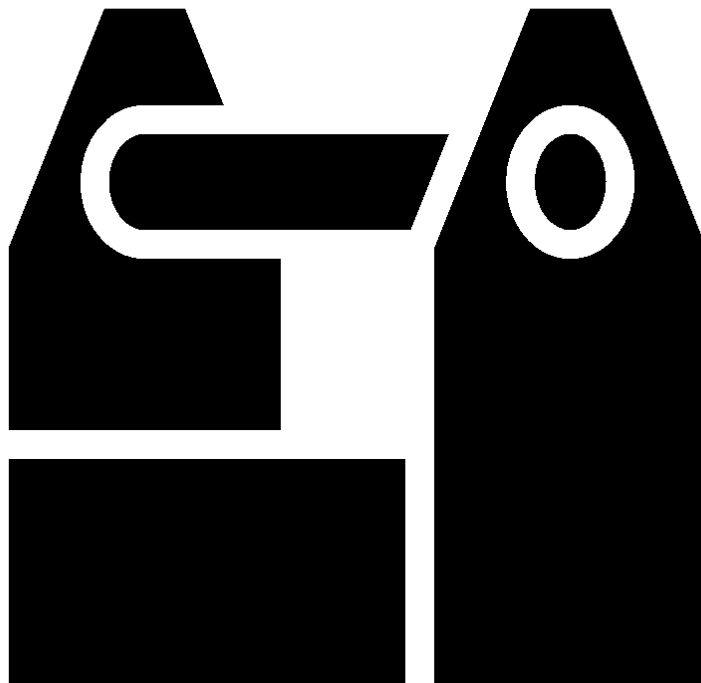
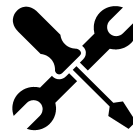


d100 Open-Ended Roleplaying
Bare Metal Edition
(aka. OER/BME)





Credits

Design & Development: Peter Rudin-Burgess, Alfred Reibenschuh

Thanks To: tbd.

Game Icons: Creative Commons 3.0 BY license <https://game-icons.net>,
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Glossary

Action Point (AP): An action point represents about 25% of all the activity a character can perform in a combat round.

Ancestry: Each life form is considered a separate ancestry. These are also referred to as the characters Species.

Attribute: A number from 1 to 101 that reflects one of the ten physical or mental qualities of a character. High scores in attributes are better than low scores. Also called Stats.

Base Move (BM): A character has a base movement of 4m. All other movement rates are calculated from the Base Movement.

Blood Talent: A talent used to differentiate one species from another.

Critical: A specific wound description and its effects in game terms.

Defensive Bonus (DB): The total of Stat and special bonuses deducted from an attack.

Development Points [DP] : Points used to build characters, buy skills and talents.

Game Master [GM] : The referee, a player with the special role of setting up the adventure and controlling everything and everyone who is not a player character.

Initiative: A roll made at the start of a combat to decide what order events are resolved in.

NPC: A Non-Player Character, a character in the game controlled by the GM.

Offensive Bonus (OB): The total skill used when making an attack.

PC: A Player Character, a character in the game controlled by a player.

Potential Stat: Every 'stat' has the potential to reach 101. Stats tend to increase over time towards this potential cap.

Rank: A measure of training in a skill. No ranks equates to unskilled.

Stat: One of ten numbers that describe a character's strengths and weaknesses. Also called Attributes.

Temporary Stat: The current value of a character's Stat. These may go down through injury or may go up through training.

The Bare Metal Universe

These base rules do not contain any setting or genre information. You may develop and adapt these rules to any setting that you like.

2.0 Creating a Character Overview

The first step in playing Bare Metal is to create a character. If you are going to be the GM, then you need to be au fait with creating characters to both be able to assist your players in creating their characters and so you can create the great number of Non-Player Characters [NPCs] that will populate your universe.

Characters are created by combining stats, that define the characters mental and physical characteristics; a species/ancestry that can confer a mix of advantages and disadvantages called talents and flaws. A culture confers skills common to people from that background and a profession. You can then customize the character by buying additional skills. The final stage is to add a description and background to your character; after that, you are ready to play. It typically takes 20 minutes to create a character from scratch.

2.1 Attributes/Stats

Each character has ten attributes that describe their physical and mental strengths and weaknesses. High attributes give a bonus to actions, and low attributes give a penalty.

For ease of use, these Attributes are shortened to 'stats', and the bonus or penalty is 'stat bonus'.

Every skill has three stats attached to it, and the total of all the stat bonuses are added to the skill total before making a roll.

