

7.1 BLASTER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Beam grazes foe's hand. Foe must make a Routine maneuver to hold onto anything held by it. +0H	Beam nicks foe's hand. If foe is holding something, it is a Light maneuver to hold on to it. +1H - ∞	Beam pierces foe's hand. If foe is holding an object, he must make a Medium maneuver or drop it. +1H - 2× - (-10)	Beam passes through bones, muscles, and tendons in hand. If foe is holding anything, he must make a Hard maneuver or drop it. +3H - 2× - (-10)	Beam slices through foe's hand, slashing bones and tendons. Foe drops anything he was holding in that hand. +5H - 3★● - (-20)
06-10	Forearm graze causes foe to flinch. He loses initiative next round. +1H	Forearm wound causes foe to grimace. +3H - ∞	Forearm strike separates muscles and tendons. Foe emits a startled gasp. If he is holding anything, he must make a Hard maneuver to hold onto it. +4H - ★ - (-10)	Beam slices through muscles and tendons in foe's forearm. The arm begins to spasm, and foe drops anything that he was holding. +5H - 2★ - (-15)	Beam slices through bones and tendons in foe's forearm. Foe drops anything he was holding. +7H - 3★● - ♠ - (-25)
11-15	Beam grazes foe's upper arm. Wound is cauterized. +1H	Beam causes minor muscle damage to biceps. +3H - ∞ - (-5)	Beam causes major muscular damage to upper arm. +5H - 2★ - (-10)	Foe emits a scream of anguish as beam passes through bone and tendons in his elbow. Arm is useless. +3H - 4★ - 2× - (-20)	Beam slices through biceps, bone, and tendons. Arm is completely useless. +12H - 6★ - (-25)
16-20	Beam nicks foe's triceps. Could have been worse. +1H	Beam rips through triceps. He didn't like that one. +3H - ∞ - (-5)	Major muscle damage to foe's triceps. +5H - 2★ - (-10)	Elbow hit shatters elbow. Arm is useless. Foe shrieks like a banshee. +3H - 4★ - 2× - (-20)	Beam cuts deep through bone, triceps, and tendons. Arm is useless. +12H - 6★ - (-25)
21-30	Beam nicks foe's shoulder. Foe becomes nauseous from the pain. +2H	Shoulder hit. Minor damage, but a lot of pain. +2H - ★ - (-5)	Beam passes through shoulder, severing muscles and tendons. +7H - 3★ - (-10)	Beam slices through muscles and tendons on its way through shoulder. Looks like you got an artery. +7H - 2★ - 2♠ - (-20)	Beam passes through shoulder, missing everything but that artery. +3H - 9♠ - (-5)
31-40	Beam just misses clavicle. That was lucky. +2H	Beam cuts a chunk out of foe's clavicle. +4H - (-5)	Beam cracks foe's clavicle. He stumbles in shock. +8H - ∞ - (-10)	Beam catches bone, muscle, and tendon in foe's shoulder. +12H - 2★ - (-20)	Beam slices through shoulder and destroys joint. Arm is useless. +12H - 4★● - 6♠ - (-50)
41-50	A tiny piece of foe's thigh evaporates. +2H	Thigh wound burns through muscle. +4H - 2★	Beam slices muscles in foe's thigh. Ouch. +10H - 3★ - (-15)	Beam cuts deep into thigh, nicking the femoral artery. +15H - 3★● - ♠ - (-25)	Beam slices through femur, catching femoral artery. Foe collapses. +12H - 5★● - ♠ - (-25)
51-55	Beam grazes calf. Nice limp. +2H	Beam passes through calf. Foe sucks air and drops to one knee. +2H - ∞ - (-5)	Beam passes cleanly through foe's calf. Muscles and tendons are severed. +5H - ★ - (-10)	Beam passes through calf and tibia. +12H - 2★ - 3× - (-15)	Beam slices through calf and bone. Foe goes down with a startled look on his face. +15H - 3★● - (-25)
56-60	Beam pierces foe's boot. +2H	Shot neatly severs foe's toe. +4H - ∞ - (-5)	Beam slices through several small bones in foe's foot. That's gotta hurt. +10H - 2★ - (-15)	Ankle strike slices through bone and tendon. Foe's leg folds like a good map. +12H - 3★● - (-20)	Ankle strike slices through bone and tendon. If using a hunting class II or better, foot is removed. +15H - 4★● - ♠ - (-25)
