

Grinning Skull Design Studios

Grim's Amazing D100 Tables

100

Fatal Blows (Bladed Edition)

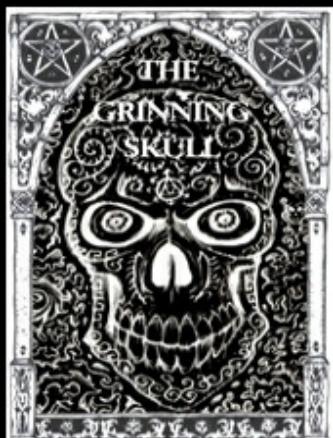
for all fantasy RPGs

By Allen Farr

Grim's Amazing D100 Tables

Suitable for
ANY FANTASY
ROLE-PLAYING
GAME SYSTEM

100 brutally descriptive
critical blows for fantasy
combat, for pretty much
any fantasy RPG game.



Grinning Skull Design Studios Present:
Grim's Amazing D100 Tables

100

Fatal Blows (Bladed Edition)
For all fantasy RPGs

By Allen Farr



100 descriptive bladed killing blows for fantasy combat,
for use with most role playing game systems.

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Foreword



Welcome to another edition of "Grim's Amazing D100 Tables", This time we welcome a new author to the team, with "100 Fatal Blows (Bladed Edition)" by Allen Farr. This great edition is intended to help flesh out those final killing blows during RPG combat and can be used over and over for both players and GM alike, especially when your chosen RPG system is lacking any critical descriptors in the combat resolution system.

We hope that you enjoy using this table and that it may enhance your gaming experience and that you might find it a helpful addition to your game.

Although intended for swords and other bladed weapon types, it can quite easily be adapted to bludgeoning or other weapon types if need be. Remember my friends, enjoy, and go forth and slay!

Grim

Roll D100

1. Effortlessly, the tip of your blade opens up your opponent's throat. Unable to stem the flow of blood with his grasping hands, your opponent slumps to the ground.
2. Cleaving open your opponent's skull, you drive him to his knees. You can't help but watch in fascination as the last spark of life fades from his eyes.
3. Battle hardened you may be, yet an involuntary shudder passes through you as your blade tears through your opponent's jaw in a spray of blood and a hail of teeth.
4. An upper trust with your blade punches through your opponent's chinstrap, tearing off his helmet as it emerges from the top of his skull. With dead eyes, the corpse continues twitching like a puppet on your blade.
5. Outmanoeuvring your opponent, you sidestep his speculative lunge and drive the tip of your blade through the back of his head, exiting the other side with the squeal of teeth on steel.
6. Holding blade and hilt, arms wide, you block your opponent's swing, steel grinding on steel. Throwing your opponent's blade aside, you jam the cross piece deep into his eye. Several times his unruined eye blinks before becoming still, his body collapsing to the ground.
7. As your opponent stumbles to one knee, the downward thrust of your blade passes through his skull to the hilt, pinning his head to his thigh.
8. In an overhead arc, your blade catches the opponent in the back of the neck, sending his head into the air in a spray of blood. Just for a fleeting moment the spinning head eclipses the sun setting in the blood red sky.
9. Mustering every ounce of strength you have, you drive the hilt of your blade into your opponent's nose. Blood fills the air in a liquid explosion as the force of the blow fractures your opponent's skull. With fragments of bone piercing his brain you opponent is dead before he hits the ground.

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Roll D100

10. Ramming your blade through your opponent's open mouth, his battle scream becomes a rasping gurgle as he chokes on blood and steel.
11. Catching your opponent under the chin, the blade lifts him from the ground. As his head whips back your blood curdles at the sharp crack of the vertebrae in his neck.
12. Your blade smashes into your opponent's helm. At first you think your opponent momentarily stunned, until the blood runs down his face in rivulets. Eyes glazing over, his legs buckle as he hits the ground.
13. Punching through your opponent's skull just below the nose, the blade exits the back of the head in an agonising shriek as punches through the steel helm.
14. Punching your blade through your opponent's teeth, out the back of his neck and, pinning him to a tree puts an end to his predatory grin.
15. A sickening dull thud heralds your opponent's demise as your blade smashes his skull, the forces of the blow blasting his eyes from their sockets.
16. Such is the power of your swing that your blade registers no resistance. At first you think you have missed your mark, until a thin line of blood appears across your opponent's throat, his head toppling from his shoulders, his body pitching backward to the ground.
17. In a storm of flashing steel, you are immersed in a torrent of blood and brain as your blade pulverises your opponent's skull.
18. With a downward arc your blade severs the left arm of your opponent, knocking him to the ground. You see the momentary panic in his eyes as he tries to reach for the wound before realisation dawns that you have already severed his right hand.
19. Your blade strikes your opponent in the back of the neck. Like the executioner's axe, the crunch of bone is followed by an eruption of blood.