Rolling Stats

When creating your character, you will make ten d100 rolls. Any result under 21 may be re-rolled once, but the new result must be kept.

These ten results are then assigned to the character's stats in any order that the player chooses.

If the character does not have any stats over 90 at this point, the two lowest stats can be elevated to 90. This rule only applies to Player Characters and important NPCs, not to normal people, who should be considered to be about average for most stats.

Stat Bonuses

The stat bonus is calculated as $(\text{Stat}-50)\div 3$. Any fractional part is discarded, so the number is always rounded toward zero. A stat of 100 will give a stat bonus of +16. A stat of 20 gives a stat bonus of -10. A truly average individual will have no bonuses at all, or they will tend to cancel out.

Temporary vs Potential

The stats you roll are your temporary stats. That is the value right now. Some things can reduce your temporary Stat, such as a serious wound or injury. You can always improve your temporary Stat and strive to achieve your true potential.

Every character can reach a potential of 101 in every Stat.

Stat increases are covered later under 16.2 on page 80.

Character Stats

There are ten Stats. There are four physical; Constitution [Co] , Agility [Ag] , Strength [St] , Quickness [Qu] ; and six mental; Self Discipline [Sd] , Reasoning [Re] , Memory [Me] , Presence [Pr] , Intuition [In] , and Empathy [Em] .

The convention on abbreviating the Stat names is to capitalize the first letter and lowercase second letter, so they become Co, Ag, St, Qu, Sd, Re, Me, Pr, In and Em.

Unskilled Rolls

Sometimes there will be no relevant skill to cover what a character wants to achieve. In these situations, a normal skill roll is made, but the entire Stat is used as if it was a skill bonus. An example may be using Memory [Me] to try and remember some fact from the character's background or using Self Discipline [Sd] to keep hold of a red hot poker in a rite of passage ceremony.

You can now roll your characters stats and assign them in the order that best helps model the character you would like.

Character Creation Example

Stephen is going to create a new character. Making ten d100 rolls, he gets the following numbers.

24, 31, 43, 46, 69, 69, 82, 84, 86, 95

The best result is a 95, so the option to boost the two lowest rolls to 90 does not apply. Stephen assigns the rolls to this character's Stats like this. The Bonuses are added into the bonus column.

Stat	Temp	Bonus	Species	Total
Constitution	31	-6		
Agility	43	-2		
Self Discipline	69	+6		
Reasoning	69	+6		
Memory	95	+15		
Strength	86	+12		
Quickness	46	-1		
Presence	24	-8		
Intuition	82	+10		
Empathy	84	+11		

2.2 Appearance

How a character looks has no impact on game mechanics. You may make a character any size, shape, gender or of any appearance as you see fit.

2.3 Defensive Bonus

A character's Defensive Bonus [DB] is their Quickness bonus times three.

3.0 Ancestry/Species

An ancestry (or species) is defined using Talents and Flaws. Each ancestry receives a net 15 points to spend on Talents; additional points may be gained and spent by taking a Flaw. Talents have a point cost, and Flaws have a negative point costs, they give you points back that you can spend on more talents. See chapter 4.0 for a list of Talents and Flaws.

Mixed Ancestry/Species

Most species have a dominant Talent where they have two tiers and a regressive Talent where they have a single tier. Some species will have genetic Flaws that confer a penalty, but these are balanced by having additional Talents. If you want to create mixed heritage species, you may mix the Talents and flaws from the two ‘parents’. You may have no more tiers in a Talent than either parent possessed, you may only choose blood Talents that the parents possessed, and you may only take a net of 15 points in Talents in total.

Example Ancestry, the Brute

The Brute is a physically powerful alien race. They could be seven foot tall, furry and exceptionally angry or human-sized warrior insects. The actual physical description is either for the GM to decide or to be agreed between player and GM.

Brutes get the two tiers of the Toughness Blood Talent and one tier in Physique.

Total bonuses are +10 Co, +5 St.

Human

Humans receive one tier in Self Awareness, one tier in Toughness and one tier in Physique.

Total bonuses are +5 Co, +5 Em and +5 St.

Race Creation Example

Stephen wants to create a unique race for his character. The concept is that in the years before faster than light travel was discovered, humans first explored space using generation ships. The crews that left Earth knew they would never return, and it was the descendants of those crews that would eventually reach their destinations. This new race is a derivative of humans that were separated for thousands of years within a generation ship that eventually stumbled upon a star system that had been colonized millennia after the generation ship had left earth.