61-65	If foe had been watching his weight, that would have never hit. +3H - ∞	Beam hits foe's hip joint, causing it to crack. +5H - ★ - (-5)	Beam chips foe's hip. All moving maneuvers are at -30 until chips are removed. +10H - 2★ - ● - (-15)	Hip strike slices through pelvic girdle. He'll probably never walk right again. +15H - 3★● - (-20)	Beam shatters hip joint with heat expansion. It's a Kodak moment. +20H - 5★● - (-50)
66	Beam pierces both cheeks. Biggest muscle in the body, ya know. +10H - (-10)	Beam hit foe right between his eyes. Beam somehow passes through head without hitting anything too vital. Foe is in a coma for three days. +12H - (-25) - (+25)	Beam hits foe right between the eyes. Foe stumbles and falls, dead. Well done, David. (+25)	Heat shatters sternum, sending shards of bone through his lungs, liver, spleen, and stomach. The beam continues through the heart, adding insult to injury. (+25)	Beam strikes foe's groin, severing vitals. You are stunned for one round in sympathy. +30H - 12★● - ♠ - (-75)
67-70	Crackling path of beam brushes foe's knee. +1H - ∞	Knee fracture causes foe severe pain. That'll probably be able to predict the weather. +5H - ★ - (-10)	Cracked knee. Guess he's dropping out of the NFL draft. +10H - 2★ - (-15)	Beam shatters kneecap, damaging muscles and tendons. Looks like his dancing career is over. +15H - 4★● - (-20)	Beam shatters foe's kneecaps, sending shards through muscles and tendons. +20H - 6★ - 4● - (-30)
71-75	Shot creates an interesting extension to foe's appendix scar. +2H	Beam passes through abdomen, causing only muscle damage. +3H - ★ - (-5)	Abdominal hit severs muscles and intestines, but it feels a lot worse than it is. +5H - 3★ - (-15)	Lower abdominal strike causes internal bleeding. +5H - 3★● - ♠ - (-15)	Beam slices through kidney. Foe is bleeding badly. +10H - 4★● - 4♠ - (-20)
76-80	Beam hits foe's love handle, causing fat to boil away. He should thank you. +4H - 2× - (-5)	Heat from beam cracks two ribs. +5H - ★ - (-10)	Beam slices through ribs, causing secondary muscle and tendon damage. +10H - 3★ - (-15)	Beam passes through rib and liver. He's bleeding black. Not good. +7H - 2★ - 3♠ - (-10)	Spleens are highly overrated. +10H - 3★● - 5♠ - (-20)
81-85	Beam passes through abdomen without critical damage. New belly button? +4H - ★ - (-5)	Beam passes through abdominal cavity, causing minor damage to intestines. +5H - ★ - (-10)	Beam perforates intestines in the upper abdomen. Talk about heart burn. +8H - 2★ - ♠ - (-10)	Beam passes through ribs, piercing organs and veins on its way through the body. +10H - 4★ - 2● - 3♠ - (-15)	Beam slices through spine, paralyzing foe. +15H
86-90	Beam pierces chest, missing heart by a hand's width. Toying with him? +5H - (-5)	Chest strike severs ribs, causing major muscle damage to boot. +10H - 2★ - (-10)	Beam slices through ribs, muscles, tendons, and a lung. Nice sucking chest wound. +10H - 3★ - ● - ♠ - (-15)	Beam cracks sternum and grazes heart. +12H - 3★● - 6♠ - (-30)	Beam neatly pierces heart. Send flowers. (+20)
91-95	You slice his earlobe off. -20 to all hearing maneuvers. +2H	Beam creases foe's skull. That's gonna be a nice scar. +5H - 3★ - (-5)	Beam glances off skull. Blood, permanent hearing loss (in one ear), and disorientation are just the beginning. +7H - 2★ - ♠ - (-15)	Beam grazes brain. Foe drops into a coma for three weeks. +10H - 7♠	Beam neatly dissects brain. (+20)