Roll D100

20. Blades clash and grind to a halt in a shower of sparks. Blades locked, you step in close to your opponent, so close you can smell his breath. With a hard shove you push him away, the edge of your blade caressing his exposed neck. He staggers backward, barely registering you have struck a fatal blow.
21. In a downward stroke you are showered with rings of mail and blood as your blade strips the flesh from the bone of your opponent's left arm. With an agonising wail he crumples to the ground.
22. Sweeping your blade upwards with all your strength you cut through both of your opponent's wrists, sending his hands and weapon into the air. In shock, your opponent looks around calmly for his weapon before collapsing from loss of blood.
23. Disarmed, your opponent's blade tumbles through the air. Before it hits the ground you drive the tip of your blade between his flailing arms and into his throat.
24. No one is more surprised than you when you see your blade sever your opponent's fingers, only to have them rain down on you. When he screams and reaches for you to gouge your eyes with his bloody stumps, you drive your sword through his open mouth and out the back of his neck.
25. When your opponent gifts you with an unexpected opening you bring the flat of your blade down on his head. While not elegant, your opponent hits the ground with a sickening thud.
26. A strike from your pommel in your opponent's gut forces him to double over in agony. Wincing at his pain, it's only right you put him out of his misery and you lop off his head.

Roll D100

27. Your blade severs your opponent's right ear. Not that he has time to complain as your blade continues into his shoulder, cracking bone and tearing the arm from its socket. Without a sound your opponent staggers from the blow before collapsing on the ground beyond the help of any medic.
28. With a blow worthy of legend your blade smashes through your opponent's blade, and helmet, driving itself home in his face. As if hit by a falling rock, your opponent is crushed.
29. Armour, bone or flesh, it makes no difference. Such is the power of your blow, your blade removes your opponent's arm at the shoulder, carving into his chest in a fountain of blood.
30. A brutal blow removes your opponent's right arm at the elbow. His scream of pain is excruciating but short lived as you drive your blade deep into his heart.



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Roll D100

31. **Blade master extraordinaire.** If it's not an official title, it should be. Your first expertly placed blow severs your opponent's left hand, your second, his right arm, your third finishing him with a thrust between the ribs.
32. **Nicking your opponent's neck with the tip of your sword,** he desperately reaches to close the wound. Your blade knows no mercy as your reverse swing severs his arm in a welter of blood. Collapsing from shock, your opponent lies twitching on the ground. Still gripping his throat, it appears as if he is being strangled by his own severed hand.
33. **Sensing victory the grin on your opponent's face says it all.** Biting into your armour you can just feel the tip of your opponent's blade caress your skin. His demeanour changes, realising his blade has become jammed. As he struggles desperately to free it, your counter stroke frees it from the rest of his body as you sever his arm sending him spinning to the ground.
34. **A deft flick of the wrist** sends your opponent's weapon spinning into the air. As he reaches for his backup, your blade severs his right arm. Calmly, plucking his blade from the air you thrust it up through his armpit and out through his chest in an explosion of blood.
35. **Ears ringing from the clashing of blades,** you barely notice your opponent's screams of agony as you drive your blade through his lungs. Instead the frothing blood signals you have stuck a fatal blow.
36. **Your opponent's thrust was quick, but your riposte was quicker.** Before he even has time to register his own attack has failed, you have driven your blade down through your opponent's chest and out through his lower back. Slowly realisation dawns in your opponent's eyes.
37. **Splitting your opponent from the neck to the groin,** the two halves of his body fall in opposite directions, twisting like a maelstrom of meat and viscera before hitting the ground in a sickening squelch.
38. **Like a hammer blow from the gods** you stop your opponent dead in his tracks as your blade caves in his chest, the sickening crunch of bone setting your teeth on edge.

