding profusely. Foe takes 18 Hits, is stunned for 6 rounds and bleeding 12 Hits per round.
120	Instant Death by impaling foe. Your weapon is stuck until you make a Medium Strength maneuver to free your weapon





SLASH CRITICALS

(-19) – (-10)	Strike barely scratches foe. 1 Hit.
(-9) – 0	A little more practice, and you could be a barber. 1 Hit
01 – 10	Perhaps your weapon needs sharpening? Foe takes 3 Hits.
11 – 20	Trying to nick foe to death? 5 Hits.
21 – 30	Grazing shot. That would leave a scar if it weren't so pitiful. 7 Hits and foe is stunned 1 round.
31 – 40	Mighty blow rends foe's clothing, but not much more. 8 Hits and bleeding 2 Hits per round.
41 – 50	You hack at foe like you're chopping wood. Foe takes 10 Hits, is stunned 2 rounds and is bleeding 2 Hits per round.
51 – 60	Minor wound. Foe takes 11 Hits, is stunned 3 rounds, is bleeding 2 Hits per round and is at -5 to all actions.
61 – 70	Do you think it will leave a scar? Foe takes 12 Hits and is bleeding 3 Hits per round.
71 – 79	Nice slice! Good thing this isn't golf! Foe takes 13 Hits, is stunned 3 rounds and is at -10 to all actions.
80	Slashing blow severs arteries. Foe dies in 10 agonizing rounds as his blood spurts like a fountain.
81 – 89	Gashing slash destroys muscle. 14 Hits and foe is stunned 3 rounds and bleeding 4 Hits per round.
90	Gory strike opens flesh and leaves pieces on the ground. Foe dies in 6 helpless rounds.
91 – 99	Your slash opens a vein. Not a pretty sight. 15 Hits, stunned 4 rounds, bleeding 4 Hits per round and is at -20 to all actions.
100	Slash foe wickedly. Down, unconscious and dies in 3 rounds due to massive damage.
101 – 109	Major wound. 18 Hits, foe is stunned 5 rounds, bleeding 8 Hits per round and at -20 to all actions.
110	Life is difficult once you have been so severely slashed that numerous chunks fall off. Foe dies in but a single round, the look of disbelief still upon his face.
111 – 119	All hail the mighty Ginsu! Foe knocked down. 20 Hits, foe stunned 6 rounds and bleeding 12 Hits per round.
120	Instant Death. Should we call you Cleaver from now on? If you find enough pieces you might send them home to his mother, in a trinket box.

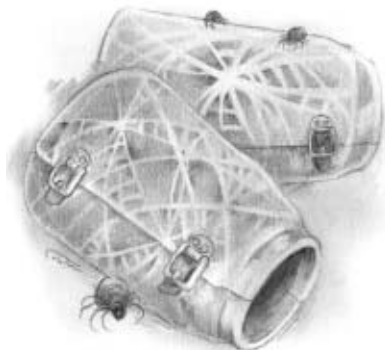
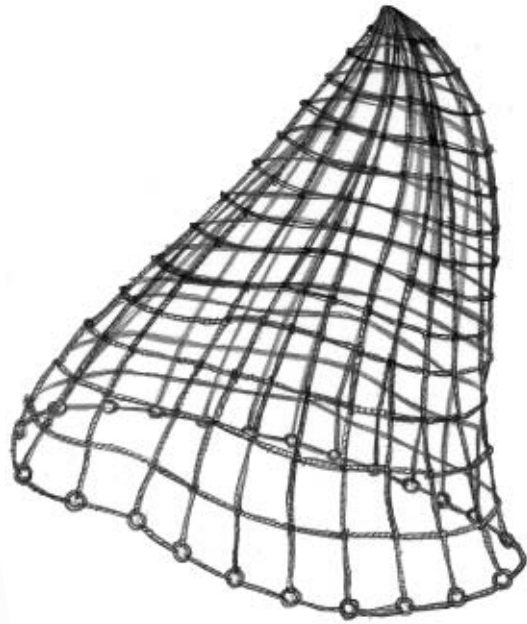
Weapon	Attack Size	Fumble
Bastard Sword	(1h) Medium (2h) Large	01-05
Battle Axe	Large	01-05
Broadsword	Medium	01-03
Claymore	(1h) Medium (2h) Large	01-04
Cutlass	Medium	01-03
Dagger	Small	01-02
Dirk	Small	01-02
Falchion	Large	01-05
Hand axe	Small	01-04
Katana	(1h) Medium (2h) Large	01-03
Long Sword	Medium	01-04
Main Gauche	Small	01-02
Saber	Medium	01-03
Scimitar	Large	01-04
Short Sword	Small	01-02
Tomahawk	Small	01-02
Two-Handed Sword	Large	01-05