96-99	Beam pierces cheek. Foe has difficulty talking. His Appearance is modified by -10 until healed. +4H - 2★ - (-5)	Beam cracks foe's jaw. Foe can't talk. -10 to temporary Appearance, -5 to permanent Appearance. +6H - 2★ - ● - 2♠ - (-10)	Beam neatly destroys foe's voice box. And he was worried about smoking . . . +7H - 3★● - (-15)	Beam passes through major artery in foe's neck. +3H - ∞ - 9♠ - (-10)	Beam passes through throat and spine. Foe is mute and paralyzed. +8H - 19♠ - (-75)
100	Beam passes through eye. Foe collapses without so much as a twitch. (+20)	Beam pierces ear and kills foe instantly. (+20)	Beam burns a deadly path through foe's brain. Say goodnight, Gracie. (+20)	Beam slices some excess tissue from foe's brain. Foe is in a coma for two years. (+20)	Beam passes through foe's eye. Foe dies instantly. You wish you had a camera. (+25)

7.6 PLASMA CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Blast hits item in foe's hand. A Light maneuver will allow him to hold onto it. +1H	Blast hits whatever he was holding. A Medium maneuver, and he might even hold onto it. +2H - ✕	Plasma catches object in foe's hand. He must make a Hard maneuver to hold onto it. +3H - 2✕ - (-10)	Shot burns through foe's hand and anything he was holding. +3H - 3✱ - (-15)	Blast detonates whatever foe was holding, sending shrapnel through hand. +7H - 4✱ - (-25)
06-10	Light burns. You gain initiative next round. +2H	Deep burn on foe's forearm, you get the initiative next round. +5H - 2✕	Glancing shot burns through tendon in foe's forearm. +6H - 2✱ - (-15)	Blast burns through muscles and tendons in foe's forearm. +7H - 3✱ - (-20)	Blast burns through both bones in forearm, rendering arm useless. +10H - 5✱ - 2♣ - (-40)
11-15	Blast leaves a nasty burn. +2H	Plasma grazes foe's biceps, causing a painful burn. +5H - 2✕ - (-5)	Plasma burns deeply into foe's biceps. +10H - 3✱ - (-15)	Plasma burns through bone and tendon, making foe wonder why it's called the humerus. +8H - 4✱ - (-20)	Blast burns through upper arm, eating through bone and tendon. Foe cannot lift his arm. +20H - 6✱ - 1♣ - (-40)
16-20	Foe's arm catches a bit of it. +2H	Blast causes a painful burn to foe's triceps. +5H - 2✕ - (-5)	Solid hit burns through triceps. +10H - 3✱ - (-15)	Plasma effectively destroys elbow. Medic! +4H - 4✱ - 2✕ - (-25)	Penetrating blast burns through upper arm and bone. Arm is useless. +20H - 6✱ - (-40)
21-30	Foe moved at the last moment. You barely got a piece of him. +3H	Shot burns foe's shoulder. +5H - 2✱ - (-10)	Blast burns deep into foe's shoulder, dissolving muscles and tendons alike. +12H - 4✱ - 2♣ - (-15)	Plasma burns through shoulder and out other side. +12H - 4✱ - 2♣ - (-25)	You just burned a hole in his shoulder big enough to put your fist through. That's a gusher. +5H - 8♣ - (-10)
31-40	He almost felt that one. +2H	Plasma burns foe's neck. +4H - 2✱	Blast burns clean through foe's clavicle. +12H - 2✱ - (-25)	Plasma burns out top of foe's shoulder. +20H - 3✱ - (-25)	Plasma burns shoulder joint to the nub. That arm will never be right again. +25H - 3✱ - (-30)
41-50	Shot grazes foe's thigh, leaving an ugly mark. +2H	Plasma burns into foe's thigh. Minor muscle damage. +6H - (-10)	Plasma burns deep into foe's thigh. +12H - 2✱ - (-25)	Shot burns through thigh, removing half the muscles, burning tendons, and cooking through arteries. +20H - 3✱ - (-25)	Blast to thigh burns through bone and arteries. Foe drops into an expanding pool of blood. +25H - 5✱ - 6♣ - (-75)
51-55	Blast grazes foe's calf. That must smart. +2H	Plasma burns a chunk out of foe's calf. Minor muscle damage. +2H - ✕ - (-5)	Shot to foe's calf burns through muscle and tendons. +5H - ✱ - (-10)	Shot burns through foe's tibia. That leg isn't gonna be the same again. +12H - 2✱ - 3✕ - (-15)	Shot hits lower leg, burning through bone and sinew. Leg folds like a lawn chair. +15H - 3✱ - (-30)
