

EXPRESS ADDITIONS

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INTRODUCTION

Welcome to the 14th issue of *Express Additions*!

In this issue, we are presenting an alternative to the armor rules and combat tables found in **Rolemaster Express** (RMX).

We start off with set of armor rules that are relatively small and flexible. We follow this up with new, alternative versions of the combat tables from RMX.

Also include the condensed critical tables from RMX, although a few more critical tables have been added to the mix to make things even more interesting.

And finally, we include a few extra tables, just to round things out.

Enjoy!

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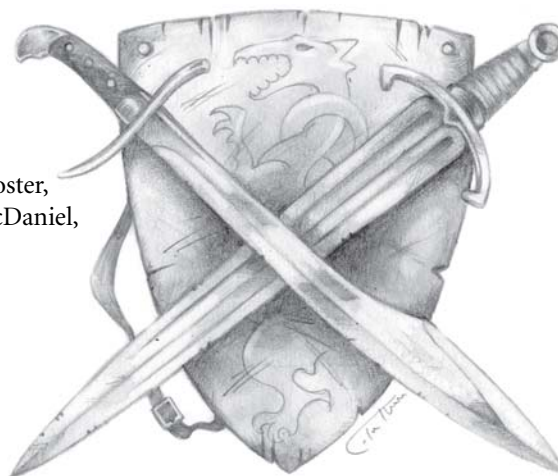
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FLEXIBLE ARMOR RULES

In the core books, the armor rules are not really flexible. They contain 20 Armor Types (ATs), with each AT equaling a single specific suit of armor. There is no picking or choosing different pieces or customizing the armor that you are wearing other than in a purely descriptive manner.

In the Combat Companion, we presented you with a much more flexible set of armor rules. However, this is possibly too many choices for some people.

ARMOR BASICS

For these rules, we decided to go with 5 basic forms of armor in addition to being unarmored. These armors cover the torso (i.e. the chest, back, and abdomen), the groin area and the upper leg to the mid-thigh of the character wearing it.

In addition, the character can also add a number of additional pieces to the armor worn. Under these rules, these additional pieces grant small modifiers to the character's Defensive Bonus (DB).

TYPES OF ARMOR

No Armor – This represents normal clothing that a character might wear. This also includes those characters who are wearing just Robes as armor.

Soft Leather – This includes armor and clothing made from sturdy, but soft and flexible leather. This also includes some of the heavier cloth armors such as quilted or padded cloth armor. The Arming Coat mentioned in the descriptions of types of armor counts as Soft Leather if worn by itself.

Reinforced Leather – This is actually a fairly wide category. It includes hard, rigid leather known as Boiled Leather or Cuirboulli as well as various types of soft leather that is reinforced by small hard leather or metal plates (studded leather, brigandine, etc.). It also includes a type of scale armor that is formed using leather or other organic plates (i.e. such as dragon scales) or tough, hard, organic materials (i.e. bamboo or other wood).

Chain – This is armor made from small, light metal rings linked together to form a sturdy protection from attacks. This armor is usually worn with a padded cloth Arming Coat.

Scale – This is armor that is formed from attaching small overlapping metal plates to a chain or leather undercoat. More rarely, the small plates are attached solely to each other. As with Chain armor, this is often worn with a padded cloth Arming Coat.

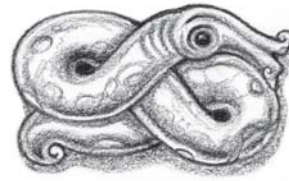


Plate – This type of armor is made from interlocking plates of metal designed to cover as much of the body as possible. Joints in this type of armor are usually covered by articulated pieces of metal. Full suits of Plate armor are often custom made for a specific individual, thus making it unlikely that others can wear it comfortably. As with the other metal armors, Plate armor is worn with a padded cloth Arming Coat.

Note: The padded cloth arming coat worn under most metal armors is considered to be part of the armor and is figured into the protection offered by those armors. Additionally, while an adventurer cannot sleep in his metal armor, he can and will most often sleep in the Arming Coat, so that he at least has some protection in case of night time attacks.

ARMOR PRICE LIST

Item	Cost	Weight**
Robes (+5 DB)	1 sp	3 lb
Armors		
Soft Leather	3 sp	8 lb
Reinforced Leather	10 sp	15 lb
Chain	30 sp	20 lb
Scale	40 sp	20 lb
Plate	50 sp	20 lb
Helms		
Leather* (+1 DB)	25 bp	2 lb
Reinforced Leather* (+2 DB)	3 sp	3 lb
Metal* (+3 DB)	4 sp	3 lb
Pauldrons		
Reinforced Leather* (+3 DB)	3 sp	2 lb
Metal* (+5 DB)	6 sp	4 lb
Bracers (Arms)		
Leather* (+2 DB)	2 sp	2 lb
Reinforced Leather* (+3 DB)	3 sp	3 lb
Metal* (+4 DB)	4 sp	3 lb
Greaves (Legs)		
Leather * (+2 DB)	2 sp	2 lb
Reinforced Leather* (+3 DB)	3 sp	3 lb
Metal* (+4 DB)	4 sp	3 lb

* - Bonuses to DB apply only when using the combat tables contained in this issue, not if using Arms Law (any version).

** - Counts against encumbrance if carried and not worn. These weights are based upon equipment for an average human.

ADDITIONAL ARMOR PIECES

As mentioned above, there are 4 types of additional armor pieces that could be added to the basic armors described above. They are as follows:

Helms – These are, of course, worn on the head. Helms can be made from soft leather, reinforced leather or metal, be it a chain hood or a pot helm or even a full helm. As seen on the *Armor Price List* table, helms grant from a +1 to +3 modifier to the character's DB, based upon what the helm is constructed of.

Pauldrons – This is shoulder armor. They are usually sold in sets that cover both shoulders. While a Pauldron is normally considered to be akin to a built-up, armored pad that is attached to the shoulder to protect it and the upper arm, as well as portions of the upper chest, back and even a bit of the neck, this type of armor also includes what is known as a mantle. Usually made of either soft leather or chain, this was a flexible type of armor that usually covered the lower neck, shoulders, upper arms and a bit of the upper chest and back and usually made in a single piece that slipped over the head. While a character could wear a single Pauldron if they wished, they cannot do so with a mantle.

Bracers – Bracers are sections of armor that protect the arms. As with the other armor pieces, the bracers grant a modifier to DB that is based on the material that the bracers are made of. Usually this consists of plates of the material strapped to the arms, but for chain, this would be considered to be long sleeves attached to the main chain shirt.

Greaves – This is the leg armor, and like the other additional pieces of armor, the modifier to DB is based upon the material used in their construction. As with bracers, this type of armor is often constructed of plates strapped to the legs of the character, for chain armor, this would consist of either a skirt or leggings made of chain and either tied around the waist or suspended in some other fashion.

Note: Pauldrons, Bracers, and Greaves are sold in sets, and the bonuses listed on the *Armor Price List* table is for a set of the given item. Should the character only be wearing one of a set, then the bonus is halved and then rounded down (i.e. a bonus of +3 is halved to +1.5 and then rounded down to +1).

MANEUVER MODIFIERS

As with the core armor rules, wearing armor using these rules means that the character receives a number of modifiers. The Armor Maneuver Modifications table contains the following entries:

Maximum Maneuver Penalty (MxMP) – This is the maneuver modification applied to a character who is totally untrained in maneuvering while wearing this type of armor.

Minimum Maneuver Penalty (MnMP) – This is the maneuver modification applied to a character who is fully trained in maneuvering while wearing this type of armor.

Missile Attack Penalty (MiAP) – This modifier is applied to all ranged attacks while wearing this type of armor.

Quickness Modifier (QMod) – This modifier is applied to reduce the Quickness bonus that is added to the character's DB. This modifier cannot reduce the character's Quickness bonus to DB to a number that is below zero.

Maximum Pace (Max. Pace) – This is the maximum movement pace that is allowed when wearing the given type of armor.

In order to determine the total penalties and modifiers from the armor worn, players should consider all such modifiers and penalties to be cumulative, and just simply add them together.

Thus, a character wearing a set of Robes over Reinforced Leather armor, with leather bracers and greaves would have a MxMP of -70, a MnMP of -20, a MiAP of -20 and QMod of -20. His skill in Maneuvering in Armor would then affect these numbers normally.

ARMOR MANEUVER MODIFICATIONS*					
Armor Type	MxMP	MnMP	MiAP	QMod	Max. Pace
No Armor	0	0	0	0	Dash
Robes (alone)	0	0	-5	0	Dash
Robes (over armor)	-10	-5	-5	-5	-
Soft Leather	-20	0	-5	0	Dash
Reinforced Leather	-50	-15	-15	-15	FSpt
Chain	-120	-25	-20	-20	Spt
Scale	-140	-30	-30	-30	Spt
Plate	-165	-45	-40	-40	Spt
Pauldrons**	MxMP	MnMP	MiAP	QMod	Max. Pace
Leather	-10	0	-5	0	-
Metal	-20	-10	-10	0	-
Bracers**	MxMP	MnMP	MiAP	QMod	Max. Pace
Leather	-5	0	-5	0	-
Metal	-10	0	-5	0	-
Greaves**	MxMP	MnMP	MiAP	QMod	Max. Pace
Leather	-5	0	0	0	-
Metal	-10	0	0	0	-

* = All modifiers are cumulative.
 ** = Leather refers to both soft or reinforced leather, and Metal refers to chain, scale, and plate equally.

ESF MODIFIERS

Normally, you cannot wear armor while casting spells. However, **Spell Law** contains several options that allow for doing so. These options are collectively known as the *Extraordinary Spell Failure* (ESF) options, and they essentially supply modifiers to the casting rolls of spells. If the casting of the spell fails, these modifiers can greatly increase the spell failure roll. Please refer to Spell Law for more information on ESF options and spell failure.

The *ESF Modifiers* table shows the modifiers for the armors and pieces given under these rules. No changes are made to how the ESF rules work.

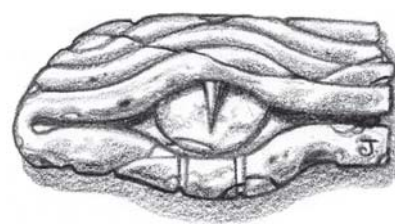
ESF MODIFIERS			
ESF Condition	Mods* by Realm		
	Chan.	Ess.	Ment.
Armor			
Soft Leather	--	+20	--
Reinforced Leather	+10	+30	--
Chain	+20	+40	--
Scale	+30	+50	--
Plate	+40	+60	--
Helm			
Soft Leather	--	+20	+30
Reinforced Leather	+10	+30	+45
Chain/Scale/Plate	+20	+40	+60
Bracers/Greaves/Pauldrons **			
Soft Leather	--	+2	--
Reinforced Leather	+1	+4	--
Chain/Scale/Plate	+5	+8	--
* = All modifiers are cumulative.			
** = Modifiers are for a each set of bracers, greaves or pauldrons. If only wearing one of a given item, then divide the modifier by half (rounding up).			

ARMOR BONUSES

As seen in the *Armor Price List* table, certain pieces of armor provide small bonuses to DB when worn. Thus a character wearing a full suit (includes base armor, helm, pauldrons, bracers, and greaves) of plate, scale, or chain armor gains a +16 to their DB, while a person wearing reinforced leather armor gets a +11, and a person wearing a full suit of soft leather gets a +6.