Attack Size	Critical Modifier
Tiny	-20
Small	-10
Medium	0
Large	+10
Huge	+20

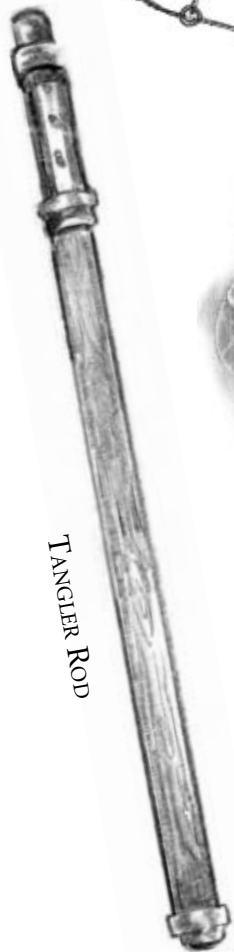
RANGE MODIFIERS			
Weapon	RI	PB	PB Range
Thrown Weapons	5'	+0	—



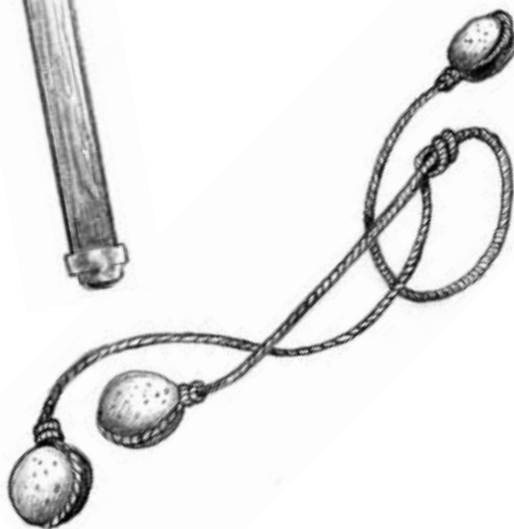
ARNOD'S AXE



BRACER'S OF THE SPIDER



TANGLER ROD



GRAPPLE CRITICALS

(-19) – (-10)	You lose your grip. 1 Hit.
(-9) – 0	Try harder. 1 Hit.
01 – 10	You almost got his attention. 2 Hits.
11 – 20	Foe slips from your grasp but, takes 3 Hits and you gain +10 the next round.
21 – 30	You present a minor annoyance to foe. Foe takes 4 Hits and is at -5 for 1 round.
31 – 40	Your efforts trip foe, sending him stumbling for 2 rounds. Foe takes 4 Hits and is at -10 for 2 rounds.
41 – 50	You got him! Foe may make a Routine Strength Maneuver to break free, but is at -10 to all actions while held.
51 – 60	Are you trying to dance with foe? 5 Hits and foe is stunned for 2 rounds.
61 – 70	Weak grab. He's stunned 2 rounds and you get +20 on your next 2 rounds.
71 – 79	You get foe so tangled up he drops anything that he is holding. He is stunned 3 rounds and you gain +20 against him on your next two rounds.
80	Grapple breaks a few bones. Foe takes 15 Hits, is stunned three rounds and is at -50 to all actions.
81 – 89	Attack flings foe 5 feet in a random direction, tearing muscles. Foe takes 10 Hits, is stunned 4 rounds and is at -20 to all actions.
90	Foe struggles and loses. Foe takes 15 Hits, is stunned 5 rounds and you gain +25 against him on your next 2 rounds.
91 – 99	Your superiority shines through as foe is entangled. Foe takes 18 Hits, is stunned 3 rounds, and must make a Hard Strength maneuver in order to break free. He is at -100 to all other actions until free.
100	You don't know your own strength. Your grapple leaves him with multiple shattered bones. He passes out for 1d10 hours from the sudden pain. He also takes 25 Hits and is at -80 to all actions.
101 – 109	You send foe into a twirling spin to land 5' away. He breaks his hip upon landing. Foe takes 30 Hits, is stunned 6 rounds and is at -60 to all actions.
110	You grapple foe, and send him flying 10', knocking him out for 1d10 hours in the process. Foe takes 30 Hits, and is at -30 to all actions.
111 – 119	Your grapple snaps bones and leaves foe in agonizing pain. Foe takes 30 Hits, is stunned 10 rounds and is at -75 to all actions.
120	You are a little over-zealous. You send him flying against the nearest hard surface, killing him instantly.

