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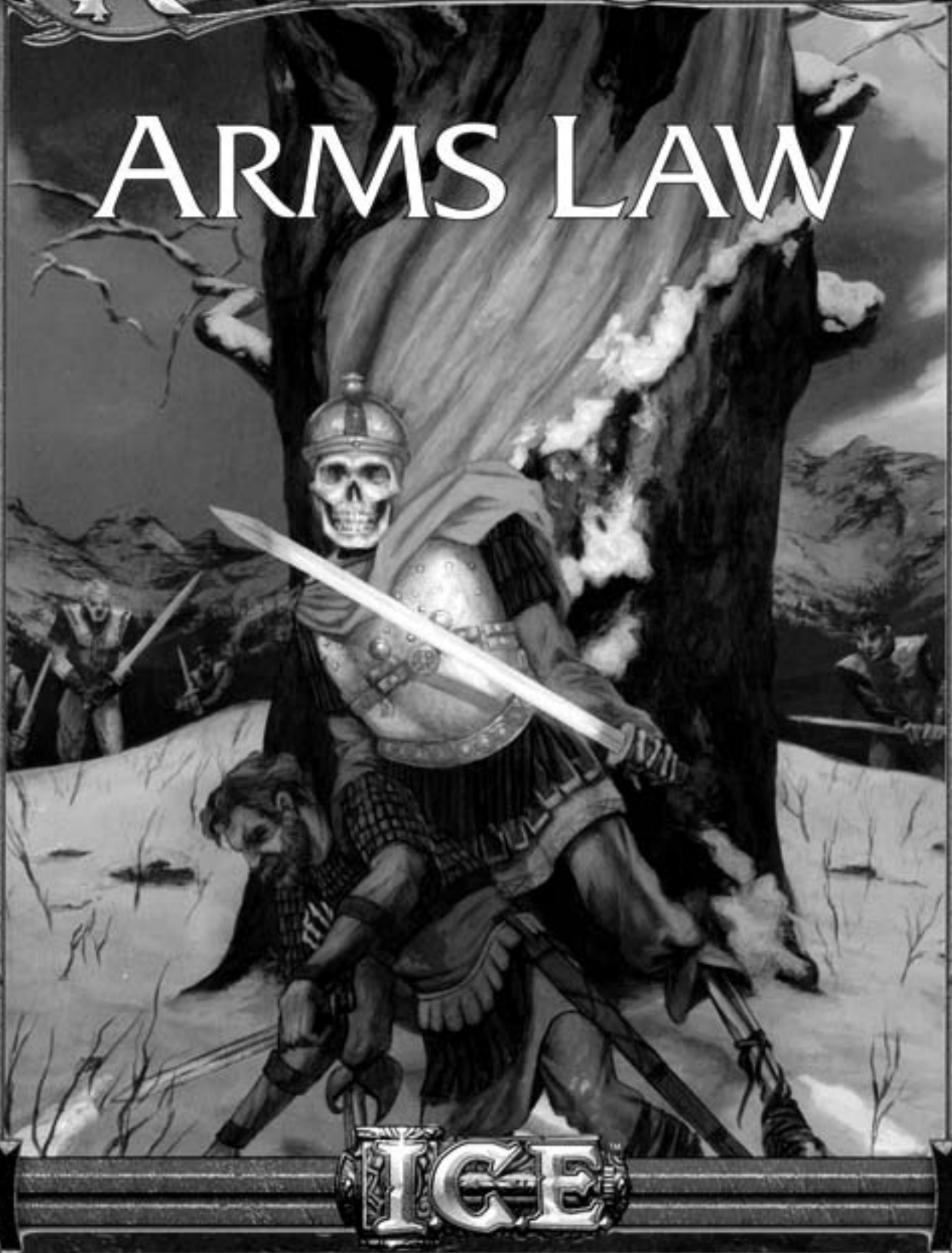
ROLEMASTER™

ARMS LAW



ICE™

A COMBAT SOURCEBOOK

ARMS LAW™

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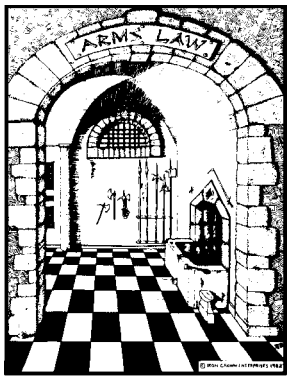
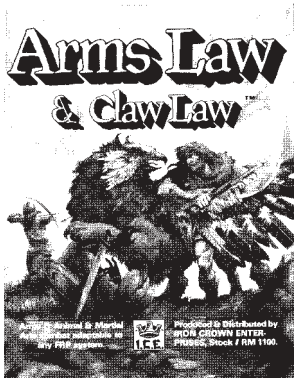
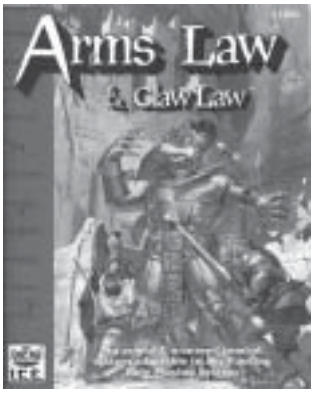






Introduction

"…And I ended up in the room with the vampire and the titan! I happily hoisted my shield and bastard sword and attacked the titan. Unfortunately, it was like a fly hitting an elephant; …in two combat rounds I was reduced to under 80 hits, and then the vampire attacked...

I knew I was in big trouble.

However, the god of death smiled on her champion that day, and the next round the titan fumbled…. On the next attack by the vampire, he fumbled one of his swords, which only left him one attack that missed… I attacked the titan twice. The first attack did nothing. The second attack killed him with a sword strike that went through his armpit and skewered his brain; I then turned to the vampire who still only had one sword and prepared for the next round.

The next round, I inflicted eight criticals on the vampire and he had to flee for his life, leaving me victorious against two considerably more powerful characters.

My hands were shaking so much from the ten-minute fight that I could barely pick up my dice! Only in Rolemaster *could you have a moment like that!*

—MarkW. (From ICE *Rolemaster* Moments)

Arms Law is about FRPG combat—the kind that leaves you shaking and bragging to your friends about your character's exploits. If you prefer safe, ho hum, by the numbers RPG combat then *Arms Law* is not for you. If you are looking for FRP combat that leaves you breathless read on….

What makes *Arms Law* special? Lots. But we'll go straight to the heart of *Arms Law*:

Criticals and Fumbles. Let's take a look at a sample Critical and Fumble result:

From the 'E' Puncture Critical Table:

"Strike through foe's kidneys. Foe is down and immobile for 2 hours, then dies"

Two Handed Arms Fumble:

"Stumble over an imaginary dead turtle. You lose two rounds of attack, but can still parry."

Once you start using *Arms Law*, your RPG combat crosses into new waters. There will no longer be such a thing as a certain victory for your character or his foes. Your warrior will triumph in the face of incredible odds. On the other hand, that bunny your character just annoyed may well sever an artery in your character's neck and be having him for dinner.

What is *Arms Law*?

Arms Law is a fantasy combat system designed to be used with ICE's *Rolemaster* rules or the RPG rules set of your choice. We created *Arms Law* over 20 years ago to make our RPG combat fun and exciting, and to let our characters do things we couldn't do in the other RPGs. Parrying, for example. We designed *Arms Law* to slide right into any other game system quickly and easily. (The fact that *Rolemaster* hadn't been invented yet probably had something to do with this.)

Arms Law is designed to simulate a wide variety of FRPG combat. Using this book players and GMs should be able to handle most RPG combat situations. *Arms Law* contains:

- Twenty-nine individual weapon attack tables. An additional table of weapon statistics provides guidelines for using 31 historical weapons and 10 fantasy weapons.
- Two martial arts attack tables: one for sweeping attacks and another for striking attacks.
- A brawling attack table.
- Ten special attack tables that simulate the size, instincts, and fighting patterns of a wide variety of monsters and animals.
- Twelve Critical Strike Tables for: slashing, puncturing, crushing, grappling, unbalancing, tiny animal attacks, attacks on large creatures, attacks on super-large creatures, martial arts striking attacks, martial arts sweeping attacks, brawling, and subdual.
- Two fumble tables.

A Note About Realism

The *Arms Law* rules often try to simulate combat situations that have never actually occurred. The last dragon in England was reputedly killed in 1063 AD or thereabouts. Other monsters have proved equally shy about answering our calls for test subjects. (We've had no takers in twenty years.) So we were unable to study combat with monsters first hand. In creating the attack, critical, and fumble tables, we had to use our imaginations, film and fiction as our inspiration. I suspect our combat rules might make many arms and armor experts cringe. But the goal of this product is believable fun, not drab realism.

There will be times when fun, believability, and the attack and critical results collide. In those cases, we encourage players and GMs to balance fun and common sense. The rules within this book are not written in stone, nor are they the "Law." These rules are guidelines meant for your use and enjoyment. Please change them as needed to suit your campaign and play style. And have fun with them.

What's New?

The single number progression on the attack tables has been replaced by smoothed numeric progressions, i.e. 67-69, 148-150. The critical types have changed. Each weapon now does a primary critical such as Slash. In addition, for many of the weapons, the attacker now has the option of choosing the critical type. An attacker wielding a broadsword, for example, can elect to inflict Krush or Puncture criticals instead of Slash criticals.

Updated and corrected weapon weights and lengths. These statistics have been carefully checked against historical weapon weight and lengths.

First, the consensus among many Rolemaster players and industry designers is that the previous *Arms Law* tables were very hard on the eyes. Second, the spell attack tables and *Spacemaster* attack tables all use the smoothed numeric progression, with no loss of excitement or detail.

Why change the way the criticals work? Well, for the simple reason that *Rolemaster* has always been about flexibility and choice. We feel that skilled warriors should be able to choose how they wield their weapons, and the best way to simulate this flexibility is to let them choose the type of critical that their weapon will inflict. Note that not all weapons have this flexibility.

Finally we felt it was time that the weapon weights reflected historical accuracy, so we did some research and made some long overdue corrections.

If you're familiar with previous editions of *Arms Law* or *Rolemaster*, then all you need to do is check out the optional critical rules in section 2.04; other than that, it's combat as usual.

If you've never played *Arms Law*, then we recommend reading Sections 1 and 2 first to familiarize yourself with *Arms Law* combat basics. Specific conversion notes from other RPG systems can be found in Section 5.0.

Interested in more weapons? Then check out *The Armory*. The ICE Armsmasters have selected over 50 new weapon attack tables for your combat enjoyment. So retire those old, worn out weapons and take these new attack tables for a spin. Fun, lethal and exotic, The Armory has it all. Need more killing power? Then check out the great sword. If you prefer finesse, then perhaps the dainty hand crossbow is more your style. Special guest star: Nodwick©!

1.0 How to use Arms Law

The basics of *Arms Law* are very simple; combat will always involve the steps given below. To resolve combat, you will need the following for each character:

Armor: What kind of armor is the character wearing? *Arms Law* has 20 different armor types divided into 5 categories. Note that the primary effect of armor is to define the way that a given weapon damages you; normal armor does not directly affect your "defensive" ability. However, exceptional quality or magical armor can contribute to your defensive ability. To determine your armor type, and armor bonuses, see Section 1.1.

Defensive Bonus: (called DB) Basically, this is any factor that keeps a character from being hit. Many factors can contribute to DB; a character's quickness, armor bonuses, shield, special items, skill, even a character's position. Note that heavy armors can impede your DB! To determine your total DB see Section 1.2.

Offensive Bonus: (called OB): A measure of the character's offensive ability, character OB includes weapon skill, strength and agility bonuses, special weapons and equipment, and sheer, dumb luck. To determine your total OB see Section 1.3.

Attack Type: What kind of attack is the character going to make? Note that this book only covers physical attacks (not magical ones). *Arms Law* contains 29 weapon attack tables, 2 martial arts attack tables, and 12 attack tables that simulate monster and animal attacks. Determining your attack type is simple; either choose the appropriate weapon table or consult the Weapon Statistics Table on page 12, which lists additional weapons and which attack table they use.

Concussion Hits: A measure of how much concussive damage that the character can withstand before falling unconscious (this will be called "concussion hits" and in some systems is known as Hit Points or simply Hits). Most starting fighter-types will have 60-100 hits when they start out. Non-fighter types will have 20-30 hits when they start out. In this system, losing all of your concussion hits simply causes unconsciousness (you can die from concussion damage, but a typical adventurer won't die until he reaches -75 concussion hits).

Once you have this information, you are ready to begin. See Section 5.0 for information on how to convert to *Arms Law* from your favorite role playing system.

Whenever you would normally make an attack, do the following:

1) Make an attack roll.

2) If the initial die roll falls within the failure/fumble range for the attack, resolve the fumble/failure. The attack procedure ends here. Otherwise, continue with Step 3. (For more on fumbles see Section 2.01.

3) Add your character's OB (offensive bonus) to the final die result.

4) Subtract your foe's DB (defensive bonus) from the adjusted die total.

5) Look up the modified result on the appropriate attack table. There will be three possible results, a miss (denoted by a "—" in the table), a normal hit (denoted by a number; e.g., 8), or a critical hit (denoted by a number and a letter; e.g., 10D). For more information on making an attack and reading the attack tables, see Section 2.0.

Putting it all Together

So how do you determine armor, defensive bonus, and offensive bonus? Basically this breaks down into the following simple steps:

Prior to Combat:

1) Determine the character's armor type (Section 2.1).

2) Determine the character's general Defensive Bonus from stats, skills, special equipment, shield, etc. (Section 2.2).

3) Determine the character's general Offensive Bonus from stats, skills, special equipment, weapons, etc. (Section 2.3).

Note: The stat conversion table is on page 22; it contains stat conversion information from other RPG systems to Rolemaster.

During Combat:

Apply situational modifiers, parrying modifiers, and any modifications that are the result of criticals.

1.1 Armor

Rolemaster armor is the basic protective capability assigned to the material covering the body, and is divided into five categories of four Armor Types (ATs) each (for a total of 20 types). The easiest method of determining a character's Armor Type (AT) is by comparing a description of the character's armor against the armor descriptions.

> AT 17, a breastplate, is an excellent armor type for warrior types. Of course, if you can kill a dragon, AT 12 is wonderful.
>
> If your character cannot wear armor, then avoid robes! AT 2,which represents full-length robes, is probably the worst all around AT in *Arms Law*. If your character isn't wearing armor, then avoid hand-to-hand combat. Without the protection of armor, a character is easy prey in melee combat.

1.11 Armor Types

Cloth-Skin Base

Normal cloth attire, robes, and normal animal hides.

Skin (AT 1): Normal clothing, assumed if other covering is not specified.

Robes (AT 2): Full-length robes normally worn by spell users and certain other combatants.

Light Hide (AT 3): The natural hide of certain animals (e.g., Deer, Dog, Wolf). ‡

Heavy Hide (AT 4): The natural hide of certain animals (e.g., Buffalo, Elephant, Bear). ‡

Soft Leather Base

AT 5 and AT 6 are heavy outer garments normally worn only for protection from the weather. AT 7 and AT 8 are worn for combat protection by some militia and irregulars.

Leather Jerkin (AT 5): A heavy leather coat without arms and reaching only to the waist or mid-thigh.

Leather Coat (AT 6): A heavy leather coat covering the arms and torso to mid-thigh.

Reinforced Leather Coat (AT 7): A heavy leather coat covering the arms and torso to mid-thigh, but with either rigid-leather sections or metal sections sewn in for reinforcement.

Reinforced Full-Length Leather Coat (AT 8): A reinforced leather coat (as above) that covers to the lower leg.

Rigid Leather Base

Rigid leather armor and the rigid hide covering of certain reptiles and of other creatures such as Dragons.

Leather Breastplate (AT 9): A rigid breastplate covering the torso to mid-thigh and part of the upper arms.

Leather Breastplate & Greaves (AT 10): As above, but with leather greaves covering the forearms and lower legs.

Half-Hide Plate (AT 11): Rigid-leather armor that covers the body completely; includes the hide of creatures that contain at least a few rigid plates (e.g., Rhinoceros, Alligator). ‡

Full-Hide Plate (AT 12): As half-hide plate (above), except that the rigid leather or plates are harder and/or more plentiful (e.g., Turtles, Dragons, Giant Crabs). ‡

Chain Mail Base

Chain link armor, scale armor, and the hides of certain fantastic creatures.

Chain Shirt (AT 13): A chain mail shirt covering the torso to mid-thigh and half of the upper arms.

Chain Shirt & Greaves (AT 14): As above, but with greaves on the forearms and lower legs.

Full Chain (AT 15): Chain mail covering most of the body and legs in the form of a shirt and leggings.

Chain Hauberk (AT 16): A full-length chain mail coat split from the waist in the front and back to facilitate movement.

Plate Base

Rigid armor of metal plates and the heaviest animal hides.

Metal Breastplate (AT 17): A metal breastplate plus smaller plates covering torso to mid-thigh and part of the upper arms.

Metal Breastplate & Greaves (AT 18): As above, but with greaves on the forearms and lower legs.

Half Plate (AT 19): Rigid plate armor covering the body, but with chain mail between the plates, at the joints, and covering the legs.

Full Plate (AT 20): Rigid plate armor as half plate above, but with plates overlapping at joints, and plate armor covering the legs.

‡ — Armor types 3, 4, 11, and 12 are animal armors, natural body coverings with no normal armor equivalents. One cannot achieve such an AT without acquiring some enchanted and specially designed armor (e.g., magic, fell beast skin).

1.12 Armor Penalties

Due to its weight and constrictive nature, there are penalties associated with wearing armor while attempting to maneuver, defend, and throw/fire missiles. These penalties are detailed in the Armor Chart.

1.2 Defensive Bonus

The sum of all bonuses and penalties that affect the defender's susceptibility to being hit and damaged in combat is called the Defensive Bonus (DB). This number is subtracted from the attacker's combat roll. The defender's DB is composed of bonuses for superior/inferior armor, quickness, position and cover, and special items. A defender may also parry (i.e., dodge) incoming attacks by forgoing a portion of his own attack ability. The Defensive Modification Chart summarizes the factors which affect a defender's DB.

Defensive Bonus summary:

Defensive Bonus = Armor Quality Bonus
+ ((3 x Quickness Stat Bonus) - Armor Quickness Penalty)
+ Position and Cover Bonuses + Special Item Bonuses
+ Shield Bonus + Parrying Bonus

1.21 Quickness Bonus

A combatant's DB is modified by his 3 x quickness stat bonus or penalty. If the defender is wearing certain types of cumbersome armor, his quickness stat bonus may be reduced or eliminated completely (but never below zero); see the Armor Chart. A defender only has his quickness stat bonus factored into his DB if he is aware that he is in a combat situation and is free to move.

Example: Lotus, a T'sbalic warrior, has a quickness stat score of 98, which gives a stat bonus of 9. Unencumbered by armor, Lotus is AT 1(27) (i.e., her DB is 27 (3x 9)) when in a combat situation and free to move. Lotus now puts on a metal breastplate that reduces her quickness stat bonus by 10. Now when she is in combat, barring other modifiers, Lotus is AT 17(17).

Defensive Modifications Chart	
Effect	Category and Notes
+ (variable)	Armor quality bonus, Adrenal Defense bonus, (Quickness stat bonus - armor Qu penalty), spell bonuses, special item bonuses. These factors are usually fixed for a given character.
+ (variable)	Shield bonus (see the Shield-Parry Chart).
+ (variable)	Parrying bonus.
+20	Half "Soft" cover. *
+40	Full "Soft" cover. *
+50	Half "Hard" cover. *
+100	Full "Hard" cover. *
± (variable)	Miscellaneous (determined by Gamemaster).

Note: *Modifications are cumulative unless noted otherwise.*

* = Only one of these modifications can be applied at any given time.

1.22 Position and Cover

The GM may award a variable bonus to a defender if his position is judged to be advantageous. Penalties due to a defender's disadvantageous position are reflected in modifications to the attacker's Offensive Bonus (see Section 1.3).

Cover bonuses against missile attacks should be based upon the percentage of the defender's body protected and the ability of cover to stop incoming fire. Here are some sample missile attack cover bonuses.

Half "Soft" Cover ..... +20
Full "Soft" Cover ..... +40
Half "Hard" Cover .... +50
Full "Hard" Cover ... +100

Note: If a combatant is completely protected by cover, and is making no attack himself, the GM may rule that no attack may be made against him.

Example: Kiltran, wondering why he ever joined the Confused Young Lords, finds himself defending behind a low, stone wall against Traegon and Yrzan. During combat, Kiltran stands to fire his bow. The wall rises to his waist, protecting him from his foes' missile fire. The GM awards Kiltran a cover bonus of 50 to his DB (maybe overly generous, but the GM knows that Kiltran is going to need every bit of it).

1.23 Special Items

There may be special items (usually magic items) in a GM's campaign that will impart a DB bonus to their possessors. These may range from unique magical artifacts to lucky charms. Their design/strength is subject to the GM's devising.

1.24 Shields

Shields are represented in combat by a bonus to the wielder's Defensive Bonus. In addition, when fighting with one or two weapons, one weapon may be used as a "shield," but may not be used for an attack in the same round. A shield bonus may only be used against one opponent's attack(s) per round. These bonuses and other factors concerning shields and parrying are summarized in the Shield-Parry Chart.

Armor Chart				
Armor Type	Minimum Maneuver Mod.*	Maximum Maneuver Mod.†	Missile Attack Penalty‡	Armor Quickness Penalty§
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	5	0
7	-10	-40	15	10
8	-15	-50	15	15
9	-5	-50	0	0
10	-10	-70	10	5
11	-15	-90	20	15
12	-15	-110	30	15
13	-10	-70	0	5
14	-15	-90	10	10
15	-25	-120	20	20
16	-25	-130	20	20
17	-15	-90	0	10
18	-20	-110	10	20
19	-35	-150	30	30
20	-45	-165	40	40

* = Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type.

† = Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type.

‡ = The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms and hands of a combatant.

§ = An armor quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB. Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

1.25 Parrying

A defender may wish to place more emphasis on personal defense than is implicit in the combat system. Therefore, a combatant may wish to sacrifice some or all of his Offensive Bonus (OB) with the weapon he is presently using, in order to increase his DB. Such an action is called parrying, though it may be thought of in many combat situations as dodging. The premise of sacrificing offensive capabilities in order to increase one's defensive capability is a fundamental component in this combat system.

Shield-Parry Chart				
Shield Type	Bonus Versus Melee	Bonus Versus Missile	Weight In Pounds	Parry Limitations
Wall Shield	30	40	45-50	None
Full Shield	25	25	25-30	None
Normal Shield	20	20	15-20	None
Target Shield	20	10	5-10	None
Maine Gauche	15*	0	1-3	Cannot parry missile attacks.
One-Handed Arms	5*	0	—	Cannot parry missile attacks.
Two-Handed Arms	5*	0	—	Cannot parry missile attacks. Against One-handed weapons a maximum of 50% of wielder's OB may be used to melee parry.
Pole Arms	5*	0	—	Cannot parry missile attacks. Against non-pole arms a maximum of 50% of wielder's OB may be used to melee parry.
Terrain	(variable)	(variable)	—	To be determined by the referee (e.g., a stone wall could be used to "parry" a missile attack).

* — Can only be used if weapon not used to attack with or if 100% of OB is used to parry.

Parrying Melee Attacks — A defender may parry a melee attack during the round by switching any or all of his OB (with the melee weapon he is using) to DB. All points of OB so switched are converted to enhance DB.

- The designation of this "OB/DB split" is done for all combatants at the beginning of the round.
- To parry a melee attack, the defender must be aware that he will be subject to the attack.
- He must also have a shield, suitable terrain, or a melee weapon. Some weapons may only be used to parry with a certain percentage of the wielder's OB.
- A combatant may only parry the foe that he attacks.
- If a combatant elects to parry with a weapon and with his entire OB, he receives the "shield" bonus for his weapon. However, he must still make an attack with a +0 OB. These bonuses are listed on the Shield-Parry Chart.

Parrying Missile Fire — As with melee parrying, a defender parrying a missile may reduce his OB, in whole or in part, and shift that bonus to his DB. To parry a missile attack:

- The defender must be aware that he will be subject to the attack.
- He must also have a shield (a weapon won't do) or suitable terrain with which to parry the missile.
- When parrying missile fire, the shift must be declared at the beginning of the round and is only applicable against one missile attack.
- Parrying a missile attack requires 50% of a character's normal activity for a round.

Parrying Limitations — A combatant may use part of his OB for missile parrying, another part for melee parrying, and another part for a melee attack; however, the sum of these may not exceed his normal OB total. A summary of parrying limitations may be found in the Shield-Parry Chart.

The Importance of Parrying: *AL* is based upon the assumption that characters will use the option of parrying to protect themselves. In a face-to-face battle, only berserkers, idiots, and desperate characters always use their entire OB in attack. Such characters usually do not last long unless they have something special going for them (e.g., incredible armor, incredible luck, super healing facilities, etc.). In most situations a character will and should use part of his OB to attack with and the rest to increase his DB and thus protect himself. Of course, in certain situations it is often wise for a character to attack with his entire OB; for example, when attacking a foe who cannot attack back, or perhaps when facing multiple opponents.

1.3 Offensive Bonus

The Offensive Bonus is added to the attacker's combat roll during the resolution of a given attack. Various factors contribute to a combatant's OB for a specific weapon and a specific situation; they are described below. The Offensive Modification Chart summarizes the factors that affect a defender's DB.

Offensive Bonus = Skill Bonus (expertise)
+ (3 x Stat Bonus)* + Profession Bonus
+ Weapon Bonus + Special Item Bonuses
+ Position Bonuses (Offensive Modifications Chart)
± Status Bonuses/Penalties (Offensive Modifications Chart)
- Parrying Bonus - 20 if weapon used in non-dominant hand
± Range Modifications (on attack table)
- Reloading Penalty
- Armor Missile Attack Penalty (Armor Chart)

** Players using the RMFRP (Rolemaster Fantasy Role Playing) should use the RMFRP stat bonuses for the weapon that their character is using and the generic 3x Stat Bonus formula.*

1.31 Weapon Bonuses & Modifications

A combatant's capabilities in combat often depend upon what weapons he uses. The normal weapon combinations are: no melee weapon, one-handed weapon, a one-handed weapon with a shield, a two-handed weapon, and two one-handed weapons.

No Melee Weapon

Normally a combatant without a melee weapon may not attack and may not parry with his OB (see Section 1.2.5). However, if such a combatant has a substantial object in his hands capable of blocking a weapon blow (e.g., a stool, a mattress, a log, a body), he may be given a shield bonus for the item. In such a case, a GM may even allow the combatant to make an attack. Usually, these attacks should be resolved on the Brawling Attack Table. An object used to parry in this manner may be broken or damaged.

In a similar manner, a combatant may "parry" with suitable terrain features (e.g., dodge around a tree, duck under a large branch, step behind a door). As always, the GM is the final judge as to the appropriateness of such "parrying" situations. This type of "parrying" does not use your character's OB, but instead uses the actual terrain features to supply your bonus to defense.

If your system has rules for martial arts, you can use the two martial arts attack tables (one for "hard" attacks, one for "soft" attacks) and the two corresponding critical strike tables.

One-Handed Weapons

A combatant armed with a single one-handed weapon may attack and parry normally (see Section 1.2.5).

One-handed Weapons with a Shield

A combatant armed with a one-handed weapon and a shield may attack normally and parry normally. Such a combatant may use his shield bonus for his DB against one foe and then use his parry bonus against the foe he attacks (i.e., not the foe he used the shield against). Alternatively, he may use both bonuses against the same foe.

Two-Handed Weapons

For normal human-sized creatures, these types of weapons require both hands to wield. Thus, they cannot be used with a shield. A combatant using a two-handed weapon may only use a maximum of 50% of his OB to parry an opponent using a one-handed weapon.

Two One-handed Weapons

A combatant may use a one-handed weapon in each of his hands. When a combatant develops skill with (i.e., trains with) a weapon, he must develop the skill with his dominant hand and skill with the non-dominant hand separately.

Any weapon used in the non-dominant hand automatically gets a -20 modification to the combatant's OB with that weapon.

The combatant may attack normally with both weapons at the same time; he may attack with only one and use the other for its "shield" bonus versus melee (see the Shield-Parry Chart).

If a combatant uses part of his OBs for parrying, he must decrease both his weapon OBs by that amount as this is changing his overall combat capabilities to be more defensive.

A combatant must direct both his attacks (and parry) against the same target.

Offensive Modifications Table

Effect	Category and Notes
+ (variable)	Skill bonus, stat bonus, level bonus, weapon quality bonus, spell bonuses, special item bonuses. These factors are usually fixed for a given character.
- (variable)	Parrying bonus.
-20	If weapon used in left hand.
± (variable)	Range modifications (see individual attack tables).
- (variable)	Reloading penalty.
- (variable)	Armor missile attack penalty (see Armor Chart).
+15	Flank attack.
+20	Rear attack.
+20	Surprise.
+20	Stunned foe. *
+30	Downed foe. *
+50	Prone foe. *
-10	Wounded more than 25% (concussion hits).
-10	Wounded more than 50% (concussion hits).
-10	Wounded more than 75% (concussion hits).
-20	Drawing a weapon (also applies to movement).
-50	Changing weapons (also applies to movement).
- (variable)	Moving (normally the % of possible movement equals the penalty).

Pole Arms and Thrown Weapons

Combatants in the second line should be allowed to strike past friendly combatants (front line) if they are using pole arms. This serves to simulate the effectiveness of organized groups of fighters with pole arms. The GM should determine whether the front line combatants and second line combatants are adequately trained for this type of combat.

If a stationary combatant is trained with a particular type of throwing weapon, he may throw that weapon using 80% of his normal OB and still melee with only a -20 modification to his melee OB. Such a combatant may only use a one-handed weapon or a one-handed weapon and a shield on the round that he throws the weapon. (He is assumed to be holding his melee weapon in his non-throwing hand).

1.32 Skill Bonus – Expertise

A combatant with expertise in handling a certain weapon receives a "skill bonus" for his weapon.

Expertise in *RM* is measured in terms of category and skill ranks. The higher the number of skill ranks one possesses in a given weapon skill, the higher the resultant OB will be. For the purposes of these guidelines, this bonus is:

+5 for each of skill ranks 1 to 10

+2 for each of 10 skill ranks 11 to 20

+1 for each of 10 skill ranks 21 to 30

+0.5 for every skill rank over skill rank 30.

Example: A combatant with skill rank 13 with a mace would have a skill bonus with the mace of 56 = (10 x 5) + (3 x 2).

See Section 5.0 for conversion notes on how to determine a character's OB from a non-skill based system.

1.33 Stats – Physical Prowess

A combatant with extraordinary physical strength and/or agility may receive a "stat bonus" for his OB. For unusually weak and/or clumsy characters this bonus may actually be negative.

Use the chart in section 1.3.3 to determine the stat bonus for the type of weapon used.

Weapon Type	Applicable Stat
Melee	Strength
Bows, Slings	Agility
Thrown	Strength

Example: Elor has a 96 Strength, so his stat bonus is +8, making his bonus to his OB a 24 (3 x 8 = 24).

1.34 Special Items

There may be special items (usually magic items) in a GM's campaign that will impart an OB modification to their possessors. These may range from unique magical artifacts to lucky charms. Their design/strength is subject to the GM's devising.

1.35 Profession Bonus

Certain character professions may get a bonus to their OB. This is based on how combat oriented they are. The list below gives the most common professions that receive a bonus. If the profession of your character is close to one of the following, then use the bonus given.

Profession	Profession Bonus*
Fighter	+20
Thief	+10
Rogue	+15
Warrior Monk	+10
Ranger	+5
Others	no profession bonus

* *Players using the* RMFRP *should use the* RMFRP *profession bonuses.*

1.36 Weapon Quality

Weapons that are remarkable in material, construction, or workmanship may add a bonus to a combatant's OB (or a penalty for inferior weapons). Bonuses for superior non-magical weapons should rarely exceed +10 or +15.

To determine the weapon bonus for a non-thrown missile attack, average the firing device's (i.e., bow or sling) bonus with missile's (i.e., arrow, quarrel, or stone) bonus and round off.

Example: A +10 composite bow firing a +5 arrow would have a weapon bonus of +8 = (10 + 5) ÷ 2.

1.37 Position

At the GM's discretion, a bonus or penalty may adjust a combatant's OB if his position is determined to be somehow superior or inferior to his opponent's. See the Offensive Modifications Chart.

Unless stated otherwise, position bonuses are cumulative. For example, a surprise rear attack would get a total position bonus of at least +55: +20 for surprise, +20 for rear attack, and +15 for a flank attack. A non-surprise rear attack would get a total position bonus of +35.

Status

A summary of the various status modifiers to an OB are listed in the Offensive Modifications Chart.

Parrying

As discussed in section 1.2.5, a combatant's OB is lowered for a specific attack by the amount he uses to parry.

Non-Dominant Hand Use

As discussed in Section 5.3.1, a weapon used in the non-dominant hand receives a special -20 OB modification.

1.38 Range

There is a modification to the firer's OB based upon the distance from the firer to the target. These modifications range from +30 to -75 and are provided on the Weapon Attack Tables.

The missile ranges given on each of the attack tables are the maximum ranges for which each of the given OB modifications apply. For example on the Composite Bow Attack Table (2.5), attacks made at a range of 0'-10' are modified by +25, attacks at a range of 11'-100' receive no modification, attacks at 101'-200' are modified by -35, attacks at 201'-300' are modified by -60, and attacks over 300' are not allowed.

1.39 Armor Missile Attack Penalties

A combatant making a missile attack receives a penalty to his OB if he is wearing armor that covers his arms. This includes armor types 6, 7, 8, 10, 11, 12, 14, 15, 16, 18, 19, and 20. The specific penalties are summarized on the Armor Chart. On page 7.

1.391 Reloading

The preparation (i.e., reloading) time required between missile attacks is dependent upon the type of weapon and how accurate the firer is attempting to be. The chart below gives the firer's OB penalty due to reloading.

The act of firing the weapon always takes one round and requires 50% of the firer's activity. A combatant preparing a shot (i.e., reloading) may still take 20% of his normal activity. The figures presented in the table assume the bow is strung and arrows/quarrels (or pellets) are available in quiver (or pouch). If a bow has to be strung, the following rounds are added to the preparation time.

Short Bow	+2 rounds
Composite Bow	+3 rounds
Long Bow	+3 rounds

Reloading Chart				
	Number of Preparation Rounds			
Weapon	0	1	2	3
Short Bow	10	0	0	0
Composite Bow	20	0	0	0
Long Bow	30	0	0	0
Light Crossbow	na	20	0	0
Heavy Crossbow	na	30	10	0
Sling	10	0	0	0
na = not allowed				

1.4 Additional Notes & GM Guidelines

This section provides some material that can help a Game Master handle specific situations that may come up.

1.41 Additional Weapons

The weapons given in the historical section of the Weapon Statistics Chart are historical weapons that have actually been made and used in our world. The statistics given are suggested values for their use with *Arms Law*. They indicate which *Arms Law* attack tables to use and what modifications to make. These weapons are intended to be examples of how to use the *Arms Law* system to simulate any weapon.

The weapons in the fantasy section of the Weapon Statistics Chart are fantasy (made up) weapons. They are very powerful and depend on special design and material. They are included to illustrate how you can make up your own weapons using this system.

1.42 Animals and Monsters

The animal statistics given in the Animal Statistics Chart are for animals that have actually existed on our world. The statistics given are suggested values for their use with *Arms Law*. They indicate which *Arms Law* attack tables to use and what modifications to make. These animals are intended to be examples of how to use the *Arms Law* system to simulate any animal.

The creatures in the Monster Statistics Chart are fantasy creatures. They are powerful, and their use in play often depends on special abilities and the world system being used.

Note: The OBs and DBs given to monsters and animals are based upon normal Rolemaster *values. In these systems, a fighter can have an offensive bonus as high as 80 to 90 at around 5th level. For use with other systems, the OBs and DBs given should be examined for their relation to character bonuses. It may be that the bonuses given should be cut to between 50-70% for some systems.*

1.43 Animals and Monsters Attacks

Each animal described on the charts has at least one type of attack and possibly as many as three (Primary, Secondary, and Tertiary). To determine which attack is used, roll percentile dice (1-100). Low (and in the given percent range, the last number) indicates that the primary attack is used while the higher rolls indicate secondary and possibly tertiary attacks.

The GM may always change the given pattern of attack for a given animal or situation; the provided values are only meant to be guidelines for the use of the attack tables.

Example: Examine the Wolverine entry. On a roll of 1-40 the wolverine will use the Bite Attack Table with an offensive bonus of 50 and a Maximum result of Medium (M). On a roll of 41-50, the Wolverine will use the Claw/Talon Attack Table with an OB of 45 and a Maximum result of Medium. On a roll of 51-100, the Wolverine will make both of the attacks.

An attack marked with a « or √ can as a result of another attack by the same animal has already obtained a critical strike this round.

« — If the attack given on the left (i.e., the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the same round.

√ — If the attack given on the left (i.e., the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the following round.

opt — The creature may use this attack (usually a weapon) if it desires (usually determined by the GM).

Example: A Gorgon attacks a man. On its first round of attack it has a 100% chance of using its Medium Horn attack with a 40 OB ("40MHo100"). It gives the man a "10AP" result. Since it got a non-Tiny critical result, it makes a Large Bash attack with an OB of 60 ("60LBa«"); otherwise, it would not have gotten any more attacks in the first round. With the large bash attack, it gives the man an "11BU.Ó Since the Gorgon got a non-Tiny critical with its large bash attack, it will get to make a Large Trample-Stomp attack with a 50 OB next round ("50LTs √Ó).

Weapon Statistics Chart

Weapon	Type	Wt.	Len.	F	BF	STR	Range Mod (in feet) 10	25	50	100	150	Table Used	Armor Modifications 20-17	16-13	12-9	8-5	4-1	Special
Historical Weapons																		
Axe (woodsman's)	2H	4-6	2.5-3	4	7	60w	–30	–	–	–	–	Handaxe	–5	–5	–5	–5	–5	Normally used as a tool.
Bastard Sword	1HS	4.5-6	3-4	4	8	75	–	–	–	–	–	Broadsword	+5	0	–5	–10	–10	
(Hand & a Half)	2H			5	8	75	–	–	–	–	–	2H-Sword	–5	–5	–5	–10	–10	Maximum result is 140.
Blackjack	1HC	1-2	.5-1	1	8	50s	–	–	–	–	–	Club	-10	-10	-10	-10	-10	Ambush only, Subdual criticals.
Blow Gun	MIS	1.5-2	3-6	5	2	30w	0	0	–20	–40	–	Sling	–5	+10	0	+5	+10	All criticals are punctures.
Boar Spear	PA	5-7	4.5-6	5	5	50w	–15	–30	–	–	–	Spear	+5	+5	0	0	–5	Can't push shaft up if impaled.
Boomerang	TH	.5-1	1.5-2	4	7	50w	0	0	0	–20	–30	Club	–5	–5	–5	–5	–5	If user trained, it returns.
Cat of Nine Tails	1HC	1-2	2.5-3.5	7	4	60s	–	–	–	–	–	Whip	–15	–10	–5	0	+10	
Claymore	2H	6-8	2.5-3.5	4	8	75	–	–	–	–	–	2H-Sword	–5	–5	–5	+5	+5	Scottish 2H-Sword.
Cudgel	2H	2-3	2-3	3	8	50w	–35	–	–	–	–	Club	+5	+5	+5	+10	+10	Large walking stick.
Cutlass	1HS	2.5-3.5	2-3	3	6	80	–20	–	–	–	–	Broadsword	+5	0	–5	–5	–5	
Darts (throwing)	TH	.5-1	.5	5	6	40w	0	–10	–20	–	–	Dagger	–10	+5	0	0	0	
Dirk	1HS	.5-1	.5-1	1	6	80	–15	–30	–40	–	–	Dagger	+5	+5	0	–5	–5	Scottish Dagger.
Fist (bare)	1HC	-	–	1	–	–	–	–	–	–	–	M.A. Strikes	0	0	0	0	0	Maximum result is Rank 1.
Foil	1HS	1.5-2	2.5-3.5	3	3	30	–	–	–	–	–	Dagger	+10	+10	+10	+10	+10	All criticals are Punctures.
Harpoon (light)	PA	4-5	6-7	4	6	50w	–5	–20	–	–	–	Javelin	–5	–5	–5	–5	–5	Hard to remove.
Jo	2H	1.5-2.5	4-5	5	6	50w	–	–	–	–	–	Q-Staff	0	0	0	0	0	Japanese staff.
	1HC			3	7	50w	–	–	–	–	–	Club	+5	+5	+5	+5	+5	
Katana	1HS	4-6	3.5-4	3	7	85	–	–	–	–	–	Falchion	-5	0	+5	+5	+5	Japanese sword.
Lance (medieval)	PA	8-12	10-15	7	8	50w	–	–	–	–	–	Lance	+10	+10	+5	0	0	If jousting, all criticals are 'A's.
Lasso	1HC	1-2	6.5-10	6	4	50s	0	-10	–	–	–	Grapple	0	0	0	0	0	Maximum result is Medium.
Long Sword	1HS	3.5-5	2.5-3.5	4	6	70	–	–	–	–	–	Broadsword	+5	+5	0	–5	–5	
Net (gladiator's)	1HC	1.5-3	4-6	5	5	60s	0	–	–	–	–	Grapple	+5	+5	+5	+5	+5	Maximum result is Large.
Net (fishing)	1HC	2-4	5-8	8	5	60s	–5	–	–	–	–	Grapple	–5	–5	–5	–5	–5	Maximum result is Medium.
No-Dachi	2H	7-9	5-6	5	7	75	–	–	–	–	–	2H-Sword	+5	+5	+5	+5	+5	Japanese 2H-Sword.
Nunchaku	1HC	2-3	2.5-3	7	7	50w	–	–	–	–	–	Morning Star	–5	–5	–5	–5	–5	Okinawan cereal beater.
	2H	2-3	2.5-3	7	7	50w	–	–	–	–	–	Flail	–5	–5	–5	–5	–5	
Pick	2H	5-8	3-4	6	8	50w	–	–	–	–	–	Mattock	–10	–10	–10	–10	–10	Normally used as a tool.
Pilum	PA	4.5-5	5.5-6	5	6	40w	0	–20	–30	–	–	Javelin	+5	+5	+5	+5	+5	Roman throwing spear.
Sabre	1HS	3-4	2-3	3	5	70	–	–	–	–	–	Scimitar	+5	+5	0	0	0	
Sai (parrying wp)	1HS	2-3	1-2	2	5	70	–20	–20	–	–	–	Maine Gauche	–5	–5	–5	–5	–5	+25 vs. melee if not used to attack.
Shuriken	TH	.25-.5	.2-.75	5	5	60	0	0	–20	–30	–	Dagger	+5	+5	+10	+10	+10	Japanese throwing star.
Trident	PA	4-6	5-8	5	6	40w	–15	–30	–40	–	–	Spear	0	+5	+5	+10	+10	
Tomahawk	1HS	3-4	1-2	2	7	50w	–5	–15	–30	–	–	Handaxe	–10	–10	–10	–10	–10	
Tonfa (special)	1HC	1.5-2	2-2.5	4	7	50w	–	–	–	–	–	Club	+10	+10	+10	+10	+10	Okinawan rice husking rod.
Fantasy Weapons																		
Baw	1HS	4-5	2-3	5	7	60w	–	–	–	–	–	Handaxe	+15	+15	+10	+10	+10	Can be used as an ice axe.
Cabis	1HS	2-3	1.5-2.5	4	6	60w	0	0	–10	–25	–	Handaxe	–10	–10	–10	–10	–10	Basically a throwing weapon.
Dag	1HS	5-6	3-4	6	8	80	–	–	–	–	–	Falchion	+10	+10	+10	+10	+10	A very large bladed weapon.
Ge (a super bola)	TH	4-6	4-5	8	8	60s			as Bola			Bola (2x Dam)	+10	+10	+10	+10	+10	Treat any criticals as both K and G. If fumbled, roll a "DG" on thrower.
Irgaak	2H	5-6	5-6	3	8	75	–	–	–	–	–	2H-Sword	+15	+15	+15	+15	+10	Roll criticals twice, apply all results.
Kynac	1HS	1-2	1-2	2	4	80	0	0	0	–25	–40	Rapier	–5	–5	0	0	0	A great throwing dagger.
Long Kynac	1HS	2-3	2-3	3	6	80	–20	–20	–20	–50	–	Rapier	+15	+15	+15	+15	+15	A great long dagger.
Shang (parrying wp)	1HS	1-2	1-2	1	0	5	70	–10	–	–	–	Scimitar	–10	–10	–10	–10	–10	+30 vs. melee if not used to attack.
Typh	1HC	4-5	3-4	6	6	60w	0	0	–10	–	–	Flail	–10	–10	–10	–10	–10	If fumbled, roll a “DK” on thrower.
Yarkbalka	1HS	4-5	3-4	6	8	75	–	–	–	–	–	2H-Sword	–10	–10	–10	–10	–10	If fumbled, roll a “CS” on thrower.

Type: 2H = Two-Handed Weapon; 1HS = One-Handed Edged Weapon; 1HC = One-Handed Concussion Weapon; MIS = Missile Weapon (not usable in melee); PA = Pole Arm; TH = Thrown Weapon (not usable in melee).

Wt.: Weight of weapon in pounds. Len: Length of weapon in feet. Special: Varies for each weapon.

F: Fumble range (a fumble occurs if unmodified attack roll is less than or equal to this number). BF: Breakage Factor (see Section 2.0).

STR: Strength (see Section 2.0) — a “w” indicates a wooden shaft (-15 to STR versus slashing weapons) — a “s” indicates a “soft” weapon (-30 to STR versus slashing weapons).

RANGE MOD: Modifications apply to targets at ranges less than or equal to the given distance (only one modifier applies, “–” means not allowed.)

Table Used: The *AL&CL* attack table used to resolve attack. Armor Modifications: Modifications to the attack roll based upon the armor of the defender.

Animal Statistics Chart

Name	Size	Hits	AT (DB)	Speed MS/AQ	Level	Primary Attack	Secondary Attack	Tertiary Attack	Special
Alligator (Crocodile)	L	120	7(0)	MD/MD	2	60LBi100	—	—	DB = +20, OB = +20 if in water.
Baboon	M	50	3(10)	MD/FA	3	40MGr70	60MBi «	40MBi30	Usually in tribal groups.
Barracuda	M	40	1(40)	VF/VF	2	45MBi100	—	—	—
Bat	S	4	1(60)	VF/VF	1	20SBi100	—	—	—
Bear (Grappling)	L	170	8(10)	MF/MF	5	70LGr100	60LCl «	20MBi «	Attack mode is based on situation.
(Charging)						60LBa100	—	—	—
Bees	T	1	1(40)	MD/VF	1	-10Ti100	Swarm–20SSt	—	Poison does hit 1 hit/bee.
Bird (small)	T	5	1(70)	VF/FA	1	0Ti100	6 or more–0SCl	—	Sparrows, doves, etc.
(large)	S	8	1(50)	FA/FA	1	0SPi100	3 or more–20MCl	—	Gull, ravens, etc.
Boa Constrictor (15')	M	50	3(0)	SL/SL	2	60MGr100	75LGr √	—	—
Boar	M	120	4(30)	FA/MD	3	40LHo100	30MBa «	20MTs «	Unpredictable, ill-tempered.
Bull	L	150	4(10)	MF/MF	3	35MHo80	40LBa20	30LTs «	—
Cat (leopard, etc.)	M	100	3(40)	VF/VF	3	40MCl40	60MBa60	60MBi √	Good stalkers, and ambushers.
Cheetah	M	70	3(50)	BF/VF	3	45MCl80	65MBi «	45MBi20	Little endurance.
Condor	L	90	1(30)	VF/MF	4	50LCl100	45MPi √	—	—
Crab	T	8	2(10)	VS/MD	1	0Ti100	6 or more–35SPi	—	—
Deer (Stag, etc.)	M	70	3(40)	VF/FA	2	20MHo90	20MTs10	—	Males only.
Dolphin	M	80	1(40)	VF/FA	8	50MBa100	—	—	Intelligent.
Eagle	M	30	1(30)	FA/FA	3	45MCl100	35SPi√	—	—
Elephant (male)	L*	450	12(10)	FA/FA	7	90HHo70	80HBa30	75HTs «	Could grapple if trained.
(female)	L*	450	12(10)	FA/FA	7	80HBa100	75HTs «	—	Could grapple if trained.
Elk (male)	L	200	8(10)	FA/FA	3	100HHo100	90LBa «	60LTs «	Loner except during mating season.
Falcon	S	25	1(60)	VF/BF	2	30MCl100	20SPi √	—	—
Gorilla	L	120	3(0)	MD/FA	4	45LGr80	70MBi «	50MBi20	—
Hawk	S	25	1(60)	VF/VF	2	40MCl100	25SPi √	—	—
Horse (charging)	L	150	3(20)	FA/FA	3	50LBa100	35LTs «	—	Medium-sized warhorse, bonuses vary
(rearing)						50MCr70	45LTs √	30MBi30	for heavier or lighter horses.
Housecat	S	10	1(40)	FA/FA	1	10Ti60	0Ti20	Both20	—
Hyenas (Jackals, etc.)	M	70	3(40)	VF/FA	2	45MBi100	—	—	Large packs, cunning.
Killer Whale	L*	600	8(20)	VF/VF	8	120HBi80	150HGr «	100HGr20	Intelligent, voracious.
Kraken (squid-like)	L*	200	8(0)	MF/VF	8	100HGr100	70HPi √	—	Pi attack due to beak.
Lion	L	150	4(20)	FA/MF	5	85LCl100	85LBi «	120LCl √	3rd attack as long as crits obtained.
Lizard (general class)	T	8	1(80)	BF/VF	1	0Ti100	6 or more–10SPi	—	—
(large)	S	16	1(50)	FA/MF	1	10SPi100	3 or more–40SPi	—	If poisonous, 1st attack is 50%.
Lobster	S	10	12(10)	VS/MD	1	20SPi100	—	—	—
Manta Ray	M	35	1(40)	VF/VF	3	30SBa100	—	—	—
Mongoose	S	35	3(70)	FA/BF	2	50SBi100	—	—	DB unusually large due to AQ.
Moose	L	120	4(20)	FA/MF	3	30LHo100	40LBa «	60LTs √	Males only.
Moray Eel	M	75	3(0)	SL/MF	2	100LBi100	—	—	Ambush attacks on sea floor.
Octopus (large)	M	40	1(30)	FA/FA	2	60MGr100	40SPi «	—	—
Owl	M	35	1(30)	FA/FA	1	40MCl100	40SPi √	—	Primarily nocturnal.
Pike	M	45	1(40)	VF/VF	2	30SBi100	—	—	—
Piranha	T	4	1(70)	VF/VF	1	25Ti100	6 or more–25SBi	—	+20 when water bloody.
Rats	S	5	1(30)	MD/MF	1	0SBi100	3 or more–30SBi	—	—
Rhinoceros	L	240	12(0)	MD/MF	7	130HHo100	110HBa «	110HTs √	Blind charge, poor eyesight.
Sabertooth Tiger	L	250	8(30)	VF/VF	5	110LBi70	70LCl20	Both10	—
Scorpion	T	2	1(40)	MD/VF	1	10SSt100	6 or more–50SSt	—	Very poisonous, 1-50 hits.
Shark	L	250	4(20)	FA/FA	5	100LBi100	—	—	+30 when water bloody.
Snake (non-constr.)	S	10	1(50)	FA/VF	1	25Ti100	6 or more–0SBi	—	—
(large, non-constr.)	M	20	1(30)	FA/VF	1	10SBi100	3 or more–25SBi	—	—
Spider (Ants, etc.)	T	1	1(10)	CR/FA	1	–50Ti100	Swarm–0Ti	—	Innocuous, possibly poisonous.
Squid (large)	S	20	1(50)	FA/FA	1	50SGr100	0SPi √	—	—
Tiger	L	150	4(30)	VF/VF	5	75LCl40	90LBa60	110LBi √	Rushes from short range.
Turtle (large)	M	80	12(30)	CR/SL	3	20LPi100	—	—	—
(large sea)	L	120	12(40)	FA/MD	3	40MPi100	—	—	If not in water, as above.
Weasel	S	35	1(50)	FA/VF	1	50MBi100	—	—	Vicious.
Whale (Sperm Whale)	L*	700	8(50)	MF/MF	8	60SGr50	75HBa50	—	'E' Gr crit means target is swallowed.
Wildcat (many types)	S	60	3(60)	VF/VF	3	30MCl30	20SBi30	Both40	Loners, ambushers.
Wolf	M	110	3(30)	FA/FA	3	65MBi100	—	—	Pack hunter, intelligent.
Wolverine	S	45	3(50)	FA/VF	2	50LBi40	45MCl10	Both50	Extremely vicious and bellicose.

Codes: Most of these statistics are standard combat statistics: Hits, AT = Armor Type, DB = Defensive Bonus, level.

Size: T = Tiny, S = Small, M = Medium, L = Large, H = Huge; L* = Any criticals against this creature are resolved using the Large Creatures rules; H* = Any criticals against this creature are resolved using the Super Large Creature rules.

