



# HACK & SLASH





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# INTRODUCTION



**Hack & Slash** is an alternative combat system for use with **HARP**; its aim is to provide more detailed criticals for the **HARP** system, and bridge the gap between **HARP** and **Arms Law**. This product contains 16 attack tables. Of those 16, 12 of them have counterparts in the core **HARP** rulebook. The other four tables are new: the Acid, Holy, Magic, and Slaying Attack Tables. These new tables were added to enable players and GMs alike to have a richer, more detailed combat system and to fill in a few gaps in the original combat system.

## CRUSH

The Crush attack table is used for all natural, non-magical attacks that cause blunt trauma. Attacks that use the Crush table include weapons such as maces and staves, falling rocks, smashing and mashing traps, falling from heights, and being trampled by large creatures such as an elephant. The devastating embrace of serpent coils also uses the Crush attack table.

## PUNCTURE

The Puncture table is used for weapons that make stabbing or piercing attacks such as arrows or rapiers, and for bite and horn attacks. Traps armed with, arrows, crossbow bolts and other sharp pointy objects use the Puncture table.

## SLASH

Most swords use this table. The Slash attack table is also used to simulate the damage of objects like whips, wires, and ropes. Clawed animals and monsters also inflict slashing attacks, as do the classical bladed traps.

## GRAPPLE

Grapple attacks represent attacks that attempt to hold or ensnare a target. Traps using the grappling attack table are often of the snare variety, meant to catch and hold the target without killing it. Nets, lassos, tentacles, and the coils of a snake are all used by the Grapple table.

## MARTIAL ARTS STRIKES

This table is used for basic unarmed combat both untrained and trained including brawling, punching kicking attacks, and the Martial Arts. Weapon Katas will use the Attack Matrix for either this or Martial Arts Sweeps, depending on the kata, with the actual criticals being determined by the weapon being used.

## MARTIAL ARTS SWEEPS/UNBALANCING

Use the Martial Arts Sweeps/Unbalancing table when you want to knock a foe down, or throw him to the ground. While this table is most often used with the Martial Arts Sweeps skill, it is also used with other weapons and in other situations, such as trying to sweep a mounted rider off of his horse.



## LARGE & HUGE

Large and huge foes are more resistant to damage, and therefore use different attack tables. Thus, when fighting a dragon, a character would not use the Slash attack table for his sword, but would use the Huge table, since the dragon's size is Huge in the stats given for him. These foes (i.e. monsters) will be marked in their stats as being of Large or Huge size.

## HEAT

Fire can be a powerful ally or a powerful foe. The Heat tables are used for all fire-based attacks. They are also used for power heat based attacks that do not involve fire, such as a cavern whose air is super-heated to a high temperature, or scalding steam.

## COLD

The Cold table is used for blasts of elemental cold that some mages call forth or for prolonged exposure to cold climates and frigid conditions, whether they are naturally occurring or magical.

## ELECTRICAL

All electrical attacks use this table, both natural and magical, including attacks by creatures such as Air Elementals or Electric Eels

## IMPACT

While the Crush attack table is used for natural applications of blunt trauma, the Impact attack table is used for magical manifestations that cause blunt trauma. A bolt of elemental earth would use this table, while a rock that is magically picked up and hurled would not since the rock itself is not magical.



## ACID

This attack table is used for the Acid-based spells from **College of Magics** and for attacks by creatures that have an innate ability to spit acid.

## HOLY

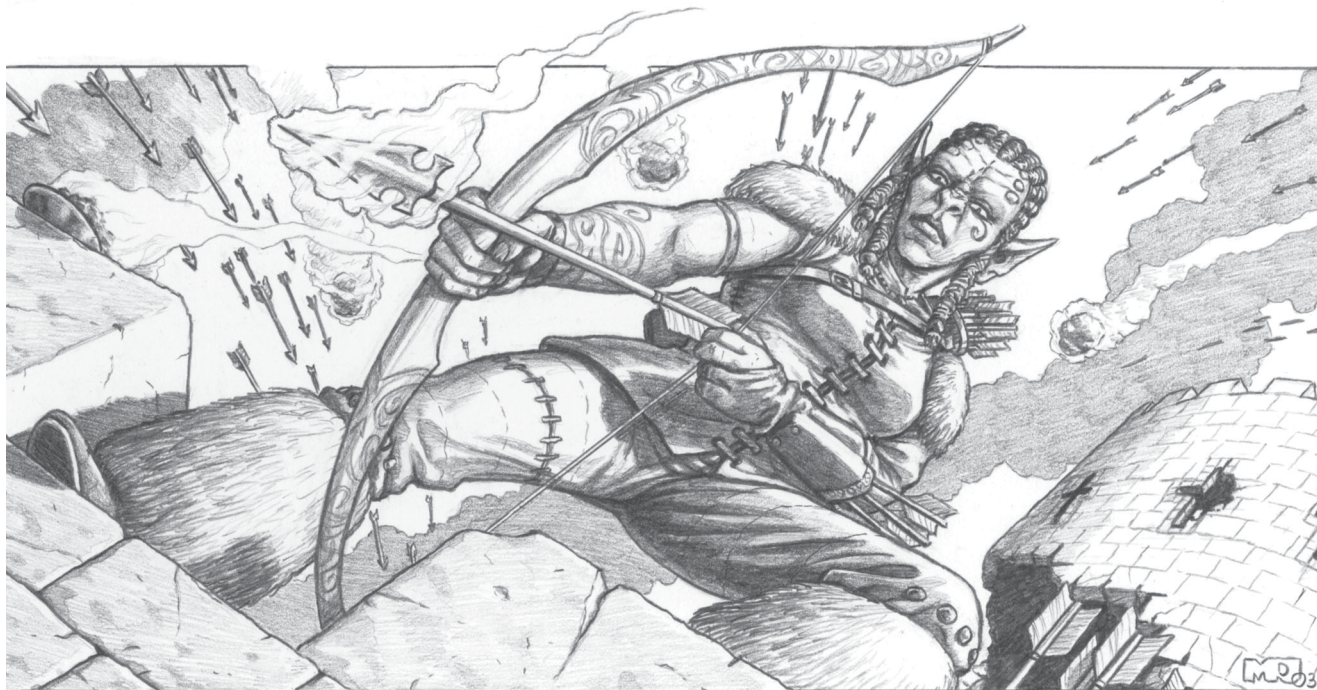
Some attacks that characters make may be enhanced, aided, or even sanctioned by the deity that the character worships. When this is the case, use the Holy table instead of the usual attack table. Some Clerics have spells which allow them to make magically based attacks using this table as well. Holy Water will always use this table.

## MAGIC

Magical energy can sometimes be shaped into physical forms, or used directly in attacks. Use this table for these types of directed magical attacks. This table can also be used for when magical items get destroyed accidentally, releasing its stored magical energy in an explosive manner.

## SLAYING

Certain weapons or substances can be particularly deadly to some creatures, such as silver to werewolves, a sword that is enchanted to slay dragons or a Holy weapon used against undead or demons. In such cases, this attack table is used in place of the table normally used. This table even overrides the use of the Large and Huge tables for creatures of those sizes.





# USING THE ATTACK TABLES

**Hack & Slash** does not change HARP combat mechanics; it changes how damage is resolved. You still roll and add in your Offensive Bonus, and subtract your foe's Defensive Bonus as normal. Any result of 1 or higher still means that you have hit your foe hard enough to hurt him. However, instead of looking up the damage on a single

column critical table, you would now look up the results on an attack table like the one shown below.

## ATTACK TABLE OVERVIEW

Each Attack table contains three separate tables. The first table, the Attack Matrix, is in the upper left

hand corner of the Attack table. This is the first table you consult, once you determine that you've hit your target.

The right hand side of the Attack table is taken up by the Critical Table. This table determines the amount of additional damage to the target.

The Hit Location Table is in the bottom left hand corner of the Attack table. This table is optional. Use this table if you are interested in determining hit locations and customizing the damage according to hit locations.

CRUSH ATTACK TABLE							
Results	T	S	M	L	H	Results	Crush Criticals
1-5	1	1	2	3	5A	A (1-5)	Whoosh! I've seen kittens hit harder than that! +1 hit.
6-10	1	2	3	4	6B	B (6-9)	Smack! +3 hits.
11-15	1	2	4	6A	8C	C (10-14)	You clipped your foe that time. He takes +4 hits and is at -5.
16-20	1	3	5	7B	9D	D (15-18)	Foe looks a little dazed. He takes +6 hits and is at -5.
21-25	2	3	6A	8C	11E	E (19-23)	Impressive! Or it would be if you ever do more than just graze him. Foe is at -10 and takes +7 hits.
26-30	2	4	7B	9D	12F	F (24-28)	Oof! Foe is not very happy with you at the moment. He takes +9 hits, is stunned 1 round and is at -10.
31-35	2	5A	7C	11E	14G	G (29-32)	Put your shoulder into it! Foe takes 10 hits, is stunned 1 round and is at -15.
36-40	2	5B	8D	12F	16H	H (33-37)	Foe looks very perplexed. He takes +11 hits is stunned for 2 rounds and is at -15.
41-45	3A	6C	9E	13G	17I	I (38-42)	Foe is sees stars and birds. He takes +13 hits, is stunned 2 rounds and is at -20.
46-50	3B	7D	10F	14H	19J	J (43-46)	Crunch. Foe takes +14 hits, is stunned 3 rounds and is at -20.
51-55	3C	7E	11G	16I	20K	K (47-51)	Solid strike bruises muscle and bone. Foe takes +16 hits, is stunned 3 rounds, and is at -25.
56-60	4D	8F	12H	17J	22L	L (52-55)	The sound of crunching bones is music to your ears. Foe takes +17 hits, is stunned 4 rounds and is at -25.
61-65	4E	8G	13I	18K	23M	M (56-60)	Snap! Crackle! Pop! What a joyous sound, as long as it is coming from your foe. He takes +19 hits, is stunned 4 rounds and is at -30.
66-70	4F	9H	14J	19L	25N	N (61-65)	Blow thunders as it connects. Foe takes +20 hits, is stunned 5 rounds, is bleeding 1 hit per round and is at -30. It hurts.
71-75	5G	10I	15K	21M	26O	O (66-69)	Resounding strike causes foe to drop anything he is holding. Foe takes +21 hits, is stunned 6 rounds, is bleeding 1 hit per round and is at -35.
76-80	5H	10J	16L	22N	28P	P (70-74)	Foe will be eating soup for sometime, if he survives. He takes +23 hits, is stunned 6 rounds, is bleeding 2 hits per round and is at -40.
81-85	5I	11K	17M	23O	30Q	Q (75-78)	What goes around comes around, and foe has been spun around. He takes +24 hits, is stunned 7 rounds, is bleeding 2 hits per round and is at -40.
86-90	6J	12L	18N	24P	31R	R (79-83)	Foe is severely wounded. He takes +26 hits, is stunned 7 rounds, is bleeding 3 hits per round and is at -40.
91-95	6K	12M	19O	26Q	33S	S (84-88)	You drive through foe's defense to deliver a devastating strike. Foe takes +27 hits, is stunned 8 rounds, is bleeding 4 hits per round and is at -45.
96-100	6L	13N	20P	27R	34T	T (89-92)	You really rock your foe! So much so that he takes +29 hits, is stunned 8 rounds, is bleeding 4 hits per round and is at -45.
101-105	7M	13O	21Q	28S	36U	U (93-97)	Devastating strike send foe reeling to the ground! He takes +30 hits, is stunned for 10 rounds, is bleeding 5 hits per round and is at -50.
106-110	7N	14P	21R	29T	37V	V (98-102)	Foe is knocked to the ground by your mighty blow. It is soon followed by the wails of agony as foe dies, after 10 inactive rounds from internal bleeding.
111-115	7O	15Q	22S	31U	39V	W (103-106)	Not only do you shatter bones, but you send the jagged edge of one tearing through a major artery. Foe dies after 6 inactive rounds of screaming from the pain.
116-120	7P	15R	23T	32V	40W	X (107-111)	Your sudden attack sends fragments of bone ripping through a major organ. Foe drops to the ground and dies after 3 inactive rounds of subdued whimpering and mewling.
121-125	8Q	16S	24U	33V	42W	Y (112-115)	Shattered fragments of bone slice through many internal organs. Foe is at -50 for one round before passing out from the pain and dying in 2 more rounds.
126-130	8R	17T	25V	34W	44X	Z (116-120)	Impressive strike sends foe flying 10' to land in a jumbled heap. It is obvious that many of his bones are shattered and that he is quite dead.
131-135	8S	17U	26V	35W	45X		
136-140	9T	18V	27W	37X	47Y		
141-145	9U	18V	28W	38X	48Y		
146-150	9V	19W	29X	39Y	50Z		
<b>Hit Location:</b>							
<b>Result</b>	<b>Location</b>	<b>Opt. Crit Adj.</b>					
2	Foot/Calf	-10*; -1 stun					
3	Knee	-15*; -1 stun					
4 - 5	Thigh	-5; 2 h/rd					
6	Groin	3 h/rd; -20					
7 - 9	Abdomen/Lower Back	-10; 1 stun					
10 - 13	Chest/Upper Back	normal					
14	Neck	3 h/rd; 1 stun					
15	Face/Skull	3 stun					
16 - 18	Shoulder/Upper Arm	-15**; -1 stun					
19 - 20	Forearm/Hand/Elbow	-10**; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



## READING THE ATTACK TABLES

Each of the three individual tables that comprise the Attack table is read separately.

### THE ATTACK MATRIX

Consult the Attack Matrix once you've determined that you've hit your target. The letter headers across to top of the table correspond to the different attack sizes: T=Tiny, S=Small, M=Medium, L=Large. H=Huge. The die roll results are given in increments of 5 in the Results column; so a result of 33 falls in the 31-35 range.

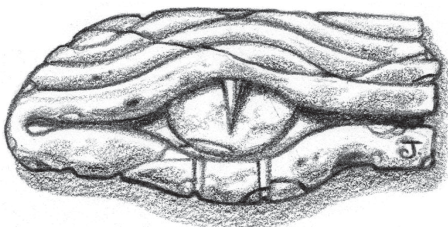
To determine the result of an attack cross index the final result of the attack roll in the results column with attack size column.

Results	T	S	M	L	H
1-5	1	1	2	3	5A
6-10	1	2	3	4	6B
11-15	1	2	4	6A	8C
16-20	1	3	5	7B	10D
21-25	2	4	6A	8C	11E
26-30	2	4	7B	10D	13F
31-35	2	5A	8C	11E	14G
36-40	3	5B	9D	12F	16H
41-45	3A	6C	10E	13G	18I
46-50	3B	7D	11F	15H	19J

So a small attack with a result of 33, gives a damage result of "5A", while a large attack with a result of 33 gives a damage result of 9D. The number portion of the result is equal to the number of hits the target receives from the attack, while the letter indicates which critical result is applied (refer to *Critical Table* below).

#### T (TINY)

This column is used for Tiny attacks. Extremely small weapons, such as pocket knives, or the natural attacks of very small creatures will normally use this size of attack. This is also the base attack size used for swarms of tiny creatures such as insects. Tiny attacks have a 1 in 30 chance of giving a killing critical.



#### S (SMALL)

This column is used for Small attacks. This covers the attacks made by smaller weapons and creatures. Small attacks have a 3 in 30 chance of delivering a killing critical.

### REDUCING LETHALITY

**Option 1:** Some players and GMs may consider the **Hack & Slash** rules too lethal for their tastes. If this is the case, the GM can easily adjust the lethality of this system by simply instituting a modifier to the Defensive Bonus of all characters, NPCs, and monsters within the game. So long as the bonus is identical for everybody, the system will remain balanced, and yet the overall lethality of the system will be reduced.

**Example:** *Joe, the GM, decides that he wants a game that is a bit less lethal. Therefore, he institutes a Reflex bonus of +50. This means that all of the player's characters, Joe's NPCs, and all monsters within the game receive a +50 bonus to their DB, making it slightly more difficult to achieve dangerous or even deadly criticals.*

**Option 2:** If you dislike bookkeeping and tracking such things as bleeding, stuns and maneuver penalties, which often make the game much deadlier, then you, can reduce the lethality of your games by just ignoring those portions of the criticals within this product.

#### M (MEDIUM)

This column is used for Medium attacks. This is the attack size used for most one-handed weapons by a normal human-sized combatant. Medium attacks have a 5 in 30 chance of delivering a critical that result in death.

#### L (LARGE)

This column is used for Large attacks. This is the maximum size allowed for a weapon that is used by a human-sized creature. Such weapons will normally be two-handed in nature. Large criticals provide 7 chances out of 30 for resulting in a killing critical.

#### H (HUGE)

This column is used for attacks that have a size of Huge. This attack size is natural only for Large and Huge creatures, and some magical attacks. Huge criticals are extremely deadly, having 9 chances out of 30 to deal a critical that result in death.



## CRITICAL TABLE

The Critical Tables are the only other table required to use these attack tables. Each critical table consists of 26 entries from A to Z. The Attack Matrix specifies which entry from the critical table to use (A, B, etc.).

The number range below the critical letters can be used for multiple purposes, such as with the skill, Ambush, or the Combat Action, Power Strike. Refer to the section on *System Adjustments* for more details on this. Additionally, these number ranges can be used for randomizing the criticals. The sidebar on *Randomizing Criticals* gives a couple of options for this.

Each critical gives some flavor text for the critical and additional damage that is applied to the target of the attack. Refer to *Reading the Critical Tables* for more information.

**OPTIONAL RULE:**  
**RANDOMIZING CRITICALS**

Sometimes, players and Game Masters (GMs) prefer more random critical results. The attack tables presented in this book allow for this to happen through the use of the number ranges under the letter code for each critical. Using this method adds a second roll to the attack resolution process. If an attack scores a critical hit, then roll d100 and add 5 for every attack size above Tiny (i.e. A Small adds +5 to the roll, a Large adds +15). Should the result of the critical roll be above 120, then treat the result as if it were 120.

Results	Crush Criticals
A (1-5)	Whoosh! I've seen kittens hit harder than that! +1 hit.
B (6-9)	Smack! +3 hits.
C (10-14)	You clipped your foe that time. He takes +4 hits and is at -5.
D (15-18)	Foe looks a little dazed. He takes +6 hits and is at -5.
E (19-23)	Impressive! Or it would be if you ever do more than just graze him. Foe is at -10 and takes +7 hits.
F (24-28)	Oof! Foe is not very happy with you at the moment. He takes +9 hits, is stunned 1 round and is at -10.

## READING THE CRITICAL TABLES

The entries on the critical tables are divided into 2 major sections, the flavor text and the critical damage.

### FLAVOR TEXT

Every critical comes with a bit of flavor text. The flavor text for the **Hack & Slash** critical tables was specifically written so that it does not indicate any specific locations, or any specific type of damage in most instances. This was done so that the Game Master (GM) could more easily alter the flavor text of the criticals to suit the situation. We recommend that the GM alter the flavor text of a given critical to better suit the actual situation.

**INSECT SWARMS**

Insects, such as bees, locusts, or other tiny creatures are relatively ineffectual when considered individually. However, when they swarm, attacking en masse, they are much more deadly. A single bee, for example, would not even do a full point of damage to a character when it stings; however a small swarm of bees would combine to do a Tiny attack. Larger swarms would do even larger attacks.

With swarms, the GM should make a single attack for the swarm, rather than individual attacks for each creature in the swarm. Swarms, however, do not inflict criticals; they only inflict damage to Concussion Hits, one point of damage for each insect that makes a successful attack.

Each swarm will also have a number of hits equal to the number of insects within the swarm. The DB for a swarm should also be calculated upon the number of insects within the swarm, gaining a +1 to DB for each insect in the swarm, up to a maximum DB of 100. The OB for the swarm should also be calculated according to the size of the swarm as well. For every 2 insects within

the swarm, it gains +1 to OB. Thus a swarm of 50 bees would have 50 hits, a DB of 50, and an OB of +25 and do a Tiny Puncture.

However, the real danger of insect swarms lay in those insects that deliver a poison or toxin with their attacks. Individually, these toxins are too weak to normally affect a human or other similarly sized creature, but when swarming, the poison from all those insects that make a successful attack combine, cumulatively, to make the toxin that much more dangerous. The base RR against insect poisons is normally a 50. This number is increased by 1 for every point of damage delivered by the swarm. The damage from multiple attacks is cumulative with prior attacks that have not been previously healed.

Thus if a character takes 23 hits in the first round of an attack by a swarm of bees, he must beat a RR (73) ( $50 + 23 = 73$ ) to avoid being affected by the bee's venom. On the second round, if he takes another 15 hits, he must overcome a RR (88) ( $50 + 23 + 15 = 88$ ) or be affected by the toxins.



When reading the flavor text and adding your own flavor text as you describe the wound delivered, it is important to think about the damage being done, as well as the source of the damage. Your description of the damage is what will determine what spells and/or herbs are required to heal the damage.

### CRITICAL DAMAGE

Each critical also provides extra damage that is given to the target of the attack, in addition to the hit damage provided by the Attack Matrix. There are several basic types of damage provided by the criticals, along with a few special types. Each is described more fully below.

#### ADDITIONAL CONCUSSION HITS

Concussion hits are the equivalent of bruising to the character's body. This is the most common type of extra damage provided by criticals. Like the concussion hit damage listed on the Attack Matrix, the additional concussion hits listed in the critical entries are removed from the character's total remaining concussion hits.

