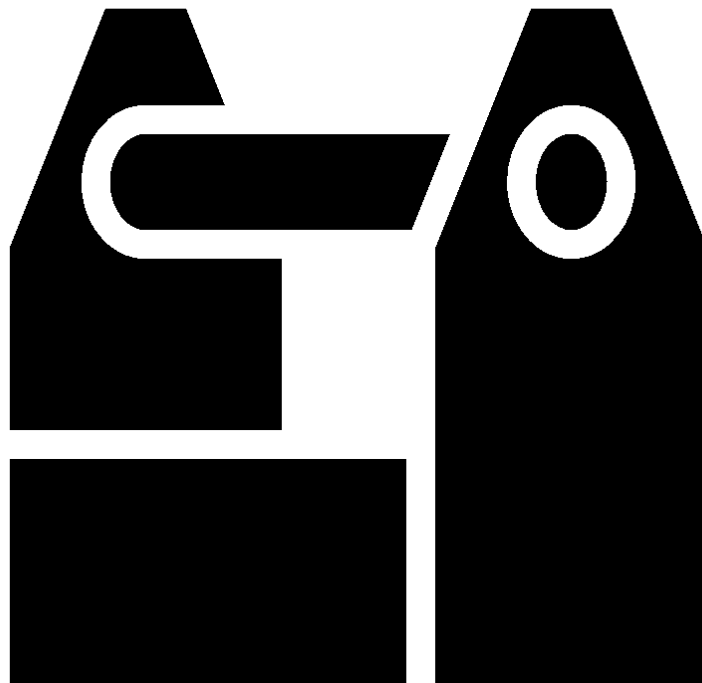
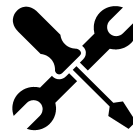


d100 Open-Ended Roleplaying
Bare Metal Edition
(aka. OER/BME)





Credits

Design & Development: Peter Rudin-Burgess, Alfred Reibenschuh

Thanks To: tbd.

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One Handed Blades

d100	Armor			
	No	Lt	Md	Hvy
146 - 150	30ES	25ES	20ES	13ES
142 - 145	28ES	24ES	19ES	12ES
138 - 141	26ES	22ES	18DS	12DS
135 - 137	25ES	21ES	17DS	11CS
131 - 134	24ES	20DS	17CS	11BS
127 - 130	22ES	19DS	16CS	11BS
123 - 126	20ES	18DS	15CS	10BS
119 - 122	19ES	17DS	14CS	10AS
116 - 118	17DS	16DS	14BS	9AS
112 - 115	16DS	15DS	13BS	9AS
108 - 111	14DS	14CS	12BS	8AS
104 - 107	13DS	12CS	11AS	8
100 - 103	11CS	11CS	11AS	7
97 - 99	10CS	10BS	10	7
93 - 96	8CS	9BS	9	6
89 - 92	7BS	8BS	8	6
85 - 88	5AS	7BS	8	5
81 - 84	4AS	6AS	7	5
78 - 80	2AS	4AS	6	4
74 - 77	1	4AS	5	4
66 - 73	–	2	5	3
50 - 65	–	0	3	2
4 - 49	–	–	–	0
1 - 3	–	–	–	–

One Handed Blunt

d100	Armor			
	No	Lt	Md	Hvy
146 - 150	25EK	20EK	22EK	17EK
142 - 145	23EK	19EK	21EK	16EK
138 - 141	22EK	18EK	20EK	16DK
135 - 137	20EK	17EK	19DK	15DK
131 - 134	19EK	16DK	18DK	14CK
127 - 130	18EK	15DK	17DK	14CK
123 - 126	16EK	14DK	16CK	13CK
119 - 122	15DK	13CK	15CK	12BK
116 - 118	14DK	12CK	14CK	12BK
112 - 115	13DK	12CK	13CK	11BK
108 - 111	11DK	11CK	12BK	11AK
104 - 107	10CK	10BK	11BK	10AK
100 - 103	8CK	9BK	11BK	9
97 - 99	7BK	8BK	10AK	9
93 - 96	6BK	7BK	9AK	8
89 - 92	4AK	6AK	8AK	8
85 - 88	3	5AK	7	7
81 - 84	1	4AK	6	6
78 - 80	0	4AK	5	6
74 - 77	–	3	4	5
66 - 73	–	2	3	5
50 - 65	–	0	1	3
4 - 49	–	–	–	1
1 - 3	–	–	–	–

Two Handed

d100	Armor			
	No	Lt	Md	Hvy
146 - 150	50E	45E	35E	25E
142 - 145	46E	42E	33E	24E
138 - 141	44E	40E	31E	23E
135 - 137	41E	38E	30E	22D
131 - 134	39E	36E	28D	21D
127 - 130	36E	34E	27D	20D
123 - 126	33E	31E	25D	19C
119 - 122	30E	29D	23C	18C
116 - 118	27E	27D	22C	17B
112 - 115	25E	25D	21C	16B
108 - 111	22E	23D	19C	15B
104 - 107	19D	21C	17B	14A
100 - 103	16D	19C	16B	13A
97 - 99	14D	16C	14A	12
93 - 96	11D	15B	13A	12
89 - 92	9C	12B	11A	11
85 - 88	6B	10B	9	10
81 - 84	3A	8A	8	9
78 - 80	0A	6A	6	8
74 - 77	–	4A	5	7
66 - 73	–	2	3	6
50 - 65	–	–	0	4
4 - 49	–	–	–	–
1 - 3	–	–	–	–

Arrow/Bolt/Missile

d100	Armor			
	No	Lt	Md	Hvy
146 - 150	28EP	25EP	25EP	15EP
142 - 145	26EP	23EP	23EP	14EP
138 - 141	24EP	22DP	22EP	13DP
135 - 137	22EP	21DP	21DP	13CP
131 - 134	21EP	20DP	20DP	12CP
127 - 130	19EP	18DP	18DP	11CP
123 - 126	17DP	17CP	17CP	10BP
119 - 122	15DP	16CP	16CP	10BP
116 - 118	13DP	14CP	14BP	9AP
112 - 115	12DP	13CP	13BP	8AP
108 - 111	10CP	12BP	12BP	8AP
104 - 107	8CP	11BP	11BP	7AP
100 - 103	6CP	9BP	9AP	6
97 - 99	4BP	8BP	8AP	5
93 - 96	3BP	7AP	7AP	5
89 - 92	1AP	6AP	6	4
85 - 88	–	4AP	4	3
81 - 84	–	3	3	3
78 - 80	–	2	2	2
74 - 77	–	1	1	1
66 - 73	–	–	–	1
50 - 65	–	–	–	–
4 - 49	–	–	–	–
1 - 3	–	–	–	–

