



HARPER'S BAZAAR

Issue #11

Oct 2007



Table of Contents

Introduction	1
Condensed Combat Rules	2
Weapon Statistics	4
Animal/Natural Attack Types	5
Attack Tables	6-9
1 Handed Concussion Attacks	6
1 Handed Edged Attacks	6
2 Handed Weapon Attacks	7
Missile Attacks	7
Tooth & Claw Attacks	8
Grappling & Unbalancing Attacks	8
Spell Statistics	9
Elemental Spell Attacks	9
Critical Tables	10
Failure & Fumbles	13

Introduction

Welcome to the eleventh issue of the *HARPer's Bazaar*. In this issue I am bring you a conversion of the combat system from Rolemaster Express, converted for use with HARP. I hope you enjoy it.

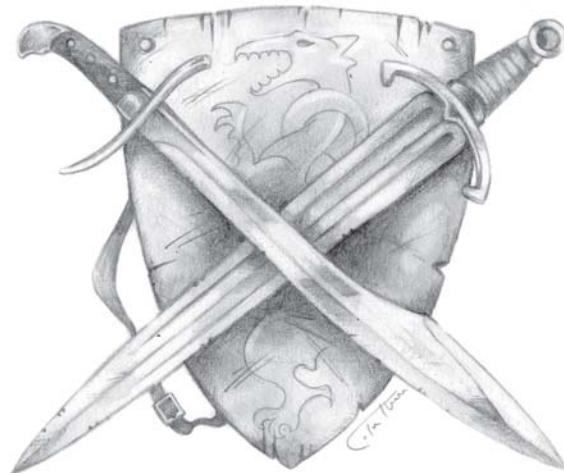
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 Web: www.harphq.com and www.ironcrown.com.



Condensed Combat Rules

CONVERSION NOTES

In order to use these rules, you will need to make a number of minor adjustments to your characters and to monsters. The adjustments are relatively simple and easily explained.

STEP 1: WHICH COLUMN?

The first thing that needs to be done is to determine which column to use on the attack tables.

For characters this is very easy. The column is determined by the type of cuirass or shirt that they are wearing as armor. If they are wearing a Soft Leather shirt, then use the Soft Leather column, if they have a metal breastplate, then they use the Plate column.

For monsters, we will use the Tough Hide ability to determine which column to use. If the creature does not have Tough Hide, then use the *None* column. If it has Tough Hide (Minor), then you will use the *Soft Leather* column. If it has Tough Hide (Major), then you will use the *Chain* column. If it has Tough Hide (Greater), then you use the Plate column for the monster.

If the character is wearing armor made of a special material, which will not change its construction type. Thus mithril chain is still chain for the purposes of what column is used.

That's it for this step.

STEP 2: DB ADJUSTMENTS

We will need to make some minor DB adjustments in order to use these rules. The size of the DB adjustment is based upon the column that is used for attacking the character or monster.

None: No adjustments to DB are made for this column.

Soft Leather: The DB of any character or creature using this column is reduced by 10 points.

Reinforced Leather: The DB of any character or creature using this column is reduced by 15 points.

Chain: The DB of any character or creature using this column is reduced by 20 points.

Plate/Chain: The DB of any character or creature using this column is reduced by 25 points.