#### STUNS

Many criticals also give Stuns. When a character is stunned, he may not make an attack, although he may parry with half of his Offensive Bonus. This stunned parry is resolved in the same way as a Full Parry; however the character does not get the additional +10 modifier to their Defensive Bonus that a Full Parry gets. Additionally, any action that requires a maneuver roll receives a -50 modifier. Actions that do not require a maneuver roll, such as eating an herb or wearing armor are unaffected by this modifier. The character's movement is also limited to one half of his Base Movement Rate, and to a maximum Pace of Run.

Stuns are not applied automatically. The character receiving the stun gets to make a Stamina-based Resistance Roll (RR) to see whether or not they are able to shake off the stun. The character receiving the stun must equal or beat the target number of 150 to resist one round of stun. This number is increased by 5 for every additional round of stun beyond the first that is inflicted by a single critical.

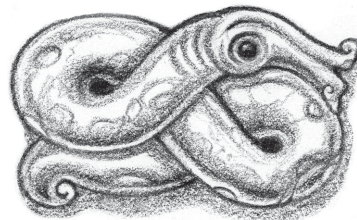
#### STUNNING OPTION

Using the basic rules for resisting stuns, it is possible, although not likely that low level characters may not be able to resist being stunned. If you, as the GM, would like to make stuns a bit easier to resist, then use the following guideline.

With this option, in order to resist being stunned, the character must equal or beat a target number of 100. This base number is modified by +10 for each round of stun beyond the first. Thus 2 rounds of stun would require a Stamina RR (110) and three would require a Stamina RR (120), and so forth.

If a character who is already stunned receives a critical that indicates even more rounds of stun, he must make an RR against the new stun result. However, the RR to resist these additional rounds of stun is not affected by the -50 modifier for maneuvers. It is affected by how many rounds that the character is already stunned for. Each round of stun already affecting the character is counted towards determining that number that must be resisted against. Should the character succeed, he is still affected by the stuns he already has, but not by the new ones.

Should a character ever be stunned for a number of rounds equal to or greater than his Constitution bonus, the character is required to make another Stamina-based RR. The character must equal or beat a number equal to 170, plus 5 for each round of stun. Should he succeed in this RR, the character remains conscious, but if he fails, he is unconscious for 1d10 minutes minus 1 for every 2 points of Constitution bonus, but for at least 1 minute at the minimum.



#### BLEEDING

Criticals can often cause ongoing damage to the target of an attack. This may be from torn or severed veins and arteries, from internal damage that gets progressively worse, from burns, from frostbite, or from any number of other reasons. All of these instances of ongoing damage are collectively called Bleeding because they cause the character who has received this damage to lose a number of hits each round until the cause of the wound is treated well enough for the ongoing damage to stop.

#### MANEUVER PENALTIES

Criticals can also hurt muscles, bones and other parts of the body causing the character to receive negative modifiers. When a critical indicates a negative modifier, this is referred to as a Maneuver Penalty. This negative modifier is applied to all Strength, Quickness, and Agility based maneuvers. If an action does not require a maneuver roll, such as the wearing of armor, then it is unaffected by this modifier.

These modifiers may reduce a character's Defensive Bonus (DB), but only the portion of it deriving from their Quickness stat. This cannot reduce the Quickness bonus to DB below zero.

The negative modifiers from Maneuver Penalties are cumulative with those from being stunned. However, unlike the modifier from being stunned, Maneuver Penalties remain until the character is healed of the damage that caused the penalty in the first place.





## DYING IN X ROUNDS

There are a number of criticals which state that a character will die in a specific number of rounds. These criticals indicate that the character has taken such a massive amount of traumatic damage that his body can no longer operate and that the character will shortly die. Quite often, characters who receive this type of wound are completely incapacitated or knocked unconscious from the attack. This means that they cannot attack nor defend themselves in any manner. Characters that are “inactive” may not do anything other than try to heal themselves, if they possess the means. Characters that are unconscious may not even do that.

## INSTANT DEATH

There are relatively few criticals that actually result in the instant death of a character, but it always remains a possibility. However, it is important to remember that sometimes even death is not final.

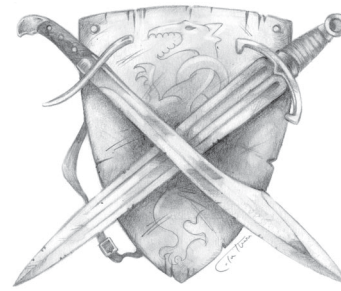
## NOTES ON GRAPPLING ATTACKS

Unlike most of the other critical tables, the Grappling attack table has some unique results. Namely, many of its criticals say that the target of the attack has been grappled and that they receive a Maneuver Penalty while they are grappled. This temporary Maneuver Penalty is the result of being held and it disappears once the character is free.

Grappling criticals also give a Maneuver Difficulty for breaking free, but does not list a method for breaking free. This is because there are several different methods that may apply. The character might use a skill, such as Wrestling, a Martial Art that does Grappling criticals, or Contortions to free himself. If the held character does not have these, he may also use a stat based maneuver, Strength or Agility, as described on page 67 of **HARP**. The Difficulty of the maneuver, as given in the critical always applies in either case. However, the Maneuver Penalty given in the critical does not apply on attempts to break free of the grapple, just on other actions.

The Maneuver Penalty may also apply to the character doing the grappling as well. The grappler has the option of maintaining their hold on the target (no roll required normally), attempting some other action (adjusted by the same Maneuver Penalty just as the person grappled is affected), or increasing their hold (receives only half of the Maneuver Penalty that the person held receives normally). Depending on the method used to grapple a character, one or more of the above options may not be available to the character doing the grappling. A character using a rope lasso to grapple another character cannot try “increasing their hold”, but can easily maintain their ‘hold’ by keeping the rope taut. On the opposite end of the spectrum, a creature with multiple tentacles may attempt to increase its hold using a second tentacle, but not receive any penalties since the second tentacle is not involved in the first hold.

What it boils down to is that the GM must determine which of the three options are available to the character doing the grappling and whether or not they receive no, half, or the full Maneuver Penalty to their action. Maintaining a hold will



rarely, if ever, require a roll or receive any portion of the Maneuver Penalty that the person held receives.

**Example 1:** Goras is a Fighter who has skill in using a lasso (+45) which does a Small Grapple attack. Berin is a Rogue (DB 40) that Goras is trying to catch. Goras makes his attack (roll of 72) for a total of 77 ( $72 + 45 - 40 = 77$ ). Berin makes his RR against the stuns dealt by the attack, but is caught. Berin is at -40 to all actions while caught, except for trying to break free, which will require a Light (+20) maneuver. Berin is not overly strong, so he doubts that he would be able to break free using just his strength, however he fairly agile and has some skill in Contortions (+56), so he decides to attempt to use that to break free. Berin rolls a 36 for a total result of 112 ( $36 \text{ roll} + 56 \text{ skill} + 20 \text{ Light Maneuver} = 112$ ). This is greater than 101, so Berin has easily shrugged off the lasso and is now attempting to run away. Goras curses under his breath, in several different languages, as he reclaims and lasso and starts after Berin.

**Example 2:** Chako and Zelup are professional wrestlers for the local arena games. The both have the Martial Arts Style: Wrestling from Martial Law (Chako at +77; Zelup at +86) and they are paired against one another for today’s match. Both wrestlers have a DB of +20 and both are parrying to bring their DB up to +50 leaving Chako with an OB of +47 and Zelup with an OB of +56. Chako makes his first attack rolling a 95 for a total attack roll of 92 ( $95 + 47 - 50 = 92$ ), resulting in 9 hits and an ‘M’ critical (+12 hits; stunned 4 rounds; -50 while held, and requires a Medium maneuver in order to get free). Zelup easily shrugs off the rounds of Stun (he has an excellent Stamina RR bonus).

Zelup has a choice. He can attempt his own grapple attack on Chako with an OB of 6 ( $56 - 50$ ), or he can use his Wrestling skill to attempt to break free. If he attempts to break free, Zelup will need a total roll of 101 or better, but he gets to use his total OB of +56 in the attempt. Zelup wisely decides to attempt to break free. He rolls a 43 for a total result of 99 ( $56 + 43 = 99$ ), not enough to allow him to escape Chako’s grasp.

The next round Chako has a choice. For his first choice, he can try to continue with his current hold, which requires no roll, but he knows that Zelup almost broke free a moment before. His second choice is to attempt to increase his hold on Zelup, but the GM has ruled that in doing so, he would receive half of the maneuver penalty as applied to Zelup. Luckily, Zelup cannot parry this round, and the Maneuver Penalty will reduce his DB to zero, so Chako



### OPTIONAL RULE: CALLED SHOTS

There are times when a character will want to strike a specific location of their target. To do so, a character may reduce their Offensive Bonus (OB) in increments of 10 in order to adjust their Hit Location Result number by 1 point for each increment. A character may reduce their OB by no more than 50 points to gain a maximum of 5 points to which they can adjust the location, either up or down.

A player must declare a called shot, and their OB reduction prior to rolling for an attack. Once the attack is made, and the initial Hit Location is determined, then the Called Shot modifier is applied, to move the location towards that which the character has declared.

**Example:** Cedric wants to hit foe's hand in order to cause him to drop the wand he is holding on Cedric's unsuspecting buddy Decil. Cedric declares a Called Shot for his target's hand and reduces his OB by 40. He makes his attack roll, and hits foe hard enough to hurt him and cause a critical result. Cedric's initial roll was a 76 which gives a Hit Location of 13 (Chest/Upper Back). Since Cedric succeeded in his attack, he adjusts the Hit Location 4 points in the direction of the Hand Location (19-20). However, 13 + 4 only equals 17 meaning that Cedric actually hit his foe's Shoulder/Upper Arm, and on the wrong side of foe as well (initial roll was even, meaning off-hand side). At least the foe is no long pointing the wand at Decil. Now it is pointing at Cedric.

decides to attempt to increase his hold. Chako has an effective OB of 22 (47-25), and he rolls a 37 for a total result of 59. This does 6 hits and an 'F' critical (+6 more hits, 1 round of stun, and -20 for 3 rounds). While this does not improve his hold on Zelup, it will make it harder for Zelup to break Chako's hold. Zelup makes his attempt, rolling a 93 for a total of 129 (93 + 56 -20) more than enough to break Chako's hold this round. Zelup retreats a little bit and begins using a Full Parry while he attempts to shake off the effects from when he was grappled.

#### NOTES ON ADDITIONAL CRITICALS

Several spells and magical items deliver additional criticals when they deliver a hit. In these cases, use the base critical delivered as the starting point, and then add or subtract 10 from the number range listed under the Letter Code to determine what the actual critical delivered will be. For example, if you deliver an "F" critical (24-28) for your attack, and your weapon does a Medium attack normally and an additional Small critical of another type, you would subtract 10 from the low end of the number range (24), resulting in the additional critical being a "C" critical (10-14), with the "C" critical being from the proper Critical Table.

#### OPTIONAL CRITICAL RULES

##### HIT LOCATION

This third table that comprises each attack table page is totally optional for use. It consists of three columns; Result, Location, and Optional Critical Adjustments.

##### RESULT

The Result column ranges from 2 to 20. To determine what row to use in this column, simply add the two percentile dice together from the roll for your attack. If your roll was within the open-ended range, you ignore the second and any subsequent rolls, using only the first roll from the attack. Thus a roll of 87 would give a result of 15 (8 + 7 = 15) Face/Skull on the Hit Location table.

The original percentile roll is used to determine the location of the strike; the roll was an odd number, the attack hits on the foe's weapon side. If the number was even, then it hits on the non-weapon side. When attacking a foe wielding two weapons, or no weapon, then an odd number means that the blow lands on the foe's right side, and even number means that it lands on the foe's left side.

If the target of the attack is 2 more sizes bigger than the attacker, then 10 is subtracted from the number used to determine the location of the hit. Any adjusted results of less than 2 are treated as a result of 2.

#### OPTIONAL CRITICAL ADJUSTMENTS

This column can be used to give more variety to the criticals. If using the hit location rules and this option, the damage adjustments listed here are added to any damage generated by a critical result. If the target of the attack did not receive a critical, then apply only hit damage from the Attack Matrix.

Hit Location:		
Result	Location	Opt. Crit Adj.
2	Foot/Calf	-10*; -1 stun
3	Knee	-15*; -1 stun
4-5	Thigh	-5; 2 h/rd
6	Groin	3 h/rd; -20
7-9	Abdomen/Lower Back	-10; 1 stun
10-13	Chest/Upper Back	normal
14	Neck	3 h/rd; 1 stun
15	Face/Skull	3 stun
16-18	Shoulder/Upper Arm	-15**; -1 stun
19-20	Forearm/Hand/Elbow	-10**; -1 stun

1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .

2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.

3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).

\* = to maneuvers requiring movement only.  
 \*\* = to maneuvers involving the arms/hands only.



# CRUSH ATTACK TABLE

Results	T	S	M	L	H	Results	Crush Criticals
1-5	1	1	2	3	5A	A (1-5)	Whoosh! I've seen kittens hit harder than that! +1 hit.
6-10	1	2	3	4	6B	B (6-9)	Smack! +3 hits.
11-15	1	2	4	6A	8C	C (10-14)	You clipped your foe that time. He takes +4 hits and is at -5.
16-20	1	3	5	7B	9D	D (15-18)	Foe looks a little dazed. He takes +6 hits and is at -5.
21-25	2	3	6A	8C	11E	E (19-23)	Impressive! Or it would be if you ever do more than just graze him. Foe is at -10 and takes +7 hits.
26-30	2	4	7B	9D	12F	F (24-28)	Oof! Foe is not very happy with you at the moment. He takes +9 hits, is stunned 1 round and is at -10.
31-35	2	5A	7C	11E	14G	G (29-32)	Put your shoulder into it! Foe takes 10 hits, is stunned 1 round and is at -15.
36-40	2	5B	8D	12F	16H	H (33-37)	Foe looks very perplexed. He takes +11 hits is stunned for 2 rounds and is at -15.
41-45	3A	6C	9E	13G	17I	I (38-42)	Foe is sees stars and birds. He takes +13 hits, is stunned 2 rounds and is at -20.
46-50	3B	7D	10F	14H	19J	J (43-46)	Crunch. Foe takes +14 hits, is stunned 3 rounds and is at -20.
51-55	3C	7E	11G	16I	20K	K (47-51)	Solid strike bruises muscle and bone. Foe takes +16 hits, is stunned 3 rounds, and is at -25.
56-60	4D	8F	12H	17J	22L	L (52-55)	The sound of crunching bones is music to your ears. Foe takes +17 hits, is stunned 4 rounds and is at -25.
61-65	4E	8G	13I	18K	23M	M (56-60)	Snap! Crackle! Pop! What a joyous sound, as long as it is coming from your foe. He takes +19 hits, is stunned 4 rounds and is at -30.
66-70	4F	9H	14J	19L	25N	N (61-65)	Blow thunders as it connects. Foe takes +20 hits, is stunned 5 rounds, is bleeding 1 hit per round and is at -30. It hurts.
71-75	5G	10I	15K	21M	26O	O (66-69)	Resounding strike causes foe to drop anything he is holding. Foe takes +21 hits, is stunned 6 rounds, is bleeding 1 hit per round and is at -35.
76-80	5H	10J	16L	22N	28P	P (70-74)	Foe will be eating soup for sometime, if he survives. He takes +23 hits, is stunned 6 rounds, is bleeding 2 hits per round and is at -40.
81-85	5I	11K	17M	23O	30Q	Q (75-78)	What goes around comes around, and foe has been spun around. He takes +24 hits, is stunned 7 rounds, is bleeding 2 hits per round and is at -40.
86-90	6J	12L	18N	24P	31R	R (79-83)	Foe is severely wounded. He takes +26 hits, is stunned 7 rounds, is bleeding 3 hits per round and is at -40.
91-95	6K	12M	19O	26Q	33S	S (84-88)	You drive through foe's defense to deliver a devastating strike. Foe takes +27 hits, is stunned 8 rounds, is bleeding 4 hits per round and is at -45.
96-100	6L	13N	20P	27R	34T	T (89-92)	You really rock your foe! So much so that he takes +29 hits, is stunned 8 rounds, is bleeding 4 hits per round and is at -45.
101-105	7M	13O	21Q	28S	36U	U (93-97)	Devastating strike send foe reeling to the ground! He takes +30 hits, is stunned for 10 rounds, is bleeding 5 hits per round and is at -50.
106-110	7N	14P	21R	29T	37V	V (98-102)	Foe is knocked to the ground by your mighty blow. It is soon followed by the wails of agony as foe dies, after 10 inactive rounds from internal bleeding.
111-115	7O	15Q	22S	31U	39V	W (103-106)	Not only do you shatter bones, but you send the jagged edge of one tearing through a major artery. Foe dies after 6 inactive rounds of screaming from the pain.
116-120	7P	15R	23T	32V	40W	X (107-111)	Your sudden attack sends fragments of bone ripping though a major organ. Foe drops to the ground and dies after 3 inactive rounds of subdued whimpering and mewling.
121-125	8Q	16S	24U	33V	42W	Y (112-115)	Shattered fragments of bone slice through many internal organs. Foe is at -50 for one round before passing out from the pain and dying in 2 more rounds.
126-130	8R	17T	25V	34W	44X	Z (116-120)	Impressive strike sends foe flying 10' to land in a jumbled heap. It is obvious that many of his bones are shattered and that he is quite dead.
131-135	8S	17U	26V	35W	45X		
136-140	9T	18V	27W	37X	47Y		
141-145	9U	18V	28W	38X	48Y		
146-150	9V	19W	29X	39Y	50Z		
<b>Hit Location:</b>							
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>				
2	Foot/Calf		-10*; -1 stun				
3	Knee		-15*; -1 stun				
4-5	Thigh		-5; 2 h/rd				
6	Groin		3 h/rd; -20				
7-9	Abdomen/Lower Back		-10; 1 stun				
10-13	Chest/Upper Back		normal				
14	Neck		3 h/rd; 1 stun				
15	Face/Skull		3 stun				
16-18	Shoulder/Upper Arm		-15**; -1 stun				
19-20	Forearm/Hand/Elbow		-10**; -1 stun				
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



# PUNCTURE ATTACK TABLE

Results	T	S	M	L	H	Results	Puncture Criticals
1-5	1	1	2	3	4A	A (1-5)	Stop trying to tickle your foe! +1 hit.
6-10	1	1	3	4	6B		
11-15	1	2	3	5A	7C		
16-20	1	3	4	6B	8D	B (6-9)	That was weak. +2 hits.
21-25	1	3	5A	7C	10E		
26-30	2	4	6B	8D	11F		
31-35	2	4A	7C	10E	13G	C (10-14)	Oh! What an impressive... scratch? +3 hits.
36-40	2	5B	8D	11F	14H		
41-45	3A	5C	8E	12G	16I		
46-50	3B	6D	9F	13H	17J	D (15-18)	Helpful hint. The pointy end goes into foe. Foe takes +4 hits and is bleeding 1 hit per round.
51-55	3C	7E	10G	14I	18K		
56-60	3D	7F	11H	15J	20L		
61-65	4E	8G	12I	16K	21M	E (19-23)	At least you managed to nick a muscle that time. Foe takes +5 hits, is bleeding 1 hit per round and is at -5.
66-70	4F	8H	13J	18L	23N		
71-75	4G	9I	14K	19M	24O		
76-80	5H	9J	14L	20N	25P	F (24-28)	Now that will leave a scar. An almost impressive one at that. Foe takes +6 hits, is bleeding 2 hits per round and is at -5.
81-85	5I	10K	15M	21O	27Q		
86-90	5J	10L	16N	22P	28R		
91-95	5K	11M	17O	23Q	30S	G (29-32)	A few dozen more attacks like this and you just might best your foe. He takes +7 hits, is bleeding 2 hits per round and is at -10.
96-100	6L	12N	18P	24R	31T		
101-105	6M	12O	19Q	25S	33U		
106-110	6N	13P	20R	27T	34V	H (33-37)	You catch foe off guard and are able to get a light strike. He takes +8 hits, is bleeding 3 hits per round and is at -15.
111-115	7O	13Q	20S	28U	35V		
116-120	7P	14R	21T	29V	37W		
121-125	7Q	14S	22U	30V	38W	I (38-42)	Flashy move. Next time work more on hurting foe than on showing off. Foe takes +9 hits, is bleeding 3 hits per round and is at -15.
126-130	7R	15T	23V	31W	40X		
131-135	8S	16U	24V	32W	41X		
136-140	8T	16V	25W	33X	42Y	J (43-46)	Foe is surprised at how easily you seem to have pierced his defenses. He takes +10 hits, is stunned 1 round, is bleeding 4 hits per round and is at -20.
141-145	8U	17V	25W	35X	44Y		
146-150	8V	17W	26X	36Y	45Z		
<b>Hit Location:</b>						K (47-51)	Your weapon fairly shrieks as it penetrates your foe's body. He takes +10 hits, is stunned 1 round, is bleeding 4 hits per round and is at -20.
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>				
2	Foot/Calf		-10*; -1 stun				
3	Knee		-15*; -1 stun			L (52-55)	You stab foe to the quick, with more than just your rapier wit. He takes +11 hits, is stunned 2 rounds, is bleeding 5 hits per round and is at -25.
4-5	Thigh		-5; 2 h/rd				
6	Groin		3 h/rd; -20				
7-9	Abdomen/Lower Back		-10; 1 stun			M (56-60)	You float like a butterfly and sting like a bee. Foe takes +12 hits, is stunned 2 rounds, is bleeding 6 hits per round and is at -30.
10-13	Chest/Upper Back		normal				
14	Neck		3 h/rd; 1 stun				
15	Face/Skull		3 stun			N (61-65)	Powerful strike sends foe spinning. He takes +13 hits, is stunned 3 rounds, is bleeding 6 hits per round and is at -30.
16-18	Shoulder/Upper Arm		-15**; -1 stun				
19-20	Forearm/Hand/Elbow		-10**; -1 stun				
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .						O (66-69)	Weapon pierced foe like a hot knife through butter. He takes +14 hits, is stunned 3 rounds, is bleeding 7 hits per round and is at -35.
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.						P (70-74)	Messy but effective strike leaves foe wishing he were elsewhere. He takes +15 hits, is stunned 4 rounds, is bleeding 7 hits per round and is at -40.
** = to maneuvers involving the arms/hands only.							
						Q (75-78)	Deep stab wound causes foe to recoil, trip and fall. He takes +16 hits, is stunned 4 rounds, is bleeding 8 hits per round and is at -40.
						R (79-83)	Good shot! Keep this up and you might be a real warrior one fine day. Foe takes +17 hits, is stunned 5 rounds, is bleeding 8 hits per round and is at -45.
						S (84-88)	You knock foe's defenses aside like they were nothing. Foe takes +18 hits, is stunned 5 rounds, is bleeding 9 hits per round and is at -45.
						T (89-92)	Strike swift. Strike true. Foe takes +19 hits, is stunned 6 round, is bleeding 10 hits per round and is at -50.
						U (93-97)	You strike decisively, plunging your weapon deep into your foe. He takes +20 hits, is stunned 6 rounds, is bleeding 10 hits per round and is at -55.
						V (98-102)	You don't know your own strength. Your attack severs an artery and breaks a bone. Foe is stunned for the 10 rounds that it takes him to die.
						W (103-106)	Your strike pierces a major artery. Foe dies in 6 inactive rounds as he bleeds out. Very messy.
						X (107-111)	Next opponent please. Foe drops to the ground unconscious from shock and bleeds to death in 2 rounds.
						Y (112-115)	Foe is not happy about being dead. And you are not happy about your weapon being stuck in your foe. It will require a Medium Strength-based maneuver roll to free it.
						Z (116-120)	Congratulations! You have just invented Shish-kabob! Foe is impaled upon your weapon and quite dead. It will take a Light Strength-based maneuver roll to free your weapon.