Thrown

d100	Armor			
	No	Lt	Md	Hvy
146 - 150	20EK	15EK	15EK	10DK
142 - 145	19EK	14EK	14EK	10CK
138 - 141	18EK	14EK	14DK	9CK
135 - 137	17EK	13EK	13CK	9BK
131 - 134	16EK	12DK	12CK	8BK
127 - 130	15EK	12DK	12CK	8BK
123 - 126	14DK	11DK	11BK	8AK
119 - 122	13DK	10CK	11BK	7AK
116 - 118	11DK	10CK	10AK	7
112 - 115	11DK	9CK	9AK	7
108 - 111	10DK	9CK	9AK	6
104 - 107	9CK	8CK	8AK	6
100 - 103	7BK	7BK	8AK	5
97 - 99	6BK	7BK	7	5
93 - 96	6BK	6BK	6	5
89 - 92	5AK	5AK	6	4
85 - 88	3AK	5AK	5	4
81 - 84	2	4AK	5	3
78 - 80	1	3AK	4	3
74 - 77	1	3	3	3
66 - 73	–	2	3	2
50 - 65	–	1	2	2
4 - 49	–	–	–	–
1 - 3	–	–	–	–

Bullets/Projectiles

d100	Armor			
	No	Lt	Md	Hvy
146 - 150	24EP	17EP	12EP	7EP
142 - 145	22EP	16EP	11EP	7DP
138 - 141	21EP	15EP	11EP	6DP
135 - 137	20EP	14EP	10EP	6DP
131 - 134	19DP	14EP	10DP	6CP
127 - 130	17DP	13EP	9DP	6CP
123 - 126	16DP	12EP	9DP	5CP
119 - 122	14CP	11DP	8DP	5CP
116 - 118	13CP	11DP	8CP	5BP
112 - 115	12CP	10DP	8CP	5BP
108 - 111	11CP	9CP	7CP	4BP
104 - 107	9BP	8CP	7CP	4AP
100 - 103	8BP	8CP	6CP	4AP
97 - 99	7AP	7BP	6BP	4AP
93 - 96	5AP	6BP	5BP	3
89 - 92	4AP	5BP	5AP	3
85 - 88	3AP	5BP	4AP	3
81 - 84	1	4AP	4AP	3
78 - 80	0	3AP	3AP	2
74 - 77	–	2AP	3	2
66 - 73	–	2AP	2	2
50 - 65	–	0	1	1
4 - 49	–	–	–	0
1 - 3	–	–	–	–

Laser/Blaster

d100	Armor			
	No	Lt	Md	Hvy
146 - 150	45EP	33EP	33EP	11EP
142 - 145	42EP	31EP	31EP	10DP
138 - 141	39EP	30EP	30EP	10DP
135 - 137	36EP	28EP	28EP	10CP
131 - 134	34DP	27EP	27DP	9CP
127 - 130	32DP	26DP	26DP	9CP
123 - 126	29DP	24DP	24DP	8BP
119 - 122	26CP	23DP	23DP	8BP
116 - 118	24CP	21DP	21CP	8BP
112 - 115	21CP	20DP	20CP	7BP
108 - 111	19CP	19CP	19CP	7BP
104 - 107	16BP	17CP	17CP	6BP
100 - 103	13BP	16CP	16BP	6AP
97 - 99	11AP	14BP	14BP	5AP
93 - 96	9AP	13BP	13BP	5AP
89 - 92	6AP	12BP	12BP	5AP
85 - 88	3	10BP	10BP	4AP
81 - 84	1	9BP	9BP	4
78 - 80	–	7AP	7AP	3
74 - 77	–	6AP	6AP	3
66 - 73	–	5AP	5	3
50 - 65	–	2	2	2
4 - 49	–	–	–	0
1 - 3	–	–	–	–

Ball/Explosion

d100	Armor			
	No	Lt	Md	Hvy
146 - 150	34E	21E	22D	23D
142 - 145	32D	20D	21C	22C
138 - 141	31D	18C	20C	21C
135 - 137	30C	17C	18C	19C
131 - 134	29C	17B	18C	19C
127 - 130	27C	15B	16C	18C
123 - 126	26C	14B	15C	17C
119 - 122	24C	13B	14B	15B
116 - 118	23C	12B	13B	14B
112 - 115	22C	11B	12B	14B
108 - 111	21B	10A	11B	12B
104 - 107	19B	9A	10B	11B
100 - 103	18B	8A	9A	10B
97 - 99	17B	7A	8A	9A
93 - 96	16B	6A	7A	8A
89 - 92	14A	5	6A	7A
85 - 88	13A	4	5A	6A
81 - 84	12A	3	4	5A
78 - 80	10A	1	3	4
74 - 77	9A	1	2	3
66 - 73	8	–	1	2
50 - 65	5	–	–	0
4 - 49	–	–	–	–
1 - 3	–	–	–	–

Action Points

Each round (*5 seconds*) a character receives 4 action points (*AP*). Every action a character performs has a cost in action points. A character may choose to spend less than the listed number of AP on a task. For every AP that is not used a -25 penalty is applied to the skill test. At the start of the round the player declares all four action points and the order in which they wish them to play out.

Example: A character is hiding beside an open door. The player declares that they want to use 1AP to move into the open doorway, 2AP to shoot into the room and 1 AP to move to the other side of the doorway back behind cover.

Unused AP

Any unused AP left at the end of a combat round and not applied to a wrap around action are lost.

Example: A character moves into position behind a door hoping to attack anyone who comes through. They declare 1AP of movement and a 3AP attack held until they can use it. In this round no one comes through the door and the player does not want to remain here so the three AP for the attack are lost.

AP Costs Table

Action	AP	Action	AP
Cast Psion/Meditation/Gift	3	Concentration	2
Melee Attack	2-4	Ranged Attack	2-4
Reload Weapon	2	Perception Test	1
Swimming Test	2-4	Climbing Test	2-4
Stand up from seat/kneel/crouch	free	Stand from prone	1
Move more than base	1-4	Draw weapon	1
Change weapons	2	Mount Animal	2-4
First Aid test	4	Stalk/Hide Test	1

The costs are a selection of suggested minimum costs. To use any skill without penalty 4AP must be spent completing the test. Where a range is specified the lower figure is the absolute minimum number of AP that may be used. Where a single figure is stated these are fixed costs and cannot be avoided.

Fast Actions

You may use less than the required number of AP for skill tests. For each AP not spent completing the task a -25 penalty is applied to the skill test.

Ranged Attacks are listed as 2AP. To complete a ranged attack with no penalty still requires 4AP, but the shot may be made in 2AP at -50 penalty.

A character could fire twice using two 2AP attacks and both would be at -50.

Note: As GM you may allow a Multiple Attack CE skill to reduce the penalty for attacking twice in the same round.

Wrap Around Actions

A character may start an action in one combat round and complete it in another. For example they could spend 1AP moving into range and then declare a 4AP attack. As that requires 5AP the movement would take place at the start of the first combat round and the attack would not be resolved until the 1st AP of next round.

