

7.2 BURN THROUGH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	His hand gets warm. +0H	Hot spot forms on hand. Foe must make a Light maneuver to hold onto whatever he's holding. +0H - ✕	Shoot object in foe's hand. Foe is burned as the object flies free. +1H - 2✕ (-5)	Item in foe's hand is hit. Check for breakage. Item is dropped as foe takes second degree burns. +2H - 2✕ (-10)	Shot cuts through foe's armor and several bones in his hand. Hand is useless. +3H - 3✱ (-20)
06-10	Nice and toasty. +0H	Hot spot on forearm causes foe to twitch and lose initiative next round. +2H - ✕	Hot spot causes second degree burns on foe's forearm. Foe must make a Medium maneuver or drop anything he is holding. +2H - ✕ (-10)	Blast burns through armor, causing third degree burns to foe's wrist. +4H - 2✱ (-15)	Shot slices through armor and cuts bone in foe's forearm. Foe drops anything he was holding and loses initiative for two rounds. +5H - 3✱ (-20)
11-15	Watch it, that almost left a mark. +0H	Foe's biceps are burned. +2H - ✕ (-5)	Burn through causes second degree burn to biceps. +4H - 2✱ (-10)	Shot to elbow transfers enough heat for third degree burns. +3H - 4✱ - 2✕ (-15)	Attack cuts through armor, biceps, and bone. Bone fractures. +8H - 6✱ (-25)
16-20	Foe shifts uncomfortably. +0H	Hot spot causes minor burn on foe's triceps. +2H - ✕ (-5)	Hot spot causes second degree burns to foe's triceps. +4H - 2✱ (-10)	Burn through inflicts third degree burns to upper arm. +3H - 4✱ - 2✕ (-15)	Attack cuts through armor, triceps, and bone. Bone fractures. +8H - 6✱ (-25)
21-30	Foe's had worse sun burns. +1H	Shoulder hit. Burn through causes minor damage. +1H - ✕ (-5)	Armor doesn't quite distribute the energy right. Second degree burns to foe's shoulder. +5H - 2✱ - ✕ (-10)	A dangerous amount of energy transfers to foe's shoulder, causing third degree burns. +5H - 3✱ - 2✕ (-15)	Attack cuts through armor and cracks shoulder joint. Ain't heat expansion a pain? +5H - 4✱✕ (-20)
31-40	Minor burn on shoulder. +1H	Hot spot manages to cause a burn on foe's clavicle. +4H - 2✕ (-5)	Second degree burn right on foe's clavicle. Ouch. +5H - 3✱ (-10)	A blast of heat sears its way into foe's clavicle, causing third degree burns. +5H - 3✱ - 2✕ (-15)	Attack cracks foe's shoulder joint. Ouch. +5H - 4✱✕ (-20)
41-50	Maybe you have this thing on the wrong setting. +1H	Deep thigh burn angers foe. +4H - (-5)	Second degree burns to foe's thigh. +6H - ✕ (-10)	Armor sears its way into foe's thigh, leaving third degree burns. +8H - 2✱ (-15)	Massive heat transfer causes terrible burns and fractures femur with uneven heat expansion. +10H - 4✱● (-40)
51-55	Minor burn on foe's calf. +1H	Hot spot burns through to foe's calf. +1H - ✕	Second degree burns to foe's calf. +4H - ✕ (-10)	Armor cooks foe's calf, leaving third degree burns. +10H - 2✱ - ✕ (-15)	Heat transfer is extreme. Calf burned and bone broken. +8H - 3✱● (-30)
56-60	Foe jerks his foot out of the way. +1H	Heat burns through to foe's toe. +4H - ✕ (-5)	Hot spot on foe's foot causes second degree burns. +8H - 2✕ (-10)	Foe's ankle receives third degree burns. +10H - 3✱● (-15)	Foe's ankle takes terrible burns. If weapon is hunting class II or greater, ankle shatters (+20H). +12H - 4✱● (-25)
61-65	Hot point forms over waist. He sucks air for a round. +2H - ✕	Heat burns through to foe's hip. +4H - ✱ (-5)	Deep, second degree burns to foe's hip. +8H - 2✱ - ✕ (-10)	Heat bakes third degree burns into foe's hip. +12H - 3✱● (-15)	Foe's hip joint shatters from rapid heat expansion. +20H - 5✱● (-50)