56-60	Blast just misses, but plasma splatters onto foot. +3H	Plasma grazes foe's foot, burning off two toes. +6H - 2✕ - (-5)	Plasma catches foe in center of foot, burning through bone and muscle, and melting into the ground. +15H - 3✱ - (-20)	Plasma burns through most of ankle, bones, and tendons. +18H - 4✱ - 2♣ - (-30)	If using hunting class I or greater, foot is burned right off. Otherwise, ankle is destroyed. +25H - 6✱ - (-50)
61-65	Close shot. Good thing those hips weren't any wider. +5H - ✕	Shot catches foe's hip. Heat expansion cracks hip. Ouch. +8H - 2✱ - (-5)	Plasma causes cracks in foe's femur. Walking will cause d10 hits per minute. +15H - 3✱ - 2♣ - (-15)	Plasma burns through foe's hip joint. +20H - 4✱ - (-25)	Foe's hip is destroyed. +30H - 6✱ - (-50)
66	Shot catches foe in the rear. Those burns look painful. +15H - (-15)	Blast hits foe in shoulder, but splashing plasma catches foe in ear, causing brain damage. Foe is in a coma for d10 days. +20H - (-40) - (+25)	Plasma burns straight into foe's forehead, then down into foe's neck. Very sad. (+25)	Shot burns through abdomen. Any organs not burned out begin spilling on the ground. +40H - 4✱ - 13♣ - (-75)	Blast to foe's groin burns all vitals to a nub. All within sight are stunned in sympathy for one round. +40H - 15✱ - 6♣ - (-75)
67-70	Plasma grazes foe's knee. +2H - ✕	Blast burns deep into foe's knee, but fails to cause more damage. +7H - ✱ - (-10)	Blast burns flesh off foe's knee. +15H - 3✱ - (-15)	Plasma burns out kneecap. Muscles and tendons are damaged as well. +20H - 5✱ - (-25)	Knee joint destroyed. Tendons are not doing much better. +25H - 8✱ - (-30)
71-75	Close shot grazes foe's stomach. +3H	Foe catches a piece of it in his abdomen. Minor damage. +7H - 2✱ - (-10)	Shot burns fist-sized hole through foe's abdomen. +8H - 3✱ - (-15)	Major damage to stomach causes bleeding in spite of cauterization. +8H - 4✱ - 2♣ - (-15)	Blast blows through kidney. Blood bubbles out of wound and begins filling abdomen. +15H - 5✱ - 6♣ - (-30)
76-80	Plasma burns off a random love handle. +6H - 3✕ - (-5)	Foe dodges most of the blast, but it still burns through d5 ribs. +8H - 3✱ - (-10)	Blast burns through d5 ribs. Muscles and tendons are badly burned. +15H - 4✱ - (-20)	Blast bursts through ribs, crippling a lung. Hope he has a good medical plan. +15H - 4✱ - 3♣ - (-15)	Good thing God gave him two lungs. Several ribs are burned away. +15H - 5W - 7♣ - (-30)
81-85	Only a piece of that caught him. He'll have a new appendix scar. +6H - 2✱ - (-5)	Foe takes it in the gut. The internal damage is significant. +8H - 3✱ - (-15)	Plasma burns a grapefruit-sized hole in foe's abdomen. +10H - 3✱ - 1♣ - (-15)	Blast makes a gory mess of foe's midsection. +20H - 5✱ - 3♣ - (-25)	Blast blows through foe's gut. His spine dissolves, leaving him paralyzed. +25H
86-90	Blast splashes onto chest as it passes. +8H - 2✱ - (-5)	Solid hit burns through d5 ribs and causes muscle and tendon damage. +15H - 3✱ - 1♣ - (-15)	Plasma burn through d10 ribs wrecks foe's lung. +15H - 3✱ - 1♣ - (-25)	Sternum manages to channel plasma around heart, but both lungs and various other organs are damaged. +18H - 4✱ - 4♣ - (-30)	Blast burns straight through foe's sternum. Talk about a heart attack. (+20)
91-95	Foe's ear is removed. +3H	Plasma doesn't quite burn through foe's skull. +5H - 3✱ - (-5)	Plasma burns deep into foe's skull, wrecking foe's hearing in that ear for good. +10H - 3✱ - 2♣ - (-15)	Plasma burns hole in skull. Foe slips into a coma for d10 weeks and loses a level's worth of experience. +30H - 7♣	Foe's head just sort of boils away. Foe is too shocked to fall over. (+20)