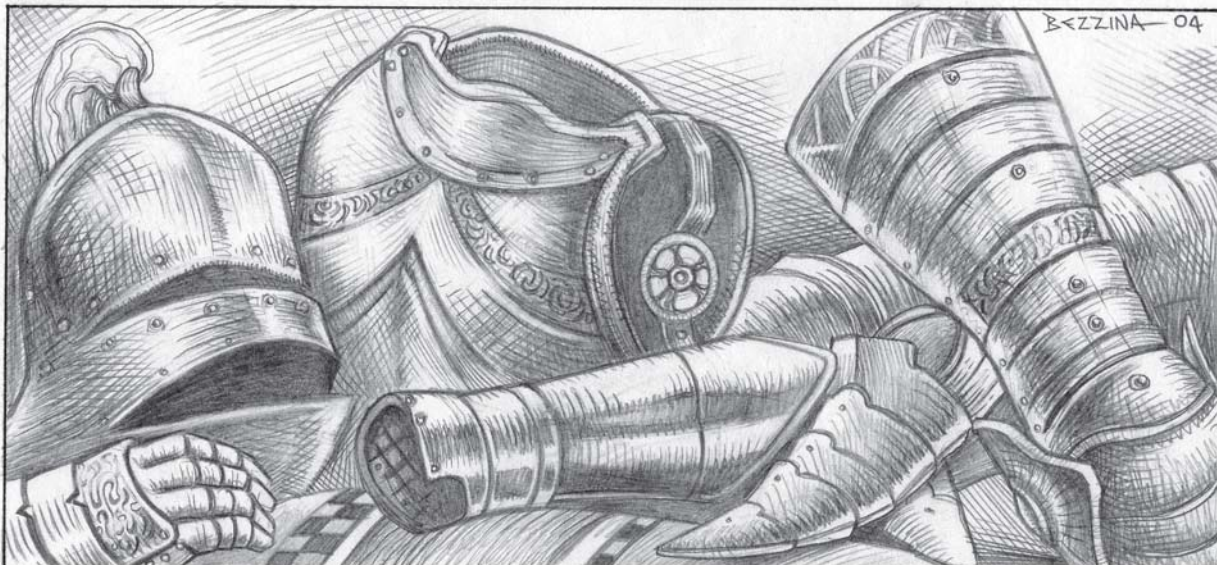
Plate: The DB of any character or creature using this column is reduced by 30 points.

STEP 3: WEAPON CHANGES

The Weapon Statistic and Animal/Natural Attack Types tables provide you with a wealth of information regarding the weapon or attack that your character uses. These rules make a number of small changes that are encapsulated within those tables. Elemental Attacks have their own Spell Statistics table for Ball and Bolt attacks.

Refer to the proper table for information on the weapon or attack that your character uses. The table will give you the attack size, which attack table to use, and the primary and perhaps secondary critical done by your weapon. It also provides a range factor for weapons with ranges and any special notes you might need.

The table keys provide you with everything you need to know about the tables.





USING THE TABLES

If you have used the tables in Hack & Slash or in Rolemaster before then using these tables will be very easy.

You roll, add in your OB and then subtract foe's DB, and apply any other modifiers to your attack, such as for range or position. This is basically the same as described in the core rules.

The result is looked up on the appropriate attack table, under the column determined earlier.

This result will be either a number or a number and a letter. The number is an amount of hits done by the attack. The letter means that you also did a critical, the type being as indicated on the Weapon Statistics table.

You then make a percentile roll on the critical table. This roll is not open-ended, and it is adjusted according to the severity of the critical. If your weapon does multiple criticals, the same roll is used for all of the criticals, but it is adjusted separately for each critical table.

***Example:** You attack does a Primary Slash critical and a Secondary Unbalancing critical. The attack result indicated a 14C. Therefore you did 14 hits of damage and a C Slash critical, and since your attack has a Secondary Critical, you also did a B Unbalance critical. You roll a 57 for the critical. Since a C critical gets a zero adjustment, you look up the result for a 57 on the Slash critical table. The Unbalance critical would get a -10 modifier since it is a B critical, and thus you look up a 47 on that critical table. The damage from both criticals is applied to the target of the attack.*

ATTACKS VS. LARGE/HUGE CREATURES

Using these rules, there are special considerations when dealing with Large or Huge creatures.

When attacking a Large or Huge creature, the criticals are resolved on the Large Creature Physical Criticals or Large Creature Spell Criticals table accordingly. As shown at the bottom of the table, Huge creatures receive an additional -20 modification to the critical rolls.





