

General Crits		
Cost	Name	Description
X	Sunder	Deal X Sunder Damage (Attack must be a Heavy to use this).
2	Shove	Move Target 5ft
3	Shock	Target gains +1 Stress Counter
4	Disorientate	Target is Disorientated for the next turn.
5	Cleave 2	This attack can hit an additional target. It uses the same roll as the original attack to determine if it hits and uses the same damage rolls if it does hit. The targets must be next to each other and in melee range.
6	Pierce Armor	Ignore Armor when dealing damage on this roll.
8	Weak Spot	Double the damage you deal with this attack.

Rogue Crits		
Cost	Name	Description
3	Advantage	Advantage on this Roll (this can and must be used before the attack roll).
5	Disarm	Disarm the opponent's weapon. It falls 5ft in any direction of your choice away from your target.

Bezerker Crits		
Cost	Name	Description
2X	Mighty Hit	You may reroll X number of damage dice. Each die can only be rerolled once. This ability can be used after you have already rolled for damage on the attack.
8	Cleave 3	This attack can hit up to an additional two targets. It uses the same roll as the original attack to determine if it hits and uses the same damage rolls if it does hit. The targets must be in melee range but do not need to be next to each other.

Champion Crits			
Cost	Name	Description	
6	Double Strike	Play an extra attack maneuver that resolves during the slow phase of this turn. This can continue a fighting combo.	
10	Inevitable	This strike cannot not be dodged or countered.	
Weapon Crits (Additional Talent for Champion) (These conditions cannot be stacked multiple times)			
Cost	Weapon	Name	Description
4	Polearms	Pin	The targets movement is fixed to 0, Your weapon is also stuck with the target, At the beginning of each turn they can roll STR vs your FORT to break free or you may just pull your weapon out.
5	Swords or Daggers	Bleed	Target bleeds your weapons Light Attack Damage Dice each turn until the wound is bandaged or magically healed.
5	Shields	Laid Out	You knock the target prone.
6	Hammers or Staffs	Break Bone	Each future successful Melee Attack on the target deals additional damage equal to your weapons Light Attack Damage Dice until the wound is bandaged or magically healed.
7	Axes	Maim	Choose one to be applied to the target:

			<ul style="list-style-type: none">• Movement capped at 5ft (1 space)• All attacks have Disadvantage• All Maneuvers are slow, <p>The target can choose ignore this each turn, if they do they take damage equal to 2x your weapons Light Attack Damage Dice.</p> <p>This effect ends when the wound is bandaged or magically healed.</p>
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