96-99	Shot leaves burn marks across foe's face. Scar will shave 10 off his Appearance. +6H - 3✱ - (-5)	Plasma burns through foe's jaw. Naturally, he can't talk. Take 20 off his Appearance. +8H - 3✱ - (-5)	Blast to foe's mouth burns through jaw and teeth. +10H - 4✱ - 1♣ - (-15)	Plasma burns foe's jaw away. That's a lot of blood for a burn-wound. +8H - 2✕ - 10♣	Plasma burns straight through foe's mouth and out through his spine. Foe is paralyzed. +12H - 18♣ - (-75)
100	Blast enters through eye, burning out half his brain. Neat. (+20)	Plasma enters foe's ear and hollows out his skull. Wow. (+20)	You burn foe's head down to a nub. Carry on. (+20)	Blast catches foe dead in the face, melting it right off. Ick. (+20)	Foe's neck just sort of disintegrates, leaving his head hanging in the air for a beat. (+25)

7.5 LASER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Beam pierces the skin between foe's fingers. +0H	Beam grazes hand. Foe flinches. +1H - ✕	Beam nicks foe's hand, piercing anything he carries. +1H - ✕ - (-5)	Shot burns through hand, missing almost everything vital. +1H - 2✕ - (-10)	Foe has a burn clean through his hand. That must smart. +3H - 2★● - (-15)
06-10	Forearm burn leaves only slight damage. You have the initiative. +0H	Beam creases forearm. The wound is cauterized. +1H - ✕	Beam slices through tendons in forearm. Foe screams in surprise. +2H - ✕ - (-5)	Hole burns through muscles in foe's forearm. Foe grips it in pain. +3H - ★ - (-10)	Beam burns clean through forearm, slicing bone in two. Arm is useless. Foe drops anything he's carrying. +4H - 2★● - (-20)
11-15	Beam grazes inner arm. +1H	Minor muscle damage to foe's upper arm. Better luck next time. +1H - ✕ - (-5)	Beam cauterizes its way through biceps, doing some small amount of damage. +2H - 2✕ - (-5)	Laser passes through elbow, slicing the joint and tendons. Arm is useless. +2H - 4★ - (-20)	Beam cuts through bicep, slicing bone in two and severing muscles and tendons. +8H - 4★ - (-20)
16-20	That'll leave a mark. +1H	Shot nicks foe's bicep. His flinch only makes it worse. +1H - ✕ - (-5)	Beam slices deep into biceps. Instant tattoo removal. +4H - 2★ - (-10)	Funny bone cracks from heat. Muscles and tendons severed. Say "Mommy." +5H - 4★● - (-15)	Foe grasps arm as beam cuts bone, tendons, and muscles. Burned and mangled flesh hangs in a grizzly mess. Ick. +12H - 6★ - (-25)
21-30	You got a piece of his shoulder, but only barely. +1H	Beam pierces shoulder, but only barely. +3H - ✕ - (-5)	Clean shoulder wound. Muscles and tendons bare the brunt of the damage. +3H - 2★ - (-10)	Laser cuts through shoulder, damaging muscles and tendon, but cauterizing all damage. +3H - 2★ - (-20)	You missed the bone and the biceps. If it wasn't for the artery, that would have been a waste of a shot. +1H - 9● - (-5)
31-40	Beam takes a chunk out of foe's shoulder. +1H	Beam takes a piece out of foe's clavicle. He screams like a small child. +8H - 3★ - (-15)	Beam passes clean through foe's clavicle. That arm ain't hanging right. +12H - 4★ - (-20)	Beam passes clean through clavicle. That must've hurt. +12H - 3★● - (-25)	Clavicle and shoulder joint are nearly a complete write off. Better find a really good surgeon. +10H - 5★● - (-25)
41-50	Beam brushes foe's hip. +1H	Slight muscle damage to foe's thigh. Foe's leg almost crumples out from underneath him. +2H - 4★ - (-10)	Beam passes straight through foe's thigh. +5H - ✕ - (-10)	Beam burns a neat little hole through thigh, cutting muscle and tendon. +12H - 4✕ - (-10)	Scything beam of light severs thigh bone and artery. Foe collapses like a bag of wheat. +11H - 4★● - 6● - (-50)