**MARTIAL ARTS STRIKE CRITICALS**

(-19) – (-10)	A pale piece of pig's ear could do better than that. Foe takes 1 Hit.
(-9) – 0	Remember! Proper breathing! Foe takes 2 Hits.
01 – 10	Straighten your elbow next time. Foe takes 3 Hits.
11 – 20	You finally get his attention. Foe takes 5 Hits and is at -5 to all actions.
21 – 30	Glancing, well placed strike. Foe takes 7 Hits and is stunned 1 round.
31 – 40	Nice. Foe takes 10 Hits, is stunned 2 rounds and is at -10 to all actions.
41 – 50	Foe falls back from the blow trying to recover. He takes 12 Hits, is stunned 2 rounds and is at -10 to all actions.
51 – 60	Not bad. He takes 14 Hits, is stunned 3 rounds and is -15 to all actions.
61 – 70	Solid kick makes foe take you seriously. He takes 16 Hits, is stunned 4 rounds, and is at -20 to all actions.
71 – 79	You slip inside his guard to deliver a devastating blow. Foe takes 18 Hits, is stunned 4 rounds, is bleeding 2 Hits per round and is at -20 to all actions.
80	Your roundhouse kick sends foe's head bouncing off nearest hard surface. He is unconscious for 1d10 hours. He takes 30 Hits, is bleeding 4 Hits per round and is at -40 to all actions.
81 – 89	Solid blow spins foe to face the opposite direction. He takes 20 Hits, is stunned 5 rounds and is at -25 to all actions.
90	Your kick sends foe's head spinning further than it was meant to turn, breaking his neck and paralyzing him completely. He takes 40 Hits, is stunned 10 rounds and is at -100 to all actions.
91 – 99	Crunch! You heard bones break. Foe takes 22 Hits, is stunned 6 rounds and is at -30 to all actions.
100	You savagely strike your foe, crushing his windpipe. Foe collapses and dies in 6 inactive rounds of pure agony. He also takes 50 Hits.
101 – 109	Foe flies head over heels to land on his face. He takes 30 Hits, is stunned 6 rounds and is at -35 to all actions.
110	Foe drops to the ground, blood spitting from his mouth, inactive until he dies 3 rounds later. He takes 50 Hits and you gain a +10 to your next action.
111 – 119	Kick sends foe spinning to the ground. He takes 35 Hits and is stunned 8 rounds.
120	Precise combination of blows leaves foe in a mangled heap. He never felt the touch of death claim him.