Speed: MS = Movement Speed, the rate at which the animal is capable of travelling; AQ = Attack Quickness (speed of animal's attack).

Attacks: The attacks are given in the following form: *OB Attack Size Attack Type Additional Information*. **OB:** The standard Offensive Bonus for this attack.

Attack Size: Maximum result allowed on attack table: S = Small, M = Medium, L = Large, H = Huge, (no code for Tiny attacks).

Attack Type: Ba = Ram/Butt/**Ba**sh/Knockdown; Bi = **Bi**te; Cl = **Cl**aw/Talon; Cr = Fall/**Cr**ush; Gr = **Gr**apple/Grasp/Envelop/Swallow; Ho = **Ho**rn/Tusk; Pi = Beak/**Pi**ncher; St = **St**inger; Ti = **Ti**ny Animals; Ts = **Ts**ample/Stomp; Wp = **W**eapons.

Additional Information: # = the % chance of this attack being used; **«** = If the attack given on the left (i.e., the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the same round; **√** = If the attack given on the left (i.e., the primary attack for a secondary attack or the secondary attack for a tertiary attack) has obtained a non-Tiny critical this round, then this attack occurs in the following round; **opt** = The creature may use this attack (usually a weapon) if it desires (usually determined by the GM).

* — Defensive Bonuses (DB) so marked are obtained from the normal process with an extra bonus for especially tough hides, quickness, stature, etc. of the creature.

Monster Statistics Chart

Name	Size	Hits	AT (DB)	Speed MS/AQ	Level	Primary Attack	Secondary Attack	Tertiary Attack	Special
Ant (Giant)	S	25	17(30)	MD/MF	1	15SPi100	—	—	Assumes Ant is 1 to 2 feet long.
(Giant Warrior)	S	40	19(40)	MF/FA	2	35MPi100	—	—	Assumes Ant is 2 to 3 feet long.
Ape (Giant)	L	120	8(10)	MF/FA	5	55MCl100	70LGr «	60Wp √	Can use simple hand weapons.
Basilisk	L	110	12(10*)	MD/MD	6	60LHo100	—	—	Has special abilities.
Beetle (Giant)	M	50	16(10)	MF/FA	2	60LPi100	—	—	Assumes Beetle is 3 feet long.
Centaur	L	80	4(30)	VF/VF	5	50LBa100	40LTs «	50Wp opt	Intelligent Centaurs may use weapons.
Chimera	L	180	4(30*)	FA/FA	10	90LBi50	90LCl30	40MHo20	Has unusual abilities.
Cockatrice	S	30	3(50)	VF/MF	5	50MPi100	—	—	Has unusual abilities.
Crab (Giant)	M	60	16(20)	MF/MF	3	75LPi100	—	—	Assumes Crab is 4 feet wide.
Demon (Pale I)	M	35	1(20)	MF/FA	2	20MBa100	50MCr √	30Wp opt	Types as given in *SL*. Demons from
(Pale II)	M	60	3(30)	FA/FA	4	40LBa100	80LCr √	50Wp opt	other systems may be placed
(Pale III)	M	90	4(50*)	VF/FA	8	70LBa100	105LCr √	70Wp opt	into these classes.
(Pale IV)	M	120	4(60*)	BF/FA	13	100LBa100	130LCr √	90Wp opt	—
(Pale V)	L*	180	8(50*)	VF/FA	18	125LBa100	150HCr √	120Wp opt	2x damage with weapon.
(Pale VI)	L*	250	12(60*)	VF/FA	30	150HBa100	170HCr √	165Wp opt	2x damage with weapon.
Doppleganger	M	80	4(40)	VF/BF	8	70MCl70	40MBi30	60Wp opt	If in proper form, it can use weapons.
Dragon (typical adult)	H*	450	16(50*)	VF/FA	25	200HBi60	170HCl30	120HBa10	Diff. Dragons have unusual abilities.
Eagle (Giant)	L	150	3(40*)	VF/VF	8	80LCl100	60LPi √	—	Trained rider could also attack.
Efreet	M	110	1(70)	VF/VF	8	80LBa50	70LGr «	60Wp50	Ba criticals are Heat.
Elemental (weak-AIR)	M	80	1(40)	VF/FA	10	40LBa100	40LGr √	—	Ba criticals are Impact if *SL* is used.
(weak-EARTH)	M	80	1(40)	VF/FA	10	70LBa100	50MGr √	—	—
(weak-FIRE)	M	80	1(40)	VF/FA	10	50LBa100	50MGr √	—	Ba criticals are Heat.
(weak-WATER)	M	80	1(40)	VF/FA	10	60LBa100	60MGr √	—	Ba criticals are Impact if *SL* is used.
(powerful-AIR)	L*	120	1(30)	VF/FA	20	70HBa100	60LGr √	—	Ba criticals are Impact if *SL* is used.
(powerful-EARTH)	L*	120	1(30)	VF/FA	20	120HBa100	80LGr √	—	—
(powerful-FIRE)	L*	120	1(30)	VF/FA	20	90HBa100	70LGr √	—	Ba criticals are Heat.
(powerful-WATER)	L*	120	1(30)	VF/FA	20	100HBa100	75LGr √	—	Ba criticals are Impact if *SL* is used.
Gargoyle	M	80	16(30*)	MF/FA	5	60LCl60	40MBi «	Both10	If intelligent, can use weapons.
Genie	M	90	1(40)	VF/VF	6	75MBa30	65MGr «	70Wp70	Has unusual abilities.
Giant (small)	L*	150	4(20)	FA/FA	6	35LBa100	50LCr √	60Wp opt	2x damage with weapon.
(medium)	L*	250	8(20*)	FA/MF	12	65HBa100	90HCr √	80Wp opt	3x damage with weapon.
(large)	H*	350	12(30*)	FA/MF	20	75HBa100	100HCr √	120Wp opt	4x damage with weapon.
Goblin	M	15	1(10)	MD/MF	1	20Ti100	25Wp opt	—	Wears armor, wp OB varies with lvl.
Golem (Flesh)	L	100	1(15*)	MD/MD	10	100MBa100	50LCr «	—	Usually have little intelligence.
(Clay)	L*	120	1(20*)	MD/MD	10	110LBa100	60LCr «	—	The sizes for the golems need
(Stone)	L*	170	16(20*)	MD/MD	10	130LBa100	70LCr «	—	not be L and H; the L* and H* are
(Iron)	H*	200	20(30*)	MD/MD	10	150HBa100	80LCr «	—	given to indicate the critical charts
(Mithril)	H*	250	20(50*)	MD/MD	10	200HBa100	100HCr «	—	used when Golems are attacked.
Gorgon	L	110	9(20*)	MF/VF	6	40MHo100	60LBa «	50LTs √	Has unusual abilities.
Griffin	L	130	7(30)	VF/VF	8	70LCl40	60LBi40	Both20	Has unusual abilities.
Harpy	M	50	2(10)	MD/MD	6	30MCl100	30Wp opt	—	Has unusual abilities.
Hippogriff	L	160	8(10)	MF/FA	9	90LCl35	75LPi30	Both35	Has unusual abilities.
Hobgoblin	M	25	1(10)	MD/FA	2	30Ti100	35Wp opt	—	Wears armor, wp OB varies with lvl.
Hydra	L*	150	16(20*)	MD/FA	10	60MBi100	—	—	4-7 heads, each head gets an attack.
Lich	M	150	1(75*)	BF/BF	20	70Wp100	—	—	Has very unusual abilities, good luck.
Medusa	M	60	1(20)	MF/VF	5	30Wp100	—	—	Has unusual abilities.
Ogre (small)	M	90	1(20)	MF/FA	4	75MBa90	40MCl «	30Wp10	Wp capability rises with intelligence.
(large)	L*	140	1(10)	MF/FA	8	120LBa85	80LCl «	60Wp15	Wp capability rises with intelligence.
Orc (non-combatant)	M	15	1(10)	MD/MF	1	15Wp60	20Ti40	—	Women, children and non-fighters.
(fighter)	M	45	1(10)	MD/MF	3	35Wp85	25Ti15	—	Uses weapons and armor.
(leader)	M	75	1(10)	MD/MF	6	60Wp95	30Ti05	—	Leads squads of fighters.
(commander)	M	110	1(10)	MD/MF	10	90Wp99	35Ti01	—	Rules large clans or groups of Orcs.
Pegasus	L	75	3(30)	VF/FA	6	35MCr70	35MTs «	30MBi30	Has unusual abilities.
Roc (huge bird)	L	200	4(30*)	VF/FA	10	90HCl100	80LPi √	—	Trained rider could also attack.
Sphinx	H*	250	8(30*)	VF/VF	12	170HCl50	150HBi25	Both25	Extremely vicious physical fighter.
Titan	H*	250	8(20)	VF/VF	15	110HBa100	200HCr «	120Wp opt	4x damage with weapons, use at will.
Troll (classical, small)	L	110	11(20*)	MF/FA	5	100LBa70	80LCl30	40MBi «	Semi-intelligent.
(classical, large)	L*	170	11(20*)	MF/FA	10	160HBa70	110HCl30	65LBi «	Semi-intelligent.
(civilized, small)	L	100	11(20*)	MF/FA	5	100Wp opt	50MBa70	40MCl30	Uses wps and armor (unless disarmed).
(civilized, large)	L*	165	11(20*)	MF/FA	10	140Wp opt	80LBa70	60LCl30	Uses wps and armor (unless disarmed).
Undead (Class I)	M	25	1(10)	MD/FA	1	25SBa90	15Wp10	—	Classes as in *SL*: Undead from
(Class II)	M	50	1(20)	MF/FA	3	40MBa60	45Wp40	—	other systems may be placed into
(Class III)	M	100	1(30)	FA/FA	7	60MBa50	50Wp50	—	these classes. Sizes for Classes V
(Class IV)	M	135	1(40*)	VF/VF	10	95Wp60	70LBa40	—	and VI need not be L and H; L* and
(Class V)	L	165	1(40*)	VF/BF	15	110Wp70	90LBa30	—	H* are given to indicate crit charts
(Class VI)	H*	200	1(40*)	VF/BF	20	180Wp80	90HBa20	—	used when the Undead are attacked.
Unicorn	L	90	4(40)	BF/VF	10	100LHo100	30MBa «	50MTs «	Has unusual abilities.
Werewolf	M	130	4(50*)	VF/VF	7	65LBi35	50LCl30	Both35	Has unusual abilities.
Werebear	L	190	8(40*)	FA/VF	8	85LGr100	70LCl «	70LBi «	Has unusual abilities.
Wyvern	L	150	16(35*)	VF/FA	10	90LPi60	60LCl20	60LBa20	Has unusual abilities.

1.5 Definitions

Below are some of the common terms used in *Arms Law*.

Action – An action is an activity that a character may perform during a round (10 seconds).

Attack Roll – A "roll" that is used to determine the results of a melee or missile attack.

Chance – Often in *AL* an action or activity has a "chance" of succeeding or occurring, and this chance is usually given in the form of # %. This means that if a roll (1-100) is made (see below) and the result is less than or equal to the #, then the action or activity succeeds (or occurs); otherwise it fails.

Critical Strike – Unusual damage due to particularly effective attacks. The term "critical", or just "crit" will often be used instead of "critical strike."

Defensive Bonus (DB) – The total subtraction from the combat roll due to the defender's advantages, including bonuses for the defender's quickness, shield, armor, position, and magic items.

Downed – When a combatant falls to the ground, he is considered downed. This does not mean prone. It is presumed that the combatant is still moving.

Fumble – An especially ineffective attack or mishandling of a weapon that yields a result that is disadvantageous for the attacker.

Hits (Concussion Hits) – Accumulated damage, pain, and bleeding that can lead to shock, unconsciousness, and sometimes death. Each character can take a certain number of hits before passing out (determined by his "Body Development" skill).

Melee – Hand-to-hand combat (i.e., combat not using projectiles, spells, or missiles) where opponents are physically engaged—be it a fistfight, a duel with rapiers, or a wrestling match.

Offensive Bonus (OB) – Each character has an "offensive bonus" when he is using a weapon—this OB includes bonuses for the character's stats, superior weapon, skill rank, magic items, etc. This OB is added to any attack rolls that are made when he is using that weapon.

Parry – The use of part of a character's offensive capability to affect an opponent's attack.

Round – The time (10 seconds) required to perform one action.

1.6 Roll them Bones: *Arms Law* Die Rolling Conventions

Arms Law and *Rolemaster* use a percentile system. Results between 1 and 100 are the primary basis of *Rolemaster*. So find yourself two lucky ten-sided dice; they are all you will ever need to use *Arms Law*. High is good and low is bad when you roll the dice. The higher you roll, the better your chances of hitting an opponent. The lower the roll, the more likely it is that you missed, or worse fumbled.

There are four types of "percentile" rolls (1-100) in *Arms Law:*

Basic Percentile Roll: 1-100 Roll (1d100) — Most of the rolls in *Rolemaster* are "1-100" rolls (also called "d100" rolls). To obtain a 1-100 result roll two 10-sided dice together—one die is treated as the "ten's" die and the other as the "one's" die (designate before rolling, please). Thus a random result between 01 and 100 (a "00" is treated as 100) is obtained.

Example: The GM asks a player to make a 1-100 roll. The two dice are rolled; the ten's die is a "4" and the one's die is a "7." Thus the result is "47."

In addition there are three special types of percentile rolls: *open-ended low*, *open-ended high*, and *open-ended*. These die rolls add an interesting element of chance to *Arms Law* combat. Not every percentile roll is automatically "open-ended"; generally the GM will specify if the roll is open-ended, or open-ended high or low.

Low Open-ended Roll — It the result of the percentile roll is 01-05, then condolences, you have just made an open-ended low roll. The dice are rolled again and the result is subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the low open-ended roll. A low open-ended roll is generally used to simulate the off chance of something going wrong with some routine event.

Example: Gavin's Bard Jereth is performing for a crowd of drunken sailors at the White Hart. Jereth is a good musician, and his goal is to keep the patrons distracted while his comrades sneak upstairs and search the rooms above. The GM tells Gavin to roll open-ended low. Gavin rolls a 53, and succeeds in keeping the crowd's attention. If he had rolled 05 or below, he would have failed. This could have meant anything from the patrons pitching Jereth out of the door, starting a bar fight, or noticing his comrades. How bad depends on the result of the roll; the lower the roll the worse the reaction of the patrons. However, if Jereth had rolled a 96 or above, it would be a fine performance, but the effect on the audience would be nil, since they are too drunk to care.

High Open-ended Roll — If the result of the percentile roll is 96-00 then congratulations, you have just made an open-ended high roll. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the high open-ended roll. Open-ended high rolls give you the chance of something spectacular happening. *All attack rolls are open-ended high.*

Example: Kiara is searching for a rare herb in the city's herb shops. The GM, tells her to make an open-ended roll—if she succeeds in rolling between 96-100, she will find a dose of the herb. Kiara rolls a 97, followed by a 96, followed by a 52. This is a spectacular result, and the GM rules that Kiara, not only finds what she is looking for, but that the herbs are fresh, top quality, and reasonably priced. If she had rolled less than 96, her quest would have failed. Had she rolled 05 or less it would still be a failure with no untoward results, since she was asked to make an open-ended high roll.

Open-ended Roll — An open-ended roll is both high open-ended and low open-ended.

Example: Jereth is chatting with the captain of the guard in the White Hart. He is trying to befriend the captain, in hope of future favors and information. The GM tells Gavin to make an open-ended roll for the captain's reaction.

Open-ended low result: The captain can't stand the sight of Jereth.

Open-ended high: The captain greets Jereth like a long lost brother and comrade. "Jereth, what was it you wanted to know?"

Unmodified Rolls (UM)

Certain results on some rolls indicate an immediate effect—no modifications (or bonuses) are considered. These rolls are marked on the appropriate charts with a UM. For example, all weapon attacks result in a fumble if the initial unmodified 1d100 roll falls within the fumble range of the weapon.

2.0 Making an Attack

Whenever you would normally make an attack, do the following:

1) Roll d100 (open-ended high). Open-ended is a term used to describe that slight chance of just about anyone being lucky. If the initial die roll is 96 through 100, roll again and add the second roll to the first. If the second roll is also 96 through 100, repeat this process until you roll something besides a 96 through 100.

2) If the initial die roll falls within the failure/fumble range for the weapon/attack, resolve the fumble/failure. The attack procedure ends here. Otherwise, continue with Step 3.

3) Add your character's OB (offensive bonus) to the final die result.

4) Subtract your foe's DB (defensive bonus) from the adjusted die total.

5) Look up the modified result on the weapon attack table. There will be three possible results, a miss (denoted by a "—" in the table), a normal hit (denoted by a number; e.g., 8), or a critical hit (denoted by a number and a letter; e.g., 10D). For more information on reading the attack tables, see below.

Note: Combats run smoother if all players have a copy of the attack table(s) their character uses. The Gamemaster then only looks up attack results for the "bad-guys" while the players do all of their own look ups.

The Attack Tables

At the top of each table, there is a box that contains some information. Each piece of information is listed below, along with a description of its purpose.

1)Weapon Name: The weapon to which this table applies.

2)Weapon Type: This is the *RM* Weapon Category that this weapon uses. In the standard *FRP* campaign, there are six weapon types: One-Handed Edged, One-Handed Crushing, Missile, Thrown, Two-Handed, Polearm.

3)Attack Table Number: This is a unique number that can be used to identify the table.

4) Critical Type: The type of critical that the weapon inflicts.

5) Length: The standard range of lengths for this weapon. It is possible to have a unique weapon of this type that falls outside this range.

6) Weight: The standard range of weights for this weapon. It is possible to have a unique weapon of this type that falls outside this range.

7) Fumble: This shows the chance that this weapon will fumble in an attack. If an unmodified attack roll falls within the range shown, the attacker fumbles his weapon and must then roll on the appropriate Fumble Table.

8) Breakage #s (optional): These numbers show how often the weapon should be checked for breakage. Anytime the attacker rolls doubles of the numbers shown (e.g., 1,2, 3,etc.), the weapon will check for breakage. For missile weapons, the word "Auto" indicates the need to check for the missile's breakage every time it is fired.

9) Strength (optional): The standard range of strengths for a normal weapon of this type. If the range is followed by a "w," the weapon normally has a wooden shaft. This type of weapon should have its Strength lowered by 15 when hitting an "edged" object (e.g., one-handed edged weapons, etc.). Similarly, an "s" indicates a "soft" weapon and its Strength should be lowered by 30 when hitting edged objects. It is possible to have a unique weapon of this type that falls outside the range(s). Breakage for the missile weapon itself is handled through the Weapon Fumble Table (4.13). For missile weapons, the indicated ranges apply to the missile.

10) Range Modifiers: This shows the range modifications to OB when the weapon is either thrown or used as a missile weapon. If the weapon cannot use the attack table when thrown, there will be a dash here ("—").

11) Concussion Damage: This is an example of an attack result that does only concussion damage.

12) Critical Strike: This is an example of an attack result that delivers a critical strike (in addition to concussion damage).

13) Armor Type.

2.01 Reading the Attack Tables

When looking up results on the attack table, there are four possible results: a fumble, a miss, a normal hit, or a critical hit. This section explains how to interpret each of the possible results.

Attack Table 2.23 (3)
Short Sword (1)
One-Handed Edged (2)

Critical Type: Slash (4)
Length: 1.5 - 2 feet (5)
Weight: 2 - 4 lbs (6)
Fumble Range: 01 - 02 UM (7)
Breakage #s: 1,2,3,4,5,6 (8)
Strength: 74 - 86 (9)
Range Modifiers: 1' - 10' -30 (10)

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	5C	7D	9E	11E	10E	10E	13E	13E	11E	13E	17E	17E	16E	16E	21E	24E	18E	21E	24E	26E
145 - 147	5C	7D	9E	11E	10E	10E	13E	13E	11E	13E	17E	17E	16E	16E	21E	24E	18E	21E	24E	26E
142 - 144	5B	7C	9D	11E	10D	10E	13E	13E	11E	13E	16E	16E	16E	16E	20E	23E	17E	20E	23E	25E
139 - 141	5B	7C	9D	11D	10D	10D	12D	12E	11E	12E	16E	16E	16E	15E	20E	23E	17E	20E	23E	24E
136 - 138	5A	7B	9C	10D	9C	9D	12D	12D	10D	12D	15D	15E	15E	15E	19E	22E	16D	19E	22E	24E
133 - 135	5A	7A	8C	10D	9C	9C	12D	11D	10D	12D	15D	15D	15D	15D	19D	21E	16D	19D	22E	23D
130 - 133	5	7A	8C	10C	9C	9C	11C	11D	10D	11D	15D	14D	15D	15D	19D	21D	15D	18D	21D	23D
127 - 129	5	6	8B	9C	9B	9B	11C	11C	9C	11D	14D	14D	14D	14D	18D	20D	15D	18D	21D	22D
124 - 126	5	6	8A	9B	8A	8B	10B	10C	9C	10C	13C	13D	14D	14D	17D	19D	14C	17D	20D	21D
121 - 123	5	6	7A	9B	8A	8B	10B	10C	9C	10C	13C	13D	14C	13D	17D	19D	14C	16C	20D	20D

(11) (12) (13)

Fumble

If the initial attack roll falls in the fumble range for the attack type, the attack has gone poorly for the character. You must roll again (d100, not open-ended) and look up the result on the appropriate fumble table (Tables 4.13 or 4.14). Table 4.13 is for weapon fumbles, and Table 4.14 is for non-weapon fumbles. Each column on the tables applies to a type of weapon or attack; e.g., two-handed weapons like a battle axe would look up their fumbles on the Two-Handed column of Table 4.13 while a martial artist fumbling a strike attack would look up his fumble on the MA Strikes column of Table 4.14.

A Miss

If the final attack result reads as a miss (e.g., a "—" in the table), the character's opponent was crafty (or lucky) and avoided taking any damage from the attack.

A Hit

If the final attack result reads as a normal hit (e.g., 8), the character has battered his foe a little bit. The number represents how much concussion damage the foe must subtract from his total concussion hits. However, these wounds are generally not critical and the foe will probably be a bit angry (and might just punch you in the nose for that!).

A Critical Hit

Usually, it's critical hits that kill when using *Arms Law*. If the final attack result reads as a critical hit (e.g., 10D), the character has made a mighty attack indeed and has delivered some critical damage to his foe! This involves two steps. The first is to subtract the number part of the attack result from the foe's concussion hits (in the example above, the foe would subtract 10 from his concussion hits). And then, the attacker rolls another roll (not open-ended). The result of this roll is indexed on the appropriate critical strike table. The letter indicates the severity of the critical hit (i.e., the column to roll on) and the Critical type at the top of the table indicates which critical table to roll on (K=Krush, P=Puncture, S=Slash, U=Unbalancing and G=Grapple). Some weapons can do different types of criticals; consult the Optional Critical Table below or the individual attack table to find the individual weapon's optional critical types.

Example: Kailo is playing Kendric the Bard. Kendric is standing around the bodies of his fallen friends. The only ones that remain standing are the enemy captain and himself. He readies his rapier and attacks.

Kailo rolls percentile dice and the result is a 12. Kailo knows that the fumble range for a rapier is 01-04, so he didn't fumble his attack. After all modifications, the attack roll results in a 63. Cross-indexing with the captain's Armor Type (chain shirt—13) reveals that the attack did 2 concussion points of damage.

The GM now rolls for the captain, resulting in a 79. The captain is using a short sword. The GM checks the fumble range (01-02) on a short sword and realizes the captain does not fumble his weapon. After all modifications, the attack roll is a 141! The GM cross-indexes this result with Kendric's Armor Type (metal breastplate—17) and discovers that poor Kendric takes 10 concussion points of damage and a 'D' Slash Critical Strike! The GM rolls again for the critical, and rolls a 36 for the captain, resulting in a slash across Kendrick's upper body; Kendrick takes 3 extra hits from the attack and is now bleeding 2 hits per round.

2.02 Reading the Critical Strike Tables

There are two parts to each entry in the critical strike tables: the description of the attack result and the rule effects of the strike).

The description is intended as flavor and the one who is reading the result should feel free to modify it to reflect the actual situation more closely. For example, if the result says that foe's shield arm is broken, but the foe is a wild boar, the result should be interpreted as one of the legs of the beast. Common sense should prevail and players can have great fun elaborating on the descriptions!

The second part of the critical strike is the effect of the strike. The key for the symbols is shown at the bottom of the table. One important factor to remember is that while the description can be changed or embellished, the results cannot. Players should keep this in mind when reading the results. You cannot simply change the result to a severed arm if the only effect was +5 Concussion Hits and a single round of Stun (that is hardly the effect a severed arm would give). Tailor the descriptions to both match the situation and the effect!

Here are the specific notes about the symbols found in the effects of critical strikes. The symbol # is number of rounds of effect or extra hits and N is the value of the penalty or bonus. Note that in the key # is shown. When # is not specified in the critical effect, it is assumed to be 1. The presentation of this information will always follow this format:

+#H – #☼ – #⊗ – #× –#♠ – #(-N) – #(+N)

+#H Sometimes the only effect is that the foe takes a few more (#) concussion hits (too bad).

#☼ A stunned foe can only parry (see Section 1.2, Parrying) with half normal skill for # rounds. In addition, the only other maneuvers allowed are half 50% effectiveness.

#⊗ A foe who cannot parry has all other actions operating at only 25% normal effectiveness for # rounds. Note that this is often accompanied by a stun result (in which case the more severe penalty is applied).

#× A foe who must parry has all other actions operating at only 75% normal effectiveness. Note that this is often accompanied by a penalty result #(-N) showing # rounds of penalty -N.

#♠ A bleeding foe will lose # hits every round until the bleeding can be stopped (it should be noted that "bleeding" represents simply the on-going taking of damage, not necessarily bleeding). Note that this is "severe" bleeding (the kind that will not stop on its own). Some kind of successful first aid will stop a wound that is bleeding up to 5 hits per round. If a wound is bleeding for more than 5 hits per round, you will need either magic or major surgery to stop it!

#(-N) Unlike most critical effects, if a penalty is shown without a #, the penalty will last until the wound is healed (either with normal healing time, magical healing, or a visit to the hospital).

#(+N) If the result shows a bonus (a number with a "+" in front of it), the bonus applies to the attacker's next # of attacks.

All damage (including concussion hits), unless otherwise noted, is only applicable to the target combatant.

Often bleeding, bruises, burns, frostbite, etc. indicated on the critical strike tables are reflected in the form of additional concussion hits. This is meant to show the gradual weakening brought about by shock, bleeding, and pain. This is often referred to as "bleeding."

Optional Critical Modifiers			
Weapon	Primary Critical	Alternate Critical I	Alternate Critical II
Battle Axe	Slash	Krush -20	Puncture -30
Bola	Grapple	Krush -20	——
Broadsword	Slash	Krush -15	Puncture -25
Club	Krush	——	——
Composite Bow	Puncture	——	——
Dagger	Puncture	Slash -10	Krush -10
Falchion	Slash	Krush -20	——
Flail	Krush	Puncture -40	——
Hand Axe	Slash	Krush -10	——
Heavy Crossbow	Puncture	——	——
Javelin	Puncture	——	——
Lance	Puncture	Krush -20	——
Light Crossbow	Puncture	——	——
Long Bow	Puncture	——	——
Mace	Krush	——	——
Maine Gauche	Puncture	Slash -10	Krush -20
Morning Star	Krush	Slash -30	——
Pole Arm	Puncture	Slash -20	Krush -20
Quarterstaff	Krush	——	——
Rapier	Puncture	Slash -30	Krush -20
Scimitar	Slash	Krush –20	——
Short Bow	Puncture	——	——
Short Sword	Slash	Krush -10	Puncture -10
Sling	Krush	——	——
Spear	Puncture	Slash -15	Krush -15
Two Handed Sword		Slash	Krush -10
Puncture -30			
War Hammer	Krush	Puncture -20	——
War Mattock	Krush	——	——
Whip	Krush	——-	——
Special Attack Tables			
Beak/Pincer	Puncture	——	——
Bite	Puncture	——	——
Brawling	Brawling	——	——
Claw/Talon	Slash	——	——
Fall/Krush	Krush	——	——
Grapple/Grasp/Env.	Grapple	Krush -20	——
Horn/Tusk	Puncture	——	——
Martial Arts Strikes	Strikes	——	——
Martial Arts Throws		Throws	——
——			
Ram/Butt/Bash	Krush	Unbalance -10	——
Stinger	Tiny/Puncture	——	——
Tiny Animal	Tiny	——	——
Trample/Stomp	Krush	——	——

Next swing/roll/attack can refer to a missile attack, maneuver, or spell attack as well as to a melee attack.

If a target takes a critical result that lasts for a certain number of rounds and he has not yet performed his action for the current round, the current round counts as one of the rounds affected by the result. Otherwise, the effects begin the round after the critical is received.

If an item is indicated as being destroyed by a critical result, it is automatically destroyed unless it is made of an extraordinary material or it is incredibly magical.

Effects of "Stun" Rounds — A combatant may be "stunned" for a number of rounds due to critical strikes (this includes all "Stunned" rounds, all "Stunned No Parry" rounds, and all "Down" or "Out" rounds). All of these "stuns" due to multiple critical strikes are cumulative. Normally the total number of rounds of "stun" decreases by one each round, with the most severe type of "stun" taking effect first.

2.03 Critical Strikes Against Large and Super-Large Creatures

Certain unusual creatures are so large and/or powerful that the normal critical strike tables are not used when they receive critical strikes. Unusual creatures are separated into two categories: Large Creatures (Trolls, Giants, Undead, etc.) and Super-Large Creatures (Dragons, Demons, etc.).

Each category has its own critical strike table that is consulted if a sufficiently severe critical strike is obtained against them. The roll for criticals against Large and Super-Large creatures is high open-ended.

Large Creature Critical Strikes — Only critical strikes of severity 'B', 'C', 'D', or 'E' affect large creatures (i.e., 'A' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the weapon type on the Large Creature Critical Strike Table. The result obtained is applied immediately. Note that the severity of the critical strike is irrelevant, except that it must be of 'B' severity or higher. This reflects the fact that such creatures present such a large target that they are much more difficult to seriously hurt.

Super-Large Creature Critical Strikes — Only critical strikes of severity 'D' or 'E' affect super-large creatures (i.e., 'A', 'B', and 'C' severity criticals are ignored). A high open-ended roll is made and cross-indexed with the weapon type on the Super-Large Creature Critical Strike Table. The result obtained is applied immediately.

This table should be consulted only for creatures such as Dragons, Dinosaurs, and the most powerful Demons.

Slaying Criticals — Some Large and Super-Large creatures are especially vulnerable to certain magical weapons (e.g., a Troll is vulnerable to a weapon of "Troll-slaying"). If a critical is obtained with such a weapon against a Large or Super-Large creature, the "Slaying" column is used.

If a critical strike is obtained when using a weapon of slaying against a man-sized creature (e.g., an Orc-slaying sword used against an Orc), the normal critical is resolved and then a second critical is resolved on the slaying column of the Large Creature Critical Strike Table, using the same roll that was used for the normal critical.

2.04 Optional Criticals

To use the optional criticals the attacker must announce prior to making his or her attack roll which optional critical he or she would like to use. The attacker then subtracts the critical modifier from his or her attack roll.

Example: Nynyve, wielding a broad sword, announces her intention to crush her opponent to a bloody pulp. The GM interprets this to mean that she has decided to use Krush instead of Slash criticals. Nynyve attacks, and subtracts -15 from her attack roll, and handily tops out. She now rolls an 85 on the Krush table. Consulting the 'E' column she finds that she has crushed her foe's ribs and organs, which will be fatal in 3 rounds. You go girl!

Subdual Criticals

Attackers wielding bladed weapons now have the option of inflicting Subdual criticals, by taking a -30 to their OB on their attack roll.

2.05 Things Fall Apart: Weapon, Item & Device Breakage (Optional rules)

Weapon Breakage

Each weapon attack table provides two pieces of information used to determine when the weapon breaks: a Breakage # and a Strength. A weapon must check for breakage whenever:

- An unmodified attack roll for a weapon is doubles (i.e., 11, 22, 33, 99, or 00), and
- The doubled number is one of the weapon's breakage #'s as given on the weapon's attack table.

When required, check for weapon breakage by making a d100 open-ended roll and adding these modifiers:

- The weapon's Strength. A Strength range is given on the weapon's attack table. If the exact Strength is not known, average the high and low values of this range to obtain the weapon's exact Strength.
- -15 if the weapon has a wooden shaft (i.e., a "w" follows its Strength on its attack table) and it is being used against a foe/target using an "edged" weapon.
- -30 if the weapon is "soft" (i.e., a "s" follows its Strength on its attack table) and it is being used against a foe/target using an "edged" weapon.

If the result is less than 100 and the weapon is a melee weapon, the weapon breaks. If the result is less than 100 and the weapon is a missile weapon, the missile fired breaks. The missile weapon itself checks for breakage as a device (see next page).

Note: If a weapon or object has a bonus due to enchantment or superior craftsmanship, the bonus should add directly to the object's strength/reliability. In addition, for each +10 bonus, the weapon/object's breakage numbers should be lowered by one (to a minimum of 1).

Item and Device Breakage

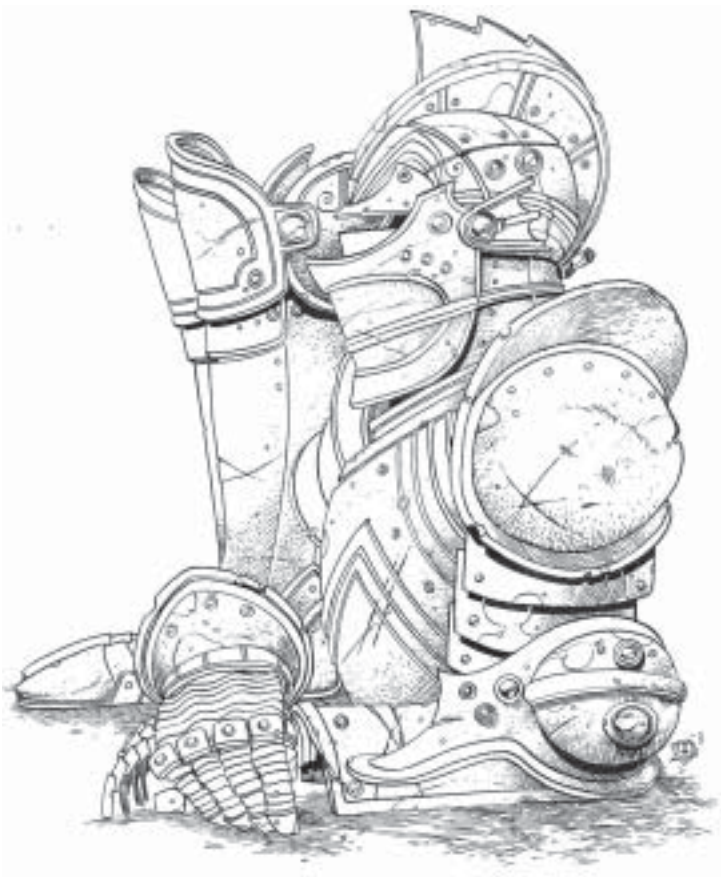
Whenever a character uses a device, there is a chance that it will break. To determine if a machine breaks, two bits of information needed: breakage numbers and reliability.

A GM should assign breakage numbers to any device that he feels has a chance of breaking. Breakage numbers should range from 1 up to 10 (0). Anytime the operator of the machine rolls doubles of the numbers (e.g., 11, 44, 77), the device should check for breakage.

To check for breakage, roll d100 (open-ended) and add the device's reliability. If the result is less than 100, the device breaks. Otherwise, it suffers a slight interruption in its normal operation, but functions normally after this slight delay (e.g., the device operates normally this round, but perhaps slightly slower).

Listed below are some sample reliability ratings and breakage numbers for common devices.

Device	Reliability	Breakage #s
Short Bow	80	1, 2
Long Bow	85	1, 2
Composite Bow	90	1
Light Crossbow	75	1, 2, 3
Heavy Crossbow	80	1, 2, 3
Sling	95	1
Standard Iron Pad Lock	80	1
Standard Wooden Door	95	1, 2
Wooden Wagon	60	1, 2
Wooden Hafted Shovel	90	1, 2, 3, 4



Attack Table 2.1
Battle Axe
Two-Handed

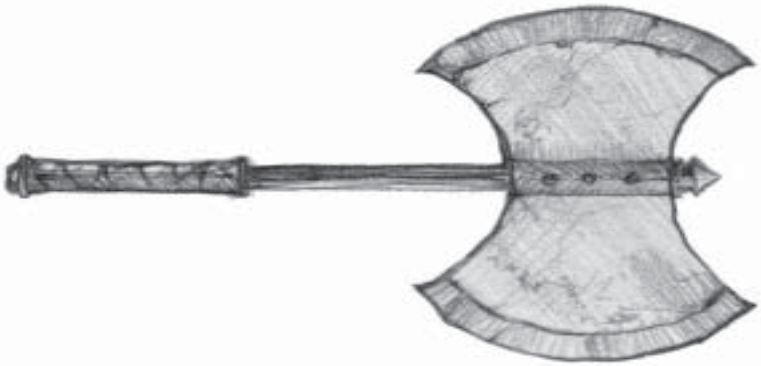
Critical Type: Slash
Length: 2.5 - 4 feet
Weight: 3 - 4 lbs
Fumble Range: 01 - 05 UM
Breakage #s: 1,2,3,4,5,6,7,8
Strength: 65 -75 w

Range Modifiers:

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	19E	21E	23E	25E	33E	33E	36E	36E	34E	36E	40E	40E	34E	34E	39E	42E	38E	41E	44E	46E
145 - 147	19E	21E	23E	25E	33E	32E	35E	35E	33E	35E	39E	39E	33E	33E	38E	41E	37E	40E	43E	45E
142 - 144	19E	20E	22E	24E	32E	31E	34E	34E	32E	34E	38E	38E	32E	32E	37E	40E	35E	38E	42E	43E
139 - 141	18D	20D	21E	23E	31E	30E	33E	33E	31E	32E	36E	36E	31E	31E	36E	38E	33E	36E	40E	41E
136 - 138	18D	19D	21D	22E	30D	29D	32D	32E	30E	31E	35E	35E	30E	30E	34E	37E	32D	35D	39E	40E
133 - 135	17D	19D	20D	22D	29D	28D	31D	30D	29D	29D	33D	33E	29D	29E	33E	36E	30D	33D	37D	38D
130 - 133	17C	18D	20D	21D	28D	28D	30D	29D	28D	28D	32D	32D	29D	29D	32D	35D	29D	32D	36D	37D
127 - 129	16C	18C	19D	20D	27D	26D	28D	28D	26D	27D	30D	31D	27D	27D	31D	33D	27D	30D	35D	34D
124 - 126	16B	17C	18C	19D	26C	25C	27C	27D	25D	25D	29D	29D	26D	26D	29D	32D	25C	28C	33D	33D
121 - 123	15B	16B	17C	18C	25C	24C	26C	25D	24C	24D	27D	28D	25D	25D	28D	30D	23C	26C	32D	31C
118 - 120	14B	15B	16C	17C	23C	23C	24C	24C	22C	22C	25C	26D	24C	24D	26D	28D	21C	24C	30C	29C
115 - 117	14A	15B	15B	16C	22B	22C	23B	22C	21C	20C	24C	24C	23C	22C	25C	27C	19C	23C	28C	27C
112 - 114	13A	14A	15B	15C	21B	21B	22B	21C	20C	19C	22C	23C	22C	21C	24C	26C	18B	21B	27C	25C
109 - 111	13	14A	14B	15B	21B	20B	21B	20C	19B	18C	21C	22C	21C	20C	23C	24C	16B	19B	26C	23B
106 - 108	12	13A	13B	14B	20B	19B	20B	19C	18B	16B	19C	20C	20C	19C	21C	23C	14B	18B	24C	22B
103 - 105	12	13	13A	13B	19A	18B	18A	17B	17B	15B	18B	19C	19B	18C	20C	21C	13B	16B	23B	20B
100 - 102	11	12	12A	12B	18A	17A	17A	16B	15B	13B	16B	17B	18B	17B	19B	20B	11A	14A	21B	18B
97 - 99	11	12	11A	12A	17A	16A	16A	15B	14A	12B	15B	16B	17B	16B	18B	19B	9A	13A	20B	17A
94 - 96	11	11	11	11A	16	15A	15	14B	13A	11B	13B	14B	16B	15B	16B	17B	7A	11A	18B	15A
91 - 93	10	10	10	10A	15	14A	14	12B	12A	9A	12B	13B	15A	14B	15B	16B	6A	9A	17B	13A
88 - 90	10	10	9	9A	14	13	13	11A	11A	8A	10A	12B	14A	13B	14B	15B	4A	8A	16A	11A
85 - 87	9	9	9	8A	13	12	11	10A	10A	6A	9A	10A	13A	12A	13B	13B	-	-	14A	10A
82 - 84	9	9	8	8	12	11	10	9A	8	5A	7A	9A	12A	11A	11A	12A	-	-	13A	-
79 - 81	8	8	7	7	11	10	9	7A	7	3	6A	7A	11A	10A	10A	10A	-	-	11A	-
76 - 78	8	8	7	6	10	9	8	6A	6	-	4A	6A	10	9A	9A	9A	-	-	10A	-
73 - 75	7	7	6	5	9	8	7	5	5	-	3	4A	9	8A	8A	8A	-	-	-	-
70 - 72	7	6	5	4	8	7	6	4	4	-	-	3	8	7	6A	6A	-	-	-	-
67 - 69	6	6	5	4	7	6	4	2	-	-	-	-	7	6	5	5	-	-	-	-
64 - 66	6	5	4	3	6	5	3	-	-	-	-	-	6	-	-	-	-	-	-	-
61 - 63	5	5	3	2	5	4	2	-	-	-	-	-	5	-	-	-	-	-	-	-
58 - 60	5	4	2	-	4	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	4	4	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	4	3	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	3	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A broad-bladed axe on a wooden haft. Typically with a blade on one side and a beak on the other, although some are bladed on both sides and some have a thrusting spike. Generally used two-handed.

Alternate Critical I: Krush -20
Alternate Critical II: Puncture -30



Attack Table 2.2
Bola

Thrown

Critical Type:	Grapple
Length:	3 - 6 feet
Weight:	1 - 2 lbs
Fumble Range:	01 - 07 UM
Breakage #s:	1,2,3,4,5,6
Strength:	47 - 53 s

Range Modifiers:	
1' - 50'	+0
51' - 100'	-20
101' - 150'	-40

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	8C	10C	12E	14E	15E	15E	18E	18E	16E	18E	22E	22E	10E	10E	15E	18E	12E	15E	18E	20E
145 - 147	8B	10C	12E	14E	15E	15E	18E	18E	16E	18E	22E	22E	10E	10E	15E	18E	12E	15E	18E	20E
142 - 144	8A	10B	12D	14E	15D	15E	17E	17E	15E	17E	21E	21E	10E	10E	15E	18E	12E	15E	18E	19E
139 - 141	8A	10B	11D	13D	14D	14D	17D	17E	15D	17E	20E	20E	10E	10E	14E	17E	11D	14E	17E	19E
136 - 138	8	9A	11C	13D	14C	14D	16D	16D	14D	16D	19D	19E	10D	10D	14E	17E	11D	14D	17E	18D
133 - 135	8	9	11B	12C	13C	13C	16D	16D	14D	15D	19D	18D	10D	9D	14D	16D	11D	13D	17D	18D
130 - 133	7	9	11B	12C	13C	13C	15C	15D	14D	15D	18D	18D	9D	9D	13D	16D	10D	13D	16D	18D
127 - 129	7	9	10A	12B	13B	12B	15C	14C	13C	14C	17D	17D	9D	9D	13D	15D	10C	13C	16D	17D
124 - 126	7	8	10A	11B	12A	12B	14B	14C	12C	13C	16C	16D	9C	9C	12D	15D	10C	12C	15D	16C
121 - 123	7	8	9	11B	12A	12B	13B	13C	12B	13C	16C	15C	9C	9C	12C	14D	9B	12C	15C	16C
118 - 120	6	8	9	10A	11A	11A	12B	12B	11B	12B	14C	14C	8C	8C	11C	13C	8B	11B	14C	15C
115 - 117	6	7	8	9A	10	10A	12A	11B	11B	11B	14B	13C	8B	8C	11C	13C	8B	11B	14C	14B
112 - 114	6	7	8	9	10	10	11A	11B	10A	10B	13B	12C	8B	8B	11C	12C	8A	10B	13C	14B
109 - 111	6	7	8	9	10	9	11A	10B	10A	10B	12B	11B	7B	7B	10B	12C	7A	10B	13B	13B
106 - 108	6	7	7	8	9	9	10	10A	9A	9A	11B	11B	7B	7B	10B	11B	7A	9A	13B	13B
103 - 105	5	6	7	8	9	8	10	9A	9A	8A	11A	10B	7A	7B	9B	11B	6A	9A	12B	12A
100 - 102	5	6	7	7	8	8	9	9A	8	8A	10A	9B	7A	7A	9B	10B	6	9A	12B	12A
97 - 99	5	6	6	7	8	8	8	8	8	7	9A	8B	7A	7A	9B	10B	6	8	11B	11A
94 - 96	5	6	6	6	8	7	8	7	7	6	8A	7A	7A	6A	8A	9B	5	8	11A	11A
91 - 93	5	5	6	6	7	7	7	7	7	6	8	7A	6	6A	8A	9A	5	7	11A	10
88 - 90	4	5	5	6	7	6	7	6	6	5	7	6A	6	6A	8A	8A	5	7	10A	10
85 - 87	4	5	5	5	6	6	6	6	6	4	6	5A	6	6	7A	8A	4	7	10A	9
82 - 84	4	5	5	5	6	5	6	5	5	4	5	4	6	5	7	7A	4	6	10	9
79 - 81	4	4	4	4	6	5	5	4	5	3	5	3	6	5	6	7A	3	6	9	8
76 - 78	4	4	4	4	5	5	5	4	4	2	4	3	5	5	6	6	3	5	9	8
73 - 75	4	4	4	4	5	4	4	3	4	-	3	-	5	5	6	6	3	5	8	7
70 - 72	3	4	3	3	4	4	3	3	3	-	2	-	5	5	5	5	2	-	8	-
67 - 69	3	3	3	3	4	3	3	2	3	-	-	-	5	4	5	5	2	-	8	-
64 - 66	3	3	3	2	3	3	2	1	2	-	-	-	5	4	5	4	-	-	7	-
61 - 63	3	3	2	2	3	2	2	-	-	-	-	-	4	4	4	4	-	-	-	-
58 - 60	3	3	2	1	3	2	1	-	-	-	-	-	4	4	4	3	-	-	-	-
55 - 57	2	2	2	1	2	1	-	-	-	-	-	-	4	4	3	-	-	-	-	-
52 - 54	2	2	1	-	2	1	-	-	-	-	-	-	4	3	3	-	-	-	-	-
49 - 51	2	2	1	-	1	-	-	-	-	-	-	-	4	3	-	-	-	-	-	-
46 - 48	2	2	-	-	1	-	-	-	-	-	-	-	3	3	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	3	-	-	-	-	-	-	-
40 - 42	2	1	-	-	-	-	-	-	-	-	-	-	3	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A South American throwing weapon consisting of three weights joined together by cords. When thrown, it spins in the air and wraps around its target, entangling it.

Alternate Critical I: Krush –20

Attack Table 2.3
Broadsword

One-Handed Edged

Critical Type:	Slash
Length:	2.5 - 3 feet
Weight:	3 - 5 lbs
Fumble Range:	01 - 03 UM
Breakage #s:	1,2,3,4,5,6,7
Strength:	75 - 86

Range Modifiers:	
1' - 10'	-10
11' - 25'	

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	8E	10E	12E	14E	15E	15E	18E	18E	16E	18E	22E	22E	20E	20E	25E	28E	22E	25E	28E	30E
145 - 147	8E	10E	12E	14E	15E	15E	18E	18E	16E	18E	22E	22E	20E	20E	25E	28E	22E	25E	28E	30E
142 - 144	8D	10D	12E	14E	15E	15E	17E	17E	16E	17E	21E	21E	20E	20E	24E	27E	21E	24E	27E	29E
139 - 141	8D	10D	12D	13E	14D	14D	17E	17E	15E	17E	20E	20E	19E	19E	23E	26E	20E	23E	26E	28E
136 - 138	8C	10C	11D	13D	14D	14D	16D	16D	15D	16D	20E	19E	19E	19E	23E	25E	19D	22D	25E	27E
133 - 135	8B	9C	11D	12D	13D	13D	16D	16D	14D	15D	19D	19D	18D	18D	22D	24E	19D	21D	25D	26D
130 - 133	7B	9C	11C	12D	13C	13D	16D	15D	14D	15D	18D	18D	18D	18D	22D	24D	18D	21D	24D	25D
127 - 129	7A	9B	10C	12C	13C	13C	15C	15D	13D	14D	18D	17D	17D	17D	21D	23D	17D	20D	23D	24D
124 - 126	7A	9A	10B	11C	12B	12C	14C	14C	13C	14C	17D	16D	17D	17D	20D	22D	16C	19C	22D	23D
121 - 123	7	8A	10B	11C	12B	12B	14C	13C	12C	13C	16C	16D	16C	16D	19D	21D	16C	18C	22D	22C
118 - 120	6	8A	9B	10B	11B	11B	13B	12C	11C	12C	15C	15C	15C	15C	18C	20D	14C	17C	21C	21C
115 - 117	6	7	8A	10B	11A	10B	12B	12C	11B	11C	14C	14C	15C	15C	17C	19C	14B	16C	20C	20C
112 - 114	6	7	8A	9B	10A	10A	12B	11B	10B	11B	14C	13C	14C	14C	17C	18C	13B	15B	19C	19C
109 - 111	6	7	8A	9B	10A	10A	11B	11B	10B	10B	13B	12C	14B	14C	16C	17C	12B	14B	18C	18B
106 - 108	6	7	7	8A	9	9A	11A	10B	9B	10B	12B	12C	13B	13B	15C	16C	11B	14B	18C	17B
103 - 105	5	6	7	8A	9	9A	10A	10B	9A	9B	11B	11B	13B	13B	15B	15C	11A	13B	17B	16B
100 - 102	5	6	7	8A	9	8	10A	9A	9A	8A	11B	10B	12B	12B	14B	14B	10A	12A	16B	15B
97 - 99	5	6	6	7	8	8	9	8A	8A	8A	10B	9B	12B	12B	13B	14B	9A	11A	15B	14B
94 - 96	5	6	6	7	8	7	9	8A	8A	7A	9A	9B	11A	11B	12B	13B	8A	10A	15B	13A
91 - 93	5	5	6	6	7	7	8	7A	7	7A	9A	8B	11A	11A	12B	12B	8	10A	14B	12A
88 - 90	5	5	5	6	7	7	7	7A	7	6A	8A	7A	10A	10A	11A	11B	7	9A	13A	11A
85 - 87	4	5	5	6	7	6	7	6	6	5	7A	6A	10A	10A	10A	10B	6	8	12A	10A
82 - 84	4	5	5	5	6	6	6	6	6	5	6	6A	9	9A	10A	9A	5	7	12A	9
79 - 81	4	4	4	5	6	5	6	5	5	4	6	5A	9	9A	9A	9A	5	6	11A	8
76 - 78	4	4	4	4	5	5	5	4	5	4	5	4A	8	8	8A	8A	4	-	10A	-
73 - 75	4	4	4	4	5	5	5	4	4	3	4	3A	8	8	8A	7A	3	-	9A	-
70 - 72	3	4	3	4	5	4	4	3	4	2	4	3	8	7	7	6A	-	-	9	-
67 - 69	3	3	3	3	4	4	4	3	3	-	3	-	7	7	6	5	-	-	-	-
64 - 66	3	3	3	3	4	3	3	2	3	-	2	-	7	6	5	4	-	-	-	-
61 - 63	3	3	2	2	3	3	3	2	2	-	-	-	6	6	5	-	-	-	-	-
58 - 60	3	3	2	2	3	2	2	1	2	-	-	-	6	5	4	-	-	-	-	-
55 - 57	3	2	2	2	3	2	2	-	-	-	-	-	5	5	-	-	-	-	-	-
52 - 54	2	2	1	1	2	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-
49 - 51	2	2	1	-	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
46 - 48	2	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A basic straight double-edged sword with a wide blade.