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Roll D100

39. Wild eyed, your enemy watches his heart's blood coating the blade as you pull from his chest. With your blade no longer supporting his weight, his steaming corpse collapses at your feet.
40. Planting your foot on your opponent's chest, you heave the sword from his chest. He stares at you accusingly, blood frothing on his lips as he dies.
41. Putting your full body weight behind your blade you drive it through your opponent's chest, out through his back and into the blood sodden earth below.
42. The sound of splintering bone sets your teeth on edge as your blade crushes your opponent's ribcage. His piercing scream rings in your ears, drowning out all else around you.
43. With a mighty overhead swing you cleave your opponent from chin to groin, his viscera bursting forth in a bloody geyser to engulf you.
44. With a final twist of the blade in your opponent's chest, he sees reason and collapses lifeless to the ground.
45. Blood spews from your opponent's mouth as you drive your blade deeper into his heart. Seemingly unwilling to accept death's keen embrace he continues to flail ineffectually until the gleam fades from his eyes.
46. Swinging your blade in a vicious arc, it cuts so deep into your opponent's torso. You struggle to pull it free, but are finally rewarded with an explosion of viscera as you unearth your prize from the steaming corpse.
47. Your opponent contorts with pain as you bury your blade deep between his ribs. Wrenching the blade free, the snapping of bone is followed by a rush of air from his collapsing lungs.
48. In a panic your opponent grasps for his innards as the tip of your blade tears through his armour and opens up his belly. In confusion he trips on his own viscera landing face down, unmoving.



Roll D100

49. A mighty cut disembowels your opponent, the stench of his innards assaulting you as he collapses at your feet.
50. As your opponent overextends this thrust, you step behind him, your blade slashing along the length of his spine. Paralysed, he collapses, suffocating face down in the churned up ground.
51. With a mighty downward stroke your blade cuts through air, armour, flesh and bone, erupting in a spray of blood as you drive your opponent's collar bone and rib cage into his chest cavity.
52. A downward thrust finishes your opponent as you drive your blade through the nape of his neck and into his chest, granting him a warrior's death.
53. Delivering a vicious upper thrust, your blade punches through your opponent's sternum, exiting between the shoulder blades. Falling heavily to his knees, your opponent slides down your blade coming to a stop at the hilt, his final rasping breath warm against your hand.

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Roll D100

54. The agonising scream of your opponent heralds your well placed thrust as your blade enters at the armpit and exits at an angle from the chest in a gout of blood.
55. A blow with the flat of the blade to the gut knocks the wind out of your opponent. As he doubles over your blade you pull it free opening him up from shoulder to hip.
56. With a running leap and blade held high you crash into your opponent, driving both knees into his chest. As he hits the ground your weight crushes his lower ribs, the momentum driving your blade through his heart.
57. With a mighty grunt, you force your blade through your opponent's back, the tip bursting forth from his chest in an explosion of meat and bone.
58. Catching your opponent on the side, you follow through, carving a gash right across his abdomen. As if pausing for dramatic effect, the skin slowly peels away as the entrails spill from the wound, your opponent staring helplessly in disbelief.
59. Such was his zeal for battle, your opponent has helpfully thrown himself on your blade, yet few will know it was your skill that teased him onto it.
60. Driven to a frenzy, your blade cuts at your opponent again and again. Finally, a mess of blood and bone he pitches forward, dead, his body finally registering the terrible damage you have inflicted on it.
61. A wicked blow sends your opponent spinning to the ground in a spray of arterial blood. Murmuring something unintelligible, his blood flecked lips smile one last time at only something he can see.
62. With the ear shattering sound of splintering bone you are showered with your opponent's blood as you cave in his chest with a mighty sweep of your blade.
63. Your battle cry drives your opponent back, the mighty swing of your blade driving him to the ground, his torso a ruined mess.

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Roll D100

64. Blood covers your blade from the spurting wound you just inflicted on your opponent, but he keeps coming, driven by pain and rage. A wild swing at his head causes him to instinctively draw back to take advantage of your over extension. Instead of the opening he expected, he is blinded, the blood streaking from your blade into his eyes. Continuing your swing 360° your blade connects with the side of your opponent's head, cleaving it open.
65. Driving the pommel of your weapon up under your opponent's chin, you force him to arch over backwards. Taking advantage of your perfectly positioned blade you drive it down through his chest pinning him to the ground.
66. Who needs a blade? A swift kick in the balls sorted that hero out. It might not have been a fatal blow, but who cares. On his knees, bent over screaming for his mommy, your opponent's going nowhere anytime soon.
67. A sickening crunch snaps you out of fight time, your opponent lies at your feet with his head caved in, his blood dripping from your face and arms.
68. A deafening scream brings you out of your battle frenzy. Your opponent stands before you with a shocked look on his face, eyes fixed on the blade buried in his chest. It's then you realise it is you that is screaming.
69. Stunning your opponent with a downward blow to the head with your pommel, he staggers backwards you continue the downward stroke splitting him like a ripe melon, throat to groin.
70. Around you the world turns red. Unable to see beyond the length of your own arm, you blink furiously. Struggling to hold your blade, something pulls at it like a fish on a hook. As your vision clears you see your blade buried deep in your opponent's chest. Somehow still standing, his corpse twitches like a puppet on strings.
71. Accuracy, timing, strength and speed. With all in perfect unison, your blade stops at nothing as it severs your opponent midriff in a ghastly eruption of visceral fluid.