# SLASH ATTACK TABLE

Results	T	S	M	L	H	Results	Slash Criticals
1-5	1	1	2	3	5A	A (1-5)	That is barely a scratch. Foe laughs at your attempt. +1 hit.
6-10	1	2	3	4	6B	B (6-9)	Pathetic. +2 hits.
11-15	1	2	4	5A	8C	C (10-14)	You might do better if you sharpened your weapon from time to time. +4 hits.
16-20	1	3	5	7B	9D	D (15-18)	A little more practice and you might apply for a job as a barber. Foe takes +5 hits and is at -5.
21-25	2	3	5A	8C	11E	E (19-23)	Your mighty attack rends foe's clothing, but little else. Foe takes +6 hits, is stunned 1 round and is at -5.
26-30	2	4	6B	9D	12F	F (24-28)	Are you trying to nick him to death? Foe takes +7 hits, is stunned 1 round and is at -10.
31-35	2	5A	7C	10E	14G	G (29-32)	Well, you certainly have his attention now. Foe takes +8 hits, is stunned 2 rounds and is at -15.
36-40	2	5B	8D	12F	15H	H (33-37)	Nicely placed strike. Foe takes +10 hits, is stunned 2 rounds, is bleeding 1 hit per round and is at -20.
41-45	3A	6C	9E	13G	17I	I (38-42)	Now, that has got to hurt. Foe takes +11 hits, is stunned 2 rounds, is bleeding 1 hit per round and is at -20.
46-50	3B	6D	10F	14H	18J	J (43-46)	Nice slice! Good thing you are not playing golf. Foe takes +12 hits, is stunned 2 rounds, is bleeding 2 hits per round and is at -25.
51-55	3C	7E	11G	15I	20K	K (47-51)	Practicing for the holidays? You carve foe up pretty good. He takes +13 hits, is stunned 3 rounds, is bleeding 2 hits per round and is at -30.
56-60	4D	8F	12H	16J	21L	L (52-55)	Your attack leaves deep lacerations. He takes +14 hits, is stunned 3 rounds, is bleeding 3 hits per round and is at -30.
61-65	4E	8G	13I	18K	23M	M (56-60)	That wasn't pretty, but it was effective. Foe takes +15 hits, is stunned 4 rounds, is bleeding 3 hits per round and is at -35.
66-70	4F	9H	14J	19L	24N	N (61-65)	You catch a break and beat through foe's defenses. He takes +17 hits, is stunned 4 rounds, is bleeding 4 hits per round and is at -40.
71-75	5G	9I	15K	20M	26O	O (66-69)	A solid, workmanlike strike. Foe takes +18 hits, is stunned 5 rounds, is bleeding 4 hits per round and is at -45.
76-80	5H	10J	16L	21N	27P	P (70-74)	You have been practicing, haven't you? Foe takes +19 hits, is stunned 5 rounds, is bleeding 5 hits per round and is at -45.
81-85	5I	11K	16M	23O	29Q	Q (75-78)	Foe is stunned by your awesome skill. He takes +20 hits, is stunned 5 rounds, is bleeding 5 hits per round and is at -50.
86-90	5J	11L	17N	24P	31R	R (79-83)	Foe has no idea what just hit him. He takes +21 hits, is stunned 6 rounds, is bleeding 6 hits per round and is at -55.
91-95	6K	12M	18O	25Q	32S	S (84-88)	Gashing slash leaves quite a hole in foe. He takes +23 hits, is stunned 6 rounds, is bleeding 6 hits per round and is at -60.
96-100	6L	13N	19P	26R	34T	T (89-92)	Amazing strike sends foe reeling to the ground. He takes +24 hits, is stunned 7 rounds, is bleeding 7 hits per round and is at -60.
101-105	6M	13O	20Q	27S	35U	U (93-97)	Wowser! Your attack literally send foe flying 5' to land in a disorganized heap. He takes +25 hits, is stunned 7 rounds, is bleeding 7 hits per round and is at -65.
106-110	7N	14P	21R	29T	37V	V (98-102)	Amazing! Foe falls to the ground unconscious, to die after 7 helpless rounds as his blood spurts like a fountain.
111-115	7O	14Q	22S	30U	38V	W (103-106)	Gory strike leaves chunks of foe lying on the ground. He dies after 5 helpless rounds.
116-120	7P	15R	23T	31V	40W	X (107-111)	A wicked slash knocks foe down where he dies after 3 inactive rounds from the massive damage you caused. Well done, foe is nearly split in two.
121-125	8Q	16S	24U	32V	41W	Y (112-115)	All hail the mighty Ginsu! Foe stares at you with a look of utter surprise for 1 inactive round, and then collapses into multiple pieces.
126-130	8R	16T	25V	34W	43X	Z (116-120)	With a flash of your blade, foe goes all to pieces, literally. He is quite dead and quite messy.
131-135	8S	17U	26V	35W	44X		
136-140	9T	17V	27W	36X	46Y		
141-145	9U	18V	27W	37X	47Y		
146-150	9V	19W	28X	38Y	49Z		
<b>Hit Location:</b>							
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>				
2	Foot/Calf		-10*; -1 stun				
3	Knee		-15*; -1 stun				
4-5	Thigh		-5; 2 h/rd				
6	Groin		3 h/rd; -20				
7-9	Abdomen/Lower Back		-10; 1 stun				
10-13	Chest/Upper Back		normal				
14	Neck		3 h/rd; 1 stun				
15	Face/Skull		3 stun				
16-18	Shoulder/Upper Arm		-15**; -1 stun				
19-20	Forearm/Hand/Elbow		-10**; -1 stun				
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



# GRAPPLING ATTACK TABLE

Results	T	S	M	L	H	Results	Grapple Criticals
1-5	1	1	1	2	3A	A (1-5)	You lose your grip on foe. +1 hit.
6-10	1	1	2	3	4B	B (6-9)	You need some more training. Foe takes +2 hits and is at -5 for 1 round.
11-15	1	2	3	4A	6C	C (10-14)	Faulty grip. Foe takes +3 hits and is at -10 for 1 round.
16-20	1	2	3	5B	7D	D (15-18)	Foe slips from your grasp. Foe takes +4 hits and is at -15 for 2 rounds.
21-25	1	2	4A	6C	8E	E (19-23)	Foe staggers into your grasp. He takes +5 hits and is at -15 for 2 rounds.
26-30	2	3	5B	7D	9F	F (24-28)	Your efforts trip your foe sends him stumbling. Foe takes +6 hits, is stunned 1 round and is at -20 for 3 rounds.
31-35	2	3A	5C	8E	10G	G (29-32)	You have him now! Foe must make a Routine maneuver to break free. He takes +7 hits, is stunned 1 round and is at -25 for 3 rounds.
36-40	2	4B	6D	9F	11H	H (33-37)	Are you trying dance with foe or grapple him? He breaks your weak grasp. Foe takes +8 hits, is stunned 2 rounds and is at -30 for 4 rounds.
41-45	2A	4C	7E	9G	12I	I (38-42)	Foe eludes your weak grasp. He takes +9 hits, is stunned 2 rounds and is at -35 for 4 rounds.
46-50	3B	5D	7F	10H	13J	J (43-46)	You get foe so tangled up that he drops whatever he is holding. He must make a Light maneuver in order to break free. Foe takes +10 hits, is stunned 3 rounds and is at -40 while held.
51-55	3C	5E	8G	11I	15K	K (47-51)	Your attack flings foe 5'. Foe takes +10 hits, is stunned 3 rounds and is at -45 for 5 rounds.
56-60	3D	6F	9H	12J	16L	L (52-55)	You surprise foe with an unfamiliar maneuver. You have him grappled and must make an Easy maneuver to break free. Foe takes +11 hits, is stunned 4 rounds and is at -50 while held.
61-65	3E	6G	9I	13K	17M	M (56-60)	With a flick and a twist, you have your foe in a good hold. It will require a Medium maneuver in order for him to break free. Foe takes +12 hits, is stunned 4 rounds and is at -50 while held.
66-70	4F	7H	10J	14L	18N	N (61-65)	You have him on the ropes now. Foe is caught and struggling. It will require a Medium maneuver to break free. Foe takes +13 hits, is stunned 5 rounds and is at -55 while held.
71-75	4G	7I	11K	15M	19O	O (66-69)	Your attack catches foe off guard. He is stunned 3 rounds, and requires a Medium maneuver to break free. Foe takes +14 hits, is stunned 5 rounds and is at -60 while held.
76-80	4H	7J	11L	16N	20P	P (70-74)	Your assault is strong and lucky. Foe is ensnared and must make a Hard maneuver to break free. Foe takes +15 hits, is stunned 6 rounds and is at -65 while held.
81-85	4I	8K	12M	17O	21Q	Q (75-78)	Your brutal attack leaves foe gasping. He is caught must make a Hard maneuver to break free. Foe takes +16 hits, is stunned 6 rounds and is at -70 while held.
86-90	5J	8L	13N	17P	22R	R (79-83)	Hey! Looks like you are getting the hang of this. Foe is entangled and must make a Hard maneuver to break free. Foe takes +17 hits, is stunned 7 rounds and is at -70 while entangled.
91-95	5K	9M	13O	18Q	24S	S (84-88)	After a brief tussle, you have foe at a major disadvantage. He must make a Very Hard maneuver to break free. Foe takes +18 hits, is stunned 7 rounds and is at -75 while grappled.
96-100	5L	9N	14P	19R	25T	T (89-92)	Good grip! Foe is cussing up a storm now. He must make a Very Hard maneuver to free himself. Foe takes +19 hits, is stunned 8 rounds and is at -80 while held.
101-105	5M	10O	15Q	20S	26U	U (93-97)	A short scuffle and you seize foe handily. He must make a Sheer Folly maneuver to extricate himself from your grip. Foe takes +20 hits, is stunned 8 rounds and is at -85 while held.
106-110	6N	10P	15R	21T	27V	V (98-102)	Sleeper hold! Foe must make a Sheer Folly man. to break free. Foe is at -85 while held and will be out in 3 rounds. Foe takes +20 hits and is stunned for a total of 8 rounds, some of which may be spent sleeping from the hold.
111-115	6O	11Q	16S	22U	28V	W (103-106)	Foe is most definitely not happy as your grapple break a bone, sending it slicing through major arteries and organs. Foe is passes out from the sudden pain and dies in 10 rounds.
116-120	6P	11R	17T	23V	29W	X (107-111)	You don't know your own strength. Your hold shatters many bones, hurting internal organs. Foe is down and in 6 inactive rounds from the damage.
121-125	6Q	11S	17U	24V	30W	Y (112-115)	Your hold breaks a number of bones, which slice and puncture internal organs. Foe dies after 3 rounds of excruciating inactivity.
126-130	7R	12T	18V	25W	31X	Z (116-120)	Crack! Foe suddenly slumps limp in your arms as you break his neck. He is quite dead.
131-135	7S	12U	19V	26W	32X		
136-140	7T	13V	19W	26X	34Y		
141-145	7U	13V	20W	27X	35Y		
146-150	8V	14W	21X	28Y	36Z		
<b>Hit Location:</b>							
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>				
2	Foot/Calf		-10*; -1 stun				
3	Knee		-15*; -1 stun				
4-5	Thigh		-5; 2 h/rd				
6	Groin		3 h/rd; -20				
7-9	Abdomen/Lower Back		-10; 1 stun				
10-13	Chest/Upper Back		normal				
14	Neck		3 h/rd; 1 stun				
15	Face/Skull		3 stun				
16-18	Shoulder/Upper Arm		-15**; -1 stun				
19-20	Forearm/Hand/Elbow		-10**; -1 stun				
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



# STRIKES ATTACK TABLE

Results	T	S	M	L	H	Results	Martial Arts Strikes Criticals	
1-5	1	1	2	3	4A	A (1-5)	A pale piece of a pig's ear can hit harder than that. Foe takes +1 hit.	
6-10	1	1	2	4	5B	B (6-9)	Keep your elbow straight. Foe takes +2 hits.	
11-15	1	2	3	5A	7C	C (10-14)	Without proper breathing your attacks have no power behind them. Foe takes +4 hits.	
16-20	1	2	4	6B	8D	D (15-18)	You have his attention now. Foe is at -5 and takes Foe takes +5 hits.	
21-25	1	3	5A	7C	9E	E (19-23)	Glancing, but well placed strike. Foe is stunned 1 round and takes Foe takes +6 hits.	
26-30	2	3	6B	8D	11F	F (24-28)	You need to remember to follow through. Foe takes +7 hits and is at -5.	
31-35	2	4A	6C	9E	12G	G (29-32)	Foe tries to laugh at your attempts to hurt him, but it sounds strained. He takes +8 hits, is stunned 1 round and is at -5.	
36-40	2	4B	7D	10F	13H	H (33-37)	Foe falls back from your blow, trying to recover. Foe takes +10 hits, is stunned 1 round, and is at -10.	
41-45	2A	5C	8E	11G	15I	I (38-42)	Foe is finally taking you seriously. He takes +11 hits, is stunned 1 round, and is at -10.	
46-50	3B	6D	9F	12H	16J	J (43-46)	You catch foe off guard with a round house kick that knocks him to the ground. He takes +12 hits, is stunned 2 rounds, and is at -15.	
51-55	3C	6E	10G	13I	17K	K (47-51)	You deliver a snap kick that really impresses foe. He takes +13 hits, is stunned 2 rounds, and is at -15.	
56-60	3D	7F	10H	14J	19L	L (52-55)	Foe staggers back from your assault. He takes +14 hits, is stunned 2 rounds, and is at -20.	
61-65	3E	7G	11I	15K	20M	M (56-60)	Your form is nearly perfect. Foe takes +15 hits, is stunned 3 rounds, and is at -20.	
66-70	4F	8H	12J	16L	21N	N (61-65)	Well placed shot disorients foe. He takes +17 hits, is stunned 3 rounds, and is at -25.	
71-75	4G	8I	13K	17M	22O	O (66-69)	Who is this dog meat that dares challenge you? He takes +18 hits, is stunned 4 rounds and is at -25.	
76-80	4H	9J	13L	19N	24P	P (70-74)	Combination strike puts a nasty cramp in foe's life. Foe takes +19 hits, is stunned 4 rounds, and is at -30.	
81-85	4I	9K	14M	20O	25Q	Q (75-78)	He never saw your hands move. Foe takes +20 hits, is stunned 4 rounds, is bleeding 1 hit per round, and is at -30.	
86-90	5J	10L	15N	21P	26R	R (79-83)	Excellent form and correct follow through leaves foe gasping. He takes +21 hits, is stunned 5 rounds, is bleeding 1 hit per round, and is at -35.	
91-95	5K	10M	16O	22Q	28S	S (84-88)	Your slip inside foe's defenses to deliver a brutal strike. Foe takes +23 hits, is stunned 5 rounds, is bleeding 1 hit per round, and is at -35.	
96-100	5L	11N	17P	23R	29T	T (89-92)	Your attack sends foe flipping head over heels to land on his face. He takes +24 hits, is stunned 6 rounds, is bleeding 2 hits per round, and is at -40.	
101-105	6M	11O	17Q	24S	30U	U (93-97)	Kick sends foe spinning to the ground. He takes +25 hits, is stunned 6 rounds, is bleeding 2 hits per round, and is at -40.	
106-110	6N	12P	18R	25T	32V	V (98-102)	Double palm strike hits foe hard, causing internal damage. Foe is knocked unconscious and will die in 10 rounds from internal damage.	
111-115	6O	12Q	19S	26U	33V	W (103-106)	Your strike sends foe spinning, breaking his neck as he lands. He is paralyzed for the 9 rounds that it takes for him to die.	
116-120	6P	13R	20T	27V	34W	X (107-111)	You savagely strike foe, disrupting his internal harmony. He collapses and dies after 6 rounds of painful inactivity.	
121-125	7Q	13S	21U	28V	36W	Y (112-115)	Foe drops to ground, blood spitting from his mouth for the 3 inactive rounds it takes for him to die. You gain a +10 to your next action.	
126-130	7R	14T	21V	29W	37X	Z (116-120)	Precise combination of blows leaves foe all bent out of shape. He never even felt the touch of death claiming him.	
131-135	7S	15U	22V	30W	38X			
136-140	7T	15V	23W	31X	40Y			
141-145	8U	16V	24W	32X	41Y			
146-150	8V	16W	25X	33Y	42Z			
<b>Hit Location:</b>								
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>					
2	Foot/Calf		-10*; -1 stun					
3	Knee		-15*; -1 stun					
4-5	Thigh		-5; 2 h/rd					
6	Groin		3 h/rd; -20					
7-9	Abdomen/Lower Back		-10; 1 stun					
10-13	Chest/Upper Back		normal					
14	Neck		3 h/rd; 1 stun					
15	Face/Skull		3 stun					
16-18	Shoulder/Upper Arm		-15**; -1 stun					
19-20	Forearm/Hand/Elbow		-10**; -1 stun					
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .								
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.								
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).								
* = to maneuvers requiring movement only.								
** = to maneuvers involving the arms/hands only.								