Fire/Burn Critical Table

Roll	A	B	C	D	E
01-05	Burst impacts victims right arm.	Blast burns foes right arm.+2 hits	Fire hits targets right arm.+5 hits	Strike hits victims right arm.+1 hits	Burst impacts targets right arm. +1 hits
06-10	Burst impacts foes left arm.+1 hits	Burst impacts targets left arm.+2 hits	Blast impacts poor fools left arm.+3 hits	Strike burns poor fools left arm.+2 hits	Blast wounds poor fools left arm.+3 hits
11-15	Burst impacts poor fools side.+1 hits	Burst burns victims side.+2 hits	Blast hits victims side.+3 hits	Blast wounds victims side.+3 hits	Fire impacts poor fools side.+4 hits
16-25	Burst burns targets neck.+2 hits	Strike burns victims neck.+4 hits	Blast impacts targets neck.+5 hits, -5 to actions	Burst impacts foes neck.+5 hits	Burst burns targets neck.+6 hits
26-30	Blast burns foes back.+3 hits	Blast impacts foes back.+6 hits1/rnd	Burst impacts poor fools back.+7 hits, stunned for 1 rnd	Strike hits foes back.+6 hits, stunned for 1 rnd, -5 to actions	Burst burns poor fools back.+8 hits, stunned for 1 rnd, -5 to actions
31-35	Fire impacts victims chest.+4 hits	Blast hits poor fools chest.+7 hits, -5 to actions	Strike hits targets chest.+9 hits, stunned for 1 rnd	Strike wounds victims chest.+7 hits1/rnd	Strike burns poor fools chest.+9 hits1/rnd, -5 to actions
36-40	Blast impacts victims side.+5 hits, -5 to actions	Blast wounds foes side.+8 hits, stunned for 1 rnd	Burst hits victims side.+7 hits	Burst impacts poor fools side.+8 hits, stunned for 1 rnd, burning 1 hit/rnd	Blast impacts targets side.+11 hits, burning 1 hit/rnd, -10 to actions
41-45	Burst hits targets back.+6 hits	Fire burns victims back.+9 hits, burning 1 hit/rnd	Strike wounds poor fools back.+10 hits, -10 to actions	Fire wounds foes back.+10 hits, stunned for 1 rnd, burning 1 hit/rnd	Fire burns poor fools back.+13 hits
46-50	Blast wounds victims left arm.+6 hits, burning 1 hit/rnd	Burst impacts targets left arm.+7 hits, stunned for 1 rnd	Strike impacts victims left arm.+8 hits	Burst wounds foes left arm.+11 hits, burning 1 hits/rnd	Burst burns poor fools left arm.+14 hits, burning 1 hits/rnd
51-55	Strike impacts victims leg.+7 hits, stunned for 1 rnd, burning 1 hit/rnd	Blast impacts targets leg.+8 hits, stunned for 1 rnd	Burst hits victims leg.+11 hits, stunned for 2 rnds, -15 to actions	Fire impacts victims leg.+12 hits, stunned for 2 rnds, burning 1 hits/rnd, -15 to actions	Burst hits targets leg.+16 hits, burning 1 hits/rnd
56-60	Fire impacts targets chest.+8 hits, stunned for 1 rnd	Burst wounds victims chest.+9 hits, stunned for 1 rnd, -10 to actions	Fire impacts victims chest.+13 hits	Burst hits foes chest.+13 hits, burning 1 hits/rnd	Fire wounds foes chest.+18 hits, burning 1 hits/rnd
61-65	Blast wounds victims leg.+9 hits, stunned for 1 rnd, -5 to actions	Blast wounds targets leg.+12 hits	Fire burns poor fools leg.+11 hits, stunned for 2 rnds, burning 1 hits/rnd	Strike impacts foes leg.+15 hits, burning 1 hits/rnd	Fire hits poor fools leg.+19 hits, stunned for 2 rnds, burning 1 hits/rnd
UM 66	Searing blast to foe's face, they are knocked out.	Foe's hand reduced to cauterized stump. Stunned 12 rounds	If foe has chest armor it is destroyed, else foe has a hole blasted through them. Dead	Foe's head is but a charred stump. Dead	Foe is consumed in a pillar of flame. Foe is dead.
66-70	Fire burns targets back.+10 hits, burning 4 hits/rnd	Strike hits poor fools back.+10 hits, stunned for 2 rnds, -15 to actions	Blast wounds poor fools back.+13 hits, burning 4 hits/rnd	Fire hits victims back.+16 hits	Blast wounds poor fools back.+21 hits, stunned for 3 rnds, -20 to actions
71-75	Fire hits targets side.+11 hits, stunned for 2 rnds, burning 4 hits/rnd	Burst impacts foes side.+14 hits, burning 4 hits/rnd	Burst impacts foes side.+14 hits, -20 to actions	Fire burns victims side.+17 hits, burning 4 hits/rnd	Strike burns foes side.+23 hits, burning 4 hits/rnd, -20 to actions
76-80	Strike burns poor fools right arm.+11 hits	Burst burns foes right arm.+13 hits, stunned for 2 rnds, burning 4 hits/rnd, -15 to actions	Strike impacts foes right arm.+15 hits, burning 4 hits/rnd	Strike burns foes right arm.+18 hits	Burst burns poor fools right arm.+24 hits, -20 to actions
81-85	Fire wounds victims side.+12 hits, stunned for 2 rnds	Blast burns poor fools side.+13 hits, stunned for 2 rnds, burning 4 hits/rnd	Fire impacts foes side.+14 hits, stunned for 3 rnds	Fire burns victims side.+20 hits	Burst impacts foes side.+26 hits
86-90	Burst burns victims back.+13 hits	Burst burns foes back.+15 hits, stunned for 2 rnds, burning 4 hits/rnd	Blast wounds targets back.+16 hits, -25 to actions	Burst burns targets back.+21 hits	Blast wounds victims back.+28 hits, stunned for 4 rnds, -25 to actions
91-95	Burst burns victims right arm.+14 hits, stunned for 2 rnds	Blast wounds victims right arm.+15 hits, stunned for 2 rnds. Drops items carried in that hand.	Blast hits poor fools right arm.+19 hits, stunned for 4 rnds, burning 4 hits/rnd. Drops items carried in that hand.	Fire impacts foes right arm.+22 hits, burning 4 hits/rnd. Drops items carried in that hand.	Burst impacts targets right arm.+29 hits. Drops items carried in that hand.
96-99	Strike impacts foes back.+15 hits, stunned for 3 rnds, -15 to actions	Fire burns poor fools back.+16 hits, -20 to actions. Drops items carried in that hand.	Blast wounds foes ack.+19 hits. Drops items carried in that hand.	Blast wounds poor fools back.+23 hits, burning 9 hits/rnd, -30 to actions. Drops any items carried.	Burst impacts poor fools back.+31 hits, -30 to actions. Drops items carried in that hand.
00	Foe is engulfed by flames. +50hits	Blast to face, eyes boil and burst. Blinded, +20hits stunned 12 rounds.	Strike burns through chest nd where their heart used to be. Foe is stunned for 2 rounds then dies.	Foe is cut in half by blast. Bottom half twitching, top half stunned 2 rounds then dies.	All that remains is a charred corpse.