Alternate Critical I: Krush –15
Alternate Critical II: Puncture –25

Attack Table 2.4
Club

One-Handed Concussion

Critical Type: Krush
Length: 3 - 5 feet
Weight: 1 - 3 lbs
Fumble Range: 01 - 04 UM
Breakage #s: 1,2,3,4,5,6,7,8
Strength: 46 - 54 w

Range Modifiers: 1' - 10' -10
11' - 25'

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	8D	10E	12E	14E	15E	15E	18E	18E	13E	15E	19E	19E	13E	13E	18E	21E	14E	17E	20E	22E
145 - 147	8D	10E	12E	14E	15E	15E	18E	18E	13E	15E	19E	19E	13E	13E	18E	21E	14E	17E	20E	22E
142 - 144	8C	10D	12E	14E	15D	15E	17E	17E	13E	14E	18E	18E	13E	13E	18E	20E	14E	16E	20E	21E
139 - 141	8C	10D	12D	13D	14D	14D	17D	17E	12D	14E	18E	17E	13E	13E	17E	20E	13D	16D	19E	21E
136 - 138	8B	10C	11D	13D	14C	14D	16D	16D	12D	13D	17D	17E	12D	12D	17D	19E	13D	15D	19D	20D
133 - 135	8A	9B	11C	12D	13C	13C	16D	15D	12D	13D	16D	16D	12D	12D	16D	18D	12D	15D	18D	19D
130 - 133	7A	9B	11C	12D	13C	13C	15C	15D	11D	13D	16D	16D	12D	12D	16D	18D	12C	15D	18D	19D
127 - 129	7	9A	10B	12C	13B	12B	15C	14C	11C	12C	15D	15D	11C	11D	15D	17D	11C	14C	17D	18C
124 - 126	7	9A	10B	11C	12A	12B	14B	14C	10C	11C	14C	14D	11C	11C	15C	16D	11B	13C	17C	17C
121 - 123	7	8	10B	11B	12A	11B	13B	13C	10B	11C	14C	13C	11C	11C	14C	16C	10B	13B	16C	17C
118 - 120	6	8	9A	10B	11A	11A	12B	12B	9B	10B	13C	12C	10B	10C	13C	15C	9B	12B	15C	16B
115 - 117	6	7	8A	10B	10	10A	12A	11B	9B	9B	12B	12C	10B	10B	13C	14C	9A	11B	15C	15B
112 - 114	6	7	8	9A	10	10	11A	11B	8A	9B	11B	11C	10B	9B	12B	13C	8A	11A	14B	14B
109 - 111	6	7	8	9A	10	9	11A	10B	8A	8B	11B	10B	9B	9B	12B	13B	8A	10A	14B	14B
106 - 108	6	7	7	8A	9	9	10	10A	8A	8A	10B	9B	9A	9B	11B	12B	7	10A	13B	13A
103 - 105	5	6	7	8A	9	8	10	9A	7A	7A	9A	9B	9A	9A	11B	11B	7	9A	13B	12A
100 - 102	5	6	7	8	8	8	9	8A	7	7A	9A	8B	8A	8A	10A	11B	6	9	12A	12A
97 - 99	5	6	6	7	8	7	8	8	6	6	8A	7B	8	8A	10A	10B	6	8	12A	11
94 - 96	5	6	6	7	7	7	8	7	6	6	8A	7A	8	8A	9A	10A	6	8	11A	10
91 - 93	5	5	6	6	7	7	7	7	6	5	7	6A	8	7	9A	9A	5	7	11A	10
88 - 90	5	5	5	6	7	6	7	6	5	5	6	5A	7	7	8A	8A	5	7	10A	9
85 - 87	4	5	5	6	6	6	6	5	5	4	6	5A	7	7	8	8A	4	6	10	8
82 - 84	4	5	5	5	6	5	6	5	5	4	5	4	7	6	7	7	4	-	9	-
79 - 81	4	4	4	5	5	5	5	4	4	3	4	3	6	6	7	6	3	-	9	-
76 - 78	4	4	4	4	5	4	4	4	4	3	4	3	6	6	6	6	-	-	8	-
73 - 75	4	4	4	4	5	4	4	3	3	2	3	2	6	6	6	5	-	-	8	-
70 - 72	3	4	3	4	4	3	3	2	3	-	2	-	6	5	5	4	-	-	-	-
67 - 69	3	3	3	3	4	3	3	2	3	-	-	-	5	5	5	-	-	-	-	-
64 - 66	3	3	3	3	3	2	2	1	2	-	-	-	5	5	4	-	-	-	-	-
61 - 63	3	3	2	2	3	2	2	-	-	-	-	-	5	4	-	-	-	-	-	-
58 - 60	3	3	2	2	2	2	1	-	-	-	-	-	4	4	-	-	-	-	-	-
55 - 57	3	2	2	2	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
52 - 54	2	2	1	1	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	2	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A large club for fighting in melee; generally used two-handed.

Attack Table 2.5
Composite Bow
Missile

Critical Type:	Puncture
Length:	2.5 - 4 feet
Weight:	2 - 3 lbs
Fumble Range:	01 - 04 UM
Breakage #s:	Auto
Strength:	54 - 66

Range Modifiers:	
1' - 10'	+25
11' - 100'	+0
101' - 200'	-35
201' - 300'	-60

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	11E	13E	15E	17E	22E	22E	25E	25E	20E	22E	26E	26E	21E	21E	26E	29E	17E	20E	23E	27E
145 - 147	11E	13E	15E	17E	22E	22E	25E	25E	20E	22E	25E	25E	21E	21E	26E	29E	17E	20E	23E	26E
142 - 144	11D	13E	14E	16E	21E	21E	24E	24E	19E	21E	24E	24E	20E	20E	25E	28E	16E	19E	22E	25E
139 - 141	11D	12D	14D	16E	20E	20E	23E	23E	18E	20E	23E	23E	20E	19E	24E	27E	15E	18E	22E	24E
136 - 138	10C	12D	13D	15D	20D	20D	22D	22E	18D	19D	22E	22E	19E	19E	23E	26E	15D	17D	21E	23D
133 - 135	10C	11C	13D	14D	19D	19D	21D	21D	17D	18D	21D	21D	18D	18D	22E	25E	14D	17D	20D	22D
130 - 133	10C	11C	13D	14D	19D	18D	20D	20D	16D	17D	21D	21D	18D	18D	22D	24D	14D	16D	20D	22D
127 - 129	9B	11B	12C	13D	18C	17D	19D	19D	15D	16D	19D	19D	17D	17D	21D	23D	13C	15D	19D	20D
124 - 126	9A	10B	11C	12C	17C	17C	18C	18D	15C	15C	18D	18D	17D	16D	20D	22D	12C	14C	18D	19C
121 - 123	9A	10B	11B	12C	16C	16C	17C	17D	14C	14C	17C	17D	16D	15D	19D	21D	11C	14C	18D	18C
118 - 120	8A	9A	10B	11C	15B	15C	16C	15C	13C	13C	16C	16C	15C	14C	18D	20D	10B	12C	16C	17C
115 - 117	8	9A	9B	10B	14B	14B	15C	14C	12B	12C	15C	15C	14C	14C	17C	19C	9B	12B	16C	16C
112 - 114	7	8	9A	9B	14B	13B	14B	13C	11B	11B	14C	14C	14C	13C	16C	18C	9B	11B	15C	15B
109 - 111	7	8	8A	9B	13B	12B	13B	13C	11B	10B	13B	13C	13C	12C	15C	17C	8B	10B	15C	14B
106 - 108	7	7	8A	8B	12A	12B	12B	12B	10B	9B	12B	12B	13B	11C	14C	16C	7A	9B	14B	13B
103 - 105	7	7	7A	7A	12A	11A	12B	11B	9A	8B	11B	11B	12B	11B	13C	15C	7A	9A	13B	12A
100 - 102	6	7	7	7A	11A	10A	11A	10B	8A	7A	10B	10B	11B	10B	13B	14B	6A	8A	13B	11A
97 - 99	6	6	6	6A	10	9A	10A	9B	8A	6A	9B	9B	11B	9B	12B	13B	5	7A	12B	10A
94 - 96	6	6	6	5A	9	9A	9A	8B	7A	5A	7A	8B	10B	9B	11B	12B	4	6A	11B	9A
91 - 93	5	5	5	5	9	8	8A	7A	6	4A	6A	7A	10A	8B	10B	11B	4	-	11A	8
88 - 90	5	5	5	4	8	7	7A	6A	6	4A	5A	6A	9A	7A	9B	10B	3	-	10A	-
85 - 87	5	5	4	4	7	6	6	5A	5	3	4A	5A	8A	7A	8A	9A	-	-	9A	-
82 - 84	4	4	3	3	7	6	5	4A	4	-	3	4A	8A	6A	8A	8A	-	-	9A	-
79 - 81	4	4	3	2	6	5	4	3A	3	-	2	3A	7A	5A	7A	7A	-	-	8	-
76 - 78	4	3	2	2	5	4	3	2	3	-	-	2	7	5A	6A	6A	-	-	-	-
73 - 75	4	3	2	1	5	3	3	1	2	-	-	-	6	4A	5A	5A	-	-	-	-
70 - 72	3	3	1	-	4	3	2	-	-	-	-	-	5	-	4A	4A	-	-	-	-
67 - 69	3	2	-	-	3	2	-	-	-	-	-	-	5	-	-	-	-	-	-	-
64 - 66	3	2	-	-	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
61 - 63	2	1	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A medium-sized bow made of layers of wood, and possibly bone or metal.

Attack Table 2.6
Dagger

One-Handed Edged

Critical Type:	Puncture
Length:	.5 - 1 foot
Weight:	.5 - 1lb
Fumble Range:	01 UM
Breakage #s:	1,2,3,4,5,6
Strength:	74 - 86

Range Modifiers:	
1' - 10'	-10
11' - 25'	-20
26' - 50'	-30

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	3C	4C	4E	6E	7E	7E	10E	10E	6E	8E	12E	12E	8E	8E	13E	16E	10E	13E	16E	18E
145 - 147	3B	4C	4E	6E	7E	7E	10E	10E	6E	8E	12E	12E	8E	8E	13E	16E	10E	13E	16E	18E
142 - 144	3	4B	4D	6D	7D	7D	10D	10E	6E	8E	12E	12E	8E	8E	13E	15E	10E	13E	16E	17E
139 - 141	3	4A	4C	6D	7C	7D	10D	9D	6D	8D	11D	11E	8E	8E	12E	15E	9D	13E	15E	17E
136 - 138	3	4	4B	6C	7B	7C	9C	9D	6D	7D	11D	11D	8D	8D	12E	14E	9D	12D	15E	16D
133 - 135	3	4	4B	6C	7B	6B	9C	9D	6C	7D	10D	10D	8D	8D	12D	14D	9D	12D	15D	16D
130 - 133	3	4	4A	5C	6A	6B	9C	8C	5C	7C	10D	10D	8D	7D	11D	14D	8D	12D	14D	15D
127 - 129	3	4	4	5B	6	6A	8B	8C	5B	6C	9C	9D	7D	7D	11D	13D	8C	11C	14D	15D
124 - 126	3	4	4	5A	6	6A	8A	7B	5B	6B	9C	9C	7C	7C	10D	12D	8C	11C	13D	14C
121 - 123	3	4	4	5A	6	6	8A	7B	5B	6B	9B	8C	7C	7C	10C	12D	7B	11C	13C	14C
118 - 120	2	3	3	4A	5	5	7A	6B	4A	5B	8B	7C	6C	6C	9C	11C	6B	10B	12C	13C
115 - 117	2	3	3	4	5	5	7	6A	4A	5A	7B	7B	6B	6C	9C	10C	6B	10B	12C	12B
112 - 114	2	3	3	4	5	5	6	5A	4	4A	7A	6B	6B	6B	9C	10C	6A	9B	11C	11B
109 - 111	2	3	3	4	5	4	6	5A	4	4A	6A	6B	6B	6B	8B	9C	5A	9B	11B	11B
106 - 108	2	3	3	4	4	4	6	5	3	4	6A	5B	6B	6B	8B	9B	5A	9A	11B	10B
103 - 105	2	3	3	3	4	4	5	4	3	4	5A	5A	6A	5B	7B	8B	4A	9A	10B	10A
100 - 102	2	3	2	3	4	4	5	4	3	3	5	4A	5A	5A	7B	8B	4	8A	10B	9A
97 - 99	2	2	2	3	4	4	5	3	3	3	5	4A	5A	5A	7B	7B	4	8	9B	9A
94 - 96	2	2	2	3	4	3	4	3	3	3	4	4A	5A	5A	6A	7B	3	8	9A	8A
91 - 93	2	2	2	3	3	3	4	3	2	2	4	3	5	5A	6A	6A	3	7	9A	8
88 - 90	2	2	2	2	3	3	4	2	2	2	3	3	5	4A	6A	6A	3	7	8A	7
85 - 87	2	2	2	2	3	3	3	2	2	2	3	2	5	4	5A	5A	2	7	8A	-
82 - 84	2	2	2	2	3	3	3	2	2	1	2	2	4	4	5	5A	-	6	8	-
79 - 81	2	2	2	2	3	2	3	1	2	1	2	1	4	4	4	4A	-	6	7	-
76 - 78	2	2	2	2	2	2	2	-	2	-	1	-	4	4	4	4	-	6	-	-
73 - 75	2	2	2	2	2	2	2	-	1	-	1	-	4	4	4	3	-	6	-	-
70 - 72	2	2	1	1	2	2	2	-	1	-	-	-	4	3	3	-	-	5	-	-
67 - 69	2	2	1	1	2	2	1	-	-	-	-	-	4	3	-	-	-	-	-	-
64 - 66	1	1	1	1	2	1	1	-	-	-	-	-	3	3	-	-	-	-	-	-
61 - 63	1	1	1	-	2	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
58 - 60	1	1	1	-	1	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
55 - 57	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Typically, a straight double-edged fighting knife; however, it includes curved and single-edged knives of the appropriate size.

Alternate Critical I: Slash –10
Alternate Critical II: Krush –10

Attack Table 2.7
Falchion

One-Handed Edged

Critical Type: Slash
Length: 2 - 3 feet
Weight: 1.5 - 2 lbs
Fumble Range: 01 - 05 UM
Breakage #s: 1,2,3,4,5,6,7
Strength: 74 - 86

Range Modifiers:

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	14E	16E	18E	20E	21E	21E	24E	24E	22E	24E	28E	28E	24E	24E	29E	32E	26E	29E	32E	34E
145 - 147	14E	16E	18E	20E	21E	21E	24E	24E	22E	24E	28E	28E	24E	24E	29E	31E	26E	28E	32E	33E
142 - 144	14D	16E	17E	19E	20E	20E	23E	23E	21E	23E	27E	27E	23E	23E	28E	30E	25E	27E	31E	32E
139 - 141	14D	15D	17D	19E	20D	20E	22E	22E	20E	22E	26E	26E	23E	23E	27E	29E	24E	26E	30E	31E
136 - 138	13C	15D	16D	18D	19D	19D	22D	21E	20D	21E	25E	25E	22E	22E	26E	28E	23D	25D	29E	30E
133 - 135	13C	14C	16D	17D	19D	18D	21D	21D	19D	20D	24D	24E	21D	21D	25D	27E	22D	24D	28D	29D
130 - 133	13C	14C	16D	17D	18D	18D	20D	20D	19D	20D	23D	23D	21D	21D	25D	27D	21D	24D	27D	28D
127 - 129	12B	14B	15C	16D	17C	17C	19D	19D	18D	19D	22D	22D	20D	20D	23D	25D	20D	22D	26D	26D
124 - 126	12A	13B	14C	16C	17C	17C	19C	18D	17C	18D	21D	21D	20D	19D	23D	24D	19C	21C	25D	25D
121 - 123	12A	13B	14B	15C	16B	16C	18C	18C	16C	17C	20D	20D	19C	19D	22D	23D	18C	20C	24D	24C
118 - 120	11	12A	13B	14C	15B	15B	17C	16C	15C	16C	19C	18D	18C	17C	20C	22D	16C	19C	23C	22C
115 - 117	10	12A	12B	13B	15B	14B	16B	16C	15C	15C	18C	17C	17C	17C	19C	21C	15B	18C	22C	21C
112 - 114	10	11	12A	13B	14A	14B	15B	15C	14B	14C	17C	16C	17C	16C	19C	20C	14B	16B	21C	20C
109 - 111	10	11	11A	12B	14A	13B	15B	14B	13B	13B	16C	15C	16B	15C	18C	19C	13B	15B	20C	19B
106 - 108	9	10	11A	11B	13A	13A	14B	13B	13B	12B	15B	14C	16B	15B	17C	17C	12B	14B	19C	17B
103 - 105	9	10	10	11A	12	12A	13A	13B	12B	12B	14B	13C	15B	14B	16B	16C	11A	13B	18B	16B
100 - 102	9	9	10	10A	12	11A	13A	12B	11A	11B	13B	12B	14B	13B	15B	15B	10A	12A	17B	15B
97 - 99	8	9	9	10A	11	11	12A	11B	11A	10B	12B	11B	14B	13B	14B	14B	9A	11A	16B	14B
94 - 96	8	9	9	9A	11	10	11A	10A	10A	9A	11B	10B	13A	12B	13B	13B	9A	10A	15B	13A
91 - 93	8	8	8	8	10	10	10	9A	9A	8A	11A	9B	13A	11A	12B	12B	8	9A	14B	12A
88 - 90	8	8	8	8	9	9	10	9A	9	8A	10A	9B	12A	11A	12A	11B	7	8A	13A	10A
85 - 87	7	7	7	7	9	8	9	8A	8	7A	9A	8B	11A	10A	11A	10B	6	7	12A	9A
82 - 84	7	7	7	7	8	8	8	7	7	6	8A	7A	11	9A	10A	9A	5	6	11A	8
79 - 81	7	7	6	6	8	7	7	6	7	5	7A	6A	10	9A	9A	8A	4	-	10A	-
76 - 78	6	6	6	5	7	7	7	6	6	4	6	5A	10	8	8A	7A	-	-	9A	-
73 - 75	6	6	5	5	7	6	6	5	5	3	5	4A	9	8	7A	6A	-	-	8A	-
70 - 72	6	5	5	4	6	5	5	4	5	3	4	3A	8	7	6	5A	-	-	-	-
67 - 69	5	5	4	3	5	5	5	3	4	-	3	-	8	6	5	4	-	-	-	-
64 - 66	5	5	4	3	5	4	4	3	3	-	2	-	7	6	5	-	-	-	-	-
61 - 63	5	4	3	2	4	4	3	2	3	-	-	-	7	5	-	-	-	-	-	-
58 - 60	4	4	3	2	4	3	2	1	2	-	-	-	6	4	-	-	-	-	-	-
55 - 57	4	3	2	1	3	2	2	-	-	-	-	-	5	-	-	-	-	-	-	-
52 - 54	4	3	2	-	3	2	1	-	-	-	-	-	5	-	-	-	-	-	-	-
49 - 51	3	3	1	-	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
46 - 48	3	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A broad, curved sword. Legend has it that the Conyers Falchion was used to slay one of the last (if not the last) dragon in England in 1063. The Conyers Falchion is on display in Durham Cathedral.

Alternate Critical: Krush –20

Attack Table 2.8
Flail

Two-Handed

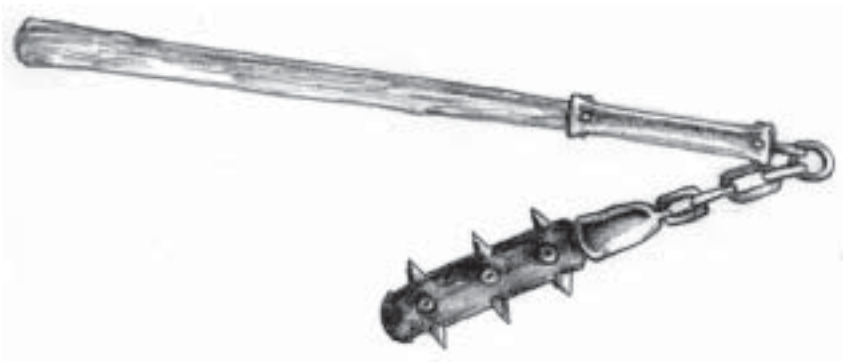
Critical Type:	Krush
Length:	ca. 5 feet
Weight:	5 lbs
Fumble Range:	01 - 08 UM
Breakage #s:	1,2,3,4,5,6,7
Strength:	65 - 75 w

Range Modifiers:	
1' - 10'	-10
11' - 25'	

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	21E	23E	25E	27E	28E	28E	31E	31E	29E	31E	35E	35E	34E	34E	39E	42E	36E	39E	42E	44E
145 - 147	21E	23E	25E	27E	28E	28E	31E	31E	29E	30E	34E	34E	34E	34E	38E	41E	35E	38E	41E	43E
142 - 144	21E	22E	24E	26E	27E	27E	30E	30E	28E	29E	33E	33E	33E	33E	37E	40E	34E	37E	40E	41E
139 - 141	20D	22D	23E	25E	26E	26E	29E	29E	27E	28E	32E	32E	32E	32E	36E	39E	32E	35E	39E	40E
136 - 138	20D	21D	23D	24E	26D	25D	28E	28E	26E	27E	31E	31E	31E	31E	35E	37E	31E	34E	37E	38E
133 - 135	19D	21D	22D	24D	25D	25D	27D	27D	25D	26D	30E	30E	30D	30E	33E	36E	30D	32D	36E	37D
130 - 133	19C	20D	22D	23D	24D	24D	26D	26D	25D	26D	29D	29D	29D	29D	33D	35D	29D	31D	35D	36D
127 - 129	18C	19C	21D	22D	23D	23D	25D	25D	23D	24D	28D	27D	28D	28D	31D	33D	27D	30D	34D	34D
124 - 126	18B	19C	20C	21D	23C	22C	24D	24D	23D	23D	26D	26D	27D	27D	30D	32D	26D	28D	32D	32D
121 - 123	17B	18B	19C	20C	22C	21C	23C	23D	22C	22D	25D	25D	26D	26D	29D	31D	24C	27C	31D	31D
118 - 120	16B	17B	18C	19C	21C	20C	22C	21C	20C	21C	24D	24D	25C	24D	27D	29D	22C	25C	29D	29C
115 - 117	16A	17B	17B	18C	20B	19C	21C	20C	19C	19C	23C	22D	24C	23C	26D	28D	21C	23C	28C	28C
112 - 114	15A	16A	17B	18C	19B	19B	20C	19C	19C	18C	21C	21C	23C	22C	25C	26C	20C	22C	27C	26C
109 - 111	15	16A	16B	17B	18B	18B	19B	18C	18C	17C	20C	20C	22C	21C	23C	25C	18B	21C	26C	25C
106 - 108	14	15A	15B	16B	18B	17B	18B	17C	17B	16C	19C	19C	21C	20C	22C	24C	17B	19B	24C	23B
103 - 105	14	14	15A	15B	17A	16B	17B	17B	16B	15B	18C	18C	20B	20C	21C	22C	15B	18B	23C	22B
100 - 102	13	14	14A	15B	16A	15A	17B	16B	15B	14B	17B	17C	20B	19B	20C	21C	14B	16B	22B	20B
97 - 99	13	13	13A	14A	15A	15A	16A	15B	14B	13B	16B	16B	19B	18B	19B	20B	13A	15B	21B	19B
94 - 96	12	13	12	13A	15	14A	15A	14B	13A	12B	15B	14B	18B	17B	17B	18B	11A	14A	19B	17B
91 - 93	12	12	12	12A	14	13A	14A	13B	13A	11A	14B	13B	17B	16B	16B	17B	10A	12A	18B	16A
88 - 90	12	12	11	11A	13	12	13A	12A	12A	10A	12B	12B	16A	15B	15B	16B	9A	11A	17B	14A
85 - 87	11	11	10	11A	12	11	12A	11A	11A	9A	11A	11B	15A	14A	14B	15B	7A	9A	16B	13A
82 - 84	11	10	10	10	12	11	11	10A	10A	8A	10A	10B	14A	13A	13B	13B	6	8A	14A	11A
79 - 81	10	10	9	9	11	10	10	9A	9	7A	9A	9A	13A	12A	11A	12A	4	-	13A	10A
76 - 78	10	9	8	8	10	9	9	8A	8	6	8A	8A	12A	11A	10A	11A	-	-	12A	-
73 - 75	9	9	8	7	9	8	8	7	7	5	7A	6A	11	10A	9A	9A	-	-	11A	-
70 - 72	9	8	7	7	9	8	7	6	6	4	6	5A	10	9A	8A	8A	-	-	9A	-
67 - 69	8	8	6	6	8	7	7	5	6	-	5	4A	10	8	7A	7A	-	-	-	-
64 - 66	8	7	5	5	7	6	6	4	5	-	3	3	9	7	5	5A	-	-	-	-
61 - 63	7	6	5	4	6	5	5	3	4	-	-	-	8	6	-	-	-	-	-	-
58 - 60	7	6	4	4	6	4	4	2	3	-	-	-	7	5	-	-	-	-	-	-
55 - 57	6	5	3	3	5	4	3	-	-	-	-	-	6	-	-	-	-	-	-	-
52 - 54	6	5	3	2	4	3	2	-	-	-	-	-	5	-	-	-	-	-	-	-
49 - 51	5	4	2	-	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	5	4	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	4	3	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	4	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

One to three metal heads attached to a long wooden handle by chains.

Alternate Critical: Puncture –40



Attack Table 2.9
Handaxe

One-Handed Edged

Critical Type:	Slash
Length:	2 - 3 feet
Weight:	2 - 3.5 lbs
Fumble Range:	01 - 04 UM
Breakage #s:	1,2,3,4,5,6,7
Strength:	65 - 75 w

Range Modifiers:	
1' - 10'	-15
11' - 25'	-30
26' - 50'	-45

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	11E	13E	15E	17E	18E	18E	21E	21E	18E	20E	24E	24E	18E	18E	23E	26E	20E	23E	26E	28E
145 - 147	11E	13E	15E	17E	18E	18E	21E	21E	18E	20E	24E	24E	18E	18E	23E	26E	20E	23E	26E	28E
142 - 144	11D	13E	15E	17E	18E	18E	20E	20E	17E	19E	23E	23E	18E	18E	22E	25E	19E	22E	25E	27E
139 - 141	11D	13D	14D	16E	17D	17E	20E	20E	17E	19E	22E	22E	17E	17E	22E	24E	18E	21E	24E	26E
136 - 138	11C	12D	14D	16D	17D	17D	19D	19E	16D	18E	21E	21E	17D	17E	21E	23E	18D	21D	24E	25D
133 - 135	10C	12C	14D	15D	16D	16D	19D	18D	16D	17D	21D	21E	16D	16D	20D	23D	17D	20D	23D	24D
130 - 133	10C	12C	13D	15D	16D	16D	18D	18D	16D	17D	20D	20D	16D	16D	20D	22D	17D	19D	23D	24D
127 - 129	10B	11B	13C	14D	15C	15C	17D	17D	15D	16D	19D	19D	16D	15D	19D	21D	16C	18D	22D	22D
124 - 126	10A	11B	12C	14C	15C	15C	17C	17D	14C	15D	18D	18D	15C	15D	18D	20D	15C	18C	21D	22C
121 - 123	9A	11B	12B	13C	15B	14C	16C	16C	14C	15C	18D	17D	15C	14C	18D	20D	14C	17C	20D	21C
118 - 120	9A	10A	11B	12C	14B	13B	15C	15C	13C	13C	17C	16D	14C	14C	17C	18C	13B	16C	19C	19C
115 - 117	8	10A	11B	12B	13B	13B	15B	14C	12C	13C	16C	15C	13C	13C	16C	17C	13B	15B	19C	19C
112 - 114	8	9	10A	11B	13A	12B	14B	14C	12B	12C	15C	14C	13B	13C	15C	17C	12B	14B	18C	18B
109 - 111	8	9	10A	11B	12A	12B	13B	13B	11B	12B	14C	14C	12B	12B	15C	16C	11B	14B	17C	17B
106 - 108	8	9	10A	10B	12A	11A	13B	13B	11B	11B	14B	13C	12B	12B	14B	15C	10A	13B	17B	16B
103 - 105	7	8	9A	10A	12A	11A	12A	12B	10B	10B	13B	12C	12B	11B	13B	14B	10A	12A	16B	15B
100 - 102	7	8	9	10A	11	10A	12A	11B	10A	10B	12B	11B	11A	11B	13B	14B	9A	11A	15B	14A
97 - 99	7	8	8	9A	11	10	11A	11B	9A	9A	11B	10B	11A	10B	12B	13B	8	11A	15B	13A
94 - 96	7	8	8	9A	10	10	11A	10A	9A	8A	11B	10B	10A	10A	11B	12B	8	10A	14B	13A
91 - 93	7	7	8	8	10	9	10	9A	8A	8A	10A	9B	10A	10A	11A	11B	7	9	13A	12A
88 - 90	6	7	7	8	9	9	9	9A	8	7A	9A	8B	10A	9A	10A	10A	6	8	13A	11A
85 - 87	6	7	7	7	9	8	9	8A	7	6A	8A	7A	9	9A	10A	10A	6	8	12A	10
82 - 84	6	6	6	7	8	8	8	8	7	6	8A	7A	9	8	9A	9A	5	7	11A	9
79 - 81	6	6	6	6	8	7	8	7	6	5	7	6A	8	8	8A	8A	4	6	10A	8
76 - 78	5	6	6	6	8	7	7	6	5	4	6	5A	8	7	8	7A	4	-	10	-
73 - 75	5	5	5	5	7	6	6	6	5	4	5	4A	7	7	7	7A	3	-	9	-
70 - 72	5	5	5	5	7	6	6	5	4	3	5	3A	7	6	6	6	-	-	8	-
67 - 69	5	5	5	4	6	5	5	5	4	2	4	3	7	6	6	5	-	-	-	-
64 - 66	4	4	4	4	6	5	5	4	3	-	3	-	6	5	5	4	-	-	-	-
61 - 63	4	4	4	3	5	4	4	3	3	-	2	-	6	5	4	-	-	-	-	-
58 - 60	4	4	3	3	5	4	4	3	2	-	-	-	5	5	-	-	-	-	-	-
55 - 57	4	4	3	3	5	3	3	2	-	-	-	-	5	4	-	-	-	-	-	-
52 - 54	4	3	3	2	4	3	2	2	-	-	-	-	4	-	-	-	-	-	-	-
49 - 51	3	3	2	2	4	2	2	1	-	-	-	-	4	-	-	-	-	-	-	-
46 - 48	3	3	2	1	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	3	2	1	-	3	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	3	2	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	2	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	2	1	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A medium-sized, one-handed single-bladed fighting axe.

Alternate Critical: Krush –10

Attack Table 2.10
Heavy Crossbow

Missile

Critical Type:	Puncture
Length:	3.5 - 4.5 feet
Weight:	8 - 12 lbs
Fumble Range:	01 - 05 UM
Breakage #s:	Auto
Strength:	63 - 77

Range Modifiers:	
1' - 20'	+30
21' - 100'	+0
101' - 200'	-25
201' - 300'	-40
301' - 360'	-55

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	14E	16E	18E	20E	24E	24E	27E	27E	23E	25E	29E	29E	23E	23E	28E	31E	25E	28E	31E	33E
145 - 147	14E	16E	18E	20E	24E	24E	27E	27E	23E	25E	28E	28E	23E	23E	28E	31E	24E	27E	31E	32E
142 - 144	14E	16E	17E	19E	23E	23E	26E	26E	22E	24E	27E	27E	22E	22E	27E	30E	23E	26E	30E	31E
139 - 141	13D	15D	17E	18E	22E	22E	25E	25E	21E	23E	26E	26E	22E	21E	26E	29E	22E	25E	29E	30E
136 - 138	13D	15D	16D	18D	22D	21D	24E	24E	20D	22E	25E	25E	21E	21E	25E	28E	21D	24D	28E	29E
133 - 135	13C	14D	16D	17D	21D	21D	23D	23D	20D	21D	24D	24D	20D	20E	24E	27E	20D	23D	27D	28D
130 - 133	12C	14C	15D	17D	20D	20D	22D	22D	19D	20D	23D	23D	20D	20D	24D	26D	20D	22D	26D	27D
127 - 129	12B	13C	15C	16D	19D	19D	21D	21D	18D	19D	22D	22D	19D	19D	22D	25D	18D	21D	25D	25D
124 - 126	12B	13B	14C	15C	19C	18C	20D	20D	17C	18D	21D	21D	18D	18D	22D	24D	17C	20C	24D	24D
121 - 123	11B	12B	13C	14C	18C	18C	19C	19D	16C	17C	20D	20D	18D	17D	21D	23D	16C	19C	23D	23C
118 - 120	10A	12B	12B	13C	17C	16C	18C	17C	15C	15C	18C	18C	17C	16D	19D	21D	15C	17C	22C	21C
115 - 117	10A	11A	12B	13C	16B	16C	17C	16C	14C	14C	17C	17C	16C	16C	19D	20D	14B	16C	21C	20C
112 - 114	10	11A	11B	12B	15B	15B	16C	15C	14B	13C	16C	16C	15C	15C	18C	19C	13B	15B	20C	19C
109 - 111	9	10A	11B	11B	15B	14B	15B	14C	13B	12B	15C	15C	15C	14C	17C	18C	12B	14B	19C	18B
106 - 108	9	10	10A	11B	14B	13B	14B	13C	12B	11B	14B	14C	14C	14C	16C	18C	11B	13B	18C	17B
103 - 105	8	9	10A	10B	13A	13B	13B	12B	11B	10B	13B	13B	14B	13C	15C	17C	10A	12B	17B	15B
100 - 102	8	9	9A	9A	13A	12A	12B	11B	10A	9B	12B	12B	13B	12B	14C	16C	9A	10A	16B	14B
97 - 99	8	8	8	9A	12A	11A	11B	10B	10A	8B	11B	11B	12B	12B	13B	15B	8A	9A	15B	13A
94 - 96	7	8	8	8A	11A	10A	10A	9B	9A	7A	10B	10B	12B	11B	13B	14B	7A	8A	14B	12A
91 - 93	7	7	7	7A	10	9A	10A	8B	8A	6A	8A	9B	11B	10B	12B	13B	6	7A	13B	11A
88 - 90	7	7	7	7A	10	9A	9A	8A	7A	5A	7A	8A	10A	10B	11B	12B	5	6A	12A	10A
85 - 87	6	7	6	6	9	8	8A	7A	6	4A	6A	7A	10A	9B	10B	11B	4	-	11A	8A
82 - 84	6	6	6	5	8	7	7	6A	6	3	5A	6A	9A	8A	9B	10B	-	-	10A	-
79 - 81	5	6	5	5	7	6	6	5A	5	2	4A	4A	8A	8A	8A	9A	-	-	10A	-
76 - 78	5	5	4	4	7	6	5	4A	4	-	3	3A	8A	7A	7A	8A	-	-	9A	-
73 - 75	5	5	4	3	6	5	4	3A	3	-	2	2A	7A	6A	7A	7A	-	-	-	-
70 - 72	4	4	3	3	5	4	3	2	3	-	-	-	7	6A	6A	6A	-	-	-	-
67 - 69	4	4	3	2	5	3	2	-	-	-	-	-	6	5	5A	5A	-	-	-	-
64 - 66	4	3	2	1	4	3	1	-	-	-	-	-	5	4	4	4	-	-	-	-
61 - 63	3	3	2	-	3	2	-	-	-	-	-	-	5	-	-	-	-	-	-	-
58 - 60	3	3	1	-	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
55 - 57	2	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	2	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A heavy, powerful bow which requires mechanical means to draw the string.

Attack Table 2.11
Javelin

Pole Arm

Critical Type:	Puncture
Length:	5 - 7 feet
Weight:	3 - 3.5 lbs
Fumble Range:	01 - 04 UM
Breakage #s:	1,2,3,4,5
Strength:	38 - 42 w

Range Modifiers:	
1' - 10'	+0
11' - 50'	-20
51' - 100'	-40

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	6E	8E	10E	12E	15E	15E	18E	18E	16E	18E	22E	22E	16E	16E	21E	24E	18E	21E	24E	26E
145 - 147	6D	8E	10E	12E	15E	15E	18E	18E	16E	18E	22E	22E	16E	16E	21E	24E	18E	21E	24E	26E
142 - 144	6C	8D	10D	12E	15E	15E	17E	17E	15E	17E	21E	21E	16E	16E	20E	23E	17E	20E	23E	25E
139 - 141	6B	8C	10D	11D	14D	14D	17D	17E	15E	16E	20E	20E	15E	15E	20E	22E	16E	19E	22E	24E
136 - 138	6A	8B	9C	11D	14D	14D	16D	16D	14D	16D	19D	19E	15D	15E	19E	21E	16D	18D	22E	23D
133 - 135	6A	7B	9C	10D	13C	13D	15D	15D	14D	15D	18D	18D	14D	14D	18D	20D	15D	18D	21D	22D
130 - 133	6	7A	9C	10C	13C	13C	15D	15D	13D	14D	18D	18D	14D	14D	18D	20D	14D	17D	21D	21D
127 - 129	5	7	8B	10C	12B	12C	14C	14D	13C	13D	17D	16D	14D	13D	17D	19D	13C	16D	20D	20D
124 - 126	5	7	8A	9B	12B	12B	14C	13C	12C	13C	16C	16D	13C	13D	16D	18D	13C	15C	19D	19C
121 - 123	5	7	8A	9B	11A	11B	13B	13C	12C	12C	15C	15D	13C	13C	16D	17D	12C	14C	18D	18C
118 - 120	4	6	7A	8B	10A	10B	12B	11C	11B	11C	14C	13C	12C	12C	14C	16C	11B	13C	17C	17C
115 - 117	4	6	7	8A	10A	10A	11B	11B	10B	10B	13C	13C	11C	11C	14C	15C	10B	12B	16C	16C
112 - 114	4	5	6	7A	10	9A	11A	10B	9B	9B	12B	12C	11B	11C	13C	14C	9B	12B	16C	15B
109 - 111	4	5	6	7A	9	9	10A	9B	9B	9B	11B	11C	11B	10B	12C	14C	9B	11B	15C	14B
106 - 108	4	5	6	6	9	8	9A	9B	8A	8B	10B	10B	10B	10B	12B	13C	8A	10B	14B	13B
103 - 105	4	5	5	6	8	8	9	8A	8A	7A	10B	9B	10B	9B	11B	12B	7A	9A	14B	13B
100 - 102	4	5	5	6	8	7	8	7A	7A	7A	9A	8B	9A	9B	10B	11B	6A	8A	13B	12A
97 - 99	3	4	5	5	7	7	7	7A	7	6A	8A	7B	9A	9B	10B	10B	6	8A	12B	11A
94 - 96	3	4	4	5	7	6	7	6	6	5A	7A	7B	9A	8A	9B	10B	5	7A	12B	10A
91 - 93	3	4	4	4	6	6	6	5	6	4	6A	6A	8A	8A	8A	9B	4	6	11A	9A
88 - 90	3	4	4	4	6	5	6	5	5	4	5A	5A	8A	7A	8A	8A	3	-	10A	8
85 - 87	3	3	3	4	5	5	5	4	5	3	5	4A	7	7A	7A	7A	-	-	10A	-
82 - 84	3	3	3	3	5	5	4	3	4	2	4	3A	7	6	6A	6A	-	-	9A	-
79 - 81	2	3	3	3	5	4	4	3	3	-	3	2A	6	6	6A	6A	-	-	8A	-
76 - 78	2	3	3	2	4	4	3	2	3	-	2	-	6	5	5	5A	-	-	-	-
73 - 75	2	3	2	2	4	3	2	1	2	-	-	-	6	5	4	4A	-	-	-	-
70 - 72	2	2	2	2	3	3	2	-	-	-	-	-	5	5	-	-	-	-	-	-
67 - 69	2	2	2	1	3	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-
64 - 66	2	2	1	-	2	2	-	-	-	-	-	-	4	-	-	-	-	-	-	-
61 - 63	2	2	1	-	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
58 - 60	1	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A light throwing spear.

Attack Table 2.12
Lance

Pole Arm

Critical Type:	Puncture	Range Modifiers:	1' - 10' -10
Length:	10 - 12 feet		11' - 25'
Weight:	8 - 15 lbs		
Fumble Range:	01 - 07 UM		
Breakage #s:	1,2,3,4,5,6,7,8		
Strength:	56 - 74 w		

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	25E	27E	29E	21E	32E	32E	35E	35E	36E	38E	42E	42E	40E	40E	45E	48E	42E	45E	48E	50E
145 - 147	25E	27E	28E	21E	31E	31E	34E	34E	35E	37E	41E	41E	39E	39E	44E	47E	41E	44E	47E	49E
142 - 144	24E	26E	27E	20E	30E	30E	33E	33E	34E	35E	39E	39E	38E	38E	43E	45E	39E	42E	45E	47E
139 - 141	23D	25E	26E	19E	29E	29E	31E	31E	32E	34E	38E	38E	37E	37E	41E	44E	37E	40E	44E	45E
136 - 138	22D	24D	25D	18E	28D	27E	30E	30E	31E	32E	36E	36E	35E	35E	40E	42E	35D	38D	42E	43E
133 - 135	22D	23D	24D	17D	26D	26D	28D	29D	30D	31D	34D	35D	34E	34E	38E	41E	33D	36D	41D	41D
130 - 133	21D	22D	23D	17D	26D	25D	27D	28D	29D	30D	33D	34D	33D	33D	37D	39D	32D	35D	40D	40D
127 - 129	20C	21C	21D	16D	24D	23D	25D	26D	27D	28D	31D	32D	31D	31D	35D	37D	30D	33D	38D	37D
124 - 126	19C	20C	20C	15D	23C	22D	24D	24D	25D	26D	30D	30D	30D	30D	34D	36D	28C	31C	36D	36D
121 - 123	19B	19C	19C	14D	22C	21C	23D	23D	24D	25C	28D	29D	29D	29D	32D	34D	26C	29C	35D	34C
118 - 120	17B	18B	17C	13C	20C	19C	21C	21C	22C	23C	26C	27C	27D	27D	30D	32D	24C	27C	33C	31C
115 - 117	17B	17B	16C	12C	19C	18C	19C	20C	21C	21C	24C	25C	26C	26C	29C	30C	22C	25C	31C	30C
112 - 114	16A	16B	15B	11C	18B	17C	18C	18C	19C	19C	23C	24C	25C	25C	27C	29C	20B	23B	30C	28C
109 - 111	15A	15B	14B	10C	16B	15B	16C	17C	18C	18B	21C	22C	23C	23C	26C	27C	18B	21B	28C	26B
106 - 108	14A	14A	13B	9B	15B	14B	15B	15B	17B	16B	20B	20C	22C	22C	24C	26C	17B	20B	26C	24B
103 - 105	14A	13A	12B	9B	14B	13B	13B	14B	15B	15B	18B	19B	21C	21C	23C	24C	15B	18B	25B	22B
100 - 102	13	12A	10A	8B	13A	11B	12B	13B	14B	13B	16B	17B	19B	19B	21B	22B	13A	16A	23B	20B
97 - 99	12	11	9A	7B	12A	10B	11B	11B	12B	12B	15B	16B	18B	18B	20B	21B	11A	14A	22B	18A
94 - 96	11	10	8A	6B	10A	9A	9B	10B	11B	10A	13B	14B	17B	17B	18B	19B	9A	12A	20B	17A
91 - 93	10	9	7A	5A	9A	8A	8A	9A	10A	9A	11A	13B	15B	15B	17B	18B	7A	10A	19B	15A
88 - 90	10	8	6A	4A	8A	6A	6A	7A	8A	7A	10A	11A	14B	14B	15B	16B	6A	9A	17A	13A
85 - 87	9	7	5	4A	7	5A	5A	6A	7A	6A	8A	10A	13A	13A	14A	15A	-	-	16A	11A
82 - 84	8	6	4	3A	6	4	3A	4A	5A	4	7A	8A	12A	12A	12A	13A	-	-	14A	-
79 - 81	7	5	2	2	4	2	2	3A	4	-	5A	7A	10A	10A	11A	11A	-	-	13A	-
76 - 78	7	5	-	-	3	-	-	-	-	-	-	5A	9A	9A	9A	10A	-	-	11A	-
73 - 75	6	4	-	-	2	-	-	-	-	-	-	-	8A	8A	8A	8A	-	-	-	-
70 - 72	5	3	-	-	-	-	-	-	-	-	-	-	6A	6A	6A	7A	-	-	-	-
67 - 69	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
64 - 66	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
61 - 63	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A heavy spear used from a running horse. It can be sharpened or unsharpened, and the weight is variable.

Alternate Critical: Krush –20

Attack Table 2.13
Light Crossbow

Missile

Critical Type:	Puncture
Length:	2 - 4 feet
Weight:	4 - 8 lbs
Fumble Range:	01 - 05 UM
Breakage #s:	Auto
Strength:	63 - 77

Range Modifiers:	
1' - 10'	+15
11' - 100'	+0
101' - 200'	-35
201' - 300'	-50
301' - 360'	-75

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	10E	12E	14E	16E	21E	21E	24E	24E	19E	21E	25E	25E	20E	20E	25E	28E	18E	21E	24E	26E
145 - 147	10E	12E	14E	16E	21E	21E	24E	24E	19E	21E	25E	25E	20E	20E	25E	28E	18E	21E	24E	26E
142 - 144	10D	12D	14E	15E	20E	20E	23E	23E	18E	20E	24E	24E	19E	19E	24E	27E	17E	20E	23E	25E
139 - 141	10D	11D	13D	15E	19D	19E	22E	22E	17E	19E	23E	23E	19E	19E	23E	26E	16E	19E	22E	24E
136 - 138	9C	11C	13D	14D	19D	19D	21D	21E	17D	18D	22E	22E	18E	18E	22E	25E	15D	18D	22E	23D
133 - 135	9B	11C	12D	14D	18D	18D	20D	20D	16D	17D	21D	21D	18D	17D	21D	24D	15D	17D	21D	22D
130 - 133	9B	10C	12C	13D	18D	17D	20D	19D	16D	17D	20D	20D	17D	17D	21D	23D	14D	17D	21D	21D
127 - 129	9A	10B	11C	12C	17C	17C	18D	18D	15D	15D	19D	19D	17D	16D	20D	22D	13C	16D	20D	20D
124 - 126	8A	10A	11B	12C	16C	16C	18C	17D	14C	14C	18D	18D	16D	16D	19D	21D	12C	15C	19D	19C
121 - 123	8	9A	10B	11C	15B	15C	17C	16C	13C	14C	17C	17D	15C	15D	18D	20D	12C	14C	18D	18C
118 - 120	7	8A	9B	10B	14B	14B	15C	15C	12C	12C	15C	15C	14C	14C	17C	19C	11B	13C	17C	17C
115 - 117	7	8	9A	10B	14B	13B	15B	14C	12B	11C	14C	14C	14C	13C	16C	18C	10B	12B	16C	16C
112 - 114	7	8	8A	9B	13A	13B	14B	13C	11B	10B	13C	13C	13C	13C	15C	17C	9B	11B	16C	15B
109 - 111	7	7	8A	8B	12A	12B	13B	12B	10B	10B	12B	12C	13B	12C	14C	16C	8B	10B	15C	14B
106 - 108	6	7	7	8A	12A	11A	12B	11B	9B	9B	11B	11B	12B	12B	13C	15C	8A	10B	14B	13B
103 - 105	6	7	7	7A	11A	10A	11A	10B	9A	8B	10B	10B	12B	11B	12B	14B	7A	9A	14B	12B
100 - 102	6	6	6	7A	10	10A	10A	9B	8A	7A	9B	9B	11B	10B	12B	13B	6A	8A	13B	11A
97 - 99	6	6	6	6	10	9	9A	8B	7A	6A	8B	8B	10B	10B	11B	12B	5	7A	12B	10A
94 - 96	5	6	5	5	9	8	8A	7A	7A	5A	7A	8B	10A	9B	10B	11B	5	6A	11B	10A
91 - 93	5	5	5	5	8	8	8	7A	6	4A	6A	7A	9A	9A	9B	10B	4	-	11A	9A
88 - 90	5	5	4	4	8	7	7	6A	5	3A	5A	6A	9A	8A	8A	9A	3	-	10A	-
85 - 87	4	4	4	4	7	6	6	5A	5	3	4A	5A	8A	7A	7A	8A	-	-	9A	-
82 - 84	4	4	4	3	6	5	5	4	4	-	3	4A	8	7A	7A	7A	-	-	9A	-
79 - 81	4	4	3	3	6	5	4	3	3	-	2	3A	7	6A	6A	6A	-	-	8	-
76 - 78	4	3	3	2	5	4	3	2	3	-	-	-	6	6	5A	5A	-	-	-	-
73 - 75	3	3	2	1	4	3	2	1	2	-	-	-	6	5	4A	4A	-	-	-	-
70 - 72	3	3	2	-	4	3	2	-	-	-	-	-	5	4	-	-	-	-	-	-
67 - 69	3	2	1	-	3	2	-	-	-	-	-	-	5	-	-	-	-	-	-	-
64 - 66	3	2	-	-	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
61 - 63	2	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A bow where the string is drawn using a lever, a hook attached to the belt, or by pulling with both hands.

Attack Table 2.14
Long Bow
Missile

Critical Type:	Puncture
Length:	5 - 7 feet
Weight:	2 - 3 lbs
Fumble Range:	01 - 05 UM
Breakage #s:	Auto
Strength:	54 - 66

Range Modifiers:	
1' - 10'	+20
11' - 100'	+0
101' - 200'	-30
201' - 300'	-40
301' - 400'	-50

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	12E	14E	16E	18E	23E	23E	26E	26E	21E	23E	27E	27E	22E	22E	27E	30E	20E	23E	26E	28E
145 - 147	12E	14E	16E	18E	23E	23E	26E	25E	21E	23E	26E	26E	22E	22E	27E	30E	20E	23E	26E	28E
142 - 144	12E	14E	15E	17E	22E	22E	25E	24E	20E	22E	25E	25E	21E	21E	26E	29E	19E	22E	25E	27E
139 - 141	11D	13D	15E	16E	21E	21E	24E	23E	19E	21E	24E	24E	21E	20E	25E	28E	18E	21E	24E	26E
136 - 138	11D	13D	14D	16D	20D	20D	23E	22E	18D	20E	23E	23E	20E	20E	24E	27E	17D	20D	23E	25D
133 - 135	11C	12D	14D	15D	20D	19D	22D	21D	18D	19D	22D	22D	19D	19E	23E	26E	16D	19D	23D	24D
130 - 133	11C	12C	13D	14D	19D	19D	21D	21D	17D	18D	21D	22D	19D	19D	23D	25D	15D	19D	22D	23D
127 - 129	10B	11C	12C	14D	18D	18D	20D	19D	16D	17D	20D	20D	18D	18D	21D	24D	14D	17D	21D	22D
124 - 126	10B	11B	12C	13C	17C	17C	19D	18D	15C	16D	19D	19D	17D	17D	21D	23D	13C	16C	20D	21C
121 - 123	9A	10B	11C	12C	17C	16C	18C	17D	14C	15C	18D	18D	17D	16D	20D	22D	12C	16C	20D	20C
118 - 120	9A	10B	10B	11C	15C	15C	16C	16C	13C	13C	16C	16C	15C	15D	18D	20D	11C	14C	18C	18C
115 - 117	8A	9A	10B	10C	15B	14C	15C	15C	12C	12C	15C	15C	15C	14C	17C	19C	10C	13C	18C	17C
112 - 114	8	9A	9B	10B	14B	13B	14C	14C	12B	11C	14C	14C	14C	14C	17C	18C	9B	12B	17C	16B
109 - 111	8	8	8A	9B	13B	13B	13B	13C	11B	10B	13C	13C	13C	13C	16C	17C	8B	12B	16C	15B
106 - 108	7	8	8A	8B	12B	12B	12B	12C	10B	9B	12B	12B	13C	12C	15C	16C	7B	11B	15B	14B
103 - 105	7	7	7A	7B	12A	11B	11B	11B	9B	8B	11B	11B	12B	12C	14C	15C	7B	10B	15B	13B
100 - 102	7	7	7A	7A	11A	10A	10B	10B	8A	7B	10B	10B	11B	11B	13B	14B	6A	9A	14B	12A
97 - 99	6	6	6	6A	10A	9A	9A	9B	8A	6A	9B	9B	11B	10B	12B	13B	5A	8A	13B	11A
94 - 96	6	6	5	5A	9	9A	8A	8B	7A	5A	7B	8B	10B	10B	11B	12B	4A	7A	12B	10A
91 - 93	6	5	5	5A	9	8A	7A	7B	6A	4A	6A	7A	9B	9B	10B	11B	3A	6A	12A	9A
88 - 90	5	5	4	4A	8	7	7A	6A	5	3A	5A	6A	9A	8B	10B	10B	-	-	11A	8A
85 - 87	5	5	4	3	7	6	6A	5A	4	2A	4A	5A	8A	8A	9A	9A	-	-	10A	-
82 - 84	5	4	3	2	6	5	5	4A	4	-	3A	4A	8A	7A	8A	8A	-	-	9A	-
79 - 81	4	4	3	2	6	4	4	3A	3	-	2	3A	7A	6A	7A	7A	-	-	9A	-
76 - 78	4	3	2	1	5	4	3	2A	2	-	-	-	6A	6A	6A	6A	-	-	-	-
73 - 75	3	3	1	-	4	3	2	-	-	-	-	-	6	5A	5A	5A	-	-	-	-
70 - 72	3	2	-	-	3	2	-	-	-	-	-	-	5	4A	4A	4A	-	-	-	-
67 - 69	3	2	-	-	3	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
64 - 66	2	1	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
61 - 63	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A powerful bow made from a single long piece of wood, ideally yew. Surviving examples of late medieval and renaissance English long bows have draw weights between 98 to 185 lbs.

