

7.1 BLASTER CRITICAL STRIKE TABLE

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