Impact Critical Table

Roll	A	B	C	D	E
01-05	Mild impact on poor fool's knee +1 hits	Strong impact on target's knee +1 hits	Major blow to poor fool's knee +3 hits	Major strike to enemy's knee +1 hits	Glancing impact on foe's knee +1 hits
06-10	Shattering blow to victim's collar bone +2 hits	Hard strike to victim's collar bone +2 hits	Major blow to foe's collar bone +3 hits	Bruising bash to enemy's collar bone +3 hits	Strong bash to enemy's collar bone +3 hits
11-15	Glancing blow to target's head +2 hits	Strong blow to foe's head +3 hits	Mild strike to enemy's head +4 hits, stunned for 1 rnd	Glancing bash to enemy's head +4 hits, stunned for 0 rnds	Shattering impact on poor fool's head +4 hits, stunned for 1 rnd
16-25	Hard bash to target's skull +3 hits, -0 to actions	Strong blow to enemy's skull +4 hits, stunned for 1 rnd	Shattering strike to poor fool's skull +6 hits, stunned for 1 rnd	Strong blow to foe's skull +6 hits, stunned for 1 rnd	Glancing blow to victim's skull +6 hits, stunned for 1 rnd
26-30	Bruising blow to target's abdomen +4 hits	Bruising bash to target's abdomen +5 hits, stunned for 1 rnd	Strong impact on enemy's abdomen +7 hits, stunned for 1 rnd, -0 to actions. Bones fractured	Major blow to poor fool's abdomen +8 hits, stunned for 1 rnd	Strong blow to enemy's abdomen +8 hits, stunned for 1 rnd
31-35	Mild bash to victim's spine +5 hits	Glancing bash to foe's spine +6 hits, stunned for 1 rnd	Bruising strike to victim's spine +10 hits, stunned for 1 rnd	Glancing blow to foe's spine +9 hits, stunned for 1 rnd	Hard impact on target's spine +9 hits, stunned for 1 rnd
36-40	Strong impact on foe's head +6 hits	Mild impact on poor fool's head +7 hits, stunned for 1 rnd	Major impact on victim's head +11 hits, stunned for 1 rnd	Major strike to foe's head +11 hits, stunned for 1 rnd	Bruising blow to foe's head +11 hits, stunned for 1 rnd
41-45	Glancing blow to foe's hip +7 hits	Mild blow to enemy's hip +8 hits, stunned for 1 rnd	Weak impact on poor fool's hip +11 hits, stunned for 1 rnd	Mild strike to victim's hip +13 hits, stunned for 1 rnd	Shattering bash to poor fool's hip +13 hits, stunned for 1 rnd
46-50	Weak bash to enemy's head +7 hits	Glancing strike to enemy's head +9 hits, stunned for 1 rnd	Shattering strike to foe's head +15 hits, stunned for 1 rnd	Hard impact on poor fool's head +14 hits, stunned for 1 rnd	Shattering impact on foe's head +14 hits, stunned for 1 rnd
51-55	Strong bash to poor fool's head +8 hits	Weak blow to victim's head +10 hits, stunned for 1 rnd	Strong impact on foe's head +16 hits, stunned for 2 rnds	Mild bash to poor fool's head +16 hits, stunned for 2 rnds	Hard strike to enemy's head +16 hits, stunned for 2 rnds
56-60	Glancing impact on enemy's hip +9 hits, stunned for 1 rnd	Strong bash to poor fool's hip +11 hits, stunned for 1 rnd	Shattering blow to poor fool's hip +15 hits, stunned for 2 rnds	Shattering blow to poor fool's hip +18 hits, stunned for 2 rnds	Bruising bash to poor fool's hip +18 hits, stunned for 2 rnds
61-65	Glancing strike to victim's back +10 hits	Hard impact on target's back +12 hits, stunned for 1 rnd, -50 to actions	Strong strike to foe's back +17 hits, stunned for 2 rnds	Major impact on enemy's back +19 hits, stunned for 2 rnds	Bruising impact on enemy's back +19 hits, stunned for 2 rnds
UM 66	Impact breaks both foe's arms. They are at -90 and stunned 4 rnds	Blast shatters skull killing foe.	Blast crushes chest and lungs, foe dies after 6 rounds of inactivity	Blash smashes pelvis and both thighs. Foe at -90 and paralysed from the waist down.	Blast crushes head. Foes dies instantly.
66-70	Shattering strike to foe's spine +11 hits	Mild blow to victim's spine +13 hits, stunned for 1 rnd	Hard bash to foe's spine +17 hits, stunned for 2 rnds	Shattering strike to enemy's spine +21 hits, stunned for 2 rnds	Glancing bash to target's spine +21 hits, stunned for 2 rnds
71-75	Strong strike to target's spine +12 hits, stunned for 1 rnd	Strong impact on poor fool's spine +14 hits, stunned for 1 rnd	Glancing bash to foe's spine +19 hits, stunned for 2 rnds	Mild impact on target's spine +23 hits, stunned for 2 rnds	Shattering blow to victim's spine +23 hits, stunned for 2 rnds
76-80	Weak impact on victim's collar bone +12 hits, stunned for 1 rnd	Major blow to victim's collar bone +15 hits, stunned for 1 rnd	Major blow to enemy's collar bone +21 hits, stunned for 2 rnds	Hard strike to victim's collar bone +24 hits, stunned for 2 rnds	Bruising impact on foe's collar bone +24 hits, stunned for 2 rounds
81-85	Weak blow to poor fool's arm +13 hits, stunned for 1 rnd	Strong bash to poor fool's arm +16 hits, stunned for 1 rnd, -75 to actions	Mild impact on enemy's arm +20 hits, stunned for 3 rnds	Hard bash to foe's arm +26 hits, stunned for 3 rnds	Hard bash to foe's arm +26 hits, stunned for 3 rnds
86-90	Major blow to target's shoulder +14 hits	Shattering bash to target's shoulder +17 hits, stunned for 1 rnd	Glancing strike to foe's shoulder +25 hits, stunned for 3 rnds	Mild bash to victim's shoulder +28 hits, stunned for 3 rnds	Glancing impact on foe's shoulder +28 hits, stunned for 3 rnds
91-95	Glancing strike to target's shoulder +15 hits, -75 to actions	Mild impact on target's shoulder +18 hits, stunned for 2 rnds	Major blow to poor fool's shoulder +26 hits, stunned for 3 rnds	Major strike to victim's shoulder +29 hits, stunned for 3 rnds	Mild bash to victim's shoulder +29 hits, stunned for 3 rnds
96-99	Mild impact on target's neck +16 hits	Strong bash to poor fool's neck +19 hits. Foe dies in 8 rounds.	Major impact on poor fool's neck +25 hits	Mild bash to victim's neck +31 hits	Weak bash to target's neck +31 hits, -75 to actions. Foe dies in 8 rounds.
00	Foe dies of fractured skull after 3 rnds of stun.	Blast snacks neck and kills foe.	Foe's lungs and heart explode. Dead.	Impact drives bone through foe's lungs. Foe drops and dies after 6 rnds	Blast crushes skull. Foe dies immediately.