51-55	You take a piece out of foe's calf. +2H	Beam only nicks foe's calf, severing a single tendon. +2H - ✕ - (-5)	Beam strikes straight through calf, severing muscle and tendon. That'll leave a mark. +5H - ★ - (-10)	Beam slices through shinbone and calf, fracturing bone and severing muscle. +12H - 2★ - 3✕ - (-15)	Agonizing shot burns through shin bone and muscles. Foe goes down . . . hard. +15H - 3★● - (-30)
56-60	Foe moves his foot just in time. +2H	Were you trying to make him dance or something? Beam slices off foe's toe. +2H - ✕ - (-5)	Beam passes effortlessly through foe's foot. Several bones are cut. Foe looks at you in shock. +8H - 2★ - (-10)	Slicing path through ankle breaks bone and tendons. Foe looks down in shock. +10H - 3★● - (-20)	You think he was Achilles? Beam slices through ankle and tendon, disconnecting the foot completely. Ouch. +12H - 4★● - ● - (-25)
61-65	Barely grazed his belly. +2H	Beam passes cleanly though foe's hip bone. Minor damage. Foe takes a step and the hip bone snaps. +3H - 2★ - (-10)	You leave a very nice hole in foe's hip. +8H - 2★ - (-15)	Surgical removal of foe's love handles. You smell boiling fat. +12H - 3★● - (-20)	Slice hip bone in two. Foe mews pitifully. +15H - 5★● - (-50)
66	They told him to watch his six. Now he won't be sitting down for days. Pitiful. +7H - (-5)	Beam passes clean in one ear and out the other. Foe drops in coma for one week. +8H - (-25) - (+25)	Laser makes neat incision in foe's nose. Beam continues through spine, brainstem, and back of head. Check out the look on his face. (+25)	You waved that one around just enough to open beautiful slices in front and back of foe. Those look like intestines. +12H - 4★● - 3● - (-30)	Slicing blow to groin vaporizes vitals. All within 15 feet are stunned, dumbfounded, for one round. +12H - 5★● - ● - (-30)
67-70	Beam brushes foe's knee. +1H - ✕	Beam cracks kneecap in two. Foe manages to shift his weight just in time. +3H - ★ - (-10)	Very neat hole in foe's knee. He won't be making the team this fall. +7H - 2★ - (-10)	Surgical strike almost completely removes kneecap. +12H - 4★● - (-15)	Kneecap shatters from intense heat. Tnedon damage adds insult to injury. +15H - 4★● - (-25)
71-75	Beam goes right through foe's abdomen, miraculously missing everything. +2H	Beam passes though abdomen, perforating foe's intestine. +1H - ✕ - (-5)	Beam passes through foe's stomach. Talk about a perforated ulcer. +3H - 2★ - (-5)	Wound opens in torso, slicing through kidneys and intestines. Foe gags in pain. +3H - 2★● - (-10)	Beautiful little hole through kidney. Even with the cauterization, there's blood. +8H - 4★● - 3● - (-15)
76-80	Laser pierces foe's side. Nothing important is damaged. +3H - ✕	Beam takes out rib, but just misses lung. +3H - 2★ - (-5)	Beam cuts two ribs in half. Muscle and tendon damage result. +5H - 2★ - (-10)	That black blood probably means you hit his liver. Not good. +6H - 2★ - ● - (-10)	Nice appendectomy. You go to med school? +8H - 3★● - 3● - (-20)
81-85	Beam passes through gut, nicking an intestine. +3H - ✕ - (-5)	Shot to foe's belly-button turns his outie into an innie. Minor damage to intestines. +3H - ✕ - (-5)	Beam pierces foe's lung. Can you say, "sucking chest wound"? I knew you could. +5H - 2★ - (-10)	Slicing shot to pelvic girdle. He's actually bleeding from this one. Good work. +8H - 3★● - ● - (-15)	You managed to miss all the important stuff. Well, except the spinal cord. Foe collapses, paralyzed. +12H - (-75)
86-90	Almost got his lung with that one. Minor muscle damage. +3H - ✕ - (-5)	Rib cracks as beam passes through it. +7H - 2★ - (-10)	Rib and lung pierced. Life stinks sometimes. +8H - 2★● - (-15)	Drilled straight through sternum. Unfortunately, it was an artery you clipped, not the heart. +8H - 3★● - ● - (-30)	Beam drills right through heart. It takes foe two rounds to realize he's dead. (+20)