66	Hot point on rump causes a nasty burn. +8H - 2✱	Stress flaws cause armor to shatter. Shock sends foe to the ground, where the impact sends foe unconscious. The coma lasts d10 days. +10H - (-10) - (+25)	Shot finds flaw in foe's head armor. Blast cuts deep into foe's skull, causing a large crack. Foe is down for the count. +20H - (+25)	Attack finds flaw in armor. Blast cuts deep into foe's chest, causing internal bleeding. +20H - 4✱● - ♠ (-30)	Shot to groin transfers an undue amount of heat. Foe is now sterile . . . permanently. You are stunned for one round in sympathy. +30H - 12✱● (-50)
67-70	Hot point forms over knee. +1H - ✕	Heat causes deep burn to knee. +4H - ✱ (-5)	Deep, second degree burns to foe's knee. +7H - 2✱ (-10)	Attack digs deep into foe's knee, leaving third degree burns. +12H - 4✱● (-15)	Heat shatters foe's knee. The burns are horrible. +18H - 6✱ - 4● (-30)
71-75	Nice little burn to his gut, there. +2H	Hot spot causes burn to foe's abdomen. +2H - ✕ (-5)	Hot spot burns deep into abdomen. Blisters, blisters everywhere. +6H - 2✱ (-10)	Lower abdominal strike causes third degree burns. +5H - 3✱● (-15)	Attack manages to penetrate armor, cutting into foe's kidney. This is bad. +8H - 4✱● - 2♠ (-20)
76-80	Hot point causes foe to clutch his side. +3H - 2✕	Side hit burns flesh right to the ribs. +4H - 2✱ (-5)	Hot spot blisters foe's side. +8H - 3✱ (-10)	Blast burns deep into foe's side. Burns are third degree. +10H - 4✱ (-15)	Attack cuts through armor and four ribs. +12H - 3✱● - 2♠ (-20)
81-85	Hot point scalds foe's belly. +3H - ✱	Foe scorched high on abdomen. He loses initiative next round. +4H - ✱ (-5)	Energy flash causes second degree burns across foe's gut. +6H - 2✱ (-10)	Attack burns deeply into foe's side. +8H - 3✱● (-15)	Third degree burns to foe's back. +15H - 2✱ (-10)
86-90	Hot spot burns foe's chest. +3H - ✕	Hot spot burns deep, causing penetrating second degree burns. +8H - 2✱ (-10)	Armor fails to distribute energy correctly. Third degree burns to chest. +10H - 3✱● (-15)	Armor fails to distribute heat properly. Burns to foe's sternum are very severe. +10H - 3✱● (-30)	Attack penetrates foe's armor, cutting through sternum and nicking artery. +15H - 4✱● - ♠ (-40)
91-95	Foe's ear is burned. +2H - ✱	Burns to foe's head. +3H - 3✱	Second degree burns to foe's ear. +6H - 2✱ (-10)	Severe burns peel flesh off foe's forehead. Extreme pain causes foe to pass out for three hours. +12H - (-15)	Attack cuts through armor, skull, and brain. Death is quite instantaneous. (+20)
96-99	Nasty burn to foe's cheek takes 5 off his Appearance until healed. +4H - 2✱ (-5)	Burns cause blisters to rise on foe's face and lips. -10 to foe's Appearance until healed. +6H - 2✱ - ● (-10)	Flaw in foe's armor lets just enough energy through to open foe's carotid artery. Foe will die in ten minutes without medical aid. +6H - 3✱● (-15)	Blast finds flaw in foe's armor. Trachea badly damaged. Foe will choke to death from fluids in six minutes without medical attention. +3H - 3✱● (-20)	Attack cuts through armor, spine, and spinal cord. Foe is paralyzed. +8H - (-75)
100	Flash of heat burns foe's eye. It is now blind. +5H - 2✱● (-10) - (+20)	Foe's ear suffers second and third degree burns. Foe gasps in anguish. +6H - 3✱● (-10) - (+20)	Blast finds flaw in foe's armor, carving into the side of foe's head. Foe is quite dead. (+20)	Flaw in foe's helmet lets just enough energy through the helmet to damage brain. Foe is in a coma for two years. (+20)	Attack finds flaw in helmet, cutting straight through armor, then bouncing around inside, turning foe's brain to a charred mess. (+25)