Krush Critical Table

Roll	A	B	C	D	E
01-05	Bruising blow to target's calf +1 hits	Weak bash to poor fool's calf +2 hits	Major blow to foe's calf +2 hits	Hard bash to target's calf +1 hits	Mild blow to poor fool's calf +1 hits
06-10	Shattering bash to target's shoulder +1 hits	Strong bash to enemy's shoulder +1 hits	Glancing blow to foe's shoulder +5 hits	Glancing strike to foe's shoulder +2 hits	Major strike to poor fool's shoulder +2 hits
11-15	Major impact on target's back +2 hits	Strong impact on target's back +2 hits	Glancing blow to foe's back +4 hits, -5 to actions. Bones fractured	Mild impact on victim's back +3 hits	Weak strike to poor fool's back +3 hits
16-25	Bruising impact on victim's knee +3 hits	Hard impact on enemy's knee +4 hits	Strong blow to enemy's knee +7 hits, -5 to actions. Bones fractured	Hard blow to foe's knee +4 hits	Major strike to target's knee +5 hits, stunned for 1 rnd
26-30	Strong impact on target's hip +3 hits	Major impact on enemy's hip +3 hits	Bruising blow to target's hip +7 hits, -10 to actions	Glancing blow to poor fool's hip +5 hits, -10 to actions. Bones fractured	Shattering bash to poor fool's hip +6 hits, -10 to actions
31-35	Smath crushes the nasal cavity, permanently disfiguring. +4 hits	Weak blow to enemy's back +6 hits, stunned for 1 rnd	Mild bash to enemy's back +8 hits, stunned for 1 rnd	Glancing strike to enemy's back +6 hits, stunned for 1 rnd	Shattering blow to poor fool's back +7 hits, stunned for 1 rnd
36-40	Glancing strike to enemy's chest +4 hits, stunned for 1 rnd	Shattering bash to victim's chest +5 hits, stunned for 1 rnd	Hard strike to victim's chest +6 hits, stunned for 1 rnd	Hard impact on victim's chest +7 hits, stunned for 1 rnd, -15 to actions. Bones fractured	Major strike to poor fool's chest +8 hits, stunned for 2 rnds
41-45	Strong bash to enemy's thigh +5 hits, stunned for 1 rnd	Bruising blow to enemy's thigh +6 hits, stunned for 1 rnd, -5 to actions. Bones fractured	Mild strike to enemy's thigh +11 hits, stunned for 1 rnd, -15 to actions. Bones fractured	Major bash to enemy's thigh +8 hits, stunned for 1 rnd	Strong bash to victim's thigh +10 hits, stunned for 2 rnds
46-50	Shattering bash to enemy's arm +6 hits, stunned for 1 rnd	Glancing blow to target's arm +5 hits, stunned for 1 rnd, -5 to actions	Strong strike to enemy's arm +8 hits, stunned for 2 rnds, -20 to actions	Hard strike to target's arm +9 hits, stunned for 2 rnds, -20 to actions	Mild bash to foe's arm +11 hits, stunned for 2 rnds
51-55	Glancing blow to foe's chest +6 hits, stunned for 1 rnd, -5 to actions	Glancing impact on target's chest +8 hits, stunned for 1 rnd	Hard blow to enemy's chest +9 hits, stunned for 2 rnds	Bruising impact on victim's chest +10 hits, stunned for 2 rnds	Hard impact on victim's chest +12 hits, stunned for 3 rnds
56-60	Weak blow to target's ribs +7 hits, stunned for 1 rnd, -5 to actions	Hard blow to victim's ribs +9 hits, stunned for 2 rnds, -5 to actions. Bones fractured	Shattering bash to target's ribs +10 hits, stunned for 2 rnds, -25 to actions. Bones fractured	Major bash to poor fool's ribs +11 hits, stunned for 2 rnds, -25 to actions. Bones fractured	Strong blow to victim's ribs +13 hits, stunned for 3 rnds
61-65	Shattering blow to poor fool's forearm +8 hits, stunned for 1 rnd, -5 to actions	Shattering strike to foe's forearm +10 hits, stunned for 2 rnds, -5 to actions	Bruising impact on foe's forearm +13 hits, stunned for 2 rnds, -25 to actions	Strong strike to enemy's forearm +12 hits, stunned for 2 rnds, -25 to actions	Glancing impact on poor fool's forearm +15 hits, stunned for 3 rnds, -25 to actions
UM 66	Strike to foe's knee shatters the bone. Foe at -90.	Blow to side of foe's head. Foe out cold for 24hrs	Impact to the head breaks foe's neck. Foe paralysed from the neck down.	Blow to chest drives ribs into lungs. +25 hits, stunned 12 rounds and -75 to all actions.	Strike to the neck crushes arteries. Foe stunned for 12 rounds then dies of massive internal bleeding.
66-70	Strong blow to poor fool's skull +8 hits, stunned for 2 rnds	Shattering bash to enemy's skull +10 hits, stunned for 2 rnds, -10 to actions	Major blow to poor fool's skull +14 hits, stunned for 3 rnds, -30 to actions	Major bash to enemy's skull +13 hits, stunned for 3 rnds, -30 to actions	Major strike to victim's skull +16 hits, stunned for 4 rnds
71-75	Weak bash to victim's arm +9 hits, stunned for 2 rnds, -5 to actions	Hard blow to poor fool's arm +12 hits, stunned for 2 rnds, -10 to actions	Hard strike to foe's arm +14 hits, stunned for 3 rnds, -30 to actions	Shattering bash to foe's arm +14 hits, stunned for 3 rnds	Strong blow to target's arm +17 hits, stunned for 4 rnds
76-80	Shattering strike to target's ribs +9 hits, stunned for 2 rnds	Mild blow to foe's ribs +11 hits, stunned for 2 rnds	Strong blow to target's ribs +12 hits, stunned for 3 rnds	Shattering bash to victim's ribs +15 hits, stunned for 3 rnds	Hard impact on target's ribs +18 hits, stunned for 4 rnds, -35 to actions
81-85	Major impact on target's thigh +10 hits, stunned for 2 rnds, -5 to actions	Shattering blow to poor fool's thigh +12 hits, stunned for 3 rnds, -10 to actions	Shattering impact on poor fool's thigh +14 hits, stunned for 3 rnds, -35 to actions	Weak strike to foe's thigh +16 hits, stunned for 3 rnds, -35 to actions	Hard impact on poor fool's thigh +20 hits, stunned for 5 rnds
86-90	Glancing strike to target's chest +11 hits, stunned for 2 rnds	Bruising impact on target's chest +11 hits, stunned for 3 rnds, -10 to actions	Shattering impact on foe's chest +15 hits, stunned for 4 rnds	Bruising bash to victim's chest +17 hits, stunned for 4 rnds	Strong impact on foe's chest +21 hits, stunned for 5 rnds
91-95	Shattering impact on foe's neck +11 hits	Strong strike to poor fool's neck +12 hits, -10 to actions	Bruising bash to target's neck +17 hits	Strong impact on poor fool's neck +18 hits. Foe dies in 1 rounds.	Bruising impact on poor fool's neck +22 hits. Foe dies in 4 rounds.
96-99	Major impact on poor fool's forehead +12 hits, stunned for 3 rnds	Mild strike to enemy's forehead +14 hits, stunned for 3 rnds, -15 to actions	Weak bash to victim's forehead +17 hits, stunned for 4 rnds, -45 to actions	Glancing bash to foe's forehead +19 hits, stunned for 4 rnds. Foe dies in 1 rounds.	Weak bash to victim's forehead +23 hits, stunned for 6 rnds. Foe dies in 4 rounds.
00	Strike to jaw drives bone into brain, Dead.	Block to back of the neck kills foe.	Blow drives a shattered rib into foe's heart. Dead.	Blow to chest bursts foe's hear. Dies instantly.	Stove in foe's face and destroy brain. Legs dance for 4 rounds despite being dead.