MARTIAL ARTS SWEEPS/ UNBALANCING CRITICALS

(-19) – (-10)	Try not to trip. Foe takes 1 Hit.
(-9) – 0	A love tap? He takes 1 Hit.
01 – 10	Dazzling. He is at -10 to all actions.
11 – 20	Your acrobatics are more effective this time. Foe takes 5 Hits, is stunned 1 round and is at -5 to all actions.
21 – 30	Your attack knocks foe to one knee, but he recovers quickly. He takes 6 Hits and is stunned 1 round.
31 – 40	He stumbles and takes 8 Hits, is stunned 2 rounds, and is at -10 to all actions.
41 – 50	Your elbow is finally straight! Foe takes 9 Hits, is stunned 2 rounds and is at -15 to all actions.
51 – 60	Foe falls. He takes 11 Hits, is stunned 2 rounds and is at -20 to all actions.
61 – 70	Foe barely keeps his feet, after your attack. He takes 12 Hits, is at -25 to all actions, and you gain a +10 against him next round.
71 – 79	Well done. You knocked him to the ground. He takes 12 Hits, is stunned 3 rounds, and is at -20 to all actions.
80	Snazzy throw sends foe rolling 15'. He is out like a light for 1d10 minutes. He takes 20 Hits and is at -30 to all actions.
81 – 89	Sweep sends foe to the ground hard. He fractures a few bones in the fall. Foe takes 15 Hits, is stunned 4 rounds, and is at -30 to all actions.
90	Perfect toss sends foe flying to 10' away. He dies on impact.
91 – 99	You spring back to your feet after a quick roll with foe. He is still lying on the ground from the sudden attack. He takes 20 Hits, is stunned 5 rounds and is at -40 to all actions.
100	Fabulous throw sends foe flying. His neck is broken on impact and he dies after rolling 15'.
101 – 109	Foe is flipped backwards and stumbles away. He takes 25 Hits, is stunned 6 rounds and is at -45 to all actions.
110	Your spinning leg sweep sends foe crashing to the ground. He's dead Jim. +25 to your action the next round.
111 – 119	With subtle grace you send foe rolling through the air to land in a twisted heap. He takes 30 Hits, is stunned 8 rounds, and is at -50 to all actions.
120	You smash foe against multiple objects. There is no telling which killed him. You gain a +30 to your actions for the next 2 rounds.



LARGE CRITICALS

(-19) – (-10)	Foe is tougher than you thought, you break your weapon. How careless. At least you did 12 Hits to him.
(-9) – 0	Foe doesn't notice your attack. 1 Hit.
01 – 10	Nice shot! He almost noticed you that time. Foe takes 3 Hits.
11 – 20	Good blow, but this could take a while. Foe is big! He takes 6 Hits.
21 – 30	You need to do better than this if you want to take him down. He takes 9 Hits.
31 – 40	Foe looks very angry. You won't like him when he is angry. Foe takes 15 Hits, and has definitely noticed you.
41 – 50	Foe has decided to concentrate on you. He's not a happy camper. He takes 18 Hits.
51 – 60	Solid strike has visibly hurt foe. He takes 23 Hits and is stunned 1 round.
61 – 70	Foe just shrugs off your attack as if you did not matter to it. He takes 27 Hits and is at -10 to all actions for 2 rounds.
71 – 79	Quick strike annoys foe to no end. He takes 30 Hits, is stunned for 2 rounds and is bleeding 1 Hit per round.
80	Your savage blow crushes his jugular vein. Foe falls and dies in 6 inactive rounds.
81 – 89	Skillful strike really hurts foe's pride, as well as his body. He takes 33 Hits, is stunned for 3 rounds, is bleeding 3 Hits per round and is at -20 to all actions.
90	The bigger they are, the harder they fall. He is down and dead in 5 inactive rounds.
91 – 99	You must be feeling lucky today. Foe is knocked to the ground. He takes 36 Hits, is stunned 4 rounds, is bleeding 4 Hits per round and is at -30 to all actions.
100	Precision strike sends foe careening into the after life. He is quite dead.
101 – 109	Ugh! Foe is bleeding all over you from this strike. He takes 40 Hits, is stunned 5 rounds, bleeding 5 Hits per round and is at -40 to all actions.
110	What a shot! Foe flips over backwards, crushing his skull upon landing. Not even time to let out a whimper before dying.
111 – 119	Blow destroys major organs. Foe dies after 12 painful, inactive rounds. You gain a bonus of +25 to your action next round.
120	Is your weapon 'Of Slaying'? Foe is slain. Gain a +35 to your action next round.