Weapon Statistics - Part I

Weapon	Length	FR	Attack		Crits		Base	Special Modifications
			Size	Table	Primary	Secondary	Range #	
Bastard Sword	(1H) 4'	3	M	1HE	SL	—	—	
	(2H) 4'	4	M	2H	SL	UB	—	
Battle Axe	3.5'	4	L	2H	SL	CR(B)	—	+5 OB (chain/plate), - 5 (other)
Bola	5'	5	S	G&U	GR	CR(A)	20	+10 OB at up to 20'
Boomerang	1.5'	5	S	1HC	CR	—	30	+5 OB at up to 15'
Broadsword	3'	3	M	1HE	SL	—	—	
Claymore	(1H) 3'	3	M	1HE	SL	—	—	
	(2H) 3'	4	L	2H	SL	—	—	
Club	3'	2	M	1HC	CR(D)	—	2	-10 OB
Composite Bow	4.5'	3	M	Mi	PU	—	75	+25 OB at up to 25'
Cudgel	4'	2	L	2H	CR	—	—	
Cutlass	2.5'	3	M	1HE	SL	—	—	
Dagger	0.5'	2	S	1HE	PU(C)	—	15	-15 OB (vs. chain/plate)
Dart	0.5'	3	T	Mi	PU(T)	—	10	
Dirk	0.5'	2	S	1HE	PU(C)	—	15	
Falchion	2.5'	3	M	1HE	SL	CR(B)	—	
Flail	3.5'	6	L	1HE	CR	PU(B)	—	
Foil	3'	3	S	1HE	PU	—	—	
Handaxe	2.5'	2	S	1HE	SL	—	15	+5 OB (vs. chain/plate)
Harpoon	6.5'	4	L	2H	PU	SL(A)	20	
Heavy Crossbow	4'	2	L	Mi	PU	—	90	+35 OB at up to 35'
Javelin	5'	4	M	2H	PU	—	30	-10 OB; +10 OB at up to 15'
Jo	4.5'	4	M	1HC	CR	—	—	
Katana	(1H) 4'	3	M	1HE	SL	—	—	
	(2H) 4'	4	L	2H	SL	CR(B)	—	
Lance	12'	4	L	2H	PU	UB	—	+15 OB, take ""B"" crit if fumbled
Light Crossbow	3'	2	S	Mi	PU	—	—	+25 OB at up to 25'
Long Bow	6'	3	M	Mi	PU	—	100	+20 OB at up to 40'
Long Sword	3'	3	M	1HE	SL	—	—	
Mace	2'	2	M	1HC	CR	—	—	
Main Gauche	0.5'	2	S	1HE	SL	—	—	+15 vs melee if not used to attack
Mattock	3'	3	M	2H	CR	—	—	
Morning Star	2.5'	5	M	1HC	CR	PU(A)	—	+10 OB take ""B"" crit if fumbled
Nunchaku	(1H) 2.5'	5	M	1HC	CR	—	—	
	(2H) 2.5'	6	L	2H	CR	UB	—	
Pick	3.5'	3	L	2H	PU	—	—	
Pilum	6'	4	L	2H	PU	—	—	
Pole Arms	9'	4	L	2H	SL	PU	—	-5 OB
Quarterstaff	6'	4	L	2H	CR	—	—	-10 OB.
Rapier	4'	3	M	1HE	PU	—	—	
Saber	2.5'	3	M	1HE	SL	—	—	
Sai	1.5'	3	S	1HE	PU	—	—	+15 vs melee if not used to attack
Scimitar	3'	3	S	1HE	SL	—	—	-5 OB (vs. chain/plate), + 5 OB (vs. other)
Short Bow	3'	3	S	Mi	PU	—	60	+10 OB at up to 15'
Short Sword	2'	2	S	1HE	SL	—	—	-10 OB (vs. chain/plate), + 10 OB (vs. other)
Shuriken	0.2'	3	T	Mi	PU(T)	—	5	
Sling	4'	4	S	Mi	CR(D)	—	50	+15 OB at up to 15'; may use with shield.
Spear	(1H) 6'	4	L	1HE	PU	—	20	-5 OB; +15 OB at up to 15' when thrown
	(2H) 6'	4	M	2H	PU	SL(A)	20	-5 OB
Tiger Claw	1'	2	S	1HE	SL	—	—	
Tomahawk	1.5'	2	S	1HE	SL	—	—	
Tonfa	2'	2	S	1HC	CR	—	—	
Trident	7'	4	L	2H	PU	—	—	
Two-Handed Sword	5.5'	4	L	2H	SL	CR	—	
Two-Handed War Hammer	4'	4	L	2H	CR	UB	—	
War Hammer	3'	2	M	1HC	CR	—	10	+5 OB
War Mattock	3'	3	L	2H	CR	UB	—	