However, this does not explain how to handle bonuses from workmanship, materials, or magic. To determine how to handle this, the GM needs to determine the source of the bonus, and whether the bonus applies to a whole suit of armor or to the individual piece.

For workmanship and material bonuses, the answer is simple; the bonus that an item of armor receives is based upon the overall bonus for a full suit. The base armor



gains +3, while the pauldrons, helm, bracers, and greaves each receive a +0.5 out of every +5 bonus that a full suit of armor would receive. Refer to the *Bonuses to Armor* table to see what bonus would be granted to the base armor and what bonus to the armor pieces.

If the total modifier to DB, from all armor worn, is not a whole number, then the fraction is rounded up to the next whole number (i.e. a +3.5 DB becomes a +4 DB).

Magical Bonuses are slightly more complex. If the item was enchanted as part of a full suit of armor, then the magical bonuses are treated in the same manner as those from workmanship and materials used.

However, it is also possible to enchant a set of bracers on their own, and if that is the case, they could receive the entirety of the magical bonus (i.e. the whole +5). It is up to the GM to determine if a specific armor piece was enchanted as part of a full suit or on its own.

Note: Magical Materials get their bonuses from the material itself or through enchantment of the material prior to it being worked into a piece of armor. Such materials also usually require magic to be used in order to work the material properly. The bonuses from such materials are always considered to be material bonuses for our purpose with these rules.

BONUSES TO ARMOR		
Full Suit	Base Armor	Armor Pieces
-50	-30	-5
-30	-18	-3
-20	-12	-2
-10	-6	-1
+0	0	0
+5	+3	+0.5
+10	+6	+1
+15	+9	+1.5
+20	+12	+2
+25	+15	+2.5
+30	+18	+3
+35	+21	+3.5
+40	+24	+4
+45	+27	+4.5
+50	+30	+5

CONVERSION TO ARMOR TYPES

It is quite possible that some folks who like using this set of armor rules will want to use them with the attack tables from **Arms Law**. That being the case, since those **Arms Law** attack tables are made using the core armor system, with Armor Types (ATs) from 1 to 20, we felt that we should provide an *Armor Conversion* table.

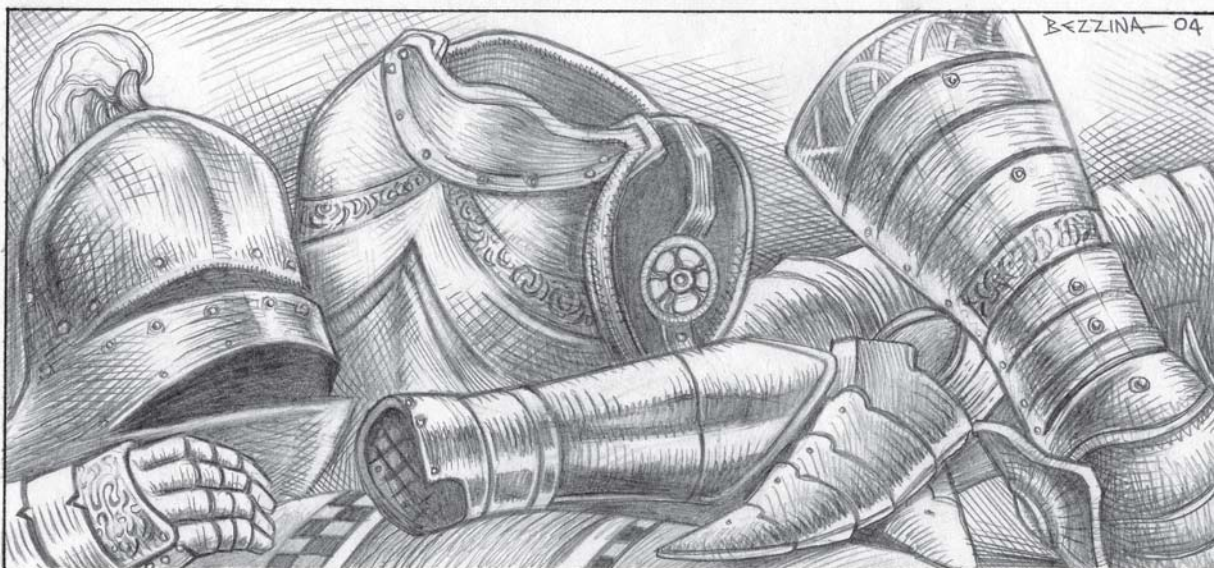
In many cases, the conversion from the Flexible Armor rules are pretty straight-forward, but because the Flexible Armor rules contains a type of armor that isn't available in the core AT rules, there is a little overlap, and it will be up to the GM to make the final decision.



ARMOR CONVERSIONS

Armor Type	Flexible Armor Equivalent*
AT 1 Skin	No Armor
AT 2 Robes	Robes
AT 5 Leather Jerkin	Soft Leather Armor
AT 6 Leather Coat	Soft Leather Armor and Bracers
AT 7 Reinforced Leather Coat	Reinforced Leather Armor and Bracers
AT 8 Full length Reinforced Leather Coat	Reinforced Leather Armor, Bracers and Greaves
AT 9 Leather Breastplate	Reinforced Leather Armor
AT 10 Leather Breastplate & Greaves	Reinforced Leather Armor and Bracers
AT 13 Chain Shirt	Chain Armor
AT 14 Chain Shirt & Greaves	Chain Armor and Bracers
AT 15 Full Chain	Chain Armor, Bracers and Greaves
AT 16 Chain Hauberk	Chain Armor, Bracers and Greaves
AT 17 Metal Breastplate	Scale Armor OR Plate Armor
AT 18 Metal Breastplate & Greaves	Scale Armor and Bracers OR Plate Armor and Bracers
AT 19 Half Plate	Scale Armor, Bracers and Greaves
AT 20 Full Plate	Plate Armor, Bracers and Greaves

* = When Bracers and Greaves are listed with a given type of armor, they are presumed to be of the same type.



CONDENSED COMBAT TABLES

If you are reading this product, then you should already have either **Rolemaster Classic** or **Rolemaster Express**, and thus should already know how to use and read an attack table and/or critical table. Additionally, many of the other tables included will be pretty self-explanatory. That being the case, I am not going to repeat all of the standard information regarding how to do so.

Instead, I am going to give a short overview of the type of information Weapon Statistics tables, and what they mean, and then give a quick run down on what tables you will find, and end it up with all of the tables together.

WEAPON STATISTICS TABLES

The Weapon Statistics table is broken into two parts. The first part gives the weapon data for each listed weapon, while the second part includes explanatory material about the first part, and also lists the Short, Medium, Long, and Maximum ranges for the range codes given in the weapon data in Part I of the *Weapon Statistics* tables.

Weapon – This is the common name of the weapon. Different cultures may give the weapon different names. For example, the Ball & Chain is the first weapon listed. In some cultures it is known as a Comet Hammer or a Meteor Hammer, yet it still works the same.

Length – This is the length of the weapon in feet.

FR – This stands for Fumble Range. When making an attack roll, if the unmodified dice roll is between a 01

and this number, then the character has fumbled, and must roll on the appropriate fumble table.

Attack Size – Every attack table, except for Ball attacks, has 5 break points based on the size of the attack. When making attacks, the attack roll cannot go past this break point, which is often called a Damage Cap. However, if the total for the attack roll does exceed the Damage Cap, the excess can be used to increase the damage done using on the critical roll. For every 5 points above the Damage Cap, the player gets to add +1 to his critical roll, up to a maximum of +20. This bonus to the critical roll can allow the critical to exceed the normal maximums based on the severity of the critical. It is the player's choice how much of this bonus to add, and he can choose how much to add after rolling for the critical, but before the critical is read (i.e. he cannot read the criticals to see which is better, he has to choose how much to add just from the roll number alone).

Example: Joe is making his attack roll. After adding in his OB and dice roll, and subtracting his foe's DB, Joe has a total attack roll of 129. Joe's character is using a Long Knife, a Small weapon that can normally only do a maximum of a "C" Slash critical. Since the Damage Cap for a Small weapon is 105, this means that Joe exceeded the Damage Cap by 24 points. This allows him to have a +4 modifier on his critical roll. If his attack roll had only been 1 point higher, Joe would have been able to add +5 to the critical roll instead of just +4.



Attack Table – This column tells what attack table to use when making attacks using the weapon.

Primary Critical – This is the main type of critical that is done by the attack. If the entry contains a letter within parenthesis, that means that that is the maximum critical that can be achieved by the weapon. Should the weapon, for some reason, achieve a higher critical severity, that is ignored and the maximum severity is used.

Secondary Critical – A number of weapons will also do a secondary if the attack results in a “B” severity critical or higher. The Secondary Critical is always at least 1 severity less than the normal critical, and the same roll is used to determine both. Should the entry have a letter within parenthesis next to the critical type, then that is the maximum severity allowed for the Secondary Critical. If no letter is listed, then the maximum is automatically a “D” severity critical.

Base Range # - This number is used to determine the actual Short, Medium, Long, and Maximum ranges for the weapon. In most cases if the weapon has a range and it is not normal ranged weapon (i.e. bow), then the range should be considered as the thrown range for the weapon when using an appropriate skill. The only exception to this is the whip, which is not a ranged weapon, nor a thrown weapon, but can still attack out to the given range.

Special Modifications – This section of the table gives any special OB modifiers or notes regarding the weapon. This includes such things as special modifiers against certain types of armor, or even the Rapid Load & Fire (RLF) percentages for missile weapons.

CRITICAL TABLES

The attack tables produce criticals that are rolled on the critical tables. Since the critical tables are condensed as well, this means that all severities of the critical are rolled on the one single column. The different critical severities are represented by modifiers to the critical roll.

As noted earlier, some weapons will give multiple criticals. In such cases, the same dice roll is used for each critical, and then the modifiers for severity are applied accordingly.

ADDITIONAL TABLES

In addition to the Weapon Statistics tables, the Animal Statistics table, the attack tables, and the critical tables for melee and missile weapons, we also include the Bolt and Ball attack tables, the Spell Statistic table, the Base Spell Attack table and the Resistance Roll table. These extra tables are included for completeness.