HUGE CRITICALS

(-19) – (-10)	You do some damage, but there is a lot of foe to damage. Your weapon breaks during the attack, but at least you give him 10 Hits.
(-9) – 0	You may have scratched foe's hide, but it is hard to tell. He takes 2 Hits.
01 – 10	Foe thinks you are an insect and tries to swat you. He takes 4 Hits.
11 – 20	This won't be easy. Foe's hide deflects all but the strongest blows. He takes 8 Hits.
21 – 30	Foe yawns at your attempts to hurt him. He takes 11 Hits.
31 – 40	Foe has finally noticed you and he does not look pleased. Foe takes 13 Hits.
41 – 50	Nothing seems to faze foe, not even the fact that you are attacking him. He takes 15 Hits.
51 – 60	Foe reaches down to scratch an itch. Oops, that is not an itch; it's where you hit him. He takes 17 Hits.
61 – 70	Fantastic strike! Too bad foe barely felt it. Foe takes 19 Hits.
71 – 79	Your strike staggers foe for a moment. You really have his attention now. Foe takes 20 Hits and is stunned 1 round.
80	Amazing strike catches foe off-guard. You are able to knock foe out for 1d10 hours to the amazement of all.
81 – 89	Next time, try hitting a vital spot. Foe takes 22 Hits and is at a -5 to all actions.
90	Lucky shot to foe's throat leaves him gasping for air and dead after 10 rounds. He is not happy. Foe takes 30 Hits, is stunned 5 rounds, and is at -50 to all actions.
91 – 99	Resounding blow knocks foe prone. He takes 26 Hits, is stunned 2 rounds and is bleeding 2 Hits per round.
100	Surprise! You found a very vital spot! Foe dies without ceremony. You gain a +25 to your next 2 actions.
101 – 109	Messy strike leaves you covered in blood. He takes 28 Hits, is stunned 3 rounds, is bleeding 4 Hits per round, and is at -20 to all actions.
110	Alert the Harpers! You have slain foe quite handily. You are a real hero now.
111 – 119	Classic strike breaks bone and severs an artery. Foe is dead in 12 painful rounds. He takes 35 Hits, is bleeding 8 Hits per round, and is at -35 to all actions.
120	You send foe off to visit his ancestors permanently. He is quite dead.

**HEAT CRITICALS**

(-19) – (-10)	Hot air singes foe. 1 Hit.
(-9) – 0	Is that a wisp of smoke? 1 Hit.
01 – 10	Strong heat gets foe's attention. 3 Hits.
11 – 20	You trying to hurt foe or give him a hot foot? 4 Hits.
21 – 30	That was almost enough to light a torch. 5 Hits and foe is stunned 1 round.
31 – 40	Minor burns? You have to do better than that. 7 Hits and foe is stunned 1 round.
41 – 50	Smoke from smoldering clothing blinds foe. Foe takes 9 Hits, is stunned 2 rounds and is at -10 to all actions.
51 – 60	Foe feels slightly par-broiled by now. He takes 11 Hits, bleeding 2 Hits per round, and stunned 3 rounds.
61 – 70	Foe looks a little hot under the collar. He takes 13 Hits, is stunned for 3 rounds and bleeding 3 Hits per round.
71 – 79	Fiery blast knocks foe down. Foe takes 15 Hits and is stunned 4 rounds.
80	Major burns. Foe takes 16 Hits, plus an additional 5 Hits per round and is at -20 for all actions.
81 – 89	Searing blast. Foe takes 18 Hits, is stunned 4 rounds and takes 4 Hits per round.
90	Vital organs are cooked. Foe dies in 10 painful, incapacitated rounds as his body shuts down from shock. 40 Hits.
91 – 99	Blast rocks foe. He takes 20 Hits, is stunned 5 rounds, and is at -35 to all actions.
100	Scalding blast cooks foe where he stands. He takes 25 Hits, is stunned 6 rounds, takes 10 Hits per round and is at -40 to all actions.
101 – 109	Major nerve damage! Foe takes 27 Hits, bleeds 7 Hits per round and is at -50 to all actions.
110	Major burns completely cover foe. Death in 5 inactive rounds due to shock and nerve damage. 40 Hits.
111 – 119	Blazing blast broils foe. He takes 35 Hits, is stunned 7 rounds, is bleeding 10 Hits per round and is at -50 to all actions.
120	All that remains is a large pile of smoldering ashes and bone fragments. Too late to get the marshmallows.