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Roll D100

72. Light catches your blade as it traces a wicked arc through the air. Catching your opponent between the neck and shoulder you are showered in a welter of blood as you pile drive your opponent into the ground.

73. Whirling around behind your opponent, you bring your blade down hard on his shoulder. Your blade cuts deep shattering the clavicle and several ribs. As your opponent collapses to the ground you give him a swift boot in the back to free him from your blade.

74. Like a wildfire, the battle consumes you, your blade becoming an extension of your body, your mind not your own. When the battle fury subsides, you are surprised to find yourself standing over your opponent's corpse, his chest caved in from a dozen heavy blows, your blade and armour covered in gore.

75. Overstepping his mark, your opponent feels the savage impact of your blade as it slams into his back, knocking him to the ground. Beginning your butcher's work, and ignoring your opponent's screams, you drive your blade into his spine, twisting until you feel the vertebrae snap.

76. Just how much viscera a body can contain, you are unsure, but minutes after your opponent has been disembowelled, his guts continue to slide from the gaping wound, slithering down the slope on which he lies.

77. With a colossal thrust your blade passes through your opponents ribs, exiting on the other side. With one great pull to free your blade, you gut your opponent like a fish.

78. Giving it all, your body screams in protest as you wield your blade like a hero of legend. You cleave through your opponent's arm and into his chest knocking him sideways with a blow that would fell a giant.

79. Your blade makes a sickening crunch as it punches through your opponent's chest, the sound swiftly drowned out by his agonised, bone chilling scream.

Roll D100

80. An elbow to the face staggers your opponent backwards, your follow up blow drives your blade deep into his abdomen. Recovering your weapon is a messy, painful business as the wound tries to close around the blade. With a great heave you free the blade along with some of your opponent's internal organs.
81. Driving your blade through your opponent's chest causes him to become incessant with rage. Refusing to die he drags himself along your blade determined to get his hand on your throat. Stopping just short, with blood bubbling from his lips, he slides, from your blade, dead.
82. Overreaching with a speculative thrust, your opponent stumbles. In reply, your blade carves through his spine, seeding the air with a spray of his blood.
83. A clumsy attempt to parry causes your opponent to stumble past you. Seeing your opening you leap on your opponent's back, driving your blade through him as you bring him crashing to the ground.
84. Blades locked, you struggle with your opponent. Eye to eye, only the crossed blades stand between you. Suddenly you find yourself on the ground having lost balance, taking your opponent with you. As you struggle to your feet you realise your opponent is dead, impaled on his own weapon, a pool of blood spreading beneath him.
85. Like an axe man felling a tree, your blade cleaves through your opponents leg just above the knee sending him crashing to the ground. Hanging on with only a layer of skin, your opponents leg follows him across the ground like a macabre puppet as he tries to crawl to safety.
86. Like a whirling dervish you bring your blade down with all your might on your opponent's knee, buckling it backward at an unnatural angle with a crack so loud swear you hear it echo. With jagged bone jutting through the flesh, your opponent passes out, the pain more than he can bear.

Roll D100

87. Cleaving into your opponent's thigh, your blade stops only when it hits the bone. Withdrawing your blade, you are rewarded with a thick spurt of blood that tells you an artery has been severed. Your opponent looks at you pleadingly, but you are unsure if those fearful eyes seek help or mercy.
88. Your blade cuts deep in your opponent's leg, dropping him to one knee in front of you. Quickly before he can recover you grab him by the hair and run your sword across his throat.
89. Shattering your opponent's ankle, he flounders on the ground like a fish out of water, his screams tortuously loud. Putting your hand across his mouth and all your weight behind your blade, you drive it deep into his chest until his blood seeps through your fingers.
90. Driving your blade into your opponent's groin rewards you with a piercing wail as your opponent staggers back, grasping his wound. You follow up by driving your blade deep into his side until your blade hits something solid and your opponent collapses.
91. Your opponent's knee buckles sideways as your blade slams into it, the force of the blow spinning him around. Never one to waste an advantage, you drive your blade deep into his back, driving him face down where his corpse twitches once before becoming still.
92. On the upstroke, your blade bites deep, tearing through the flesh of your opponent's leg. Off balance, as he pitches sideways, your down stroke catching him in the side of the head, caving in his skull.
93. Screaming in agony as your blade passes through his calf, your opponent tries desperately to pull free. Twisting hard on your blade you send him crashing to the ground in a howl of agony. Wrenching your blade from the meat of his leg, the gushing wound reveals the steel scored bone beneath as he passes out from blood loss and pain.
94. Leaving you an opening you can't refuse, your blade cuts across your opponent's shins, dropping him to both knees. Such is the force of your follow up blow it shatters your opponent's blade, driving a large shard of steel through his left eye and into his brain. Wordlessly, your opponent slumps to the ground.