WEAPON STATISTICS - PART II

CR - Crush critical; GR — Grapple critical; PU — Puncture critical; SL - Slash critical; UB - Unbalance critical						
* - May not move with these weapons loaded and ready to fire. They may be carried in hand and fired as if reloading (penalty applies).						
# - All non-Missile weapons with a range are treated as "thrown weapons" (for skill purposes) when used as missiles.						
Fumble Range (FR): if unmodified attack roll is less than or equal this number the attack fails and a roll must be made on the Fumble Table.						
Attack Size — The maximum amount of damage that may be done by an attack. Should an attack roll exceeds the maximum for the Damage Cap, anything above the Damage Cap is ignored.						
Attack Table — This is the attack table to use for this attack.						
Primary Crit — The type of critical delivered by the attack; a letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.						
Secondary Crit — If a critical higher than an "A" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is at least one step less severe than is indicated by the attack result. The same dice roll is used for both criticals. A letter in parentheses indicates the maximum critical that can be obtained (if none is listed it is "D"). (e.g., an "E" result delivers a "D" secondary critical, a "C" delivers a "B", etc.).						
Base Range: The base range in feet for the weapon to be thrown or fired. Short range is between 1' and the base range, and there is no OB modification. Medium range is between the base range and double the base range, and the OB modification is -25.						
	Base Range	Short Range	Medium Range	Long Range	Maximum Range	
Long range is between double the base range and triple the base range, and the OB modification is -50.	2	1'-2'	3'-4'	5'-6'	7'-8'	Missile Weapons may not be used if the wielder is engaged in Melee. The following table summarizes the various ranges.
	3	1'-3'	4'-6'	7'-9'	10'-12'	
	5	1'-5'	6'-10'	11'-15'	16'-20'	
	10	1'-10'	11'-20'	21'-30'	31'-40'	
	15	1'-15'	16'-30'	31'-45'	46'-60'	
20	1'-20'	21'-40'	41'-60'	61'-80'		
Maximum range is between triple the base range and four times the base range, and the OB modification is -75.	30	1'-30'	31'-60'	61'-90'	91'-120'	
	40	1'-40'	41'-80'	81'-120'	121'-160'	
	50	1'-50'	51'-100'	101'-150'	151'-200'	
	60	1'-60'	61'-120'	121'-180'	181'-240'	
	75	1'-75'	76'-150'	151'-225'	226'-300'	
90	1'-90'	91'-180'	181'-270'	271'-360'		
100	1'-100'	101'-200'	201'-300'	301'-400'		



ANIMAL/NATURAL ATTACK TYPES

Attack Type	Attack Table	Primary Crit	Secondary Crit
Slash Attacks	Tooth & Claw	SL	CR*
Puncture Attacks	Tooth & Claw	PU	SL(C)
Crush Attacks	Tooth & Claw	CR	CR*
Falls**	Tooth & Claw	CR	CR*
Grapple Attacks	Grappling & Unbalancing	GR	UB(C)*
Tiny animals	Tooth & Claw	SL(T)	---
Martial Arts Strikes	Tooth & Claw	UB	---
Martial Arts Sweeps & Throws	Grappling & Unbalancing	GR	---
Fist/Kick***	Tooth & Claw	UB(A)	---
Wrestling/Tackles***	Grappling & Unbalancing	GR(A)	---
CR — Crush critical; GR — Grapple critical; PU — Puncture critical; SL — Slash critical; UB — Unbalance critical			
* — For these attacks only "large" and "huge" attacks get the secondary critical listed above.			
** — If a character falls, this attack is rolled with the number of feet fallen added to the roll and the character's agility (only) subtracted. The size of the attack is based upon distance fallen: 1'-10' (Small), 11-50' (Medium), 51-100' (Large), over 100' (Huge).			
*** — These attack types are for untrained hand-to-hand attacks. The attacker's OB is his strength bonus plus his agility bonus.			
Primary Crit — The type of critical delivered by the attack; a letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.			
Secondary Crit — If a critical higher than an "A" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is one step less severe than is indicated by the attack result. (e.g., an "E" result delivers a "D" secondary critical, a "C" delivers a "B", etc.). Each critical is rolled separately. A letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "D").			