Puncture Critical Table

Roll	A	B	C	D	E
01-05	Blow through poor fool's kidneys	Blow to victim's kidneys +3 hits	Strike to target's kidneys	Blow to enemy's kidneys +4 hits	Blow to poor fool's kidneys +5 hits
06-10	Wound to target's eye +1 hits	Wound through enemy's eye +3 hits	Wound through poor fool's eye +3 hits	Blow to foe's eye +5 hits	Wound through enemy's eye +4 hits
11-15	Wound to foe's chest	Blow through target's chest +4 hits	Wound to enemy's chest +3 hits	Strike to foe's chest +3 hits	Blow to victim's chest +4 hits
16-25	Wound through victim's chest +1 hits	Wound to victim's chest +3 hits	Blow to target's chest +1 hits	Wound through victim's chest +3 hits	Wound to enemy's chest +4 hits, -0 to actions. Bones broken
26-30	Strike to enemy's shoulder +1 hits	Blow through target's shoulder +2 hits/0/rnd	Strike through enemy's shoulder +4 hits	Wound to target's shoulder +4 hits	Blow to victim's shoulder +6 hits
31-35	Blow through enemy's shoulder +1 hits	Wound to target's shoulder +5 hits	Strike to enemy's shoulder +4 hits/0/rnd	Wound through poor fool's shoulder +7 hits	Strike through victim's shoulder +8 hits
36-40	Wound through target's lung +2 hits	Blow to poor fool's lung +5 hits, stunned for 1 rnd	Wound through enemy's lung +2 hits, stunned for 0 rnds	Wound through target's lung +7 hits	Wound through poor fool's lung +5 hits, -25 to actions
41-45	Wound to victim's arm +2 hits	Wound to foe's arm +3 hits	Wound to victim's arm +6 hits	Blow through foe's arm +8 hits	Blow to foe's arm +5 hits, -25 to actions
46-50	Wound through target's back +2 hits	Strike through target's back +4 hits	Blow through target's back +2 hits	Wound to foe's back +7 hits	Wound to target's back +8 hits
51-55	Wound to enemy's chest +2 hits	Strike through target's chest +6 hits, stunned for 1 rnd	Wound through target's chest +6 hits, stunned for 1 rnd, bleeding 1 hits/rnd	Wound through poor fool's chest +7 hits, stunned for 1 rnd	Strike to foe's chest +10 hits, stunned for 1 rnd
56-60	Blow through victim's neck +2 hits, bleeding 1 hit/rnd	Strike through foe's neck +3 hits, stunned for 1 rnd	Blow through target's neck +4 hits, stunned for 1 rnd, bleeding 1 hits/rnd, -0 to actions	Strike to poor fool's neck +8 hits, stunned for 1 rnd	Wound through foe's neck +10 hits, stunned for 1 rnd
61-65	Blow to target's neck +2 hits, bleeding 1 hit/rnd	Wound through foe's neck +5 hits, stunned for 1 rnd, bleeding 1 hits/rnd	Strike through victim's neck +7 hits, stunned for 1 rnd, bleeding 1 hits/rnd, -0 to actions	Blow to enemy's neck +8 hits, stunned for 1 rnd	Wound through foe's neck +8 hits, stunned for 1 rnd, -50 to actions
UM 66	Strike to foe's head, foe is knocked out for 6hrs.	Hit to femoral artery, gouts of blood bleeding 10hits/ rnd.	Shot to lung, foe drops and does in 12 rounds.	Shot through both lungs, foe drops and dies in 6 rounds.	Shot to chest severs vein. Dies in 2 rounds from internal bleeding.
66-70	Wound through target's elbow +4 hits, bleeding 4 hits/rnd, -20 to actions	Blow through target's elbow +6 hits, bleeding 4 hits/rnd	Strike to victim's elbow +5 hits, bleeding 4 hits/rnd, -10 to actions	Wound to poor fool's elbow +10 hits	Strike through victim's elbow +11 hits, -50 to actions
71-75	Wound to foe's side +4 hits, bleeding 4 hits/rnd, -25 to actions. Bones broken	Blow through enemy's side +6 hits, -10 to actions	Wound to foe's side +6 hits, bleeding 4 hits/rnd, -10 to actions	Blow through poor fool's side +10 hits	Strike through target's side +11 hits
76-80	Wound to target's side +4 hits	Blow through victim's side +6 hits, -20 to actions	Wound to foe's side +6 hits, bleeding 4 hits/rnd, -20 to actions	Strike through enemy's side +8 hits	Strike to target's side +11 hits
81-85	Blow to target's thigh +3 hits, stunned for 1 rnd, bleeding 4 hits/rnd, -30 to actions	Blow to foe's thigh +6 hits, stunned for 2 rnds	Blow to target's thigh +8 hits, stunned for 1 rnd, bleeding 4 hits/rnd	Blow through enemy's thigh +12 hits, stunned for 1 rnd	Wound through victim's thigh +12 hits, stunned for 1 rnd, -75 to actions
86-90	Strike through poor fool's hip +5 hits, -30 to actions	Blow to victim's hip +5 hits, bleeding 4 hits/rnd, -30 to actions	Wound to victim's hip +9 hits, bleeding 4 hits/rnd, -30 to actions	Blow through poor fool's hip +9 hits, -75 to actions. Foe dies in 4 rounds.	Wound through victim's hip +13 hits
91-95	Blow to target's side +5 hits, stunned for 1 rnd, -30 to actions	Blow to target's side +7 hits, stunned for 2 rnds	Strike to foe's side +6 hits, stunned for 1 rnd, bleeding 4 hits/rnd	Strike to poor fool's side +12 hits, stunned for 1 rnd. Foe dies in 8 rounds.	Strike to poor fool's side +13 hits, stunned for 1 rnd, -75 to actions
96-99	Blow through target's eye +4 hits, stunned for 1 rnd, bleeding 9 hits/rnd, -35 to actions	Blow to victim's eye +7 hits, stunned for 2 rnds	A well-placed lunge enters the ear and destroys the brain with a sickening sound.	Wound through poor fool's eye +12 hits, stunned for 1 rnd. Foe dies in 5 rounds.	Wound through target's eye +15 hits, stunned for 1 rnd. Foe dies in 3 rounds.
00	Shot through the neck. Dies of a heart attack.	Shot in the eye. Dies instantly.	Shot in the mouth and out the back of the head. Dead	Strike enters the temple and destroys brain.	Shot to the heart kills foe.