Stephen goes on to flesh out more details of what makes this species unique and different to standard humans. He calls the species ‘First Wave Humans’ as they consider themselves the first wave of human expansion.

This race of spaceship confined humans gains one tier in Enhanced Hearing +5 to Perception Skill Tests and +10 to Self Discipline.

Stat	Temp	Bonus	Species	Total
Constitution	31	-6		-6
Agility	43	-2		-2
Self Discipline	69	+6	+10	+16
Reasoning	69	+6		+6
Memory	95	+15		+15
Strength	86	+12		+12
Quickness	46	-1		-1
Presence	24	-8		-8
Intuition	82	+10		+10
Empathy	84	+11		+11

4.0 Talents and Flaws

Talents are split into two types. Blood Talents are used for creating species and Personal Talents are special abilities that the character may possess. These rules will give just the barest minimum of Blood Talents. As new species are introduced, new Blood Talents will be added.

All Talents are described as tiers. For example, the Toughness Talent gives +5 Co bonus per tier. A species with two tiers in Toughness will gain a +10 Co bonus.

All species receive 15 points worth of blood talents and no talent may cost more than 15 points for a single tier.

Some Talents may be bought more than once, and every tier bought provides additional bonuses. Other talents are all or nothing. Latent Psionic is an example of an all or nothing talent. With it, a character may use Meditations and Gifts; without it they cannot.

Talents, even blood talents may be used to define a profession or species. If a talent is applied twice, such as a psionic species takes a psionic profession, the GM may reimburse the character with the DP that had been spent twice.

Flaws

Flaws are genetic weaknesses. These cost negative points.

4.1 Blood Talents

Enhanced Hearing – 5DP/Tier +5/Tier to Perception skill test that are dependent on the sense of hearing or where acute hearing is an advantage.

Insect Eyes – 15DP/Tier This is an all or nothing blood talent, the species either has insectoid eyes or not so a single tier is all that is required. The species receives no penalties to Perception skill tests when the threat is to the flank or rear. Only half penalties apply when engaged with Invisible foes.

Latent Psionic – 15DP/Tier This talent gives a character the potential to unlock their psionic abilities. Without this talent a character may not develop their psionic power or learn any meditations. You may only buy this talent once.

Stat Talent – 5DP/Tier

- Physique – +5st Bonus/Tier
- Toughness – +5Co Bonus/Tier
- Discipline – +5Sd Bonus/Tier
- Self Awareness – +5Em Bonus/Tier
- Insightful – +5In Bonus/Tier
- Charismatic – +5Pr Bonus/Tier
- Logic – +5Re Bonus/Tier
- Knowledgeable – +5Me Bonus/Tier
- Celerity – +5Qu Bonus/Tier
- Suppleness – +5Ag Bonus/Tier

4.2 Blood Flaws

Weak Constitution – -5DP/Tier -5Co/Tier This species is relatively weak compared to the norm. Possibly due to coming from a low gravity world where they do not need to build up as much muscle mass.

Sluggishness – -5DP/Tier; -5Qu Bonus/Tier

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.

Attack Tables



One Handed Blades

Armor				
d100	No	Lt	Md	Hvy
146 - 150	30ES	25ES	20ES	13ES
142 - 145	29ES	24ES	20ES	13ES
138 - 141	27ES	23ES	19DS	12DS
135 - 137	25ES	22ES	18DS	12CS
131 - 134	24ES	21DS	17CS	12BS
127 - 130	23ES	20DS	17CS	11BS
123 - 126	21ES	19DS	16CS	11BS
119 - 122	20ES	18DS	15CS	10AS
116 - 118	18DS	16DS	14BS	10AS
112 - 115	17DS	16DS	14BS	9AS
108 - 111	15DS	14CS	13BS	9AS
104 - 107	14DS	13CS	12AS	9
100 - 103	12CS	12CS	12AS	8
97 - 99	11CS	11BS	11	8
93 - 96	10CS	10BS	10	7
89 - 92	8BS	9BS	9	7
85 - 88	7AS	8BS	9	6
81 - 84	5AS	7AS	8	6
78 - 80	3AS	6AS	7	5
74 - 77	2	5AS	7	5
66 - 73	–	4	6	5
50 - 65	–	1	4	4
40 - 49	–	–	–	2
1 - 39	–	–	–	–