WEAPON STATISTICS - PART I								
Weapon	Length	FR	Attack		Crits		Base Range #	Special Modifications
			Size	Table	Pri.	Sec.		
Ball & Chain	3'	5	M	1HC	CR	GR(B)	—	+5 OB vs. foes using shields
Bastard Sword	(1H) 4'	3	L	1HE	SL	—	—	
	(2H) 4'	4	M	2H	SL	UB	—	
Battle Axe	3.5'	4	L	2H	SL	CR(B)	—	+5 OB (chain/scale/plate), -5 OB (other)
Bola	5'	7	L	Mi	GR	CR(B)	40	-10 OB
Broadsword	3'	3	L	1HE	SL	—	—	
Club	3'	2	M	1HC	CR(D)	—	2	-10 OB.
Composite Bow *	4.5'	3	M	Mi	PU	—	50	RLF(90%) at -20 OB
Cutlass	2'	3	M	1HE	SL	—	—	
Dagger	1'	2	S	1HE	PU(C)	—	15	-15 OB (vs. chain/scale/plate); RLF (50%) at -20 to draw and throw
Dart	0.5'	3	T	Mi	PU(T)	—	10	
Falchion	2.5'	3	L	1HE	SL	CR(B)	—	
Flail	4'	8	L	2H	CR	PU	—	+10 OB; take "C" Crush crit if fumbled
Foil	3'	3	S	1HE	PU	—	—	
Handaxe	2'	2	M	1HE	SL	—	15	+5 OB (vs. chain/scale/plate)
Hatchet	1.5'	2	S	1HE	SL	—	15	
Heavy Crossbow	4'	2	L	Mi	PU	—	50	RLF (250%) at -30; +30 OB at up to 25'
Javelin	4'	4	M	2H	PU	—	30	-10 OB; may melee from 5' away; +5 OB at up to 15' when thrown
Jo	(1H) 4.5'	4	M	1HC	CR	—	—	
	(2H) 4.5'	4	L	1HC	CR	—	—	
Lance	10'	7	H	2H	PU	CR(C)	—	
Light Crossbow	3'	2	S	Mi	PU	—	90	RLF(185%) at -35 OB; +20 OB at up to 45'
Long Bow *	6'	3	M	Mi	PU	—	100	RLF(90%) at -25 OB
Long Knife	1'	2	S	1HE	SL(C)	—	15	Alternative Crit: PU(C) at -5 OB
Long Sword	3'	3	L	1HE	SL	—	—	
Mace	2'	2	M	1HC	CR	—	—	
Main Gauche	1'	2	S	1HE	SL	—	—	+15 vs melee if not used to attack
Morning Star	2.5'	5	M	1HC	CR	PU(A)	—	+10 OB; take "B" crit if fumbled
Nunchaku	2.5'	5	M	1HC	CR	—	—	
Pole Arms	9'	4	L	2H	SL	PU	—	-5 OB
Pole Axe	8'	4	L	2H	SL	—	—	Alternative Crit: PU at -5 OB
Quarterstaff	6'	4	L	2H	CR	—	—	-10 OB
Rapier	4'	3	M	1HE	PU	—	—	
Saber	2.5'	3	M	1HE	SL	—	—	
Sai	1.5'	3	S	1HE	PU	—	—	+15 vs melee if not used to attack
Scimitar	3'	3	L	1HE	SL	—	—	-5 OB (vs. chain/scale/plate), +5 OB (vs. other)
Short Bow *	3'	3	S	Mi	PU	—	50	RLF(90%) at -15 OB
Short Spear	(1H) 5'	4	L	1HE	PU	—	20	-5 OB; +15 OB at up to 15' when thrown
Short Sword	2'	2	M	1HE	SL	—	—	-10 OB (vs. chain/scale/plate), + 10 OB (vs. other)
Shuriken	0.2'	3	T	Mi	PU(T)	—	5	
Sling	4'	4	S	Mi	CR(D)	—	50	RLF(90%) at -10 OB; may use with shield
Spear	(1H) 8'	4	L	1HE	PU	—	20	-5 OB; may melee from 5' away; +15 OB at up to 10' when thrown
	(2H) 8'	4	M	2H	PU	SL(A)	20	
Tiger Claw	1'	2	M	1HE	SL	—	—	
Tomahawk	1.5'	2	S	1HE	SL	—	—	
Tonfa	2'	4	M	1HC	CR	—	—	
Two-Handed Sword	5.5'	4	L	2H	SL	CR	—	
War Hammer	3'	2	M	1HC	CR	—	10	+5 OB; Alternative Crit: PU
War Mattock	3'	6	H	2H	CR	CR(B)	—	-10 OB; Alternative Crit: PU at -5 OB
Whip	8'	6	M	1HE	GR(C)	SL(A)	5	Short & Medium Range only, no range modifiers are applied.
Woodsman's Axe	3.5'	4	L	2H	SL	CR(B)	—	-5 OB (chain/scale/plate), +5 OB (other)

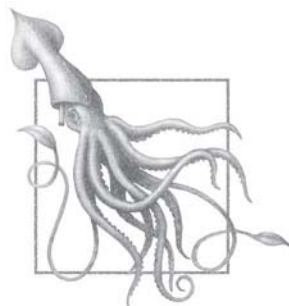


WEAPON STATISTICS - PART II						
1 HC - 1 Handed Concussion Attacks; 1HE - 1 Handed Edged Attacks; 2H - 2 Handed Weapons; Mi - Missile Attacks; Bolt - Bolt Attacks						
CR - Crush critical; GR - Grapple critical; PU - Puncture critical; SL - Slash critical; UB - Unbalance critical						
* - May not move with these weapons loaded and ready to fire. They may be carried in hand and fired as if reloading (penalty applies).						
# - All non-Missile weapons with a range, except for the whip, are treated as "thrown weapons" (for skill purposes) when used as missiles.						
Fumble Range (FR): if unmodified attack roll is less than or equal this number the attack fails and a roll must be made on the Fumble Table.						
Attack Size — The maximum amount of damage that may be done by an attack. Should an attack roll exceed the maximum for this Damage Cap, then the critical roll will be adjusted by +1 for every 5 points above the Damage Cap, to a maximum adjustment of +20 to the critical roll. These critical adjustments ignore the normal maximums that exist based on the critical severity.						
Attack Table — This is the attack table to use for this attack. See the top line for Attack Table abbreviations.						
Primary Crit — The type of critical delivered by the attack; a letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.						
Secondary Crit — If a critical higher than an "A" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is at least one step less severe than is indicated by the attack result. The same dice roll is used for both criticals. A letter in parentheses indicates the maximum critical that can be obtained (if none is listed it is "D").(e.g., an "E" result delivers a "D" secondary critical, a "C" delivers a "B" secondary critical, etc.).						
Base Range: This is used to determine the range of the weapon. Short Range receives no OB mod. Medium Ranges are at -25 OB. Long Ranges are at -50 OB, and attacks made within the Maximum Ranges are made at -75 OB.						
RLF(%): This stands for "Rapid Load & Fire" and represents a quick reloading and firing of a missile weapon as a single action. The notes for the missile weapon gives the activity percentage required for this action and the modifier to the character's OB.	Base Range	Short Range	Medium Range	Long Range	Maximum Range	Point Blank (PB): Is equal to 1/2 of the Short Range. The character receives a +10 modifier to targets within the PB range. Certain weapons may have additional PB range modifiers listed. These are added to the normal +10.
	2	1'-2'	3'-4'	5'-6'	7'-8'	
	3	1'-3'	4'-6'	7'-9'	10'-12'	
	5	1'-5'	6'-10'	11'-15'	16'-20'	
	10	1'-10'	11'-20'	21'-30'	31'-40'	
	15	1'-15'	16'-30'	31'-45'	46'-60'	
	20	1'-20'	21'-40'	41'-60'	61'-80'	
	30	1'-30'	31'-60'	61'-90'	91'-120'	
	40	1'-40'	41'-80'	81'-120'	121'-160'	
	50	1'-50'	51'-100'	101'-150'	151'-200'	
	60	1'-60'	61'-120'	121'-180'	181'-240'	
	75	1'-75'	76'-150'	151'-225'	226'-300'	
	90	1'-90'	91'-180'	181'-270'	271'-360'	
	100	1'-100'	101'-200'	201'-300'	301'-400'	

ANIMAL & NATURAL ATTACK TYPES				
Attack Type	(Abbreviation)	Attack Table	Primary Crit	Secondary Crit
Pincher/Beak	(Pi)	Tooth & Claw	SL	CR*
Bite	(Bi)	Tooth & Claw	PU	SL(C)
Claw/Talon	(Cl)	Tooth & Claw	SL	PU(B)*
Horn/Tusk	(Ho)	Tooth & Claw	PU	CR(C)*
Grapple/Grasp/Envelop/Swallow	(Gr)	Grappling & Unbalancing	GR	UB(C)
Ram/Butt/Bash/Knock Down/Slug	(Ba)	Grappling & Unbalancing	UB	CR(C)*
Stinger	(St)	Tooth & Claw	PU	CR(B)*
Tiny animals	(Ti)	Tooth & Claw	SL(T)	—
Trample/Stomp	(Ts)	Tooth & Claw	CR	CR*
Crush/Fall**	(Cr)	Tooth & Claw	CR	CR*
Martial Arts Strikes	(MaSt)	Tooth & Claw	ST	—
Martial Arts Sweeps & Throws	(MaSw)	Grappling & Unbalancing	UB	—
Martial Arts Wrestling & Grappling	(MaGr)	Grappling & Unbalancing	GR	—
Fist/Kick***	(Fi)	Tooth & Claw	UB(A)	—
Wrestling/Tackles***	(Wr)	Grappling & Unbalancing	GR(A)	—
CR - Crush critical; GR - Grapple critical; PU - Puncture critical; SL - Slash critical; ST - Strikes critical; UB - Unbalance critical				
* — For these attacks only "large" and "huge" attacks get the secondary critical listed above.				
** — If a character falls, this attack is rolled with the number of feet fallen added to the roll and the character's agility (only) subtracted. The size of the attack is based upon distance fallen: 1'-10' (Small), 11-50' (Medium), 51-100' (Large), over 100' (Huge).				
*** — These attack types are for untrained hand-to-hand attacks. The attacker's OB is his strength bonus plus his agility bonus.				
Primary & Secondary Crit — See the definitions given on the table, Weapon Statistics - Part II				

TOOTH & CLAW ATTACKS						
Roll	----- Metal -----		--- Leather ---		No	
	Plate	Scale	Chain	Reinf.	Soft	Armor
	----- Max Results - Huge Attacks -----					
146-150	24E	26E	27E	32E	36E	40E
141-145	22D	24D	25D	29E	33E	38E
136-140	20C	22C	23D	26D	30E	36E
	----- Max Results - Large Attacks -----					
131-135	18C	19C	20C	22D	25D	30E
126-130	16B	17B	18C	20C	23D	28E
121-125	14B	14B	15B	18C	20C	26D
	----- Max Results - Medium Attacks -----					
116-120	10B	10B	11B	14C	17C	20D
111-115	9A	10A	11B	13B	16C	19C
106-110	8A	9A	10A	12B	15B	17C
	----- Max Results - Small Attacks -----					
101-105	7A	8A	9A	11A	13B	15B
96-100	7T	7A	8A	10A	12A	14B
91-95	6T	7T	7T	9A	11A	13B
	----- Max Results - Tiny Attacks -----					
86-90	6T	6T	6T	8T	10A	12A
81-85	4	4T	5T	7T	9T	10A
76-80	3	3	4	5T	7T	9A
71-75	2	2	3	3	5T	8T
66-70	1	1	2	2	4	6T
61-65	0	0	1	1	2	5T
56-60	0	0	0	0	1	4
51-55	0	0	0	0	0	2
46-50	0	0	0	0	0	1
41-45	0	0	0	0	0	0
36-40	0	0	0	0	0	0
03-35	0	0	0	0	0	0
UM 01-02	----- Attack Failure -----					