Slash Critical Table

Roll	A	B	C	D	E
01-05	Blow cuts victims chest +1 hits	Strike slices poor fools chest +3 hits	blast impales poor fools chest +1 hits	Slash impales victims chest +1 hits	Slash slices poor fools chest +1 hits
06-10	Slash slices poor fools hip +1 hits	Slash stabs victims hip +2 hits	Strike impales targets hip +4 hits	strike impales poor fools hip +1 hits	blast slices victims hip +2 hits
11-15	Slash slices victims hand +1 hits	Slash slices foes hand +1 hits	Slash cuts foes hand +4 hits	blast impales victims hand +2 hits	blast stabs poor fools hand +3 hits
16-25	Slash cuts victims neck +1 hits	strike cuts poor fools neck +2 hits	Slash impales poor fools neck +5 hits	Slash cuts targets neck +2 hits	Slash stabs foes neck +4 hits
26-30	Slash impales poor fools Groin +1 hits	strike slices targets Groin +3 hits	Slash impales poor fools Groin +5 hits bleeding 1/rnd	strike cuts targets Groin +3 hits, stunned for 1 rnd	Slash stabs foes Groin +5 hits, stunned for 1 rnd, bleeding 1/rnd
31-35	Strike stabs poor fools side +1 hits	blast slices victims side +3 hits, stunned for 1 rnd	Slash stabs victims side +5 hits, stunned for 1 rnd	Slash cuts foes side +3 hits, stunned for 1 rnd, bleeding 1/rnd, -5 to actions	blast impales foes side +6 hits, stunned for 1 rnd, bleeding 1/rnd, -10 to actions
36-40	Slash cuts victims arm +2 hits	Slash stabs foes arm +2 hits, bleeding 1 hit/rnd	blast cuts foes arm +5 hits, -5 to actions	Slash cuts targets arm +4 hits, bleeding 1 hit/rnd, -5 to actions	strike cuts victims arm +7 hits, -15 to actions
41-45	Slash impales victims chest +2 hits, stunned for 1 rnd	Slash slices poor fools chest +3 hits, stunned for 1 rnd, bleeding 1 hit/rnd	Slash impales victims chest +4 hits, stunned for 1 rnd, bleeding 1 hit/rnd	Slash stabs victims chest +4 hits, stunned for 1 rnd, bleeding 1 hit/rnd, -5 to actions	strike impales foes chest +8 hits, stunned for 1 rnd, -15 to actions
46-50	Strike impales targets hand +2 hits, stunned for 1 rnd, bleeding 1 hit/rnd	strike cuts poor fools hand +3 hits, stunned for 1 rnd, bleeding 1 hits/rnd	Slash stabs poor fools hand +5 hits, stunned for 2 rnd, bleeding 1 hits/rnd	Strike stabs foes hand +5 hits, stunned for 2 rnds	blast cuts targets hand +9 hits, stunned for 2 rnds, bleeding 1 hits/rnd
51-55	Strike impales poor fools hip +2 hits, bleeding 1 hit/rnd	Slash cuts poor fools hip +4 hits, stunned for 1 rnd, bleeding 1 hits/rnd	Slash slices foes hip +4 hits, stunned for 2 rnd, bleeding 1 hits/rnd	Slash stabs victims hip +5 hits, stunned for 2 rnds, -10 to actions	Strike stabs poor fools hip +10 hits, stunned for 2 rnds, bleeding 1 hits/rnd, -20 to actions
56-60	Slash impales targets back +2 hits, stunned for 1 rnd	strike slices poor fools back +4 hits, stunned for 1 rnd, bleeding 1 hits/rnd	Strike slices targets back +7 hits, stunned for 2 rnds, -5 to actions	Slash stabs victims back +6 hits, stunned for 2 rnds, bleeding 1 hits/rnd	Slash cuts poor fools back +11 hits, stunned for 2 rnds, bleeding 1 hits/rnd
61-65	blast cuts foes neck +2 hits, stunned for 1 rnd, bleeding 1 hit/rnd	Slash cuts foes neck +2 hits, stunned for 1 rnds, bleeding 1 hits/rnd	Strike stabs foes neck +7 hits, stunned for 2 rnds, bleeding 1 hits/rnd, -5 to actions	Slash slices foes neck +6 hits, stunned for 2 rnds	Slash impales targets neck +12 hits, stunned for 2 rnds, -25 to actions
UM 66	Cut removes foes hand. Bleeding 6hits/rnd	Cut removes arm, Bleeding 12/rnd.	Cuts off foes jaw, bleeding 15/rnd	Slash cuts foes throat, bleeding 20/rnd	Slash hacks into foe's skull killing foe instantly.
66-70	Blow cuts poor fools thigh +3 hits	strike slices victims thigh +4 hits, -5 to actions	Slash stabs foes thigh +6 hits, bleeding 4 hits/rnd	Slash slices poor fools thigh +7 hits	Blow impales foes thigh +13 hits
71-75	Strike cuts foes Groin +3 hits, bleeding 4 hits/rnd	Slash stabs foes Groin +5 hits, -5 to actions	Strike slices poor fools Groin +6 hits	Strike stabs foes Groin +7 hits	strike impales victims Groin +14 hits
76-80	Strike cuts poor fools neck +3 hits	strike slices foes neck +4 hits, bleeding 4 hits/rnd, -5 to actions	Blast cuts foes neck +7 hits	Blast cuts foes neck +8 hits	Slash slices poor fools neck +15 hits
81-85	blast slices foes lower leg +3 hits, stunned for 2 rnds, bleeding 4 hits/rnd	Slash cuts targets lower leg +4 hits, stunned for 2 rnds, -5 to actions	Slash cuts targets lower leg +8 hits, stunned for 3 rnds	Slash impales victims lower leg +8 hits, stunned for 3 rnds, -15 to actions	Slash cuts victims lower leg +16 hits, stunned for 3 rnds, bleeding 4 hits/rnd
86-90	Slash stabs victims lower leg +3 hits, stunned for 2 rnds	Slash cuts targets lower leg +7 hits, stunned for 2 rnds, bleeding 4 hits/rnd	Slash impales foes lower leg +7 hits, stunned for 4 rnds	Slash cuts foes lower leg +9 hits, stunned for 4 rnds, bleeding 4 hits/rnd	Slash slices poor fools lower leg +17 hits, stunned for 4 rnds. Foe dies in 5 rounds.
91-95	Slash slices victims spine +3 hits	Slash slices targets spine +6 hits, bleeding 4 hits/rnd. Drops items carried in that hand.	Slash slices poor fools spine +7 hits. Drops items carried in that hand.	Strike impales foes spine +9 hits. Drops items carried in that hand.	Slash across vertebrae, paralyzing legs. +18 hits, -40 to actions. Drops items carried in that hand.
96-99	Slash stabs poor fools forearm +4 hits, bleeding 9 hits/rnd	Slash cuts victims forearm +5 hits, bleeding 9 hits/rnd	Slash slices poor fools forearm +8 hits	Slash cuts victims forearm +10 hits, bleeding 9 hits/ rnd, -20 to actions	Slash stabs targets forearm +19 hits, -45 to actions. Foe dies in 1 rounds.
00	Slash severs jugular vein. Foe dies in 6 rounds.	Slash severs carotid artery, foe dies in 4 rounds.	Slash removes foes head. Dead!	Slash opens foe's abdomen spilling out intestines. Dies in 2 rounds.	Foe cut in half. Dead.

