

COMBAT TABLES

Overwhelming Hit Table

As an optional rule, roll a d6 on this table whenever you score an Overwhelming Success on an attack.

1, 2, 3	Special. Each weapon has a specific "Special Hit Result". If you get this result, look up your specific weapon and use that
4	Chance to Disarm. If your foe fails his Resolve roll, he or she must drop their weapon. If your foe has two weapons, you get to choose which one is disarmed. If your foe has no weapons, there's no effect.
5	Bonus Damage. Roll another d6 with your Damage Dice.
6	Roll on the Better Sub-table below.
1	Dispel Aura. If the target has an Aura, Flesh Ward, or other protective-type magic, that spell is <i>dispelled</i> before your attack is resolved.
2	Disarm. Your foe drops their weapon. If your foe has two weapons, you get to choose which one is disarmed. No effect if your foe has only Natural Weapons or no weapon at all.
3	Crippling Injury. If your foe takes at least one hit of damage, one of their limbs becomes <i>Crippled</i> and unusable, your choice or Game Host's fiat.
4	Chance to Break Weapon or Shield. <ul style="list-style-type: none"> If your target tried to Block and failed, roll your Weapon's Damage (without Strength Dice) vs. the Shield Bonus in a simple contest — if you Succeed, their shield is destroyed; in any event, you still score damage normally. If your target tried to Parry and failed, roll your Weapon's Damage vs. their Weapon's Damage (no Strength dice)— if you Succeed, their weapon breaks; in any event, you still score damage normally. If your target tried to Dodge or Parry barehanded and failed, see #5, below.
5	Better Bonus Damage. Roll another d10 with your Damage Dice.
6	Roll on the Best Sub-table below
1	Bypass All Armor. Ignore all Armor your foe has — use only their Vitality's Soak Dice. If foe has an Aura or Ward, it is <i>dispelled</i> and also has no effect. If your target has no armor <i>and</i> no Aura or Ward, roll an extra d10 for damage.
2	Redirection. Your foe strikes himself with their weapon, rolling Weapon Damage (no Strength Bonus). Only weapons that can strike at 1 pace or less can be redirected to strike a foe — weapons that can only strike at ranges of 2 paces or more only do d6 damage as the pommel/hilt/shaft bangs into them. Armor protects normally. In any event, foe also drops their weapon, as per a <i>Disarm</i> . If foe has two weapons, you choose which one is redirected and disarmed. No effect on Natural Weapons or combatants with no weapons at all.
3	Automatic Crippling Injury. Your skillful attack has crushed an exposed nerve or sliced a delicate tendon. One of your foe's limbs becomes <i>Crippled</i> and unusable, whether you cause any damage to the target or not.
4	Automatic Weapon/Shield Break. If your target tried to Block and failed, their shield is destroyed; you still score damage normally. If your target tried to Parry and failed, the parrying weapon breaks; you still score damage normally. If your target tried to Dodge or Parry barehanded and failed, see #5, below.
5	Best Bonus Damage. Roll another d12 & d6 with your Damage dice.
6	Phenomenal Blow. Combine <i>Bypass All Armor</i> (#1) and <i>Best Bonus Damage</i> (#5).

Botch Table

As an optional rule, roll a d6 on this table whenever you Botch on an attack.

1	<i>Dispel Own Aura.</i> If you have an Aura, Ward, or other defensive magic protecting you, it is <i>dispelled</i> and no longer active. Otherwise, no effect.
2	<i>Drop Weapon.</i> Drop the weapon you just tried to attack with. If it was a Natural Weapon, there is no effect.
3	<i>Fall Down.</i> You fall over, into a lying position.
4	<i>Chance to Break Own Weapon.</i> Roll your weapon's Damage vs. your <i>own</i> Strength Dice, in a Simple Contest. If your weapon Fails, it breaks and is useless. If you have two weapons, the one you were using when you botched the To-Hit Roll is the one that may break. If you are using a Natural Weapon, simply suffer one Fatigue.
5	<i>Strain Yourself.</i> You suffer one Fatigue Point.
6	<i>Klutzy Move.</i> You strike yourself with your own weapon, rolling the Weapon's Basic Damage (no Strength Bonus). Only weapons that can strike at 1 pace or less can be redirected to yourself — weapons that can only strike at ranges of 2 paces or more only do d6 damage as the pommel/hilt/shaft bangs into you. Armor protects normally. If you have no weapon at all, you fall down. In any event, you also drop your weapon. If you have two weapons, the one you were using when you Botched is the one you strike yourself with. (Yes, you can even hurt yourself with Natural Weapons — you can bite yourself in your own arm or gore your own legs — and yes, you will be mortified if anyone sees you.)