1-HANDED CONCUSSION ATTACKS						
Roll	Plate/			Leather		
	Plate	Chain	Chain	Reinf.	Soft	None
	----- Max Results - Huge Attacks -----					
146-150	16E	20E	22E	20E	20E	23E
141-145	16D	19D	21E	19E	19E	22E
136-140	15D	18D	20D	18D	18E	21E
	----- Max Results - Large Attacks -----					
131-135	14C	17D	19D	17D	17D	19E
126-130	13C	16C	18C	16C	16D	18E
121-125	13B	15C	17C	15C	15C	17D
	----- Max Results - Medium Attacks -----					
116-120	12B	14B	16C	13C	14C	15D
111-115	11A	13B	15B	12C	13C	14D
106-110	10A	12A	14B	11B	12B	13C
	----- Max Results - Small Attacks -----					
101-105	10	11A	13A	10B	11B	12C
96-100	9	11	12A	9B	10B	10B
91-95	8	10	11	8A	9A	9B
86-90	8	9	10	7A	8A	8B
81-85	7	8	9	6	7A	6A
76-80	6	7	8	5	6	4A
71-75	5	6	7	4	5	3
66-70	5	5	6	3	3	2
61-65	4	4	5	2	1	0
56-60	3	3	4	1	0	0
51-55	3	3	3	0	0	0
46-50	2	2	1	0	0	0
41-45	1	1	0	0	0	0
36-40	1	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-08	----- Possible Fumble -----					

1-HANDED EDGED ATTACKS						
Roll	Plate/			Leather		
	Plate	Chain	Chain	Reinf.	Soft	None
	----- Max Result - Huge Attack -----					
146-150	12E	16E	18E	22E	25E	30E
141-145	12D	15D	17D	21E	24E	28E
136-140	11C	14D	16D	20D	23E	27E
	----- Max Result - Large Attack -----					
131-135	11B	13C	15C	18D	22D	25E
126-130	10B	12C	14C	17D	20D	23E
121-125	9A	11B	13C	16C	19D	21E
	----- Max Result - Medium Attack -----					
116-120	9A	10B	13B	15C	18D	20D
111-115	8A	9A	12B	13C	17C	19D
106-110	8	9A	11A	12B	15C	17D
	----- Max Result - Small Attack -----					
101-105	7	8	10A	11B	14C	15C
96-100	6	8	9	10B	13B	14C
91-95	6	7	8	9A	12B	13C
86-90	5	6	7	7	10B	11B
81-85	5	5	6	6	9A	10B
76-80	4	4	5	5	7	9A
71-75	3	3	4	3	5	5
66-70	3	3	3	2	3	2
61-65	2	2	2	1	1	0
56-60	2	1	1	0	0	0
51-55	1	1	0	0	0	0
46-50	1	0	0	0	0	0
41-45	0	0	0	0	0	0
36-40	0	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-08	----- Possible Fumble -----					



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



2-HANDED WEAPONS ATTACKS						
Roll	Leather					
	Plate	Chain	Reinf.	Soft	None	
	----- Max Result - Huge Attack -----					
146-150	22E	28E	33E	40E	43E	48E
141-145	21E	26E	31E	37E	40E	45E
136-140	20D	24E	29E	34E	38E	42E
	----- Max Result - Large Attack -----					
131-135	19D	23D	28D	32E	36E	39E
126-130	17C	22D	26D	29D	33E	36E
121-125	16C	21C	24C	27D	31D	33E
	----- Max Result - Medium Attack -----					
116-120	15B	20C	22C	24D	29D	31E
111-115	14B	18B	20C	22C	27D	28E
106-110	13A	16B	18B	19C	24C	25D
	----- Max Result - Small Attack -----					
101-105	12A	15B	16B	17C	22C	22D
96-100	11	13A	14B	14C	20C	19D
91-95	9	11A	12A	12B	17C	16C
86-90	8	10	11A	9B	15B	13B
81-85	7	9	10	7A	13B	10B
76-80	6	8	9	5A	10A	8B
71-75	5	7	8	4	8A	6A
66-70	4	6	7	3	6	3A
61-65	3	5	5	2	3	1
56-60	2	3	3	1	2	0
51-55	1	2	1	0	0	0
46-50	1	1	0	0	0	0
41-45	1	0	0	0	0	0
36-40	0	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-08	----- Possible Fumble -----					