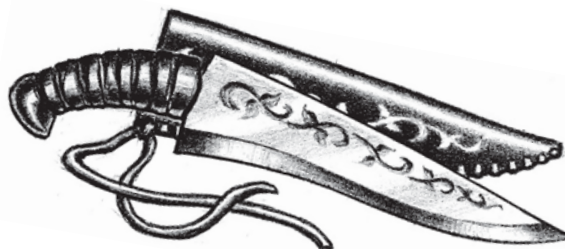
GRAPPLING & UNBALANCING ATTACKS						
Roll	----- Metal -----		--- Leather ---		No	
	Plate	Scale	Chain	Reinf.	Soft	Armor
	----- Max Results - Huge Attacks -----					
146-150	18E	22E	23E	27E	30E	33D
141-145	16E	19E	21E	25D	28D	30C
136-140	14E	17E	19D	22C	26D	28C
	----- Max Results - Large Attacks -----					
131-135	12D	14D	15D	18C	20D	22C
126-130	11D	12D	13D	16C	18C	20B
121-125	10D	11D	11C	14B	16C	18B
	----- Max Results - Medium Attacks -----					
116-120	8C	9C	10C	12B	14C	16B
111-115	7C	8C	9C	11B	13B	15A
106-110	6C	7B	8B	10A	12B	14A
	----- Max Results - Small Attacks -----					
101-105	5B	6B	7A	8A	10A	11A
96-100	5B	6A	6A	7A	9A	10T
91-95	4A	5A	5A	6T	8A	8T
	----- Max Result - Tiny Attack -----					
86-90	4A	4A	4A	5T	7T	7T
81-85	3A	4A	4A	4T	6T	5T
76-80	3A	3A	3T	2T	4T	4
71-75	2A	2T	2T	2	3	2
66-70	2T	2T	2	1	1	1
61-65	2T	2	1	1	0	0
56-60	2	1	1	0	0	0
51-55	1	1	0	0	0	0
46-50	1	0	0	0	0	0
41-45	0	0	0	0	0	0
36-40	0	0	0	0	0	0
03-35	0	0	0	0	0	0
UM 01-02	----- Attack Failure -----					



COMBAT MODIFIERS		
Criticals: T — Critical roll is modified by -50 A — Critical roll is modified by -20 B — Critical roll is modified by -10 C — Critical roll is modified by 0 D — Critical roll is modified by +10 E — Critical roll is modified by +20 The type of critical is determined by the specific weapon or animal attack being used.	Offensive Modifiers: +15 — Flank attack * +35 — Rear attack * +20 — Surprise Foe +20 — Foe stunned ** +30 — Foe down ** +50 — Foe prone ** -10 — Per 25% of hits taken -20 — Using off-hand -var. — Armor missile attack penalty §	Defensive Modifiers: +100 — Full "hard" cover ‡ +50 — Half "hard" cover ‡ +40 — Full "soft" cover ‡ +20 — Half "soft" cover ‡ * = only one mod at a given time. ** = only one mod at a given time. ‡ = not versus Base Attack spells

1-HANDED CONCUSSION ATTACKS						
Roll	----- Metal -----		--- Leather ---		No	
	Plate	Scale	Chain	Reinf.	Soft	Armor
	----- Max Results - Huge Attacks -----					
146-150	16E	20E	22E	20E	20E	23E
141-145	16D	19D	21E	19E	19E	22E
136-140	15D	18D	20D	18D	18E	21E
	----- Max Results - Large Attacks -----					
131-135	14C	17D	19D	17D	17D	19E
126-130	13C	16C	18C	16C	16D	18E
121-125	13B	15C	17C	15C	15C	17D
	----- Max Results - Medium Attacks -----					
116-120	12B	14B	16C	13C	14C	15D
111-115	11A	13B	15B	12C	13C	14D
106-110	10A	12A	14B	11B	12B	13C
	----- Max Results - Small Attacks -----					
101-105	10T	11A	13A	10B	11B	12C
96-100	9T	11T	12A	9B	10B	10B
91-95	8T	10T	11T	8A	9A	9B
	----- Max Results - Tiny Attacks -----					
86-90	8T	9T	10T	7A	8A	8B
81-85	7	8T	9T	6T	7A	6A
76-80	6	7	8	5T	6T	4A
71-75	5	6	7	4	5	3
66-70	5	5	6	3	3	2
61-65	4	4	5	2	1	0
56-60	3	3	4	1	0	0
51-55	3	3	3	0	0	0
46-50	2	2	1	0	0	0
41-45	1	1	0	0	0	0
36-40	1	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-08	----- Possible Fumble -----					

1-HANDED EDGED ATTACKS						
Roll	----- Metal -----		--- Leather ---		No	
	Plate	Scale	Chain	Reinf.	Soft	Armor
	----- Max Result - Huge Attack -----					
146-150	12E	16E	18E	22E	25E	30E
141-145	12D	15D	17D	21E	24E	28E
136-140	11C	14D	16D	20D	23E	27E
	----- Max Result - Large Attack -----					
131-135	11B	13C	15C	18D	22D	25E
126-130	10B	12C	14C	17D	20D	23E
121-125	9A	11B	13C	16C	19D	21E
	----- Max Result - Medium Attack -----					
116-120	9A	10B	13B	15C	18D	20D
111-115	8A	9A	12B	13C	17C	19D
106-110	8T	9A	11A	12B	15C	17D
	----- Max Result - Small Attack -----					
101-105	7T	8T	10A	11B	14C	15C
96-100	6T	8T	9T	10B	13B	14C
91-95	6T	7T	8T	9A	12B	13C
	----- Max Result - Tiny Attack -----					
86-90	5T	6T	7T	7T	10B	11B
81-85	5	5T	6T	6T	9A	10B
76-80	4	4	5	5T	7T	9A
71-75	3	3	4	3	5	5
66-70	3	3	3	2	3	2
61-65	2	2	2	1	1	0
56-60	2	1	1	0	0	0
51-55	1	1	0	0	0	0
46-50	1	0	0	0	0	0
41-45	0	0	0	0	0	0
36-40	0	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-08	----- Possible Fumble -----					

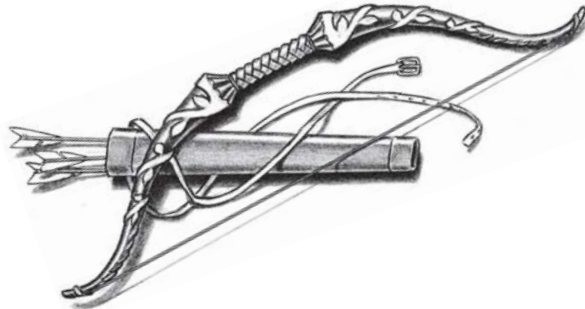


COMBAT MODIFIERS		
Criticals: T — Critical roll is modified by -50 A — Critical roll is modified by -20 B — Critical roll is modified by -10 C — Critical roll is modified by 0 D — Critical roll is modified by +10 E — Critical roll is modified by +20 The type of critical is determined by the specific weapon or animal attack being used.	Offensive Modifiers: +15 — Flank attack * +35 — Rear attack * +20 — Surprise Foe +20 — Foe stunned ** +30 — Foe down ** +50 — Foe prone ** -10 — Per 25% of hits taken -20 — Using off-hand -var. — Armor missile attack penalty \$	Defensive Modifiers: +100 — Full "hard" cover ‡ +50 — Half "hard" cover ‡ +40 — Full "soft" cover ‡ +20 — Half "soft" cover ‡ * = only one mod at a given time. ** = only one mod at a given time. ‡ = not versus Base Attack spells

2-HANDED WEAPON ATTACKS						
Roll	----- Metal -----		--- Leather ---		No	
	Plate	Scale	Chain	Reinf.	Soft	Armor
	----- Max Result - Huge Attack -----					
146-150	22E	28E	33E	40E	43E	48E
141-145	21E	26E	31E	37E	40E	45E
136-140	20D	24E	29E	34E	38E	42E
	----- Max Result - Large Attack -----					
131-135	19D	23D	28D	32E	36E	39E
126-130	17C	22D	26D	29D	33E	36E
121-125	16C	21C	24C	27D	31D	33E
	----- Max Result - Medium Attack -----					
116-120	15B	20C	22C	24D	29D	31E
111-115	14B	18B	20C	22C	27D	28E
106-110	13A	16B	18B	19C	24C	25D
	----- Max Result - Small Attack -----					
101-105	12A	15B	16B	17C	22C	22D
96-100	11T	13A	14B	14C	20C	19D
91-95	9T	11A	12A	12B	17C	16C
	----- Max Result - Tiny Attack -----					
86-90	8T	10T	11A	9B	15B	13B
81-85	7	9T	10T	7A	13B	10B
76-80	6	8	9T	5A	10A	8B
71-75	5	7	8	4T	8A	6A
66-70	4	6	7	3	6	3A
61-65	3	5	5	2	3	2
56-60	2	3	3	1	2	0
51-55	1	2	1	0	0	0
46-50	1	1	0	0	0	0
41-45	1	0	0	0	0	0
36-40	0	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-08	----- Possible Fumble -----					



MISSILE ATTACKS						
Roll	----- Metal -----		--- Leather ---		No	
	Plate	Scale	Chain	Reinf.	Soft	Armor
	----- Max Results - Huge Attacks -----					
146-150	15E	23E	25E	26E	26E	27E
141-145	14D	20E	23E	25E	25E	25E
136-140	13C	18D	22D	23D	23E	23E
	----- Max Results - Large Attacks -----					
131-135	12C	16D	20D	21D	22D	22E
126-130	11B	15C	19C	19D	20D	20D
121-125	11B	14C	17C	17C	19D	18D
	----- Max Results - Medium Attacks -----					
116-120	10A	14B	16B	15C	17C	16D
111-115	9A	12B	14B	13B	16C	15C
106-110	8A	10A	13B	12B	14B	13C
	----- Max Results - Small Attacks -----					
101-105	7T	8A	10A	10B	13B	11C
96-100	6T	7T	8A	9A	12B	10B
91-95	5T	5T	7T	7A	10A	8A
	----- Max Results - Tiny Attacks -----					
86-90	3T	4T	6T	5T	8T	7A
81-85	2	2	4T	3T	6T	6A
76-80	1	1	2	2	4T	4T
71-75	0	0	0	0	2	3T
66-70	0	0	0	0	0	1
61-65	0	0	0	0	0	0
56-60	0	0	0	0	0	0
51-55	0	0	0	0	0	0
46-50	0	0	0	0	0	0
41-45	0	0	0	0	0	0
36-40	0	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-08	----- Possible Fumble -----					



COMBAT MODIFIERS		
Criticals: T — Critical roll is modified by -50 A — Critical roll is modified by -20 B — Critical roll is modified by -10 C — Critical roll is modified by 0 D — Critical roll is modified by +10 E — Critical roll is modified by +20 The type of critical is determined by the specific weapon or animal attack being used.	Offensive Modifiers: +15 — Flank attack * +35 — Rear attack * +20 — Surprise Foe +20 — Foe stunned ** +30 — Foe down ** +50 — Foe prone ** -10 — Per 25% of hits taken -20 — Using off-hand -var. — Armor missile attack penalty \$	Defensive Modifiers: +100 — Full "hard" cover ‡ +50 — Half "hard" cover ‡ +40 — Full "soft" cover ‡ +20 — Half "soft" cover ‡ * = only one mod at a given time. ** = only one mod at a given time. ‡ = not versus Base Attack spells