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Roll D100

95. Such is the power of your blow, you sweep your opponent from his feet. Before he can recover you leap on him plunging your blade through his chest, pinning him to the ground.

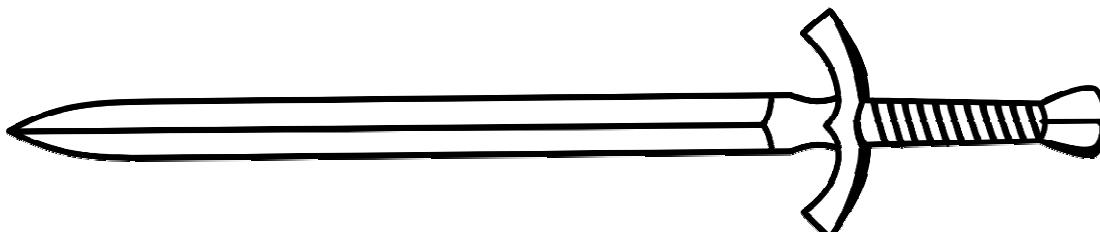
96. Ramming your blade down, you pin your opponent's foot to the ground. Just as quickly you pull the blade out and up, the pommel catching him under the chin. Following through with a backhand slash you open up his throat, a spray of blood following in your blade's wake.

97. Getting behind your opponent, your blade cuts through his Achilles tendons. As he drops to the ground on both knees, body arching backwards with an anguished cry, You loom over him, momentarily staring into his pleading eyes before driving your uncaring blade through his heart.

98. Stomping down hard on your opponent's foot you hear the satisfying crunch of bone and cartilage. Having already anticipated his reaction your blade takes his legs out from beneath him as hops on one foot. Your reverse stroke catching him across the throat before he hits the ground.

99. A resounding crack and shriek of pain announces your opponent's shattered ankle as your blade strikes home. In desperation he reaches out for something to support his weight, that something is you. Support comes in the form of your blade as it passes up through his chest and out through the back of his neck.

100. Whirling his blade in a frenzy, your opponent thinks he has you distracted, attempting to surprise you with a swift kick. Your skill with a blade is more than a match as it tears his foot off at the ankle throwing him off balance. He lands hard with a scream that you swiftly silence with a reverse hand blow to the back of the head.



About the Author



Like many gamers, Allen's first introduction to Role Playing games was Dungeons & Dragons. This in no way helped calm his already overactive imagination, but did surprisingly give it an outlet for the many crazy adventure stories he would frequently invent.

Already an avid fan of Enid Blyton's "Famous Five" novels and having just read Lord of the Rings, Allen discovered Dungeons & Dragons and thus his RPG addiction began.

Eventually Dungeons & Dragons ran its course, but gaming shifted to FASA Corporation's Shadowrun cyberpunk RPG, and eventually its prequel setting, Earthdawn. Now approaching his mid-forties Allen still runs a regular Earthdawn game.

In that time Allen has published two short stories and had his work published in number of RPGs. Some of those works include:

**Tales From The Frontier:
A Game of Death -**

Official companion fiction to the epic
Elite: Dangerous video game

Arcane Synthesis: Spectre of war -
Fiction set in the Cosmoverse campaign setting