MISSILE ATTACKS						
Roll	Plate/			Leather		
	Plate	Chain	Chain	Reinf.	Soft	None
	----- Max Results - Huge Attacks -----					
146-150	15E	23E	25E	26E	26E	27E
141-145	14D	20E	23E	25E	25E	25E
136-140	13C	18D	22D	23D	23E	23E
	----- Max Results - Large Attacks -----					
131-135	12C	16D	20D	21D	22D	22E
126-130	11B	15C	19C	19D	20D	20D
121-125	11B	14C	17C	17C	19D	18D
	----- Max Results - Medium Attacks -----					
116-120	10A	14B	16B	15C	17C	16D
111-115	9A	12B	14B	13B	16C	15C
106-110	8A	10A	13B	12B	14B	13C
	----- Max Results - Small Attacks -----					
101-105	7T	8A	10A	10B	13B	11C
96-100	6T	7T	8A	9A	12B	10B
91-95	5T	5T	7T	7A	10A	8A
	----- Max Results - Tiny Attacks -----					
86-90	3T	4T	6T	5T	8T	7A
81-85	2	2	4T	3T	6T	6A
76-80	1	1	2	2	4T	4T
71-75	0	0	0	0	2	3T
66-70	0	0	0	0	0	1
61-65	0	0	0	0	0	0
56-60	0	0	0	0	0	0
51-55	0	0	0	0	0	0
46-50	0	0	0	0	0	0
41-45	0	0	0	0	0	0
36-40	0	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-08	----- Possible Fumble -----					



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



TOOTH & CLAW ATTACKS						
Roll	Plate/			Leather		
	Plate	Chain	Chain	Reinf.	Soft	None
	----- Max Results - Huge Attacks -----					
146-150	24E	26E	27E	32E	36E	40E
141-145	22D	24D	25D	29E	33E	38E
136-140	20C	22C	23D	26D	30E	36E
	----- Max Results - Large Attacks -----					
131-135	18C	19C	20C	22D	25D	30E
126-130	16B	17B	18C	20C	23D	28E
121-125	14B	14B	15B	18C	20C	26D
	----- Max Results - Medium Attacks -----					
116-120	10B	10B	11B	14C	17C	20D
111-115	9A	10A	11B	13B	16C	19C
106-110	8A	9A	10A	12B	15B	17C
	----- Max Results - Small Attacks -----					
101-105	7A	8A	9A	11A	13B	15B
96-100	7T	7A	8A	10A	12A	14B
91-95	6T	7T	7T	9A	11A	13B
	----- Max Results - Tiny Attacks -----					
86-90	6T	6T	6T	8T	10A	12A
81-85	4	4T	5T	7T	9T	10A
76-80	3	3	4	5T	7T	9A
71-75	2	2	3	3	5T	8T
66-70	1	1	2	2	4	6T
61-65	0	0	1	1	2	5T
56-60	0	0	0	0	1	4
51-55	0	0	0	0	0	2
46-50	0	0	0	0	0	1
41-45	0	0	0	0	0	0
36-40	0	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-02	----- Attack Failure -----					

GRAPPLING & UNBALANCING ATTACKS						
Roll	Plate/			Leather		
	Plate	Chain	Chain	Reinf.	Soft	None
	----- Max Results - Huge Attacks -----					
146-150	18E	22E	23E	27E	30E	33D
141-145	16E	19E	21E	25D	28D	30C
136-140	14E	17E	19D	22C	26D	28C
	----- Max Results - Large Attacks -----					
131-135	12D	14D	15D	18C	20D	22C
126-130	11D	12D	13D	16C	18C	20B
121-125	10D	11D	11C	14B	16C	18B
	----- Max Results - Medium Attacks -----					
116-120	8C	9C	10C	12B	14C	16B
111-115	7C	8C	9C	11B	13B	15A
106-110	6C	7B	8B	10A	12B	14A
	----- Max Results - Small Attacks -----					
101-105	5B	6B	7A	8A	10A	11A
96-100	5B	6A	6A	7A	9A	10T
91-95	4A	5A	5A	6T	8A	8T
	----- Max Result - Tiny Attack -----					
86-90	4A	4A	4A	5T	7T	7T
81-85	3A	4A	4A	4T	6T	5T
76-80	3A	3A	3T	2T	4T	4
71-75	2A	2T	2T	2	3	2
66-70	2T	2T	1	1	1	1
61-65	2T	1	1	0	0	1
56-60	1	1	0	0	0	0
51-55	1	0	0	0	0	0
46-50	0	0	0	0	0	0
41-45	0	0	0	0	0	0
36-40	0	0	0	0	0	0
03-35	0	0	0	0	0	0
UM 01-02	----- Attack Failure -----					