COLD CRITICALS

(-19) – (-10)	Did you feel a draft? Foe takes 1 Hit.
(-9) – 0	You gave foe goose bumps. 1 Hit.
01 – 10	Foe is covered in a light frost. 3 Hits.
11 – 20	Light blast chills foe. Foe takes 5 Hits and is stunned 1 round.
21 – 30	Chilling strike gets foe to focus his attention on you. 8 Hits and foe is at -5 to all actions.
31 – 40	Foe seems mildly annoyed with you. 10 Hits, bleeding 1 Hit per round, and -10 to all actions.
41 – 50	The arctic blast rips a startled exclamation from foe. He takes 12 Hits and is stunned 2 rounds.
51 – 60	Chilly blast injures foe for 14 Hits. He is stunned 2 rounds and taking 3 Hits per round.
61 – 70	Foe feels the icy touch of death trying to reach out to him. He takes 16 Hits, is stunned 3 rounds and takes 4 Hits per round from the lingering cold.
71 – 79	Blast send foe spinning. He takes 17 Hits, is stunned 4 rounds and is at -20 to all actions.
80	Icy blast produces frostbite. Foe is knocked out for 6 rounds. He takes 25 Hits and is at -50 to all actions.
81 – 89	Freezing shot disables foe. He takes 19 Hits, is stunned 4 rounds, and is at -30 to all actions.
90	Blast crystallizes foe's blood. Death in 10 incapacitated rounds of noisy agony.
91 – 99	Blast partially freezes foe. He takes 23 Hits, is stunned 5 rounds and is bleeding 5 Hits per round.
100	Chill blast freezes foe completely. He dies in 6 rounds due to inability to breathe.
101 – 109	Hypothermia is the least of foe's worries. He takes 25 Hits, is stunned 7 rounds, and is bleeding 6 Hits per round.
110	Required bodily fluids are frozen. Foe dies in 3 incapacitated rounds of agony.
111 – 119	Blast send foe flying 10 feet, knocking him unconscious for 1d10 hours. He takes 35 Hits, is bleeding 10 Hits per round and is at -75 to all actions.
120	Foe is frozen solid, and knocked to the ground shattering into thousands of little bits. Anybody have a broom?

**ELECTRICAL CRITICALS**

(-19) – (-10)	The energy dissipates. Foe takes 1 Hit.
(-9) – 0	The charge tickles foe. He takes 1 Hit.
01 – 10	Look! Sparks! Foe takes 3 Hits.
11 – 20	Bolt jumps from foe's weapon into the ground. You have initiative next round and foe takes 4 Hits.
21 – 30	Foe's hair stands on end. Frightening! Foe takes 5 Hits and is stunned 1 round.
31 – 40	Blast leaves foe smoldering. Foe takes 7 Hits, is stunned 2 rounds and is at -5 to all actions.
41 – 50	Foe has just had a shocking revelation about his own impending mortality. He takes 10 Hits, is stunned 2 rounds, and is at -10 to all actions.
51 – 60	Electrifying. Foe takes 14 Hits, is stunned 3 rounds and is bleeding 1 Hit per round.
61 – 70	Foe looks a little uncomfortable as the energy ripples over his body. Foe takes 18 Hits, is stunned 3 rounds, and is at -15 to all actions.
71 – 79	Foe gurgles. He takes 20 Hits, is stunned for 4 rounds and is at -20 to all actions.
80	You just invented the x-ray. The "patient" takes 50 Hits, is stunned 7 rounds, is bleeding 5 Hits per round and is at -50 to all actions.
81 – 89	Foe's nervous system is rearranged. He takes 27 Hits, is stunned 6 rounds, bleeding 3 Hits per round and is at -30 to all actions.
90	Strike destroys major nerves and muscles. Foe dies in 2 rounds of massive shock. He also takes 60 Hits.
91 – 99	Massive shock to the nervous system knocks foe to the ground. He takes 30 Hits, is stunned 8 rounds and is at -40 to all actions.
100	Foe's nervous system acts like a superconductor. His sudden death provides a spectacular light show.
101 – 109	Incandescent energy engulfs foe as he writhes in agony. He takes 35 Hits, is stunned for 10 rounds and is at -50 to all actions.
110	Foe's body is surrounded by smoke and ozone. He then slowly topples, dead from the massive infusion of electricity.
111 – 119	Blast reaches envelopes foe in coruscating energies. He takes 40 Hits, is stunned for 12 rounds, is bleeding 10 Hits per round and is at -50 to all actions.
120	Charge disrupts foe's cell structure. He dissolves into a pile of dust.