One Handed Blunt

Armor				
d100	No	Lt	Md	Hvy
146 - 150	25EK	20EK	22EK	17EK
142 - 145	24EK	19EK	21EK	17EK
138 - 141	22EK	18EK	20EK	16DK
135 - 137	21EK	18EK	19DK	16DK
131 - 134	20EK	17DK	19DK	15CK
127 - 130	19EK	16DK	18DK	14CK
123 - 126	17EK	15DK	17CK	14CK
119 - 122	16DK	14CK	16CK	13BK
116 - 118	15DK	13CK	15CK	13BK
112 - 115	13DK	13CK	14CK	12BK
108 - 111	12DK	12CK	13BK	12AK
104 - 107	11CK	11BK	12BK	11AK
100 - 103	9CK	10BK	12BK	10
97 - 99	8BK	9BK	11AK	10
93 - 96	7BK	8BK	10AK	9
89 - 92	6AK	8AK	9AK	9
85 - 88	4	7AK	8	8
81 - 84	3	6AK	7	7
78 - 80	1	5AK	6	7
74 - 77	–	4	5	6
66 - 73	–	3	5	6
50 - 65	–	1	3	5
40 - 49	–	–	–	2
1 - 39	–	–	–	–

Arrow/Bolt/Missile

Armor				
d100	No	Lt	Md	Hvy
146 - 150	28EP	25EP	25EP	15EP
142 - 145	26EP	24EP	24EP	15EP
138 - 141	24EP	23DP	23EP	14DP
135 - 137	23EP	21DP	21DP	13CP
131 - 134	21EP	20DP	20DP	13CP
127 - 130	19EP	19DP	19DP	12CP
123 - 126	18DP	18CP	18CP	11BP
119 - 122	16DP	17CP	17CP	11BP
116 - 118	14DP	15CP	15BP	10AP
112 - 115	13DP	14CP	14BP	9AP
108 - 111	11CP	13BP	13BP	9AP
104 - 107	9CP	12BP	12BP	8AP
100 - 103	7CP	10BP	10AP	7
97 - 99	6BP	9BP	9AP	7
93 - 96	4BP	8AP	8AP	6
89 - 92	2AP	7AP	7	5
85 - 88	–	6AP	6	5
81 - 84	–	4	4	4
78 - 80	–	3	3	3
74 - 77	–	2	2	3
66 - 73	–	–	–	2
50 - 65	–	–	–	–
40 - 49	–	–	–	–
1 - 39	–	–	–	–

Thrown

Armor				
d100	No	Lt	Md	Hvy
146 - 150	20EK	15EK	15EK	10DK
142 - 145	19EK	15EK	15EK	10CK
138 - 141	18EK	14EK	14DK	10CK
135 - 137	17EK	13EK	14CK	9BK
131 - 134	16EK	13DK	13CK	9BK
127 - 130	15EK	12DK	13CK	9BK
123 - 126	14DK	12DK	12BK	8AK
119 - 122	13DK	11CK	11BK	8AK
116 - 118	12DK	11CK	11AK	8
112 - 115	12DK	10CK	10AK	7
108 - 111	11DK	9CK	10AK	7
104 - 107	10CK	9CK	9AK	7
100 - 103	9BK	8BK	9AK	6
97 - 99	8BK	8BK	8	6
93 - 96	7BK	7BK	8	6
89 - 92	6AK	6AK	7	5
85 - 88	5AK	6AK	6	5
81 - 84	4	5AK	6	5
78 - 80	3	5AK	5	4
74 - 77	2	4	5	4
66 - 73	–	4	4	4
50 - 65	–	2	3	3
40 - 49	–	–	–	–
1 - 39	–	–	–	–

Two Handed

Armor				
d100	No	Lt	Md	Hvy
146 - 150	50EK	45EK	35ES	25ES
142 - 145	47ES	43ES	33ES	24EK
138 - 141	44ES	41EK	32ES	23ES
135 - 137	41ES	38ES	30ES	22DK
131 - 134	39EK	37EK	29DS	22DS
127 - 130	36ES	34ES	27DK	21DS
123 - 126	34EK	32EK	26DS	20CS
119 - 122	31ES	30DS	24CK	19CS
116 - 118	28EK	28DK	23CS	18BS
112 - 115	26ES	26DS	21CK	17BS
108 - 111	23EK	24DS	20CS	16BK
104 - 107	20DS	22CS	18BK	15AS
100 - 103	18DK	20CS	17BS	14AK
97 - 99	15DS	17CS	15AK	13
93 - 96	13DK	16BS	14AS	13
89 - 92	10CS	14BK	12AK	12
85 - 88	7BK	11BS	11	11
81 - 84	4AS	9AK	9	10
78 - 80	1AK	7AS	7	9
74 - 77	–	5AK	6	8
66 - 73	–	3	5	7
50 - 65	–	–	1	5
40 - 49	–	–	–	–
1 - 39	–	–	–	–