# SWEEPS/UNBALANCING ATTACK TABLE

Results	T	S	M	L	H	Results	Martial Arts Sweeps/Unbalancing Criticals
1-5	1	1	2	3	4A	A	Try not to trip yourself. Foe takes +1 hit.
6-10	1	1	2	4	5B	(1-5)	
11-15	1	2	3	5A	7C	B	Weak grip allows foe to escape. He takes +2 hits.
16-20	1	2	4	6B	8D	(6-9)	
21-25	1	3	5A	7C	9E	C	Smooth move. Foe is at -10 for 1 round as he tries to control his laughter at your grace. He takes +3 hits.
26-30	2	3	6B	8D	11F	(10-14)	
31-35	2	4A	6C	9E	12G	D	Your attack knocks foe to one knee, but he recovers quickly. He takes +3 hits and is at a -5.
36-40	2	4B	7D	10F	13H	(15-18)	
41-45	2A	5C	8E	11G	15I	E	Very good, Grasshopper. One day, you, too, will be a master. Foe takes +4 hits and is at a -5.
46-50	3B	6D	9F	12H	16J	(19-23)	
51-55	3C	6E	10G	13I	17K	F	Sweep bruises foe. He takes +5 hits and is at a -10.
56-60	3D	7F	10H	14J	19L	(24-28)	
61-65	3E	7G	11I	15K	20M	G	You sweep foe's feet out from under him, but he makes a remarkable recovery. Foe takes +6 hits and is at a -15.
66-70	4F	8H	12J	16L	21N	(29-32)	
71-75	4G	8I	13K	17M	22O	H	A quick spin and jerk sends foe staggering away. He takes +7 hits, is stunned 1 round and is at a -15.
76-80	4H	9J	13L	19N	24P	(33-37)	
81-85	4I	9K	14M	20O	25Q	I	You almost disarmed him with that one. Foe takes +8 hits, is stunned 2 rounds and is at a -20.
86-90	5J	10L	15N	21P	26R	(38-42)	
91-95	5K	10M	16O	22Q	28S	J	Sudden sweep knocks foe to the ground. It will take him 1 round to get back up. He takes +9 hits, is stunned 2 rounds and is at a -25.
96-100	5L	11N	17P	23R	29T	(43-46)	
101-105	6M	11O	17Q	24S	30U	K	It almost looks like you are dancing with foe, except that he is an unwilling partner. Foe takes +9 hits, is stunned 3 rounds and is at a -25.
106-110	6N	12P	18R	25T	32V	(47-51)	
111-115	6O	12Q	19S	26U	33V	L	Graceful toss leaves foe on the ground. It will take him 2 rounds to get back up. Foe takes +10 hits, is stunned 3 rounds and is at a -30.
116-120	6P	13R	20T	27V	34W	(52-55)	
121-125	7Q	13S	21U	28V	36W	M	Foe never even saw it coming. He is down and must take 2 rounds to get back up. Foe takes +11 hits, is stunned 4 rounds and is at a -35.
126-130	7R	14T	21V	29W	37X	(56-60)	
131-135	7S	15U	22V	30W	38X	N	Foe screams as you send him over your shoulder and into the ground. He will need 2 rounds to get back on his feet. Foe takes +12 hits, is stunned 4 rounds and is at a -35.
136-140	7T	15V	23W	31X	40Y	(61-65)	
141-145	8U	16V	24W	32X	41Y	O	Your throw has knocked a bit more than the wind out of foe. He is down for 3 rounds, takes +13 hits, is stunned 5 rounds and is at a -40.
146-150	8V	16W	25X	33Y	42Z	(66-69)	
<b>Hit Location:</b>						P	Your teacher would be very proud of you. Foe's teacher is spinning in his grave. Foe is down for 3 rounds, takes +14 hits, is stunned 5 rounds and is at a -45.
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>			(70-74)	
2	Foot/Calf		-10*; -1 stun			Q	You send foe flying, to land 10' away. If the foe that you threw takes +15 hits, is stunned 6 rounds and is at a -45.
3	Knee		-15*; -1 stun			(75-78)	
4-5	Thigh		-5; 2 h/rd			R	Foe weapon goes skittering away as he lands hard. It takes him 4 rounds to get on his feet. Foe takes +15 hits, is stunned 6 rounds and is at a -50.
6	Groin		3 h/rd; -20			(79-83)	
7-9	Abdomen/Lower Back		-10; 1 stun			S	Have you been practicing? Foe is down for 5 rounds, struggling to get back on his feet. He takes +16 hits, is stunned 7 rounds and is at a -55.
10-13	Chest/Upper Back		normal			(84-88)	
14	Neck		3 h/rd; 1 stun			T	Excellent throw sends foe crashing to the ground. He is unconscious for 5 rounds and takes +17 hits. Upon awakening, he is stunned 7 rounds and is at -55.
15	Face/Skull		3 stun			(89-92)	
16-18	Shoulder/Upper Arm		-15**; -1 stun			U	Devastating sweep knocks foe unconscious for 1d10+5 rounds and he takes +18 hits.. Upon waking, foe is stunned 8 rounds and is at -60.
19-20	Forearm/Hand/Elbow		-10**; -1 stun			(93-97)	
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .						V	Snazzy throw send foe rolling 15'. He is unconscious for 1d10 minutes, takes +25 hits and is at a -75 when, or if, he ever wakes up.
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.						(98-102)	
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).						W	Perfect toss send foe flying, to land on his face upon impact. Mangled foe dies in 10 unconscious rounds from the damage. You gain a +15 for the next round.
* = to maneuvers requiring movement only.						(103-106)	
** = to maneuvers involving the arms/hands only.						X	Fabulous throw sends foe flying 10', rolling another 15' after that. Too bad he broke his neck in the process. Foe is paralyzed for the six rounds it takes for his poor life to expire. You gain +20 for the next round.
						(107-111)	
						Y	You perform a spinning leg sweep that flips foe to the ground, breaking his neck as he lands. Foe passes out from the pain and does not revive for the 3 rounds it takes him to die. Gain a +25 the next round.
						(112-115)	
						Z	You smash foe against multiple objects. There is no telling which deal the fatal blow. You gain a +30 to your actions for the next 2 rounds.
						(116-120)	





# LARGE ATTACK TABLE

Results	T	S	M	L	H	Results	Large Criticals
1-5	1	1	2	3	4A	A (1-5)	Foe is tougher than you thought. If you used a non-magical weapon, it is broken. But at least he felt the attack. +12 hits.
6-10	1	1	3	4	6B	B (6-9)	Foe doesn't even notice your attack. He takes +5 hits.
11-15	1	2	3	5A	7C	C (10-14)	Nice shot! Foe almost noticed your attack. He takes +7 hits.
16-20	1	3	4	6B	8D	D (15-18)	Good blow, but this could take a while. He takes +10 hits.
21-25	1	3	5A	7C	10E	E (19-23)	You need to be doing better than this if you want to take foe down. He takes +12 hits.
26-30	2	4	6B	8D	11F	F (24-28)	Foe has definitely noticed you, and he does not seem to be pleased. He takes +14 hits and is stunned 1 round.
31-35	2	4A	7C	10E	13G	G (29-32)	Foe looks very angry. You won't like him when he is angry. Foe takes +17 hits and is stunned 1 round.
36-40	2	5B	8D	11F	14H	H (33-37)	Foe is not a happy camper with your incessant attacks. He takes +19 hits and is stunned 2 rounds and is at -5.
41-45	3A	5C	8E	12G	16I	I (38-42)	Foe lets out with a tremendous bellow of indignation as you strike. He takes +21 hits and is stunned 2 rounds and is at -5.
46-50	3B	6D	9F	13H	17J	J (43-46)	Foe is starting to take you seriously now. Too bad for you. He takes +24 hits and is stunned 3 rounds, is bleeding 1 hit per round and is at -10.
51-55	3C	7E	10G	14I	18K	K (47-51)	Foe is a just a might bit peeved at your attempts to hurt him. He takes +26 hits and is stunned 3 rounds, is bleeding 1 hit per round and is at -10.
56-60	3D	7F	11H	15J	20L	L (52-55)	You have foe's full attention now. He is not pleased. Foe takes +29 hits and is stunned 4 rounds, is bleeding 1 hit per round and is at -15.
61-65	4E	8G	12I	16K	21M	M (56-60)	Foe shrugs off your attack as if it did not really matter, but he still doesn't look happy. Foe takes +31 hits and is stunned 4 rounds, is bleeding 1 hit per round and is at -15.
66-70	4F	8H	13J	18L	23N	N (61-65)	Your powerful strike has angered foe. He takes +33 hits and is stunned 5 rounds, is bleeding 2 hits per round and is at -20.
71-75	4G	9I	14K	19M	24O	O (66-69)	You have visibly hurt foe this time. He takes +36 hits and is stunned 5 rounds, is bleeding 2 hits per round and is at -20.
76-80	5H	9J	14L	20N	25P	P (70-74)	A skillful strike hurts foe's pride as well as his body. Foe takes +38 hits and is stunned 6 rounds, is bleeding 2 hits per round and is at -25.
81-85	5I	10K	15M	21O	27Q	Q (75-78)	You are hot today! Foe is just hot under the collar. He takes +40 hits and is stunned 6 rounds, is bleeding 3 hits per round and is at -25.
86-90	5J	10L	16N	22P	28R	R (79-83)	Lucky shot! Foe takes +43 hits and is stunned 7 rounds, is bleeding 3 hits per round and is at -30.
91-95	5K	11M	17O	23Q	30S	S (84-88)	Ugh! Foe just made a nasty mess! He takes +45 hits and is stunned 7 rounds, is bleeding 3 hits per round and is at -30.
96-100	6L	12N	18P	24R	31T	T (89-92)	Kee-rack! What a beautiful sound your attack made. Foe takes +48 hits and is stunned 8 rounds, is bleeding 4 hits per round and is at -35.
101-105	6M	12O	19Q	25S	33U	U (93-97)	Now that is what I would call a mighty strike! Foe takes +50 hits and is stunned 8 rounds, is bleeding 4 hits per round and is at -35.
106-110	6N	13P	20R	27T	34V	V (98-102)	Your savage blow destroys a major artery. Foe is down and dies in 12 inactive rounds of agony. Is it time to rejoice yet?
111-115	7O	13Q	20S	28U	35V	W (103-106)	The bigger they are the harder they fall. Just make sure he doesn't fall on you as he crumples to the ground, out cold for the 10 rounds that it takes him to pass on to his next life. Gain a +5 to your actions next round.
116-120	7P	14R	21T	29V	37W	X (107-111)	Precision Strike sends foe careening into the afterlife. He is quite dead. Gain a +15 to your actions next round.
121-125	7Q	14S	22U	30V	38W	Y (112-115)	Excellent strike surprises foe to no end. He is surprised that you hit him and surprised that he is going to die in just 3 painful, inactive rounds. Gain a +25 to your actions next round.
126-130	7R	15T	23V	31W	40X	Z (116-120)	What a shot! Foe flips over so hard that he crushes his skull upon landing. Not even time for a whimper. Gain a +35 to your actions next round.
131-135	8S	16U	24V	32W	41X		
136-140	8T	16V	25W	33X	42Y		
141-145	8U	17V	25W	35X	44Y		
146-150	8V	17W	26X	36Y	45Z		
<b>Hit Location:</b>							
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>				
2	Foot/Calf		-10*; -1 stun				
3	Knee		-15*; -1 stun				
4-5	Thigh		-5; 2 h/rd				
6	Groin		3 h/rd; -20				
7-9	Abdomen/Lower Back		-10; 1 stun				
10-13	Chest/Upper Back		normal				
14	Neck		3 h/rd; 1 stun				
15	Face/Skull		3 stun				
16-18	Shoulder/Upper Arm		-15**; -1 stun				
19-20	Forearm/Hand/Elbow		-10**; -1 stun				
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



# HUGE ATTACK TABLE

Results	T	S	M	L	H	Results	Huge Criticals
1-5	1	1	1	2	4A		
6-10	1	1	2	3	5B	A (1-5)	You do a bit of damage; however there is a lot of foe to damage. Your weapon, if non-magical, breaks during this attack, but at least you give foe +10 hits.
11-15	1	2	3	4A	6C	B (6-9)	It is hard to tell, but you may have scratched foe's hide. He takes +6 hits.
16-20	1	2	4	5B	7D	C (10-14)	Foe thinks you are an insect and tries to swat you. He takes +9 hits.
21-25	1	3	4A	6C	9E	D (15-18)	This is not going to be easy. Foe's hide is deflecting all but the strongest blows. He takes +11 hits.
26-30	2	3	5B	7D	10F	E (19-23)	Perhaps you should have packed a lunch? This is going to take a while. Foe takes +14 hits
31-35	2	4A	6C	8E	11G	F (24-28)	Foe yawns at your attempts to hurt him. He takes +17 hits.
36-40	2	4B	7D	9F	12H	G (29-32)	Foe may have actually noticed you that time. Then again, maybe not. Foe takes +20 hits.
41-45	2A	5C	7E	10G	13I	H (33-37)	Foe reaches down to scratch an itch. Oops, that is not an itch. It is where you attacked him. Foe takes +23 hits.
46-50	3B	5D	8F	11H	15J	I (38-42)	Nothing seems to faze foe, not even the fact that you are attempting to hurt him. He takes +26 hits and is at -5.
51-55	3C	6E	9G	12I	16K	J (43-46)	You form was perfect, just not very effective. Foe takes +29 hits, is stunned 1 round, is at -10 for 2 rounds and then at -5 afterwards.
56-60	3D	6F	10H	13J	17L	K (47-51)	Fantastic strike! Too bad that foe barely felt it. He takes +31 hits, is stunned 1 round, is at -10 for 3 rounds and then at -5 afterwards.
61-65	4E	7G	10I	14K	18M	L (52-55)	Foe has grasped the concept that you are actually trying to hurt him. He is not pleased at the thought. Foe takes +34 hits, is stunned 2 rounds and is at -10.
66-70	4F	7H	11J	15L	20N	M (56-60)	Your attack staggers foe for the briefest of moments. You have his attention now. Foe takes +37 hits, is stunned 2 rounds, is bleeding 1 hit per round and is at -10.
71-75	4G	8I	12K	16M	21O	N (61-65)	Getting foe's attention may not have been the wisest course of action available. He seems upset with you. Foe takes +40 hits, is stunned 3 rounds, is bleeding 1 hit per round and is at -15 afterwards.
76-80	4H	8J	13L	17N	22P	O (66-69)	Amazing strike catches foe off guard. He takes +43 hits, is stunned 3 rounds, is bleeding 1 hit per round and is at -15.
81-85	5I	9K	13M	18O	23Q	P (70-74)	Perhaps you are just not trying hard enough. Foe takes +46 hits, is stunned 4 rounds, and is bleeding 1 hit per round and at -20.
86-90	5J	9L	14N	19P	25R	Q (75-78)	Next time, try aiming for a vital spot. Foe takes +49 hits, is stunned 4 rounds, is bleeding 2 hits per round and is at -20.
91-95	5K	10M	15O	20Q	26S	R (79-83)	Resounding blow breaks bones with a nice thwacking sound. Foe takes +51 hits, is stunned 5 rounds, is bleeding 2 hits per round and is at -25.
96-100	5L	10N	15P	21R	27T	S (84-88)	You appear to have found a chink in his armor. Foe takes +54 hits, is stunned 5 rounds, is bleeding 2 hits per round and is at -25.
101-105	6M	11O	16Q	22S	28U	T (89-92)	You make a spectacular attack. Foe takes +57 hits, is stunned 6 rounds, is bleeding 3 hits per round and is at -30.
106-110	6N	11P	17R	23T	29V	U (93-97)	One! Two! Three Strikes and he's out. Outraged at your devastating attack, that is. Foe takes +60 hits, is stunned 6 rounds, is bleeding 3 hits per round and is at -30.
111-115	6O	12Q	18S	24U	31V	V (98-102)	Amazing strike knocks foe out cold. Internal damage from the blow kills him in 15 rounds. May he rest in peace, or in pieces, as the case may be.
116-120	6P	12R	18T	25V	32W	W (103-106)	Lucky shot finds a vital spot. Foe crumples to the ground and dies in 12 inactive rounds. Gain +10 to your actions next round.
121-125	7Q	13S	19U	26V	33W	X (107-111)	Surprise! Surprise! Surprise! You have found an unexpected vital spot! Foe dies without ceremony after 8 painfully inactive rounds. Gain +20 to your actions next round.
126-130	7R	13T	20V	27W	34X	Y (112-115)	Alert the Bards and Harpers! You have slain foe quite handily. You are a true hero now! Foe goes to meet his maker after only 4 rounds of unconscious preparation. Gain +30 to your actions next round.
131-135	7S	13U	21V	28W	36X	Z (116-120)	You send foe off to visit his ancestors, permanently. He is most profoundly dead. Gain +40 to your actions next round.
136-140	8T	14V	21W	29X	37Y		
141-145	8U	14V	22W	30X	38Y		
146-150	8V	15W	23X	31Y	39Z		
<b>Hit Location:</b>							
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>				
2	Foot/Calf		-10*; -1 stun				
3	Knee		-15*; -1 stun				
4-5	Thigh		-5; 2 h/rd				
6	Groin		3 h/rd; -20				
7-9	Abdomen/Lower Back		-10; 1 stun				
10-13	Chest/Upper Back		normal				
14	Neck		3 h/rd; 1 stun				
15	Face/Skull		3 stun				
16-18	Shoulder/Upper Arm		-15**; -1 stun				
19-20	Forearm/Hand/Elbow		-10**; -1 stun				
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



# HEAT ATTACK TABLE

Results	T	S	M	L	H	Results	Heat Criticals
1-5	1	1	2	3	5A	A (1-5)	Hot air warms foe nicely. Foe takes +1 hit.
6-10	1	2	3	4	6B	B (6-9)	Did I see a wisp of smoke? Maybe not. Foe takes +2 hits.
11-15	1	2	4	6A	8C	C (10-14)	Strong gust of heat gets foe's attention. Foe takes +3 hits.
16-20	1	3	5	7B	9D	D (15-18)	Foe basks in the warmth from the attack. Foe takes +5 hits and is at -5.
21-25	2	3	6A	8C	11E	E (19-23)	Are you trying to hurt foe or just give him a hot foot? Foe takes +6 hits and is at -5.
26-30	2	4	7B	9D	13F	F (24-28)	That was almost strong enough to light a torch. Foe takes +7 hits, is stunned 1 round and is at -10.
31-35	2	5A	8C	11E	14G	G (29-32)	You need to do better than this if you want to take foe down. He is only lightly singed, takes +8 hits, is stunned 1 round and is at -15.
36-40	3	5B	9D	12F	16H	H (33-37)	Foe is looking a bit hot under the collar due to your attack. He takes +9 hits, is stunned 2 rounds and is at -15.
41-45	3A	6C	9E	13G	17I	I (38-42)	Smoke from smoldering clothing gets in foe's eyes, partially blinding him for 1 round (-20 for 1 round). Foe takes +10 hits, is stunned 2 rounds and is at -20.
46-50	3B	7D	10F	15H	19J	J (43-46)	Foe is rocked by heat of the blast. He takes +11 hits, is stunned 3 rounds, is bleeding 1 hit per round and is at -25.
51-55	3C	7E	11G	16I	21K	K (47-51)	Sizzling strike leaves foe gasping. He takes +13 hits, is stunned 3 rounds, is bleeding 1 hit per round and is at -25.
56-60	4D	8F	12H	17J	22L	L (52-55)	Searing strike leaves foe smoldering. Foe takes +14 hits, is stunned 4 rounds, is bleeding 2 hits per round and is at -30.
61-65	4E	9G	13I	18K	24M	M (56-60)	Aiming to be a chef? Seems like you are getting the hang of par-broiling your foe. He takes +15 hits, is stunned 4 rounds, is bleeding 2 hits per round and is at -35.
66-70	4F	9H	14J	20L	25N	N (61-65)	Fiery blast send foe tumbling to the ground. It takes him 2 rounds to get back up. Foe also takes +16 hits, is stunned 5 rounds, is bleeding 3 hits per round and is at -35.
71-75	5G	10I	15K	21M	27O	O (66-69)	Blazing attack really lights a fire under foe. He takes +17 hits, is stunned 5 rounds, is bleeding 3 hits per round and is at -40.
76-80	5H	10J	16L	22N	28P	P (70-74)	Major burns! Foe is taking a strong dislike to you. He receives +18 hits, is stunned 6 rounds, is bleeding 4 hits per round and is at -45.
81-85	5I	11K	17M	23O	30Q	Q (75-78)	Blistering strike hammers into foe. He takes +19 hits, is stunned 6 rounds, is bleeding 4 hits per round and is at -45.
86-90	6J	12L	18N	25P	32R	R (79-83)	Foe is staggered by the horrendous blast of your attack. He takes +21 hits, is stunned 7 rounds, is bleeding 5 hits per round and is at -50.
91-95	6K	12M	19O	26Q	33S	S (84-88)	Flaring assault on foe leaves him speechless, and a little on the extra crispy side. He takes +22 hits, is stunned 7 rounds, is bleeding 5 hits per round and is at -55.
96-100	6L	13N	20P	27R	35T	T (89-92)	You have fried his nervous system. Foe takes +23 hits, is stunned 8 rounds, is bleeding 6 hits per round and is at -55.
101-105	7M	14O	21Q	28S	36U	U (93-97)	Blazing blast nearly broils foe. He takes +24 hits, is stunned 8 rounds, is bleeding 6 hits per round and is at -60.
106-110	7N	14P	22R	30T	38V	V (98-102)	Vital organs are cooked. Foe drops to the ground unconscious. He dies in 10 rounds as his body shuts down from the shock.
111-115	7O	15Q	23S	31U	40V	W (103-106)	Scalding blast cooks foe where he stands. He falls to the ground and dies after 8 mewling, whimpering rounds of inactivity.
116-120	8P	15R	24T	32V	41W	X (107-111)	Major burns completely cover foe. He dies after 4 inactive rounds due to shock and nerve damage.
121-125	8Q	16S	25U	34V	43W	Y (112-115)	Incredible! Foe is nothing more than a charred husk, yet he keeps on moving! It takes him 2 rounds before the feeble attempts finally stop and foe dies horribly.
126-130	8R	17T	26V	35W	44X	Z (116-120)	Too late to get the marshmallows as the only thing left of foe is a pile of ashes and a few bits of charred bone and metal.
131-135	9S	17U	27V	36W	46X		
136-140	9T	18V	28W	37X	47Y		
141-145	9U	19V	28W	39X	49Y		
146-150	9V	19W	29X	40Y	51Z		

Hit Location:		
Result	Location	Opt. Crit Adj.
2	Foot/Calf	-10*; -1 stun
3	Knee	-15*; -1 stun
4-5	Thigh	-5; 2 h/rd
6	Groin	3 h/rd; -20
7-9	Abdomen/Lower Back	-10; 1 stun
10-13	Chest/Upper Back	normal
14	Neck	3 h/rd; 1 stun
15	Face/Skull	3 stun
16-18	Shoulder/Upper Arm	-15**; -1 stun
19-20	Forearm/Hand/Elbow	-10**; -1 stun

1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .

2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.

3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).

\* = to maneuvers requiring movement only.

\*\* = to maneuvers involving the arms/hands only.