Attack Table 2.15
Mace

One-Handed Concussion

Critical Type: Krush
Length: 1.5 - 2 feet
Weight: 2 - 3 lbs
Fumble Range: 01 - 02 UM
Breakage #s: 1,2,3,4,5,6,7,8
Strength: 74 - 86 w

Range Modifiers: 1' - 10' -35

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	12E	14E	16E	18E	19E	19E	22E	22E	14E	16E	20E	20E	15E	15E	20E	23E	15E	18E	21E	23E
145 - 147	12E	14E	16E	18E	19E	19E	22E	22E	14E	16E	20E	20E	15E	15E	20E	23E	15E	18E	21E	23E
142 - 144	12D	14E	16E	18E	19E	19E	21E	21E	14E	15E	19E	19E	15E	15E	19E	22E	14E	17E	20E	22E
139 - 141	12D	14D	15D	17E	18D	18E	21E	21E	13E	15E	19E	18E	14E	14E	19E	21E	14E	17E	20E	21E
136 - 138	11C	13D	15D	17D	18D	18D	20D	20E	13D	14D	18D	18E	14D	14E	18D	21E	13D	16D	19E	21D
133 - 135	11C	13C	14D	16D	17D	17D	19D	19D	12D	14D	17D	17D	14D	14D	18D	20D	13D	16D	19D	20D
130 - 133	11C	13C	14D	16D	17D	17D	19D	19D	12D	14D	17D	17D	14D	13D	17D	19D	12D	15D	18D	19D
127 - 129	11B	12B	14C	15D	16C	16C	18D	18D	12D	13D	16D	16D	13D	13D	17D	19D	12C	14D	18D	18D
124 - 126	10A	12B	13C	15C	16C	16C	18C	18D	11C	12C	15C	15D	13C	13D	16C	18D	11C	14C	17D	18C
121 - 123	10A	12B	13B	14C	15B	15C	17C	17C	11C	12C	15C	14D	12C	12C	15C	17D	11C	13C	17D	17C
118 - 120	9A	11A	12B	13C	14B	14B	16C	16C	10C	11C	14C	13C	12C	11C	14C	16C	10B	12C	16C	16C
115 - 117	9	10A	12B	13B	14B	14B	15B	15C	10B	10C	13B	13C	11C	11C	14C	15C	9B	12B	15C	15C
112 - 114	9	10	11A	12B	13A	13B	15B	15C	9B	10B	12B	12C	11B	11C	13B	14C	9B	11B	15C	14B
109 - 111	9	10	11A	12B	13A	13B	14B	14B	9B	9B	12B	11C	11B	10B	13B	14C	8B	10B	14C	14B
106 - 108	8	9	10A	11B	13A	12A	14B	13B	8B	9B	11B	11C	10B	10B	12B	13C	7A	10B	13B	13B
103 - 105	8	9	10A	11A	12A	12A	13A	13B	8A	8B	10A	10B	10B	10B	12B	12B	7A	9A	13B	12B
100 - 102	8	9	9	10A	12	11A	12A	12B	8A	8A	10A	9B	10A	9B	11A	12B	6A	9A	12B	11A
97 - 99	8	8	9	10A	11	11	12A	12B	7A	7A	9A	9B	9A	9B	10A	11B	6	8A	12B	11A
94 - 96	7	8	9	9A	11	10	11A	11A	7A	7A	9A	8B	9A	8A	10A	10B	5	8A	11B	10A
91 - 93	7	8	8	9	10	10	11	10A	6	6A	8	7B	8A	8A	9A	9B	5	7	11A	9A
88 - 90	7	8	8	8	10	9	10	10A	6	6A	7	7A	8A	8A	9A	9A	4	6	10A	8A
85 - 87	7	7	7	8	9	9	9	9A	6	5	7	6A	8	7A	8	8A	4	-	10A	-
82 - 84	6	7	7	7	9	8	9	8	5	4	6	5A	7	7	8	7A	3	-	9A	-
79 - 81	6	7	7	7	8	8	8	8	5	4	5	4A	7	7	7	7A	-	-	9A	-
76 - 78	6	6	6	6	8	7	8	7	4	3	5	4A	7	6	6	6A	-	-	8	-
73 - 75	6	6	6	6	7	7	7	7	4	3	4	3A	6	6	6	5A	-	-	-	-
70 - 72	5	6	5	5	7	6	6	6	4	2	3	2	6	5	5	4	-	-	-	-
67 - 69	5	5	5	5	6	6	6	5	3	-	3	-	6	5	5	-	-	-	-	-
64 - 66	5	5	5	4	6	5	5	5	3	-	2	-	5	5	4	-	-	-	-	-
61 - 63	5	5	4	4	6	5	5	4	2	-	-	-	5	4	-	-	-	-	-	-
58 - 60	4	4	4	3	5	4	4	3	2	-	-	-	5	4	-	-	-	-	-	-
55 - 57	4	4	3	3	5	4	3	3	-	-	-	-	4	-	-	-	-	-	-	-
52 - 54	4	4	3	2	4	3	3	2	-	-	-	-	4	-	-	-	-	-	-	-
49 - 51	4	3	3	2	4	3	2	2	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	3	3	2	1	3	2	2	1	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	3	3	2	1	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	3	2	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A flanged, metal head on a wooden haft.

Attack Table 2.16
Main Gauche

One-Handed Edged

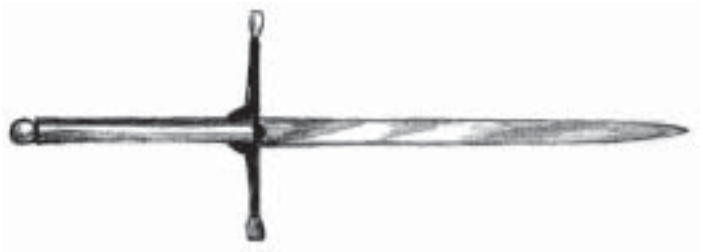
Critical Type: Puncture
Length: .5 feet
Weight: .5 lbs
Fumble Range: 01 - 02 UM
Breakage #s: 1,2,3,4,5,6
Strength: 65 - 75

Range Modifiers: 1' - 10' -15

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	4C	6C	8E	10E	9E	9E	12E	12E	8E	10E	14E	14E	10E	10E	15E	18E	12E	15E	18E	20E
145 - 147	4C	6C	8E	10E	9E	9E	12E	12E	8E	10E	14E	14E	10E	10E	15E	18E	12E	15E	18E	20E
142 - 144	4B	6B	8D	10E	9D	9D	12E	12E	8E	10E	14E	14E	10E	10E	15E	17E	12E	15E	18E	19E
139 - 141	4A	6B	8D	10D	9D	9D	11D	11D	8D	10D	13E	13E	10E	10E	14E	17E	11E	14E	17E	19E
136 - 138	4	6A	8C	9D	9C	8C	11D	11D	8D	9D	13D	13D	10D	10E	14E	16E	11D	14D	17E	18D
133 - 135	4	6A	7B	9C	8B	8C	11C	11D	7D	9D	12D	12D	9D	9D	13D	16D	10D	13D	16D	17D
130 - 133	4	6	7B	9C	8B	8C	10C	10D	7C	9D	12D	12D	9D	9D	13D	15D	10D	13D	16D	17D
127 - 129	4	5	7A	8B	8A	8B	10B	10C	7C	8C	11C	11D	9D	9D	12D	15D	9C	12C	15D	16D
124 - 126	4	5	7A	8B	8A	7A	10B	9C	7B	8C	11C	11C	9C	9D	12D	14D	9C	12C	15D	16C
121 - 123	4	5	6	8B	7	7A	9B	9B	7B	8B	10C	10C	9C	8C	12C	13D	9C	11C	14C	15C
118 - 120	3	5	6	7A	7	6A	8A	8B	6B	7B	9B	9C	8C	8C	11C	12C	8B	10C	14C	14C
115 - 117	3	4	6	7A	6	6	8A	8B	6A	6B	9B	9C	8C	7C	10C	12C	7B	10B	13C	13C
112 - 114	3	4	5	6	6	6	8	7A	5A	6A	9B	8B	7B	7C	10C	11C	7B	9B	13C	13B
109 - 111	3	4	5	6	6	6	7	7A	5A	6A	8B	8B	7B	7B	9C	11C	6A	9B	12C	12B
106 - 108	3	4	5	6	6	5	7	7A	5	5A	8A	7B	7B	7B	9B	10C	6A	8A	12B	11B
103 - 105	3	4	5	5	5	5	6	6A	5	5A	7A	7B	7B	6B	9B	9B	5A	8A	11B	11B
100 - 102	3	4	4	5	5	5	6	6	5	5	7A	6A	6A	6B	8B	9B	5	8A	11B	10A
97 - 99	3	4	4	5	5	5	6	5	4	4	6	6A	6A	6A	8B	8B	5	7A	10B	10A
94 - 96	3	3	4	5	5	4	5	5	4	4	6	5A	6A	6A	7A	8B	4	7	10A	9A
91 - 93	3	3	4	4	4	4	5	5	4	4	5	5A	6A	6A	7A	7B	4	6	10A	8A
88 - 90	2	3	4	4	4	4	5	4	4	4	5	4A	6	5A	6A	7A	3	6	9A	8
85 - 87	2	3	3	4	4	4	4	4	4	3	4	4	5	5	6A	6A	3	5	9A	7
82 - 84	2	3	3	3	4	3	4	3	3	3	4	3	5	5	6A	5A	2	-	8A	-
79 - 81	2	3	3	3	3	3	3	3	3	3	4	3	5	5	5	5A	2	-	8	-
76 - 78	2	3	3	3	3	3	3	3	3	2	3	2	5	4	5	4A	-	-	7	-
73 - 75	2	2	2	2	3	3	3	2	3	-	3	-	4	4	4	4	-	-	-	-
70 - 72	2	2	2	2	3	2	2	2	2	-	2	-	4	4	4	3	-	-	-	-
67 - 69	2	2	2	2	2	2	2	1	2	-	-	-	4	4	3	-	-	-	-	-
64 - 66	2	2	2	2	2	2	2	1	2	-	-	-	4	3	3	-	-	-	-	-
61 - 63	2	2	2	1	2	2	1	-	-	-	-	-	4	3	-	-	-	-	-	-
58 - 60	2	2	1	-	2	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
55 - 57	2	2	1	-	1	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
52 - 54	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A long dagger with a large basket hilt and hand guard that can catch opponent's weapons.

Alternate Critical I: Slash –10
Alternate Critical II: Krush –20



Critical Type:	Krush
Length:	ca. 3 feet
Weight:	ca. 4 lbs
Fumble Range:	01 - 08 UM
Breakage #s:	1,2,3,4,5,6,7
Strength:	65 - 75 w

Range Modifiers:

Attack Table 2.17
Morning Star

One-Handed Concussion

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	15E	17E	19E	21E	22E	22E	25E	25E	21E	23E	27E	27E	25E	25E	30E	33E	27E	30E	33E	35E
145 - 147	15E	17E	19E	21E	22E	22E	25E	25E	21E	23E	27E	27E	25E	25E	30E	33E	27E	30E	33E	34E
142 - 144	15E	17E	19E	20E	22E	21E	24E	24E	20E	22E	26E	26E	24E	24E	29E	32E	26E	29E	32E	33E
139 - 141	15D	16D	18E	20E	21E	21E	23E	23E	20E	21E	25E	25E	24E	24E	28E	31E	25E	28E	31E	32E
136 - 138	14D	16D	18D	19D	21D	20D	23D	23E	19D	21E	24E	24E	23E	23E	27E	30E	24D	27D	30E	31E
133 - 135	14C	16D	17D	19D	20D	20D	22D	22D	19D	20D	24D	23E	22D	22D	26D	29E	23D	26D	29D	30D
130 - 133	14C	15C	17D	18D	20D	20D	22D	21D	18D	20D	23D	23D	22D	22D	26D	28D	22D	25D	28D	29D
127 - 129	13B	15C	16C	17D	19C	19D	21D	20D	18D	19D	22D	22D	21D	21D	25D	27D	21D	24D	27D	28D
124 - 126	13B	15B	16C	17C	19C	18C	20C	20D	17C	18D	21D	21D	21D	20D	24D	26D	20C	23C	26D	27D
121 - 123	13B	14B	16C	16C	18C	18C	19C	19D	16C	17C	20D	20D	20C	20D	23D	25D	19C	22C	26D	26C
118 - 120	12A	13B	15B	15C	17B	17C	18C	18C	15C	16C	19C	19D	19C	19C	22C	23D	18C	20C	24C	24C
115 - 117	11A	13A	14B	15C	17B	16B	17C	17C	15C	15C	18C	18C	18C	18C	21C	22C	17B	19C	23C	23C
112 - 114	11	13A	14B	14B	16B	16B	17B	16C	14B	15C	18C	17C	18C	18C	20C	21C	16B	18B	22C	22C
109 - 111	11	12A	13B	14B	16B	15B	16B	16C	14B	14B	17C	16C	17B	17C	19C	20C	15B	18B	22C	21B
106 - 108	11	12	13A	13B	15A	15B	15B	15B	13B	13B	16B	15C	17B	16B	19C	19C	14B	17B	21C	20B
103 - 105	10	11	12A	12B	15A	14A	15B	14B	13B	13B	15B	15C	16B	16B	18B	19C	14A	16B	20B	19B
100 - 102	10	11	12A	12A	14A	14A	14A	14B	12A	12B	14B	14B	15B	15B	17B	18B	13A	15A	19B	18B
97 - 99	10	11	11	11A	14	13A	13A	13B	11A	11B	14B	13B	15B	14B	16B	17B	12A	14A	18B	17B
94 - 96	9	10	11	11A	13	13A	13A	12B	11A	10A	13B	12B	14A	14B	15B	16B	11A	13A	17B	16A
91 - 93	9	10	11	10A	13	12	12A	11A	10A	10A	12A	11B	14A	13A	14B	15B	10	12A	16B	14A
88 - 90	9	10	10	10A	12	12	11A	11A	10A	9A	11A	10B	13A	13A	14A	14B	9	11A	15A	13A
85 - 87	8	9	10	9	12	11	11	10A	9	8A	10A	10B	12A	12A	13A	13B	8	10	14A	12A
82 - 84	8	9	9	8	11	11	10	9A	9	8	10A	9A	12	11A	12A	12A	7	9	14A	11
79 - 81	8	9	9	8	11	10	9	9A	8	7	9A	8A	11	11A	11A	11A	6	8	13A	10
76 - 78	7	8	8	7	10	10	9	8	7	6	8	7A	11	10	10A	10A	5	7	12A	9
73 - 75	7	8	8	7	10	9	8	7	7	6	7	6A	10	9	9A	9A	5	6	11A	8
70 - 72	7	7	7	6	9	9	7	6	6	5	6	5A	9	9	9	8A	4	-	10	-
67 - 69	6	7	7	6	9	8	6	6	6	4	6	5	9	8	8	7	-	-	9	-
64 - 66	6	7	7	5	8	8	6	5	5	3	5	4	8	8	7	6	-	-	8	-
61 - 63	6	6	6	4	8	7	5	4	5	3	4	3	8	7	6	5	-	-	-	-
58 - 60	5	6	6	4	7	7	4	4	4	2	3	2	7	6	5	4	-	-	-	-
55 - 57	5	6	5	3	7	6	4	3	4	-	3	-	6	6	5	-	-	-	-	-
52 - 54	5	5	5	3	6	5	3	2	3	-	-	-	6	5	-	-	-	-	-	-
49 - 51	4	5	4	2	6	5	2	1	2	-	-	-	5	4	-	-	-	-	-	-
46 - 48	4	4	4	2	5	4	2	-	-	-	-	-	5	-	-	-	-	-	-	-
43 - 45	4	4	4	1	5	4	1	-	-	-	-	-	4	-	-	-	-	-	-	-
40 - 42	3	4	3	-	4	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	3	3	3	-	4	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	3	3	2	-	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	2	3	2	-	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	2	2	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

One or more heavy spiked, metal balls attached to a wooden handle, often by a chain.

Alternate Critical: Puncture –30

Attack Table 2.18
Polearm

Pole Arm

Critical Type:	Puncture
Length:	6 - 15 feet
Weight:	2 - 10 lbs
Fumble Range:	01 - 07 UM
Breakage #s:	1,2,3,4,5,6,7
Strength:	65 - 75

Range Modifiers:

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	16E	18E	20E	22E	25E	25E	28E	28E	26E	28E	32E	32E	30E	30E	35E	38E	32E	35E	38E	40E
145 - 147	16E	18E	20E	22E	25E	25E	28E	28E	26E	27E	31E	31E	30E	30E	34E	37E	31E	34E	37E	39E
142 - 144	16D	17D	19E	21E	24E	24E	27E	27E	25E	26E	30E	30E	29E	29E	33E	36E	30E	33E	36E	38E
139 - 141	15D	17D	19D	20E	23D	23D	26E	26E	24E	25E	29E	29E	28E	28E	32E	35E	29E	31E	35E	36E
136 - 138	15C	16C	18D	19D	23D	22D	25D	25D	23D	24D	28E	28E	27E	27E	31E	33E	27D	30D	34E	35E
133 - 135	14B	16C	17D	19D	22D	22D	24D	24D	22D	23D	27D	27D	26D	26D	30D	32E	26D	29D	33D	33D
130 - 133	14B	16C	17C	18D	21C	21D	23D	23D	22D	22D	26D	26D	26D	25D	29D	31D	25D	28D	32D	32D
127 - 129	14A	15B	16C	17C	20C	20C	22C	22D	20D	21D	24D	24D	25D	24D	28D	30D	23D	26D	30D	30D
124 - 126	13A	14A	15B	16C	20B	19C	21C	21C	20C	20C	23D	23D	24D	23D	26D	28D	22C	24C	29D	29D
121 - 123	13	14A	15B	16C	19B	19B	20C	20C	19C	19C	22C	22D	23C	22D	25D	27D	21C	23C	28D	27C
118 - 120	12	13A	14B	15B	18B	17B	19B	18C	17C	17C	20C	20C	22C	21C	24C	25D	19C	21C	26C	25C
115 - 117	11	12	13A	14B	17A	16B	18B	17C	16B	16C	19C	19C	21C	20C	22C	24C	18B	20C	25C	24C
112 - 114	11	12	12A	13B	16A	16A	17B	16B	16B	15B	18C	18C	20C	19C	21C	23C	16B	18B	24C	22C
109 - 111	11	11	12A	12B	15A	15A	16B	15B	15B	14B	17B	17C	19B	18C	20C	22C	15B	17B	23C	21B
106 - 108	10	11	11	12A	15	14A	15A	14B	14B	13B	16B	15C	18B	18B	19C	20C	14B	16B	21C	19B
103 - 105	10	10	10	11A	14	13A	14A	13B	13A	12B	14B	14B	17B	17B	18B	19C	12A	14B	20B	18B
100 - 102	9	10	10	10A	13	13	13A	12A	12A	11A	13B	13B	17B	16B	17B	18B	11A	13A	19B	16B
97 - 99	9	9	9	9	13	12	12	11A	11A	10A	12B	12B	16B	15B	16B	16B	10A	12A	18B	15A
94 - 96	9	9	8	9	12	11	11	10A	10A	8A	11A	11B	15A	14B	14B	15B	8A	10A	17B	13A
91 - 93	8	8	8	8	11	10	10	9A	9	7A	10A	9B	14A	13A	13B	14B	7	9A	15B	12A
88 - 90	8	8	7	7	10	9	9	8A	9	6A	8A	8A	13A	12A	12A	13B	6	7A	14A	10A
85 - 87	7	7	7	6	10	9	9	7	8	5	7A	7A	12A	11A	11A	11A	4	-	13A	9
82 - 84	7	7	6	6	9	8	8	6	7	4	6	6A	11	10A	10A	10A	-	-	12A	-
79 - 81	6	6	5	5	8	7	7	5	6	3	5	5A	11	9A	9A	9A	-	-	11A	-
76 - 78	6	6	5	4	7	6	6	4	5	-	4	3A	10	9	8A	8A	-	-	9A	-
73 - 75	6	5	4	3	7	6	5	3	4	-	-	-	9	8	7A	6A	-	-	-	-
70 - 72	5	5	3	3	6	5	4	2	3	-	-	-	8	7	5	5	-	-	-	-
67 - 69	5	4	3	2	5	4	3	-	-	-	-	-	7	6	-	-	-	-	-	-
64 - 66	4	4	2	1	4	3	2	-	-	-	-	-	6	5	-	-	-	-	-	-
61 - 63	4	3	1	-	4	3	-	-	-	-	-	-	6	-	-	-	-	-	-	-
58 - 60	4	3	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	3	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

An axe-bladed pole arm with a beak and a thrusting spike.

Alternate Critical I: Slash –20
Alternate Critical II: Krush –20

Attack Table 2.19
Quarterstaff

Two-Handed

Critical Type: Krush
Length: 5 - 7 feet
Weight: 3 - 5 lbs
Fumble Range: 01 - 03 UM
Breakage #s: 1,2,3,4,5,6,7
Strength: 65 - 75

Range Modifiers:

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	11C	13C	15E	17E	18E	18E	21E	21E	20E	22E	26E	26E	28E	28E	33E	36E	30E	33E	36E	38E
145 - 147	11C	13C	15E	17E	18E	18E	21E	21E	20E	22E	26E	26E	28E	28E	33E	36E	30E	33E	36E	37E
142 - 144	11B	13B	15D	17E	18D	18E	20E	20E	20E	21E	25E	25E	27E	27E	32E	35E	29E	32E	35E	36E
139 - 141	11A	13B	14D	16D	17D	17D	20D	20E	19D	21E	25E	24E	27E	27E	31E	34E	28D	31D	34E	35E
136 - 138	11	12A	14C	16D	17C	17D	19D	19D	19D	20D	24D	24E	26D	26D	30E	33E	27D	30D	33D	34D
133 - 135	10	12A	14B	15C	16C	16C	19D	19D	18D	19D	23D	23D	25D	25D	30D	32D	26D	29D	32D	33D
130 - 133	10	12	14B	15C	16B	16C	19C	18D	18D	19D	23D	22D	25D	25D	29D	32D	26C	28D	32D	33D
127 - 129	10	12	13A	15B	16B	16B	18C	18C	17C	18C	22D	21D	24D	24D	28D	30D	25C	27C	31D	31C
124 - 126	10	11	13A	14B	15A	15B	17B	17C	17C	18C	21C	21D	24C	24C	27D	30D	24B	26C	30C	30C
121 - 123	9	11	12	14B	15A	15A	17B	17C	16B	17C	21C	20C	23C	23C	26C	29D	23B	25B	29C	29C
118 - 120	9	10	12	13A	14	14A	16B	16B	15B	16B	20C	19C	22C	22C	25C	27C	21B	24B	28C	28B
115 - 117	8	10	11	12A	14	13A	15A	15B	15B	15B	19B	18C	21B	21C	24C	26C	21A	23B	27C	27B
112 - 114	8	10	11	12	13	13	15A	15B	14A	15B	18B	17C	21B	21B	24C	26C	20A	22A	26B	26B
109 - 111	8	9	10	12	13	12	14	14A	14A	14A	18B	16B	20B	20B	23B	25C	19A	21A	25B	25B
106 - 108	8	9	10	11	12	12	14	13A	13A	13A	17B	16B	20B	19B	22B	24B	18	20A	24B	24A
103 - 105	8	9	10	11	12	12	13	13A	13	13A	16A	15B	19A	19B	21B	23B	17	19A	24B	23A
100 - 102	7	9	9	10	11	11	13	12A	12	12A	16A	14B	18A	18A	20B	22B	16	18	23A	22A
97 - 99	7	8	9	10	11	11	12	12	12	12	15A	14A	18A	17A	20A	21B	16	18	22A	21
94 - 96	7	8	9	10	11	10	12	11	11	11	14	13A	17	17A	19A	20B	15	17	21A	20
91 - 93	7	8	8	9	10	10	11	11	11	10	14	12A	17	16A	18A	19A	14	16	20A	19
88 - 90	6	8	8	9	10	10	11	10	10	10	13	11A	16	16	17A	19A	13	15	19A	18
85 - 87	6	7	8	8	9	9	10	10	10	9	12	11A	15	15	17A	18A	12	14	19	17
82 - 84	6	7	7	8	9	9	10	9	9	9	12	10	15	14	16	17A	11	13	18	16
79 - 81	6	7	7	7	9	8	9	9	9	8	11	9	14	14	15	16	10	12	17	15
76 - 78	6	6	7	7	8	8	9	8	8	7	11	8	14	13	14	15	10	11	16	14
73 - 75	5	6	6	7	8	7	8	7	8	7	10	8	13	12	13	14	9	10	15	13
70 - 72	5	6	6	6	7	7	8	7	7	6	9	7	12	12	13	13	8	9	15	12
67 - 69	5	6	6	6	7	7	7	6	7	5	9	6	12	11	12	13	7	8	14	11
64 - 66	5	5	5	5	7	6	7	6	6	5	8	5	11	11	11	12	6	8	13	10
61 - 63	4	5	5	5	6	6	6	5	6	4	7	5	11	10	10	11	5	7	12	9
58 - 60	4	5	5	5	6	5	5	5	5	4	7	4	10	9	9	10	4	-	11	-
55 - 57	4	4	4	4	5	5	5	4	5	3	6	3	9	9	9	9	4	-	10	-
52 - 54	4	4	4	4	5	4	4	4	4	2	5	2	9	8	8	8	-	-	10	-
49 - 51	3	4	3	3	5	4	4	3	4	-	5	-	8	8	7	7	-	-	-	-
46 - 48	3	4	3	3	4	4	3	3	3	-	4	-	8	7	6	6	-	-	-	-
43 - 45	3	3	3	3	4	3	3	2	3	-	3	-	7	6	6	6	-	-	-	-
40 - 42	3	3	2	2	3	3	2	2	2	-	-	-	6	6	5	-	-	-	-	-
37 - 39	3	3	2	2	3	2	2	1	2	-	-	-	6	5	4	-	-	-	-	-
34 - 36	2	3	2	1	2	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-
31 - 33	2	2	1	-	2	1	-	-	-	-	-	-	5	-	-	-	-	-	-	-
28 - 30	2	2	1	-	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
25 - 27	2	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Commonly used fighting staff, often with the ends shod in metal.

Attack Table 2.20
Rapier

One-Handed Edged

Critical Type: Puncture
Length: 3 - 5 feet
Weight: 2.5 -3.5 lbs
Fumble Range: 01 - 04 UM
Breakage #s: 1,2,3,4
Strength: 38 - 42

Range Modifiers:

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	3C	5D	7E	9E	9E	9E	12E	12E	8E	10E	14E	14E	12E	12E	17E	20E	14E	17E	20E	22E
145 - 147	3C	5D	7E	9E	9E	9E	12E	12E	8E	10E	14E	14E	12E	12E	17E	20E	14E	17E	20E	22E
142 - 144	3C	5D	7E	9E	9E	9E	12E	12E	8E	10E	14E	14E	12E	12E	17E	20E	14E	17E	20E	22E
139 - 141	3B	5C	7D	9D	9D	9D	12E	12E	8E	10E	13E	13E	12E	12E	16E	19E	13E	16E	19E	21E
136 - 138	3B	5C	7D	9D	9D	9D	11D	11D	8D	10D	13E	13E	12E	12E	16E	19E	13E	16E	19E	21E
133 - 135	3A	5B	7C	8D	8D	8D	11D	11D	8D	9D	13D	13D	11D	11D	16E	18E	13D	16D	19E	20D
130 - 133	3A	5B	7C	8D	8C	8D	11D	11D	7D	9D	12D	12D	11D	11D	15D	18D	13D	15D	18D	20D
127 - 129	3	5A	6B	8C	8C	8C	10C	10D	7C	9D	12D	12D	11D	11D	15D	17D	12D	15D	18D	19D
124 - 126	3	5A	6B	8C	8B	8C	10C	10C	7C	9C	12D	11D	11D	11D	14D	17D	12D	15D	18D	19D
121 - 123	3	5	6B	7B	8B	7B	10C	10C	7C	8C	11C	11D	11D	10D	14D	16D	11C	14D	17D	18D
118 - 120	3	4	5A	7B	7B	7B	9B	9C	6C	8C	10C	10C	10C	10C	13D	15D	10C	13C	16D	17C
115 - 117	2	4	5A	6B	7A	6B	8B	8C	6B	7C	10C	10C	10C	9C	13C	15D	10C	13C	16D	17C
112 - 114	2	4	5	6A	6A	6A	8B	8B	6B	7B	10C	9C	9C	9C	12C	14C	10C	13C	16C	16C
109 - 111	2	4	5	6A	6A	6A	8B	8B	6B	7B	9B	9C	9C	9C	12C	14C	9B	12C	15C	16C
106 - 108	2	4	5	6A	6	6A	8A	7B	6A	7B	9B	9C	9B	9C	12C	13C	9B	12B	15C	15C
103 - 105	2	4	4	6A	6	6A	7A	7B	5A	6A	9B	8B	9B	9B	11C	13C	9B	11B	15C	15B
100 - 102	2	3	4	5	6	5	7A	7A	5A	6A	8B	8B	9B	8B	11B	12C	8B	11B	14C	14B
97 - 99	2	3	4	5	5	5	7	6A	5A	6A	8A	7B	8B	8B	11B	12B	8B	11B	14B	14B
94 - 96	2	3	4	5	5	5	6	6A	5	6A	8A	7B	8B	8B	10B	11B	8A	10B	14B	14B
91 - 93	2	3	4	5	5	5	6	6A	5	5	7A	7A	8A	8B	10B	11B	7A	10A	13B	13B
88 - 90	2	3	4	4	5	4	6	5A	5	5	7A	6A	8A	7A	9B	10B	7A	10A	13B	13A
85 - 87	2	3	3	4	4	4	5	5	4	5	6	6A	7A	7A	9B	10B	7A	9A	12B	12A
82 - 84	2	3	3	4	4	4	5	5	4	5	6	6A	7A	7A	9A	9B	6	9A	12B	12A
79 - 81	2	3	3	4	4	4	5	4	4	4	6	5A	7A	7A	8A	9A	6	8A	12A	11A
76 - 78	2	3	3	3	4	4	4	4	4	4	5	5	7	7A	8A	8A	6	8	11A	11A
73 - 75	2	3	3	3	4	3	4	4	4	4	5	4	7	6	8A	8A	5	8	11A	10A
70 - 72	2	2	3	3	3	3	4	3	3	4	5	4	6	6	7A	8A	5	7	11A	10
67 - 69	2	2	2	3	3	3	3	3	3	3	4	4	6	6	7	7A	5	7	10A	9
64 - 66	2	2	2	2	3	3	3	3	3	3	4	3	6	6	6	7A	4	7	10A	9
61 - 63	2	2	2	2	3	2	3	2	3	3	4	3	6	5	6	6	4	6	10	8
58 - 60	2	2	2	2	2	2	2	2	3	3	3	3	5	5	6	6	3	-	9	-
55 - 57	2	2	2	2	2	2	2	2	3	2	3	2	5	5	5	5	3	-	9	-
52 - 54	2	2	2	2	2	2	2	1	2	2	2	-	5	5	5	5	-	-	8	-
49 - 51	1	2	1	1	2	1	1	1	2	-	2	-	5	4	5	4	-	-	8	-
46 - 48	1	2	1	1	2	1	1	-	2	-	-	-	5	4	4	-	-	-	-	-
43 - 45	1	2	1	-	1	1	-	-	-	-	-	-	4	4	-	-	-	-	-	-
40 - 42	1	1	-	-	1	-	-	-	-	-	-	-	4	-	-	-	-	-	-	-
37 - 39	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A long, straight double-edged fencing sword.

Alternate Critical I: Slash –30
Alternate Critical II: Krush –20

Attack Table 2.21
Scimitar

One-Handed Edged

Critical Type: Slash
Length: ca. 3 feet
Weight: 2 lbs
Fumble Range: 01 - 04 UM
Breakage #s: 1,2,3,4,5
Strength: 56 - 64

Range Modifiers:

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	7E	7E	8E	13E	11E	11E	14E	14E	16E	18E	22E	22E	20E	20E	25E	28E	22E	25E	28E	30E
145 - 147	7E	7E	8E	13E	11E	11E	14E	14E	16E	18E	22E	22E	20E	20E	25E	28E	22E	25E	28E	29E
142 - 144	7D	7D	8E	13E	11E	11E	14E	14E	15E	17E	21E	21E	19E	19E	24E	27E	21E	24E	27E	28E
139 - 141	7D	7D	8D	12E	11D	11D	13D	13E	15E	16E	20E	20E	19E	19E	23E	26E	20E	23E	26E	27E
136 - 138	7C	7C	8D	12D	10D	10D	13D	13D	14D	16D	19D	19E	18D	18E	22E	25E	19D	22D	25E	26D
133 - 135	7B	7C	7D	12D	10C	10D	12D	12D	14D	15D	18D	18D	18D	18D	22D	24D	18D	21D	24D	25D
130 - 133	7B	7C	7C	11D	10C	10C	12D	12D	14D	15D	18D	18D	17D	17D	21D	23D	18D	20D	24D	24D
127 - 129	6A	6B	7C	11C	9B	9C	11C	11D	13C	14D	17D	16D	17D	17D	20D	22D	16C	19D	22D	23D
124 - 126	6A	6A	7B	11C	9B	9B	11C	11C	12C	13C	16C	16D	16C	16D	19D	21D	15C	18C	22D	22C
121 - 123	6	6A	7B	10C	9B	9B	11B	10C	12C	12C	15C	15D	16C	15C	18D	20D	15C	17C	21D	21C
118 - 120	6	5A	6B	9B	8A	8B	10B	9C	11B	11C	14C	13C	15C	14C	17C	18C	13B	16C	19C	19C
115 - 117	5	5	6A	9B	8A	8A	9B	9B	10B	10B	13C	13C	14C	14C	16C	17C	12B	15B	19C	18C
112 - 114	5	5	5A	9B	7	7A	9A	8B	10B	10B	12B	12C	14B	13C	16C	16C	11B	14B	18C	17B
109 - 111	5	5	5A	8B	7	7A	8A	8B	9B	9B	12B	11C	13B	13B	15C	16C	11B	13B	17C	16B
106 - 108	5	5	5	8A	7	7	8A	8B	9A	8B	11B	10B	13B	12B	14B	15C	10A	12B	16B	15B
103 - 105	5	5	5	8A	7	7	8A	7A	8A	8A	10B	9B	12B	12B	13B	14B	9A	11A	15B	14B
100 - 102	5	4	5	7A	6	6	7	7A	8A	7A	9A	8B	11A	11B	12B	13B	8A	10A	14B	12A
97 - 99	4	4	4	7	6	6	7	6A	7	6A	8A	7B	11A	10B	12B	12B	7	9A	13B	11A
94 - 96	4	4	4	7	6	6	6	6A	7	6A	8A	7B	10A	10A	11B	11B	6	8A	13B	10A
91 - 93	4	4	4	6	5	5	6	5	6	5	7A	6A	10A	9A	10A	10B	5	7	12A	9A
88 - 90	4	4	4	6	5	5	5	5	6	4	6A	5A	9A	9A	9A	9A	4	6	11A	8A
85 - 87	4	4	4	5	5	5	5	4	5	4	5	4A	9	8A	8A	8A	4	-	10A	-
82 - 84	4	3	3	5	4	4	4	4	4	3	4	3A	8	8	8A	7A	-	-	9A	-
79 - 81	4	3	3	5	4	4	4	3	4	2	4	2A	8	7	7A	6A	-	-	8A	-
76 - 78	3	3	3	4	4	4	4	3	3	-	3	-	7	6	6	5A	-	-	-	-
73 - 75	3	3	3	4	4	4	3	3	3	-	2	-	7	6	5	4A	-	-	-	-
70 - 72	3	3	3	4	3	3	3	2	2	-	-	-	6	5	5	-	-	-	-	-
67 - 69	3	3	2	3	3	3	2	2	-	-	-	-	6	5	-	-	-	-	-	-
64 - 66	3	2	2	3	3	3	2	1	-	-	-	-	5	4	-	-	-	-	-	-
61 - 63	3	2	2	3	2	2	1	-	-	-	-	-	5	-	-	-	-	-	-	-
58 - 60	3	2	2	2	2	2	1	-	-	-	-	-	4	-	-	-	-	-	-	-
55 - 57	2	2	1	2	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	2	2	1	1	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	2	1	1	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Oriental and Middle Eastern curved single-edged sword.

Alternate Critical: Krush –20

Attack Table 2.22
Short Bow

Missile

Critical Type:	Puncture
Length:	2.5 - 3.5 feet
Weight:	1.5 - 2 lbs
Fumble Range:	01 - 04 UM
Breakage #s:	Auto
Strength:	54 - 66

Range Modifiers:	
1' - 10'	+10
11' - 100'	+0
101' - 180'	-40
181' - 240'	-70

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	6D	8E	10E	12E	17E	17E	20E	20E	15E	17E	21E	21E	15E	15E	20E	23E	14E	17E	20E	22E
145 - 147	6D	8E	10E	12E	17E	17E	20E	20E	15E	17E	21E	21E	15E	15E	20E	23E	14E	17E	20E	22E
142 - 144	6D	8D	10E	12E	16E	16E	19E	19E	14E	16E	20E	20E	15E	15E	19E	22E	13E	16E	19E	21E
139 - 141	6C	8D	9D	11E	16D	16D	18E	18E	14D	15E	19E	19E	14E	14E	19E	21E	13D	16E	19E	20E
136 - 138	6C	8C	9D	11D	15D	15D	17D	17D	13D	14D	18D	18E	14E	14E	18E	20E	12D	15D	18E	19D
133 - 135	6B	7C	9D	10D	14D	14D	16D	16D	13D	14D	17D	17D	13D	13D	17D	20D	11D	14D	18D	19D
130 - 133	6B	7C	8C	10D	14C	14D	16D	16D	12D	13D	17D	16D	13D	13D	17D	19D	11D	14D	17D	18D
127 - 129	5A	7B	8C	9C	13C	13C	15C	14D	12C	12C	15D	15D	12D	12D	16D	18D	10C	13C	17D	17D
124 - 126	5A	7A	8B	9C	13B	12C	14C	13C	11C	11C	14C	14D	12D	12D	15D	17D	10C	12C	16D	16C
121 - 123	5	6A	7B	8C	12B	12B	13C	13C	10B	11C	14C	13C	12C	11D	15D	16D	9B	12C	15C	15C
118 - 120	4	6A	6B	7B	11B	11B	12B	11C	9B	10B	12C	12C	11C	11C	13C	15C	8B	10B	14C	14C
115 - 117	4	5	6A	7B	10A	10B	11B	10C	9B	9B	11B	11C	10C	10C	13C	14C	7B	10B	14C	13B
112 - 114	4	5	6A	6B	10A	9A	10B	9B	8A	8B	10B	10C	10C	10C	12C	14C	7A	9B	13C	13B
109 - 111	4	5	5A	6B	9A	9A	9B	9B	8A	7B	10B	9B	9B	9C	11C	13C	6A	8B	13B	12B
106 - 108	4	5	5	5A	9	8A	9A	8B	7A	7A	9B	9B	9B	9B	11C	12C	6A	8A	12B	11B
103 - 105	4	4	5	5A	8	7A	8A	7B	7A	6A	8A	8B	8B	8B	10B	11B	5A	7A	12B	10A
100 - 102	3	4	4	4A	7	7	7A	6A	6	5A	7A	7B	8B	8B	9B	11B	4	6A	11B	10A
97 - 99	3	4	4	4	7	6	6	5A	6	4	6A	6A	8B	7B	9B	10B	4	-	10A	9A
94 - 96	3	4	4	4	6	5	5	4A	5	4	5A	5A	7A	7B	8B	9B	3	-	10A	8
91 - 93	3	3	3	3	6	5	5	3A	4	3	4	4A	7A	7A	8B	8B	-	-	9A	-
88 - 90	3	3	3	3	5	4	4	2A	4	2	3	3A	6A	6A	7A	7A	-	-	9A	-
85 - 87	3	3	2	2	4	4	3	2	3	-	3	2A	6A	6A	6A	7A	-	-	8A	-
82 - 84	3	3	2	2	4	3	2	-	3	-	-	-	5	5A	6A	6A	-	-	-	-
79 - 81	2	2	2	1	3	2	1	-	2	-	-	-	5	5A	5A	5A	-	-	-	-
76 - 78	2	2	1	-	3	2	-	-	-	-	-	-	4	4	4A	4A	-	-	-	-
73 - 75	2	2	1	-	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
70 - 72	2	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
67 - 69	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
64 - 66	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
61 - 63	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A bow made from a single short piece of wood.

Attack Table 2.23
Short Sword

One-Handed Edged

Critical Type:	Slash
Length:	1.5 - 2 feet
Weight:	2 - 4 lbs
Fumble Range:	01 - 02 UM
Breakage #s:	1,2,3,4,5,6
Strength:	74 - 86

Range Modifiers: 1' - 10' -30

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	5C	7D	9E	11E	10E	10E	13E	13E	11E	13E	17E	17E	16E	16E	21E	24E	18E	21E	24E	26E
145 - 147	5C	7D	9E	11E	10E	10E	13E	13E	11E	13E	17E	17E	16E	16E	21E	24E	18E	21E	24E	26E
142 - 144	5B	7C	9D	11E	10D	10E	13E	13E	11E	13E	16E	16E	16E	16E	20E	23E	17E	20E	23E	25E
139 - 141	5B	7C	9D	11D	10D	10D	12D	12E	11E	12E	16E	16E	16E	15E	20E	23E	17E	20E	23E	24E
136 - 138	5A	7B	9C	10D	9C	9D	12D	12D	10D	12D	15D	15E	15E	15E	19E	22E	16D	19E	22E	24E
133 - 135	5A	7A	8C	10D	9C	9C	12D	11D	10D	12D	15D	15D	15D	15D	19D	21E	16D	19D	22E	23D
130 - 133	5	7A	8C	10C	9C	9C	11C	11D	10D	11D	15D	14D	15D	15D	19D	21D	15D	18D	21D	23D
127 - 129	5	6	8B	9C	9B	9B	11C	11C	9C	11D	14D	14D	14D	14D	18D	20D	15D	18D	21D	22D
124 - 126	5	6	8A	9B	8A	8B	10B	10C	9C	10C	13C	13D	14D	14D	17D	19D	14C	17D	20D	21D
121 - 123	5	6	7A	9B	8A	8B	10B	10C	9C	10C	13C	13D	14C	13D	17D	19D	14C	16C	20D	20D
118 - 120	4	5	7A	8B	7A	7A	9B	9B	8B	9C	12C	12C	13C	13C	16C	18D	13C	15C	19D	19C
115 - 117	4	5	6	7A	7	7A	9A	9B	8B	9B	12C	11C	12C	12C	15C	17C	12C	15C	18C	19C
112 - 114	4	5	6	7A	7	7	8A	8B	8B	8B	11B	11C	12C	12C	15C	16C	12B	14C	18C	18C
109 - 111	4	5	6	7A	7	6	8A	8B	7B	8B	11B	10C	12B	11C	14C	16C	11B	14B	17C	17C
106 - 108	4	5	6	7	6	6	8	7A	7A	8B	10B	10B	11B	11B	14C	15C	11B	13B	17C	17B
103 - 105	4	5	5	6	6	6	7	7A	7A	7A	10B	9B	11B	11B	13B	14C	10B	13B	16C	16B
100 - 102	3	4	5	6	6	6	7	7A	6A	7A	9A	9B	11B	10B	13B	14B	10A	12B	15B	15B
97 - 99	3	4	5	6	6	5	6	6	6	6A	9A	8B	10B	10B	12B	13B	9A	11B	15B	15B
94 - 96	3	4	5	5	5	5	6	6	6	6A	8A	7B	10A	10B	12B	12B	8A	11A	14B	14B
91 - 93	3	4	4	5	5	5	6	5	6	6	8A	7A	10A	9A	11B	12B	8A	10A	14B	13A
88 - 90	3	4	4	5	5	5	5	5	5	5	7A	6A	9A	9A	10A	11B	7A	10A	13B	13A
85 - 87	3	4	4	4	4	4	5	5	5	5	7	6A	9A	9A	10A	10B	7	9A	13B	12A
82 - 84	3	3	4	4	4	4	5	4	5	4	6	5A	9	8A	9A	10A	6	9	12A	11A
79 - 81	3	3	3	4	4	4	4	4	4	4	6	5A	8	8A	9A	9A	6	8	12A	10A
76 - 78	3	3	3	3	4	4	4	3	4	4	5	4	8	8	8A	9A	5	8	11A	10
73 - 75	3	3	3	3	3	3	3	3	4	3	5	4	8	7	8A	8A	5	7	11A	9
70 - 72	2	3	3	3	3	3	3	3	4	3	4	3	7	7	7	7A	4	6	10A	8
67 - 69	2	3	3	2	3	3	3	2	3	3	4	3	7	7	7	7	4	-	10	-
64 - 66	2	2	2	2	3	2	2	2	3	2	3	2	7	6	6	6	3	-	9	-
61 - 63	2	2	2	2	2	2	2	1	3	-	3	-	7	6	6	5	-	-	9	-
58 - 60	2	2	2	1	2	2	2	1	2	-	2	-	6	6	5	5	-	-	8	-
55 - 57	2	2	2	1	2	2	1	-	2	-	-	-	6	5	5	4	-	-	-	-
52 - 54	2	2	1	-	2	1	-	-	-	-	-	-	6	5	4	-	-	-	-	-
49 - 51	2	2	1	-	1	1	-	-	-	-	-	-	5	4	-	-	-	-	-	-
46 - 48	2	1	-	-	1	-	-	-	-	-	-	-	5	4	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	5	-	-	-	-	-	-	-
40 - 42	1	1	-	-	-	-	-	-	-	-	-	-	4	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A short, straight double-edged sword.

Alternate Critical I: Krush –10
Alternate Critical II: Puncture –10

Attack Table 2.24
Sling

Missile

Critical Type:	Krush
Length:	3 - 5 feet
Weight:	0.5 - 1 lbs
Fumble Range:	01 - 06 UM
Breakage #s:	Auto
Strength:	81 - 99

Range Modifiers:	
1' - 10'	+15
11' - 60'	+0
61' - 120'	-40
121' - 180'	-65

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	10E	12E	14E	16E	17E	17E	20E	20E	18E	20E	24E	24E	18E	18E	23E	26E	20E	23E	26E	28E
145 - 147	10E	12E	14E	16E	17E	17E	20E	20E	18E	20E	24E	24E	18E	18E	23E	26E	20E	23E	26E	27E
142 - 144	10D	12D	13E	15E	16E	16E	19E	19E	17E	19E	23E	23E	18E	17E	22E	25E	19E	22E	25E	26E
139 - 141	10D	11D	13D	15E	16D	16D	18D	18E	17E	18E	22E	22E	17E	17E	21E	24E	18D	21E	24E	25E
136 - 138	9C	11C	12D	14D	15D	15D	18D	17D	16D	17D	21D	21E	17D	16D	21D	23E	17D	20D	23E	24D
133 - 135	9B	11C	12D	13D	15C	15D	17D	17D	15D	16D	20D	20D	16D	16D	20D	22D	16D	19D	22D	23D
130 - 133	9B	10C	12C	13D	14C	14C	16D	16D	15D	16D	19D	19D	16D	16D	19D	21D	16D	18D	22D	23D
127 - 129	9A	10B	11C	12C	14B	13C	15C	15D	14C	15D	18D	18D	15C	15D	18D	20D	15C	17C	21D	21D
124 - 126	8A	9A	10B	11C	13B	13B	15C	14C	14C	14C	17C	17D	15C	14C	18C	19D	14C	16C	20D	20C
121 - 123	8	9A	10B	11C	13B	12B	14B	13C	13C	13C	16C	16D	14C	14C	17C	18C	13B	15C	19C	19C
118 - 120	7	8A	9B	10B	11A	11B	13B	12C	12B	12C	15C	15C	13B	13C	16C	17C	12B	14B	18C	17C
115 - 117	7	8	8A	9B	11A	11A	12B	11B	11B	11B	14C	14C	13B	12B	15C	16C	11B	13B	17C	16B
112 - 114	7	7	8A	9B	10	10A	11A	11B	11B	10B	13B	13C	12B	12B	14B	15C	10A	12B	16C	15B
109 - 111	6	7	7A	8B	10	9A	10A	10B	10B	10B	12B	12C	12B	11B	13B	14B	9A	11A	16B	14B
106 - 108	6	7	7	7A	9	9	10A	9B	9A	9B	11B	11B	11A	11B	13B	13B	8A	10A	15B	13B
103 - 105	6	6	6	7A	9	8	9A	8A	9A	8A	10B	10B	11A	10A	12B	12B	8	10A	14B	12A
100 - 102	6	6	6	6A	8	8	8	7A	8A	7A	9A	9B	10A	10A	11A	11B	7	9A	13B	11A
97 - 99	5	6	5	5	8	7	7	7A	7	6A	8A	8B	10	9A	10A	10B	6	8	12A	10A
94 - 96	5	5	5	5	7	6	7	6A	7	5A	8A	7B	9	9A	10A	10A	5	7	11A	9
91 - 93	5	5	4	4	7	6	6	5	6	5	7A	6A	9	8	9A	9A	4	6	11A	8
88 - 90	4	4	4	4	6	5	5	4	6	4	6A	5A	8	8	8A	8A	4	-	10A	-
85 - 87	4	4	3	3	5	5	4	3	5	3	5	4A	8	7	7	7A	-	-	9A	-
82 - 84	4	4	3	2	5	4	4	3	4	2	4	3A	7	7	7	6	-	-	8	-
79 - 81	4	3	2	2	4	4	3	2	4	-	3	2A	7	6	6	5	-	-	-	-
76 - 78	3	3	2	1	4	3	2	1	3	-	2	-	6	6	5	4	-	-	-	-
73 - 75	3	3	1	-	3	2	1	-	2	-	-	-	6	5	4	-	-	-	-	-
70 - 72	3	2	-	-	3	2	-	-	-	-	-	-	5	5	-	-	-	-	-	-
67 - 69	2	2	-	-	2	1	-	-	-	-	-	-	5	4	-	-	-	-	-	-
64 - 66	2	1	-	-	2	-	-	-	-	-	-	-	4	-	-	-	-	-	-	-
61 - 63	2	1	-	-	1	-	-	-	-	-	-	-	4	-	-	-	-	-	-	-
58 - 60	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A leather pouch in the middle of a cord. A stone is placed in the pouch and whirled around the thrower's head. Then one of the cords is released so that the stone flies off toward the target.

Attack Table 2.25
Spear

Pole Arm

Critical Type:	Puncture
Length:	5 - 7 feet
Weight:	3 - 8 lbs
Fumble Range:	01 - 05 UM
Breakage #s:	1,2,3,4,5
Strength:	47 - 53 w

Range Modifiers:	
1' - 10'	-10
11' - 25'	-20
26' - 50'	-30

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	8D	10E	12E	14E	20E	20E	23E	23E	20E	22E	26E	26E	20E	20E	25E	28E	22E	25E	28E	30E
145 - 147	8D	10E	12E	14E	20E	20E	23E	23E	20E	22E	26E	26E	20E	20E	25E	28E	22E	25E	28E	30E
142 - 144	8C	10D	12E	14E	19E	19E	22E	22E	19E	21E	25E	25E	20E	19E	24E	27E	21E	24E	27E	29E
139 - 141	8C	10D	12D	13E	19D	19E	21E	21E	19E	20E	24E	24E	19E	19E	23E	26E	20E	23E	26E	28E
136 - 138	8B	9C	11D	13D	18D	18D	21D	21E	18D	19D	23E	23E	19D	18E	23E	25E	19D	22D	25E	27E
133 - 135	8B	9C	11C	13D	18D	18D	20D	20D	17D	19D	22D	22D	18D	18D	22D	24D	19D	21D	25D	26D
130 - 133	7A	9B	11C	12D	17D	17D	20D	19D	17D	18D	22D	21D	18D	18D	21D	24D	18D	21D	24D	25D
127 - 129	7A	9A	10C	12C	17C	17C	19D	19D	16D	17D	21D	20D	17D	17D	20D	22D	17C	20D	23D	24D
124 - 126	7	8A	10B	11C	16C	16C	18C	18D	16C	16C	20D	19D	17C	16D	20D	22D	16C	19C	22D	23D
121 - 123	7	8	10B	11C	16B	15C	17C	17C	15C	16C	19C	18D	16C	16C	19D	21D	16C	18C	22D	22C
118 - 120	6	8	9A	10B	15B	14B	16C	16C	14C	15C	18C	17C	15C	15C	18C	19C	14C	17C	21C	21C
115 - 117	6	7	8A	10B	14B	14B	16B	15C	13B	14C	17C	16C	15C	14C	17C	18C	14B	16C	20C	20C
112 - 114	6	7	8A	9B	13A	13B	15B	14C	13B	13B	16C	15C	14B	14C	16C	18C	13B	15B	19C	19C
109 - 111	5	7	8	9A	13A	13A	14B	14B	12B	12B	15B	14C	14B	13B	16C	17C	12B	14B	18C	18B
106 - 108	5	7	7	8A	12A	12A	14B	13B	12B	12B	14B	13C	13B	13B	15B	16C	11A	14B	18C	17B
103 - 105	5	6	7	8A	12	12A	13A	12B	11A	11B	13B	13B	13B	12B	14B	15B	11A	13A	17B	16B
100 - 102	5	6	7	8	11	11A	12A	12B	10A	10A	12B	12B	12A	12B	14B	14B	10A	12A	16B	15B
97 - 99	5	6	7	7	11	11	12A	11A	10A	9A	12B	11B	12A	11B	13B	13B	9A	11A	15B	14A
94 - 96	5	6	6	7	10	10	11	10A	9A	9A	11A	10B	11A	11A	12B	12B	8	10A	15B	13A
91 - 93	4	5	6	6	10	9	10	10A	9	8A	10A	9B	11A	10A	11A	12B	8	10	14A	12A
88 - 90	4	5	6	6	9	9	10	9A	8	7A	9A	8A	10	10A	11A	11A	7	9	13A	11A
85 - 87	4	5	5	6	9	8	9	8A	7	6	8A	7A	10	9A	10A	10A	6	8	12A	10
82 - 84	4	5	5	5	8	8	8	7	7	6	7	6A	9	9	9A	9A	5	7	12A	9
79 - 81	4	4	5	5	8	7	8	7	6	5	7	5A	9	8	9A	8A	5	6	11A	8
76 - 78	3	4	4	4	7	7	7	6	6	4	6	4A	8	8	8	7A	4	-	10	-
73 - 75	3	4	4	4	6	6	6	5	5	3	5	4A	8	7	7	6	3	-	9	-
70 - 72	3	4	4	4	6	5	5	5	4	3	4	3	7	7	6	5	-	-	9	-
67 - 69	3	3	3	3	5	5	5	4	4	-	3	-	7	6	6	5	-	-	-	-
64 - 66	3	3	3	3	5	4	4	3	3	-	2	-	6	6	5	-	-	-	-	-
61 - 63	2	3	3	2	4	4	3	2	3	-	-	-	6	5	4	-	-	-	-	-
58 - 60	2	3	2	2	4	3	3	2	2	-	-	-	5	5	-	-	-	-	-	-
55 - 57	2	2	2	2	3	3	2	1	-	-	-	-	5	4	-	-	-	-	-	-
52 - 54	2	2	2	1	3	2	1	-	-	-	-	-	4	-	-	-	-	-	-	-
49 - 51	2	2	1	-	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	2	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A staff with a pointed metal head used in melee.