Laser/Blaster

Armor				
d100	No	Lt	Md	Hvy
146 - 150	45EP	33EP	33EP	11EP
142 - 145	42EP	32EP	32EP	11DP
138 - 141	40EP	30EP	30EP	11DP
135 - 137	37EP	29EP	29EP	10CP
131 - 134	35DP	28EP	28DP	10CP
127 - 130	32DP	26DP	26DP	10CP
123 - 126	30DP	25DP	25DP	9BP
119 - 122	27CP	24DP	24DP	9BP
116 - 118	24CP	22DP	22CP	8BP
112 - 115	23CP	21DP	21CP	8BP
108 - 111	20CP	20CP	20CP	8BP
104 - 107	17BP	18CP	18CP	7BP
100 - 103	15BP	17CP	17BP	7AP
97 - 99	12AP	15BP	15BP	6AP
93 - 96	10AP	14BP	14BP	6AP
89 - 92	7AP	13BP	13BP	6AP
85 - 88	5	11BP	11BP	5AP
81 - 84	2	10BP	10BP	5
78 - 80	–	9AP	9AP	5
74 - 77	–	8AP	8AP	4
66 - 73	–	6AP	6	4
50 - 65	–	3	3	3
40 - 49	–	–	–	2
1 - 39	–	–	–	–

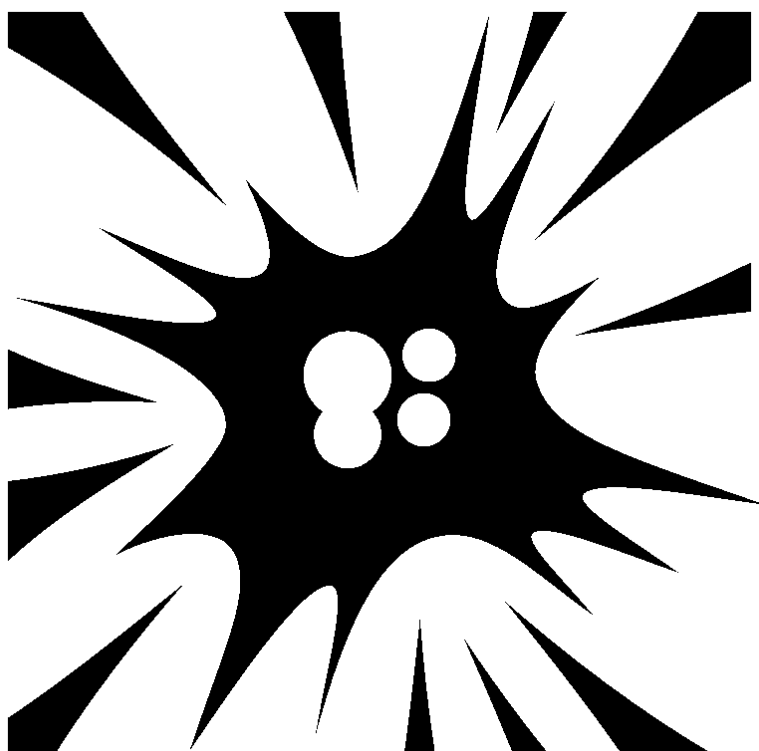
Bullets/Projectiles

Armor				
d100	No	Lt	Md	Hvy
146 - 150	24EP	17EP	12EP	7EP
142 - 145	23EP	17EP	12EP	7DP
138 - 141	22EP	16EP	11EP	7DP
135 - 137	20EP	15EP	11EP	7DP
131 - 134	19DP	14EP	11DP	7CP
127 - 130	18DP	14EP	10DP	6CP
123 - 126	17DP	13EP	10DP	6CP
119 - 122	15CP	12DP	9DP	6CP
116 - 118	14CP	11DP	9CP	6BP
112 - 115	13CP	11DP	8CP	5BP
108 - 111	12CP	10CP	8CP	5BP
104 - 107	10BP	9CP	8CP	5AP
100 - 103	9BP	9CP	7CP	5AP
97 - 99	8AP	8BP	7BP	5AP
93 - 96	7AP	7BP	6BP	4
89 - 92	5AP	7BP	6AP	4
85 - 88	4AP	6BP	5AP	4
81 - 84	3	5AP	5AP	4
78 - 80	1	4AP	4AP	3
74 - 77	–	4AP	4	3
66 - 73	–	3AP	4	3
50 - 65	–	1	3	3
40 - 49	–	–	–	2
1 - 39	–	–	–	–