91-95	You clip off a piece of foe's ear. It feels worse than it is. +2H - ★●	Beam leaves crease in foe's head. His hair is smoldering. +3H - 2★	Beam slices through side of head, piercing inner ear and damaging eye. -10 to Awareness maneuvers. +6H - 2★ - (-10)	Surgical blow to the brain severs several nerve bundles. Foe drops, unconscious, for two months. When he awakes, he's deaf. +8H - 3●	Beam slices right through brain pan. Very surgical. Foe almost survives. (+20)
96-99	Beam cracks foe's jaw, but just slightly. +3H - 2★ - (-5)	Beam crack's foe's jaw. It'll have to be wired shut. +5H - 2★● - (-10)	Surgical removal of voice box. Wow. +6H - 3★● - (-10)	Beam severs carotid artery. Foe tries to staunch the flow, but it pours out through his fingers. +2H - ✕ - 9● - (-10)	Beam catches jugular and spine. He can't even reach up to try to stop the blood. +6H - ✕ - 11● - (-75)
100	Beam pierces skull in non-vital area. If he hadn't twitched, he would have lived. (+20)	Beam pierces foe's eye. Foe drops like a puppet with its strings cut. (+20)	Beam pierces brain, damaging multiple areas. Poor sap dies instantly. (+20)	Beam enters eye. A flick of the wrist brings beam out side of head. Sad. (+20)	You missed. No wait. Is that a burn between his eyes? Foe crumples, dead. (+25)

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)

7.11 STUN CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Maybe you'll get a second chance. +0H	Foe shrugs it off. +0H	Foe shakes his head to clear it. +0H	Foe turns his ankle. +2H	Foe reaches out to steady himself. +0H - ★
06-10	No effect. +0H	Foe staggers. +1H	Foe is dazed a moment. +0H - ★	Foe has a hard time functioning for three rounds. +0H - ★ - 3(-20)	Foe falls to one knee. +0H - 3★●
11-15	Foe stumbles. +1H	Foe is a little off for three rounds. +0H - 3(-10)	Foe has a hard time with his hand-eye coordination for 4 rounds. +0H - 2★ - 4(-20)	Foe leans against the nearest object for support. +0H - 3★	Foe's coordination is messed up for 2 days. +0H - 5★ - (-10)
16-20	Foe is shaken. +0H - ★	Foe is dazed. +1H - ★ - (× -20)	Foe looks at you, surprised. +0H - 3★	Foe loses the use of his arm for 24 rounds. He stumbles. +4H - 5★ - 24(-20)	Foe's legs stop working for 3 days. +0H - 8★ - (-25)
21-30	Foe is somewhat dazed. +0H - 2★	Foe looks around, confused. +0H - 2★	Foe is stunned. +0H - 4★ - 4(× -10)	Foe is paralyzed from the waist down for 7 rounds. If standing, he takes the damage below. +5H - 7(-50)	Foe loses control of his neck muscle and his head falls asleep for 12 rounds. +0H - 12★
31-40	Foe is stunned. +0H - 2★	Foe is disoriented. +0H - 3★ - (× -20)	Foe falls to one knee, struggling to remain conscious. +0H - 5★●	Foe is having a hard time concentrating. +0H - 8★	Foe wanders off, confused, for 16 rounds. +0H - 16★●
41-50	Foe is having trouble. +0H - 3★	Foe reaches out to steady himself. +0H - 4★	Foe has a problem with hand-eye coordination for 1 hour. +3H - 6★	Foe falls, hard. +6H - 9★●	Foe is disoriented and confused. +0H - 20★ - 10●
51-55	Foe is confused. +0H - 2★ - (× -20)	Foe is knocked to his knees. Penalty only applies next round. +0H - 5★ - 1(-30)	Foe's limbs feel wooden for 7 rounds. +0H - 7★ - 7(-30)	Foe collapses, stunned. +0H - 10★●	Foe is lost and unable to cope with his surroundings. +0H - 24★●
56-60	Well done. +0H - 3★	Foe staggers and falls against something pointy. +3H - 6★	Foe has a hard time moving right for about 12 rounds. +0H - 8★ - 12(-20)	Foe is incapacitated for 11 rounds. +0H - 11★●	Foe goes down, hard. +0H - 28★●