Alternate Critical I: Slash –15
Alternate Critical II: Krush –15

Attack Table 2.26
Two-Handed Sword

Two-Handed

Critical Type: Slash
Length: 5 - 6 feet
Weight: 5 - 12 lbs
Fumble Range: 01 - 05 UM
Breakage #s: 1,2,3,4,5,6,7,8
Strength: 69 - 81

Range Modifiers:

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	18E	20E	22E	24E	30E	30E	33E	33E	34E	36E	40E	40E	38E	38E	43E	46E	40E	43E	46E	48E
145 - 147	18E	20E	22E	24E	30E	30E	32E	32E	33E	35E	39E	39E	37E	37E	42E	45E	39E	42E	45E	47E
142 - 144	18E	20E	21E	23E	29E	29E	31E	31E	32E	34E	38E	38E	36E	36E	41E	44E	37E	40E	44E	45E
139 - 141	17D	19D	20E	22E	28E	28E	30E	30E	31E	32E	36E	36E	35E	35E	39E	42E	36E	39E	42E	43E
136 - 138	17D	19D	20D	21D	27D	27D	29D	29E	30E	31D	35E	35E	34E	34E	38E	41E	34E	37E	41E	42E
133 - 135	16C	18D	19D	21D	26D	26D	28D	28D	29D	29D	33D	33E	33D	33E	37E	39E	32D	35D	39E	40D
130 - 133	16C	18C	19D	20D	25D	25D	27D	27D	28D	28D	32D	33D	32D	32D	36D	38D	31D	34D	39D	39D
127 - 129	15B	17C	18C	19D	24C	24D	26D	25D	26D	27D	30D	31D	31D	30D	34D	36D	29D	32D	37D	37D
124 - 126	15B	17B	17C	18C	23C	23C	25C	24D	25D	25C	29D	29D	30D	29D	33D	35D	27D	30D	35D	35D
121 - 123	14B	16B	16C	18C	23C	22C	24C	23D	24C	24C	27D	28D	29D	28D	31D	33D	26C	29C	34D	33D
118 - 120	14A	15B	15B	16C	21B	21C	22C	21C	22C	22C	25C	26D	27C	26D	29D	31D	23C	27C	32D	31C
115 - 117	13A	15A	15B	15C	20B	20B	21C	20C	21C	20C	24C	25C	26C	25C	28D	30D	22C	25C	31C	29C
112 - 114	13	14A	14B	15B	19B	19B	20B	19C	20C	19B	22C	23C	25C	24C	27C	28C	20C	23C	29C	28C
109 - 111	12	14A	13B	14B	19B	18B	19B	18C	19B	18B	21C	22C	24C	23C	25C	27C	18B	22B	28C	26C
106 - 108	12	13	13A	13B	18A	17B	18B	17B	18B	16B	19C	20C	23C	22C	24C	26C	17B	20B	26C	24B
103 - 105	11	13	12A	12B	17A	16A	17B	16B	17B	15B	18B	19C	22B	21C	23C	24C	15B	18B	25C	23B
100 - 102	11	12	11A	12A	16A	15A	15A	14B	15B	13A	16B	18B	20B	19B	21C	23C	13B	17B	24B	21B
97 - 99	10	12	11	11A	15	14A	14A	13B	14B	12A	15B	16B	19B	18B	20B	21B	12B	15B	22B	19B
94 - 96	10	11	10	10A	14	13A	13A	12B	13A	11A	13B	15B	18B	17B	19B	20B	10A	14A	21B	17B
91 - 93	10	11	9	9A	13	12	12A	11A	12A	9A	12B	13B	17B	16B	17B	18B	8A	12A	19B	16A
88 - 90	9	10	9	8A	12	11	11A	10A	11A	8A	10A	12B	16A	15B	16B	17B	7A	10A	18B	14A
85 - 87	9	10	8	8	11	10	10	9A	10A	6	9A	10A	15A	14B	15B	15B	5A	9A	16A	12A
82 - 84	8	9	7	7	11	9	9	7A	8	5	7A	9A	14A	12A	13B	14B	-	7	15A	11A
79 - 81	8	9	7	6	10	9	8	6A	7	3	6A	8A	13A	11A	12A	12A	-	-	14A	9
76 - 78	7	8	6	5	9	8	7	5	6	-	4A	6A	12A	10A	10A	11A	-	-	12A	-
73 - 75	7	8	5	5	8	7	6	4	5	-	3A	5A	11A	9A	9A	9A	-	-	11A	-
70 - 72	6	7	5	4	7	6	5	3	4	-	-	3A	9	8A	8A	8A	-	-	9A	-
67 - 69	6	7	4	3	6	5	3	-	-	-	-	-	8	7	6A	6A	-	-	-	-
64 - 66	6	6	3	2	5	4	2	-	-	-	-	-	7	5	5	5	-	-	-	-
61 - 63	5	6	3	-	4	3	-	-	-	-	-	-	6	-	-	-	-	-	-	-
58 - 60	5	5	2	-	3	2	-	-	-	-	-	-	5	-	-	-	-	-	-	-
55 - 57	4	5	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	4	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	3	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	3	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A large, straight double-edged battle sword.

Alternate Critical I: Puncture –10
Alternate Critical II: Krush –30

Critical Type:	Krush	Range Modifiers:	1' - 10' -20
Length:	ca. 3 feet		11' - 25' -40
Weight:	3 - 4 lbs		26' - 50' -60
Fumble Range:	01 - 04 UM		
Breakage #s:	1,2,3,4,5,6,7,8		
Strength:	74 - 86 w		

Attack Table 2.27
War Hammer

One-Handed Concussion

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	12E	14E	16E	18E	19E	19E	22E	22E	18E	20E	24E	24E	17E	17E	22E	25E	18E	21E	24E	26E
145 - 147	12E	14E	16E	18E	19E	19E	22E	22E	18E	20E	24E	24E	17E	17E	22E	25E	18E	21E	24E	26E
142 - 144	12E	14E	16E	17E	18E	18E	21E	21E	17E	19E	23E	23E	17E	17E	21E	24E	17E	20E	23E	25E
139 - 141	12D	13D	15E	17E	18E	18E	21E	21E	17E	19E	22E	22E	16E	16E	21E	23E	17E	19E	23E	24E
136 - 138	11D	13D	15D	16D	17D	17D	20D	20E	16D	18D	22E	21E	16E	16E	20E	23E	16D	19D	22E	23D
133 - 135	11C	13D	14D	16D	17D	17D	19D	19D	16D	17D	21D	21D	16D	15D	19D	22E	15D	18D	21D	22D
130 - 133	11C	13C	14D	16D	17D	17D	19D	19D	16D	17D	20D	20D	15D	15D	19D	21D	15D	18D	21D	22D
127 - 129	11B	12C	13C	15D	16C	16D	18D	18D	15D	16D	19D	19D	15D	15D	18D	20D	14C	17D	20D	21D
124 - 126	10B	12B	13C	14C	15C	15C	17C	17D	14C	15C	19D	18D	14D	14D	18D	20D	13C	16C	19D	20C
121 - 123	10B	11B	13C	14C	15C	15C	17C	17D	14C	15C	18C	18D	14C	14D	17D	19D	13C	15C	19D	19C
118 - 120	9A	11B	12B	13C	14B	14C	16C	15C	13C	14C	17C	16C	13C	13C	16C	18D	12B	14C	18C	18C
115 - 117	9A	10A	11B	12C	13B	13B	15C	15C	13B	13C	16C	15C	13C	13C	15C	17C	11B	13B	17C	17C
112 - 114	9	10A	11B	12B	13B	13B	14B	14C	12B	12B	15C	15C	12C	12C	15C	16C	10B	13B	16C	16B
109 - 111	9	10A	10B	11B	12B	12B	14B	13C	12B	12B	14B	14C	12B	12C	14C	15C	10B	12B	16C	15B
106 - 108	8	9	10A	11B	12A	12B	13B	13B	11B	11B	14B	13C	12B	11B	14C	15C	9A	11B	15B	14B
103 - 105	8	9	10A	10B	11A	11A	12B	12B	11A	10B	13B	12B	11B	11B	13B	14C	8A	11A	14B	14B
100 - 102	8	9	9A	10A	11A	11A	12A	12B	10A	10A	12B	12B	11B	11B	12B	13B	8A	10A	14B	13A
97 - 99	8	8	9	9A	10	10A	11A	11B	10A	9A	12B	11B	11B	10B	12B	12B	7	9A	13B	12A
94 - 96	7	8	8	9A	10	10A	11A	10B	9A	9A	11A	10B	10A	10B	11B	12B	6	9A	12B	11A
91 - 93	7	8	8	8A	9	9	10A	10A	9	8A	10A	9B	10A	9A	11B	11B	6	8	12A	10A
88 - 90	7	7	7	8A	9	9	9A	9A	8	7A	9A	8A	9A	9A	10A	10B	5	7	11A	9A
85 - 87	6	7	7	7	8	8	9	8A	8	7	9A	8A	9A	8A	9A	9B	5	6	11A	9
82 - 84	6	7	7	7	8	8	8	8A	7	6	8	7A	9	8A	9A	9A	4	-	10A	-
79 - 81	6	6	6	6	7	7	7	7A	7	5	7	6A	8	8A	8A	8A	3	-	9A	-
76 - 78	6	6	6	6	7	7	7	6	6	5	6	5A	8	7	8A	7A	-	-	9	-
73 - 75	5	6	5	5	6	6	6	6	6	4	6	5A	7	7	7A	6A	-	-	8	-
70 - 72	5	5	5	5	6	6	5	5	5	3	5	4	7	6	6	6A	-	-	-	-
67 - 69	5	5	4	4	5	5	5	4	5	3	4	3	7	6	6	5	-	-	-	-
64 - 66	5	5	4	4	5	5	4	4	4	2	3	2	6	6	5	4	-	-	-	-
61 - 63	4	4	4	3	4	4	4	3	4	-	3	-	6	5	5	-	-	-	-	-
58 - 60	4	4	3	3	4	4	3	2	3	-	2	-	6	5	4	-	-	-	-	-
55 - 57	4	3	3	2	3	3	2	2	3	-	-	-	5	4	-	-	-	-	-	-
52 - 54	4	3	2	2	3	3	2	1	2	-	-	-	5	4	-	-	-	-	-	-
49 - 51	3	3	2	1	2	2	1	-	-	-	-	-	4	-	-	-	-	-	-	-
46 - 48	3	2	1	-	2	2	-	-	-	-	-	-	4	-	-	-	-	-	-	-
43 - 45	3	2	1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A metal hammerhead with a beak opposite mounted on a wooden haft.

Alternate Critical: Puncture –20

Attack Table 2.28
War Mattock

Two-Handed

Critical Type: Krush
Length: 2.5 - 3 feet
Weight: ca. 5 lbs
Fumble Range: 01 - 06 UM
Breakage #s: 1,2,3,4,5,6,7,8
Strength: 65 - 75 w

Range Modifiers:

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	23E	25E	27E	29E	30E	30E	33E	33E	30E	32E	36E	36E	33E	33E	38E	41E	34E	37E	40E	42E
145 - 147	23E	25E	27E	28E	30E	30E	32E	32E	29E	31E	35E	35E	32E	32E	37E	40E	33E	36E	39E	41E
142 - 144	22E	24E	26E	27E	29E	29E	31E	31E	28E	30E	34E	34E	31E	31E	36E	39E	32E	35E	38E	39E
139 - 141	22D	23E	25E	26E	28E	28E	30E	30E	27E	29E	32E	33E	30E	30E	35E	37E	30E	33E	37E	38E
136 - 138	21D	23D	24D	25E	27D	27D	29E	29E	26E	27E	31E	31E	29E	29E	33E	36E	29D	32D	35E	36E
133 - 135	21D	22D	23D	24D	26D	26D	28D	27D	25D	26D	30D	30D	28D	28E	32E	35E	27D	30D	34D	35D
130 - 133	20D	21D	23D	24D	25D	25D	27D	27D	24D	25D	29D	29D	28D	27D	31D	34D	26D	29D	33D	34D
127 - 129	19C	20C	21D	22D	24D	24D	25D	25D	23D	24D	27D	27D	26D	26D	30D	32D	24D	27D	32D	32D
124 - 126	19C	20C	21C	21D	23C	23C	24D	24D	22D	22D	26D	26D	25D	25D	28D	31D	23C	26C	30D	30D
121 - 123	18B	19C	20C	20D	22C	22C	23C	22D	21C	21C	24D	25D	24D	24D	27D	29D	21C	24C	29D	29C
118 - 120	17B	18B	18C	19C	21C	20C	22C	21C	19C	19C	22C	23C	23C	22D	25D	27D	19C	22C	27C	27C
115 - 117	16B	17B	17C	18C	20B	19C	20C	20C	18C	18C	21C	22C	22C	21C	24C	26C	18C	21C	26C	25C
112 - 114	16A	16B	17B	17C	19B	18B	19C	18C	17C	17C	20C	20C	21C	20C	23C	25C	16B	19B	25C	23C
109 - 111	15A	16A	16B	16C	18B	17B	18B	17C	16B	15C	18C	19C	20C	19C	22C	23C	15B	18B	24C	22B
106 - 108	15A	15A	15B	15B	17B	16B	17B	16C	15B	14B	17C	18C	19C	18C	20C	22C	13B	16B	22C	20B
103 - 105	14	14A	14B	14B	16A	15B	16B	15B	14B	13B	16B	16B	18B	17C	19C	20C	12B	15B	21B	19B
100 - 102	13	13A	13A	13B	15A	14A	15B	13B	12B	12B	14B	15B	17B	16B	18B	19B	10A	13A	20B	17B
97 - 99	13	13	12A	12B	14A	13A	13B	12B	11B	10B	13B	14B	16B	15B	17B	18B	9A	12A	19B	16A
94 - 96	12	12	11A	11B	13A	12A	12A	11B	10A	9A	12B	13B	15B	14B	15B	16B	7A	10A	17B	14A
91 - 93	12	11	10A	10A	12	11A	11A	10B	9A	8A	10B	11B	14B	13B	14B	15B	6A	9A	16B	13A
88 - 90	11	10	10	9A	12	10A	10A	9A	8A	6A	9A	10A	13A	12B	13B	14B	4A	7A	15A	11A
85 - 87	11	10	9	8A	11	9	9A	7A	7A	5A	8A	9A	11A	11A	12A	12A	-	-	14A	10A
82 - 84	10	9	8	7A	10	9	8	6A	6	4A	6A	7A	10A	10A	10A	11A	-	-	12A	-
79 - 81	9	8	7	6	9	8	7	5A	5	-	5A	6A	9A	9A	9A	10A	-	-	11A	-
76 - 78	9	8	6	5	8	7	5	4A	4	-	3A	5A	8A	7A	8A	8A	-	-	10A	-
73 - 75	8	7	5	4	7	6	4	2A	-	-	-	3A	7	6A	7A	7A	-	-	-	-
70 - 72	8	6	4	3	6	5	3	-	-	-	-	-	6	5A	5A	5A	-	-	-	-
67 - 69	7	5	3	2	5	4	2	-	-	-	-	-	5	-	-	-	-	-	-	-
64 - 66	6	5	3	-	4	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-
61 - 63	6	4	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	5	3	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	5	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A heavy battle weapon developed from the mattock.

Attack Table 2.29
Whip

One-Handed Concussion

Critical Type: Krush
Length: ca. 3 feet
Weight: ca. .5 lbs
Fumble Range: 01 - 06 UM
Breakage #s: 1,2,3,4
Strength: 65 - 75 s

Range Modifiers:

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	2A	4C	6D	8E	8E	8E	11E	11E	7E	9E	13E	13E	10E	10E	15E	18E	19E	22E	25E	27E
145 - 147	2	4B	6D	8E	8D	8E	11E	11E	7E	9E	13E	13E	10E	10E	15E	18E	19E	22E	25E	27E
142 - 144	2	4A	6C	8D	8C	8D	11D	11E	7E	9E	13E	13E	10E	10E	15E	18E	18E	21E	24E	26E
139 - 141	2	4	6B	8D	8B	8C	11D	11D	7D	9D	13E	12E	10E	10E	14E	17E	18E	21E	24E	25E
136 - 138	2	4	6A	8C	8A	8B	10C	10D	7D	9D	12D	12D	10D	10D	14E	17E	17D	20D	23E	25D
133 - 135	2	4	6A	8B	8A	8B	10B	10C	7D	8D	12D	12D	10D	10D	14D	16D	17D	20D	23D	24D
130 - 133	2	4	6	7B	7	7A	10B	10C	7C	8D	12D	12D	9D	9D	14D	16D	16D	19D	22D	24D
127 - 129	2	4	6	7A	7	7	10A	9B	6C	8C	11C	11D	9D	9D	13D	15D	16C	19C	22D	23D
124 - 126	2	4	5	7A	7	7	9A	9B	6B	8C	11C	11C	9C	9C	13D	15D	15C	18C	21D	22C
121 - 123	2	4	5	7	7	7	9	9B	6B	8B	11C	10C	9C	9C	12C	14D	15C	17C	21C	21C
118 - 120	2	3	5	6	6	6	8	8A	6B	7B	10B	10C	8C	8C	12C	14C	14B	16C	20C	20C
115 - 117	2	3	5	6	6	6	8	8A	5A	7B	9B	9C	8B	8C	11C	13C	13B	16B	19C	20C
112 - 114	2	3	4	6	6	6	8	8	5A	6A	9B	9B	8B	8B	11C	13C	13B	15B	19C	19B
109 - 111	2	3	4	6	6	6	7	7	5A	6A	9B	8B	8B	8B	11B	12C	12A	15B	18C	18B
106 - 108	2	3	4	5	5	5	7	7	5	6A	8A	8B	7B	7B	10B	12B	11A	14A	17B	18B
103 - 105	2	3	4	5	5	5	7	7	5	6A	8A	8B	7A	7B	10B	11B	11A	14A	17B	17A
100 - 102	2	3	4	5	5	5	7	6	5	5	8A	7A	7A	7A	10B	11B	10	13A	16B	16A
97 - 99	2	3	4	5	5	5	6	6	5	5	7	7A	7A	7A	9B	10B	10	12A	16B	16A
94 - 96	2	3	4	5	5	5	6	6	4	5	7	7A	7A	7A	9A	10B	9	12	15A	15A
91 - 93	2	3	4	4	5	5	6	6	4	5	7	6A	7	6A	8A	10A	9	11	15A	14
88 - 90	2	3	3	4	4	4	6	5	4	5	6	6A	6	6A	8A	9A	8	11	14A	14
85 - 87	2	2	3	4	4	4	5	5	4	4	6	6	6	6	8A	9A	8	10	14A	13
82 - 84	1	2	3	4	4	4	5	5	4	4	6	5	6	6	7	8A	7	10	13A	12
79 - 81	1	2	3	4	4	4	5	4	4	4	5	5	6	6	7	8A	7	9	13	12
76 - 78	1	2	3	3	4	4	4	4	4	4	5	5	6	5	7	7	6	8	12	11
73 - 75	1	2	3	3	3	3	4	4	3	3	5	4	5	5	6	7	6	8	12	10
70 - 72	1	2	3	3	3	3	4	4	3	3	5	4	5	5	6	6	5	7	11	10
67 - 69	1	2	2	3	3	3	4	3	3	3	4	4	5	5	6	6	4	7	11	9
64 - 66	1	2	2	3	3	3	3	3	3	3	4	3	5	5	5	6	4	6	10	8
61 - 63	1	2	2	2	3	3	3	3	3	3	4	3	5	4	5	5	3	-	9	-
58 - 60	1	2	2	2	3	3	3	2	3	2	3	3	5	4	5	5	-	-	9	-
55 - 57	1	2	2	2	2	2	3	2	3	2	3	2	4	4	4	4	-	-	8	-
52 - 54	1	2	2	2	2	2	2	2	2	-	3	-	4	4	4	4	-	-	-	-
49 - 51	1	2	2	2	2	2	2	2	2	-	2	-	4	4	4	3	-	-	-	-
46 - 48	1	2	2	2	2	2	2	1	2	-	-	-	4	4	3	-	-	-	-	-
43 - 45	1	1	1	1	2	2	1	1	2	-	-	-	4	3	3	-	-	-	-	-
40 - 42	1	1	1	1	1	1	1	-	-	-	-	-	3	3	-	-	-	-	-	-
37 - 39	1	1	1	-	1	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
34 - 36	1	1	1	-	1	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
31 - 33	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A long whip made of braided leather.

3.0 Using the Special Attack Tables

These tables cover four different types of special attacks. The animal attacks should be obvious by their names (e.g., beak, claw, bite, etc.). The only definition needed is how large the attack is. See *Creatures & Monsters* for guidelines on what size different attacks should be (or see Section 1.4).

The Fall/Crush Attack Table is used anytime a creature attack applies crushing force to a character. This table may also be used to simulate the effects of someone falling a distance or something falling from a distance onto a character.

The Brawling Attack Table should be used when a character is involved in a free-form melee (i.e., anyone near him could be an opponent). This table should not be used when the exact nature and quantity of foes are known. The size of the attack is dictated by the size of the object held in the character's hand(s). It is presumed that any items used by characters are temporary at best. For more on Brawling rules, see *Rolemaster Fantasy Role Playing*.

The two martial arts attack tables separate the two major types of martial arts attack forms—striking (hard) and sweeps & throws (soft). For more on how to use Martial Arts, see *Character Law* and *Skill Law*.

Key to the Tables

All of the tables in this section have four different maximum results. This represents four different "sizes" of attacks (or severities of attacks). Before resolving any attack, the GM should determine the appropriate maximum level.

Some attack tables can generate critical results better than an 'E.' When this occurs, a note at the bottom of the table will direct you how to handle the critical result.

If two criticals are delivered from the same attack, always roll one number and look up the same number in two different columns on the critical chart(s).

At the top of each table, there is a box that contains some information. Each piece of information is listed below, along with a description of its purpose.

1)Attack Table Number: This is a unique number that can be used to identify the table.

2)Attack Type Name: This is the *RM* Category that this attack represents.

3) Notes.

4) Critical Type: The type of critical that the attack inflicts is indicated in the notes section of each table.

5) Page number

6) Critical Strike: This is an example of an attack result that delivers a critical strike (in addition to concussion damage).

7)Maximum result breakpoint.

8) Concussion Damage: This is an example of an attack result that does only concussion damage.

9) Armor Type.

Attack Table 3.3
Brawling

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	2	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	2	2	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	2	2	–	–	–	–	–	–	37-39
40-42	–	1	–	–	1	–	–	–	–	–	–	–	3	2	2	–	–	–	–	–	40-42
43-45	1	1	1	–	2	1	1	–	1	–	–	–	3	3	3	2	–	–	–	–	43-45
46-48	1	1	1	1	2	1	1	–	1	–	–	–	3	3	3	2	–	–	–	–	46-48
49-51	1	2	1	1	2	2	1	1	1	–	1	–	4	3	3	2	–	–	4	–	49-51
52-54	1	2	1	2	2	2	2	1	2	–	2	–	4	4	3	3	–	–	4	–	52-54
55-57	2	2	2	2	2	2	2	2	2	1	2	1	4	4	4	3	1	–	5	–	55-57
58-60	2	2	2	2	2	2	2	2	2	2	2	2	5	4	4	4	2	–	5	–	58-60
61-63	2	2	2	2	3	2	3	2	2	2	3	2	5	5	5	4	2	3	5	4	61-63
64-66	2	2	2	2	3	3	3	2	3	2	3	2	5	5	5	5	3	3	6	5	64-66
67-69	2	2	2	2	3	3	3	3	3	2	3	3	6	5	5	5	3	4	6	5	67-69
70-72	2	3	3	3	3	3	3	3	3	3	4	3	6	5	6	6A	3	4	7	5	70-72
73-75	2	3	3	3	4	3	4	3	3	3	4	4A	6	6	6	6A	4	5	7A	6	73-75
76-78	2	3	3	3	4	4	4	4A	4	3	4	4A	6	6	7A	7A	4	5	8A	7	76-78
79-81	3	3	3	3A	4	4	4	4A	4	4	5	4A	7	6A	7A	7A	5	6	8A	7	79-81
82-84	3	3	3	4A	4	4	4	4A	4	4	5A	5A	7	7A	7A	8A	5	6	8A	8A	82-84
85-87	3	3	4	4A	4	4	5A	4A	5	4	5A	5A	7A	7A	8A	8A	6	7	9A	8A	85-87
88-90	3	3	4	4A	5	4	5A	5A	5	5A	6A	5A	8A	7A	8A	9A	6	7A	9A	9A	88-90
91-93	3	4	4A	4A	5	5A	5A	5A	5A	5A	6A	6A	8A	8A	9A	9B	6A	8A	10B	9A	91-93
94-96	3	4	4A	4A	5A	5A	6A	5A	5A	5A	7A	6B	8A	8A	9B	9B	7A	8A	10B	10A	94-96
97-99	3	4	4A	5A	5A	5A	6A	6B	6A	6A	7A	7B	9A	8B	9B	10B	7A	8A	11B	10A	97-99
100-102	3	4A	4A	5A	5A	5A	6A	6B	6A	6A	7A	7B	9A	9B	10B	10B	8A	9A	11B	11B	100-102
103-105	4A	4A	5A	5A	6A	6A	6B	6B	6A	6A	8B	7B	9B	9B	10B	11B	8A	9B	11B	11B	103-105
Maximum Results for Small Attacks																					
106-108	4A	4A	5A	5B	6A	6A	7B	6B	6A	7B	8B	8B	10B	9B	11B	11B	9A	10B	12C	12B	106-108
109-111	4A	5A	5A	6B	6A	6A	7B	7B	7A	7B	8B	8B	10B	10B	11B	12C	9B	10B	12C	12B	109-111
112-114	4A	5A	5A	6B	6A	6B	7B	7B	7B	7B	9B	8C	10B	10C	11C	12C	10B	11B	13C	13C	112-114
115-117	4A	5A	5A	6B	7B	6B	7B	7C	7B	7B	9B	9C	10B	10C	12C	13C	10B	11B	13C	13C	115-117
118-120	4A	5A	6A	6B	7B	7B	8C	8C	7B	8B	9C	9C	11B	11C	12C	13C	10B	12C	14C	14C	118-120
Maximum Results for Medium Attacks																					
121-123	4A	5A	6B	6C	7B	7B	8C	8C	8B	8B	10C	10C	11C	11C	13C	14C	11C	12C	14D	14C	121-123
124-126	4A	5A	6B	7C	7B	7C	8C	8C	8B	8C	10C	10C	11C	11C	13C	14C	11C	13C	14D	15D	124-126
127-129	5A	5A	6B	7C	7C	7C	9C	8C	8C	9C	10C	10C	12C	12C	14C	15D	12C	13C	15D	15D	127-129
130-132	5A	6A	6B	7C	8C	8C	9C	9C	8C	9C	11C	11D	12C	12D	14D	15D	12C	14D	15D	16D	130-132
133-135	5B	6B	7C	7D	8C	8C	9D	9D	9C	9C	11C	11D	12C	12D	14D	16D	13C	14D	16D	16D	133-135
Maximum Results for Large Attacks																					
136-138	5B	6B	7C	8D	8C	8C	9D	9D	9C	10C	11D	11D	13D	13D	15D	16D	13D	14D	16E	17E	136-138
139-141	5B	6B	7C	8D	8D	8D	10E	10D	9C	10D	12D	12D	13D	13D	15E	16E	14D	15D	17E	17E	139-141
142-144	5C	6C	7D	8E	8D	8D	10E	10E	9D	10D	12D	12E	13D	13E	16E	17E	14D	15E	17E	18E	142-144
145-147	5C	6C	7D	8E	9D	9D	10E	10E	10D	11E	13E	13E	14E	14E	16E	17E	14E	16E	17E	18E	145-147
148-150	5D	6D	7D	8E	9D	9D	10E	10E	10E	11E	13E	13E	14E	14E	16E	18E	15E	16E	18E	19E	148-150
Maximum Results for Huge Attacks																					

Note: Small attacks are objects smaller than a mug (e.g., fists, serving spoon, etc.). Medium attacks are objects the size of a mug (e.g., mugs, bottles, etc.). Large attacks are objects the size of a chair (e.g., chairs, table legs, etc.). Huge attacks are objects that require extraordinary strength to heft (e.g., large table, a person, etc.).
Critical Strikes: All criticals are Brawling criticals.

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1 2 3 4 5 6 7 8 9

Attack Table 3.1
Beak Pincher

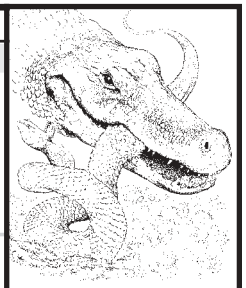
Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	52-54
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	55-57
58-60	–	–	–	1	–	–	–	–	–	–	–	1	–	–	–	–	–	–	1	2	58-60
61-63	–	–	1	1	–	–	–	1	–	–	–	1	–	–	–	–	–	–	2	3AT	61-63
64-66	–	–	1	2	–	–	1	1	–	–	–	2	–	–	–	1	–	–	3AT	4BT	64-66
67-69	–	–	2	3	–	1	1	2	–	–	1	3	–	–	–	1	–	1	4BT	5CT	67-69
70-72	–	–	2	3	1	1	2	3	–	–	1	4	–	–	–	2	–	1	5CT	6DT	70-72
73-75	–	–	3	4	1	2	3	4	–	–	2	5	–	–	1	3AT	–	2	6DT	7AS	73-75
76-78	–	1	4	5	2	2	3	4	–	1	3	5	–	–	2	4BT	1	3	7AS	8AS	76-78
79-81	–	1	4	5	2	3	4	5	–	1	4	6	–	1	3AT	5CT	1	4AT	7AS	9AS	79-81
82-84	–	2	5	6	3	3	5	6AT	1	2	4	7AT	1	1	4BT	6DT	2	5BT	8AS	10AS	82-84
85-87	1	2	6	7AT	3	4	6	7BT	1	2	5	8BT	1	2AT	5CT	7AS	3	6CT	9AS	10AS	85-87
88-90	1	3	6	8BT	4	5	6	7CT	2	3	6	9CT	2AT	3BT	6DT	8AS	4AT	6DT	10AS	11AS	88-90
91-93	2	3	7	8CT	5	5	7	8DT	2	4	7AT	9DT	3BT	4CT	7AS	9AS	5BT	7AS	11AS	12BS	91-93
94-96	2	4	8AT	9DT	5	6	8AT	9AS	3	4	8BT	10AS	4CT	5DT	8AS	10AS	6CT	8AS	12BS	13BS	94-96
97-99	3	5	8BT	10AS	6AT	6AT	8BT	10AS	3	5AT	8CT	11AS	4DT	5AK	9AK	11AS	6DT	9AS	13BS	14BS	97-99
100-102	3	5AT	9CT	10AS	6BT	7BT	9CT	10AS	4AT	6BT	9DT	12AS	5AS	6AS	10AS	12BS	7AS	10AS	14BS	15BS	100-102
103-105	4AT	6BT	10DT	11AS	7CT	8CT	10DT	11AS	5BT	6CT	10AS	13AS	6AK	7AK	11AK	13BS	8AS	11AS	14BK	16BK	103-105
	Maximum Results for Small Attacks																				
106-108	5BT	6CT	10AS	12AS	7DT	8DT	11AS	12AS	5CT	7DT	11AS	13AS	7AS	8AS	12BS	14BS	9AS	12BS	15CS	17CS	106-108
109-111	5CT	7DT	11AK	12AS	8AK	9AK	11AK	13BS	6DT	7AK	11AK	14BS	7AK	9AK	13BK	15BK	10AS	12BS	16CK	18CK	109-111
112-114	6DT	8AS	12AS	13BS	9AS	9AS	12AS	13BS	6AK	8AS	12AS	15BS	8BS	10BS	14BS	16CS	11AS	13BS	17CK	19CS	112-114
115-117	6AK	8AK	12AK	14BK	9AK	10AK	13AK	14BK	7AK	9AK	13BK	16BK	9BK	10BK	15BK	17CK	11AK	14BK	18CK	20DK	115-117
118-120	7AK	9AS	13AS	15BS	10AS	11AS	13BS	15CS	8AS	9AS	14BS	17CS	10BS	11BS	16CS	18CS	12BS	15CS	19DS	20DS	118-120
	Maximum Results for Medium Attacks																				
121-123	7AK	9AK	14BK	15CK	10AK	11AK	14BK	16CK	8AK	10BK	15BK	17CK	11BK	12BK	17CK	19CK	13BK	16CK	20DK	21DK	121-123
124-126	8AK	10BS	14BS	16CS	11BS	12BS	15BS	16CS	9AS	11BS	15CS	18CS	11CS	13CS	18CS	20CS	14BS	17CS	21DS	22DS	124-126
127-129	9AK	10BK	15BK	17CK	11BK	12BK	16CK	17CK	9BK	11BK	16CK	19CK	12CK	14CK	19CK	21DK	15CK	18CK	21DK	23DK	127-129
130-132	9BS	11BS	16CS	17CS	12BS	13BS	16CS	18DS	10BS	12CS	17CS	20DS	13CS	15CS	20DS	22DS	16CS	18DS	22ES	24ES	130-132
133-135	10BK	12CK	16CK	18DK	13CK	14CK	17CK	19DK	11BK	12CK	18DK	21DK	14CK	15CK	21DK	23DK	16CK	19DK	23EK	25EK	133-135
	Maximum Results for Large Attacks																				
136-138	10BS	12CS	17CS	19DS	13CS	14CS	18DS	19DS	11CS	13CS	18DS	21DS	14DS	16DS	22DS	24ES	17DS	20DS	24ES	26ES	136-138
139-141	11CK	13CK	18DK	19DK	14CK	15CK	18DK	20EK	12CK	14DK	19DK	22EK	15DK	17DK	23EK	25EK	18DK	21EK	25EK	27EK	139-141
142-144	11CS	13DS	18DS	20ES	14DS	15DS	19DS	21ES	12DS	14DS	20ES	23ES	16ES	18ES	24ES	26ES	19ES	22ES	26ES	28ES	142-144
145-147	12DK	14DK	19EK	21EK	15DK	16DK	20EK	22EK	13DK	15EK	21EK	24EK	17EK	19EK	25EK	27EK	20EK	23EK	27EK	29EK	145-147
148-150	13ES	15ES	20ES	22FS	16ES	17ES	21ES	23FS	13ES	16ES	22ES	25FS	18ES	20ES	26ES	28FS	21ES	24ES	28FS	30FS	148-150
	Maximum Results for Huge Attacks																				

Note: An F-severity critical result indicates an E-critical roll on the Slash Critical Strike Table and a C-critical roll on the Krush Critical Strike Table.

Note: Animals attempting to hold onto a target (on this table) may be given an additional attack on the Grapple Attack Table if they obtain a non-tiny critical strike result on this table.

Critical Strikes: P = Puncture, S = Slash, K = Krush, G = Grapple, U = Unbalance, T = Tiny

Attack Table 3.2
Bite



Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	49-51
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	2	52-54
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	2	3AT	55-57
58-60	–	–	–	1	–	–	–	–	–	–	–	1	–	–	–	1	–	–	3	5AT	58-60
61-63	–	–	–	1	–	–	–	–	–	–	–	2	–	–	1	2	–	–	4AT	6BT	61-63
64-66	–	–	–	2	–	–	–	1	–	–	–	3	–	–	2	3	–	1	6BT	7CT	64-66
67-69	–	–	1	3	–	–	1	2	–	–	–	4	1	1	3	5AT	1	2	7CT	9DT	67-69
70-72	–	–	1	4	–	–	2	3	–	–	–	5	2	2	4AT	6AT	2	3	8DT	10ET	70-72
73-75	–	–	2	5	–	–	3	4	–	–	1	7	3AT	3	6AT	7BT	3	4	10ET	11AS	73-75
76-78	–	–	3	6	–	1	4	5	–	–	2	8	4BT	4AT	7BT	9CT	4	5AT	11AP	13AP	76-78
79-81	–	–	4	7	1	1	5	6	–	1	3	9AT	5CT	5BT	8CT	10DT	5	7BT	12AS	14AS	79-81
82-84	–	1	5	8	1	2	6	7AT	–	2	4AT	10BT	6DT	6CT	9DT	11ET	6	8CT	14AP	15AP	82-84
85-87	–	2	6	9AT	2	3	7AT	9AT	–	3	5BT	11CT	7ET	7DT	11ET	13AS	7AT	9DT	15AS	17BS	85-87
88-90	–	3	7AT	10BT	3AT	4AT	8AT	10AT	1	4	7CT	13DT	8AP	8ET	12AS	14AP	8BT	10ET	16AP	18BP	88-90
91-93	–	4	8BT	11CT	4AT	5AT	9BT	11BT	1	5AT	8DT	14ET	9AP	9AP	13AP	16AS	9CT	11AP	18BS	19BS	91-93
94-96	1	5AT	9CT	12DT	5BT	6AT	10CT	12CT	2AT	6BT	9ET	15AP	10AP	10AP	15AS	17AP	10DT	13AS	19BP	21BP	94-96
97-99	1AT	6AT	9DT	13ET	6CT	7BT	11DT	13DT	3AT	7CT	10AP	16AS	11AP	11AP	16AP	18BS	11ET	14AP	20BS	22BS	97-99
100-102	2AT	7BT	10ET	14AP	7DT	8CT	12ET	14ET	4AT	8DT	12AS	17AP	12AP	12AP	17BS	20BP	12AP	15BS	22BP	23BP	100-102
103-105	3BT	8CT	11AP	15AS	8ET	8DT	13AP	15AP	5BT	9ET	13AP	19AS	13BP	13BP	18BP	21BS	13AS	16BP	23BS	25BS	103-105
Maximum Results for Small Attacks																					
106-108	4CT	9DT	12AS	16AP	9AP	9ET	14AS	17BS	6CT	10AP	14AS	20BP	14BP	14BP	20BS	22CP	14AP	18BS	24BP	26CP	106-108
109-111	5DT	10ET	13AP	17AS	10AP	10AP	15AP	18BP	7DT	11AP	15BP	21BS	16BP	16BP	21BP	24CS	15AS	19BP	25CS	27CS	109-111
112-114	6ET	11AP	14BS	18BP	11AP	11AP	16BS	19BS	8ET	12AP	17BS	22BP	17BS	17BS	22CS	25CP	16BP	20CS	27CP	29DP	112-114
115-117	6AP	12AP	15BP	19BS	11AP	12AP	17BP	20CP	9AP	13AP	18BP	23CS	18CP	18CP	23CP	26CS	17BS	21CP	28DS	30DS	115-117
118-120	7AP	13AP	16BS	20BP	12BS	13BS	18BS	21CS	10AP	14BP	19CS	25CP	19CS	19CS	25CS	28DP	18BP	22CS	29DP	31DP	118-120
Maximum Results for Medium Attacks																					
121-123	8AP	14BP	17BP	21CS	13BP	14BP	19BP	22CP	11AP	15BS	20CP	26CS	20CP	20CP	26CP	29DS	19CS	24CP	31DS	33DS	121-123
124-126	9AP	15BS	17CS	22CP	14BS	15BS	20CS	23CS	12BP	16BP	22CS	27CP	21CS	21CS	27DS	31DP	20CP	25DS	32DP	34EP	124-126
127-129	10BP	16BP	18CP	23CS	15BP	15BP	21CP	25DP	13BP	17BS	23DP	28DS	22DP	22CP	29DP	32DS	21CS	26DP	33ES	35ES	127-129
130-132	11BS	17BS	19CS	24DP	16CS	16CS	22CS	26DS	14BS	18CP	24DS	29DP	23DS	23DS	30DS	33EP	22DP	27DS	35EP	37EP	130-132
133-135	11BP	18CP	20CP	25DS	17CP	17CP	23CP	27DP	15BP	19CS	25DP	31DS	24DP	24DP	31DP	35ES	23DS	28DP	36ES	38ES	133-135
Maximum Results for Large Attacks																					
136-138	12BS	19CS	21CS	26DP	18CS	18CS	24CS	28DS	16CS	20CP	27DS	32DP	25DS	25DS	32ES	36EP	24DP	30ES	37EP	39EP	136-138
139-141	13CP	20CP	22DP	27ES	19CP	19CP	25DP	29EP	17CP	21CS	28EP	33ES	26EP	26EP	34EP	37ES	25ES	31EP	39ES	41ES	139-141
142-144	14CK	21DK	23DK	28EP	20DK	20DK	26DK	30EK	18CK	22DP	29EK	34EP	27EK	27EK	35EK	39EP	26EP	32EK	40EP	42EP	142-144
145-147	15DS	22DS	24ES	29ES	21DS	21DS	27ES	31ES	19DS	23DS	30ES	35ES	28ES	28ES	36ES	40ES	27ES	33ES	41ES	43ES	145-147
148-150	16EP	23EP	25EP	30FP	22EP	22EP	28EP	33FP	20EP	25EP	32EP	37FP	29EP	29EP	38EP	42FP	29EP	35EP	43FP	45FP	148-150
Maximum Results for Huge Attacks																					

Note: An F-severity critical indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Slash Critical Strike Table.

Note: Animals attempting to hold onto a target (on this table) may be given an additional attack on the Grapple Attack Table if they obtain a non-tiny critical result on this table.

Critical Strikes: P = Puncture, S = Slash, K = Krush, G = Grapple, U = Unbalance, T = Tiny

Attack Table 3.3
Brawling

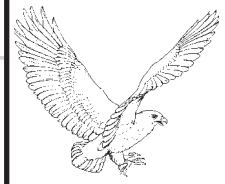
Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
																					01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	2	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	2	2	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	2	2	–	–	–	–	–	–	37-39
40-42	–	1	–	–	1	–	–	–	–	–	–	–	3	2	2	–	–	–	–	–	40-42
43-45	1	1	1	–	2	1	1	–	1	–	–	–	3	3	3	2	–	–	–	–	43-45
46-48	1	1	1	1	2	1	1	–	1	–	–	–	3	3	3	2	–	–	–	–	46-48
49-51	1	2	1	1	2	2	1	1	1	–	1	–	4	3	3	2	–	–	4	–	49-51
52-54	1	2	1	2	2	2	2	1	2	–	2	–	4	4	3	3	–	–	4	–	52-54
55-57	2	2	2	2	2	2	2	2	2	1	2	1	4	4	4	3	1	–	5	–	55-57
58-60	2	2	2	2	2	2	2	2	2	2	2	2	5	4	4	4	2	–	5	–	58-60
61-63	2	2	2	2	3	2	3	2	2	2	3	2	5	5	5	4	2	3	5	4	61-63
64-66	2	2	2	2	3	3	3	2	3	2	3	2	5	5	5	5	3	3	6	5	64-66
67-69	2	2	2	2	3	3	3	3	3	2	3	3	6	5	5	5	3	4	6	5	67-69
70-72	2	3	3	3	3	3	3	3	3	3	4	3	6	5	6	6A	3	4	7	5	70-72
73-75	2	3	3	3	4	3	4	3	3	3	4	4A	6	6	6	6A	4	5	7A	6	73-75
76-78	2	3	3	3	4	4	4	4A	4	3	4	4A	6	6	7A	7A	4	5	8A	7	76-78
79-81	3	3	3	3A	4	4	4	4A	4	4	5	4A	7	6A	7A	7A	5	6	8A	7	79-81
82-84	3	3	3	4A	4	4	4	4A	4	4	5A	5A	7	7A	7A	8A	5	6	8A	8A	82-84
85-87	3	3	4	4A	4	4	5A	4A	5	4	5A	5A	7A	7A	8A	8A	6	7	9A	8A	85-87
88-90	3	3	4	4A	5	4	5A	5A	5	5A	6A	5A	8A	7A	8A	9A	6	7A	9A	9A	88-90
91-93	3	4	4A	4A	5	5A	5A	5A	5A	5A	6A	6A	8A	8A	9A	9B	6A	8A	10B	9A	91-93
94-96	3	4	4A	4A	5A	5A	6A	5A	5A	5A	7A	6B	8A	8A	9B	9B	7A	8A	10B	10A	94-96
97-99	3	4	4A	5A	5A	5A	6A	6B	6A	6A	7A	7B	9A	8B	9B	10B	7A	8A	11B	10A	97-99
100-102	3	4A	4A	5A	5A	5A	6A	6B	6A	6A	7A	7B	9A	9B	10B	10B	8A	9A	11B	11B	100-102
103-105	4A	4A	5A	5A	6A	6A	6B	6B	6A	6A	8B	7B	9B	9B	10B	11B	8A	9B	11B	11B	103-105
	Maximum Results for Small Attacks																				
106-108	4A	4A	5A	5B	6A	6A	7B	6B	6A	7B	8B	8B	10B	9B	11B	11B	9A	10B	12C	12B	106-108
109-111	4A	5A	5A	6B	6A	6A	7B	7B	7A	7B	8B	8B	10B	10B	11B	12C	9B	10B	12C	12B	109-111
112-114	4A	5A	5A	6B	6A	6B	7B	7B	7B	7B	9B	8C	10B	10C	11C	12C	10B	11B	13C	13C	112-114
115-117	4A	5A	5A	6B	7B	6B	7B	7C	7B	7B	9B	9C	10B	10C	12C	13C	10B	11B	13C	13C	115-117
118-120	4A	5A	6A	6B	7B	7B	8C	8C	7B	8B	9C	9C	11B	11C	12C	13C	10B	12C	14C	14C	118-120
	Maximum Results for Medium Attacks																				
121-123	4A	5A	6B	6C	7B	7B	8C	8C	8B	8B	10C	10C	11C	11C	13C	14C	11C	12C	14D	14C	121-123
124-126	4A	5A	6B	7C	7B	7C	8C	8C	8B	8C	10C	10C	11C	11C	13C	14C	11C	13C	14D	15D	124-126
127-129	5A	5A	6B	7C	7C	7C	9C	8C	8C	9C	10C	10C	12C	12C	14C	15D	12C	13C	15D	15D	127-129
130-132	5A	6A	6B	7C	8C	8C	9C	9C	8C	9C	11C	11D	12C	12D	14D	15D	12C	14D	15D	16D	130-132
133-135	5B	6B	7C	7D	8C	8C	9D	9D	9C	9C	11C	11D	12C	12D	14D	16D	13C	14D	16D	16D	133-135
	Maximum Results for Large Attacks																				
136-138	5B	6B	7C	8D	8C	8C	9D	9D	9C	10C	11D	11D	13D	13D	15D	16D	13D	14D	16E	17E	136-138
139-141	5B	6B	7C	8D	8D	8D	10E	10D	9C	10D	12D	12D	13D	13D	15E	16E	14D	15D	17E	17E	139-141
142-144	5C	6C	7D	8E	8D	8D	10E	10E	9D	10D	12D	12E	13D	13E	16E	17E	14D	15E	17E	18E	142-144
145-147	5C	6C	7D	8E	9D	9D	10E	10E	10D	11E	13E	13E	14E	14E	16E	17E	14E	16E	17E	18E	145-147
148-150	5D	6D	7D	8E	9D	9D	10E	10E	10E	11E	13E	13E	14E	14E	16E	18E	15E	16E	18E	19E	148-150
	Maximum Results for Huge Attacks																				

Note: Small attacks are objects smaller than a mug (e.g., fists, serving spoon, etc.). Medium attacks are objects the size of a mug (e.g., mugs, bottles, etc.). Large attacks are objects the size of a chair (e.g., chairs, table legs, etc.). Huge attacks are objects that require extraordinary strength to heft (e.g., large table, a person, etc.).

Critical Strikes: All criticals are Brawling criticals.