# COLD ATTACK TABLE

Results	T	S	M	L	H	Results	Cold Criticals
1-5	1	1	2	3	5A	A (1-5)	Do you feel a draft in here? Foe takes +1 hit.
6-10	1	2	3	4	6B	B (6-9)	I think that you gave him goose bumps. Foe takes +2 hits.
11-15	1	2	4	6A	8C	C (10-14)	Foe is covered in a light sprinkling of frost. +3 hits.
16-20	1	3	5	7B	9D	D (15-18)	Cold strike hampers foe slightly. He is at -5 for 2 rounds.
21-25	2	3	6A	8C	11E	E (19-23)	Light blast chills foe. He takes +5 hits and is stunned 1 round.
26-30	2	4	7B	9D	13F	F (24-28)	Artic assault gets foe's attention. He takes +5 hits, is stunned 1 round and is at -5 for 3 rounds.
31-35	2	5A	8C	11E	14G	G (29-32)	Foe seems mildly annoyed with your attacks. He takes +7 hits, is stunned one round and is at -5.
36-40	3	5B	8D	12F	16H	H (33-37)	Chilling strike gets foe to focus his attention upon you. Foe takes +10 hits, is stunned one round and is bleeding 1 hit per round.
41-45	3A	6C	9E	13G	17I	I (38-42)	You give foe the cold shoulder. He takes +12 hits, is stunned 2 rounds and is bleeding 1 hit per round.
46-50	3B	7D	10F	14H	19J	J (43-46)	The artic blast rips a startled exclamation from foe. He takes +12 hits, is stunned 2 rounds and is at -15.
51-55	3C	7E	11G	16I	20K	K (47-51)	Foe is chilled like an ice-cold margarita. He takes +14 hits, is stunned 3 rounds and is at -15.
56-60	4D	8F	12H	17J	22L	L (52-55)	Foe now has icicles hanging from various parts of his body. He takes +14 hits, is stunned 3 rounds, and is bleeding 2 hits per round.
61-65	4E	8G	13I	18K	23M	M (56-60)	Cold cuts like a knife. Foe takes +16 hits, is stunned 3 rounds, is bleeding 4 hits per round and is at -25.
66-70	4F	9H	14J	19L	25N	N (61-65)	"Now is the winter of your foe's discontent..." Foe takes +17 hits, is stunned 4 rounds, is bleeding 5 hits per round and is at -25.
71-75	5G	10I	15K	21M	27O	O (66-69)	Foe is chilled to the marrow. He takes +19 hits, is stunned 4 rounds, is bleeding 5 hits per round and is at -30.
76-80	5H	10J	16L	22N	28P	P (70-74)	Icy cold rips through foe's body. He takes +20 hits, is stunned 4 rounds, is bleeding 6 hits per round and is at -35.
81-85	5I	11K	17M	23O	30Q	Q (75-78)	Foe experiences a personal winter day. He takes +21 hits, is stunned 5 rounds, is bleeding 6 hits per round and is at -35.
86-90	6J	12L	18N	24P	31R	R (79-83)	Freezing shot disables foe. He takes +20 hits, is stunned for 4 rounds, and is at -30.
91-95	6K	12M	19O	26Q	33S	S (84-88)	Blast partially freezes foe. He takes +23 hits, is stunned 5 rounds and is bleeding 5 hits per round.
96-100	6L	13N	20P	27R	34T	T (89-92)	Hypothermia is the least of foe's worries right now. He takes +25 hits, is stunned 7 rounds, and is bleeding 6 hits per round.
101-105	7M	13O	21Q	28S	36U	U (93-97)	Blast sends foe flying 10'. He is unconscious for 1d10 minutes, is bleeding 10 hits per round and is at -50.
106-110	7N	14P	22R	29T	38V	V (98-102)	Nasty strike drives foe into an advanced case of hypothermia. He dies in 10 inactive rounds from the shock, shivering uncontrollably.
111-115	7O	15Q	23S	31U	39V	W (103-106)	Icy blast crystallizes foe's blood. He dies in 5 inactive rounds as the crystals tear up his arteries and veins.
116-120	8P	15R	23T	32V	41W	X (107-111)	Chill blast freezes foe completely over the course of 2 rounds. He quickly suffocates and dies from an inability to breathe.
121-125	8Q	16S	24U	33V	42W	Y (112-115)	Required bodily fluids are frozen. Foe is quite dead, and you have just invented cryogenics.
126-130	8R	17T	25V	34W	44X	Z (116-120)	Foe is frozen solid, falls to the ground and shatters into thousands of tiny bits. Anybody have a broom handy?
131-135	8S	17U	26V	36W	45X		
136-140	9T	18V	27W	37X	47Y		
141-145	9U	18V	28W	38X	48Y		
146-150	9V	19W	29X	39Y	50Z		
<b>Hit Location:</b>							
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>				
2	Foot/Calf		-10*; -1 stun				
3	Knee		-15*; -1 stun				
4-5	Thigh		-5; 2 h/rd				
6	Groin		3 h/rd; -20				
7-9	Abdomen/Lower Back		-10; 1 stun				
10-13	Chest/Upper Back		normal				
14	Neck		3 h/rd; 1 stun				
15	Face/Skull		3 stun				
16-18	Shoulder/Upper Arm		-15**; -1 stun				
19-20	Forearm/Hand/Elbow		-10**; -1 stun				
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



# ELECTRICAL ATTACK TABLE

Results	T	S	M	L	H	Results	Electrical Criticals
1-5	1	1	2	3	5A	A (1-5)	Sparks fly. Foe takes a paltry 2 hits. Better luck next time.
6-10	1	2	3	5	7B	B (6-9)	Pretty colors. Foe takes 3 hits.
11-15	1	2	4	6A	8C	C (10-14)	You're starting to get the hang of this magic thing. Foe takes 5 hits.
16-20	1	3	5	7B	10D	D (15-18)	Zap. Foe takes 5 hits and is stunned 1 round.
21-25	2	4	6A	9C	12E	E (19-23)	Shock makes foe jump. He takes 8 hits and is stunned 1 round.
26-30	2	4	7B	10D	13F	F (24-28)	Well that got his attention. Foe takes 10 hits, is stunned 1 round, and is at -5.
31-35	2	5A	8C	11E	15G	G (29-32)	How many volts was that? Foe takes 12 hits, is stunned 2 rounds, and is at -5.
36-40	3	6B	9D	13F	17H	H (33-37)	Foe is all lit up. He takes 13 hits, is stunned 2 rounds, and is at -10.
41-45	3A	6C	10E	14G	18I	I (38-42)	There is fear in your foe's eyes. He takes 15 hits, is stunned 2 rounds, and is at -10.
46-50	3B	7D	11F	15H	20J	J (43-46)	Magic should come with a warning label. Foe takes 17 hits, is stunned 3 rounds, and is at -15.
51-55	4C	8E	12G	17I	22K	K (47-51)	Powerful jolt. Foe takes 18 hits, is stunned 3 rounds, and is at -15.
56-60	4D	8F	13H	18J	23L	L (52-55)	A massive surge of electrical power. Foe takes 20 hits, is stunned 4 rounds, and is at -20.
61-65	4E	9G	14I	19K	25M	M (56-60)	That was a powerful argument. Foe takes 22 hits, is stunned 4 rounds, is bleeding 1 hit per round, and is at -25.
66-70	5F	10H	15J	21L	27N	N (61-65)	Electrical blast envelopes foe. He takes 23 hits, is stunned 5 rounds, is bleeding 1 hit per round, and is at -25.
71-75	5G	10I	16K	22M	28O	O (66-69)	Foe vibrates in place. He takes 25 hits, is stunned 5 rounds, is bleeding 1 hit per round, and is at -25.
76-80	5H	11J	17L	23N	30P	P (70-74)	Searing, electrical strike. Foe takes 25 hits, is stunned 5 rounds, is bleeding 1 hit per round, and is at -25.
81-85	6I	12K	18M	25O	32Q	Q (75-78)	"Set phasers on stun..." Close enough. Foe takes 28 hits, is stunned 6 rounds, is bleeding 2 hit per round, and is at -30.
86-90	6J	12L	19N	26P	33R	R (79-83)	Electricity is not a toy. Foe takes 30 hits, is stunned 7 rounds, is bleeding 2 hit per round, and is at -35.
91-95	6K	13M	20O	27Q	35S	S (84-88)	Power surge freezes foe in place. He takes 32 hits, is stunned 7 rounds, is bleeding 2 hit per round, and is at -35.
96-100	7L	14N	21P	29R	36T	T (89-92)	Life flashes before foe's eyes. He takes 33 hits is stunned 8 rounds, is bleeding 3 hit per round, and is at -40.
101-105	7M	14O	22Q	30S	38U	U (93-97)	Near death experience. Foe takes 35 hits, is stunned 8 rounds is bleeding 8 hit per round, and is at -40.
106-110	7N	15P	23R	31T	40V	V (98-102)	Death in 5 rounds, and counting. Foe is inactive.
111-115	8O	16Q	24S	33U	41V	W (103-106)	Foe has just enough time to reflect on his sins. Death in 3 rounds. Foe is inactive.
116-120	8P	16R	25T	34V	43W	X (107-111)	The end is near. Death in 2 rounds. Foe is inactive.
121-125	8Q	17S	26U	35V	45W	Y (112-115)	The end is here. Instant death.
126-130	9R	18T	27V	36W	46X	Z (116-120)	Instant death. 'Nuf said. Nice work.
131-135	9S	18U	28V	38W	48X		
136-140	9T	19V	29W	39X	50Y		
141-145	10U	20V	30W	40X	51Y		
146-150	10V	20W	31X	42Y	53Z		
<b>Hit Location:</b>							
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>				
2	Foot/Calf		-10*; -1 stun				
3	Knee		-15*; -1 stun				
4-5	Thigh		-5; 2 h/rd				
6	Groin		3 h/rd; -20				
7-9	Abdomen/Lower Back		-10; 1 stun				
10-13	Chest/Upper Back		normal				
14	Neck		3 h/rd; 1 stun				
15	Face/Skull		3 stun				
16-18	Shoulder/Upper Arm		-15**; -1 stun				
19-20	Forearm/Hand/Elbow		-10**; -1 stun				
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



# IMPACT ATTACK TABLE

Results	T	S	M	L	H	Results	Impact Criticals
1-5	1	1	2	3	5A	A	A love tap. Foe takes 1 hit.
6-10	1	2	3	4	6B	(1-5)	
11-15	1	2	4	6A	8C	B	Foe is shaken, but not stirred. He takes 3 hits.
16-20	1	3	5	7B	9D	(6-9)	
21-25	2	3	6A	8C	11E	C	Blow connects. Foe takes 4 hits.
26-30	2	4	7B	9D	13F	(10-14)	
31-35	2	5A	8C	11E	14G	D	OOF! Foe takes 5 hits.
36-40	3	5B	8D	12F	16H	(15-18)	
41-45	3A	6C	9E	13G	17I	E	That'll leave a bruise. Foe takes 7 hits.
46-50	3B	7D	10F	14H	19J	(19-23)	
51-55	3C	7E	11G	16I	20K	F	Foe has the wind knocked out of him. He takes 8 hits and is stunned 1 round.
56-60	4D	8F	12H	17J	22L	(24-28)	
61-65	4E	8G	13I	18K	23M	G	Impact hammers foe. He takes 9 hits, is stunned 1 round, and is at -5.
66-70	4F	9H	14J	19L	25N	(29-32)	
71-75	5G	10I	15K	21M	27O	H	Foe loses his footing. He takes 11 hits, is stunned 2 rounds, and is at -5.
76-80	5H	10J	16L	22N	28P	(33-37)	
81-85	5I	11K	17M	23O	30Q	I	Foe is battered and bruised. He takes 12 hits, is stunned 2 rounds, and is at -10.
86-90	6J	12L	18N	24P	31R	(38-42)	
91-95	6K	12M	19O	26Q	33S	J	Blast send foe reeling. He takes 13 hits, is stunned 3 rounds, and is at -15.
96-100	6L	13N	20P	27R	34T	(43-46)	
101-105	7M	13O	21Q	28S	36U	K	Foe bears the brunt. He takes 15 hits, is stunned 3 rounds, and is at -20.
106-110	7N	14P	22R	29T	38V	(47-51)	
111-115	7O	15Q	23S	31U	39V	L	Vicious blast. Foe takes 16 hits, is stunned 4 rounds, is bleeding 1 hit per round, and is at -20.
116-120	8P	15R	23T	32V	41W	(52-55)	
121-125	8Q	16S	24U	33V	42W	M	Wow. You make your friends and allies so proud. Foe takes 17 hits, is stunned 4 rounds, is bleeding 1 hit per round, and is at -25.
126-130	8R	17T	25V	34W	44X	(56-60)	
131-135	8S	17U	26V	36W	45X	N	You could give lessons. Foe takes 19 hits, is stunned 4 rounds, is bleeding 1 hit per round, and is at -30.
136-140	9T	18V	27W	37X	47Y	(61-65)	
141-145	9U	18V	28W	38X	49Y	O	Foe cringes on impact and staggers. He takes 20 hits, is stunned 5 rounds, is bleeding 2 hits per round, and is at -35.
146-150	9V	19W	29X	39Y	50Z	(66-69)	
<b>Hit Location:</b>						P	The pain is exquisite. Foe takes 21 hits, is stunned 6 rounds, is bleeding 3 hits per round, and is at -35.
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>			Q	Foe feels like he's been run over by a truck. He takes 23 hits, is stunned 6 rounds, is bleeding 3 hits per round, and is at -40.
2	Foot/Calf		-10*; -1 stun			(75-78)	
3	Knee		-15*; -1 stun			R	Savage, onslaught. Foe takes 24 hits, is stunned 7 rounds, is bleeding 4 hits per round, and is at -45.
4-5	Thigh		-5; 2 h/rd			(79-83)	
6	Groin		3 h/rd; -20			S	Foe sees stars, birds, and pretty colors, but feels rotten. He takes 25 hits, is stunned 7 rounds, is bleeding 4 hits per round, and is at -50.
7-9	Abdomen/Lower Back		-10; 1 stun			(84-88)	
10-13	Chest/Upper Back		normal			T	Blast catches foe and spins him around. He takes 27 hits, is stunned 8 rounds, is bleeding 5 hits per round, and is at -50.
14	Neck		3 h/rd; 1 stun			(89-92)	
15	Face/Skull		3 stun			U	If your foe survives, this encounter, he'll be aching and black and blue for weeks. He takes 28 hits, is stunned 8 rounds, is bleeding 5 hits per round, and is at -55.
16-18	Shoulder/Upper Arm		-15**; -1 stun			(93-97)	
19-20	Forearm/Hand/Elbow		-10**; -1 stun			V	Your new nickname is Thor. Foe dies after 10 rounds of inactivity.
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .						(98-102)	
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.						W	Death comes as the end, after 5 rounds of inactivity.
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).						(103-106)	
* = to maneuvers requiring movement only.						X	"Going once, going twice..." Foe dies after 3 rounds of inactivity.
** = to maneuvers involving the arms/hands only.						(107-111)	
						Y	Time flies, and foe is dying. Death in 2 rounds.
						(112-115)	
						Z	He's dead Jim.
						(116-120)	



# ACID ATTACK TABLE

Results	T	S	M	L	H	Results	Acid Criticals
1-5	1	1	2	3	5A	A (1-5)	That looks like water. Foe takes +1 hit.
6-10	1	2	3	4	6B	B (6-9)	Foe laughs at your efforts. He takes +2 hits.
11-15	1	2	4	6A	8C	C (10-14)	It doesn't burn, it tickles. Foe takes +3 Hits
16-20	1	3	5	7B	10D	D (15-18)	Foe is beginning to show a little bit of discomfort. He takes +4 hits and is at -5.
21-25	2	4	6A	8C	11E	E (19-23)	Looks like foe has a rash. Have any ointment? He takes +6 hits and is at -5.
26-30	2	4	7B	10D	13F	F (24-28)	Foe is covered in nasty red splotches. He takes +7 hits, is bleeding 1 hit per round and is at -10.
31-35	2	5A	8C	11E	14G	G (29-32)	Your attack leaves the air filled with an acrid scent and wisps of smoke. Foe takes +8 hits, is bleeding 1 hit per round and is at -10.
36-40	3	5B	9D	12F	16H	H (33-37)	Foe's nerves are jangled from the acidic attack. He takes +9 hits, is bleeding 2 hits per round and is at -15.
41-45	3A	6C	10E	13G	18I	I (38-42)	Hit by a wave of pain, foe takes +10 hits, is stunned 1 round, is bleeding 2 hits per round, and is at -15.
46-50	3B	7D	11F	15H	19J	J (43-46)	Ouch! That hurts! Foe is not happy. He takes +11 hits, is stunned 1 round, is bleeding 3 hits per round, and is at -20.
51-55	4C	7E	12G	16I	21K	K (47-51)	Splash! Foe takes +12 hits, is stunned 2 rounds, is bleeding 3 hits per round, and is at -20.
56-60	4D	8F	12H	17J	22L	L (52-55)	Oh! It burns! It burns! Foe takes +13 hits, is stunned 3 rounds, is bleeding 4 hits per round, and is at -25.
61-65	4E	9G	13I	19K	24M	M (56-60)	Foe is not happy by this liquid scorching. He takes +14 hits, is stunned 3 rounds, is bleeding 5 hits per round, and is at -30.
66-70	4F	9H	14J	20L	26N	N (61-65)	Foe is disfigured by the burning of the acid. He takes +15 hits, is stunned 4 rounds, is bleeding 5 hits per round, and is at -30.
71-75	5G	10I	15K	21M	27O	O (66-69)	Foe's body looks leprous from the wounds caused by this attack. He takes +17 hits, is stunned 5 rounds, is bleeding 6 hits per round, and is at -35.
76-80	5H	11J	16L	22N	29P	P (70-74)	You can still hear his flesh and clothing sizzling. Foe takes +18 hits, is stunned 6 rounds, is bleeding 6 hits per round, and is at -35.
81-85	5I	11K	17M	24O	30Q	Q (75-78)	Searing splash takes its toll on foe's health, not to mention his dignity. He takes +19 hits, is stunned 6 rounds, is bleeding 7 hits per round, and is at -40.
86-90	6J	12L	18N	25P	32R	R (79-83)	Foe's skin looks like it is melting right off his body. He takes +20 hits, is stunned 7 rounds, is bleeding 7 hits per round, and is at -40.
91-95	6K	12M	19O	26Q	34S	S (84-88)	Your attack knocks a large chunk of flesh from foe. He takes +21 hits, is stunned 8 rounds, is bleeding 8 hits per round, and is at -45.
96-100	6L	13N	20P	28R	35T	T (89-92)	Nice shot! He is most certainly going to remember you, if he survives, that is. Foe takes +22 hits, is stunned 8 rounds, is bleeding 8 hits per round, and is at -45.
101-105	7M	14O	21Q	29S	37U	U (93-97)	Fizz! Plop! Fizz! Plop! That is the sound foe makes. He takes +23 hits, is stunned 9 rounds, is bleeding 9 hits per round, and is at -50.
106-110	7N	14P	22R	30T	38V	V (98-102)	Foe drops to the ground, incapacitated and screaming as gobs of flesh fall from his body. He is dead after 9 sickening rounds.
111-115	7O	15Q	23S	31U	40V	W (103-106)	Foe inadvertently inhales a large dose of acid. He dies after 6 rounds of inactivity as he coughs up tremendous gouts of blood.
116-120	8P	16R	24T	33V	42W	X (107-111)	Foe screams in helpless agony as he quickly melts and dies in 3 rounds.
121-125	8Q	16S	25U	34V	43W	Y (112-115)	Ugh! What a mess! Foe is helpless for the 1 round it takes him to die as his flesh melt.
126-130	8R	17T	26V	35W	45X	Z (116-120)	Got a sponge? That is the only way to collect what is left of foe. He is dead and puddled.
131-135	9S	18U	27V	36W	46X		
136-140	9T	18V	28W	38X	48Y		
141-145	9U	19V	29W	39X	50Y		
146-150	10V	20W	30X	40Y	51Z		
<b>Hit Location:</b>							
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>				
2	Foot/Calf		-10*; -1 stun				
3	Knee		-15*; -1 stun				
4-5	Thigh		-5; 2 h/rd				
6	Groin		3 h/rd; -20				
7-9	Abdomen/Lower Back		-10; 1 stun				
10-13	Chest/Upper Back		normal				
14	Neck		3 h/rd; 1 stun				
15	Face/Skull		3 stun				
16-18	Shoulder/Upper Arm		-15**; -1 stun				
19-20	Forearm/Hand/Elbow		-10**; -1 stun				
<p>1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .</p> <p>2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.</p> <p>3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).</p> <p>* = to maneuvers requiring movement only.</p> <p>** = to maneuvers involving the arms/hands only.</p>							