61-65	Foe falls to one knee. +0H - 4★ - ●	Foe's arms cease functioning for 7 rounds. +0H - ★	Neural pathways disrupted. Foe is blind for 9 rounds. Foe falls. +5H - 9★●	Foe drops to the ground in a grand mal seizure. It lasts 12 rounds. +7H - 12★●	Foe does a face plant. Graceful. +10H - 32★●
66	Foe falls. He isn't orienting well at all. +7H - 10★ - 5● - (-25)	Foe collapses, landing wrong. He looks like that hurt. +10H - 15★● - (-25)	Attack takes all the life out of foe's limbs. He falls, paralyzed, for 20 rounds. +13H - 20★● - (-25)	Foe collapses, snapping an arm in the process. He is unresponsive for 24 rounds. +18H - 24★● - (-40) - (-25)	Foe collapses in a coma for 20 days. Penalty lasts an additional 20 days. +25H - (-30)
67-70	Foe drops his weapon. +0H - 5★	Foe is dazed. He drops anything in his hands and stares into space, completely unresponsive, for 8 rounds. +0H - 8★	Foe begins drooling all over himself as he collapses, paralyzed. Pathetic. +0H - 10★●	Foe collapses into a quivering pile for 13 rounds. His equipment is scattered. +0H - 13★●	Foe collapses on his equipment, causing random damage. +0H - 36★●
71-75	Foe falls to one knee. +1H - 6★ - 3●	Foe's legs fold underneath him. His legs refuse to work for 10 rounds. +0H - 9★	Foe falls to his knees. He is not doing well. +0H - 11★ - 11(× -50)	Strike wrecks foe's coordination for 14 rounds. +0H - 14★● - 14(-50)	Foe loses control of his limbs for 40 rounds. Guess he'll have to use harsh language. +0H - 40(-50)
76-80	Foe is really disoriented. +0H - 10★	Muscles give out. Foe is paralyzed for 10 rounds. +0H - 10★●	Foe is messed up. He can't quite move right for 15 rounds. +0H - 12★ - 15(-40)	Foe's neurons begin misfiring. He isn't himself for 20 hours. +0H - 15★● - (-50)	Foe is uncoordinated for two days. +0H - 45★● - (-50)
81-85	Foe is knocked down. +2H - 8★●	Foe falls to his knees. +0H - 11★ - 3●	Foe manages to stay upright for three rounds, after which he collapses for 10 rounds, paralyzed. +6H - 3★●	Attack leaves one half of foe's body paralyzed for 16 rounds. +0H - 19(-70)	Something goes terrible wrong. Foe's heart goes into arrest. Immediate medical attention should save him. He has 10 rounds. +0H - (-20)
86-90	Foe is really out of it. +0H - 9★●	Foe collapses as his muscles give out. He is paralyzed for 12 rounds. +0H - 12★●	Foe is uncoordinated for 5 hours. +0H - 14★ - (-20)	Foe is paralyzed, but fully conscious, for 17 rounds. +9H	Foe falls hard. He slips into a 30-day coma. +20H
91-95	Foe is lost. Penalty lasts for one hour. +0H - 10★● - (-25)	Sonics scramble foe's brain. His body doesn't work right for 24 hours. +0H - 15★ - (-20)	Foe's eyes won't focus. All actions involving vision are penalized for 1 day. +0H - 18★ - (-50)	Foe wishes he were dead. +0H - 18★●	Motor control is spotty at best. Foe is unable to fight for 24 hours. +0H
96-99	Foe is out cold for 15 rounds. +4H	Foe collapses, cutting himself. He cannot move for 20 rounds. +5H - 20★● - ●	Foe collapses, paralyzed, for 24 rounds. He then tries on a 10-day coma. +0H - 24★●	Foe is incapable of all but the briefest moments of lucidity for 3 days. +0H	Foe folds like a bad poker hand. He will not regain consciousness for 30 days. +0H
100	Foe begins to spasm. He has whiplash. He won't completely shake this off for 3 hours. +0H - 10★● - (-40) - (+20)	Foe is knocked cold for 24 rounds. When he wakes up, it takes 6 hours for his coordination to come back. +0H - (-50) - (+20)	Foe feel his legs go out from underneath him. He lands hard, and doesn't shake off the effects for 24 hours. +8H - 30★● - (-40) - (+20)	Foe goes down like the Titanic. +15H - 50★● - (+20)	Foe falls, hitting his head and causing tremendous blunt trauma. Foe dies. (+25)