IMPACT CRITICALS

(-19) – (-10)	Stop tickling! Foe takes 1 Hit.
(-9) – 0	Gentle tap. Foe takes 1 Hit
01 – 10	Firm strike causes foe to step back and get his bearings. Foe takes 4 Hits.
11 – 20	A solid shot unnerves foe. He takes 6 Hits and is stunned 1 round.
21 – 30	Blast knocks foe's feet out from under him, leaving him grounded. Foe takes 8 Hits, is stunned 1 round and is at -5 to all actions. He must spend the next round just getting up off the ground.
31 – 40	Strike sends foe reeling 10'. He takes 12 Hits, is stunned 2 rounds and is bleeding 2 Hits per round.
41 – 50	Foe looks thoroughly abused by your treatment. I think he is ticked off at you. Foe takes 15 Hits, is stunned 3 rounds, bleeding 3 Hits per round and is at -10 to all actions.
51 – 60	Cruel blow. He takes 18 Hits, is stunned for 3 rounds and is at -15 to all actions.
61 – 70	Whack! He most definitely felt that one! Foe takes 20 Hits, is stunned for 3 rounds and is at -20 to all actions.
71 – 79	Medium blast staggers foe. He takes 22 Hits, is stunned for 3 rounds and is bleeding 3 Hits per round.
80	Foe is knocked down, and unconscious for 10 rounds. He takes 40 Hits and is at -50 to all actions.
81 – 89	Blast thwacks foe hard. He takes 25 Hits, is stunned 4 rounds, is bleeding 3 Hits per rounds and is at -20 to all actions.
90	Vicious blast knocks foe head over heels, snapping his neck as he lands paralyzing him from the neck down. Foe takes 50 Hits, is stunned 10 rounds, and is at -100 to all actions.
91 – 99	Ripping blast tears foe's muscles and tendons. He takes 28 Hits, is stunned 6 rounds, and is at -30 to all actions.
100	Blast shatters bones, and severs major arteries. Foe dies of internal bleeding in 5 inactive rounds. He also takes 60 Hits.
101 – 109	Jarring strike breaks bones and sends foe's weapon flying 10 feet in random direction. He takes 32 Hits, is stunned 8 rounds, and is -50 to all actions.
110	Foe explodes on impact. Very messy.
111 – 119	Blast shatters foe's skeleton. He takes 35 Hits, is stunned 10 rounds, is bleeding 6 Hits per round, and is at -60 to all actions.
120	Amazing blast pounds foe's entire skeleton into powder. Foe collapses in a gelatinous heap. Try a spatula.