Ball/Explosion

Armor				
d100	No	Lt	Md	Hvy
146 - 150	34E	21E	22D	23D
142 - 145	33D	20D	21C	22C
138 - 141	32D	19C	20C	21C
135 - 137	30C	18C	19C	20C
131 - 134	29C	17B	18C	19C
127 - 130	28C	16B	17C	18C
123 - 126	27C	15B	16C	17C
119 - 122	25C	14B	15B	16B
116 - 118	24C	13B	14B	15B
112 - 115	23C	12B	13B	14B
108 - 111	22B	11A	12B	13B
104 - 107	20B	10A	11B	12B
100 - 103	19B	9A	10A	11B
97 - 99	18B	8A	9A	10A
93 - 96	17B	7A	8A	10A
89 - 92	15A	6	7A	8A
85 - 88	14A	5	6A	7A
81 - 84	13A	4	5	6A
78 - 80	11A	3	4	5
74 - 77	10A	2	3	5
66 - 73	9	–	2	4
50 - 65	6	–	–	1
40 - 49	–	–	–	–
1 - 39	–	–	–	–

Critical Tables



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	Smash 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.

LE	S#1	S#2	S#3	S#4	S#5	S#6	S#7
0	+15	+10	+5	+0	+0	+0	+0
1	+26	+18	+11	+3	+2	+1	+1
2	+37	+27	+17	+7	+4	+3	+2
3	+48	+35	+23	+10	+6	+4	+3
4	+56	+44	+29	+14	+9	+6	+4
5	+61	+52	+35	+17	+11	+8	+5
6	+66	+58	+41	+21	+13	+9	+6
7	+71	+62	+47	+24	+15	+11	+7
8	+76	+66	+53	+28	+18	+13	+8
9	+80	+70	+59	+31	+20	+14	+9
10	+83	+74	+62	+35	+22	+16	+10
11	+86	+78	+65	+38	+24	+17	+11
12	+89	+82	+68	+42	+27	+19	+12
13	+92	+84	+71	+45	+29	+21	+13
14	+95	+87	+74	+49	+31	+22	+14
15	+98	+89	+77	+52	+33	+24	+15
16	+101	+92	+80	+56	+36	+26	+16
17	+104	+94	+83	+59	+38	+27	+17
18	+107	+97	+86	+63	+40	+29	+18
19	+110	+99	+89	+66	+42	+30	+19
20	+113	+102	+91	+70	+45	+32	+20
21	+116	+104	+93	+72	+47	+34	+21
22	+119	+107	+95	+74	+49	+35	+22
23	+122	+109	+97	+76	+51	+37	+23
24	+125	+112	+99	+78	+54	+39	+24
25	+128	+114	+101	+80	+56	+40	+25
26	+131	+117	+103	+82	+58	+42	+26
27	+134	+119	+105	+84	+60	+43	+27
28	+137	+122	+107	+86	+63	+45	+28
29	+140	+124	+109	+88	+65	+47	+29
30	+143	+127	+111	+90	+67	+48	+30
31	+146	+129	+113	+92	+69	+50	+31
32	+149	+132	+115	+94	+72	+52	+32
33	+152	+134	+117	+96	+74	+53	+33
34	+155	+137	+119	+98	+76	+55	+34
35	+158	+139	+121	+100	+78	+56	+35
36	+161	+142	+123	+102	+81	+58	+36
37	+164	+144	+125	+104	+83	+60	+37
38	+167	+147	+127	+106	+85	+61	+38
39	+170	+149	+129	+108	+87	+63	+39
40	+173	+152	+131	+110	+90	+65	+40
41	+176	+154	+133	+111	+91	+66	+41
42	+179	+157	+135	+113	+93	+68	+42
43	+182	+159	+137	+114	+94	+69	+43
44	+185	+162	+139	+116	+96	+71	+44
45	+188	+164	+141	+117	+97	+73	+45
46	+191	+167	+143	+119	+99	+74	+46
47	+194	+169	+145	+120	+100	+76	+47
48	+197	+172	+147	+122	+102	+78	+48
49	+200	+174	+149	+123	+103	+79	+49
50	+203	+177	+151	+125	+105	+81	+50

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