Attack Table 3.4

Claw Talon



Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	2	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	2	2	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	2	3	49-51
52-54	–	–	–	–	–	–	–	–	–	–	–	1	–	–	–	1	–	1	3	4AT	52-54
55-57	–	–	–	1	–	–	–	–	–	–	–	1	–	–	–	2	–	1	4AT	4AT	55-57
58-60	–	–	–	1	–	–	–	1	–	–	–	2	–	–	1	3	–	2	4BT	5BT	58-60
61-63	–	–	1	2	–	–	1	1	–	–	1	2	–	–	1	3	1	2	5CT	6CT	61-63
64-66	–	–	1	2	–	–	1	2	–	–	1	3	–	–	2	4	1	3	6DT	6DT	64-66
67-69	–	–	2	3	–	1	2	2	–	–	2	3	1	1	3	5AT	2	4	6ET	7ET	67-69
70-72	–	–	2	3	1	1	2	3	–	1	2	4	1	1	3	5AT	2	4	7AS	8AS	70-72
73-75	–	1	3	4	1	1	3	4	–	1	3	5	2	2	4AT	6BT	3	5AT	8AS	8AS	73-75
76-78	–	1	3	4	2	2	3	4	1	2	3	5AT	2	2	5AT	7CT	4	6BT	8AS	9AS	76-78
79-81	–	1	4	5	2	2	4	5AT	1	2	4	6BT	3	3AT	5BT	7DT	4	6CT	9AS	10AS	79-81
82-84	–	2	4	5AT	3	3	4	5AT	1	3	5	6CT	3AT	3BT	6CT	8ET	5	7DT	9AS	10AS	82-84
85-87	1	2	5	6BT	3	3	5	6AT	2	3	5AT	7DT	4BT	4CT	7DT	9AS	5AT	7ET	10BS	11AS	85-87
88-90	1	3	5	7CT	4	4	5AT	7BT	2	4	6BT	8ET	4CT	4DT	7ET	9AS	6BT	8AS	11BS	12BS	88-90
91-93	1	3	6AT	7DT	4	4	6AT	7CT	3	4	6CT	8AS	5DT	5ET	8AS	10AS	7CT	9AS	11BS	12BS	91-93
94-96	2	4AT	6BT	8ET	5	5	7BT	8DT	3	5AT	7DT	9AS	5ET	5AS	9AS	11AS	7DT	9AS	12BS	13BS	94-96
97-99	2	4AT	7CT	8AS	5AT	5AT	7CT	8ET	4	5BT	8ET	9AS	6AS	6AS	9AS	11BS	8ET	10AS	13BS	13BS	97-99
100-102	13	5BT	7DT	9AS	6AT	6AT	8DT	9AS	4AT	6CT	8AS	10BS	6AS	6AS	10AS	12BS	9AS	11BS	13BS	14BS	100-102
103-105	3AT	5CT	8ET	9AS	6BT	6AT	8ET	10BS	5AT	6DT	9AP	11BS	7AS	7BS	11BS	13BS	9AS	11BS	14BS	15BP	103-105
	Maximum Results for Small Attacks																				
106-108	4AT	6DT	8AP	10AS	7CT	7BT	9AS	10BS	5AT	7ET	9AS	11BS	7AS	7BS	11BS	13CS	10AS	12BS	15BP	15CS	106-108
109-111	4BT	6ET	9AS	10AS	7DT	7CT	9AP	11BS	6BT	8AP	10AP	12CS	8AS	8BS	12BS	14CS	10AS	12BS	15CS	16CP	109-111
112-114	4CT	7AS	9AP	11BS	8ET	8DT	10BS	11CP	6CT	8AS	10AS	12CS	8BS	8BS	13CS	15CP	11BS	13CS	16CP	17DS	112-114
115-117	5DT	7AP	10BS	11BS	8AP	8ET	10BP	12CS	6DT	9AP	11BP	13CP	9BS	9CS	13CP	15CS	12BS	14CP	16DS	17DP	115-117
118-120	5ET	8BS	10BP	12BS	9AP	9AP	11BS	13CP	7ET	9BS	12BS	14CS	9BS	9CP	14CS	16DP	12BS	14CS	17DP	18DS	118-120
	Maximum Results for Medium Attacks																				
121-123	6AP	8BP	11BS	13CP	9AP	9BP	12BP	13CS	7AP	10BP	12BP	14DP	10CP	10CS	15CP	17DS	13CP	15CP	18DS	19EP	121-123
124-126	6AP	9BS	11BP	13CS	10AP	10BP	12CS	14DP	8BP	10BS	13CS	15DS	10CS	10CP	15DS	17DP	14CS	16DS	18EP	19ES	124-126
127-129	7BP	9BP	12CS	14CP	10BP	10BP	13CP	14DS	8BP	11BP	13CP	15DP	11CP	11CS	16DP	18DS	14CP	16DP	19ES	20EP	127-129
130-132	7BS	10CS	12CP	14DS	11BP	11BS	13CS	15DP	9BS	11CS	14CS	16DS	11CS	11DP	17DS	19EP	15DS	17DS	20EP	21ES	130-132
133-135	7BP	10CP	13CS	15DP	11BP	11CP	14CP	16DK	9BP	12CP	15DP	17DP	12DP	12DS	17DP	19ES	15DP	17DP	20ES	21EP	133-135
	Maximum Results for Large Attacks																				
136-138	8BS	11CS	13CP	15DS	12BS	12CS	14CS	16ES	10CS	12CS	15DS	17ES	12DS	12DP	18ES	20EP	16DS	18ES	21EP	22ES	136-138
139-141	8CP	11CP	14CS	16EP	12CP	12CP	15DP	17EP	10CP	13CP	16DP	18EP	13DP	13ES	19EP	21ES	17EP	19EP	22ES	23EP	139-141
142-144	9CK	12DK	14DP	16EK	13CK	13CK	15DK	17EK	11CK	13DK	16EK	18EK	13EK	13EP	19EK	21EP	17EK	19EK	22EP	23EK	142-144
145-147	9DS	12DS	15DS	17ES	13CS	13DS	16ES	18ES	11DS	14DS	17ES	19ES	14ES	14ES	20ES	22ES	18ES	20ES	23ES	24ES	145-147
148-150	10EP	13EP	15EP	18FP	14DP	14DP	17EP	19FP	12EP	15EP	18EP	20FP	15EP	15EP	21EP	23FP	19EP	21EP	24FP	24FP	148-150
	Maximum Results for Huge Attacks																				

Note: An F-severity critical indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Slash Critical Strike Table.
Critical Strikes: P = Puncture, S = Slash, K = Krush, G = Grapple, U = Unbalance, T = Tiny

Attack Table 3.5

Fall Crush

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
																					01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	2	2AK	34-36
37-39	–	–	–	–	–	–	–	1	–	–	–	–	–	–	1	2AK	–	1	3AK	3AK	37-39
40-42	–	–	–	–	–	–	1	2	–	–	–	1	–	1	2AK	3AK	1	2	4AK	4AK	40-42
43-45	–	–	–	1	–	1	2	3	–	–	1	2	1	2AK	3AK	4AK	2	3AK	5AK	6AK	43-45
46-48	–	–	1	1	1	1	3	4	–	–	1	3	1AK	3AK	4AK	5AK	3	4AK	7AK	7AK	46-48
49-51	–	–	1	2	1	2	4	5AK	–	–	2	4	2AK	4AK	5AK	7AK	4AK	5AK	8AK	8AK	49-51
52-54	–	–	2	3	2	3	5	6AK	–	1	3	5AK	3AK	5AK	6AK	8AK	5AK	6AK	9AK	9AK	52-54
55-57	–	–	3	4	3	4	6AK	7AK	–	1	4	6AK	4AK	6AK	7AK	9AK	6AK	8AK	10AK	11AK	55-57
58-60	–	1	4	5	4	5AK	7AK	9AK	–	2	5AK	7AK	5AK	7AK	8AK	10AK	7AK	9AK	11AK	12AK	58-60
61-63	–	1	5	6AK	5AK	6AK	8AK	10AK	1	3	6AK	8AK	6AK	8AK	10AK	11AK	8AK	10AK	13AK	13AK	61-63
64-66	–	2	6	7AK	6AK	7AK	9AK	11AK	1	4	7AK	9AK	7AK	9AK	11AK	13AK	9AK	11AK	14AK	14AK	64-66
67-69	–	3	6AK	8AK	7AK	8AK	10AK	12AK	2	5AK	8AK	10AK	8AK	10AK	12AK	14AK	10AK	12AK	15AK	16AK	67-69
70-72	1	4	7AK	9AK	8AK	9AK	11AK	13AK	3	6AK	9AK	11AK	8AK	11AK	13AK	15AK	11AK	14AK	16AK	17AK	70-72
73-75	1	5AK	8AK	10AK	8AK	10AK	12AK	14AK	4	7AK	10AK	12AK	9AK	12AK	14AK	16AK	12AK	15AK	17AK	18AK	73-75
76-78	2	5AK	9AK	11AK	9AK	11AK	13AK	16AK	5AK	8AK	11AK	13AK	10AK	13AK	15AK	17BK	14AK	16AK	19BK	19BK	76-78
79-81	3	6AK	10AK	12AK	10AK	12AK	14AK	17AK	6AK	9AK	12AK	14AK	11AK	14AK	16BK	19BK	15AK	17AK	20BK	21BK	79-81
82-84	3AK	7AK	11AK	13AK	11AK	13AK	15AK	18BK	7AK	10AK	13AK	15BK	12AK	15BK	18BK	20BK	16BK	18BK	21BK	22BK	82-84
85-87	4AK	8AK	12AK	14AK	12AK	14AK	16AK	19BK	8AK	11AK	14AK	16BK	13AK	16BK	19BK	21BK	17BK	20BK	22BK	23CK	85-87
88-90	5AK	9AK	12AK	15AK	13AK	15AK	17AK	20BK	9AK	12AK	15AK	17BK	14BK	17BK	20BK	22CK	18BK	21BK	23CK	24CK	88-90
91-93	6AK	9AK	13AK	16AK	14AK	16AK	18BK	21BK	9AK	13AK	16BK	18CK	15BK	18BK	21CK	24CK	19BK	22BK	25CK	26CK	91-93
94-96	6AK	10AK	14AK	17BK	15AK	17BK	20BK	23CK	10AK	14AK	17BK	20CK	16BK	19BK	22CK	25CK	20BK	23CK	26CK	27CK	94-96
97-99	7AK	11AK	15AK	18BK	16BK	17BK	21BK	24CK	11AK	15AK	17BK	21CK	16BK	20CK	23CK	26CK	21CK	24CK	27CK	28CK	97-99
100-102	8AK	12AK	16BK	19BK	16BK	18BK	22BK	25CK	12AK	16AK	18BK	22CK	17BK	21CK	24CK	27CK	22CK	25CK	28CK	29CK	100-102
103-105	9AK	13AK	17BK	20BK	17BK	19BK	23BK	26CK	13AK	16BK	19CK	23CK	18CK	22CK	25CK	28CK	23CK	27CK	29CK	31CK	103-105
	Maximum Results for Small Attacks																				
106-108	9AK	13BK	18BK	21CK	18BK	20BK	24CK	27CK	14AK	17BK	20CK	24DK	18CK	23CK	27DK	30DK	24CK	28DK	31DK	32DK	106-108
109-111	10AK	14BK	18BK	22CK	19BK	21BK	25CK	28DK	15AK	18BK	21CK	25DK	20CK	24CK	28DK	31DK	25CK	29DK	32DK	33DK	109-111
112-114	11AK	15BK	19BK	23CK	20BK	22CK	26CK	30DK	16BK	19BK	22CK	26DK	21CK	25CK	29DK	32DK	27DK	30DK	33DK	34DK	112-114
115-117	11BK	16BK	20CK	24CK	21CK	23CK	27CK	31DK	17BK	20BK	23DK	27DK	22CK	26CK	30DK	33DK	28DK	31DK	34DK	36DK	115-117
118-120	12BK	17BK	21CK	25DK	22CK	24CK	28CK	32DK	18BK	21BK	24DK	28DK	23DK	27DK	31DK	34DK	29DK	33DK	35DK	37DK	118-120
	Maximum Results for Medium Attacks																				
121-123	13BK	17CK	22CK	26DK	23CK	25CK	29CK	33DK	18BK	22CK	25DK	29DK	24DK	28DK	32DK	36DK	30DK	34DK	37DK	38EK	121-123
124-126	14BK	18CK	23CK	27DK	23CK	26CK	30CK	34DK	19BK	23CK	26DK	30DK	24DK	29DK	33DK	37EK	31DK	35DK	38EK	39EK	124-126
127-129	14BK	19CK	24CK	28DK	24CK	27CK	31CK	35DK	20CK	24CK	27DK	31EK	25DK	30DK	35EK	38EK	32DK	36EK	39EK	41EK	127-129
130-132	15CK	20CK	24CK	29DK	25CK	28DK	32DK	37EK	21CK	25CK	28DK	32EK	26DK	31DK	36EK	39EK	33EK	37EK	40EK	42EK	130-132
133-135	16CK	21CK	25DK	30EK	26DK	29DK	33DK	38EK	22CK	26CK	29EK	33EK	27EK	32EK	37EK	40EK	34EK	39EK	41EK	43EK	133-135
	Maximum Results for Large Attacks																				
136-138	17CK	21DK	26DK	31EK	27DK	30DK	34DK	39EK	23CK	27DK	30EK	34EK	28EK	33EK	38EK	42EK	35EK	40EK	43EK	44EK	136-138
139-141	17DK	22DK	27DK	32EK	28DK	31DK	35DK	40EK	24DK	28DK	31EK	35EK	29EK	34EK	39EK	43EK	36EK	41EK	44EK	46EK	139-141
142-144	18DK	23DK	28EK	33EK	29EK	32EK	36EK	41EK	25DK	29DK	32EK	36EK	30EK	35EK	40EK	44EK	37EK	42EK	45EK	47EK	142-144
145-147	19EK	24EK	29EK	34EK	30EK	33EK	37EK	42EK	26EK	30EK	33EK	37FK	31EK	36EK	41EK	45EK	38EK	43EK	46EK	48EK	145-147
148-150	20FK	25FK	30FK	35FK	31FK	34FK	39FK	44FK	27FK	31FK	34FK	39FK	32FK	38FK	43FK	47FK	40FK	45FK	48FK	50FK	148-150
	Maximum Results for Huge Attacks																				

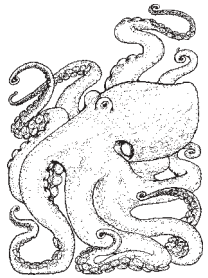
Note: For falls, add 1 to the roll for each foot fallen (other factors may modify this).

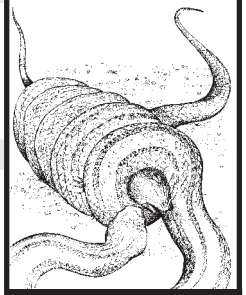
Note: An F-severity critical result indicates an E-critical roll and a C-critical roll (both Krush criticals).

Critical Strikes: P = Puncture, S = Slash, K = Krush, G = Grapple, U = Unbalance, T = Tiny

Attack Table 3.6

Grapple
Grasp
Envelop
Swallow



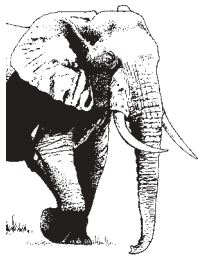


Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
01-02																					
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55-57
58-60	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58-60
61-63	1AG	–	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	61-63
64-66	1AG	1	–	–	1AG	1	–	–	1	–	–	–	1	–	–	–	–	–	–	–	64-66
67-69	1AG	1AG	1	1	1AG	1AG	–	–	1AG	1	–	–	1	1	–	–	–	–	–	–	67-69
70-72	1AG	1AG	1	1	1AG	1AG	1	1	1AG	1	–	–	1AG	1	–	–	–	–	–	–	70-72
73-75	1AG	1AG	1AG	1	2AG	1AG	1	1	1AG	1AG	1	1	2AG	1AG	1	–	–	–	–	–	73-75
76-78	1AG	1AG	2AG	2AG	2AG	2AG	1AG	1	1AG	1AG	1	1	2AG	2AG	1	–	–	–	1	–	76-78
79-81	1AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	1AG	2AG	1AG	2	2AG	2AG	1	1	–	–	1	–	79-81
82-84	1AG	2AG	2AG	3AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	2AG	3AG	3AG	2	1	–	–	2AG	1	82-84
85-87	1AG	2AG	3AG	3AG	3AG	3AG	2AG	3AG	2AG	2AG	2AG	3AG	3AG	3AG	2AG	2	–	–	2AG	1	85-87
88-90	1AG	2AG	3AG	3AG	3AG	3AG	3AG	3AG	2AG	2AG	3AG	3AG	3AG	3AG	3AG	2	1AG	1	3AG	2	88-90
91-93	2BG	2AG	3AG	4AG	3AG	3AG	3AG	4AG	2AG	3AG	3AG	4AG	4AG	4AG	3AG	3	1AG	1	3AG	2	91-93
94-96	2BG	3AG	4AG	4AG	4AG	4AG	4AG	4AG	2AG	3AG	4AG	4AG	4AG	4AG	4AG	4	1AG	2AG	4AG	3	94-96
97-99	2BG	3AG	4AG	5AG	4AG	4AG	4AG	5AG	2AG	3AG	4AG	5AG	4AG	5AG	4AG	4AG	2AG	2AG	5AG	4	97-99
100-102	2BG	3AG	4AG	5AG	4AG	4AG	4AG	5AG	3AG	3AG	4AG	5AG	5AG	5AG	5AG	5AG	2AG	3AG	4AG	4	100-102
103-105	2BG	3BG	5BG	5BG	4BG	5BG	5BG	6BG	3BG	4BG	5BG	6AG	5BG	5BG	5AG	5AG	3AG	4AG	6AG	5AG	103-105
	Maximum Results for Small Attacks																				
106-108	2CG	4BG	5BG	6BG	5BG	5BG	5BG	6BG	3BG	4BG	5BG	6AG	6BG	6BG	6AG	6AG	3AG	4AG	6AG	6AG	106-108
109-111	2CG	4BG	5BG	6BG	5BG	5BG	6BG	7BG	3BG	4BG	6BG	7AG	6BG	6BG	6AG	7AG	4AG	5AG	7AG	6AG	109-111
112-114	2CG	4BG	6BG	7BG	5BG	6BG	6BG	7BG	3BG	4BG	6BG	7AG	6BG	7BG	7AG	7AG	4AG	5AG	8AG	7AG	112-114
115-117	2CG	4CG	6CG	7CG	5CG	6CG	6CG	7CG	4CG	5CG	7CG	8BG	7CG	7CG	7BG	8BG	5BG	6AG	8BG	8AG	115-117
118-120	2CG	4CG	6CG	7CG	6CG	6CG	7CG	8CG	4CG	5CG	7CG	8BG	7CG	7CG	8BG	8BG	5BG	7BG	9BG	8AG	118-120
	Maximum Results for Medium Attacks																				
121-123	3DG	5CG	7CG	8CG	6CG	7CG	7CG	8CG	4CG	5CG	8CG	9BG	7CG	8CG	8BG	9BG	6BG	7BG	9BG	9AG	121-123
124-126	3DG	5CG	7CG	8CG	6CG	7CG	7CG	9CG	4CG	5CG	8CG	9CG	8CG	8CG	9CG	10CG	6CG	8CG	10CG	9AG	124-126
127-129	3DG	5DG	7DG	9DG	7DG	7DG	8DG	9DG	4DG	6DG	8DG	10CG	8DG	9DG	9CG	10CG	7CG	8CG	10CG	10BG	127-129
130-132	3DG	5DG	8DG	9DG	7DG	8DG	8DG	10DG	4DG	6DG	9DG	10CG	8DG	9DG	10CG	11CG	7CG	9CG	11CG	11BG	130-132
133-135	3DG	5DG	8DG	9DG	7DG	8DG	9DG	10DG	5DG	6DG	9DG	11DG	9DG	9DG	10DG	11DG	8DG	10DG	12DG	11CG	133-135
	Maximum Results for Large Attacks																				
136-138	3EG	6DG	8DG	10DG	7DG	8DG	9DG	11DG	5DG	6DG	10DG	11DG	9DG	10DG	11DG	11DG	8DG	10DG	12DG	12CG	136-138
139-141	3EG	6EG	9EG	10EG	8EG	9EG	9EG	11EG	5EG	7EG	10EG	12DG	9EG	10EG	11DG	13DG	9DG	11DG	13DG	13DG	139-141
142-144	3EG	6EG	9EG	11EG	8EG	9EG	10EG	12EG	5EG	7EG	11EG	12EG	10EG	11EG	12EG	13EG	9EG	11EG	13EG	13DG	142-144
145-147	3EG	6EG	9EG	11EG	8EG	9EG	10EG	12EG	5EG	7EG	11EG	13EG	10EG	11EG	12EG	14EG	10EG	12EG	14EG	14EG	145-147
148-150	4EG	7EG	10EG	12FG	9EG	10EG	11EG	13FG	6EG	8EG	12EG	14FG	11EG	12EG	13EG	14FG	11EG	13EG	15FG	15FG	148-150
	Maximum Results for Huge Attacks																				

Note: An F-severity critical indicates an E-critical roll and a C-critical roll (both Grapple criticals).

Note: For each consecutive round that a creature obtains a critical strike on the same target (on this table), the creature obtains an additional +10 against that target.

Critical Strikes: P = Puncture, S = Slash, K = Krush, G = Grapple, U = Unbalance, T = Tiny



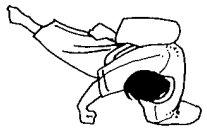
Attack Table 3.7
Horn Tusk

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	49-51
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	2	52-54
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	2	3AT	55-57
58-60	–	–	–	1	–	–	–	–	–	–	–	–	–	–	–	2	–	1	3	4BT	58-60
61-63	–	–	–	1	–	–	–	–	–	–	–	1	–	–	1	3	–	2	4AT	5CT	61-63
64-66	–	–	–	2	–	–	–	1	–	–	–	2	–	–	2	4AT	–	3	5BT	6DT	64-66
67-69	–	–	1	3	–	–	1	1	–	–	1	3	–	–	3	5BT	1	4	6CT	7AP	67-69
70-72	–	–	1	4	–	–	1	2	–	–	1	4	1	–	4AT	6CT	2	5	7DT	8AP	70-72
73-75	–	–	2	5	1	1	2	3	–	–	2	5AT	1	1	5BT	7DT	3	6AT	8AP	9AP	73-75
76-78	–	–	2	6	1	1	3	4	–	1	3	6BT	2	1	6CT	8AP	4	7BT	9AP	10AP	76-78
79-81	–	1	4	6	2	2	4	5AT	–	1	4	7CT	3	2AT	7DT	9AP	5AT	8CT	10AP	11AP	79-81
82-84	–	1	5	7	3	3	5	6BT	1	2	5AT	8DT	4AT	3BT	8AP	10AP	6BT	9DT	11AP	12AP	82-84
85-87	–	2	5	8	4	4	6AT	7CT	1	3AT	6BT	9AP	5BT	4CT	9AP	11AP	7CT	10AP	12AP	13AP	85-87
88-90	1	3	6AT	9AT	5	5	6BT	8DT	2	4BT	7CT	10AP	5CT	5DT	10AP	12AP	8DT	11AP	13AP	14AP	88-90
91-93	1	4AT	7BT	10BT	6	6	7CT	9AP	3AT	5CT	8DT	11AP	6DT	6AP	11AP	13AP	9AP	12AP	14AP	15BP	91-93
94-96	2	5BT	8CT	11CT	6AT	6AT	8DT	10AP	4BT	6DT	9AP	12AP	7AP	7AP	12AP	14AP	10AP	13AP	15BP	16BP	94-96
97-99	3	5CT	9DT	11DT	7BT	7BT	9AP	11AP	5CT	7AP	9AP	13AP	8AP	8AP	13AP	15BP	11AP	14AP	16BP	17BP	97-99
100-102	4AT	6DT	9AP	12AP	8CT	8CT	10AP	12AP	6DT	8AP	10AP	14BP	9AP	9BP	14BP	16BP	12AP	15AP	17BP	18BP	100-102
103-105	5BT	7AU	10AP	13AP	9DT	9DT	11AP	13BP	7AP	9AP	11AP	15BP	9AP	10AP	15BP	17BP	13AP	16AP	18BP	19BP	103-105
	Maximum Results for Small Attacks																				
106-108	6CT	8AK	11AP	14AP	10AP	10AP	12AP	14AP	7AP	10AP	12AP	16BP	10AP	11BP	16BP	18CP	14AP	17BP	19BP	20CP	106-108
109-111	6DT	9AP	12AP	15AP	11AP	11AP	12AP	14BP	8AP	11AP	13BP	17CP	11AP	12BP	17BP	19CP	15AP	18BP	20CP	21DP	109-111
112-114	7AU	10AU	13AP	16BP	11AP	11AP	13BP	15CP	9AP	12AP	14BP	18CP	12BP	13BP	18CP	20CP	16BP	19BP	21CP	22DP	112-114
115-117	8AK	10AK	14AK	16BK	12AP	12AP	14BP	16CP	10AP	12BP	15BP	19CP	13BP	14BP	19CP	21CP	17BP	20CP	22DP	23DP	115-117
118-120	9AP	11BP	14BP	17BP	13AP	13AP	15BP	17CP	11BP	13BP	16CP	20CP	13BP	15CP	20CP	22DP	18CP	21CP	23DP	24DK	118-120
	Maximum Results for Medium Attacks																				
121-123	10AU	12BU	15BK	18CK	14AP	14BP	16BP	18CP	12BP	14BP	17CP	21DK	14CP	16CP	21CK	23DK	19CK	22CK	24DP	25DP	121-123
124-126	11AK	13BK	16BP	19CP	15BP	15BP	17CP	19DP	13BP	15BP	17CP	22DP	15CP	17CP	22DP	24DP	20DP	23DP	25DK	26EK	124-126
127-129	12AP	14BP	17CK	20CK	16BP	16BP	18CK	20DK	13BP	16CK	18DK	23DK	16CK	18CK	23DK	25DK	21DK	24DK	26EP	27EP	127-129
130-132	12BU	15CU	18CP	21DP	16BK	16CK	18CP	21DP	14CP	17CP	19DP	24DP	17DP	19DP	24DP	26EP	22DP	25DP	27EU	28EU	130-132
133-135	13BK	15CK	18CK	21DK	17CK	17CP	19CK	22DK	15CK	18CK	20DK	25DK	17DK	20DK	25DK	27EK	23DK	26DK	28EK	29EK	133-135
	Maximum Results for Large Attacks																				
136-138	14BP	16CP	19CP	22DP	18CK	18CK	20CP	23EP	16CP	19DP	21DP	26EP	18DP	21DP	26EP	28EP	24EP	27EP	29EP	30EP	136-138
139-141	15CU	17DU	20DU	23EU	19CP	19DP	21DU	24EU	17DU	20DU	22EU	27EU	19EU	22EU	27EU	29EU	25EU	28EU	30EU	31EU	139-141
142-144	16CK	18DK	21DK	24EK	20DK	20DK	22DK	25EK	18DK	21DK	23EK	28EK	20EK	23EK	28EK	30EK	26EK	29EK	31EK	32EK	142-144
145-147	17DP	19EP	22EP	25EP	21DP	21DP	23EP	26EP	19EP	22EP	24EP	29EP	21EP	24EP	29EP	31EP	27EP	30EP	32EP	33EP	145-147
148-150	18EU	20EU	23EU	26FU	22EU	22EU	24EU	27FU	20EU	23EU	25EU	30FU	22EU	25EU	30EU	33FU	29EU	31EU	34FU	35FU	148-150
	Maximum Results for Huge Attacks																				

Note: An F-severity critical result indicates an E-critical roll on the Puncture Critical Strike Table and a C-critical roll on the Unbalance Critical Strike Table.
Note: If the attacking creature is "charging," it obtains a + 20 on this table in addition to its other bonuses.
Critical Strikes: P = Puncture, S = Slash, K = Krush, G = Grapple, U = Unbalance, T = Tiny

Attack Table 3.8

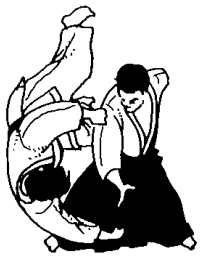
Martial Arts Strikes



Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
01-02																					
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	1	1	43-45
46-48	–	–	–	–	–	–	–	1	–	–	–	–	–	–	1	1	–	1	2	2	46-48
49-51	–	–	–	–	–	1	1	1	–	–	–	1	–	1	1A	2	1	1	2	3	49-51
52-54	–	–	–	1	–	1	1	2	–	–	1	1	1	1	2A	2	1	2	3	3	52-54
55-57	–	–	1	1	1	1	2	2	–	–	1	2	1	2	2A	3	2	2	4	4A	55-57
58-60	–	–	1	2	1	2	2	3	–	–	2	2	2	2	3A	4A	2	3	4A	5A	58-60
61-63	–	–	1	2	1	2	3	4	–	1	2	3	2	3	4A	4A	3	4	5A	5A	61-63
64-66	–	–	2	3	2	3	3	4	–	1	3	3	3	3A	4A	5A	3	4A	6A	6A	64-66
67-69	–	1	2	3	2	3	4	5	–	1	3	4	3A	4A	5A	6A	4	5A	6A	7A	67-69
70-72	–	1	3	4	3	4	5	5A	1	2	4	4	4A	4A	5A	6A	5A	5A	7A	7A	70-72
73-75	–	1	3	4	3	4	5	6A	1	2	4	5A	4A	5A	6A	7A	5A	6A	8A	8A	73-75
76-78	–	2	4	5	4	5	6A	7A	1	3	5	5A	5A	5A	7A	8A	6A	7A	8A	9A	76-78
79-81	1	2	4	5	4	5A	6A	7A	2	3	5A	6A	5A	6A	7B	8A	6A	6A	9A	9A	79-81
82-84	1	3	5	6A	5A	6A	7A	8A	2	4	6A	7A	6A	7A	8B	9A	7A	8A	9A	10A	82-84
85-87	1	3	5	6A	5A	6A	7A	9A	3	4	6A	7A	6A	7A	9B	10A	7A	9A	10A	11A	85-87
88-90	2	4	5A	7A	6A	7A	8A	9A	3	5A	7A	8A	7A	8A	9B	10A	8A	9A	11A	11A	88-90
91-93	2	4	6A	7A	6A	7A	9A	10A	4	5A	7A	8A	7B	8B	10B	11B	9A	10B	11B	12B	91-93
94-96	2	5A	6A	8A	7A	8A	9A	10A	4	6A	8A	9A	8B	9B	10B	12B	9A	10B	12B	13B	94-96
97-99	3	5A	7A	8A	7A	8A	10A	11A	5A	6A	8A	9A	8B	9B	11C	12B	10A	11B	13B	13B	97-99
100-102	3	5A	7A	9A	8A	9A	10A	12A	5A	7A	9A	10A	9B	10B	12C	13B	10A	12B	13B	14B	100-102
103-105	4A	6A	8A	10B	8B	9B	11B	12B	6A	7A	9B	10B	9B	10B	12C	14B	11B	12B	14B	15B	103-105
	Maximum Results for Small Attacks																				
106-108	4A	6A	8A	10B	9B	10B	11B	13B	6A	8A	10B	11B	10C	11C	13C	14C	11B	13C	15C	15C	106-108
109-111	4A	7A	9A	11B	9B	10B	12B	13B	7A	8A	10B	11B	10C	11C	13C	15C	12B	13C	15C	16C	109-111
112-114	5A	7A	9A	11B	10B	11B	13B	14B	7A	9A	11B	12B	11C	12C	14C	16C	13B	14C	16C	17C	112-114
115-117	5A	8B	10B	12C	10C	11C	13C	15C	7B	9B	11C	13C	11C	13C	15C	16C	13C	15C	16C	17C	115-117
118-120	6A	8B	10B	12C	11C	12C	14C	15C	8B	10B	12C	13C	12C	13C	15C	17C	14C	15C	17C	18C	118-120
	Maximum Results for Medium Attacks																				
121-123	6A	9B	10B	13C	11C	12C	14C	16C	8B	10B	12C	14C	12D	14D	16D	18C	14C	16D	18D	19D	121-123
124-126	6A	9C	11C	13C	12C	13C	15C	17C	9C	11C	13C	14C	13D	14D	17D	18D	15C	17D	18D	19D	124-126
127-129	7B	9C	11C	14D	12D	13D	15D	17D	9C	11C	13D	15D	13D	15D	17D	19D	15D	17D	19D	20D	127-129
130-132	7B	10C	12C	14D	13D	14D	16D	18D	10C	12C	14D	15D	14D	15D	18D	20D	16D	18D	20D	21D	130-132
133-135	8C	10D	12D	15D	13D	14D	17D	18D	10D	12D	14D	16D	14D	16D	18E	20D	17D	18D	20D	21D	133-135
	Maximum Results for Large Attacks																				
136-138	8C	11D	13D	15D	14D	15D	17D	19D	11D	13D	15D	16D	15E	16E	19E	21E	17D	19E	21E	22E	136-138
139-141	8D	11D	13D	16E	14E	15E	18E	20E	11D	13D	15E	17E	15E	17E	20E	22E	18E	20E	22E	23E	139-141
142-144	9D	12E	14E	16E	15E	16E	18E	20E	12E	14E	16E	17E	16E	17E	20E	22E	18E	20E	22E	23E	142-144
145-147	9E	12E	14E	17E	15E	16E	19E	21E	12E	14E	16E	18E	16E	18E	21E	23E	19E	21E	23E	24E	145-147
148-150	10E	13E	15E	18E	16E	17E	20E	22E	13E	15E	17E	19E	17E	19E	22E	24E	20E	22E	24E	25E	148-150
	Maximum Results for Huge Attacks																				

Note: All critical results are rolled on the Martial Arts Striking Critical Table.

Note: Bare hands attacks by non-martial artists are Rank 1 attacks.



Attack Table 3.9

Martial Arts Sweeps

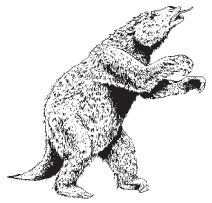
Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
49-51	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
52-54	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
55-57	1A	1	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55-57
58-60	1A	1A	1	1	1	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58-60
61-63	1A	1A	1A	1	1A	1	–	–	1	–	–	–	1	–	–	–	–	–	–	–	61-63
64-66	1A	1A	1A	1A	1A	1A	1	–	1	1	–	–	1	–	–	–	–	–	–	–	64-66
67-69	1A	1A	1A	1A	1A	1A	1	1	1A	1	–	–	1A	1	–	–	–	–	–	–	67-69
70-72	1A	1A	1A	2A	2A	1A	1A	1	1A	1A	1	–	1A	1	–	–	–	–	–	–	70-72
73-75	1A	2A	2A	2A	2A	2A	1A	1A	1A	1A	1	1	2A	1A	1	–	–	–	–	–	73-75
76-78	1A	2A	2A	2A	2A	2A	2A	2A	1A	1A	1A	1	2A	2A	1	1	–	–	–	–	76-78
79-81	1A	2A	2A	2A	2A	2A	2A	2A	1A	2A	2A	1A	2A	2A	1A	1	–	–	–	–	79-81
82-84	2A	2A	2A	3A	3A	2A	2A	2A	1A	2A	2A	2A	3A	2A	2A	1A	–	–	–	–	82-84
85-87	2A	2A	3A	3A	3A	3A	3A	3A	2A	2A	2A	2A	3A	3A	2A	2A	–	–	–	–	85-87
88-90	2A	2A	3A	3A	3A	3A	3A	3A	2A	2A	3A	3A	3A	3A	3A	2A	1	–	1	–	88-90
91-93	2B	3B	3B	3B	3B	3B	3A	3A	2B	2A	3A	3A	4B	3A	3A	3A	1	1	1A	–	91-93
94-96	2B	3B	3B	4B	3B	3B	3A	4A	2B	3A	3A	3A	4B	4A	3A	3A	1A	1	2A	1	94-96
97-99	2B	3B	4B	4B	4B	4B	4A	4A	2B	3A	4A	4A	4B	4A	4A	4A	2A	1A	2A	1	97-99
100-102	2B	3B	4B	4B	4B	4B	4A	4A	2B	3A	4A	4A	5B	4A	4A	4A	2A	2A	3A	2A	100-102
103-105	2B	3B	4B	5B	4B	4B	4B	5B	2B	3B	4B	5B	5B	5B	5B	5B	3A	2A	3A	2A	103-105
	Maximum Results for Small Attacks																				
106-108	2C	3C	4C	5C	4C	4C	5B	5B	3C	4B	5B	5B	5C	5B	5B	5B	3A	3A	4A	3A	106-108
109-111	2C	3C	4C	5C	5C	4C	5B	5B	3C	4B	5B	5B	5C	5B	5B	6B	3A	3A	4A	4A	109-111
112-114	2C	4C	5C	5C	5C	5C	5B	6B	3C	4B	5B	6B	6C	6B	6B	6B	4A	4A	5A	4A	112-114
115-117	3C	4C	5C	6C	5C	5C	5C	6C	3C	4C	6C	6C	6C	6C	6C	6C	4B	4B	5B	5B	115-117
118-120	3C	4C	5C	6C	5C	5C	6C	6C	3C	4C	6C	7C	6C	6C	7C	7C	5B	5B	6B	5B	118-120
	Maximum Results for Medium Attacks																				
121-123	3D	4D	5D	6D	5D	5D	6C	7C	3D	5C	6C	7C	7D	7C	7C	7C	5B	5B	7B	6B	121-123
124-126	3D	4D	6D	6D	6D	6D	6C	7C	3D	5C	7C	7C	7D	7C	7C	8C	5C	6C	7C	7C	124-126
127-129	3D	4D	6D	7D	6D	6D	7D	7D	4D	5D	7D	8D	7D	7D	8D	8D	6C	6C	8C	7C	127-129
130-132	3D	5D	6D	7D	6D	6D	7D	8D	4D	5D	7D	8D	8D	8D	8D	9D	6C	7C	8C	8C	130-132
133-135	3D	5D	6D	7D	6D	6D	7D	8D	4D	5D	8D	9D	8D	8D	9D	9D	7D	7D	9D	8D	133-135
	Maximum Results for Large Attacks																				
136-138	3E	5E	7E	7E	7E	7E	7D	8D	4E	6D	8D	9D	8E	8D	9D	10D	7D	8D	9D	9D	136-138
139-141	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	8E	9E	9E	9E	9E	10E	7D	8D	10D	10D	139-141
142-144	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	9E	10E	9E	9E	10E	11E	8E	9E	10E	10E	142-144
145-147	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	9E	10E	9E	9E	10E	11E	8E	9E	11E	11E	145-147
148-150	4E	6E	8E	9E	8E	8E	9E	10E	5E	7E	10E	11E	10E	10E	11E	12E	9E	10E	12E	12E	148-150
	Maximum Results for Huge Attacks																				

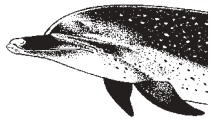
Note: All critical results are rolled on the Martial Arts Sweeps Critical Table. **Note:** Bare hands attacks by non-martial artists are Rank 1 attacks.

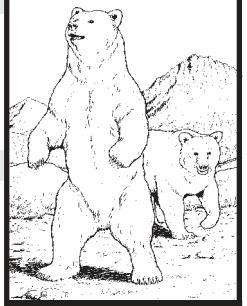
Note: Humanoid type creatures attempting to subdue (without major injury) other humanoid types may use this table or the Grapple Attack Table (both with a maximum result of 105).

Attack Table 3.10

Ram
Butt
Bash
Knockdown

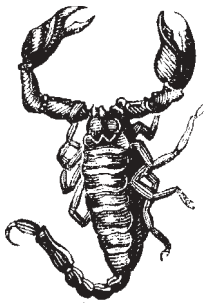


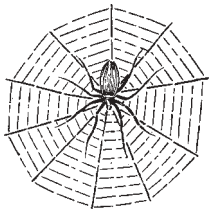




Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
01-02																					
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	1	–	–	–	1	–	–	1	1	49-51
52-54	–	–	–	1	–	–	–	–	–	–	–	1	–	–	–	1	–	–	1	2	52-54
55-57	–	–	–	1	–	–	–	1	–	–	1	2	–	–	1	2	–	1	2	2	55-57
58-60	–	–	–	2	–	–	–	1	–	–	1	2	–	–	1	2	–	1	2	3	58-60
61-63	–	–	1	2	–	–	1	2	–	–	1	3	1	1	2	3	1	1	3	3	61-63
64-66	–	1	1	3	1	1	1	2	–	–	2	3	1	1	2	3	1	2	3	4	64-66
67-69	1AU	1	1	3	1	1	2	3	–	1	2	4	1	1	3	4	1	2	4	4	67-69
70-72	1AU	1AU	2	4	1AU	1	2	3	1	1	3	4	2	2	3	4	2	3	4	5	70-72
73-75	1AU	2AU	2AU	4	2AU	2AU	3	4	1AU	1	3	5	2	2	4	5	2	3	5	6	73-75
76-78	2AU	2AU	3AU	5AU	2AU	2AU	3	4	1AU	2AU	4	5	3AU	3	4	5	3	4	5	6	76-78
79-81	2AU	2AU	3AU	5AU	3AU	3AU	4AU	5	2AU	2AU	4	6	3AU	3	5	6	3	4	6	7	79-81
82-84	2AU	3AU	4AU	6AU	3AU	3AU	4AU	5AU	2AU	3AU	5AU	6	4AU	4AU	5	7	4	5	7	7	82-84
85-87	3AU	3AU	4AU	6AU	4AU	4AU	5AU	6AU	2AU	3AU	5AU	7AU	4AU	4AU	6	7	4	5	7AK	8	85-87
88-90	3AU	4AU	5AU	7AU	4AU	4AU	5AU	7AU	3AU	4AU	6AU	7AU	5AU	5AU	6AU	8	5AK	5	8AU	8	88-90
91-93	3AU	4AU	5AU	7AK	5AU	5AU	6AU	7AK	3AU	4AU	6AU	8AU	5AU	5AU	7AU	8AK	5AK	6AK	8AK	9	91-93
94-96	4AU	4AU	6AU	8AU	5AU	5AU	6AU	8AU	4AU	5AU	7AU	8AU	5AU	6AU	7AU	9AU	6AU	6AU	9AU	9AK	94-96
97-99	4AU	5AU	6AU	8AK	6AU	6AU	7AU	8AK	4AU	5AU	7AU	9AK	6AU	6AU	8AK	9AK	6AK	7AK	9AK	10AK	97-99
100-102	4AU	5AU	7AU	9BU	6AU	6AU	7AU	9AU	4AU	5AU	8AU	9AU	6AU	7AU	8AU	10AU	7AU	7AU	10AU	11AU	100-102
103-105	5AU	6AU	7AK	9BK	7AU	7AU	8AK	9AK	5AU	6AU	8AU	10AK	7AK	7AU	9AK	10AK	7AK	8AK	10AK	11AK	103-105
	Maximum Results for Small Attacks																				
106-108	5BU	6BU	8BU	10BU	7AU	7AU	8AU	10BU	5BU	6BU	9AU	10AU	7BU	8AU	9AU	11AU	8AU	8AU	11AU	12AU	106-108
109-111	5BU	6BU	8BK	10BK	7BU	7BU	9BK	10BK	6BU	7BU	9BK	11BK	8BK	8AK	10AK	11AK	8AK	9AK	11BK	12AK	109-111
112-114	6BU	7BU	9BU	11CU	8BU	8BU	9BU	11BU	6BU	7BU	10BU	11BU	8BU	9BU	10BU	12BU	9BU	9BU	12BU	13AU	112-114
115-117	6BU	7BK	9BK	11CK	8BK	8BK	10BK	11CK	6BU	8BU	10BK	12CK	9BK	9BK	11BK	13BK	9BK	10BK	13CK	13BK	115-117
118-120	6BU	8BU	10BU	12CU	9BU	9BU	10BU	12CU	7BU	8BU	11CU	12CU	9CU	10BU	11BU	13CU	10BU	10BU	13CU	14BU	118-120
	Maximum Results for Medium Attacks																				
121-123	7BU	8BK	10CK	12CK	9BK	9BK	11CK	13CK	7BU	9BK	11CK	13CK	9CK	10CK	12CK	14CK	10CK	10CK	14CK	14CK	121-123
124-126	7BU	8CU	11CU	13DU	10BU	10CU	11CU	13CU	7CU	9CU	12CU	13CU	10CU	11CU	12CU	14CU	11CU	11CU	14DU	15CU	124-126
127-129	7CU	9CK	11CK	13DK	10CK	10CK	12CK	14DK	8CU	9CK	12DK	14DK	10CK	11CK	13CK	15DK	11CK	11CK	15DK	16DK	127-129
130-132	8CU	9CU	12CU	14DU	11CU	11CU	12CU	14DU	8CU	10CU	13DU	14DU	11DU	12CU	13DU	15DU	12DU	12DU	15DU	16DU	130-132
133-135	8CK	10CK	12CK	14DK	11CK	11CK	13CK	15DK	9CK	10CK	13DK	15DK	11DK	12CK	14DK	16DK	12DK	12DK	16EK	17DK	133-135
	Maximum Results for Large Attacks																				
136-138	8CU	10CU	13CU	15EU	12CU	12CU	13CU	15DU	9CU	11CU	14DU	15DU	12DU	13DU	14DU	16EU	13DU	13DU	16EU	17EU	136-138
139-141	9DK	10DK	13DK	15EK	12CK	12DK	14DK	16EK	9DK	11DK	14EK	16EK	12EK	13DK	15EK	17EK	13EK	13EK	17EK	18EK	139-141
142-144	9DU	11DU	14DU	16EU	13DU	13DU	14DU	16EU	10DU	12DU	15EU	16EU	13EU	14EU	15EU	17EU	14EU	14EU	17EU	18EU	142-144
145-147	9EK	11EK	14EK	16EK	13DK	13DK	15EK	17EK	10EK	12DK	15EK	17EK	13EK	14EK	16EK	18EK	14EK	14EK	18EK	19EK	145-147
148-150	10EU	12EU	15EU	17FU	14EU	14EU	15EU	18FU	11EU	13EU	16EU	18FU	14FU	15FU	17FU	19FU	15FU	15FU	19FU	20EU	148-150
	Maximum Results for Huge Attacks																				

Note: An F-severity critical result indicates an E-critical roll on the Unbalance Critical Strike Table and a C-critical roll on the Krush Critical Strike Table.
Note: If the attacking creature is "charging," it obtains + 20 on this table in addition to any other bonuses.
Critical Strikes: P = Puncture, S = Slash, K = Krush, G = Grapple, U = Unbalance, T = Tiny





Attack Table 3.11
Stinger

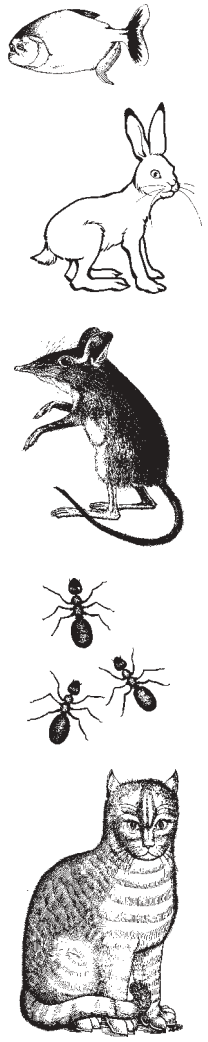
Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	46-48
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	1	49-51
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	1	1	2	52-54
55-57	–	–	–	1	–	–	–	1	–	–	–	1	–	–	–	1	1	1	2	2AT	55-57
58-60	–	–	–	1	–	–	–	1	–	–	–	1	–	–	–	1	1	1	2AT	2AT	58-60
61-63	–	–	–	1	–	–	–	1	–	–	–	1	1	1	1	2	1	2	2AT	3AT	61-63
64-66	–	–	1	1	–	–	1	1	–	–	1	2	1	1	1	2	2	2	3AT	3AT	64-66
67-69	–	–	1	2	–	–	1	2	–	–	1	2	1	1	1	2	2	2AT	3AT	3AT	67-69
70-72	–	–	1	2	–	–	1	2	–	–	1	2	1	1	2	3	2	3AT	3AT	4AT	70-72
73-75	–	–	1	2	–	1	1	2	–	–	1	3	1	1	2	3AT	2	3AT	4AT	4AT	73-75
76-78	–	–	2	3	1	1	2	3	–	–	2	3	2	2	2	3AT	3	3AT	4AT	4BT	76-78
79-81	–	1	2	3	1	1	2	3AT	–	–	2	3AT	2	2	3AT	4AT	3AT	4AT	4BT	4BT	79-81
82-84	–	1	2	3AT	1	1	2	3AT	–	1	2	4AT	2	2	3AT	4AT	3AT	4AT	5BT	5BT	82-84
85-87	–	1	2	3AT	1	1	3	4AT	–	1	3AT	4AT	2	2AT	3AT	4AT	4AT	4AT	5BT	5BT	85-87
88-90	–	1	3	4AT	1	2	3AT	4AT	1	1AT	3AT	4AT	2AT	2AT	4AT	5AT	4AT	4BT	5BT	5CT	88-90
91-93	–	1	3AT	4AT	2	2	3AT	4AT	1	1AT	3AT	5AT	3AT	3AT	4AT	5BT	4AT	5BT	6CT	6CT	91-93
94-96	1	2	3AT	4AT	2	2	3AT	5BT	1	2AT	4AT	5AT	3AT	3AT	4AT	5BT	4AT	5BT	6CT	6CT	94-96
97-99	1	2AT	3AT	5AT	2AT	2AT	4AT	5BT	1	2AT	4AT	5BT	3AT	3AT	5BT	6BT	5AT	5BT	6CT	6CT	97-99
100-102	1	2AT	4AT	5BT	2AT	2AT	4AT	5BT	1AT	2AT	4AT	6BT	3AT	3AT	5BT	6BT	5BT	6BT	6CT	7CT	100-102
103-105	1AT	2AT	4AT	5BT	2AT	3AT	4AT	6BT	2AT	2AT	5BT	6BT	3AT	3AT	5BT	6CT	5BT	6CT	7CT	7CT	103-105
Maximum Results for Small Attacks																					
106-108	1AT	2AT	4AT	5BT	3AT	3AT	5AT	6CT	2AT	3AT	5BT	7CT	4AT	4BT	6BT	7CT	6BT	6CT	7CT	7DT	106-108
109-111	1AT	3AT	4AT	6BT	3AT	3AT	5BT	6CT	2AT	3BT	5BT	7CT	4BT	4BT	6CT	7CT	6BT	7CT	7DT	8DT	109-111
112-114	2AT	3AT	5BT	6CT	3AT	3AT	5BT	7CT	2AT	3BT	6BT	7CT	4BT	4BT	6CT	7CT	6CT	7CT	8DT	8DT	112-114
115-117	2AT	3AT	5BT	6CT	3AT	3AT	5BT	7CT	2AT	4BT	6CT	8CT	4BT	4CT	7CT	8CT	6CT	7CT	8DT	8DT	115-117
118-120	2AT	3BT	5BT	7CT	3BT	4BT	6BT	7CT	3AT	4BT	6CT	8CT	4CT	4CT	7CT	8DT	7CT	7DT	8DT	8DT	118-120
Maximum Results for Medium Attacks																					
121-123	2AT	4BT	5BT	7CT	4BT	4BT	6CT	8DT	3BT	4BT	7CT	8DT	5CT	5CT	7DT	8DT	7CT	8DT	9DT	9ET	121-123
124-126	2AT	4BT	6CT	7DT	4BT	4BT	6CT	8DT	3BT	4CT	7CT	9DT	5CT	5CT	8DT	9DT	7DT	8DT	9ET	9ET	124-126
127-129	2BT	4BT	6CT	7DT	4BT	4BT	7CT	8DT	3BT	5CT	7DT	9DT	5CT	5CT	8DT	9DT	8DT	8DT	9ET	9AP	127-129
130-132	3BT	4BT	6CT	8DT	4CT	4CT	7CT	9DT	3BT	5CT	8DT	9DT	5DT	5DT	8DT	9ET	8ET	9DT	10AP	10AP	130-132
133-135	3BT	4CT	6CT	8DT	4CT	5CT	7CT	9DT	4BT	5DT	8DT	10DT	5DT	5DT	9ET	10AP	8AP	9AP	10AP	10AP	133-135
Maximum Results for Large Attacks																					
136-138	3BT	5CT	7CT	8ET	5CT	5CT	7DT	9ET	4CT	5DT	8DT	10ET	6DT	6DT	9AP	10AP	8AP	9AP	10AP	10AP	136-138
139-141	3CT	5CT	7DT	9ET	5DT	5DT	8DT	10ET	4CT	6DT	9ET	10AP	6ET	6ET	9AP	10AP	9AP	10AP	11AP	11BP	139-141
142-144	3CT	5DT	7DT	9ET	5DT	5DT	8ET	10ET	4DT	6ET	9AP	11AP	6AP	6AP	10AP	11AP	9AP	10AP	11BP	11BP	142-144
145-147	3DT	5ET	7ET	9ET	5ET	5ET	8AP	10ET	4ET	6ET	9AP	11AP	6AP	6AP	10AP	11AP	9AP	10BP	11BP	11BP	145-147
148-150	4ET	6AP	8AP	10BP	6AP	6AP	9AP	11BP	5ET	7AP	10AP	12BP	7AP	7AP	11BP	12BP	10BP	11BP	12BP	12BP	148-150
Maximum Results for Huge Attacks																					

Note: A critical result means the attack has injected poison, in addition to a normal critical result (if applicable).

Note: Swarms of very small creatures (i.e., bees) could roll on this table as a small attack. Note: A very large stinger (longer than 1') should use the Horn Attack Table.