Like Moths to a Flame:
An adventure framework for Earthdawn

Ugly Things:
A monster compendium for End
Transmission Games' Splinter RPG

Codex Infernus:
The Savage Guide to Hell –
A Savage Worlds compatible setting



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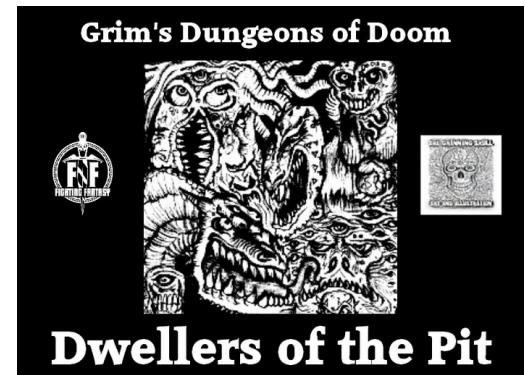
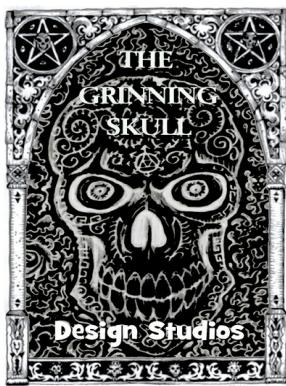
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FEROCIOUS GIANT CHICKENS,
CYBORG PIGMEN THIS RANGE HAS
IT ALL!! GET SOME GRINNING
SKULL MAYHEM IN YOUR GAMES
AND HEAD ON OVER TO THE GUYS
AT ALTERNATIVE ARMIES TO GET
THE GROWING RANGE!