Unbalance Criticals

Roll	A	B	C	D	E
01-05	Hit to enemy's back +1 hits	Strike to victim's back +3 hits	Hit to target's back +1 hits	Strike enemy's back +2 hits	Hit to target's back +2 hits
06-10	Hit to target's side	Hit poor fool's side +1 hits	Strike to enemy's side +2 hits	Strike enemy's side +2 hits	Hit to target's side +4 hits
11-15	Strike poor fool's side +2 hits	Hit to foe's side +4 hits	Hit to enemy's side +4 hits	Strike to poor fool's side +3 hits, -0 to actions. Bones fractured. Bones shattered	Strike target's side +5 hits
16-25	Strike target's side +3 hits	Hit to victim's side +3 hits	Strike to victim's side +5 hits	Strike to poor fool's side +4 hits, -0 to actions. Bones broken	Strike target's side +8 hits, -0 to actions. Bones fractured. Bones shattered
26-30	Strike to victim's side +5 hits	Hit target's side +5 hits	Strike to poor fool's side +3 hits	Hit to enemy's side +5 hits	Strike to foe's side +7 hits, -0 to actions
31-35	Strike foe's side +2 hits	Hit to poor fool's side +4 hits	Strike to poor fool's side +5 hits	Strike to poor fool's side +5 hits, -25 to actions	Hit to victim's side +7 hits
36-40	Hit foe's back +4 hits	Strike to foe's back +5 hits	Hit to enemy's back +5 hits	Strike to foe's back +4 hits, -25 to actions	Hit target's back +9 hits
41-45	Hit target's thigh +5 hits	Strike victim's thigh +5 hits, stunned for 1 rnd	Strike enemy's thigh +5 hits	Strike target's thigh +6 hits, -25 to actions	Hit enemy's thigh +12 hits
46-50	Hit target's chest +6 hits	Strike to victim's chest +6 hits	Strike to target's chest +4 hits	Hit poor fool's chest +7 hits	Hit victim's chest +11 hits, -25 to actions
51-55	Hit to foe's elbow +7 hits	Hit to enemy's elbow +7 hits, stunned for 1 rnd	Hit target's elbow +5 hits, stunned for 1 rnd	Strike target's elbow +7 hits	Hit foe's elbow +11 hits
56-60	Strike victim's back +6 hits	Hit to victim's back +8 hits, stunned for 1 rnd	Hit target's back +9 hits, stunned for 1 rnd, -0 to actions. Bones fractured. Bones shattered	Strike poor fool's back +8 hits, -50 to actions. Bones broken	Strike foe's back +14 hits
61-65	Strike to target's forearm +8 hits	Hit to target's forearm +7 hits	Hit to enemy's forearm +6 hits	Strike foe's forearm +9 hits	Strike target's forearm +14 hits
UM 66	Strike to chest sends foe reeling back 5 m. Stunned 3 rnds.	Blow breaks foe's knee and knocks them down. -80 and stunned for 3 rnds.	Foe is knocked out cold.	Foe is knocked flat. Stunned 4 rounds -50 to all actions from bruising.	Foe is knocked prone, hits head and is out cold.
66-70	Strike to target's forearm +8 hits	Hit target's forearm +8 hits, stunned for 1 rnd	Strike to poor fool's forearm +8 hits, -10 to actions	Strike enemy's forearm +9 hits, -50 to actions	Hit to victim's forearm +14 hits
71-75	Strike enemy's calf +8 hits	Strike foe's calf +8 hits, -10 to actions	Hit to enemy's calf +7 hits, -10 to actions	Hit foe's calf +9 hits	Hit to foe's calf +18 hits, -50 to actions. Bones fractured. Bones shattered
76-80	Hit to poor fool's chest +9 hits	Strike to foe's chest +11 hits	Hit to enemy's chest +9 hits, -20 to actions. Bones broken	Hit foe's chest +9 hits	Strike to victim's chest +16 hits
81-85	Strike to foe's chest +9 hits	Strike foe's chest +10 hits	Strike target's chest +10 hits	Hit to target's chest +10 hits	Strike poor fool's chest +17 hits
86-90	Strike victim's thigh +11 hits, stunned for 1 rnd	Hit to victim's thigh +9 hits, stunned for 2 rnds, -30 to actions	Strike target's thigh +10 hits, stunned for 1 rnd	Hit to enemy's thigh +12 hits, stunned for 2 rnds, -75 to actions. Bones fractured.	Strike to foe's thigh +22 hits, stunned for 2 rnds. Foe dies in 4 rounds.
91-95	Strike poor fool's arm +8 hits, stunned for 1 rnd	Hit to poor fool's arm +11 hits, stunned for 2 rnds. Drops items carried in that hand.	Hit foe's arm +11 hits, stunned for 1 rnd, -30 to actions. Drops items carried in that hand.	Strike to foe's arm +13 hits, -75 to actions. Drops items carried in that hand.	Hit enemy's arm +22 hits, -75 to actions. Drops items carried in that hand.
96-99	Strike to foe's knee +12 hits, stunned for 1 rnd	Hit to poor fool's knee +12 hits, stunned for 2 rnds	Hit to foe's knee +10 hits, stunned for 2 rnds	Hit to target's knee +14 hits, stunned for 2 rnds, -75 to actions. Foe dies in 10 rounds.	Hit to foe's knee +22 hits, stunned for 2 rnds, -75 to actions. Bones shattered. Foe dies in 2 rounds.
00	Blow to pelvis dislocates both hips. For unable to walk. -90	Blow breaks spine, paralysed from the waist down.	Blow breaks several ribs. -70, bleeding internally 5 hits/rnd	Massive blow to head knocks foe out cold for 24hrs.	Blow breaks neck and kills foe instantly.