Critical Strikes: P = Puncture, S = Slash, K = Krush, G = Grapple, U = Unbalance, T = Tiny

Attack Table 3.12
Tiny

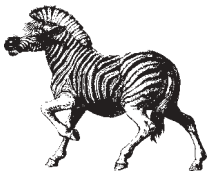


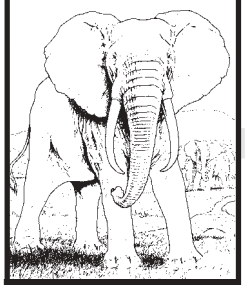
Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
01-02																					
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	1	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	1	2	43-45
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	2	2AT	46-48
49-51	–	–	–	1	–	–	–	1	–	–	–	1	–	–	–	1	–	1	2AT	2AT	49-51
52-54	–	–	–	1	–	–	–	1	–	–	–	1	–	–	1	1	1	1	2AT	3AT	52-54
55-57	–	–	–	1	–	–	–	1	–	–	–	1	–	–	1	2	1	1	3AT	3AT	55-57
58-60	–	–	1	2	–	–	1	2	–	–	1	2	–	–	1	2	1	2	3AT	3AT	58-60
61-63	–	–	1	2	–	–	1	2	–	–	1	2	–	–	1	2	1	2	3AT	4AT	61-63
64-66	–	–	1	2	–	–	1	2	–	–	1	2	–	–	2	3AT	2	2	4AT	4BT	64-66
67-69	–	–	1	3	–	–	1	3	–	–	1	3	1	1	2	3AT	2	3AT	4AT	5BT	67-69
70-72	–	–	2	3	–	1	2	3	–	–	2	3	1	1	2AT	3AT	2	3AT	4BT	5BT	70-72
73-75	–	1	2	3	1	1	2	3	–	–	2	3AT	1	1	3AT	4AT	3	3AT	5BT	5BT	73-75
76-78	–	1	2	4	1	1	2	4AT	–	1	2	4AT	1	1AT	3AT	4AT	3	4AT	5BT	6BT	76-78
79-81	–	1	3	4AT	1	1	3	4AT	–	1	3	4AT	2AT	2AT	3AT	4AT	3AT	4AT	5BT	6CT	79-81
82-84	–	1	3	4AT	1	1	3	4AT	1	1	3AT	4AT	2AT	2AT	4AT	5AT	4AT	4AT	6BT	6CT	82-84
85-87	–	1	3	5AT	1	1	3AT	5AT	1	1	3AT	5AT	2AT	2AT	4AT	5BT	4AT	5AT	6CT	7CT	85-87
88-90	1	2	4AT	5AT	2	2	4AT	5AT	1	2	4AT	5AT	2AT	2AT	4AT	5BT	4AT	5BT	6CT	7CT	88-90
91-93	1	2AT	4AT	5AT	2	2	4AT	5BT	1	2AT	4AT	5AT	3AT	3AT	5BT	6BT	5AT	5BT	7CT	8CT	91-93
94-96	1	2AT	4AT	6AT	2AT	2AT	4AT	6BT	1	2AT	4AT	6BT	3AT	3BT	5BT	6BT	5AT	6BT	7CT	8CT	94-96
97-99	1	2AT	4AT	6AT	2AT	2AT	4AT	6BT	1AT	2AT	4AT	6BT	3BT	3BT	5BT	6CT	5AT	6BT	8CT	8CT	97-99
100-102	1AT	3AT	5AT	6BT	2AT	2AT	5AT	6BT	2AT	3AT	5AT	6BT	3BT	3BT	6BT	6CT	6BT	6BT	8CT	9CT	100-102
103-105	2AT	3AT	5AT	7BT	3AT	3AT	5AT	7CT	2AT	3AT	5BT	7CT	4BT	4BT	6CT	7CT	6BT	7CT	8CT	9CT	103-105
	Maximum Results for Small Attacks																				
106-108	2AT	3AT	5BT	7BT	3AT	3AT	5BT	7CT	2AT	3AT	5BT	7CT	4BT	4CT	6CT	7CT	6BT	7CT	9CT	9CT	106-108
109-111	2AT	3AT	6BT	7BT	3AT	3AT	6BT	7CT	2AT	3AT	6BT	7CT	4CT	4CT	6CT	7CT	6BT	7CT	9CT	10CT	109-111
112-114	2AT	4BT	6BT	8CT	3AT	3AT	6BT	8CT	2AT	4BT	6BT	8CT	4CT	4CT	7CT	8CT	7CT	8CT	9CT	10CT	112-114
115-117	2AT	4BT	6BT	8CT	3BT	3AT	6BT	8CT	3AT	4BT	6CT	8CT	5CT	5CT	7CT	8CT	7CT	8CT	10CT	10DT	115-117
118-120	3AT	4BT	7BT	8CT	4BT	4BT	7CT	8CT	3AT	4BT	7CT	8CT	5CT	5CT	7CT	8CT	7CT	8CT	10CT	11DT	118-120
	Maximum Results for Medium Attacks																				
121-123	3AT	4BT	7CT	9CT	4BT	4BT	7CT	9CT	3BT	4BT	7CT	9CT	5CT	5CT	8CT	9DT	8CT	9CT	10DT	11DT	121-123
124-126	3BT	5BT	7CT	9CT	4BT	4BT	7CT	9CT	3BT	5BT	7CT	9CT	5CT	5CT	8CT	9DT	8CT	9CT	11DT	12DT	124-126
127-129	3BT	5CT	7CT	9CT	4BT	4BT	7CT	9CT	3BT	5CT	7CT	9DT	6CT	6CT	8DT	9DT	8CT	9DT	11DT	12DT	127-129
130-132	3BT	5CT	8CT	10CT	4CT	4CT	8CT	10DT	3BT	5CT	8CT	10DT	6CT	6CT	9DT	10DT	9CT	10DT	11DT	12DT	130-132
133-135	4BT	5CT	8CT	10DT	5CT	5CT	8CT	10DT	4BT	5CT	8CT	10DT	6DT	6DT	9DT	10DT	9DT	10DT	12DT	13DT	133-135
	Maximum Results for Large Attacks																				
136-138	4BT	6CT	8CT	10DT	5CT	5CT	8CT	10DT	4CT	6CT	8DT	10DT	6DT	6DT	9DT	10DT	9DT	10DT	12DT	13DT	136-138
139-141	4CT	6CT	9CT	11DT	5CT	5CT	9CT	11DT	4CT	6CT	9DT	11DT	7DT	7DT	10DT	11DT	10DT	11DT	12DT	13DT	139-141
142-144	4CT	6CT	9DT	11DT	5CT	5CT	9DT	11DT	4CT	6DT	9DT	11DT	7DT	7DT	10DT	11DT	10DT	11DT	13DT	14DT	142-144
145-147	4CT	6DT	9DT	11DT	5CT	5DT	9DT	11DT	4CT	6DT	9DT	11DT	7DT	7DT	10DT	11DT	10DT	11DT	13DT	14DT	145-147
148-150	5DT	7DT	10DT	12DT	6DT	6DT	10DT	12DT	5DT	7DT	10DT	12DT	8DT	8DT	11DT	12DT	11DT	12DT	14DT	15DT	148-150
	Maximum Results for Huge Attacks																				

Note: This table is used only for very small animals (e.g., house cats).

Note: The maximum result depends upon how many consecutive critical results were achieved in the rounds immediately proceeding the attack.

Critical Strikes: P = Puncture, S = Slash, K = Krush, G = Grapple, U = Unbalance, T = Tiny





Attack Table 3.13
Trample Stomp

Result	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	Result
	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-30
31-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	31-33
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	2	34-36
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	3	37-39
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1	–	–	2AT	4AT	40-42
43-45	–	–	–	–	–	–	–	–	–	–	–	1	–	–	–	2	–	1	3BT	5BT	43-45
46-48	–	–	–	–	–	–	–	1	–	–	–	1	–	–	1	3	–	1	4CT	6CT	46-48
49-51	–	–	–	1	–	–	1	1	–	–	–	2	–	–	1	4AT	1	2	5DT	7DT	49-51
52-54	–	–	–	1	–	–	1	2	–	–	–	3	–	–	2	5BT	1	3	6ET	8ET	52-54
55-57	–	–	1	2	–	1	2	3	–	–	1	4	1	1	3	6CT	2	4AT	7AK	9AK	55-57
58-60	–	–	1	3	1	1	2	4	–	–	1	5	1	2	4AT	7DT	3	5BT	8AK	10AK	58-60
61-63	–	–	2	4	1	2	3	4AT	–	–	2	6	2	3AT	5BT	8ET	4AT	6CT	9AK	11AK	61-63
64-66	–	–	2	4	2	2	4	5BT	–	1	3	7AT	3AT	4BT	6CT	9AK	5BT	7DT	10AK	12AK	64-66
67-69	–	1	3	5	2	3	4	6CT	–	1	3	7BT	4BT	5CT	7DT	10AK	6CT	8ET	11AK	13AK	67-69
70-72	–	1	4	6AT	3	3	5AT	7DT	1	2	4	8CT	5CT	6DT	8ET	11AK	7DT	9AK	12AK	14AK	70-72
73-75	–	2	4	7BT	3	4	6BT	8ET	1	2	5AT	9DT	6DT	7ET	9AK	12AK	8ET	10AK	13AK	15AK	73-75
76-78	–	2	5	7CT	4	4	6CT	8AK	2	3	6BT	10ET	7ET	8AK	10AK	13AK	9AK	11AK	14BK	16BK	76-78
79-81	1	3	5AT	8DT	4	5AT	7DT	9AK	2	4	6CT	11AK	8AK	9AK	11AK	14AK	10AK	11AK	15BK	17BK	79-81
82-84	1	4AT	6BT	9ET	5AT	5BT	8ET	10AK	3	4AT	7DT	12AK	9AK	10AK	12AK	15BK	11AK	12AK	16BK	18BK	82-84
85-87	2	4BT	7CT	10AK	6BT	6CT	8AK	11AK	3	5BT	8ET	13AK	10AK	11AK	13AK	16BK	11AK	13AK	17BK	19BK	85-87
88-90	2	5CT	7DT	10AK	6CT	7DT	9AK	12AK	4AT	6CT	9AK	13AK	11AK	12AK	14BK	17BK	12AK	14BK	18BK	20BK	88-90
91-93	3AT	6DT	8ET	11AK	7DT	7ET	9AK	12AK	5BT	6DT	9AK	14AK	12AK	13AK	15BK	18BK	13AK	15BK	19BK	21BK	91-93
94-96	4BT	6ET	8AK	12AK	7ET	8AK	10AK	13BK	5CT	7ET	10AK	15BK	13AK	14BK	16BK	19BK	14BK	16BK	20BK	22CK	94-96
97-99	4CT	7AK	9AK	13AK	8AK	8AK	11AK	14BK	6DT	8AK	11AK	16BK	14AK	15BK	17BK	20CK	15BK	17BK	21CK	23CK	97-99
100-102	5DT	7AK	10AK	13BK	8AK	9AK	11AK	15BK	6ET	8AK	12AK	17CK	15BK	16BK	18CK	21CK	16BK	18CK	22CK	24CK	100-102
103-105	5ET	8AK	10AK	14BK	9AK	9AK	12BK	16CK	7AK	9AK	12BK	18CK	15BK	17BK	19CK	22CK	17BK	19CK	23CK	25CK	103-105
	Maximum Results for Small Attacks																				
106-108	6AK	9AK	11AK	15BK	10AK	10AK	13BK	16CK	7AK	10AK	13BK	19CK	16BK	18CK	20CK	23CK	18CK	20CK	24CK	26CK	106-108
109-111	7AK	9AK	12BK	16CK	10AK	10BK	13BK	17CK	8AK	10AK	14BK	19CK	17BK	19CK	21CK	24CK	19CK	21CK	25CK	27CK	109-111
112-114	7AK	10AK	12BK	16CK	11AK	11BK	14BK	18CK	9AK	11BK	15CK	20CK	18CK	20CK	22CK	25CK	20CK	22CK	26CK	28CK	112-114
115-117	8AK	11BK	13BK	17CK	11BK	11BK	15CK	19CK	9AK	11BK	15CK	21CK	19CK	21CK	23CK	26CK	21CK	22CK	27CK	29CK	115-117
118-120	8AK	11BK	13BK	18CK	12BK	12BK	15CK	20CK	10BK	12BK	16CK	22CK	20CK	22CK	24CK	27CK	21CK	23CK	28CK	30CK	118-120
	Maximum Results for Medium Attacks																				
121-123	9BK	12BK	14CK	19CK	12BK	13BK	16CK	20CK	10BK	13BK	17CK	23DK	21CK	23CK	25DK	28DK	22CK	24DK	29DK	31DK	121-123
124-126	10BK	12BK	15CK	19CK	13BK	13CK	16CK	21CK	11BK	13BK	18CK	24DK	22CK	24CK	26DK	29DK	23DK	25DK	30EK	32DK	124-126
127-129	10BK	13CK	15CK	20DK	14CK	14CK	17CK	22DK	11BK	14CK	18DK	25DK	23DK	25DK	27DK	30EK	24DK	26DK	31EK	33EK	127-129
130-132	11BK	14CK	16CK	21DK	14CK	14CK	18CK	23DK	12CK	15CK	19DK	25EK	24DK	26DK	28EK	31EK	25DK	27EK	32EK	34EK	130-132
133-135	11CK	14CK	16CK	22EK	15CK	15CK	18DK	24EK	13CK	15CK	20DK	26EK	25DK	27DK	29EK	32EK	26EK	28EK	33EK	35EK	133-135
	Maximum Results for Large Attacks																				
136-138	12CK	15CK	17DK	22EK	15CK	15DK	19DK	24EK	13CK	16CK	21EK	27EK	26EK	28EK	30EK	33EK	27EK	29EK	34EK	36EK	136-138
139-141	13DK	16DK	18DK	23EK	16DK	16DK	20DK	25EK	14DK	17DK	21EK	28EK	27EK	29EK	31EK	34EK	28EK	30EK	35EK	37EK	139-141
142-144	13DK	16DK	18DK	24EK	16DK	16DK	20EK	26EK	14DK	17DK	22EK	29EK	28EK	30EK	32EK	35EK	29EK	31EK	36EK	38EK	142-144
145-147	14EK	17EK	19EK	25EK	17EK	17EK	21EK	27EK	15EK	18EK	23EK	30FK	29EK	31EK	33EK	36EK	30EK	32EK	37EK	39EK	145-147
148-150	14FK	18FK	20FK	26FK	18FK	18FK	22FK	28FK	16FK	19FK	24FK	31FK	30FK	32FK	34FK	37FK	31FK	33FK	38FK	40FK	148-150
	Maximum Results for Huge Attacks																				

Note: An F-severity critical indicates an E-critical roll and a C-critical roll (both Krush criticals).
Note: If the target is down, the attacker obtains + 30 in addition to its other bonuses.
Critical Strikes: P = Puncture, S = Slash, K = Krush, G = Grapple, U = Unbalance, T = Tiny

4.0 The Critical & Fumble Tables

To resolve most critical hits, make a percentile roll (not open-ended) and cross-index the result on the appropriate column of the chart.

The exceptions to this method are the large and super-large critical tables. When attacking a target that is classified as "large" or "super-large," you must ascertain the type of weapon used in the attack. Cross-index a high open-ended d100 roll with the type of weapon used in the attack.

To resolve a fumble, simply roll a d100 (not open-ended) and cross-index the result with the type of attack that generated the fumble. If you fumble a weapon attack, use the Weapon Fumble Table. All non-weapon attacks use the Non-Weapon Fumble Table.

Example: Aurum attacks a bear using a broadsword.

During the first round of combat, Aurum rolls a 04, a fumble! He rolls again, resulting in a 49. He looks up a 49 on the Weapon Fumble Table (One-Handed Arms column) and sees that he loses the attack and gives himself 1 concussion hit.

Magic and Adamantium Weapons

Magic and Adamantium weapons only do extraordinary damage to Large and Super-Large creatures. Do not roll on the Large and Super-Large critical tables when using these types of weapons against normal opponents.

Slaying Weapons

If you are using a "slaying" weapon against a target that is not large or super-large, you should resolve the attack normally. However, if the normal attack delivers a critical, the weapon will deliver an additional critical. Cross-index the roll used to resolve the normal critical on the Slaying column of the Large Creature Critical Strike Table.

Example: Richard is playing Grundy, who has a griffon-slaying spear. During an expedition in the mountains, he finds himself facing a griffon.

His normal attack delivers 22 concussion hits and an 'E' Puncture critical. Richard rolls for his Puncture critical and gets a 96! After resolving the normal critical, he rolls again (because 96 is open-ended), getting an 11, for a total of 107. He looks up 107 on the Slaying column of the Large Creature Critical Strike Table (severing a major vein in the poor griffon—who will die in 6 rounds).

Holy Weapons

If you are using a "holy" weapon against a target that is not large or super-large, you should resolve the attack normally. However, if the normal attack delivers a critical, the weapon will deliver an additional critical. Cross-index the roll used to resolve the normal critical on the Holy Arms column of the Large Creature Critical Strike Table.

Example: Delanie is playing Frostflower who is using a holy quarterstaff. She is attacked by a large cave troll.

Her normal attack delivers 14 concussion hits and an 'A' Krush critical. Delanie rolls for her Krush critical and gets a 90! After resolving the normal critical, she also looks up 90 on the Holy Arms column of the Large Creature Critical Strike Table (resulting in the death of the troll who had no helm).

Key to the Tables

All of the tables in this section have two different types of information: descriptions and mechanics.

- The description information will describe the critical hit (usually including a body location). The GM should feel free to alter the description to more appropriately fit the type of attack.
- The mechanics information are the game effects of the critical hit. The GM should rarely alter these results. The presentation of this information will always follow this format:

+#H – #☼ – #⊗ – #× –#♠ – #(-N) – #(+N)

where # and N are numbers. In general:

H = hits
☼ = rounds of stun
⊗ = rounds of no parry
× = rounds of must parry
♠ = hits per round
(-N) = penalty
(+N) = bonus

Sometimes, the second and third items are combined (reading as ☼). Also, sometimes the third item is replaced with #(-N); (there can never be both a ⊗ and #(-N) entry).

- +#H: The target of the attack takes an additional number of concussion hits.
- #☼: The target of the attack is stunned for # rounds. While stunned, the target may only parry with half of his normal ability; the only other allowed actions are maneuvering (modified by at least -50). When # is not specified, it is 1.
- #⊗: The target of the attack cannot parry for # rounds. The only allowable actions are maneuvering (modified by at least -75). This result is often accompanied by a R result (see above). When # is not specified, it is 1.
- #(×-N): The target of the attack must parry for his next # actions with a penalty of N. When # is not specified, it is 1. When N is not specified, it is zero.
- #♠: The target of the attack will loose # hits every round until the wound is healed. "Bleeding" represents not only blood loss, but also ongoing pain. When # is not specified, it is 1.
- #(-N): The attack suffers a penalty of N for # rounds. When # is not specified, the penalty is lasts until the wound is healed.
- #(+N): The attacker gains a bonus of N for # rounds. When # is not specified, it is 1.

4.1 Brawling Critical Strike Table

	A	B	C	D	E
01–05	Fanning the air just makes your foe more comfortable. +0H	Close doesn't count. Foe smiles dismissively. This looks easier than he thought. +0H	You did it, but no points for style. Perhaps he'll be over confident now. A subtle plan? +1H	That was nicely done. Great move for you, though not for him. It all adds up in the end. +2H	He thinks that's the best you've got! You have him where you want him now. +2H
06–10	You graze foe's forehead, but it's almost as hard as your fist. +1H	He frowns in annoyance from the glancing blow you manage to make. OK, it hurts him a little. +1H	You grab your foe's hair and pull at it forcefully. Hey, you do whatever works. OK? +2H	He'll have to catch-up later. You have the initiative next round. You know what to do. +2H	Nothing is certain in a fight. You connect but not quite like you intended. Moving along. +3H–1×
11–15	Your enemy rolls away from your punch, but you have the initiative next round. +1H	He just barely deflects your mistimed blow, but you get the advantage of initiative next round. +2H	Deftly blocking his attack you gain the initiative next round for yourself. +2H	Maneuver your body like a broom and sweep him aside. He's really unbalanced. +2H–1×	Deftly deflecting his forearm blow, you gain the initiative next round. You'll know what to do. +4H–1×
16–20	You force him to one side and unbalance him. You receive the initiative next round. +2H	Your backhand blow to his face surprises and unbalances him. Was that fair? He thinks not! +2H–1×	You thrust your weight against your foe's side, unbalancing him and then felling him. +3H–1×	The ruthless use of your elbow into his ribs sends him reeling. +4H–2×	Moving in close you hammer his ribs. Initiative next round goes to you. +5H–1☼
21–35	Well-placed strike. You now have his attention and the initiative for the next two rounds. +3H	You push him out of position and kick his leg. You have the initiative next round. +3H–1×	Try to put him on the ground with your best leg sweep to his feet. +4H–1×–1(+10)	He staggers back 15 feet before regaining his footing. Nice timing on that trip. +5H–1☼–1×	That was a cheap shot. He crashes into the nearest obstacle. It all counts. +8H–1☼–4(-20)
36–45	The slight, facial abrasion distracts him. Initiative is to you for next two rounds. +4H	Your leg strike rocks him and you stomp on his feet, adding insult to injury. It works. +4H–1×	Putting your boot to his calf gives him a cramp and you the initiative next round. +5H–1☼–(-20)	Sweeping low you strike his calf muscle. He stumbles back bruised and cramped. +6H–2☼	Your blow to the back of his leg sets him up for an attack to the rear next round. +10H–1☼
46–50	Your glancing blow makes his muscles twitch. Initiative to you for the next 3 rounds. +5H	Sidestepping his lunging attack, you come down hard on his back. Now he knows pain. +5H–1☼	Immobilizing him you slam your knee into his side sending him off his feet and reeling. +6H–1☼–1(+5)	Grappling him, you pull him off balance and then hammer blow him in his back. +10H–1☼⊗	Your attack is solid and brutal. It's a cruel, unforgiving world. He knows it too now. +10H–1☼⊗
51–55	A solid punch to his chest forces him backwards on his heels and onto the defensive. +5H–1×	It's surprising how hard you are willing to strike someone in the chest. He's reeling. +6H–1☼	Gripping his collar you pull with one hand and punch with the other. He staggers back 5 feet. +8H–2☼	This is a new experience for him. Your blow to his chest leaves deep, "bone bruises." +10H–1☼⊗–(-10)	Your blow to his chest sends him onto the ground. He just stares up at you in confusion. +10H–2☼⊗
56–60	Foe's leg kick miscarries, giving you something sensitive to whack hard. +5H–1☼	Ducking, you evade his blow and strike his thigh leaving a nasty bruise he's beginning to feel. +6H–2☼	Your attack to his thigh strikes hard. He'll be playing catch-up until he can walk off the pain. +8H–2☼⊗	Drop your entire weight onto his thigh with your forearm. The initiative next round is yours. +10H–2☼⊗	Unsure that you are making a "sweep" or a "throw" you still slam him onto the ground. +10H–3☼⊗
61–65	Your elbow strike to his bicep makes it spasm and cramp. That was ruthlessly executed. +6H–1×(-25)	You whale on his face and he just stands there trying to figure out what's happening. +6H–1☼⊗	Seizing his weapon hand you bring it down on your knee. His weapon falls to ground. +8H–2☼⊗–1(+5)	Your very precise nerve strike to his upper arm numbs it, and he drops anything he's carrying. +10H–2☼⊗–1(+5)	You use your shoulder as a weapon, and it sets him up for a strike to his face. +10H–4☼⊗
66	You grab his weapon arm and disarm him, and then twist and spin him away from you. +8H–6☼–(-15)	Hammer blow to the kidneys leaves him writhing on ground. Finish him. +18H–3☼–6(-60)	Your blow to his teeth sends 2 of them into the air. His appearance is at –5 if he tries to smile. +9H–6☼⊗–(-45)	Was that necessary? You blinded him with a finger in his eye. 10% chance it's permanent. +15H–(–60)	You shatter his cheekbone into shards that penetrate his brain. He's dead in 10 rounds. 1(+10)
67–70	Deliberate blow to his vulnerable abdomen bends him over as he retches his insides out. +4H–2☼⊗	Your blow to his chest gets his entire attention. You realize you can do this anytime you like. +8H–1☼⊗	Your blow fractures his arm. Nicely executed. Too bad that x-rays aren't available. +10H–2☼⊗	Your energetic hip strike throws him off his pace. Initiative is yours next round. +12H–2☼⊗–(-10)	Stationary objects are weapons. Throw him into one of them and watch him fall down. +12H
71–75	Precision leg-strike spasms his muscles and sends him stumbling backwards on one leg. +6H–3☼	Strike to his calf leaves deep, bone bruise and leg muscles locked in spasm. He forgets you. +10H–2☼–1⊗	Combo time. Unbalance him with a subtle punch and kick his legs out from under him. +10H–2☼⊗–1(+5)	Leg strike puts him down and you nudge him into a bad landing. Sprains his ankle. +12H–3☼–(-20)	Snap your palm into his knee tearing cartilage and tendons. He can still stand up, barely. +15H–5☼–(-50)
76–80	Your blow to his shield-arm breaks anything he is holding. His arm hurts too. +8H–2☼⊗	You snap him around by the arm and twist his wrist. He's every which way but loose. +10H–2☼⊗–1(+5)	Grasping his weapon arm you slam his fist into something hard. It's fractured and disarmed. +10H–3☼–(-30)	Your forearm to his weapon arm fractures his wrist. He's in pain and can't use his hand. +15H–3☼–(-30)	His weapon arm breaks under your attack. Use his arm as leverage to flip him to the ground. +18H–1♠–2☼⊗
81–85	Your ruthless and precise strike disarms him and fractures his weapon hand. +8H–2☼⊗–(-25)	"Jamming" his fingers makes him cry out. Helplessly, he drops what he was holding. +10H–3☼–(-15)	Your strike fractured his shoulder. Go ahead and do it again. He's getting the message. +10H–3☼⊗–(-20)	Ugly! You grasp his weapon arm and pull him into a kick to his ribs. He's eating dirt. +15H–3☼⊗	Your shoulder breaks his collar-bone. Somehow it does internal damage too. +18H–6☼⊗–1♠–(-30)
86–90	A flurry of brutal blows to his face leaves him confused and swinging blindly in the air. +8H–3☼⊗–1(+20)	Seizing his weapon arm you single-mindedly, tear its ligaments and muscles apart. +10H–4☼–(-25)	Strike to chest winds him. You "prop him up" with an upper-cut. He falls back 5 feet. +12H–3☼⊗–(-30)	Oofdah! Blow to throat and lower jaw snaps his head back. He cannot speak for 2-20 hours. +18H–6☼	He's down. Ruptured stomach and internal bleeding fatal in 20 rds. +20H–1☼–10♠–(-50)
91–95	Your fist breaks his nose. It really looks different now. He loses 5 from his appearance. +10H–3☼⊗–(-25)	Your blow to his head makes him fall into your welcoming arms as he tries to stay upright. +12H–8☼⊗–(-40)	Blow to his head puts him on the ground. Are those stars spinning around his head? +15H–9☼⊗–(-35)	You crack his jaw leaving it gaping stupidly. No one can hear his silent screams. +20H–9☼–3(-30)–1(+10)	Bruised face. Ribs too. Ok, also his lung and kidney. He's a hardcase. He's still standing. +25H–6☼⊗–(-75)
96–99	Your blow to his solar plexus puts him on his knees retching his insides onto the ground. +10H	Groin strike and its repetition are on target. He's really helpless and you almost feel guilty. +18H–12☼⊗	Pull off his helm (if he has one) and beat him with it. Out for 4 rds. No helm? Out for 5 rounds. +20H	If he lives he'll spit blood on a regular basis with internal, abdominal and organ damage. +25H–1♠	You grip his throat until he's unconscious. You can just kill him anytime you like. +30H–1♠–1(+20)
100	Ruthless elbow to his face paralyzes him from the neck down for 2 days. He can't get up. +13H	You put him in a coma for 10–100 days. If he has a helm he drops unconscious to ground. +20H	Wow! With a helmet he's un-conscious 1-10 days. No helmet? Skull crushed and brain dead. +25H–1♠	That's how it is done. Immobilizing his arm you crush his temple and kill him instantly.	Your violence shocks even you. He wishes he hadn't crossed you and dies on the spot.
Key	# and N are numbers — +#H = number of extra hits — #☼ = rounds of stun — #⊗= rounds of no parry —#×(-N) = rounds of must parry w/penalty -N #♠ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker				

4.2 Grappling Critical Strike Table

	A	B	C	D	E
01–05	Dodging like the wind, he evades your best efforts to nail him. It's a matter of time now. +0H	You need to connect with your attack and follow through. You weren't ready. +0H	Use your fingernails to tear a nasty wound in your foe. It is not a sissy move! Whatever works. +1H	You give him a nudge with your elbow but can't catch hold of your evasive foe. +2H	You would have torn his head off if his hair hadn't come out by the roots in your grasp. +3H
06–10	You are dumbfounded as he pulls away from your grasp. You were robbed. +0H	You had him and you lost him. Hold on and follow through next time. Think bigger. +2H	He tries to grip you but can't quite connect. You have the initiative. He is not ready. +3H	Your much-anticipated moment of martial arts grace cruelly eludes you. Fame beckoned. +4H	Your promising attack didn't work out. Have patience. You still have initiative next round. +5H
11–15	Pressing him closely you disrupt his combat stance gaining the initiative for you. +0H	He's hurting a bit. He walked into your attack before you could set up your grappling move. +2H	Your grip is faulty, but he hurts himself evading it. You have the initiative. He does not. +4H	Twist his helm if he has one. In either case, you have his head and the initiative. With helm: 1☼	Your attack miscarries but you do have his complete attention. +6H–1×
16–20	He wrenches free of your sissy grip on him. Still you have initiative next round. Try harder. +0H	Grappling with him you give him a modest blow. He begins to think you may be a threat to him. 1×	Gamely recovering his wits and poise he sweeps his weapon at your feet. 1×	A rough push still counts for something. You have the initiative for 2 rounds.	He evades your grasp with a violent evasive maneuver. +3H–1☼
21–35	You nearly had his arm where you wanted it. Hold on next time. Your initiative next round. +3H	You have his shield arm but his swing at your head loosens your grip. He keeps his distance. 1× (-20)	Collision with foe sends him stumbling back 5 feet. Good job. +2H–1☼	That was violent but not on target. He backs out of your grip shaking his head at the close call. +3H–1☼	With your clumsiness and his luck he escapes your steely grasp. You have Initiative for 2 rounds. 1☼
36–45	You grip his "love handles" but he brushes off your attack. Initiative still to you. 1×	He looses your grapple but you bash him away. He's unbalanced and you have the initiative. +4H–1×	Your moves and countermoves are almost funny but finally have some effect. 1☼×	Striking his shield arm you immobilize him for 6 rounds, if he has no shield. With shield: +3H	He tries to break free from your grip on his leg, but is disoriented. He can barely find you. 1☼⊗
46–50	Jam up his weapon arm. He violently frees it and takes up a dramatic defensive stance. 1×	He breaks free but he's staggering. You thought you had him at last. Life isn't fair. Next time? 5H–1☼	You have his waist in your grip but he is gradually working his way free. 3(-25)	Your grip on his hand makes him think it's broken. You have initiative for 4 rounds. 3(-30)	Colliding with your foe allows him to break your grip and stumble away. You blew it. 2☼⊗
51–55	Get in close and seize his hair. He never expected that. He scrambles loose. 1× (-20)	He slips free but your grip tears his clothes. He falls backward away from you. +7H–1☼	Lifting up his leg you have him, but somehow he slips away. He's off balance and recovering. 1☼⊗	He tries frantically to break your hold on his waist garments. He knows this is bad. 3(-50)	He drops his shield and screams in pain as you twist his arm. Try not to laugh at him. +5H–2☼⊗
56–60	The clever fellow spins away and comes back to face you. Unfortunately he's unbalanced. +3H–1☼	Your foe evades by spinning away but loses his brilliantly conceived counterattack. 1☼×	You were about to tear his thigh muscles apart when he slips free. Lower next time. +3H–1☼⊗	Shake him like a baby's rattle. Foe is shaken up but frees himself. For the moment anyway. +6H–3☼	Your grip on his leg unbalances him. He wishes he could shake you off. 1☼⊗–3(-25)
61–65	He shakes his arm free preparing for your next assault and favoring a bruised bicep. +3H–1×(-20)	Somehow he breaks your grip on his waist and stumbles out of the way and your reach. 2☼	You have his waist in your grip, but he is slipping free. You can still take him. +3H–3(-50)	Your bear hug leaves foe helpless to escape your affectionate embrace. Arms pinned. 2☼⊗–×(-20)	If he has a shield he uses it to fend you off. Without a shield, he'll wish he had one. Without shield: +7H–3☼⊗
66	Grappling his weapon you disarm him. He can't get it back. He knows this is bad. +3H–2☼	Give his weapon arm a violent twist, and he drops his weapon and strains his wrist. 2☼–(-25)	He takes you to the ground with him. You regain your footing but he is down for 1 round. +5H	Gripping his leg you flip him to the ground. He's prone, pinned and immobile for 2 rounds. +6H	Take him to the ground by the neck. Tear his muscles and tendons. Out of it for 3 rounds. +3H–1☼
67–70	You try to set him up, striking his chest. He evades it and takes up a defensive stance. 2× (-20)	Seizing his neck in your grasp you force it ominously backward. He doesn't have long…. 1(-10)–1(-20)–1(-30)–etc.	Grappling his shield arm, he drops his shield if he has one. He's –50 until he drops it. Without shield: 3(-40)	He's still twisting around but he needs time to recover his wits and footing. +7H–2⊗	He frustrates your nicely timed trip by making a safe landing. 2☼⊗–1(-75)
71–75	Grabbing and holding his clothes you shut down his attempts to attack you. +5H–2(-50)	His hard knee strike breaks your grip. Still he is not recovering the initiative. +4H–3(-50)	You have him by the waist and at your advantage. He still hopes to get free. 2☼⊗–(-50)	You hold him fast and twist his soft parts. What will you do next to this sad victim? 1☼⊗–3(-70)	The genius evades you by falling at your feet. Smile indulgently before hurting him. +9H–2☼⊗
76–80	Seize his shield arm. If he has one, you pull it down. Without a shield you immobilize his arm. +2H–4(-50)	Your entangling attack neutralizes his shield arm. If he has a shield he's –30 till he drops it. (-40)	You hold his weapon arm in your grasp. He is unable to use it but he tries to knee you. 2☼⊗–(-50)	Entangling him you try to use his own weapon arm to beat him senseless. +4H	Single-mindedly attack his grappled weapon arm until he's disarmed. Internal damage done. 3☼–(-40)
81–85	Grip his neck till his face turns beet red. He gets loose but can hardly breathe. +5H–2☼–2(-25)	Grapple his waist and unbalance him. His profanity is pedestrian and initiative is to you. 6(-50)	Squeeze him so hard he bruises all over. This never happens to him. What should he do? +3H–3☼⊗–(-5)	Deflecting his knee you send him to the ground. His shield breaks his fall and his arm. He's prone. +5H–2☼⊗–(-10)	He is helpless in your strong, grappling hold. He's so tied up that he might even surrender. 10(-75)
86–90	Deftly seizing his leg in the air, you pull it up and take the initiative for 6 rounds. Elegantly done. +3H–3☼	Grappling his leg you sent him down to the ground. He pulls a leg muscle twisting free. 2☼⊗–(-10)	Holding him immobile you stomp on his foot. When he falls his shoulder breaks. +10H–6☼–(-40)	Holding him immobile by his arms he is helpless to fight back. Do your worst to him. +10H–9☼⊗	Help him fall to the ground breaking his weapon. With chest armor a "D" Krush. +3H–1☼
91–95	Grappling his leg you force him to the ground. He falls on his weapon, but does break free. +4H–2☼⊗	You twist him till his legs cross and he falls dropping his weapon and crawling toward it. 2☼⊗–4(-25)	Taking his weapon arm, you break it without hesitation. He falls, knocking himself out. +15H–4☼⊗–8(-95)	Grappling his legs you topple him over. He hits his head and loses interest in resisting you. R+10H–30☼⊗	He falls like a rag doll breaking both arms and an ankle. Mercifully he's unconscious. +20H–(-95)
96–99	Tangle him up and immobilize him for 12 rounds. You're both prone but you're on top. +6H–3☼⊗	Taking his arm in your hand you flip him to the ground. Leg is fractured and he's immobilized. (-40)	Using "sticky legs" you send him to the ground breaking weapon arm & knocking him out. +20H–10☼⊗–(-30)	You have quite a grip on his neck. Without neck armor he dies in 6 rounds. Disarmed too. With neck armor: 3☼⊗	His legs flail as you strangle him. He's dead after 9 rounds of pathetic writhing. +3H–1☼
100	With you holding onto his legs that way he falls and knocks himself out for 5 rounds. +9H–1(+20)	Your vicious yet subtle hold on his throat will render him unconscious in 4 rounds unless he…. +10H–1☼–(-40)	You have his head in your hands. Jerk it around. Without neck armor he dies. Armor: +5H–5☼⊗–(-75)	Go ahead and fracture his head in your grip. Without a helm he is in a coma for 30 days. With helmet: +3H–9☼⊗	Keeping it short and sweet you crush his windpipe and tear his head off. What's to say? 1(+25)
Key	# and N are numbers — +#H = number of extra hits — #☼ = rounds of stun — #⊗= rounds of no parry —#×(-N) = rounds of must parry w/penalty -N #♠ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker				

4.3 Krush Critical Strike Table

	A	B	C	D	E
01–05	If you just wanted to be friends, you should have said something earlier. Like before the fight. +0H	Guess you should have paid more attention in weapons' class. Ignorance is not bliss. +0H	Hey, get real. You're not on the practice ground with your buddies here. +1H	Good contact but his "clothing" absorbs most of the force from the inadequate blow. +2H	He's mainly unhappy that you tore loose some of his fancy costume accessories. +3H
06–10	Nice caressing move, but you're trying to Krush him, not get better acquainted. +0H	This time he stays in one place long enough for you to land a solid blow to his torso. +2H	Krushing someone only starts with making contact. You've got to have impact too. +3H	He's dancing back and forth, and almost, but not quite, evades your entire attack. +4H	You didn't hit him hard but he's off his balance and you have the initiative now. +6H
11–15	Your foe eludes your swing for the fence. He's fast but you have the initiative. +3H	He's onto your attack pattern and frantically evades your assault. You still have initiative. +3H	Shield side strike hurts him and gives you the initiative. That one made him ring aloud. +7H	If that had hit his throat he's be gurgling his last words. He is trying to stay out of your reach. +5H–1×(-10)	He blocks your strike with his arm but it's hurt instead. He should have slipped the punch. +6H–1✪–1(+5)
16–20	You have him worried. He backs off 5 feet and you have the initiative. He's playing catch-up. +2H–1×	Becoming worried about his chances for survival, he backs away 5 feet from you. +4H–1×(-10)	Your blow to his waist sends him spinning away from you. He'll have to recover. +6H–1× (-20)	Your glancing blow tore skin from his face giving you a souvenir and the initiative. +5H–(-5)	That blow was strong enough to sweep aside his guard. He's now unbalanced. 1✪⊗–1(+10)
21–35	He bobs and weaves but it does him no good. You slam him backwards. +3H–1×–1(+5)	That shield strike got his attention and gave him something to be worried about. Wake-up call! +4H–1×(-20)	He's momentarily disoriented by your strike to his head. How did you do that? +5H–1✪	His airborne maneuver partially avoids your attack but he's stumbling clumsily. +4H–1✪⊗	Snap, crackle, pop are the sounds of ribs breaking. Initiative is to you now. +6H–(-10)
36–45	Your kick to his shin sets him up. Initiative yours. With greaves: +9H No greaves: +6H–(-5)	Slamming into his left calf leaves him a cramp & the initiative to you. Greaves: +9H–2× No greaves: +6H–2(-20)	Blow to lower leg gains you the initiative while he tries to shake it off and regain his balance. +9H–2(-25)	You keep him occupied with a bruising blow to his calf muscle. Initiative to you. +10H–(-10)	The minor fracture to his upper leg will heal if he lives. You have the initiative for now. +12H–(-10)
46–50	He thought he was golden as he ducked under your blow, but you hit him in the back. +4H–1×(-25)	His wild, evasive maneuver leaves him open to your blow to his back. Dumb move. +6H–1× (-25)	His "clever" move exposes his back to you. You have the initiative for 2 rounds. +5H–1✪⊗	Precise blow to his shoulder blade connects. He drops his guard and reels away from you. +10H–1✪⊗	Krushing strike glances off his lower back as he slips part of the punch. Uses weapon to balance. +15H–1✪⊗
51–55	Solid blow to his chest. He's leaning to one side in pain. He would cry out if he could breathe. +5H–1× (-25)	He cringes backwards before your assault. He steps back 5 paces to defend himself. +6H–2×	That blow to his chest was so solid and forceful that his armor doesn't help him. +5H–1✪–(-10)	His ribs hurt so much that he can barely raise his arms. He definitely can't even learn over. +10H–(-15)	Chest blow knocks the wind out of him. He thinks he can survive if he gets his breath back. +15H–2✪–(-15)
56–60	Blow to his gut makes him drop what he was carrying. He backs off to regain his breath. +5H–1× (-25)	Clever strike penetrates under his shield arm and traumatizes his thigh muscle. Bone bruised! +6H–1×–(-5)	Solid hit to his legs damages his right leg. He's hurting now. +6H–1×–(-5)–1(+10)	You miss your target but strike his thigh making him stumble and drop something. +6H–1✪–(-10)	It's just a blow to his thigh but he's hurting and messed up as far as moving goes. +10H–1✪⊗–(-10)
61–65	You attack the limbs that hold his weapons. An inspired tactic! W greaves: +8H–1× W/o greaves: +5H–1✪	Your blow against his forearm really hurts him. He'll be feeling this for some time. +9H–1✪–(-10)	Stepping into him you intercept his swing and disarm him. His weapon falls behind you. +8H–1✪	Blow to forearm just tears his clothing and bruises him. He's not even bleeding. +10H–1✪⊗–(-10)	The sound of your titanic blow against his weapon hurts ears. He drops it and reels away. +10H–1✪–(-15)
66	Shatter his shield side shoulder bones. His arm is useless and he drops shield if he has one. +8H–2✪⊗	You want him to drop his weapon, so you break his elbow. That always works for you. 3✪⊗	Wanting to kick him in the head, you break his knee first and he goes down hard. Next? +9H–3✪⊗–(-90)	Way to Krush! Without a helm he's just plain dead. With one he's unconscious for 4 hrs. +20H	Yuck! His head is no longer recognizable. Helm ruined. There's blood all over you. +15H–1(+10)
67–70	Solid attack to his chest knocks the breath out of him. You must have done this before. +8H–3✪–1⊗	That strike to his chest makes his internals hurt. He's stumbling and trying to find his breath. +10H–2✪⊗–(-10)	Krushing blow to his chest opens up the proverbial can of "trouble" for him. +10H–3✪–2⊗–(-10)	Just a blow to his shoulder but it hurts. The shoulder's connected to the… W/armor: +6H–1✪⊗ W/o armor: 2✪⊗–(-20)	You break his shield if he has one. If not he will wish he did because his arm is now broken. +5H–(-25)
71–75	He tries but fails to jump up and over your attempt to krush his lower leg. +5H–2✪⊗–(-20)	You strike his right Achilles tendon. Like picking wings off a fly. That was cold. +10H–2✪–1⊗–1(-35)	Sideways blow is so hard that his knees are twisted from the impact. He's barely on his feet. +10H–2✪⊗–(-40)	You heard his leg break. Major cartilage damage is the least of his future problems. +12H–2✪⊗–(-50)	You redefine Krushing as you shatter his hipbone. He has fallen and he can't get up. +15H–3✪–(-75)
76–80	Way to Krush! Shield destroyed if he has one, and his arm broken if he doesn't have one.	Your blow to his shield arm connects with his arm. His hand is useless. He drops his shield. +6H–1✪	Krunch! If his weapon arm was armored, the arm is useless until he removes crushed metal. +9H–1✪⊗–(-50)	His weapon is now 5 feet to the right of his useless arm. Oh, tendons damaged too. +8H–1✪⊗	The elbow can be used as a weapon even after it's broken. Lucky him. Arm is useless. +9H–2✪⊗
81–85	Your energetic attack crashes into his side sending him reeling 5 feet to your right. +10H–2✪⊗–(-20)	Everyone heard that blow make contact with his ribs. Snap, crackle, pop. Yes, it is painful. +12H–2✪⊗–(-25)	He cries out as he sees it coming. Then he's silent except for his ribs snapping & cracking. +12H–3✪⊗–(-40)	Unexpected blow to his side flattens him. You can taste victory, and blood, in the air. +15H–3✪⊗–1(+10)	You wince at the sound of your blow to his armpit crushing ribs and organs. Dead in 3 rounds. +30H
86–90	Slipping to his side and rear you strike his lower back. Muscles and cartilage crushed. +12H–3✪⊗–(-25)	He gives you an opening and pays for it. Put him on the ground with torn tendons. 4✪⊗–(-30)	Krushing blow to chest slams him onto his back and onto ground. Bones break & muscles tear. +20H–6✪–(-50)	Good grief! With throat armor he's paralyzed from the neck down. If not he's dead in 2 rds. +25H	He can't breathe and dies gurgling in 12 rds. Well, his neck is broken and jugular severed.
91–95	Unimaginatively you break his nose. There's blood all over his face. Nose guard: +10H–2✪⊗ W/o: +15H–3✪⊗	If he had no helm, your krushing blow puts him into a coma for 3 weeks, if he lives that long. +20H–12✪	Truly krushing. Thigh bone sticking out and artery severed. Down & dead in 12 rounds. +9H	The shield on his shattered arm just hangs there. Dies from shock and blood loss in 9 rds.	Slipping behind him you krush his vertebrae into a vital organ. Down and dead in 6 rounds. +25H
96–99	Blow to his head just plain kills him (without helm), and knocks him down if he has one. +20H–6✪	Absolutely krushing blow to chest sends ribcage into his heart. Down & dead in 6 rounds. 1(+20)	Blow to his abdomen krushes it like a grape. Internal damage kills in 6 rds of inactivity.	His chest krushed, he looks plaintively into your eyes as he falls and dies in 3 rounds. 1(+25)	If visored, he's dead in 10 rds. Without one he's killed instantly. You have half a round left. +30H–1(+20)
100	Brutal krushing blow to his jaw drives bone slivers through his brain. He's real dead. +50H–1(+20)	That whiplashed his neck back so hard that he's paralyzed from the shoulders on down. +25H–15✪	High velocity blow to his forehead pops his eyes out. Oh, his helm falls off too. +30H–24✪⊗	Krushing blow to his heart ruptures it. He's dead and you are one dangerous life-taker. +25H	That Krushed his hip. He goes down and tries to stand. Down again. Dies in 6 rounds. +35H–2✪–6(-30)
Key	# and N are numbers — +#H = number of extra hits — #✪ = rounds of stun — #⊗= rounds of no parry —#×(-N) = rounds of must parry w/penalty -N #♠ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker				

4.4 Large Creature Critical Strike Table

	Normal	Magic	Adamantium	Holy Arms	Slaying
01–05	It's harder than it looks. Your weapon shatters in your hand on contact with his form. +12H	Doh! You fumbled your weapon and must roll on the fumble table. Why now of all times? +15H	Your weapon bites him hard but you're out of position now. You lose the initiative. +18H	Your glancing blow hurts him and shakes you both up. You are at –10 next round. +20H	Your fell weapon hisses in "recognition" as it touches your foe's exposed skin. +5H
06–10	You make a solid hit, but this could take quite a while to add up. He's big! +3H	Your blow to his side sends actual sparks into the air. It's a very colorful display. +4H	This won't do. Your weapon just glances off his side, although he is wounded. +5H	Your tentative touch is accurate but superficial. Try again. The holy powers are watching. +9H	That hit hard but only in a protected area. This kind of thing is never easy. Now you know. +10H
11–20	You hit its side for some damage but you're going to need a lot more force before this is over. +6H	You miss a golden opportunity, but your sword almost guides itself to the target. +8H	You hit him on target that time, but at this pace you're going to need a critical hit. +9H	That was a righteous blow and a solid one. A little to one side and he would be in the afterlife. +12H	Your mortal blow goes awry. This is not the style of a true slayer. Learn this and live. +15H
21–30	You're beginning to take his measure. Blow to his "forearm" hurts him. It's a start anyway. +9H	Your strike is epic, but it's an epic creature and it will take more to bring it down. +10H	This isn't working. You hit him hard but lose your grip from the impact. +12H	You need "absolution" for this one. You trip him and slam his shin with your weapon. +15H	It would be but a bruise to his unholy hide but for an enchantment on your weapon. +20H
31–40	Your strong strike to his chest is partially dissipated by unseen protection on his body. +12H	Nice slash to his thigh but it glances off. You know you don't have unlimited chances? +15H	You are finding your zone. Your weapon hits a critical area but fails to mortally wound him. +20H	Sparks fly from your righteous strike to his hide. He feels eternity coming for him. +25H	Thunder roars as you strike the foe clawing at the very essence of his being tearing it away. +30H
41–50	Strike to his side gets his attention. He leaps back away from you. He's getting angry. +15H	You're finding your rhythm. Your blade hisses as it bites him. He roars. You are ready. +18H	Hacking at his neck, you bite his shoulder. He slips the blow before it goes too deep. +25H	Your entire weight is behind your blow into the hide of his side. You thank your god. +30H	Your weapon in his abdomen leaves him bleeding like a statue in a fountain. Artistic. +12H–1⊗–5♠
51–65	You damage his leg with that one. The look on his face is priceless confirmation you did it. +20H	No one has ever hit him in the back before. He doesn't like it or you. Especially you. +5H–1☼	Holding him with one hand you strike him with the other. He throws you back. +30H	He has a thick hide so your blow lands lightly. You have initiative for 3 rds. His blood is on you. +10H–1×–2♠	Ow! Head bashed in. His dying carcass falls on you and expires in 2 rounds pinning your foot.
66	That was quick. Blow to his neck crushes his jugular vein. Falls and dies in 6 rounds.	That was cold. Blow to his abdomen destroys organs. Falls down with a crash. Dies in 3 rds. +30H	You are instant death to him with 2 blows to his heart. He is so dead and you are not.	Without hesitation you put it between his eyes. He's dead and you even have half a round left. +20H	Chest strike knocks him down but it will take a lot more "slaying" to dispose of him. +10H–2☼⊗
67–70	He damages your leg by intercepting your attacking limb with his own leg. Bad bruise. +25H	You only bruised his thigh but he almost falls on you. Leap clear and don't do that again. +30H	He's big but your thigh strike sends him back. Adamantium bites deep the way it likes to. +15H–2☼–(-20)–1(+10)	He needs to recover his footing after that one. A holy opportunity beckons to you. +20H–2☼⊗–1(+10)	Your weapon almost has a mind of its own as it plunges through his heart. Instant death! +20H–1(+10)
71–80	This time he's bruised and you aren't. You were hoping for more but will take it for now. +30H	Time for a combination. Wound to his forearms drops his guard for a moment. Time to die! +13H–3☼⊗	The fur is flying and so is his blood from the wound to his arm you gave him. +20H–2☼⊗–3♠	He's unbalanced and bleeding from that slash to his leg. Of course, his guard is down. +9H–1☼⊗–3♠–(-10)	Deftly targeting his arm you break it. It's useless and so is he as he stumbles backwards. +15H–3☼
81–90	Blow to his tummy staggers the big boy. He drops his guard and you have an opportunity. +20H–2☼⊗–1(+10)	That blow to his back damages his wings if he has any. Otherwise his ribs are splinters. +22H–3☼–1⊗	Sneaky reverse thrust takes him in the leg. He stumbles out of reach. +15H–2☼–2♠–(-20)	Swinging for his head you knock him out (if with helm) or just behead him (if not). +30H	A slaying opportunity beckons. Epic strike destroys his heart, etc. Drops and dies at once. +25H–1(+15)
91–95	Oooh. Blow to its leg makes a gaping wound. If it has blood it's all over the place now. +18H–3☼–5♠–(-10)	Face strike hits him and leaves him bleeding. He looked more impressive before this happened. +5H–3♠–(-25)–1(+20)	Did you hit him in the head *too hard*?. He falls on you, but is knocked unconscious. +30H–1(+10)	Victorious before god. Your weapon to his chest puts him down for 2 rds and dead in 6.	That blood comes from an artery in his leg. He writhes on the ground for 12 rounds dying.
96–98	Plunging your weapon through his heart he falls on you quite dead. You are pinned 6 rds and +20H.	Weapon thru his chest. Watch him drop and die in 3 rds. It takes 12 rds. to recover your weapon. +25H	You have struck him in the head and destroyed his brain, and have half a round left to act. +35H–1(+15)	He just wouldn't listen. Put your weapon thru his ear. He hears you now and dies in 6 rds. +15H–1(+25)	That's a genuine slaying weapon you have there. Skull parts fly in the air. He falls dead instantly.
99–100	Through its lungs this time. It's down and dies in 6 rds. Bonus to allies. The bigger they are… +24H–1(+20)	Use the edge next time. You broke your weapon, but you did wound him. +35H–1☼⊗	Skewer that weak point in his neck armor. Twist it for 2 rds. as he tries to breathe. He's dead in 6. +20H–6☼⊗	Risking holy displeasure you deliberately blind him and watch him lurch around helplessly. +5H–2☼⊗–(-100)	Pieces of cheekbone and skull fill the air. He's dead in 1 round. Try to dislodge your weapon.
101–150	He's struggling for balance after your blow to his shoulder sent him stumbling around. +50H–3☼⊗–(-35)	Firmly whacked in the head he stumbles back and falls down. He's out for 3 hours. +20H–1(+10)	Total coordination! You hit his chin with all your weight behind it. He's out of it for 30 days. +60H	Well, you miss his weapon arm but find his knees. That will be more than adequate. +3H–2☼–2♠–(-30)	Arterial blood from his leg sprays everywhere as he falls to his knees dying in 6 rounds. +20H–6☼⊗–12♠
151–175	Your blow drives bones into his kidneys and liver. He falls and dies in 6 rds. No wonder.	His shattered jaw ends up in his brain. Dead before he hits the ground, half a round left to act!	There's no word for what you have done to his abdomen. He drops and dies in 6 rounds.	Intercepting his deadly blow you crush the side of his head. He's gone and you have half a round left.	His head is hanging by a sliver of flesh. His death in 5 rounds is an anticlimax to the drama. 1(+20)
176–200	His abdominal organs crushed like grapes, he bleeds all over you. He's dead in 12 rds. +35H–1(+15)	He just wouldn't listen so you plunged your weapon through his ear. He's dead in 3 rds. +10H–1(+20)	You are death on swift wings. Fights for 2 rds. with severed leg artery. Drops and dies in 6. +5H–2(-20)	Your holy strike penetrates and breaks his spine paralyzing him. He's helpless. +20H	Strike to his abdomen pulps his internals. He'll die in 4 rds., but you still have half a round to act. 1(+20)
201–250	He's standing but will die in 7 rds. from shock and blood loss. Severed arteries will do this. +15H–6☼–(-30)	Whoa! Sever his spine paralyzing him from the neck down. Oh, you broke your weapon. +15H	He falls with a mighty thud and dies. The shock of impact knocks you to your knees. +20H–2(+15)	You skewer his evil heart. Watching him die even your sword sings in triumph. Inspiring. 25H–3(+20)	That snapped his head back. It even broke his neck. Drops and dies. Bonus swing for you.
251+	Grappling & dealing him a mighty blow you lose consciousness. He's not good either. +35H–3☼⊗	Looking thoughtfully into his eye you put your weapon through his eye. He's dead now. +20H–1(+25)	You blind him with a blow to his eyes. He holds his face in his hands and falls. +10H–6☼–(-100)	Puncturing his lung you knock him out. You take 6 rounds to free your weapon.	Brutal blow to head drives his eyeballs out of sight in his head. Blind and prone. +6H–24☼⊗
Key	# and N are numbers — +#H = number of extra hits — #☼ = rounds of stun — #⊗= rounds of no parry —#×(-N) = rounds of must parry w/penalty -N #♠ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker				