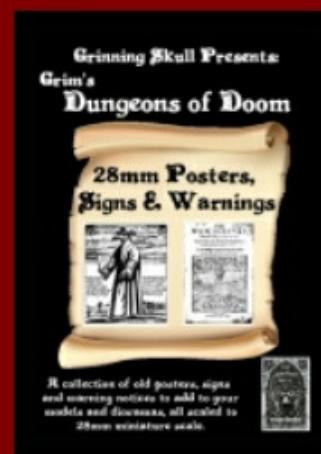
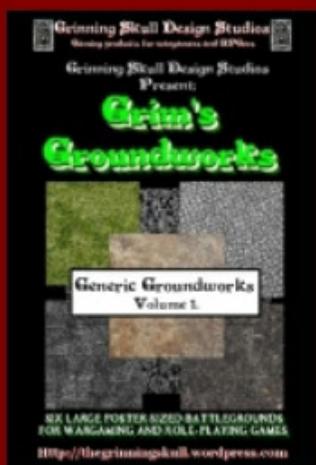
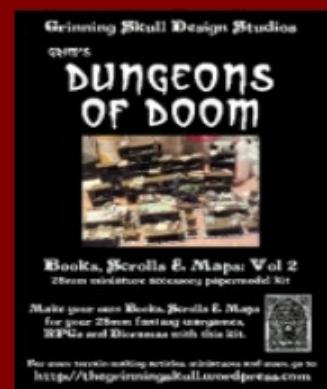
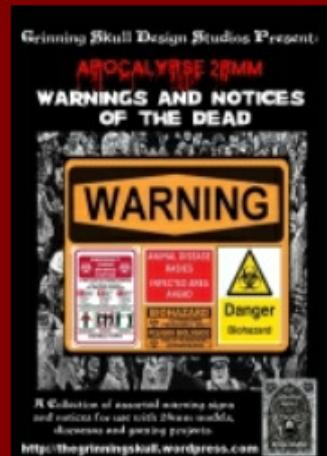
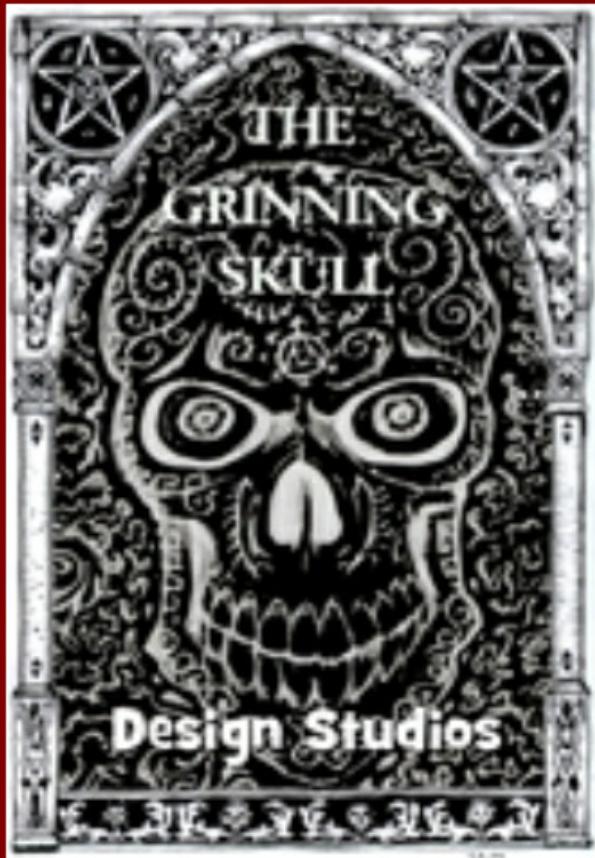
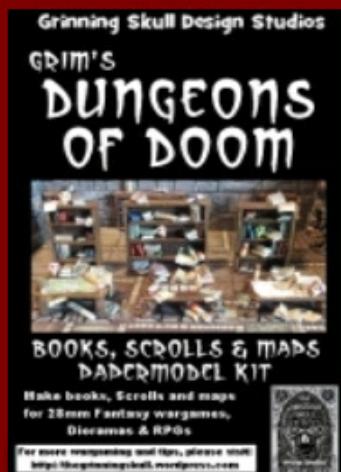
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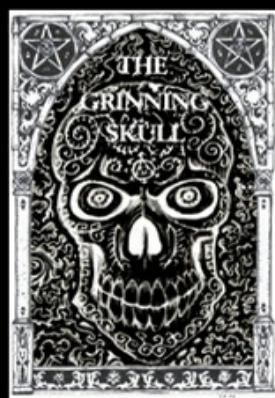
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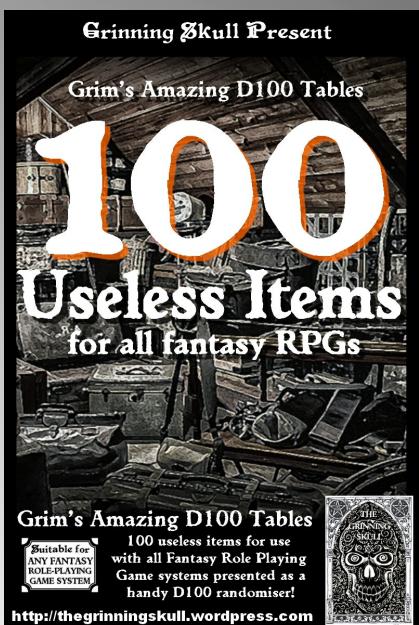
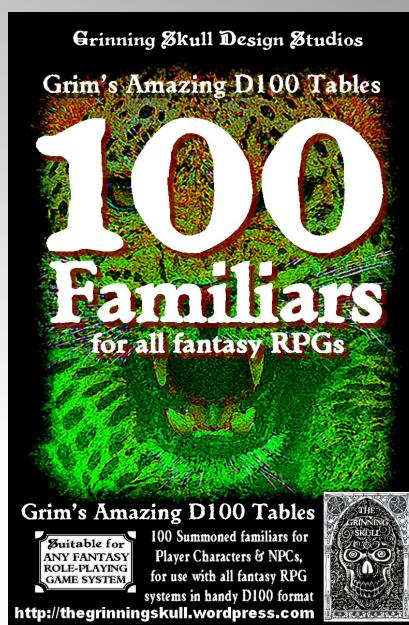
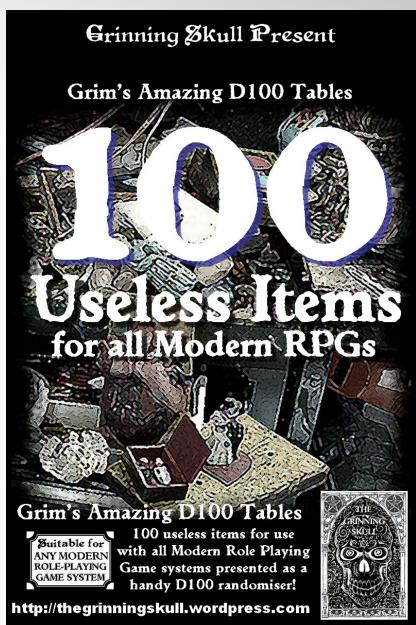
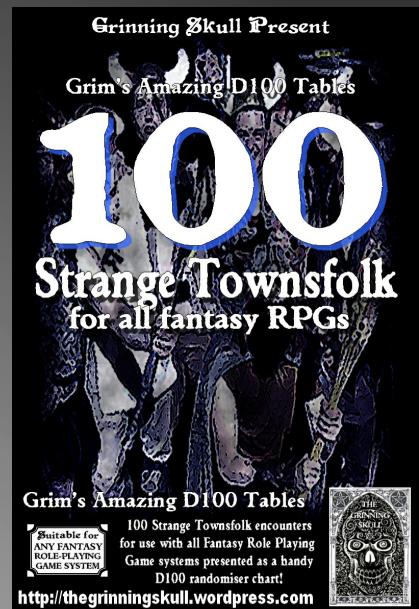
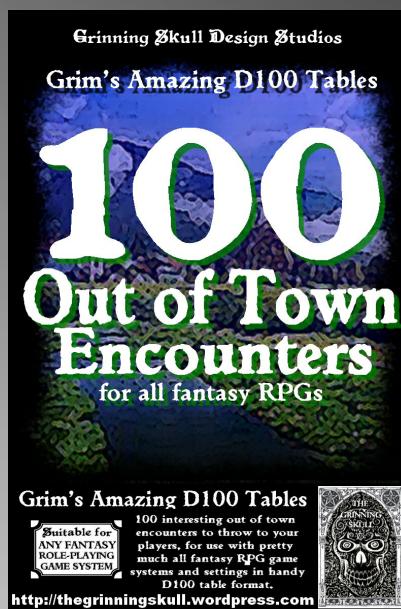
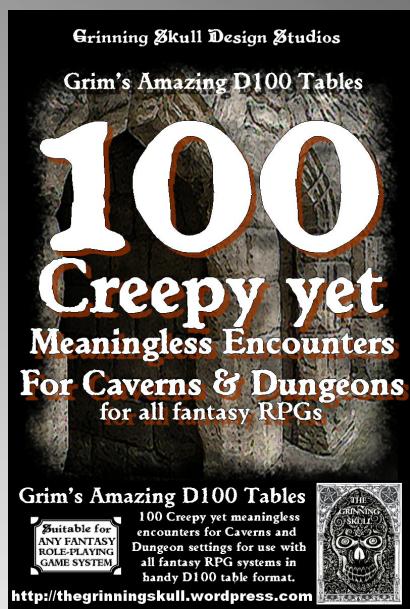