Spell Statistics				
Spells	Attack Size	Pri. Crit	Sec. Crit	Special Modifications
Fire Bolt	L	HE	—	—
Ice Bolt	M	IM	CO	-10 vs. plate & reinforced leather
Lightning Bolt	H	EL	IM	+10 against chain/scale/plate.
Shock Bolt	T	EL	—	+10 against chain/scale/plate.
Water Bolt	S	IM	—	-5 vs. plate & reinforced leather
Cold Ball	—	CO	—	-10 on Ball Attack Table
Fire Ball	—	HE	—	—
CO — Cold critical; EL — Electricity critical; HE — Heat critical; IM — Impact critical				
Primary Crit — The type of critical delivered by the attack; a letter in parentheses indicates the max. critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.				
Secondary Crit — If a critical higher than an "B" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is one step less severe than is indicated by the attack result. (e.g., an "E" result delivers a "D" secondary critical, a "C" delivers an "B", etc.). Each critical is rolled separately.				
Criticals		Modifications:		
A --- Critical roll is modified by -20		+ Attacker's Offensive Bonus - Defender's Defensive Bonus		
B --- Critical roll is modified by -10		+ Caster's Level (only for Base Attack Spells)		
C --- Critical roll is modified by 0		+20 --- If target is at the center point (ball attacks only).		
D --- Critical roll is modified by +10		-5 --- Defender has shield (bolt attacks only)		
E --- Critical roll is modified by +20		-x --- Full Cover: -60 vs. EAR, -20 vs. BAR		
		-x --- Partial Cover: -30 vs. EAR, -10 vs. BAR		
		+/- --- GM decision or special item/skill/ability		
Note - Defender's DB against directed spells is their normal DB + any special modifiers (includes shield). Defender's DB against Ball attacks does not include shield.				
EAR - includes Directed Spells (i.e. bolt spells) and Elemental Area Attack Spells.				
Range Modifications		Bolts	Balls	Base Spells
Touch		+50	---	+30
0'-10'		+35	+35	+10
11'-50'		+0	+0	+0
51'-100'		-20	-20	-10
101'-200'		-40	-40	-20
201'-300'		-55	-55	-20
301' and up		-75	-75	-30

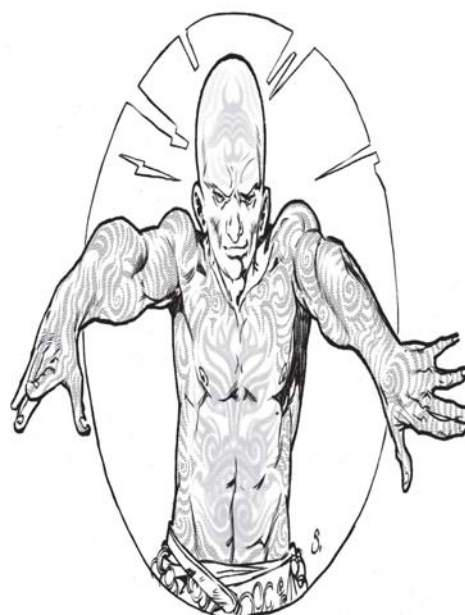
BASE SPELL ATTACK			
Roll	Metal Armor	Leather Armor	No Armor
UM 100	-90	-90	-90
UM 97-99	-65	-65	-65
93-96	-50	-45	-55
89-92	-45	-40	-50
85-88	-40	-35	-45
81-84	-35	-30	-40
77-80	-30	-25	-35
73-76	-25	-20	-30
69-72	-10	-15	-25
65-68	-5	-10	-20
61-64	-5	-5	-15
57-60	0	-5	-10
53-56	0	0	-5
49-52	+ 5	0	0
45-48	+ 10	+ 5	0
41-44	+ 15	+ 10	+ 5
37-40	+ 20	+ 15	+ 15
33-36	+ 25	+ 20	+ 20
29-32	+ 30	+ 25	+ 30
25-28	+ 35	+ 30	+ 35
21-24	+ 40	+ 35	+ 45
17-20	+ 45	+ 40	+ 50
13-16	F	+ 45	+ 60
09-12	F	F	+ 65
05-08	F	F	+ 70
03-04	F	F	F
UM 01-02	F	F	F

Note: The number results from this table are modifications for a Resistance Roll that must be by the target. An F indicates spell failure and requires a spell failure roll by the caster.

For Channeling Spells: If target is wearing leather armor, use the "no armor" column; if target is wearing plate, scale or chain, modify the attack roll by -10.

For Mentalism Spells: The column used is based on the target's head covering/helm.

RESISTANCE ROLLS											
Target Level	Attack Level *										
	1	2	3	4	5	6	7	8	9	10	11+
1	50	55	60	65	70	73	76	79	82	85	**
2	45	50	55	60	65	68	71	74	77	80	**
3	40	45	50	55	60	63	66	69	72	75	**
4	35	40	45	50	55	58	61	64	67	70	**
5	30	35	40	45	50	53	56	59	62	65	**
6	27	32	37	42	47	50	53	56	59	62	**
7	24	29	34	39	44	47	50	53	56	59	**
8	21	26	31	36	41	44	47	50	53	56	**
9	18	23	28	33	38	41	44	47	50	53	**
10	15	20	25	30	35	38	41	44	47	50	**
11+	***	***	***	***	***	***	***	***	***	***	***
Modifications to the Resistance Roll:											
+ Target's appropriate RR bonus.											
(-90) - (+70) -- Modification resulting from the base attack roll.											
-50 -- Willing Target											
* For spells the attack level is the caster's level.											
** For attacks from level 11-15, add 2/lvl and for attacks above level 15, add 1/lvl.											
*** For defenders level 11-15, subtract 2/lvl and for defenders above level 15, subtract 1/lvl.											
To resist the target's RR must be greater than or equal to the number given above											



BOLT SPELL ATTACKS						
Roll	----- Metal -----		--- Leather ---		No	
	Plate	Scale	Chain	Reinf.	Soft	Armor
	----- Max Result - Huge Attack -----					
146-150	18E	20E	22E	22E	31E	36E
141-145	17D	18D	20E	20E	30E	34E
136-140	16D	17D	18D	19E	28E	32E
	----- Max Result - Large Attack -----					
131-135	15C	16C	17D	18E	26E	30E
126-130	14C	15C	16D	17D	24E	28E
121-125	13C	14C	15C	16D	22D	26E
	----- Max Result - Medium Attack -----					
116-120	12C	13C	14C	15C	20D	24D
111-115	12B	13B	13C	14C	18C	22D
106-110	11B	12B	12C	13C	16C	20C
	----- Max Result - Small Attack -----					
101-105	10B	10B	11B	12C	14C	18C
96-100	10A	10A	10B	11B	12C	16C
91-95	9A	9A	9B	10B	10B	15C
	----- Max Result - Tiny Attack -----					
86-90	9A	9A	8A	9B	8B	14B
81-85	8A	8A	7A	8A	7B	13B
76-80	8A	8A	6A	7A	6B	12B
71-75	7A	7A	5A	6A	5A	11B
66-70	7	7	4A	5A	4A	10A
61-65	6	6	3	4	3	8A
56-60	5	5	2	2	2	6
51-55	4	4	2	1	1	4
46-50	3	3	1	0	1	0
41-45	2	2	1	0	0	0
36-40	1	1	0	0	0	0
03-35	0	0	0	0	0	0
UM 01-02	F	F	F	F	F	F

BALL ATTACK						
Roll	----- Metal -----		--- Leather ---		No	
	Plate	Scale	Chain	Reinf.	Soft	Armor
UM 100	24E	26E	28E	30E	32E	34E
UM 97-99	24D	25D	27D	29E	31E	33E
93-96	23C	24D	26D	28D	29D	31E
89-92	22C	23C	25D	26D	28D	29D
85-88	20C	22C	23C	25D	26D	27D
81-84	19C	21C	22C	23C	24C	25D
77-80	18B	20C	20C	21C	22C	23D
73-76	17B	18B	19C	20C	20C	21C
69-72	16B	17B	18B	18C	18C	19C
65-68	15B	16B	16B	17B	17B	16C
61-64	14A	15B	15B	15B	15B	14C
57-60	12A	13A	13B	13B	13B	12B
53-56	11A	12A	12A	12B	11B	10B
49-52	10A	11A	11A	10A	9A	8B
45-48	9	10A	7A	8A	7A	6B
41-44	8	8	8A	7A	6A	4A
37-40	7	7	6	5A	4A	2A
33-36	5	6	5	4	2	1A
29-32	4	5	3	2	1	0
25-28	3	3	2	1	0	0
21-24	2	2	1	0	0	0
17-20	1	1	0	0	0	0
13-16	0	0	0	0	0	0
09-12	0	0	0	0	0	0
05-08	F	F	F	F	F	F
UM 01-04	F	F	F	F	F	F