# HOLY ATTACK TABLE

Results	T	S	M	L	H	Results	Holy Criticals
1-5	1	1	2	4	6A	A (1-5)	Was that a spark? Foe takes +1 hit.
6-10	1	2	3	5	8B	B (6-9)	Perhaps a bit more prayer would work. Foe takes +2 hits.
11-15	1	3	5	7A	10C	C (10-14)	You are not having a crisis of faith, are you? Foe takes +4 hits.
16-20	2	3	6	9B	12D	D (15-18)	Yes, there were definitely sparks flying that time. Foe takes +5 hits.
21-25	2	4	7A	10C	14E	E (19-23)	Foe scoffs at your attack. He takes +6 hits and is at -5.
26-30	2	5	8B	12D	15F	F (24-28)	You revel in the glory of your deity as you strike foe. He takes +7 hits, is bleeding 1 hit per round and is at -5.
31-35	3	6A	9C	13E	17G	G (29-32)	Foe refuses to repent his wicked ways. He takes +8 hits, is stunned 1 round, is bleeding 1 hit per round and is at -10.
36-40	3	7B	10D	15F	19H	H (33-37)	Foe is afraid of the righteous wrath of your attack. He takes +10 hits, is stunned 1 round, is bleeding 2 hits per round and is at -10.
41-45	3A	7C	12E	16G	21I	I (38-42)	Your furious attack undermines foe's confidence. He takes +11 hits, is stunned 1 round, is bleeding 2 hits per round and is at -15.
46-50	4B	8D	13F	18H	23J	J (43-46)	Calling upon the wrath of your deity, your stagger foe with your attack. He takes +12 hits, is stunned 2 rounds, is bleeding 3 hits per round and is at -20.
51-55	4C	9E	14G	19I	25K	K (47-51)	You smite your foe and leaves him gasping for breathe. He takes +13 hits, is stunned 2 rounds, is bleeding 3 hits per round and is at -20.
56-60	5D	10F	15H	21J	27L	L (52-55)	Solid strike! Foe takes +14 hits, is stunned 3 rounds, is bleeding 4 hits per round and is at -25.
61-65	5E	10G	16I	22K	29M	M (56-60)	You deftly bypass foe's guard to strike. He takes +15 hits, is stunned 3 rounds, is bleeding 4 hits per round and is at -25.
66-70	5F	11H	17J	24L	31N	N (61-65)	Your attack lands true upon foe. He takes +17 hits, is stunned 4 rounds, is bleeding 5 hits per round and is at -30.
71-75	6G	12I	19K	26M	33O	O (66-69)	Your deity must be guiding your aim. Foe takes +18 hits, is stunned 4 rounds, is bleeding 5 hits per round and is at -30.
76-80	6H	13J	20L	27N	35P	P (70-74)	Foe takes +19 hits, is stunned 5 rounds, is bleeding 6 hits per round and is at -35. He is not very happy at this turn of events.
81-85	7I	14K	21M	29O	37Q	Q (75-78)	Foe is beginning to see the light, possibly the one at the end of the tunnel. He takes +20 hits, is stunned 5 rounds, is bleeding 6 hits per round and is at -40.
86-90	7J	14L	22N	30P	39R	R (79-83)	With a mighty swing, you defend your faith. Foe takes +21 hits, is stunned 6 rounds, is bleeding 7 hits per round and is at -40.
91-95	7K	15M	23O	32Q	41S	S (84-88)	Foe takes +23 hits, is stunned 6 rounds, is bleeding 7 hits per round and is at -45. Your divinely inspired wrath has really rocked his world.
96-100	8L	16N	24P	33R	43T	T (89-92)	Your deity has answered your prayers and guided your attack. Foe takes +24 hits, is stunned 7 rounds, is bleeding 8 hits per round and is at -45.
101-105	8M	17O	26Q	35S	45U	U (93-97)	Your eyes blaze with holy power as you make your attack. Foe takes +25 hits, is stunned 7 rounds, is bleeding 8 hits per round and is at -50.
106-110	9N	17P	27R	36T	46V	V (98-102)	Foe is enveloped in ripples of divine power. Foe is paralyzed for the 9 rounds that this assault takes to kill him.
111-115	9O	18Q	28S	38U	48V	W (103-106)	Writhing tendrils of divine power drain your foe's life and energy. He does only whimper until death claims him in 7 rounds.
116-120	9P	19R	29T	40V	50W	X (107-111)	Foe bursts into a pillar of righteous flames from the touch of the divine power. He does nothing but scream for the 5 rounds while divine energy consumes him.
121-125	10Q	20S	30U	41V	52W	Y (112-115)	With faith as your weapon, nothing can stand against you, including foe, who writhes in helpless agony for 3 rounds before he dies with one last scream.
126-130	10R	21T	31V	43W	54X	Z (116-120)	Foe feels the power of your deity upon him. His face lights up in rapture, just before his body turns to ash and crumbles to the ground.
131-135	10S	21U	33V	44W	56X		
136-140	11T	22V	34W	46X	58Y		
141-145	11U	23V	35W	47X	60Y		
146-150	12V	24W	36X	49Y	62Z		
<b>Hit Location:</b>							
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>				
2	Foot/Calf		-10*; -1 stun				
3	Knee		-15*; -1 stun				
4-5	Thigh		-5; 2 h/rd				
6	Groin		3 h/rd; -20				
7-9	Abdomen/Lower Back		-10; 1 stun				
10-13	Chest/Upper Back		normal				
14	Neck		3 h/rd; 1 stun				
15	Face/Skull		3 stun				
16-18	Shoulder/Upper Arm		-15**; -1 stun				
19-20	Forearm/Hand/Elbow		-10**; -1 stun				
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							





# MAGIC ATTACK TABLE

Results	T	S	M	L	H	Results	Magic Criticals
1-5	1	1	2	4	5A		
6-10	1	2	3	5	7B	A (1-5)	Look at the pretty sparkles. Foe takes +1 hit.
11-15	1	3	4	6A	9C	B (6-9)	Foe laughs at your attempts to hurt him. He takes +3 hits.
16-20	1	3	5	8B	11D	C (10-14)	The wash of magical energy barely touches foe. He takes +4 hits.
21-25	2	4	6A	9C	13E	D (15-18)	A multi-colored smoke rises off of foe. He takes +5 hits and is at -5.
26-30	2	5	8B	11D	14F	E (19-23)	Foe is struck by the scintillating lights of the attack. He takes +6 hits, and is at -5.
31-35	3	5A	9C	12E	16G	F (24-28)	Foe does not seem to like being attacked with raw magical energy. He takes +8 hits, is bleeding 1 hit per round and is at -10.
36-40	3	6B	10D	14F	18H	G (29-32)	Your blast of energy strikes foe squarely. He takes +9 hits, is stunned 1 round, is bleeding 1 hit per round and is at -10.
41-45	3A	7C	11E	15G	20I	H (33-37)	Foe is wrapped in a thin cocoon of color for a second. He takes +10 hits, is stunned 1 round, is bleeding 2 hits per round and is at -15.
46-50	4B	8D	12F	17H	22J	I (38-42)	Kaleidoscopic burst of energy pummels foe. He takes +12 hits, is stunned 1 round, is bleeding 2 hits per round and is at -15.
51-55	4C	8E	13G	18I	23K	J (43-46)	Your rainbow attack smacks hard into foe. He takes +13 hits, is stunned 2 rounds, is bleeding 3 hits per round and is at -20.
56-60	4D	9F	14H	19J	25L	K (47-51)	Foe is hammered by the colorful burst of magical energy. He takes +14 hits, is stunned 2 rounds, is bleeding 3 hits per round and is at -20.
61-65	5E	10G	15I	21K	27M	L (52-55)	Foe screams in pain as he is pierced by a shaft of sparkling color. Foe takes +15 hits, is stunned 2 rounds, is bleeding 4 hits per round and is at -25.
66-70	5F	10H	16J	22L	29N	M (56-60)	A way to make new friends, this is not. Foe takes +17 hits, is stunned 3 rounds, is bleeding 4 hits per round and is at -25.
71-75	5G	11I	17K	24M	31O	N (61-65)	Is he supposed to be a bright orange? Foe takes +18 hits, is stunned 3 rounds, is bleeding 5 hits per round and is at -30.
76-80	6H	12J	18L	25N	32P	O (66-69)	Foe takes +19 hits, is stunned 4 rounds, is bleeding 5 hits per round and is at -30. He apparently is not very pleased with your attacking him.
81-85	6I	13K	19M	27O	34Q	P (70-74)	Nice side effect makes foe change color every couple of seconds. Too bad it only lasts while he is stunned. Foe takes +21 hits, is stunned 4 rounds, is bleeding 6 hits per round and is at -35.
86-90	6J	13L	21N	28P	36R	Q (75-78)	A dangerous assault pounds foe. He takes +22 hits, is stunned 4 rounds, is bleeding 6 hits per round and is at -35.
91-95	7K	14M	22O	30Q	38S	R (79-83)	Your vicious attack punches through foe's defenses. He takes +23 hits, is stunned 5 rounds, is bleeding 7 hits per round and is at -40.
96-100	7L	15N	23P	31R	40T	S (84-88)	Foe is staggered by your magical assault. Foe takes +25 hits, is stunned 5 rounds, is bleeding 7 hits per round and is at -40.
101-105	8M	16O	24Q	32S	41U	T (89-92)	Your splashy, yet effective attack really hurts him. Foe takes +26 hits, is stunned 6 rounds, is bleeding 8 hits per round and is at -45.
106-110	8N	16P	25R	34T	43V	U (93-97)	Foe is mangled by the assault. He takes +27 hits, is stunned 6 rounds, is bleeding 8 hits per round and is at -45.
111-115	8O	17Q	26S	35U	45V	V (98-102)	With nothing more than a flash of color and a whimper, foe collapses to the ground and dies in 10 rounds as the magic plays havoc with his insides.
116-120	9P	18R	27T	37V	47W	W (103-106)	Foe collapses to the ground, writhing in pain as the tendrils of magical energy drain foe of all vitality and life over the course of 6 rounds.
121-125	9Q	18S	28U	38V	49W	X (107-111)	Foe screams helplessly as the magical energy coruscates back and forth for the 4 rounds that it takes him to die.
126-130	9R	19T	29V	40W	50X	Y (112-115)	Foe is consumed, over the course of 2 inactive rounds, by a small pillar of magical energy.
131-135	10S	20U	30V	41W	52X	Z (116-120)	Foe explodes in a shower of iridescent sparks. How pretty! Instant Death!
136-140	10T	21V	31W	43X	54Y		
141-145	10U	21V	32W	44X	56Y		
146-150	11V	22W	34X	45Y	58Z		
<b>Hit Location:</b>							
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>				
2	Foot/Calf		-10*; -1 stun				
3	Knee		-15*; -1 stun				
4-5	Thigh		-5; 2 h/rd				
6	Groin		3 h/rd; -20				
7-9	Abdomen/Lower Back		-10; 1 stun				
10-13	Chest/Upper Back		normal				
14	Neck		3 h/rd; 1 stun				
15	Face/Skull		3 stun				
16-18	Shoulder/Upper Arm		-15**; -1 stun				
19-20	Forearm/Hand/Elbow		-10**; -1 stun				
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



# SLAYING ATTACK TABLE

Results	T	S	M	L	H	Results	Slaying Criticals
1-5	1	1	3	5	7A	A (1-5)	Not even enough to call a scratch. Foe takes +4 hits.
6-10	1	2	4	6	9B	B (6-9)	You nicked him that time. Foe takes +7 hits and is at -5.
11-15	1	3	5	8A	11C	C (10-14)	I think that foe realizes that you are a threat. He takes +11 hits, is stunned 1 round and is at -10.
16-20	2	4	7	10B	14D	D (15-18)	He really, really does not like you right now. Foe takes +14 hits, is stunned 2 rounds, is bleeding 1 hit per round and is at -10.
21-25	2	5	8A	12C	16E	E (19-23)	Nice strike! Foe takes +18 hits, is stunned 2 rounds, is bleeding 1 hit per round and is at -15.
26-30	3	6	10B	14D	18F	F (24-28)	See? Practice does help! Foe takes +21 hits, is stunned 3 rounds, is bleeding 2 hits per round and is at -20.
31-35	3	7A	11C	16E	21G	G (29-32)	Solid strike has foe unsettled. He takes +25 hits, is stunned 4 rounds, is bleeding 3 hits per round and is at -25.
36-40	4	8B	12D	17F	23H	H (33-37)	He is really in a good bit of pain now. Foe takes +29 hits, is stunned 5 rounds, is bleeding 3 hits per round and is at -25.
41-45	4A	9C	14E	19G	25I	I (38-42)	In-between his cries of pain, foe is shouting curses at you. He takes +32 hits, is stunned 6 rounds, is bleeding 4 hits per round and is at -30.
46-50	5B	10D	15F	21H	27J	J (43-46)	Foe is beginning to get worried about his ultimate fate. He takes +36 hits, is stunned 6 rounds, is bleeding 5 hits per round and is at -30.
51-55	5C	11E	16G	23I	30K	K (47-51)	Your weapon gives off a nasty hiss as it connects with a bit of foe's bare skin. Foe takes +39 hits, is stunned 7 rounds, is bleeding 5 hits per round and is at -40.
56-60	5D	11F	18H	25J	32L	L (52-55)	You see real fear in foe's eyes now. He takes +43 hits, is stunned 8 rounds, is bleeding 6 hits per round and is at -40.
61-65	6E	12G	19I	27K	34M	M (56-60)	Solid hit sends foe reeling. Foe takes +46 hits, is stunned 9 rounds, is bleeding 7 hits per round and is at -45.
66-70	6F	13H	21J	28L	37N	N (61-65)	If it's not bacon, then what is making that sizzling noise? Foe takes +50 hits, is stunned 9 rounds, is bleeding 7 hits per round and is at -50.
71-75	7G	14I	22K	30M	39O	O (66-69)	Smooth strike and perfect follow through. Foe takes +54 hits, is stunned 10 rounds, is bleeding 8 hits per round and is at -55. Teacher would be so proud!
76-80	7H	15J	23L	32N	41P	P (70-74)	Punishing assault has foe crying for his mommy. Foe takes +57 hits, is stunned 11 rounds, is bleeding 9 hits per round and is at -55.
81-85	8I	16K	25M	34O	44Q	Q (75-78)	Your weapon seems to almost have a will of its own as you attack. Foe takes +61 hits, is stunned 12 rounds, is bleeding 9 hits per round and is at -60.
86-90	8J	17L	26N	36P	46R	R (79-83)	Foe is hurt and badly. He takes +64 hits, is stunned 13 rounds, is bleeding 10 hits per round and is at -65.
91-95	9K	18M	27O	38Q	48S	S (84-88)	Good Shot! Now finish him off. Foe takes +68 hits, is stunned 13 rounds, is bleeding 11 hits per round and is at -70.
96-100	9L	19N	29P	39R	50T	T (89-92)	You bypass foe's defenses and get an extremely good hit on him. Foe takes +71 hits, is stunned 14 rounds, is bleeding 11 hits per round and is at -70.
101-105	10M	20O	30Q	41S	53U	U (93-97)	Excellent strike! Foe takes +75 hits, is stunned 15 rounds, is bleeding 12 hits per round and is at -75.
106-110	10N	21P	32R	43T	55V	V (98-102)	Foe collapses to the ground and convulses for 3 rounds before he is dead.
111-115	11O	22Q	33S	45U	57V	W (103-106)	Foe screams in pain as his body is wreathed in an otherworldly light for the 2 rounds that it takes for him to die.
116-120	11P	22R	34T	47V	60W	X (107-111)	Ashes! Ashes! We all fall down! Well, at least foe does. He is quite dead.
121-125	11Q	23S	36U	49V	62W	Y (112-115)	Foe is caressed by the hand of death. He drops to the ground, stone dead.
126-130	12R	24T	37V	50W	64X	Z (116-120)	Foe gives a sudden gasp as he goes to meet his maker. Instant Death!
131-135	12S	25U	38V	52W	66X		
136-140	13T	26V	40W	54X	69Y		
141-145	13U	27V	41W	56X	71Y		
146-150	14V	28W	43X	58Y	73Z		
<b>Hit Location:</b>							
<b>Result</b>	<b>Location</b>		<b>Opt. Crit Adj.</b>				
2	Foot/Calf		-10*; -1 stun				
3	Knee		-15*; -1 stun				
4-5	Thigh		-5; 2 h/rd				
6	Groin		3 h/rd; -20				
7-9	Abdomen/Lower Back		-10; 1 stun				
10-13	Chest/Upper Back		normal				
14	Neck		3 h/rd; 1 stun				
15	Face/Skull		3 stun				
16-18	Shoulder/Upper Arm		-15**; -1 stun				
19-20	Forearm/Hand/Elbow		-10**; -1 stun				
1) Add the numbers on both dice of the initial attack roll together to determine Hit Location .							
2) If the original percentile roll was odd, then strike was to weapon side, even is to off-hand side.							
3) If foe is two or more sizes larger than character, then subtract 10 from the total of the two dice (minimum result of 2).							
* = to maneuvers requiring movement only.							
** = to maneuvers involving the arms/hands only.							



## SPECIAL COMBAT CONDITIONS

Combat is a chaotic environment. Weather, visibility, terrain, and random events all have an effect on the outcome of any battle. It is impossible to anticipate every possible variable condition that can occur during a combat, but the following section explains how to handle the most common situations.

TERRAIN CONDITION TABLE		
Terrain Condition	OB Mod	DB Mod
Heavy brush or thicket	-10	NA
Light brush or forest	-5	NA
Ice or ground	-5	NA
Knee-deep snow, water, or soft sand	-10	1/2 Quickness Bonus
Waist-deep snow or water*	-20	Negates Quickness Bonus
Shoulder-deep snow or water*	-50	Negates Quickness Bonus
Higher Ground	+10	

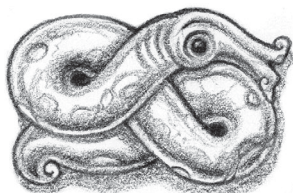
\* While crossing water or snow this deep, a character will not be able to perform Martial Arts Sweeps, kicks, or any maneuvers that require low attacks or use of the legs.

### INVISIBILITY

Invisible targets cannot be attacked unless they have been detected. The attacker must have a general sense of the invisible target's location prior to making an attack. Possible means of detection include, but are not limited to: body heat (if not hidden), walking across sand or water, standing in the rain, making loud noises, body odor, perfume, or talking.

To detect an invisible target, the character makes a Perception roll using the Bonus column of the Maneuver Table. The result is tripled and is subtracted from the character's attack roll (treat results of 100 or greater as a -10 OB modifier). The GM should assign a difficulty modifier to the perception roll based on the means of detection. The following table gives modifiers for some of the possible situations that may occur.

Invisible Target's Activity	Modifier
Walking across water	-40
Walking across a dirty floor	-40
Standing in the rain/snowing	-20
Walking in the rain/snowing	-40
Standing in water or snow	-20
Talking or casting spells	-40
Yelling or giving loud commands	-20
Whispering	-100
Strong body odor or scent	-50



**Example:** *Mahalla is being attacked by an invisible assassin. She just saw him turn invisible by using a magic ring so she knows he is in the area somewhere. Mahalla is cornered in a kitchen and decides to use her environment to her advantage. She grabs a large sack of flour and throws it against the ceiling, sending a shower of the white powder all over the room. As the flour falls, she sees the outline of a form standing motionless in the corner. She readies a dagger and lets it fly!*

*The GM decides that the assassin standing in a cloud of flour is similar to someone standing in the rain or snow and assigns a difficulty modifier of -20. Mahalla makes a Perception Maneuver Roll (skill bonus is 47) and rolls a 50 for a net result of 77 (50+47-20=77). Looking this result up on the Bonus column of the Maneuver Table gives a -15. Mahalla will have a -45 OB modifier for her dagger throw.*

### LIMITED VISIBILITY

Combats do not always take place with adequate visibility. Darkness, fog, rain, and other not-so-natural elements can make it difficult to attack opponents and defend yourself. It would be nice if all combats occurred with perfect lighting conditions, but that's not going to happen. Combat modifiers are cumulative, so if you are fighting in moderate rain with light fog, the effects for each are combined. The following conditions descriptions give vision ranges based upon normal vision. Refer to the table at the bottom of the page for other types of vision.

**Full to half moon:** A -5 OB to all attacks. Visibility is reduced to 50 yards and any shots fired at a greater distance are considered blind fire.

**Less than half full:** A -10 OB to all attacks. Visibility is reduced to 25 yards and any shots fired at a greater distance are considered blind fire.

**Starlight, new moon, or heavy clouds blocking moonlight:** A -20 OB to all attacks. Visibility is reduced to 10'. All missile attacks are considered blind fire.

**Light fog:** Visibility up to 50'. A -5 OB to missile weapons.

**Moderate fog:** Visibility up to 25'. A -10 OB to missile weapons.

**Heavy fog:** Visibility to 10'. All missile attacks considered blind fire.

Limited Visibility			
Lighting Condition	Normal Vision	Night Vision	Dark Vision*
Full to half moon	50 yards (150 feet)	500 feet	200 feet
Less than half full moon	25 yards (75 feet)	250 feet	100 feet
Starlight, new moon, or heavy clouds blocking the moonlight.	10 yards (30 feet)	100 feet	50 feet

\* = The benefits of Dark Vision have already been accounted for in the distances listed in this table.



**Light rain:** A -5 modifier to all Maneuver Rolls and Attack Rolls.

**Moderate rain:** A -10 modifier to all Maneuver Rolls and Attack Rolls. All fumble ranges are increased by 2 points (i.e. fumble range of 01-04 is now 01-06). Visibility is restricted to 50 yards or less. All missile fire beyond that is considered blind fire.

**Heavy rain:** A -20 modifier to all Maneuver Rolls and Attack Rolls. Fumble ranges are increased by 3 points (i.e. fumble range of 01-04 is now 01-07). Visibility is restricted to 25 yards or less. All missile fire beyond that is considered blind fire.