**EXTERNAL POISON CRITICALS**

(-19) – (-10)	Target looks just fine. He takes 1 Hit.
(-9) – 0	Is that a rash? Target takes 2 Hits.
01 – 10	Target shows signs of discomfort. He takes 6 Hits and is -5 to all actions.
11 – 20	Target is sweating and shaking. He takes 8 Hits and is -5 to all actions.
21 – 30	Target is covered in red splotches. He takes 9 Hits and is -10 to all actions.
31 – 40	That hurts! He takes 12 Hits, is bleeding 1 Hit per round and is at -15 to all actions.
41 – 50	Target screams from the sudden, searing pain. He takes 14 Hits, is stunned 1 round, is bleeding 2 Hits per round and is at -15 to all actions.
51 – 60	Jarring pain rips through target's nerves. He takes 16 Hits, is stunned 2 rounds, is bleeding 2 Hits per round and is at -15 to all actions.
61 – 70	Target doubles over from piercing pain. He takes 18 Hits, is stunned 3 rounds, is bleeding 2 Hits per round, and is at -20 to all actions.
71 – 79	Target is staggering with intense pain. He takes 18 Hits, is stunned 3 rounds, is bleeding 3 Hits per round and is at -20 to all actions.
80	Target dies after 12 helpless rounds of agonizing pain as his skin dissolves.
81 – 89	Target loses a large patch of skin and flesh. He takes 22 Hits, is stunned 5 rounds, is bleeding 4 Hits per round, and is at -25 to all actions.
90	His flesh melts. He takes 50 Hits, is stunned 9 rounds, is bleeding 20 Hits per round and is at -100 to all actions.
91 – 99	Target's flesh looks leprous as bits and chunks begin to fall off. He takes 23 Hits, is bleeding 5 Hits per round and is at -30 to all actions.
100	He's tougher than you thought. It takes 6 rounds for the flesh to be eaten from his bones.
101 – 109	Target screams like he is in agonizing pain. I do believe he is. He takes 28 Hits, is stunned 5 rounds, is bleeding 6 Hits per round, and is at -40 to all actions.
110	Target's flesh melts and sloughs off in chunks. He is writhing in helpless agony for the 3 rounds it takes him to die.
111 – 119	Target is covered in acrid smoke as his flesh dissolves. He takes 35 Hits, is stunned 6 rounds, is bleeding 10 Hits per round, and is at -75 to all actions.
120	All that remains of target after 1 round is a puddle of steaming flesh.

INTERNAL POISON CRITICALS

(-19) – (-10)	He takes only 1 Hit.
(-9) – 0	Is it heartburn? Target takes 2 Hits.
01 – 10	He's green around the gills. Target takes 4 Hits.
11 – 20	Target definitely knows something is wrong now. He takes 6 Hits and is at -5 to all actions.
21 – 30	Target is woozy and light-headed. He takes 8 Hits and is at -10 to all actions.
31 – 40	What a pretty shade of green. He takes 9 Hits and is bleeding 1 Hit per round.
41 – 50	Target is extremely nauseous. He takes 11 Hits, is stunned 1 round, is bleeding 1 Hit per round and is at -15 to all actions.
51 – 60	Poor baby! He takes 14 Hits, is stunned 2 rounds and is at -20 to all actions.
61 – 70	Target gives one short scream of intense agony as he takes 16 Hits, is stunned 2 rounds, is bleeding 3 Hits per round, and is at -20 to all actions.
71 – 79	Target is having severe cramps right about now. He takes 18 Hits, is stunned 3 rounds, and is at -25 to all actions.
80	Target drops to the ground unconscious after looking very pained. He takes 40 Hits and is bleeding 10 Hits per round.
81 – 89	Target is helpless as he is overcome by a coughing fit. He takes 21 Hits, is stunned 5 rounds, is bleeding 3 Hits per round, and is at -30 to all actions.
90	Target begins bleeding profusely from his orifices as his insides liquefy. Death claims him after 9 rounds of horrifying incapacitation.
91 – 99	Target has the funniest look on his face as he starts bleeding from his pores. He takes 25 Hits, is bleeding 4 Hits per round, and is at -40 to all actions.
100	Help! He's fallen and can't get up in the 6 rounds it takes for the fluids within his body to congeal and he dies.
101 – 109	Did target just cough up a lung? He takes 30 Hits, is stunned for 7 rounds, is bleeding 5 Hits per round and is at -45 to all actions.
110	Target collapses and screams as his internal organs become jelly. He dies in 3 inactive rounds.
111 – 119	Target collapses and dies in 1-10 hours as his insides slowly and painfully disintegrate. He takes 40 Hits, is bleeding 7 Hits per round and is at -60 to all actions.
120	Target's body collapses as all his insides turn to liquid.