COMBAT CRITICALS				
	Crush Criticals	Slash Criticals	Puncture Criticals	Strike Criticals
-49-05	Weak grip. No extra damage. +0	Weak strike yields no extra damage. +0.	Glancing blow. No extra damage. +0	Um... Did you actually touch him? +0 hits. Zip.
06-20	Minor fracture of ribs. +5 Hits. -5 to activity.	Minor calf wound. 1 hit per rnd.	Glancing blow to side. +3 hits.	Arm strike. +2 hits. -5 to activity for 2 rnds.
21-35	Blow to side. +4 hits. -40 to activity for 1 rnd.	Blow to upper leg. +5 hits. If no leg armor: 2 hits per rnd.	Thigh strike. +3 hits. If no leg armor: 3 hits per rnd.	Leg strike. +4 hits. If no leg armor: +7 hits & stunned 1 rnd.
36-50	Blow to forearm. +5 Hits. Stunned 1 rnd.	Minor chest wound. +3 hits. 1 hit per rnd. -5 to all actions.	Minor forearm wound. +2 hits. Stunned 1 rnd.	Chest strike. +5 hits. -10 to actions for 2 rnds.
51-65	Blow to shield shoulder breaks shield. If no shield: shoulder broken, arm useless.	Minor forearm wound. +4 hits. 2 hits per rnd. Stunned 1 rnd.	Strike along side of chest. 1 hit per rnd. Stunned 1 rnd.	Blow to shield arm. +5 hits. Shield torn away. If no shield: +8 hits and stunned 2 rnds.
66-79	Blow breaks bone in leg. +12 hits. -40 to actions. Stunned 2 rnds.	Medium thigh wound. +6 hits. 1 hit per round. -10 to activity. Stunned 2 rnds.	Strike to lower leg. Tendons torn. +3 hits. -25 to actions. Stunned 1 rnd.	Elbow strike. Forearm numb. Foe drops weapon. He takes +8 hits and is at -10 for 10 rnds.
80	Strike to forehead. +30 hits. Stunned 24 rnds. If no helm: a 1 month coma results.	Neck strike severs carotid artery. Neck broken. Dies in 1 round of intense agony.	Strike to neck. Nerves and blood vessels severed. Dies of a massive heart failure.	Brutal hip strike. Knocked down. Tendons torn and joint crushed. Leg useless. -80 to activity.
81-86	Blow breaks weapon arm. Arm useless. Tendon damage. +8 hits. Stunned 2 rnds.	Slash muscle and tendons in weapon arm. Arm useless. +10 hits. 1 hit per rnd.	Strike to weapon arm. Bone broken. +10 hits. Stunned 3 rnds.	Hard strike! Foe drops anything carried in hands. Stunned 3 rnds. +10 Hits
87-89	Shatter knee. +9 hits. -60 to activity. Knocked down and stunned for 3 rnds.	Destroys one eye. +10 hits. Stunned for 30 rnds.	Strike through lower leg. Sever muscle. -50 to activity. Stunned 3 rnds.	Side strike knocks foe prone. Foe takes +10 Hits and is stunned 6 rnds.
90	Blow to back of neck paralyzes from the shoulders down. +25 hits. Foe stunned 4 rnds.	Disemboweled, dies instantly. 25% chance your weapon is stuck in opponent for 2 rnds.	Strike through both lungs. Drops and passes out. Dies in 6 rnds.	Inspired back strike. Foe knocked 10 feet and onto face. Paralyzed from waist down.
91-96	Unconscious for 4 hours due to blow to side of head. If no helm: skull crushed. +20 hits.	Knocked out for 6 hours with a strike to side of head. +15 hits. If no helm: dies instantly.	Strike to side of head. Knocked out for 6 hours. +10 hits. If no helm: dies instantly.	Hard head strike. Knocked back 10' and stunned 6 rnds. If no helm: out cold for 24 hours.
97-99	Blast to chest sends ribcage through lungs. Drops and dies in 6 rounds. Vicious.	Sever lower leg. 20 hits per round. Drops and lapses into unconsciousness.	Strike through neck breaks backbone and severs spine. Paralyzed from the neck down.	Totally awesome strike! Knocked to knees. If using weapon: it is back 10'. Stunned 15 rnds.
100	Blow to jaw. Drives bone into brain. Dies instantly.	Slash side. Down, out and dies in 3 rnds due to massive internal organ damage.	Strike through eye. Dies instantly. A lovely sight to see.	Upper chest strike. Knocked 10'. Fall and break both arms. A 2 month coma results.
101-106	Blow breaks hip. +15 hits. -75 to activity. Knocked down and stunned 3 rnds.	Major abdominal wound. +10 hits. 8 hits per rnd. -10 to actions. Stunned 4 rnds.	Major abdominal wound. +10 hits. 6 Hits per rnd. -20 to actions. Stunned 4 rnds.	Blow breaks leg. +12 hits. -50 to actions. Stunned 1 rnd.
107-109	Neck strike crushes throat. Cannot breath and stunned for 12 rnds. Poor fool then expires.	Sever weapon arm. 15 hits per round. Down and unconscious immediately.	Nailed in lower back. Down and out. Dies from internal bleeding and shock in 6 rnds.	Strike to head. +12 hits. Stunned 6 rnds. If no helm: a 4 week coma results.
110	Crushes hip. +35 hits. Stunned for 2 rnds. Active for 4 rnds, but then dies of nerve failure.	Impaled in heart. Dies instantly. Heart destroyed. 25% chance your weapon is stuck in foe 3 rnds.	Shot through heart. Reels 10' to a spot suitable for dying. Weapon stuck in spinning victim for at least 3 rnds.	Savage blow to head. Knocked down. Dies in 12 rounds due to internal hemorrhaging .
111-116	Shatter elbow in weapon arm. Arm useless. Stunned 5 rnds.	Sever hand. 12 hits per round. Knocked down and stunned for 6 rnds.	Strike through leg. Artery severed. Down and out. 12 hits per rnd.	Awesome side shot. Lower leg broken. Stunned 7 rnds. -40 to actions.
117-119	Blow to side crushes chest cavity. Foe drops immediately and dies in 3 rnds.	Sever spine. Collapses like puppet with strings cut. +20 Hits. Paralyzed from neck down,	Strike to kidneys. +9 hits. Down and dies after 6 rnds of very intense agony. Sad.	Blow to shield shoulder. Stunned 9 rnds. -20 to actions. If no shield: out cold & arm shattered.
120	Blast to chest area. Destroy heart. Dies immediately. +25 hits. Fine work.	Strike to head destroys brain & makes life difficult for the fool. Expires in a heap, immediately.	Shot through both ears. Hearing impaired, dies instantly. Awesome shot.	Frightening strike to temple. Foe's head spins completely around. Dies instantly.
	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical

ELEMENTAL CRITICALS				
	Heat Criticals	Cold Criticals	Electricity Criticals	Impact Criticals
-49-05	Hot air. +0 hits.	Cool breeze. +0 hits.	Hair stands up. +0 hits.	Not even a scratch. +0 hits.
06-20	Strong heat, little effect. +3 hits.	Cold blast. +3 hits. If no cloak or armor: stunned 1 rnd.	Light charge. +3 hits. If metal armor: stunned 1 rnd.	Grazing shot. +5 hits.
21-35	Minor burns. +8 hits. 1 hit per rnd.	Frosty "burn". +7 hits. 1 hit per rnd.	Explosion of light. Stunned 1 rnd.	Staggered by strike to side. +10 hits. Stunned 1 rnd.
36-50	Blinded by hot smoke. +12 hits. Stunned 1 rnd.	Mild frostbite. +5 hits. 2 hits per rnd and -10 to actions.	Medium charge. +6 hits. -5 to actions. If metal armor: stunned 2 rnds.	Strike to shoulder. Spun about. Reel backwards 10'. +12 hits. If no armor: stunned 2 rnds.
51-65	Clothing catches on fire. +12 hits. Takes 2 rnds to extinguish the fire. +8 hits each alight rnd.	Cold strike to back. +9 hits. 2 hits per rnd. Stunned 2 rnds. All wood on back is useless & brittle.	Heavy charge. +9 hits. -10 to actions. Stunned 1 rnd. If metal armor: stunned 3 rnds.	Strike to leg. Knocked down. +8 hits. If no leg armor: stunned 2 rnds.
66-79	Knocked down by fiery blast. Any organic foot and calf covering destroyed. If no hits.	Low blast. Stunned 1 rnd. Foot covering destroyed. If no foot covering: frostbite, -30 to actions.	Strike to shield arm. +12 hits. -20 to actions. If metal armor and no shield: out for 1 day.	Blast to shield arm. +10 hits. Shield is destroyed. If no shield: arm broken, stunned 3 rnds.
80	Blast to head. Face horribly scarred. Knocked out. +15 hits. 5 hits per rnd. If no helm: 1 month coma results.	Icy blast to head. A month long coma (and head cold) results. Loses nose as a result of severe frostbite and shock.	Strike to side devastates nervous system. Severe shock results. Victim is a living vegetable for 1 month.	Strike to head. +12 hits. Helm is shattered. Knocked down and out for 1 day. If no helm: skull fractured, dies in 3 rnds.
81-86	Fire engulfs back. Knocked down. All organic material on back destroyed. 2 hits per rnd. Stunned 1 rnd.	Strike to leg. Knocked down. Stunned for 3 rnds. If no leg armor: frostbite, lower leg useless and -40 to actions.	Strike to weapon arm. Muscle and cartilage mangled. Arm is useless. 2 hits per rnd. Stunned 6 rnds.	Blow to upper leg. Muscles torn. +15 hits. -10 to actions. If no leg armor: -20 to actions and stunned 3 rnds.
87-89	Strike to head. Blinded for 6 rnds. Any organic head covering destroyed. If no helm: head hair destroyed.	Strike to neck and collar area. Knocked out. Lose outer ear. If no neck armor: neck is frozen and dies in 9 inactive rnds.	Permeated by electricity. Entire nervous system rearranged. Drops and lies in shock for 12 rnds before dying.	Blast to collar area. +12 hits. Stunned 5 rnds. Cannot speak for 1 week. If no neck armor: voice loss is permanent.
90	Head becomes a charred stump. Sadly, foe dies instantly due to this unacceptable condition.	Blast freeze-dries head. Dies in 2 rnds. Skull and brain are brittle and lifeless.	Brain is fried. If leather helm: it is destroyed and a 2 week coma results. If not: dies instantly.	Strike to neck. Paralyzed from the shoulders down. +20 hits. Foe is in a melancholy mood.
91-96	Shield arm fried. Any shield is destroyed along with hand. Stunned 5 rnds. If no shield: loses arm and knocked out.	Thigh iced. Broken bone and frostbite. 5 hits per rnd. -30 to actions. Stunned for 4 rnds.	Chest strike. If metal armor: it becomes fused and immobile. If not: knocked out for 6 hours.	Blow to knee. Knee dislocated. Cartilage and tendons ripped. +15 hits. -50 to actions. Stunned 9 rnds.
97-99	Upper leg burn. Use of leg lost due to tissue damage. 3 hits per rnd. -60 to actions. Stunned for 6 rnds.	Side strike freezes and shatters pelvis. Dies in 12 rnds due to shock and nerve damage.	Electrifying experience. Massive shock and surface burns to brain. Passes out and dies in 6 rnds.	Strike abdomen. +18 hits. Stunned 12 rnds. If no abdomen armor: dies in 6 rnds due to destroyed organs.
100	Blast to neck fuses vertebrae and unites skin with clothing. Paralyzed permanently. +25 hits.	Head strike. Eyes are frozen. A 3 week coma results. Paralyzed from the neck down.	Sparks fly wildly. Instant death provides all with a fine light show.	Blast to head fractures skull. A 3-week coma results. If no helm: dies immediately.
101-106	Blast to leg. 2 hits per rnd. -20 to actions. If no leg armor: massive tissue damage, -70 to actions.	Blast freezes both hands. Loses use of both arms for 1 hour. 6 hits per rnd. Stunned 5 rnds.	Strike face. Loses nose. Stunned 8 rnds. Blinded 2 weeks. If no helm: knocked down as well.	Jaw broken. Cannot speak or eat solid food until healed. +15 hits. -10 to actions. Stunned 7 rnds.
107-109	Head strike. If helm: blinded for 2 weeks. If not: dies in 6 rnds due to shock & brain damage.	Heart and lungs suddenly frozen. Dies in 6 inactive rnds of shock and suffocation.	Chest strike destroys heart/lungs. If metal armor: it is fused, & dies in 6 rnds. If not: dies instantly.	Blow to side. Bone is driven into kidneys, dies in 6 rnds.
110	Midsection vaporized. Cut in half and dies. Clothing, armor, and all items destroyed.	Massive strike shatters chest and freezes precious bodily fluids. Dies in 3 rnds.	Head is no longer available for use. Smoke and ozone surround the lifeless body.	Disrupt chest. Lungs and heart explode from impact. Dies instantly. Very messy.
111-116	Blast to chest. Any chest armor destroyed. +12 hits. Stunned 3 rnds. If no chest armor: knocked down, 6 hits per rnd.	Icy blast to upper chest. Knocked down and out. If no chest armor: dies in 10 rnds due to a cold, cold heart.	Abdomen strike. Stunned 7 rnds. 6 hits per rnd. If no armor over abdomen: dies of shock and bleeding in 12 rnds.	Spun by blow. Knocked down. Breaks both arms. -60 to actions. Stunned 3 rnds.
117-119	Fire engulfs foe. Dies of shock & nerve damage in 6 rnds. +25 hits.	Frozen into a lifeless statue - well preserved, but quite dead.	Chest strike cuts foe in half. Charge extends 10' giving an "A" critical to anyone in the way.	Blast shatters skull into thousands of particles. Dies instantly. Nice shot!!
120	All that remains are charred bits of teeth and bone.	Frozen solid, then shatters into thousands of pieces after being slammed into the ground.	Charge disrupts cell structure. Entire body turned to dust.	Blast annihilates entire skeleton. Reduced to a gelatinous pulp. Try a spatula.
	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical

MISCELLANEOUS CRITICALS				
Roll	Unbalancing Criticals	Grappling Criticals	Large Physical Criticals	Large Spell Criticals
-49-05	Fairly weak. +0 hits. Zip.	An opportunity lost.	+10 hits. Your weapon breaks in half. You are upset.	Size of creature awes you. +0 hits.
06-20	Arm strike. +2 hits. -5 to activity for 2 rnds.	Passing strike. +2 hits.	+6 hits.	+5 hits.
21-35	Leg strike. +4 hits. If no leg armor: +7 hits & stunned 1 rnd.	Attack fended off. +3 hits. If arm armor: stunned 1 rnd.	+12 hits.	+8 hits.
36-50	Chest strike. Knocked back 3'. +5 hits. -10 to actions for 2 rnds.	Attack to upper leg. Spun about, but breaks loose. Stunned 1 rnd.	+18 hits.	+10 hits.
51-65	Blow to shield arm. +5 hits. Shield torn away. If no shield: +8 hits and stunned 2 rnds.	Shield arm entangled. If shield: -50 to all actions until dropped. If no shield: -50 to all actions.	Staggered by strong blow. +20 hits. -10 to activity. Stunned 2 rnds.	+12 hits.
66-79	Elbow strike. Forearm numb. +8 hits. Drop weapon. -10 to actions for 10 rnds.	Weapon arm grasped. Disarmed & wrist sprained. Stunned 2 rnds. -25 to actions.	Fine leg strike. +18 hits. 5 hits per rnd. -20 to activity. Stunned 3 rnds.	+15 hits.
80	Brutal hip strike. Knocked down. Tendons torn and joint crushed. Leg useless. -80 to activity.	Both legs entangled. Down and knocked out. +9 hits.	Well placed strike to neck severs the jugular. +15 hits. Dies in 6 rnds, but may act at -60 until then.	Unbalanced by blast. +15 hits. Stunned 2 rnds.
81-86	Shot to side. Knocked 5' to the side. Drop anything carried in hands. Stunned 3 rnds.	Weapon arm grappled. Ligaments torn & muscle pulled. Disarmed and stunned 3 rnds. -40 to activity.	Hard blow. +25 hits. 3 hits per rnd due to light wound. -10 to actions. Stunned 2 rnds.	Staggered by strong blast. +20 hits. Stunned 1 rnd.
87-89	Side strike. Stumble clumsily to an embarrassingly prone position. Stunned 6 rnds.	Fully entangled & immobilized. Knocked down, but still conscious. No actions possible.	Strike severs artery in leg. May act at -30 to actions for 4 rnds, then drops and dies after 6 rnds.	Strike to leg. +15 hits. -20 to actions. Stunned 2 rnds.
90	Inspired back strike. Knocked flying 10 feet and onto face. Paralyzed from waist down.	Vicious hold around neck. Knocked out. Sprained neck: -60 to actions.	Sever a vein in forelimb. +20 hits. Stunned for 6 rnds, then falls dead.	Blast into mouth. Knocked down. A month-long coma results. +30 hits.
91-96	Hard head strike. Knocked back 10' and stunned 6 rnds. If no helm: out cold for 24 hours.	Head grappled. Stunned 9 rnds. If no helm: coma results from a fractured skull.	Strike to leg. +15 hits. -20 to activity. 2 hits per round. Stunned 3 rounds.	Spun about by blast. Off balance. +18 hits. -10 to actions. Stunned 1 rnd.
97-99	Totally awesome strike! Knocked to knees. If using weapon: it is back 10'. Stunned 15 rnds.	Both arms entangled and pinned to chest. Arms may not be moved until removed. -75 to actions.	Strike to head. Skull fracture. +30 hits. Knocked out. Fine shot.	Side strike. +25 hits. -20 to actions due to broken ribs. Stunned 3 rnds.
100	Upper chest strike. Knocked 10'. Fall and break both arms. A 2 month coma results.	Neck grappled. If neck armor: -60 to actions due to neck sprain and stunned 3 rnds. If not: dies from broken neck.	Instant death heart strike. Weapon stuck and trapped under body. Chance that weapon breaks is 60% - weapon's bonus.	Strike to midsection. Bladder destroyed. Dies in 4 rnds, but is fully active until then. What is that smell?
101-106	Blow breaks leg. +12 hits. -50 to actions. Stunned 1 rnd.	Chest grasped. Ribs broken. Stunned 5 rounds. -10 to actions.	Shatter weapon arm shoulder. +15 hits. Stunned 3 rnds. Arm is quite useless.	Head strike. Momentarily confused. +20 hits. Stunned 2 rnds.
107-109	Strike to head. Knocked 10' back. +9 hits. Stunned 6 rnds. If no helm: a 4 week coma results.	Legs entangled & completely immobilized. Fall and break weapon arm. Disarmed and knocked out. +20 hits.	Vicious crossing strike. Blinded and upset. Stunned 2 rnds, but then the poor brute can blunder around.	Blast buckles leg. Severe thigh wound. +25 hits. Dies in 5 rnds due to nerve damage, but is fully active until then.
110	Savage blow to head. Knocked down. Dies in 12 rounds due to a severed vein.	Neck grappled. If neck armor: disarmed & stunned 5 rnds. If not: dies in 6 rnds.	Cheeky Strike kills immediately. But the weapon is stuck in the bone for 2 rnds.	Vicious blast. Neck crunched and spine severed. Drops and dies in 3 rnds.
111-116	Awesome side shot. Knocked 5'. Lower leg broken. Stunned 7 rnds. -40 to actions.	Foot entangled. Stumble, fall, break weapon, so sad. Stunned 2 rounds. If no chest armor: take a "D" crush crit.	Strike to chin. Jaw shattered. Knocked out. +60 hits. A one-month coma results.	Strike to eyes. Blinded for 2 rounds. +15 hits. -20 to actions.
117-119	Blow to shield shoulder. Stunned 9 rnds. -20 to actions. If no shield: out cold & arm shattered.	Both legs wrapped up. Tumbles to ground & knocked out. -80 to actions due to a broken arm and ankle. +20 hits.	Strike through the eye. Dies instantly and falls upon attacker, who then takes 20 hits and is pinned for 6 rnds.	Strike to body destroys a variety of organs. Dies in 3 rnds, but the ignorant lummox is fully active until then.
120	Frightening strike to temple. Knocked back 20'. Dies instantly. Not nice.	Windpipe crushed. Dies instantly due to massive shock and savage asphyxiation.	Strike through ear destroys brain. The brute dies instantly, but with a clean ear.	Superb strike drives rib through heart. Drops and dies in 6 agonizing rnds.
	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -20 - Normal Weapon -10 - Magic Weapon +0 - Mithril Weapon +10 - Holy Weapon +20 - Slaying Weapon -20 - Against Super Large	-50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical

ADDITIONAL CRITICALS				
	Acid Criticals	Magic Criticals	Holy Criticals	Slaying Criticals
-49-05	Was that water? +1 hit.	Oh! Pretty sparkles. +1 hit.	Perhaps a bit more prayer would work. +1 hit.	Not even enough to call a scratch. +4 hits.
06-20	It doesn't burn, it tickles! +3 hits.	Foe washed in pretty colors. +4 hits.	You aren't having a crisis of faith are you? +4 hits.	Foe realizes that you are a threat. +7 hits and at -5.
21-35	Looks like foe has a rash. Got any ointment? +5 hits and at -5.	Foe's side is struck by the raw magical energy. +8 hits, bleeding 1 hit/rnd, and at -10.	You revel in the glory of your deity as you strike. +7 hits and at -5.	See? Practice does help! +21 hits, stunned 3 rnds, bleeding 2 hits/rnd and at -20.
36-50	Foe is covered in nasty red splotches. +7 hits, and at -10.	Solid strike pushes foe back 10'. +9 hits, stunned 1 rnd, bleeding 1 hit/rnd, and at -10.	Foe refuses to repent his wicked ways. +8 hits, stunned 1 rnd, and at -10.	Solid strike has unsettled foe. +25 hits, stunned 4 rnds, bleeding 3 hits/rnd and at -25.
51-65	Foe's nerves are jangled. +9 hits, and is at -15. 1 hit/rnd if metal armor, else 2 hits/rnd.	Strike leg with blast of color. +10 hits, stunned 1 rnd, bleeding 2 hits/rnd and at -15.	Foe is afraid of your righteous attack. +10 hits, stunned 1 rnd, bleeding 1 hit/rnd and at -10.	Foe is really in pain now. +29 hits, stunned 5 rnds, bleeding 3 hits/rnd and at -25.
66-79	Hit by a wave of pain, any organic leg coverings destroyed. +10 hits, bleeding 2 hits/rnd and is at -15.	Kaleidoscopic burst pummels shield arm. +8 hits and at -10. If no shield: +12 hits, stunned 1 rnd, bleeds 2 hits/rnd and at -15.	You bring him to his knees. Stunned 1 rnd. If leg armor: +7 hits and at -10. No armor: +11 hits, bleeds 2 hits/rnd and at -15.	In-between his cries of pain, foe is shouting curses at you. +32 hits, stunned 6 rnds, bleeding 4 hits/rnd and at -30.
80	Foe is unconscious with gobs of flesh falling off his body. +30 hits. If helm, coma for 1 month. If no helm: dead in 9 rnds.	With just a flash of color and a whimper, foe collapses and dies in 10 rnds as the magic plays havoc with his insides.	Foe is enveloped in ripples of divine power. He is paralyzed for the 9 rnds that this takes to kill him.	Foe collapses to the ground, convulses for 3 rounds, and then dies.
81-86	Ouch! That hurts! All organic material on back is destroyed. +11 hits, stunned 1 rnd, bleeding 3 hits/rnd, and is at -20	Rainbow attack smacks foe hard. +13 hits, stunned 2 rnds, bleeding 3 hits/rnd and at -20.	You call upon the divine wrath of your deity with this attack. +12 hits, stunned 2 rnds, bleeding 2 hits/rnd and at -20.	Foe is beginning to worry about his ultimate fate. +36 hits, stunned 6 rnds, bleeding 5 hits/rnd and is at -30.
87-89	Splash to the head! If helm: +12 hits, stunned 2 rnds, bleeding 3 hits/rnd. If no helm: foe is blinded.	Foe hammered by colorful burst. +14 hits, stunned 2 rnds, and at -20. Foe loses his voice for a week.	You smite your foe and leave him gasping for breath. +13 hits, stunned 2 rnds, bleeding 3 hits/rnd and at -20.	Your weapon hisses as it connects with foe's skin. +39 hits, stunned 7 rnds, bleeding 5 hits/rnd and is at -40.
90	Foe inadvertently inhales a large dose of acid. He dies after 6 helpless rnds of coughing up gouts of blood.	Foe collapses writhing in pain as the tendrils of magical energy strip foe of all vitality and life over 6 rnds.	Writhing tendrils of divine power drains foe of life. He can only whimper until death claims him in 7 rnds.	Foe screams in pain as his body is wreathed in an other-worldly light for the 2 rounds that it takes for him to die.
91-96	Shield arm strike! +13 hits, stunned 3 rnds, bleeds 4 hits/rnd, and is at -25. If no shield: lose arm and knocked out.	Foe screams as he is pierced by shaft of sparkling color. +15 hits, stunned 2 rnds, bleeding 4 hits/rnd, and at -25.	Solid strike! +14 hits, stunned 3 rnds, bleeding 3 hits/rnd and at -25.	You see real fear in foe's eyes now. +43 hits, stunned 8 rnds, bleeding 7 hits/rnd and is at -40.
97-99	Liquid scorching on leg. +14 hits, stunned 3 rnds, bleeding 5 hits/rnd, and at -30.	A way to make new friends, this is not. +17 hits, stunned 3 rnds, bleeding 4 hits/rnd and at -25.	You deftly bypass foe's guard to make this strike. +15 hits, stunned 3 rnds, bleeding 4 hits/rnd and at -25.	Solid hit sends foe reeling. +46 hits, stunned 9 rnds, bleeding 7 hits/rnd and is at -45.
100	Foe screams in helpless agony as he melts and dies in 3 rounds.	Foe screams helplessly as the magical energy coruscates back and forth for the 4 rnds it takes him to die.	Foe bursts into a pillar of righteous flame that consumes him over the course of 5 inactive rnds.	Ashes! Ashes! We all fall down! Well, at least the foe does. He is quite dead.
101-106	Acid destroys chest armor. +17 hits, stunned 5 rnds, bleeding 6 hits/rnd, and is at -30.	Sparkling bolt breaks jaw. +19 hits, stunned 4 rnds, bleeding 5 hits/rnd, and at -30.	Your deity must be guiding your aim. +18 hits, stunned 4 rnds, bleeding 5 hits/rnd and at -30.	Smooth strike & perfect follow up. +54 hits, stunned 10 rnds, bleeds 8 hits/rnd and is at -50.
107-109	Searing splash takes a toll on foe's health and dignity. +19 hits, stunned 5 rnds, bleeding 7 hits/rnd, and is at -40	A dangerous assault pounds foe. +22 hits, stunned 4 rnds, bleeding 6 hits/rnd and at -35.	Foe is beginning to see the light, the one at the end of the tunnel. +20 hits, stunned 5 rnds, bleeding 6 hits/rnd and at -40.	Your weapon seems to know just where to strike. +61 hits, stunned 11 rnds, bleeding 9 hits/rnd and is at -55.
110	What a mess! Foe is helpless for the 1 rnd it takes for his flesh to melt and he dies. Ugh!	Foe is consumed, over the course of 2 inactive rnds, by a scintillating pillar of magical energy.	With faith as your weapon, foe cannot stand against you. He dies writhing in agony after 3 rnds.	Foe is caressed by the hand of death. He drops to the ground, stone dead.
111-116	A huge chunk of flesh just falls off. +21 hits, stunned 7 rnds, bleeding 8 hits/rnd, and is at -45.	Foe is staggered by your magical assault. +25 hits, stunned 5 rnds, bleeding 7 hits/rnd and at -40.	An inspiring strike. +23 hits, stunned 6 rnds, bleeding 7 hits/rnd and at -45.	Good shot! Now finish him off. +68 hits, stunned 12 rnds, bleeding 11 hits/rnd and is at -60.
117-119	Every nerve in foe's body feels like it is on fire. +23 hits, stunned 9 rnds, bleeding 9 hits/rnd, and is at -50	Foe is mangled by the assault. +27 hits, stunned 6 rnds, bleeding 8 hits/rnd and at -45.	Your eyes blaze with holy power as you strike. +25 hits, stunned 7 rnds, bleeding 8 hits/rnd and at -50.	Excellent Strike! +75 hits, stunned 15 rounds, bleeding 12 hits/rnd and is at -75.
120	Got a sponge? Foe is dead and puddled.	Foe explodes in a shower of iridescent sparks. How pretty! Instant Death.	Foe's face alights in rapture just before his husk turns to ash and crumbles to the ground.	Foe gives a sudden gasp as he goes to meet his maker. Instant Death.
	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical

FAILURES & FUMBLES				
Roll	Melee Weapon Fumble	Missile Weapon Fumble	Spell Failure/Fumble	Moving Maneuver Fumble
-49-05	Lose your grip. No further activity this rnd.	Lose your grip. No further activity this rnd.	Lose concentration from strain. Spell lost, but not power points.	You hesitate and fail to act.
06-20	You slip. If weapon is 1-handed and non-magic, it breaks.	One's ten thumbs cannot handle loading. Lose this rnd.	Second thoughts. No spell may be cast or prepared next rnd.	You have second thoughts, and decide to wait 1 rnd.
21-35	Bad follow-through. You lose opportunity, give yourself 2 hits.	Fumble ammunition. Lose this round. -50 next rnd.	Indecision due to mild mental lapse. Spell delayed one rnd.	You slip. 30% chance of falling. -20 from any maneuvers for 2 rnds.
36-50	Drop your weapon. It will take 1 rnd to draw a new one, or 2 rnds to recover old one.	Break ammunition and lose your cool. You find yourself at -30 for 3 rnds.	Serious mental lapse. Spell lost, but not PP. -30 to for 3 rnds.	You stumble. 45% chance of falling. -30 for 2 rnds.
51-65	You lose your "wind" and realize that you need to relax. -40 for 2 rnds.	Drop ammunition. Stunned this rnd and next trying to decide whether to retrieve it.	Moderate but serious, strain. Spell lost along with power points. Stunned 1 rnd.	You stub your toe. 60% chance of falling. +3 hits. -10 to activity.
66-79	You stumble, and are stunned 2 rnds from the shame. With luck, you might survive.	You really mishandle your weapon. Stunned 2 rnds.	Subconscious fear. Spell lost along with PP. Stunned 2 rnds.	You slip. 75% chance of falling. Stunned 2 rnds.
80	Incredibly inept move. Roll a "B" crush crit on yourself. If foe is using a slashing weapon, your weapon is broken.	Poor judgment. +5 hits. If using a bow, you let arrow fly, lose an ear and take 2 hits per rnd.	Spell internalized. +15 hits. You knock yourself down. Stunned 1 hour.	You twist your ankle. +5 hits. -10 to all actions.
81-86	Bite and swallow tongue in the excitement. Stunned 2 rnds.	Bowstring breaks. It will take 2 rnds to draw a new weapon or 6 rnds to restring bow.	Serious strain. Spell lost, but not power points. Stunned 3 rnds.	You fall down. +3 hits. -20 to all actions for 3 rnds.
87-89	Lose your grip on your weapon and reality. Stunned 3 rnds.	Fumble ammo when loading. You scatter all of your ammo over a 10' radius area.	Internalization; overload senses. +20 hits. Blinded and deaf for 10 minutes.	You sprain your ankle and tear some tendons. + 7 hits. -20 to all actions. Stunned 1 rnd.
90	You attempt to maim yourself as your weapon breaks. Roll a "C" slash crit on yourself.	Weapon shatters. You are stunned for 4 rnds of action. Good luck, pal.	Strain causes mild stroke. +20 hits. Knocked out for 12 hours.	Fall breaks your leg. + 8 hits. -30 to all actions. Stunned 3 rnds.
91-96	Unbelievable mishandling of weapon. Any friend within range takes a "B" crush critical.	You let your arrow fly way too soon. You strike 20' short of target. You are at -30 for 3 rnds.	Severe strain causes misfire. +5 hits. Stunned 3 rounds.	You break your wrist when you fall. + 12 hits. -20 to all actions. Stunned 2 rounds.
97-99	Trip over an unseen imaginary deceased turtle. You are very confused. Stunned 3 rnds.	Is it a baton or a bow? It slips and in trying to recover it, you knock it 5-15' away.	Target's essence causes spell to backfire. Reverse roles of target and caster in spell effects.	Your arm breaks when you land on it. +14 hits. -30 to all actions. Stunned 4 rnds.
100	Worst move seen in ages. -60 to all actions from a pulled groin. Foe is stunned 2 rnds laughing.	Your ammo slips & goes pierces hand as you fire. Hand useless. +8 hits. 2 hits/rnd.	Identity crisis. Lose spell casting capabilities for 2 weeks.	In an attempt to break your fall you break both of your arms; they are useless. +30 hits. Stunned 6 rnds.
101-106	You stagger & fall in an obvious attempt to commit suicide. Stunned 3 rnds. If using a pole arm, its shaft is shattered.	Slip and fall down. Your shot goes astray. Stunned 5 rnds.	Extreme mental pressure causes misfire. Knocked down. +10 hits. Stunned 6 rnds.	When you fall your leg twists under you and breaks. +15 hits. -50 to all actions. Stunned 3 rnds.
107-109	You break your weapon through ineptness. Stunned 4 rnds. Foe chuckles evilly.	Fletching on missile scratches eye as it is released. +5 hits. -20 to activity. Stunned 2 rnds.	Internalizes spell. Lose all spell casting ability for 3 weeks. +25 hits. Unconscious for 3 hours.	Your knee strikes a hard object and shatters as you fall. +10 hits. -80 to all actions. Stunned 4 rnds.
110	You stumble & drive the tip of your weapon into the ground. Stunned 5 rnds. If mounted: you pole vault 30' and take a "C" crush crit from the landing.	Tip of weapon catches on closest object/person and breaks off. If applicable, the object/person takes an "A" puncture crit.	Strain causes severe stroke. Paralyzed from the waist down.	You fall and the resulting concussion causes a year-long coma.
111-116	Your mount rears suddenly. Stunned and unable to parry for the 3 rnds needed to recover your balance.	You slip while you are bringing up your weapon. Make an attack with no mods on the closest combatant.	Spell strays and travels to a point 20 feet right of target. Anyone in line takes an unmodified attack. Stunned 3 rnds.	You fall and land on your lower spine. You are paralyzed from the waist down. +30 hits.
117-119	You do not coordinate your movements with your mount's. -90 to all actions for next 3 rnds while trying to stay mounted.	While daydreaming you put your hand in front of the bolt while firing. Lose a finger. +4 hits. 2 hits per rnd.	Spell strays and travels to a 20' to left of target. Anyone in line takes an unmodified attack. Stunned 3 rnds.	You fall and are paralyzed from the neck down. +20 hits.
120	You fall off your mount. Roll a "D" crush crit on yourself.	You slip and pin your foot to the ground with a bolt. +10 hits. 2 hits per rnd. -30 to all actions & stunned 3 rnds.	Spell is cast in opposite direction than intended. Lose all spell ability for 3 months.	Your fall turns into a dive. You crush your skull and die.
	Modifications: -20 - 1-H Concussion -10 - 1-H Slashing +0 - 2-Handed +10 - Pole Arms +20 - Mounted	Modifications: -20 - Sling -10 - Short Bow +0 - Composite Bow +10 - Long Bow +20 - Crossbow	Modifications: +10 - Attack Spells +20 - Elemental Spells	Modifications: -50 - Routine +5 - Very Hard -35 - Easy +10 - Extr. Hard -20 - Light +15 - Sheer Folly -10 - Medium +20 - Absurd +0 - Hard