**Light snow or flurries:** A -5 modifier to all Maneuver Rolls and Attack Rolls.

**Moderate snow:** A -10 modifier to all Maneuver Rolls and Attack Rolls. All fumble ranges are increased by 2 points. Visibility is restricted to 25 yards or less. All missile fire beyond that is considered blind fire.

**Heavy snow:** A -20 modifier to all Maneuver Rolls and Attack Rolls. Fumble ranges are increased by 3 points. Visibility is restricted to 10 yards or less. All missile fire beyond that is considered blind fire.

**Example:** *Christopher and Mahalla are in a field being followed by several ogres. It is nighttime (half moon) and there is moderate rain and moderate fog. These three factors are combined for the following effects: Moderate fog restricts the visibility to 25' (you can't combine visibility distances, so you use the more severe effect). Missile fire has a -25 OB modifier (-10 for rain, -10 for fog, -5 for moonlight) and any missile fire beyond 25' is considered blind fire. Melee attacks are at -15 (-10 for rain, -5 for moonlight) and the fumble range is increased by 2 points.*

## FIGHTING “BLIND”

As visibility decreases, the situation often comes up that attacks are considered “blind fire.” When a character cannot see his target, he receives a -100 to all attacks. This modifier can be offset with the use of the skill Blindfighting. By using the Blindfighting skill, this modifier is reduced by his bonus with this style automatically without a Maneuver Roll (i.e. a total skill bonus of 80 means that the -100 modifier is reduced to -20 (-100 + 80)). This skill can only reduce the -100 penalty for being blind to zero. The Gamemaster may determine that conditions are not optimum for use of this skill and require that a difficulty modifier be applied against the skill. (i.e. a lot of confusing noises in the area may make Blindfighting a Very Hard task, so the GM assigns the Very Hard modifier (-40) to the use of this skill. This means that this skill bonus has the -40 applied to it prior to the skill bonus being applied to the -100 for being blind.)

## OCCUPATIONAL HAZARDS

The life of an adventurer is filled with hazards, especially in the wilderness locales or forgotten ruins that speak to an adventurer’s desire to explore. This section details a number of hazards that might be encountered, along with rules for handling such an event.

## FALLING DAMAGE

*The character fumbles a climbing roll and slips from the wall he is climbing.*

*The character sets off a trap and plummets into the deep pit beneath.*

*The character is walking along the top of a cliff when the edge suddenly gives way.*

The examples above are circumstances where a character could fall and receive injury. When a character falls, they receive the results of an attack on the Crush Attack table. The actual distance fallen determines the Offensive Bonus of the attack, granting a +1 OB for every foot of distance fallen. The distance fallen also determines the size of the attack, as indicated on the table below.

Height of Fall	Critical Size
1' – 20'	Tiny
21' – 50'	Small
51' – 100'	Medium
101' -200'	Large
201'+	Huge

Falling characters do not receive any non-magical Defensive Bonuses (DB) from armor or shields. They also do not receive their Quickness bonus. Instead, the character receives their Agility bonus plus any magical Defensive Bonuses against the fall. Characters with Acrobatics/ Tumbling may attempt a maneuver, using the Bonus column, adding the result to their Defensive Bonus against the fall.



## TRAPS

Traps are artificial hazards created to capture or kill a target, and come in two distinct types where resolution is concerned: OB (Offensive Bonus) and RR traps.

OB traps, when sprung, “attack” the unfortunate target. Examples include such things as projectile hazards (that fire an arrow, spear, or bolts), as well as traps that use swinging blades to surprise and wound their targets. Traps which shoot jets of acid at their victims and snares also fall into this category.

RR traps are those that, when sprung, require the target to make a Resistance Roll or a Maneuver Roll in order to avoid the damaging effects. Most poison and pit traps belong in this category, with magical traps often falling in as well.

In the sample traps below, each is given a difficulty rating for successfully detecting and disarming it. The difficulty ratings included are for when a character is actively searching for traps. Characters not actively searching have the difficulty increased by one level (e.g. a Hard detection maneuver becomes Very Hard, etc.). Once a trap is detected, it may then be disarmed normally (taking into account the difficulty rating listed), using the Locks & Traps skill. The GM should vary the difficulty of locating and disarming these sample traps according to the situation and mechanical skill of the original builders.



## SAMPLE MECHANICAL TRAPS

**Arrow Trap:** A trap that fires a projectile (such as an arrow or crossbow bolt) at a target, this attack has an OB of +75. Locating the trap is a Hard maneuver for any character actively searching. It is Very Hard to disarm it if the trap is triggered by the opening of a door, or a trip wire outdoors. If the trap is triggered by a hidden mechanism that the character cannot easily get to, then it should be considered to be Extremely Hard to disarm.

**Spear Trap:** This type of trap launches a spear (with an OB of +100) at the target that triggers it. This trap is often triggered in a similar fashion to the Arrow Trap above.

**Pit Trap:** A simple hole, normally covered with foliage or other camouflage to prevent easy discovery, these traps use normal falling rules to resolve, with the OB of the "attack" being equal to the distance fallen. Upon being triggered, characters standing above the pit may make a Hard Acrobatics/Tumbling roll in order to avoid plummeting. Characters without the skill may make a stat-based Maneuver Roll (with the difficulty increasing one severity level to Very Hard), adding in both their Agility and Quickness bonuses. Detecting this particular type of trap, while actively searching, is a Medium maneuver, and an Extremely Hard maneuver when not. Disarming a trap of this nature is often an Extremely Hard maneuver and usually involves filling in the pit. As such, it is often much easier to just avoid the trap entirely.

**Spiked Pit:** A simple pit, like the example above, this particular trap differs in that its floor is peppered with sharpened spikes. Refer to the description of the Pit Trap for details on handling or avoiding the fall. Characters unfortunate enough to fall in not only take normal falling damage, but also take 1d10 Small Puncture attacks as they are impaled upon the spikes. The OB for the spike attacks is equal to twice the distance fallen. For instance, a 20' deep pit would have a +20 falling attack and 1d10 +40 Small Puncture attacks. Discovering and disarming this type of trap is the same as for the Pit Trap, above.

**Poison Needle Trap:** Often hidden around locks and on chests and other valuables, this type of trap is sprung when careless characters attempt to open or unlock such items hastily or incorrectly. Once triggered, the trap shoots a poisoned needle into the character. Characters may make a Resistance Roll to shake off the effects of the poison, with the difficulty determined by the poison used. Detecting a poisoned needle trap is a Very Hard maneuver, while disarming it is a Hard maneuver.

**Dart Storm Trap:** This type of trap ejects a barrage of several hundred darts within a 5' radius of the trigger. Characters unfortunate enough to be within this area take 2d10 Tiny Puncture attacks from the darts. Often these darts are also coated in poison, so characters will have to resist against poison as well. Dart Storm Traps have a Medium difficulty to detect, but are Extremely Hard to disarm in most cases.

**Scything Blade Trap:** This deadly trap has a murderously sharp blade that swings down out of the ceiling or out of the wall to slice the unfortunate soul that triggers the trap. The swinging blade has an OB of +120, and does a Large Slash attack. This trap is a Very Hard maneuver to detect and is Hard to disarm.

**Falling Block Trap:** A huge stone block drops from the ceiling in this trap, attacking all (in a 5' radius) beneath it when triggered. The heavy block has an OB of +100 and does a Huge Crush attack, and can often be reset using a chain and winch attached to the top of the block to raise it back into position. It is Extremely Hard to detect and disarm this style of trap.

**Poison Gas Trap:** A jet of poison gas (or a cloud of powdered External Poison) is released from an aperture when this trap is triggered. The poison is usually enough to fill a 5' radius, affecting all caught within, with Resistance Roll difficulties determined by the type of poison used. This type of trap is Extremely Hard to detect and Very Hard to disarm.

**Acid Jet Trap:** This style of trap shoots a jet of an acidic substance at whoever sets it off. When set off, the target of this trap receives a Small Acid attack that has a +100 OB. This type of trap is Very Hard to detect and Extremely Hard to disarm.

## MAGICAL TRAPS

Magical traps require an Absurd maneuver to detect unless the character has the ability to sense magic, either by means of a spell or special ability. Such traps are known as Waiting Magic because they lie dormant until a trigger sets them off. A character with the ability to detect Active Magic may, with a Very Hard maneuver, detect Waiting Magic.

Triggers for magical traps often have parameters requiring someone to stand in a particular spot or touch a certain item. Once the trigger condition is met, the spell is activated and targets the offending character. Magic traps that imitate physical attacks have an OB based on the size of the attack.

Attack Size	OB
Tiny	+40
Small	+60
Medium	+80
Large	+100
Huge	+120

Magical traps that generate magical attacks such as Shock, Jolts, or other effects that require Resistance Rolls have a base modifier of +50 and require that the GM make a roll on the RR column to determine what value the target is required to beat to avoid any effects.





## WATERY HAZARDS

While rivers and lakes have always been important avenues of travel, they can be both a nuisance and a hazard for characters that must somehow cross them.

Characters may freely wade through water that is not above their head at a speed of one quarter their Base Movement Rate without being required to make a Maneuver. Should the water level actually be higher than the head of the character, the Swimming skill is required. Swimming across a slow stream or river is a Light maneuver while swimming across rapids is a Sheer Folly maneuver, as this can easily force the character far downstream. Just keeping one's head above water in churning rapids is considered a Very Hard maneuver.

If the character is wearing armor, the difficulty for swimming increases one level for each armor base worn (soft leather is +1 difficulty level, while studded leather is +2 difficulty levels, etc.).

## DROWNING

A character is able to hold his breath for a number of rounds equal to two times the sum of his Constitution stat and Constitution bonus. Once this time has expired, the character must begin making Stamina Resistance Rolls every round. This Resistance Roll requires the character to obtain a total equal to or greater than 100, however, once a roll is failed, the character immediately falls unconscious for 1d10 rounds. The round following unconsciousness begins the drowning process with death coming in 1d10 rounds. A character can drown in substances other than water: quick sand, fine dust, sand, or even silos full of grain are fine examples.



## QUICK SAND

The bane of many travelers, quick sand can be found in locations where sand and water mix daily - jungles, deserts, coasts and sandy stream beds, and generally ranges from a few inches deep to more than several feet in some instances. Quick sand behaves like water; anyone stepping into quick sand immediately begins to sink as if slipping under water. Characters caught in shallow quick sand can leave by retracing their steps, being only an inconvenience; characters do not have to make a Maneuver Roll to exit the area.

Characters immersed in deeper quick sand can float, and may gently and carefully "dog paddle" to firmer terrain. Swimming through quick sand is a Medium maneuver (either "All or Nothing" or Percentage, depending on the situation). Even if an immersed character sinks to the bottom, they may not drown if they are standing upright - the quick sand may simply not be deep enough. Characters that panic and begin thrashing around are likely to drown. Panicked characters will sink at the rate of 2" per round, and once below the surface will drown using the rules found above. With nearby shrubbery, characters may attempt to pull themselves out. This act requires a Medium Strength roll.

Characters trapped in quick sand may also be aided by nearby companions with rope or equipment sufficiently long enough to reach. This act of rescue is a Medium Strength based maneuver; however, characters helping to pull out the sinking character may add twice their Strength bonus to the roll.

## HEAT

The hot desert sun baking the earth far below can be as deadly to a character as the most ferocious monster. When exposed to temperatures higher than 90 degrees Fahrenheit (32 degrees Celsius) a character is required to make a Stamina Resistance Roll against RR (80) once every hour or receive a -5 modifier to all actions. If the temperature is above 110 degrees Fahrenheit (43 degrees Celsius), the Stamina RR must be made once every ten minutes. The modifiers accrued through RR failures will remain until the character can cool off by locating shade, immersing himself in water, or until night falls. If the character is wearing heavy clothing or armor, the Resistance Roll increases by a value of 10 for each armor base worn (Soft Leather requiring a RR (90); Studded Leather requiring a RR (100), etc.). The negative modifiers from failed RRs will decrease at a rate of -1 for every minute spent cooling off.

If the temperature is above 130 degrees Fahrenheit (54 degrees Celsius), a character receives a Heat Critical every 10 minutes. Roll 2d10+20 and use the number ranges beneath the Letter Code of the Heat Critical Table to determine this critical. If the character is encased in metal armor, the critical receives an additional modifier of +50.

**Note:** Proper attire, such as loose robes and head coverings, offers a bonus of +20 to the Resistance Roll.



## Cold

With effects as deadly as hot weather, a character can easily freeze to death, falling victim to the effects of hypothermia and frostbite if not protected properly.

If the temperature is below 40 degrees Fahrenheit (4 degrees Celsius), a character is required to make a Stamina Resistance Roll against RR (80) once every hour or receive a -5 modifier. If the temperature drops to below 0 degrees Fahrenheit (-18 degrees Celsius), a Stamina Resistance Roll of RR (100) must be made once every ten minutes or characters receive a -5 modifier to all actions. The modifiers are cumulative and can only be negated by locating cover and warmth. The negative modifier is reduced at a rate of -1 for every minute the character enjoys the effects of warmth.

Should a character reach -100, a Stamina Resistance Roll against RR (100) is required. Failure results in the character falling asleep, with them freezing to death over the next 1d10 + Constitution bonus hours.

## OTHER DANGERS

The perils detailed above constitute the major hazards that characters are likely to encounter, but there remain a few more worth mentioning.

**Landslides/Avalanches:** Whether of rocks or snow, landslides are always deadly. Characters caught on the outskirts may attempt an Extremely Hard Acrobatics/Tumbling maneuver to try and escape the effects. Characters caught in the middle will take a +150 Huge Crush attack every round until it passes. The adventurer may attempt an Absurd Acrobatics/Tumbling maneuver to leap out of danger's path. Characters with Acrobatics/Tumbling may also reduce the damage from an avalanche or landslide in the same manner as they use the skill to reduce damage from a fall.

**Storms:** With heavy winds that prevent missile fire, storms also bring thick sheets of rain that reduce the distance a character can see clearly, sometimes down to only a few feet. In rain or electrical storms, there is a chance of being struck by lightning, or drowning (also with sand storms), or even freezing to death in a blizzard. Strong winds from a tornado may even lift a character from the ground. Characters are best advised to wait it out and take cover immediately if possible.

**Cave-ins:** Underground exploration is a staple in the life of an adventurer. Unfortunately, sometimes the ceiling of a cave is unstable and will suddenly collapse given the right circumstances; destructive magic cast within an unstable area are often the right circumstances! Characters unfortunate enough to be caught in a cave-in are treated as if they are caught in a landslide, though the area is usually much smaller and the OB for the Crush attacks for a cave-in are only +100.

**Lava:** Hot, liquid rock, exposure to lava (being hit by it or touching it) causes both a Heat and an Acid attack, with the size of the attack being based on how much hits the character. A few drops would mean a Tiny attack, while

enough lava to fill a bucket would be the equivalent of a Medium attack. Characters that happen to fall into or be immersed in lava receive Huge attacks of both types each round with a bonus of +100 to each attack.

**Smoke:** Smoke can obscure vision and cause breathing problems for characters. An area filled with smoke causes all Perception rolls to increase from 1 to 5 difficulty levels, depending on the volume of smoke. For every round that a character must breathe the polluted air, they receive a -5 modifier to all actions if the area is lightly filled with smoke. Thick smoke will cause a -10 to all actions for every round spent breathing it. This modifier is reduced at a rate of -1 per minute once the character is no longer exposed to the smoke. Characters may use the rules for holding their breath, as described under Drowning above to avoid breathing the noxious air.

**Acid:** There are several varieties of acids that a character can encounter. All acids use the Acid Attack table, but vary depending on the strength of the acid. Very weak acids might only be Tiny Acid attack, while extremely strong acids may require a Huge attack on the Acid Attack table.





## INJURY, HEALING, & DEATH

It is inevitable that during the course of the game, especially, using the **Hack & Slash** system, that characters are going to get hurt. When they do, you will need to know the different methods available for healing the wounds that they receive. This section gives you the details and the information that you will need to accomplish this task.

### TYPES OF WOUNDS

The damage that a character receives from criticals is cumulative, meaning that it all adds together to give an overall view of how wounded a character is. The character's overall status will fall into 1 of 4 classifications as determined by the amount of damage that he has taken.

Once you have determined how wounded the character is, you can then determine what it will take to heal the character or in the case of natural healing, how long it will take the character to heal.

The four classifications are as follows:

**Lightly Wounded** – This is any injury or combination of injuries where the character has taken less than 50% of his total number of hits in damage, has a Maneuver Penalty of -25 or less, or is bleeding at a rate of no more than 3 hits per round. If any of these three conditions exceed the limits given, then the character cannot be considered Lightly Wounded.

**Moderately Wounded** – This is any injury or combination of injuries where the character has received damage that exceeds the Lightly Wounded classification in one or more aspects, but not exceeded the upper limits of being Moderately Wounded. A character is within the upper limits of being Moderately Wounded so long as he has not taken more than 75% of his hits, does not have a total Maneuver Penalty that exceeds -50, or is not bleeding more than 5 hits per round.

**Severely Wounded** – This is any injury or combination of injuries where the character has received damage that exceeds the Moderately Wounded classification in one or more aspects, but not exceeded the upper limits of being Severely Wounded. A character is within the upper limits of being Severely Wounded so long as he has not taken more than 100% of his hits, does not have a total Maneuver Penalty that exceeds -75, or is not bleeding more than 7 hits per round.

**Mortally Wounded** – Should a character's injuries exceed the upper limits of Severely Wounded in one or more aspects, he is considered to be Mortally Wounded. In certain cases, characters can have criticals that say "death in x rounds" converted into Mortal Wounds. In such cases, the character is considered to have zero hits, and to have a Maneuver Penalty of -100.

## WOUND DESCRIPTIONS

The critical tables given in this product are normally vague about the exact damage done to characters receiving criticals. This is done so to make it easier for GMs to be better able to detail the critical descriptions to the situation, as opposed limiting themselves solely to the flavor text as written.

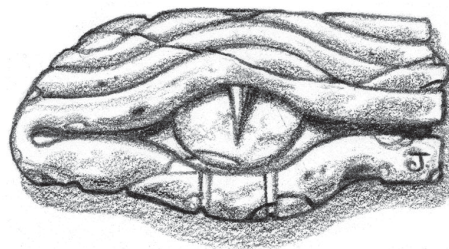
Using the guidelines above, which details how much damage of a given type determines how badly wounded they are, you can use the following notes as a guideline for aiding in creating new flavor text for the criticals. This section also helps in determining what type of healing will be required by giving you the common types of damage to a character based upon the severity of their wounds.

**Lightly Wounded** – This represents slight scratches and deep bruising to the character's body, both internal and external. It also represents strained or pulled muscles, and greenstick fractures such as cracked ribs. For elemental attacks, this represents only the mildest of burns or the onset of frostbite which often results in loss of feeling. Electrical criticals often also give slight burns and numbness due to extremely mild nerve damage.

**Moderately Wounded** – This type of damage is often caused by broken bones, and heavy bruising of internal organs, if not outright damage to them, as well as torn ligaments, damaged muscles and deep gashes to the foe's body, including the cutting of veins. This type of damage also includes minor burns and minor frostbite, and more serious nerve and organ damage. This type of wounding could also include temporary loss of the use of a limb or sense organ from damage.

**Severely Wounded** – This type of wounding includes damage to major organs, the destruction of minor organs, shattered bones, severed arteries, major burns and major frostbite. Major nerve or other damage can also result, giving long term disability in the use of limbs or sense organs.

**Mortally Wounded** – Those who are mortally wounded are often times better off dead than not. Often times, being mortally wounded has much the same effect as being severely wounded, except that it can also result in the loss of limbs and sense organs that result in permanent penalties even after the character is fully healed. Characters who receive criticals that say "death in x rounds" and receive a healing spell that is scaled up to stop "death in x rounds" are considered to be mortally wounded. They will not die, but without more magic, it will take a very long time for them to recover from their injuries.







When describing a wound that a character has received, the GM should use the actual damage given by the critical to match that individual critical up with one of the four classifications of damage. Only in cases where it makes sense, and the character has already received a wound in a given location, should the GM “upgrade” the given damage from a wound to a more serious description.

### NATURAL HEALING

All characters will heal naturally over time. How long it takes them to heal will depend up how badly wounded they are overall. The Types of Wounds and Wound Descriptions above tell you how seriously a character is damaged. Using the table below, you can determine how long it will take them to heal.

To use the table, roll d100 and add in the character’s Constitution bonus. If the character has the Healing skill, or is being tended by somebody who has the Healing skill, then also add in the result from the Bonus column of the maneuver table from the attempt made to use the Healing skill. Yes, a bad skill roll can make healing take longer. Also, the table represents the amount of time required so long as the character remains on bed rest. If the character is active, but not performing any strenuous actions, then double the amount of time it will take. If the character is performing strenuous actions, the multiply the healing time by 5.

The GM may require that the full amount of healing time has passed before hits are recovered and penalties are removed. However, it is recommended that the GM divided the damage to be healed by the number of days it will take to heal to determine what percentage is restored to the character for each day of bed rest. When doing this, the GM should always round off to the nearest whole number, and any left over is recovered on that last day.

