

One Handed Blades

Armor				
d100	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

Armor				
d100	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

Armor				
d100	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

Armor				
d100	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

Armor				
d100	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

Armor				
d100	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

Armor				
d100	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

Armor				
d100	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	–	–	–	–

## 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.