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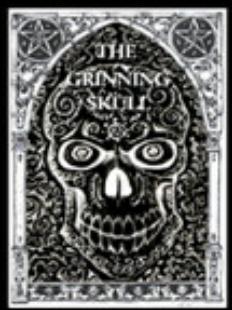


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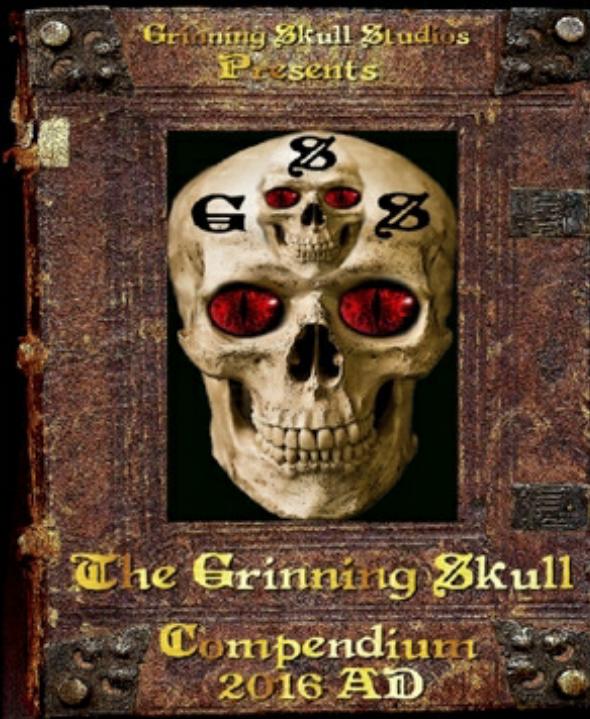
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A veritable cornucopia of useful papermodels, articles and more from the makers of the Grinning Skull, compiled into handy PDF format.
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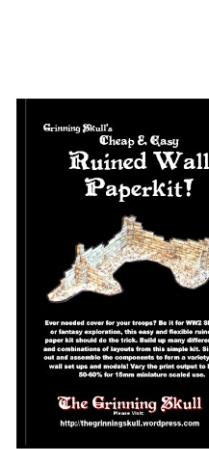
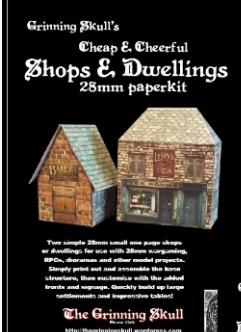
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