HEALING/RECOVERY TABLE				
Roll	Severity of Damage			
	Light	Moderate	Severe	Mortal
01-50	5 days	25 days	45 days	65 days
51-85	4 days	18 days	34 days	50 days
86-95	3 days	12 days	24 days	36 days
96-98	2 days	7 days	15 days	21 days
99-100	1 day	3 days	7 days	10 days



**Example:** Rawrg has been hurt. He has a -35 maneuver penalty and has take 57 hits of damage in total. This is less than half of Rawrg’s 130 hits, but the maneuver penalty is greater than the -25, so Rawrg is Moderately Wounded. Rawrg has a Constitution bonus of +5. His friend Geoff has the healing skill, and got a total maneuver roll of 117 which will provide a +10 to the roll to determine how long it will take Rawrg to heal. Rawrg’s player rolls a 39. This plus the 5 for Rawrg’s Constitution Bonus and the +10 from Geoff’s Healing skill give a total of 54 (39 + 5 + 10). This means that as long as Rawrg is on bed rest, he will be healed in 18 days. So, for each day of bed rest, Rawrg will recover 3 hits (57/18=3.1666 rounded to 3), and recover 6 hits on the last day (3 x 18 = 54 + 3 = 57). As for the maneuver penalty, Rawrg that will be reduced by 2 points per day, with only 1 point being recovered on the last day (35/18 = 1.9444 rounded to 2).

### MAGICAL HEALING

There are two spells for healing damage to characters, Minor Healing and Major Healing. This section contains guidelines for using them in healing characters. Deciding which spell is going to be appropriate will be determined the descriptions that the GM gives with the critical damage.

If magical healing is used on a character, the healing process occurs over the course of a single round once the casting of the spell, or the drinking of the potion.



## MINOR HEALING

This spell should only be used for healing generic damage from small cuts and bruises, pulled or strained/sprained muscles and other non-specific damage. Accordingly, this means that it should only be used to heal injuries within the Lightly Wounded classification, and perhaps some lesser non-specific damage within the Moderately Wounded classification.

If a character has specific damage, this spell cannot reduce or eliminate any penalties or other damage associated with that given critical, such as hits.

One of the scaling options for this spell is to stop *death in x rounds* on certain criticals. This scaling option only stabilizes the character far enough so that he is no longer dying. At this point, the character would be considered to be Mortally Wounded and would have to be further healed accordingly.

## MAJOR HEALING

This spell can heal a larger amount generic, non-specific damage to a character. It also has scaling options available which will allow it to heal much more specific damage as well. If one of the scaling options is used to heal a bit of specific damage, it will also heal any associated penalties or hits as well.

One of the scaling options for this spell is to stop *death in x rounds* on certain criticals. This scaling option only stabilizes the character far enough so that he is no longer dying. At this point, the character would be considered to be Mortally Wounded and would have to be further healed accordingly.

## LIFEKEEPING

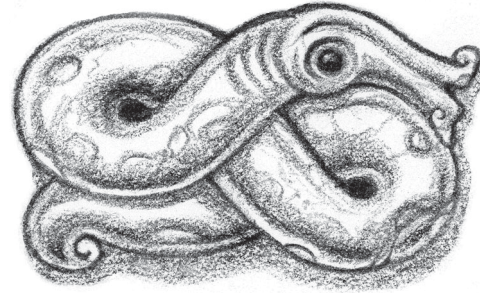
Sometimes it is going to be difficult to get to a dying character in time to stop them from dying. However, this spell gives the character doing the healing a better chance to save the injured character. This spell cannot be cast on a living character, only on one that has “died”. If cast before the target’s soul leaves its body it restores the body to a minimum of life, putting it into an artificial coma until the end of the spell or until the character is healed. Should the character not be healed before the end of the spell, then he will die again, and Lifegiving will be required to restore him.

## LIFEGIVING

This spell may only be used once the character’s soul has left his body. And then only if the body has been repaired enough to sustain life. This means that the specific damage that caused the death of the character must be healed prior to the casting of this spell, or that the scaling option that heals “life threatening” damage must be used. This scaling option heals only just enough damage to allow the character to live. He must be fully healed of any other damage through rest, herbs or spells as normal.

## HERBS

There is a wide selection of magical herbs listed in **HARP** that can be used to heal others. These herbs require preparation to use, and each herb has a Time entry which tells how long it will take for the herb to accomplish its affect.



## DEATH

Death is a natural part of an adventurer’s life, hopefully the death of his foes. Unfortunately, death can strike the adventurer himself as well. There are several primary causes for the death of an adventurer. These include overwhelming specific wounds (criticals), massive shock (Concussion Hit damage), the draining of his vitality (Constitution – stat deterioration), poisons, diseases, and certain spell effects. Only rarely does this ever involve a natural cause as mundane as old age.

Critical damage is one of the most common methods of character death. Criticals can provide massive amounts of damage in a single blow, including the loss of limbs, impairment of movement, and occasionally instant death.

A character is unconscious when his Concussion Hits reach zero or below. So long as his Hits do not fall below a negative number equal to the character’s Constitution stat (not the stat bonus, but the stat itself), the character will heal naturally. The character will wake up once his Concussion Hits have risen above zero. If the character’s Hits fall below a negative number equal to his Constitution stat, he is then near death and dying.

The character then has only a short time left to live (a number of rounds equal to his Constitution stat plus 5). At the end of the last round, the character’s soul will leave his body and he will die. Certain spells, such as Lifekeeping, can stop this process and actually give you time to bring the character’s Hits back up above zero, allowing him to live. Healing may also allow you to save the character’s life by stabilizing him until he can be healed, or can heal on his own. Once stabilized, the character remains unconscious and in a coma until the damage (Hits or critical damage) that put him below zero Concussion Hits is repaired, and is once again above zero.



# SYSTEM ADJUSTMENTS

This section details adjustments that need to be made to **HARP** in order to use **Hack & Slash**. The following **HARP** skills have been modified to work properly with **Hack & Slash**.

## AMBUSH

Upon successful using this skill, the character can use his number of skill ranks to modify the critical delivered. If the character wants to increase the critical, he adds his number of skill ranks to the high end of the number range given under the letter of the critical delivered. If he wants to reduce the damage done by his critical, then he subtracts his number of skill ranks from the low end of the range given under the letter on the critical table. Thus a character with 10 ranks in this skill who delivers an "F" critical (24-28) may adjust the critical to be either a "C" (10-14) or an "I" (38-42) upon successful use.

## MARTIAL ARTS STYLES & MANEUVERS

There are several styles listed, including the Tiger Claw Style, and the Weapon Kata Style that allow the martial artist to use weapons in conjunction with his martial arts. For **Hack & Slash**, these styles will use the Attack Matrix for the associated martial arts attack, Strikes or Sweeps; however any criticals done will be based on the critical type determined by the weapon being used. Thus when using the Tiger Claw Style, the martial artist will use the Strikes Attack Matrix, but the Slash Critical table. This also applies to any appropriate Martial Arts Styles presented in **Martial Law**.

## SNIPING

Upon successful using this skill, the character can use his number of skill ranks to modify the critical delivered. If the character wants to increase the critical, then he adds his number of skill ranks to the high end of the number range given under the letter of the critical delivered. If he wants to reduce the damage done by his critical, then he subtracts his number of skill ranks from the low end of the range given under the letter on the critical table. Thus a character with 10 ranks in this skill who delivers an "F" critical (24-28) may adjust the critical to be either a "C" (10-14) or an "I" (38-42) upon successful use.

## TALENTS

The following talents have been modified to work with **Hack & Slash**.

### BANE

When a character with this talent makes an attack against a foe of the chosen type scores a critical (i.e. a number and letter on the Attack Matrix), he adds +20 to the high end of the number range listed under the letter on the Critical Table. Thus if he gets a 10F on the Medium column of the Slash Attack Matrix, he looks at the range under the "F" which is (24-28), and adds 20 to the 28, making the number a 48, and thus delivers a "K" critical (47-50) to his foe.

## FATE POINTS

Fate Points allows a character to reduce a critical received by 25 or 50 points, depending upon how many Fate Points the character uses. With **Hack & Slash**, these numbers are subtracted from the low end of the number range listed under the letter code for each critical. Thus an "M" critical (56-60) could be reduced to either a "G" critical (29-32) or a "B" critical (6-9).

## FUMBLES

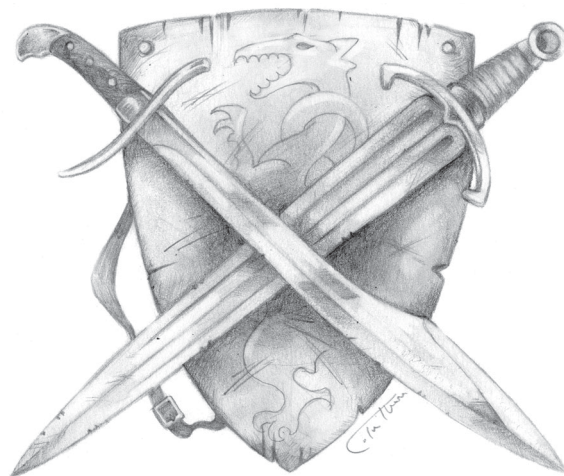
Several of the Fumble results indicate that the character should roll on a Critical Table. When this is indicated, roll as the fumble table indicates, then look up the result on the Critical Table portion of the Combat Table, using the number ranges under the Letter Code to determine which result is received.

For example, one of the Combat Fumbles, listed on page 71 of **HARP**, indicates that you should roll 2d10 on the appropriate Critical Table. In this case, if your result was a 17, you would look at the number ranges under each letter on the Result column of the Critical Table, and be able to see that a 17 falls within the range for an "D" critical, thus the character takes a "D" critical.

For spell fumbles, use the Magic Critical Table rather than the Electricity critical table.

## COMBAT ACTIONS

Combat Actions allow characters to customize their attacks. A number of Combat Actions change the size of the critical to be delivered in exchange a slight OB modification. For Blade Slap, Fencing Slash, and Stave Jab, the change in critical size is accomplished by simply using appropriate column on the proper Attack table.





### POWER STRIKE

By adjusting their OB with a melee weapon by -20, the character's attack for that round is one size larger than normal. This Combat Action may only be used with melee weapons. It cannot be used with natural attacks such as claws or martial arts. This Combat Action cannot be used while parrying. A character using this Combat Action receives an additional -10 modifier for every consecutive round beyond the first that this action is used. This additional modifier remains and is reduced by 10 for every round that Power Strike is not used.

**Example:** *Rawrg, using his War Hammer, normally does a Medium Crush. Rawrg decides to use Power Strike against a very tough foe. The first round, Rawrg is at -20 and does a Large Crush. The second round, Rawrg is at -30 and does a Large Crush. The fourth round, Rawrg is at -40 and still doing a Large Crush attack. The fifth round, Rawrg decides not to use Power Strike, he is getting tired. This leaves him at -20 for his Medium Crush attack, the original -20 for the Power Strike dropping away. The sixth round, Rawrg is only at -10 for his Medium Crush attack. On round 7, Rawrg is back to normal, the modifiers from the Power Strike having worn off.*

### SPELLS

A number of spells within HARP will need minor adjustments to work properly with this system. They are listed below.

#### DIVINE HAMMER (CLERIC SPHERE)

Only the Concussion Hits from the Attack Matrix are doubled, not the Concussion Hits from the criticals. For Thunder Strike, use Holy Criticals rather than Electrical Criticals.

#### FIRE WALL (MAGE SPHERE)

Anybody attempting to pass through a Fire Wall takes the damage indicated from a roll on the Tiny column of the Attack Matrix for Heat Criticals. The character going through the flames does not receive any non-magical DB.

#### SHOCK (MAGE SPHERE)

Change the roll from (1d100 - 20) to just a 1d100 roll on the proper column of the Attack Matrix of the Electrical Attack table.

#### STUN CLOUD (MAGE SPHERE)

Upon the target failing the Resistance Roll, the caster rolls a 1d100 on the proper column of the Attack Matrix each round.

### VACUUM (MAGE SPHERE)

Upon the target failing the Resistance Roll, the caster rolls a 1d100 on the proper column of the Attack Matrix each round.

### GUARDIAN BLADES

The critical is rolled on the Tiny column of the Slash Attack Matrix.

### HAMMER STRIKE

This spell only affects the Concussion Hit damage given on the Attack Matrix. It does not affect Concussion Hits delivered from the criticals.

### WEAPON'S FURY

The scaling option, Of Slaying, allows the weapon to use the Slaying Attack table rather than the normal table for the weapon.

### TREASURE

#### SALTAR'S BOMB

Use the numbers under the Letter Codes on the proper Critical Tables to determine the damage done by this item. On the Heat Critical Table, use 2d10+20 and on the Slash Critical Table use 1d10+20.

#### ALCHEMIST'S FIRE

Use the numbers under the Letter Codes on the Heat Critical Tables to determine the damage done by this item.

#### SPEAR OF DRAGONSLAYING

This Spear is +10 normally, but when used against Dragons, it has a +50 bonus and attacks using the Slaying Attack tables.





# NEW SPELLS

The following spells have been created especially to take advantage of the new Attack tables introduced within this product. **Hack & Slash** introduces a new type of spell known as the Directed Attack.

A Directed Attack spell is resolved in the same manner as a missile attack. The target of the Directed Attack spell gains his DB against the spell, and the caster's bonus in the spell is also the caster's OB with the spell.

## ACID TOUCH

**PP Cost:** 4

**Range:** Self

**Duration:** 2 rounds/rank

**Spell Type:** Utility (Elemental)

**RR:** —

**Spheres:** Mage, Necromancer

**Description:** This spell delivers a Tiny Acid critical when the caster touches a target. If the target is unaware of and/or not avoiding the caster's Acid Touch, the caster gets a +30 to his attack roll on the Acid Attack table, and the target gains no DB, other than magical bonuses.

Should the target attempt to avoid being touched, then the caster is required to make an attack roll using Brawling or a Martial Arts skill. If the caster gains a critical with this attack, then the target also receives a normal critical in addition to the Tiny Acid critical.

### Scaling Options:

**Increase Potency** (per Critical size increase) +2 PP

**Increase Duration** (5 rounds/rank) +4 PP

**Increase Duration** (10 rounds/rank) +6 PP

## BLESS WEAPON

**PP Cost:** 4

**Range:** Touch

**Duration:** 2 rounds/rank

**Spell Type:** Utility

**RR:** —

**Spheres:** Cleric

**Description:** When this spell is cast on a melee weapon, the weapon receives a +5 OB, and the weapon then uses the Holy Attack table rather than its normal Attack table.

**Of Slaying** - If the *Of Slaying* scaling options are selected, the weapon then uses the Slaying Attack table.

**Bless Missile Weapon** - This scaling option allows the caster to bless a missile weapon which then passes its benefits on to any missiles that it fires.

### Scaling Options:

**Increase Blessing** (+10 to OB) +2 PP

**Increase Blessing** (+15 to OB) +4 PP

**Increase Blessing** (+20 to OB) +6 PP

**Increase Blessing** (+25 to OB) +8 PP

**Of Slaying Undead** +6 PP

**Of Slaying Demons** +7 PP

**Bless Missile Weapon** +3 PP

**Increase Duration** (5 rounds/rank) +4 PP

**Increase Duration** (10 rounds/rank) +6 PP

## CELESTIAL ARMOR

**PP Cost:** 7

**Range:** Self

**Duration:** 2 rounds/rank

**Spell Type:** Utility

**RR:** —

**Spheres:** Cleric

**Description:** The caster is encased in translucent, glowing armor. The color of the armor reflects the orientation and outlook of the deity the caster worships. This armor gives the caster a +10 to DB and a +10 to Resistance Rolls against the effects of Undead and Demons that require RRs such as fear, or stat draining.

### Scaling Options:

**Increase Armor Strength** (per +5 DB) +2 PP

**Increase Resistance Strength** (per +5) +2 PP

**Increase Duration** (5 rounds/rank) +4 PP

**Increase Duration** (10 rounds/rank) +6 PP

## CELESTIAL BALL

**PP Cost:** 7

**Range:** 50'

**Duration:** —

**Spell Type:** Directed Attack

**RR:** —

**Spheres:** Cleric

**Description:** Caster shoots a 6" ball of celestial energy from the palm of his hand. Upon hitting its target or traveling its full range, it explodes into a 10' radius. The ball will expand from its center point, filling the radius as completely as possible, but it will not expand more than 10' from its center point. This is a Tiny attack in terms of size and the attack is made on the Holy Attack table. The caster's skill in this spell is also his OB for the casting of the spell.

### Scaling Options:

**Increase Attack Potency**  
(per each attack size increase) +2 PP

**Increase Range** (per +50') +1 PP

**Increase Radius** (per extra 10' radius) +2 PP

## CELESTIAL BOLT

**PP Cost:** 5

**Range:** 50'

**Duration:** —

**Spell Type:** Directed Attack

**RR:** —

**Spheres:** Cleric

**Description:** Caster shoots a 1/2" bolt of celestial energy from the palm of his hand. This bolt does a Tiny attack on the Holy Attack table. For each increase in size of the attack, the bolt is increased 1/2" in size. The caster's skill in this spell is also his OB for the casting of the spell.

### Scaling Options:

**Increase Attack Potency**  
(per each attack size increase) +2 PP

**Increase Range** (per +50') +1 PP



## MYSTIC BALL

**PP COST:** 7

**RANGE:** 50'

**DURATION:** —

**SPELL TYPE:** Directed Attack

**RR:** —

**SPHERES:** Mage

**DESCRIPTION:** Caster shoots a 6" ball of raw magical energy from the palm of his hand. Upon hitting its target or traveling its full range, it explodes into a 10' radius. The ball will expand from its center point, filling the radius as completely as possible, but it will not expand more than 10' from its center point. This is a Tiny attack in terms of size and the attack is made on the Holy Attack table. Raw magical energy is very colorful, its surface coruscating in a rainbow of colors. The caster's skill in this spell is also his OB for the casting of the spell.

**SCALING OPTIONS:**

**Increase Attack Potency**

(per each attack size increase) +2 PP

**Increase Range** (per +50') +1 PP

**Increase Radius** (per extra 10' radius) +2 PP

## MYSTIC BLADE

**PP COST:** 5

**RANGE:** Touch

**DURATION:** 2 rounds/rank

**SPELL TYPE:** Utility

**RR:** —

**SPHERES:** Mage

**DESCRIPTION:** This spell requires that the caster a specially prepared weapon hilt as its focus. The hilt is just that, a hilt, but where the blade would normally extend from the hilt is instead a piece of polished crystal. When cast this spell creates a blade of solidified magical energy, coruscating with a rainbow of colors, which may be used as a normal blade, so long as the caster is holding the hilt. The size and shape of the blade are up to the caster and defined by the hilt he has prepared as the focus, but the blade attacks using the Magic Attack table, as a Tiny attack, rather than the size or type of critical normally associated with a bladed weapon. This weapon is treated as magical, but provides no bonus to the caster's attack. The hilt may be created using the appropriate skills (a Medium maneuver to craft) or may be purchased from an appropriate craftsman for 2gp. The character must use the appropriate weapon skill when wielding this weapon.

**SCALING OPTIONS:**

**Increase Attack Potency**

(per each attack size increase) +2 PP

**Increase Bonus** (per each +5 to OB) +2 PP

**Increase Duration** (5 rounds/rank) +4 PP

**Increase Duration** (10 rounds/rank) +6 PP



## MYSTIC BOLT

**PP COST:** 5

**RANGE:** 50'

**DURATION:** —

**SPELL TYPE:** Directed Attack

**RR:** —

**SPHERES:** Mage

**DESCRIPTION:** Caster shoots a 1/2" bolt of raw magical energy from the palm of his hand. This bolt does a Tiny attack on the Holy Attack table. For each increase in size of the attack, the bolt is increased 1/2" in size. The caster's skill in this spell is also his OB for the casting of the spell.

**SCALING OPTIONS:**

**Increase Attack Potency**

(per each attack size increase) +2 PP

**Increase Range** (per +50') +1 PP

## MYSTIC BOW

**PP COST:** 5

**RANGE:** Touch

**DURATION:** 2 rounds/rank

**SPELL TYPE:** Utility

**RR:** —

**SPHERES:** Mage

**DESCRIPTION:** This spell is used to temporarily enchant a bow so that it magically produces the ammunition required, and may be fired a maximum of once every round. All attacks with the enchanted bow are resolved on the Magic Attack table as a Tiny attack. For each increase in attack size above Tiny, the bow takes an extra round to form the ammunition. Thus a bow enchanted to fire magical missiles that do a Small attack would be usable every other round, while those that do a Medium attack would be usable every third round, and so forth. This spell only works on regular bows and not crossbows due to how the string is required to be drawn.

**SCALING OPTIONS:**

**Increase Attack Potency**

(per each attack size increase) +2 PP

**Increase Bonus** (per each +5 to OB) +2 PP

**Increase Duration** (5 rounds/rank) +4 PP

**Increase Duration** (10 rounds/rank) +6 PP

## SHOCK WAVE

**PP COST:** 7

**RANGE:** 50'

**DURATION:** -

**SPELL TYPE:** Directed Attack

**RR:** —

**SPHERES:** Mage

**DESCRIPTION:** When cast, this spell sends forth a wave of pure magical energy that makes attacks on the Martial Arts Sweeps/Unbalancing Attack table. This energy wave will attack all targets within a cone, extending up to 50' from the caster. The cone is 10' wide at its far end.

**SCALING OPTIONS:**

**Increase Attack Potency**

(per each attack size increase) +2 PP

**Increase Cone** (per +5' length/+5' width) +2 PP