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



SPELL STATISTICS			
Spells	Primary Crit	Secondary Crit	Special Modifications
Fire Attacks	HE	—	—
Air Attacks	EL	—	—
Earth Attacks	IM	—	—
Water Attacks	CO	—	—
CO — Cold critical; EL — Electricity critical; HE — Heat critical; IM — Impact critical			
Primary Crit — The type of critical delivered by the attack; a letter in parentheses indicates the max. critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.			
Secondary Crit — If a critical higher than an "B" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is one step less severe than is indicated by the attack result. (e.g., an "E" result delivers a "D" secondary critical, a "C" delivers an "B", etc.). Each critical is rolled separately.			
Criticals			
A --- Critical roll is modified by -20			
B --- Critical roll is modified by -10			
C --- Critical roll is modified by 0			
D --- Critical roll is modified by +10			
E --- Critical roll is modified by +20			
Modifications:			
+ Attacker's Offensive Bonus - Defender's Defensive Bonus			
+20 --- If target is at the center point (ball attacks only).			
-x --- Full Cover; -100 if hard cover; -40 if soft cover			
-x --- Partial Cover; -50 if hard cover; -20 if soft cover			
+/- --- GM decision or special item/skill/ability			
Note - Defender's DB against directed spells is their normal DB + any special modifiers (includes shield). Defender's DB against Ball attacks does not include shield.			
Range Modifications	Bolts	Balls	
Touch	+50	---	
0'-10'	+35	+35	
11'-50'	+0	+0	
51'-100'	-20	-20	
101'-200'	-40	-40	
201'-300'	-55	-55	
301' and up	-75	-75	

ELEMENTAL SPELL ATTACKS						
Roll	Plate/			Leather		
	Plate	Chain	Chain	Reinf.	Soft	None
----- Max Result - Huge Attack -----						
146-150	18E	20E	22E	22E	31E	36E
141-145	17D	18D	20E	20E	30E	34E
136-140	16D	17D	18D	19E	28E	32E
----- Max Result - Large Attack -----						
131-135	15C	16C	17D	18E	26E	30E
126-130	14C	15C	16D	17D	24E	2SE
121-125	13C	14C	15C	16D	22D	26E
----- Max Result - Medium Attack -----						
116-120	12C	13C	14C	15C	20D	240
111-115	12B	13B	13C	14C	18C	22D
106-110	11B	12B	12C	13C	16C	20C
----- Max Result - Small Attack -----						
101-105	10B	10B	11B	12C	14C	18C
96-100	10A	10A	10B	11B	12C	16C
91-95	9A	9A	9B	10B	10B	15C
----- Max Result - Tiny Attack -----						
86-90	9A	9A	8A	9B	8B	14B
81-85	8A	8A	7A	8A	78	13B
76-80	8A	8A	6A	7A	6B	12B
71-75	7A	7A	5A	6A	5A	11B
66-70	7	7	4A	5A	4A	10A
61-65	6	6	3	4	3	8A
56-60	5	5	2	2	2	6
51-55	4	4	2	1	1	4
46-50	3	3	1	0	1	0
41-45	2	2	1	0	0	0
36-40	1	1	0	0	0	0
03-35	0	0	0	0	0	0
UM 01-02	F	F	F	F	F	F





COMBAT CRITICALS

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



ELEMENTAL CRITICALS

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



MISCELLANEOUS CRITICALS

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



FAILURES & FUMBLES

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