4.5 Martial Arts Strikes Critical Strike Table

	A	B	C	D	E
01–05	Your ancient master would be so ashamed of you. Weak. +0H	Concentrate on your foe. This is not the time to contemplate the beauties of nature. +0H	Even your glancing blow makes a solid sound. If it had only been thrown true. +1H	You impress him with your classic form but you only tagged him. More force next time. +2H	Flashy technique can't make up for lack of force. He's not impressed. +3H
06–10	You strike but only tap him as if you wanted to get his attention. He notices you, barely. +1H	You hope that your "ancient master" will never know of your pathetic display. +2H	That wasn't solidly struck but it's nice to know you still did some damage. More later. +3H	He sees that one coming and slips away from most of the damage coming his way. +4H	After that glancing blow he reevaluates his lack of respect for your martial skills. +5H
11–15	You know how important position is and you have it. Take the initiative. +3H	That blow to his shoulder forces him to step back and yield the initiative to you.	Forcefully done. He steps back to consider his position. Initiative goes to you. +5H	You make good contact to his side. He stumbles away from you and loses the initiative.	You try to set him up for a killing blow by an unbalancing strike. But will it work? +7H–1☼
16–20	You strike at an opening in his sideward defense. You have the initiative. Are you ready to use it? +4H	Nice set up attack. You have two rounds of initiative to do your worst to him. +5H	You hit him hard. He's flailing at you trying to smother your next attack before it starts. +6H–1×	He manages to put up a block, but falls back from the blow trying to recover himself. +8H–1× (-10)	You heard your double blow to his ribs impact and crack his ribcage. It's music to you. +5H–1☼–(-10)
21–35	Having tagged him with a light but precise strike, you are setting him up for your next attack. +5H–1×	Your aim is off but he has to scramble desperately to evade your attack. +6H–1×	Holding him with one hand you put your knee into his ribs and watch him stagger away. +6H–1☼	Blow to chest! Head butt follow-up! You take the initiative for three rounds. +3H–1☼	Evading his rush you strike his kidneys and bruise his back. The pain is his own fault. (-20)
36–45	That strike to his chest hurt him. He sees the next one coming and tries to block it. +6H–1×(-10)	That blow to his chest made a strange sound, but he is recovering. Wonder what broke? +7H–1× (-20)	Your crafty move makes him give you an opening at his already bruised chest. +8H–1☼	Blow to his sternum doubles him over on his knees before you. His guard is really down. +5H–1☼⊗	Your blow spins him around and you take the opportunity to strike him hard in the back. 1☼
46–50	Your foe is confused by your attempts to harm him. He steps back to parry your next one. +6H–1× (-25)	Your attack glances off his back without the dramatic results you anticipated. +5H–1☼	Slipping to one side you strike him in his back. He's stumbling forward and his guard is down. 1☼⊗	Having his ribs broken like that has left him confused and pretty angry with you. +3H–2☼–(-10)	Your feint opens him up for a hammer blow to the chest. Good tactic and follow through. +5H–2☼–1⊗
51–55	You unbalance him and, oh, you've bent his hip in an odd way. What did you do to him? +3H–1☼	Blow to his side makes him stumble 5 feet to the left, but he recovers to face you. +6H–1☼	Your circular block and a focused strike to his chest sweep his defenses away. 1☼⊗–1(+20)	He'll feel that bone bruise on his thigh for some time, but he doesn't fall. +6H–(-25)	Your hip strike spins him around. He's unsure how it is that he's still standing on his feet. +5H–3☼
56–60	That fist to the chest was SOLID. He's hurt and rattled too. It will all add up. +5H–1☼	Your blow to his stomach ejects its contents into the air. What was he eating? +3H–2☼	Whirling wheel kick sends him 10 feet in any direction you like. You're the "man". +8H–2☼	You slip behind him to strike his back. He's rattled and starts to flee, but recovers his wits. +4H–3☼	Slick shoulder strike unbalances him and leaves him unable to defend himself. 2☼–1⊗–(-10)
61–65	That foot stomp to his foot went awry, but your bruise his toes. Well, mashed them. +5H–5(-20)	Kick him in the back of his leg. He stumbles, but doesn't fall. Initiative goes to you. +7H–2☼	Now he has a bad bone bruise on his leg. It hurts and he can't stand on it very steadily. +5H–(-25)	Your precise nerve strike to his thigh leaves the limb numb. You know how to do this! 2☼–6(-25)	Disarming move on his weapon arm works. It's amazing what scrolls can teach you. +3H
66	You almost fell him with precise strike to his Achilles tendon. He's on his feet but in pain. +7H–2☼–(-50)	Powerful strike to his head sprains his neck and fractures his jaw. His jaw gapes openly. +4H–9☼–(-50)	You broke his weapon arm, and punched him in the belly so hard he passed out..	Dislocate and break his weapon arm, throw him down and kick his head in. He's knocked out. 1(+20)	Slapping his ears simultaneously destroys his hearing and his balance too. 24☼–(-95)
67–70	Your spear hand to his side is more pretentious than devastating but it does hurt him. +2H–2☼	He's confused. Which hurt more the spear hand to the chest or elbow to the ribs? +3H–3☼	His shield arm is now broken. It wasn't that hard. This could become routine for you.	Driving under his ribcage to his softer parts you knock the wind out of him. 2☼⊗	Nice combo. Elbow to his solar plexus and a back fist to his face. He's down and hurting. +5H–3☼–2⊗
71–75	Vicious combination. Knife hand & spear hand together. He rolls a weapon fumble. 1☼	Hammer blow his weapon arm as it misses you. He's bruised but holding onto weapon. +6H–2☼–(-20)	Moving behind him you kick behind his knee. He fights for balance and can't defend. 2☼⊗	Focused strike to his collarbone breaks it collapsing his guard. Hurts him to move. 2☼⊗–(-25)	Mean. You deliberately strike his knee to tear the muscles and tendons. He screams. +5H–3☼–(-50)
76–80	Your blow to his arm breaks his shield if he has one. Otherwise, his arm is broken. +6H–1☼	Take the opening and strike the back of his knee. Tendons damaged and balance gone. 2☼–(-25)	Sometimes the best block is a good strike. He's disarmed with damage to his arm. 1☼–(-10)	Gripping and striking behind his knee you crush tendons and cartilage. Surgical. (-75)	Kick to his midsection doubles him over and your knee impacts his nose. Down and out!
81–85	That precise kick to his weapon arm disarms him, but it does little damage. He's set up. +3H	You kick his weapon arm sending his weapon flying 5 feet away, breaking it. +3H–2☼–(-20)	With cruel precision you break his foot. He can barely stand. Nobody does that! 2☼⊗–(-50)	Too bad for him you knew how to break his leg just above the knee. He's slowly falling. +5H–5☼⊗–(-75)	That shattered his kneecap and put him down. You did it on purpose didn't you? +15H–12☼⊗–(-80)
86–90	You're in the flow now with an airborne kick that knocks him down. He's shaken but gets up. 3☼	Flatten him with a wheel kick. Tendons are crushed and muscles are torn. You spin clear. 9☼–(-30)	Tearing the Achilles tendons in his foot drops him. Now you can kick him in the head. +10H–9☼–(-80)	Without conscience you strike and crush his windpipe. 16 slow rounds to die follow.	Kick to kidneys drops him to his knees. You grip his head and snap his neck. Dead in 9 rds,
91–95	Nerve strike to his leg buckles it. He's standing but bending over in pain and muscle spasms. +8H–2☼⊗–6(-40)	You break his knee to put his head where you can kick it. He's swearing, but conscious. 4☼⊗–(-85)	Going airborne you strike his back knocking him down. He's disarmed and in trouble. 12☼⊗	Blinding him with a finger-strike you kick him 10 feet in any direction you choose. 10☼–(-100)	Spleen rupture! He's spitting blood. He falls and dies in 12 rounds of writhing in agony. 1(+10)
96–99	Blocking his attack you strike him in the side. He goes down hard and is disoriented. 3☼⊗	Flashy kick knocks him out with broken collarbone, sprained neck and much more. 20☼⊗–20(-100)	Your kick to his solar plexus sends him stumbling back 10 feet. He falls with a crash. +30H–30☼⊗	Roundhouse kick the back of his head so hard it bounces off the ground. Dead in 9 rds.	Gee, it is possible to drive someone's nose into his brain! He's down and dead in 6 rds.
100	Boxing his ears you rupture his inner ears. He just stands there as you knock him down. (-75)	Hand strike breaks his arm and reverse kick his backbone. Paralyzed from waist down. +5H	A combo! You sweep him to the ground and heel strike his ribcage. He'll die in 4 rounds.	Spear hand to his solar plexus ruptures his heart. Dies instantly. That was cold.	Disarming him you take his own weapon and kill him with it. Toss his carcass 5 ft if you like.
Key	# and N are numbers — +#H = number of extra hits — #☼ = rounds of stun — #⊗= rounds of no parry —#×(-N) = rounds of must parry w/penalty -N #♠ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker				

4.6 Martial Arts Sweeps Critical Strike Table

	A	B	C	D	E
01–05	Your flashy acrobatics impress any bystanders, but fail to do your foe any damage at all. +0H	How did you learn how to *sweep yourself* to the ground? You fall but aren't hurt. For now. +0H	You shred his garments in a dramatic flurry of pulling and tearing, but don't really hurt him. +1H	You forget everything you ever learned about the martial arts and barely hurt him. +2H	You are looking good but fighting poorly. Contact is better than flashy moves. +3H
06–10	If you hadn't torn your tights with that fancy maneuver you might have really tagged him. +1H	You have such trouble holding on to him that you forget about your clever sweep. +1H	Flowing sweep misses but you still tag him with a little punch to his exposed ribcage. +2H	He's serious, but he's not sure you are. You aren't showing it. How could he tell? +3H	Knee his thigh and unbalance him to seize the initiative from him. Just as you were taught. +4H
11–15	Wise positioning has given you the superior position and the initiative next round. +1H	He deflects your attack but gives you the initiative for the next round. +3H	Stunned by your elegant moves your very confused foe loses the initiative to you. 1(+20)	He slips away from your assault and assumes a solid defensive posture awaiting your move. +4H–1×	You would have him had his garment not torn in your grip. You both know how close it was. 1☼–1(+10)
16–20	He's waving his weapon at you as if he thinks he can ward off your attacks that way. +2H–1×	He is so dazzled by your flourishing assault that he concentrates on defending himself. 1×(-10)	He desperately pushes you away but unbalances himself doing it. +3H–1×(-20)	You are so slippery that he ends up hitting and hurting himself as he tries to deal with you. +4H–1☼	Combination of hard and soft moves give you an opening to take advantage of next turn. +2H–1☼⊗
21–35	You drive him backwards as he tries to hide behind his weapon. He needs time. +2H–1×(-10)	Your grapple would have felt like a kick if it had landed. He wards you off. +3H–1×(-20)	That failed sweep still registered as a hit on him. He takes a moment to recover. +4H–1☼	He almost loses his footing but falls to one knee. With effort he regains his stance. +4H–1☼⊗	He's trying to regain his balance. Meanwhile you position yourself to see that he fails to do it. 2☼
36–45	That sweep looked good but was just a little kick. He steps back a bit to reconsider his position. +3H–1×(-20)	You bruise his leg with your leg sweep but he limps out of your way. +4H–3(-25)	He jumps over your sweeping assault, but a glancing blow hurts him and gives you initiative. (-10)	He stays on his feet but his calf is badly bruised and in spasm. It's hurting him. +5H–(-20)	Sweep drops him to one knee. He gets up. One more blow to that bruise and he'll stay down. +5H–1☼–(-20)
46–50	He's agile. He jumps up and over your attack and strikes back in defense as he comes down. +4H–1×(-25)	You push him to one side. He is on the defensive but recovers. +5H–1☼	You sweep him around but fail to down him. Look for an opening while he recovers. +4H–2☼	Whew! His feet fly out from under him but he scrambles to his feet playing catch-up. +5H–1☼⊗	He stoops to recover his weapon. The advantage is to you and you could finish him about now. +7H–2☼⊗
51–55	He's on his heels as he steps back 3 feet to avoid your leg sweep and reevaluate things. +5H–1×(-30)	The throw fails to put him on the ground, but you do manage to knock the wind out of him. +6H–1☼	Your strong attack makes him stumble, but your follow up strike misses anything vital. +6H–2☼	Slipping inside his guard you grab him and break his ribs, but he's still standing. +6H–1☼–(-20)	Send him stumbling 5 feet away (direction your choice). He looks ready to fall. 3☼
56–60	Your attempted throw miscarries and he breaks loose. Still, you have unbalanced him. +6H–1☼	Keeping his weapon in his hand despite your grip on it, you still sprain his fingers. 1☼–(-10)	Sweeping his defensive guard aside you see an opening for a follow on move. What's next? 1☼⊗	He keeps his feet but has to drop his defensive guard to stay on his feet. +7H–1☼⊗	Beautiful sweep sends him reeling, but somehow he stays on his feet. +9H–3☼
61–65	You throw him down and attempt a killing blow to follow up. You miss and he gets up. +7H–1☼	He breaks free, badly bruised, but escapes your brutal twisting of his weapon arm. +3H–1☼–(-20)	Having failed to throw him down, you nevertheless disarm him. Advantage yours. +3H–1☼	Nice! He avoids your throw but you steal his weapon out of his hands when he tries to use it. 2☼	That one threw him to land on his own weapon (worse than keys). He's disarmed and down. 3☼
66	That throw dislocated his shield shoulder. He's still on his feet but he is in pain. Oh, the pain. 3☼⊗–(-50)	You throw and pin him, face down in an immobilizing arm lock. He's disarmed as well. +9H	That was direct. Blow to his shins folds him up and he falls to his knees which are now broken. +15H–6☼⊗–(-80)	Falling hard, he's knocked out (with helm); otherwise paralyzed waist down. +10H–4☼⊗–(-90)	Throw him up to 10 ft. in any direction. Choose to kill or knock him out on impact. Masterful!
67–70	With force but without the needed technique you fail to throw him, but he is unbalanced. +7H–2☼	He's reacting about a second behind your moves. You have 6 rounds of initiative. +8H	With grace but little power you kick him in the face and side. He backs off 5 ft. 2☼–(-10)	Looked easy. He lands on his shield shoulder breaking a collarbone and an arm. It's useless. +5H–2☼–1(20)	Lands on shield arm breaking shield if he has one; if not, he shatters his arm. With shield: +20H W/o shield: +10H–2☼⊗– (-20)
71–75	Oh well. You have thrown him and given him a nasty bruise to his thigh, but he's back up. +2H–2☼⊗–(-5)	He lands badly from your throw, tearing ligaments in his leg. He rises with some effort. +5H–1☼⊗–(-10)	Sweeping him to the ground you grip his leg as he goes down straining his muscles. 2☼⊗–(-25)	You just help him fall – hard. Leg fractured he writhes on the ground eluding you. +5H–2☼⊗–(-30)	Sweep drops him onto his now fractured hip which you kick for good measure. 2☼⊗–(-40)
76–80	He falls on his shield side. With shield, it's broken; without shield his arm is sprained. 2☼–(-10)	He skillfully breaks his fall with his weapon hand but sprains two of his fingers as he lands. 2☼–(-25)	You go the ground taking him down. He lands on his shield arm dislocating his shoulder. +6H–6×–(-40)	He fell badly, with your kind help, on his back cracking his shoulder blade. Time to heal? +9H–2☼⊗–(-20)	He is flipped over backwards and stumbles 10 ft. back. His elbow is shattered when he falls. 4☼–1⊗
81–85	Your attempt at a leg sweep unbalances him and it puts you in a superior position. +3H–3☼–1(+25)	Sweep throws him 10 feet aside. With cape he is down. Without one he leaves his back to you. +9H–2☼⊗	Your sweep staggers him. He doesn't move as you move in close for superior position. 2☼⊗–1(+30)	He lands on his own weapons tearing tendons in wrist. Drops weapon from his useless arm. +10H	Your rush throws him 10 feet onto his face and the ground. He's trying to spit out the dirt. +5H–6☼⊗
86–90	He lands on his back but rolls over and stands up with some bruises. Still, he is hurting now. 2☼⊗–(-20)	He's in trouble landing badly on his back. The impact tears his tendons & breaks bones. 2☼⊗–(-25)	Blow to his leg knocks him down. You will remember the sound of his vertebrae cracking. 3☼⊗–(-50)	He's down and in your armlock. He's stuck unless he has some technique to escape. 6☼⊗	You toss him into a bystander within 10 ft. Both are down and confused. Easy! +9H–3☼⊗
91–95	When you threw him he landed nose first on something hard. It's broken and he's down. +7H–2☼⊗–(-25)	That fall broke his ribs and disarmed him. He lands rolling and stands up in wrong direction. 12☼⊗–(-30)	Gripping his leg as he falls you pin him. Break his leg *if you want to.* Of course, you do! +9H–15⊗	Masterfully you knock him out against a hard surface. He's out of it. Kill him or whatever. +10H	Sending him airborne you guide him back to ground – disarmed and unconscious.
96–99	He lands on his head this time. Could be bad. Without a helm, he's unconscious. 9☼	With a single blow you disarm, knock out and kick him onto his back. You exult in victory. +20H	You crack his skull on something hard. With helm he's in a coma, without dies in 1 round.	Merciless. Thrown him down after breaking the ribs that puncture his vitals. Dead in 6 rounds.	Holding him fast you kick his legs away and drop him on his head. Broken neck is fatal. 1(+25)
100	With consummate skill you throw him down but hold him fast. Hold him immobile or finish him.	Spectacular throw breaks his neck on impact and he dies. You embody death itself!	Dropping his back onto your knee you paralyze him from shoulders down. No mercy in you.	You convert his lunge into a brutal hold that breaks his back. Paralyzed neck down.	In half a round you smash him against many hard objects. Who knows which killed him. 1(+25)
Key	# and N are numbers — +#H = number of extra hits — #☼ = rounds of stun — #⊗= rounds of no parry —#×(-N) = rounds of must parry w/penalty -N #♠ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker				

4.7 Puncture Critical Strike Table

	A	B	C	D	E
01–05	You failed to make your point with your point. Your efforts were, well, pointless. +0H	He shrugs off your glancing blow. There was nothing on it, but your hostile intent. +0H	He gracefully dances away from the worst of your attack. Big deal. +1H	That smarted a little but mostly it just bounced off him. Lucky him? +2H	Use the puncturing end of your weapon for better effect next time. He'll get the point. +3H
06–10	You just pricked him a little but you have made the first hit which is at least a start. +1H	He feels the first bite of your blade and the first hint of fear. How could this happen to him? +2H	Careful. That put a nick in your weapon as well one in your foe. Don't block with the edge. +3H	You made contact but there was nothing on the blow. No harm done to him unfortunately. +4H	You do some damage unbalancing him. You have the initiative and his attention. +5H
11–15	He wilts under your pressing attack. He flinches and you have the initiative next round. +1H	He is beginning to wonder why he started this. Initiative goes to you next round. +3H	He evades you but puts himself out of position. You have the initiative next round. +5H	He's bobbing and weaving, evading your attack as he maneuvers for a better position. +2H–1×	You have scared him. He's on his heels and backing away. You press your attack. +3H–1×
16–20	You have his attention now. He's on his heels stepping back and away from you. +1H–1×	He steps backwards to avoid the worst of your onslaught. +2H–1×(-10)	That blow to his midsection severed his belt if he's wearing one. Lucky him. +3H–1×(-20)	You make a precision strike to his waist. Now you have the initiative for 1 round. (-10)	Your blows make his armor ring aloud as it vibrates from the impact. 1☼–1(+20)
21–35	That one could have skewered his abdomen. He knows just how close it was too. +2H–1× (+10)	He doesn't know what to do. He leaves the initiative and first move to you next round. +2H–2×	Strike to his head knocks off his helm and dents it if he was wearing one. 1☼–1♠	Your sharp edge tears equipment from his waist at the right side, and nicked him as well. 1☼–2♠	He now has a wound in his side and a hole in anything carried on that side of his body. +2H–2♠–(-10)
36–45	It is but a scratch but you have drawn first blood on his calf with your attack. 1♠	Without compunction, you take a cheap shot at his tender shin. Greaves: +5H–1× None: +2H–1♠	That slash to his calf muscle is bleeding slowly but steadily. That was no accident. 2♠	You almost punctured his groin. Did you intend to do that? Armor: +4H–1☼ None: 3♠	Your strike to his upper leg rips and tears through his flesh. Armor: +3H–1× None: +2H–3♠
46–50	He evades your attack but exposes his vulnerable back to your next attack. +2H–1×(-30)	Striking his back you break anything worn there. Very agile. 1☼–1♠	You penetrate behind him and strike his back sending him reeling, but his guard is still up. 2☼–1♠	Neatly skewer his weapon arm to his side. making him vulnerable. +6H–1☼⊗	Striking his side you tear open up his armor and expose his skin. Armor: +8H–1☼–1♠ None: +4H–1☼⊗–4♠
51–55	There's blood on his chest and perhaps the beginning of uncertainty in his eyes. 1×(-25)–2♠	Puncturing his chest you watch the blood ruin the heraldic embroidery on his tunic. +3H–2♠–2×	Strike toward his chest. If he has a shield it's out of position for the rest of the round. +3H–2☼–2♠	That strike to his chest leaves him bruised and bleeding. Vital spot? +5H–1×–3♠–(-15)	He ducks evading your attack but you strike him down to one knee. Finish him now. +5H–1☼⊗–(-10)
56–60	Puncture to his thigh draws blood but it's just a beginning. More will follow. You'll see to it. +2H–1☼–2♠	It's just a thigh wound but it does damage and there is blood. What can he do now? +3H–1☼⊗–2♠	You strike his thigh or whatever is amoring it. Armor: +8H–1☼⊗–1♠ None: +5H–2☼–2♠–(-10)	The puncture to his abdomen hurts & will be messy without armor. Armor: +5H–2⊗ None: +3H–1☼⊗–3♠	He stumbles to your right 10 feet from the effects of your blow to his side. +6H–1☼⊗–5♠
61–65	That was a minor forearm wound but his grip on his weapon is numbed. Bad sign. +2H–2♠–(-10)	Changing tactics you forearm strike him and shake him up. He tries to recover his wits. +2H–1☼–2♠–(-10)	That strike went to his right forearm. Greaves: +5H–2☼⊗ None: +3H–2☼–2♠–(-10)	You have numbed his weapon arm with your blow. He needs time he doesn't have. +3H–2☼–3♠–(-10)	Nasty puncture to his forearm leaves a gaping wound. He learns the meaning of pain. +5H–2☼–3♠–(-15)
66	Strike to his shield shoulder renders his arm useless. He can see the end from where he is. 3☼–1(+10)	The bad news is that his (now broken) elbow blocked your attack. Shield arm useless. +3H–4☼–2×	Cruelly executed! You have shattered his knee. He falls down for 3 rounds almost helpless. 2☼⊗–(-90)	That did it. Without a helm he's dead. With helm he's down and out for 6 rounds. +10H	He dies naturally. After skewering both his lungs what else could happen? Dies in 6 rounds. 1(+10)
67–70	Your strike to his neck failed to skewer him but it's a start. He'll be thinking about that. +5H–3☼–1⊗	Your strike to his neck draws blood but fails to kill – immediately anyway. Next? 2☼–3♠–(-5)	Your strike to his neck has left him alive but frantic to stay that way. He's rattled. 4☼–2⊗–1(+15)	Your energetic attack sweeps aside his defenses with blows to both arms. +3H–2☼⊗–(-20)	You open up his arm severing muscles and tendons. His arm is useless now. 6☼–3♠
71–75	Strike went to his lower leg to some effect. Greave: +5H–3×–(-10) None: +3H–1☼⊗–(-25)	That slashed through his calf muscle. He nearly falls to the ground. What is "hamstrung?" +3H–2☼⊗–(-40)	Strike deeply to his lower leg. If he has leg armor it's torn away. +5H–2☼⊗–(-50)	Ruthless blow to his lower leg tears through muscle and cartilage. He falls prone to ground. +6H–2☼⊗–(-50)	That went through his leg. He drops to the ground gripping his leg as he screams. 3☼⊗–(-75)
76–80	You puncture his upper arm and tear his fancy outfit. He failed to color coordinate for blood. +3H–2☼–3♠–(-25)	Strike to his shield side. If he has a shield your weapon is stuck in it for a round. Bad news. 3☼–3♠–(-30)	Your strike cut through the muscle in his shield arm. If he has a shield he drops it. 6☼–3♠–(-25)	A strike to his shield arm renders the arm useless for any purpose. +12H–6☼–3♠	Your strike to his weapon arm broke it. His arm is useless now. Your arm isn't. +10H–3☼⊗
81–85	That deep wound into his side looked fatal, but he's still in the game. Time will tell. 6☼–5♠–1(+20)	In a terrifying display of violence you rip open his side. Was all that stuff really in there? +6H–3☼⊗–5♠–(-25)	That horrible sound was your weapon tearing into his ribs. The blood you recognize right off. +6H–3☼⊗–5♠–(-25)	Blood is spraying everywhere from that abdominal wound you just inflicted. Scary! +10H–3☼⊗–6♠–(-20)	With a severed artery in his back, he drops helplessly to his knees and dies in 12 rounds.
86–90	You take him from behind collapsing his guard as he stumbles away from you. 2☼⊗–2♠–(-20)	Strike to his head kills him unless he has a helm. If he does have one he is on his knees. +6H–2☼⊗	Head strike! Without a helm he is just dead. If he has a helm it's gone. That was a surprise. +6H–2☼⊗	Somehow you skewer both his kidneys at once. He's down for 2 hours before dying. +9H	Skewered deeply under the collarbone, you put him on the ground and he's dead in 12 rounds.
91–95	The hole you just put in his ear won't let him hear better. –50 to hearing. Helmet: +5H–4☼–1⊗ None: +3H–2♠–2☼⊗	Quick strike to his hip does extra damage if his hip isn't armored. Armor: +7H–1☼–(-10) None: +5H–☼–3♠–(-25)	Awesome strike to his chest. Even with plate armor he drops and dies in 9 rounds., instantly if not.	Hey, just spill his guts all over the floor. He, somehow, fights for 6 rounds before dying.	That went bloodily through his arm and out the other side. He dies in 12 rounds. 12☼
96–99	That permanently scarred his nose. His crossed eyes will get better if he lives. 3☼⊗–3♠	Nothing fancy. Just a puncture through his cheek and throat. Drops now and dies in 9 rounds. 1(+20)	You tear right through his neck severing his spine.He's paralyzed from the neck down.	Punctured through his chest and out the other side. He drops and dies in 6 rounds. It's over.	Pierced through the heart he reels 10 ft. before dying. Your weapon is stuck in him.
100	Striking his neck you sever a vein and an artery. Blood everywhere. He's dead Jim.	You'll never forget this strike through his eye and his instant death. He never knew what… Allies +10 for 1 round	That won't improve his hearing despite going through both ears. He's dead anyway. 6(+20)	Elegant puncture through his brain kills him and leaves you with half a round. 1(+20)	He finally saw your point: through his eye! He's dead instantly. No witty exit line for him. 1(+25)
Key	# and N are numbers — +#H = number of extra hits — #☼ = rounds of stun — #⊗= rounds of no parry —#×(-N) = rounds of must parry w/penalty -N #♠ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker				

4.8 Slash Critical Strike Table

	A	B	C	D	E
01–05	That was singularly uninspiring. Now stop embarrassing your friends. +0H	A textbook demonstration of how not to hurt someone. Foe is grateful for the lesson. +0H	You tapped him with that blow letting him know you're there. Knock harder! +1H	Your little tap on his shoulder gets his attention but little else. He knows you're there. +2H	You'll exhaust yourself before little taps like this add up to enough to down your foe. +3H
06–10	You displayed nice technical form with that slash, but it just didn't slash much of anything. +1H	Use the edge next time you slash. The flat of your weapon only bruises him a little. +2H	At least you have his attention. Use the edge when you slash. It works better. +3H	You take advantage of an opening to give him a little blow to the ribs. Not much harm done. +4H	You unbalance him and are in good position with the initiative yours for next round. +5H
11–15	His face felt the air displaced by your slash. Initiative goes to you next round. +1H	He slips away from you this time, but you take the initiative during the next round. +3H	Your blow to his ribs gets his attention and gains the initiative for you next round. +6H	He's parrying your weapon and the air in general, but takes some modest damage. +3H–1×	You swat his weapon aside and press your attack. He is parrying but backing away. +4H–1×
16–20	Your edge bites him just a little under the arm. He recoils questioning how that happened. +1H–1×	He's cut in his side but he's still very much in the fight. The game is still going on. +2H–1×(-10)	Taking him in the ribs causes him to go backwards 5 feet. He's thinking defense. +4H–1×(-20)	Moving closer you slash his ribs and take the initiative next round for your own. 2H–(-10)	Blow to his ribs makes him drop his guard in pain. He barely keeps his weapon in hand. 1☼⊗–1(+10)
21–35	You're getting his attention now. He evades you, but he's on the defensive. +2H–1×–1(+10)	You shake him with a nasty blow to his side under the ribcage. He recovers clumsily. +2H–1×(-20)	That broke a rib and stunned him for a few moments giving you an opportunity. +3H–1☼	Striking to his arm and chest you stun him and move into position for your next round. +3H–1☼⊗	You draw a little blood from his side as he stumbles away from you about 10 feet. +3H–1♠–(-10)
36–45	That little flourish of your edge drew blood from his thigh. You smell blood in the air. 1♠	Successful blow to his shin. This could be a bleeder without armor. Greaves: +2H–1× None: +2H–1♠	Slashing across his ribcage draws blood and his attention. He's bleeding now. +2H–2♠	He deflects the cut to his chest but gets a slashed upper arm. That blood is red. +3H–2♠	The harm done by your blow to his leg depends on his leg armor. Greaves: +5H None: +3H–3♠
46–50	Deftly penetrating his defenses, you slash his back making him strike wildly at you. +2H–1×(-30)	You're taking a toll on him now, even though he evaded major damage to his back. +4H–1×(-30)	Striking his twisting back you twist your weapon to open him up. There's blood and pain. +3H–1☼⊗–1♠	Lunging slash bites his lower back. He twists away, but is unbalanced and bleeding. +3H–1☼⊗–2♠	You slash into his stomach doubling him over in pain. Can you see his internal organs? +4H–1☼⊗–3♠
51–55	That strike to his chest draws blood and sends him stumbling back out of position now. +2H–1×(-25)–1♠	He's staggering after that blow to his chest. Armor: +4H–1× None: +3H–2×–1♠–(-5)	Your ambitious blow to his chest isn't mortal as you hoped, but he's bleeding and defensive. +4H–1×–2♠–(-10)	You're hurting him with this slash to his shoulder He's bleeding but still on guard against you. +5H–1×–3♠–(-15)	Yes, that is blood pouring from his chest. Experience tells you this is a good sign. +6H–2☼–4♠–(-10)
56–60	You just manage to slash him enough to draw blood from his thigh. It does hurt. +3H–1×–2♠	That was just a minor wound to his thigh, but he's bleeding and parrying defensively. +4H–2×–2♠	Missing his torso, you strike his thigh delivering a wound he may remember. +5H–1☼–2♠	You stun him by twisting your weapon in his wound. Of course, he's bleeding as well. +6H–2☼–2♠	Cutting deeply into his thigh you sever a vein and the bleeding out process begins. +8H–2☼–5♠
61–65	Feinting high but striking low you slash the underside of his extended leg. +3H–2♠–(-10)	There's blood from his forearm and he looks uncomprehendingly at you. How did it happen? +8H–☼–2♠–(-10)	He backs away too slowly, exposing his knee to be shattered by your blow. He's down. +4H–1☼–3♠–(-10)	Blood from his forearm and he's stunned for a bit. He wasn't expecting this kind of fight. +4H–2☼–3♠–(-10)	He shouldn't have tried to disarm you that way. You open up his forearm. More bleeding. +6H–2☼–3♠–(-15)
66	You exert force as well as precision. His shield shoulder is broken. Arm useless. Initiative is yours. +9H–3☼–1⊗–1(+10)	Your blow to his elbow breaks it, leaving it useless, and his weapon on the ground. +8H–4☼–2⊗	He backs away from your swing, but you shatter his knee. He is down and defensive. +6H–3⊗–(-90)	The flat of your weapon leaves him unconscious for 6 hours. If he had no helm, he's dead now. +15H	Where did his severed arm go? He doesn't care anymore. Falls and dies in 12 rounds. +12H–1(+10)
67–70	A strike near his throat rattles him quite a bit. He didn't know you could do that. +6H–3☼–1⊗	Dramatic beheading strike fails but draws blood and stuns him. He's uncertain now. +7H–2☼–3♠–(-5)	His forearm bleeds and he stands stunned and astonished for a brief time. Opportunity? +8H–4☼–2⊗–1(+10)	Missing his head you slash his shoulder. Lucky for him, he's only stunned. +5H–3☼–(-20)–1(+10)	The bleeding isn't as bad as the severed tendons in his shoulder. His arm is useless. 4☼–2♠
71–75	Those slashed tendons in his lower leg are bleeding. How did it happen? +4H–2☼–2♠–(-30)	He's having trouble standing. Your stroke to his calf muscle is probably responsible. +6H–3☼–1⊗–(-40)	You cut through his garments and cut away his armor at the neck. He's amazed he's alive. +7H–2☼⊗–(-45)	That blow to his lower leg is staggering him. He won't be worth much until he recovers. 3☼–2⊗1(-50)	The severed muscles and tendons in his leg don't support him. He falls unless supported. +8H–6☼–(-70)
76–80	He almost evades your strike but still gets slashed in the upper arm. Blood is flowing. +5H–2☼⊗–3♠–(-25)	That cut to his shield arm is going to slow him down. You're still full speed. +6H–2☼⊗–3♠–(-30)	Quickly and precisely you slash through his shield arm. He would parry if he still could. +9H–6☼–4♠	The fool uses his arm to parry the flat of your weapon. His arm is limp and useless now. +10H–4☼–2⊗	Adding insult to injury you sever two of his fingers and break his shield arm as well. +12H–3☼⊗
81–85	Your edge meets his chest as he moves toward you. Stunned and bleeding badly. +6H–5☼–6♠–1(+20)	Striking deeply with your, edge opens up his leg. That's a real bleeder he's got there. +7H–2☼⊗–6♠	Executing a clever move you know opens his side up just below the ribs. +8H–2☼⊗–4♠–(-20)	That slashed open his innards. He examines his exposed guts as if he could read them. +10H–4☼–2⊗–8♠–(-20)	He stares at his severed hand for a moment before falling. Dies from shock in 12 rounds. +5H–12☼⊗
86–90	You slash his arm as he edges away from you. You leave him stunned and bleeding. +8H–2☼⊗–2♠–(-10)	He evades most of your killing blow, but only by going prone facing the wrong direction. +10H–3☼⊗–3♠	Somehow you slip behind him to strike his back. He falls and then has trouble getting up. +9H–4☼⊗–(-10)	He could use a hand because he has lost his own. Dies in 6 rounds of shock from bleeding. +6H–6☼⊗	He's unconscious and dies in 9 rounds. His severed leg is probably the reason for that. +15H–1(+10)
91–95	If no helmet he just lost an ear with hearing at -50. Stunning head blow. Helmet: +3H–2☼⊗ None: +3H–3☼–1⊗–3♠	He's staggering after that flat blow to his hip. No blood but he'll need time to recover. +7H–3☼–1⊗–(-20)–1(+10)	You sever his leg at the thigh. He falls and dies in 6 rounds. He can only watch himself die. +20H	You sever his weapon arm and continue into his side. He falls in shock and dies in 12 rounds. +15H–9☼⊗	He had a spine after all, but now it's severed and permanently paralyzed from the neck down. +20H
96–99	That slash to his face leaves him with a permanent scar – if he lives long enough. +2H–6☼–2♠–(-30)	Impatiently, you tear through his skull and brain. He falls and dies in 6 rounds. +20H	He looks around for his severed shield arm. Where did it go? He dies after 12 rounds. +18H–12☼⊗	Slicing deep below his ribs and into his vital organs you kill him in 3 rounds. He's down and out. +20H	Whatever brain he once had is destroyed now and quite visible. Instant death for him.
100	You sever his carotid artery and jugular vein leaving him dead after 6 blood spraying rounds.	Tiring of all this back and forth stuff you simply disembowel him. Instant kill.	He's blinded now and falls on his back. He isn't even thinking about getting up. +5H–30☼⊗	You slash through his ribs and into his heart, killing him instantly. It's that easy. +12H	You slash through his groin organs. You can watch him die in 24 rounds. or politely look away. +10H–12☼⊗
Key	# and N are numbers — +#H = number of extra hits — #☼ = rounds of stun — #⊗= rounds of no parry —#×(-N) = rounds of must parry w/penalty -N #♠ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker				

4.9 Subdual Critical Strike Table

	A	B	C	D	E
01–05	Remember, to subdue him you're probably going to have to hurt him at least a little. +0H	He completely frustrates your probing attack. This isn't working the way you planned. +0H	Mercy is as mercy does, but now is not the time for it. You do him no harm. Maybe next time. +0H	Your foe absorbs your blow almost without noticing it. You weren't ready. +1H	The results of your nerve pinch surprises you. He falls into unconsciousness. +3H
06–10	You try to set him up with a strategic punch, but pull it instead. He won't break that easily. +0H	You almost seem reluctant to cause him any serious injury. Are you serious yet? +1H	Don't be so gentle. He won't break so easily. You can go ahead and really hit him. +1H	You make solid contact with his face even if you don't rearrange it more than just a little bit. +2H	If you continue hitting him in the face you might eventually accomplish something. +3H
11–15	Your punch gets his attention but just barely. It's going to take quite a bit more than this. +1H	His collarbone is sensitive but you still have to use some force to disable him. +1H	That blow to his chest wouldn't disable anyone capable of taking a blow at all. +2H	He proves he can take a little punch like that one. It's not like he's a child you're fighting. +3H	Your dazzling assault looks great but leaves him standing only slightly bruised. +3H
16–20	He deflects your assault without much trouble or damage to himself. Are you serious? +1H–1×	You bruised him as he parried that ugly little kicking strike to his groin. Close one. +2H–1×	Nicely placed blow under his rib-cage at his side. He is unbalanced but will recover quickly. +4H–1×	A blow to his ribs sends him reeling away, but he recovers and is on guard now. +3H–1×–4(-10)	That was a cheap shot to his ribs but still nicely executed. He'll be feeling it for some time. +3H–4(-25)
21–35	You tag him but can't seem to deal with a moving target. Perhaps he could hold still. +1H–1×	You missed his head but struck his shoulder and still unbalanced him. If only you had… +2H–2(-20)	Solid strike to his chest rocks him, but he grabs you for balance and holds on. +3H–1☼	You are not too proud to trip him and grind his shin with your boot. Hey, it works. +6H–2☼	You strike and break some of his ribs. The pain convinces him it really happened. +3H–1☼–(-10)
36–45	You move in close and get his attention with a blow gaining the initiative next round. +2H	You whack his shield hand with the flat of your weapon. He hurts and you have initiative. +3H–(-5)	He looses himself from your entangling grasp but you give him a forceful shove. +5H–3☼–3(-10)	You learned this one in a barroom. Stepping on his foot you push him down. Initiative yours. +3H–2(-25)	Your knee strike is too tentative to do much damage but it does surprise him. +6H–2☼
46–50	Your blow to his chest makes him vulnerable next round. You're getting the idea now. +2H–3(-10)	He is struggling to fend off your attacks to his vital abdominal organs. It's working for now. +3H–1☼–2×	Another blow to the kidneys would be good about now. He's already reeling away from you. +5H–1☼⊗	Reverse blow to the kidneys rocks him, but he turns to face your next assault. +3H–1☼⊗	The pain in his side brings down his guard. He's stunned and suddenly uncertain. +7H–1☼⊗
51–55	You have bruised his arm, but even better you finally have his entire attention. +2H–1☼	A little bruise to his arm shouldn't have stunned him like that. He needs to suck it up. +3H–1☼	Attacking his exposed forward leg you see the pain in his eyes. The bruise goes deep. +4H–1☼⊗–(-10)	He holds his chest in his hands after your blow. He lives. You had hoped for more. +5H–1☼⊗	Solid blow to his chest puts him flat on his back. He's recovering but slowly. +8H–1☼⊗–3(-10)
56–60	You just graze his head, but convince him that you're going to be a continuing problem. +3H–6(-10)	You meant to strike him but find pushing him works as well. He is in urgent need of balance. +3H–1×–4(-10)	Your assault to his torso disorients him and you watch him stumble to balance himself again. +4H–4☼×(-10)	Destroying his stance with a blow to his thigh, you knock him to the ground, but he gets up. +5H–2☼	Penetrating blow to his stomach forces him 10 feet backwards, but he's on his feet. +8H–3☼–1⊗
61–65	He evades your probing offense by stepping 5 feet to one side. Still he is "stunned." +3H–1☼	Your blow to his ribs doubles him over in real pain. He didn't know you could do that. +6H–1☼–4(-30)	You twist his arm till he drops his weapon. He slips free but is still weaponless. Helpless? +1H	Stepping within his swing you strike his weapon arm and disarm him with precision. +5H–2☼⊗–1(+20)	You crush a nerve in his neck. You are amazed as he falls unconscious before you – for 3 hrs. +10H–2☼⊗–(-20)
66	You're getting the hang of this. Strike to his collarbone hurts and disables him briefly. +9H–2☼⊗–4(-10)	You grab and twist his weapon arm disarming him. He knows how much trouble he's in. +12H–2☼⊗–(-20)	Forcing him to his knees you slam his head into the ground. You can kill him now or whatever. +12H–10☼⊗–6(-80)	His head rushes forward and impacts with your weapon fist. He falls down and out for 6 hrs. +15H–6☼	You bounce his head back and forth. If he was still conscious he would be in pain. +24H–(-20)
67–70	Your blow rudely takes the wind out of him. He's on the defensive now and not happy. +3H–3(-20)	He's thrown backward and goes on-to one knee to stay upright at all. +5H–4☼⊗–4(-40)	That sound was his ribcage breaking. It didn't look good, but it really worked nicely. +5H–2☼–(-20)	You break his arm. Bone sticks out. He can barely stay on his feet as he fights the pain. +6H–2☼⊗–(-35)	He can't take the pain. His fractured shoulder causes him to drop his defenses for a moment. +9H–2☼⊗–(-30)
71–75	Muscle spasms occupy him for a time after you strike him in the side near the kidney. +4H–2☼	You bruise his calf trying to sweep his legs out from under him. That's a bone bruise. +5H–1☼–(-30)	Attending to the basics you pretty much destroy his foot. He can't stand on it anymore. +5H–1☼⊗–(-20)	Attending to basics you kick his legs out from under him. A leg fractures on impact. +10H–1☼⊗–(-55)	Your attack to his thigh spasms the muscles and bruises his bone. It's worse than it looks. +9H–3☼⊗–(-40)
76–80	That blow to his shield arm may have broken some things. Shield: +8H–2(-20) None: +4H–2☼⊗	He senses a killing blow coming and desperately evades the worst of it, injuring his shield arm. +6H–2☼⊗–7(-10)	Having knocked him to the ground with a fractured arm you pummel his head. +6H–3☼–6(-30)	His broken weapon arm disorients him and he falls breaking a rib. Where will it end? +7H–3☼–(-25)	Forgetting him, you attack his weapon arm. He's disarmed (you have it) and fallen. +10H–4☼⊗
81–85	You immobilize him for a moment with a setup blow and a strong follow-up grapple. +5H–1☼⊗–1(+10)	Your strike to his ribs unbalances him but he takes you down with him. You're on top. +6H–3☼–1(+10)	His broken ribcage causes him to drop his weapon and his plans for attacking you. +6H–6☼	Ribs fractured, he falls and fractures his ankle. He passes out from the pain. Oh, the pain! +7H–2☼⊗–(-50)	Ribs cracked, he falls and breaks a leg. Only then do you kick him in the face. Why not? +10H–6☼⊗–(-50)
86–90	You have unbalanced him with a combination grapple and sweep. He's fully on the defensive. +6H–3☼⊗	That was easier than you expected. Your blow to his neck knocks him unconscious. +8H–(-30)	Your blow to his rear slams him off his feet onto the ground headfirst. He's out. +10H–6☼–1(+20)	Reverse strike to his back knocks him to the ground disarming him. He passes out for 5 rounds. +12H–(-10)	A blast to his face knocks him down. He passes out frothing at the mouth. Yuck! +15H–1♠–(-30)
91–95	Now you're getting serious. That blow to his neck leaves muscles in spasm. He falls down. +7H–2☼⊗–(-20)	Ruthlessly, you drive your knuckles into his temple. He falls and passes out in 2 rounds. +10H–6☼–(-30)	Dazed by your blow he drops his weapon and falls trying to recover it. He is also unconscious.	Holding him with one hand you pound his face with the other till he is unconscious for 15 rounds. +15H–(-20)	You knock him to the ground headfirst. He passes out before you kick him in the head. +17H
96–99	Your strike to his head gives him whiplash. He's down and unconscious now. +8H–(-30)	Unexpectedly, you fracture his skull. He's out now and dies 2 hrs. later from the swelling. +12H–2☼⊗–(-50)	He loses consciousness from the whiplashing blow to his head. He is prone and unconscious. +10H–5♠–(-40)	You wince at the sound of his head bouncing off the ground. He's in a coma for 1 month. +17H	Tiring of the slow pace you snap his neck which fells him and kills him in 15 rounds. +25H
100	That innocent little tap to his head stuns him for a moment after which he passes out altogether. +5H	You know he has a spine because you just struck it disabling him. He's unconscious now. +15H–(-60)	You break his ribs, his arm and his head. He's in a coma for 2 weeks if you let him live at all. +20H	Getting back to basics you pummel his head till he falls to the ground, resting nicely. +25H	With practiced ease you strike his head. He drops unconscious to the ground for 10 hours. 1(+20)
Key	# and N are numbers — +#H = number of extra hits — #☼ = rounds of stun — #⊗= rounds of no parry —#×(-N) = rounds of must parry w/penalty -N #♠ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker				

4.10 Super Large Creature Critical Strike Table

	Normal	Magic	Adamantium	Holy Arms	Slaying
01–05	That hurt him, but then there's so much of him to hurt. Your weapon also broke in half. +10H	He strikes faster than you expected. Where is your weapon? Take 2 rounds to recover it. +10H	You strike him so hard that you lose the rest of your round from the vibratory feedback. +10H	You strike him so enthusiastically that you must roll for a fumbled weapon. +10H	That blow to his chest sends a numbing vibration through you. You stumble back. +10H
06–10	That one popped some ornament on your weapon off it. He may have noticed you. +2H	Your weapon hits at an awkward angle. Roll for weapon breakage and hope for the best. +3H	You may have broken your weapon over his shoulder. Use the edge. Make a breakage check. +4H	You hurt his arm, but even better you have the initiative next round. Do something creative! +6H	Be more careful how you strike him. Check for weapon breakage. Use the edge. +8H
11–20	Unable to withstand the stare of this awesome creature you make only a half-hearted attack. +3H	He deflected your attack but he's in an awkward position. Initiative is yours next round. +4H	Clever strike to his leg captures his attention and you gain the initiative for next round. +5H	That whack to his back does little damage. You know it will take more than that to fell him. +8H	Your blow to his back gets his attention and distracts him. You have the initiative next round. +10H
21–30	Now you know. His hide deflects all but the strongest of blows. This won't be easy. +4H	Your weapon may be magical after all. Your glancing blow left sparks in the air. +5H	Your blow slides across his hide and actually leaves Adamantium smeared along its path. +6H	Your blow doesn't even slow this big, bad boy down. You hurt him but he's indifferent to pain. +10H	This time you use the edge. Sparks are flying off his hide. You should have an audience. +12H
31–40	Solid strike to his flank but it doesn't do much good. Perhaps you need a bigger weapon. +5H	Finally, the big boy is unbalanced and you have the initiative next round. About time, too. +6H	You bruise his calf muscle, but you realize it will take a critical attack to kill him. +7H	Now he's angry. You hit him in the chest with some effect but he only screams at you. +12H	Blow to his chest makes a satisfying thud, but it will take more to bring this bad boy down. +15H
41–50	You strike him to ward off his wild, swinging attack, but you do him little real damage. +6H	You strike his "leg." He stands there staring. He can't believe you did that to him. +7H	Your blow to his "horn" actually vibrates audibly. You felt it through your weapon. +8H	Going low under his assault you strike his abdomen. Too bad he's such a big boy. +15H	That was a glancing blow but there's hair, horn, scales, and bodily fluids in the air. +18H
51–65	You're starting to chip away at him. Are there a few scales or some fur in the air? +7H	Nice strike placement to his neck, but his hide is too resistant. Harder next time? +8H	"Hitting him in the nose" doesn't work on this one. He is angry with you now. +9H	Incautiously he leans his big snout down toward you. He rages loudly after you whack it. +18H	Seizing a lucky break you pierce his side. You're both surprised. +20H
66	If only you had used the edge! The flat of your weapon hits his neck but can't cut. +20H	As he lunges, you go low and strike with the combined force to his underside. He felt that. +12H–3♠–(-10)	You tear open the skin on his "shin" and penetrate the bone itself. You have initiative. +15H–5♠–(-10)	This is the way to do it. Your strike to his shoulder has left him stunned and bleeding. 1☼⊗–10♠–(-15)	Somehow your weapon penetrates his chest and his heart. Instant death. Blood is all over you. +50H–(+20)
67–70	You're beginning to get the rhythm. Striking at his leg, you slip away from his counterattack. +8H	You have bruised his thigh but your weapon has cracked and bent. It will break next time. +9H	The big guy gains some respect for you after your whack to his thigh. You have the initiative. +10H	That blow to his thigh has staggered him. He's on his "feet" but you have initiative next rd. +20H	That broke some bones in his chest. His guard is down and there is an opportunity for you. +30H–2☼⊗
71–80	He has a really hard head. You know because your weapon just bounced off it. +9H	His hide is so tough that he uses his forearm to parry. Well, you did do some damage to it. +10H	His arm was a good target, but you didn't follow through. Put your weight into it next time. +15H	The bruise on his exposed leg will slow him down, so you have the initiative. +13H–5♠–(-10)–1(+10)	Glancing blow across his shoulder and chest does real damage regardless. He knows it. +24H–3☼⊗–5♠–(-20)
81–90	Well, your strike to his "arm" does bruise it, but you must roll for weapon breakage. +10H	Nice try at striking his arm joint. He's bruised. Maybe that was too precise a target? +15H	You miss his vital parts but hear his ribs crack loudly. Now this is the way you like it. +20H	You were all over him like a cheap tunic. His neck hurts and there is indeed some blood. +12H–1×–4♠–1(+20)	Did your weapon just display a mind of its own with that brilliant strike to his thigh? +25H–3☼⊗–20♠–(-25)
91–95	You strike with admirable force, but you might try hitting a vital spot in the future. +15H	Again his thick hide protects him. He's damaged, but you may need a critical. +20H	He'll be nursing his bruised neck for the next 2 rounds. Too bad it's still on his shoulder. +12H–4♠–1(+20)	Decisively you strike his exposed mouth. If he has a breath weapon he may not use it. +25H–2☼⊗–3♠	Your weapon is in his neck, but his doom is his eyes. He falls and dies in 3 rounds. +35H
96–98	Classic. You sever veins and an artery in his leg. Yes, he falls and dies in 12 rounds.	Finally living up to your reputation, you break his neck, spine, etc. He falls and dies in 1 rd. 1(+25)	Enough already. You just destroy his lower skull. After 1 round of stun he realizes it too. 1(+20)	Surprise! You cleave through his skull killing him in 6 rds. Your weapon falls with him. All allies 1(+10)	Your weapon plunges through his chest. Take 12 rounds to extricate it from his fallen form. +40H
99–100	Your strike deftly pierces through his ribs. This one is going to be a real bleeder. +30H–10♠–(-25)	A flash of intuition reveals his weak spot to you. You strike and destroy it. He's dead.	Finally, one of your blows to his neck strikes true. He falls and dies in 1 round. Sweet! +5H	Your blow ruptures his heart in an instant kill. Try to crawl out from under as he falls on you. +20H	Why did he let you drive your weapon through his eye like that? He dies in 3 rounds. (+25)
101–150	You'd have opened up his guts if he was human. As it is your blow glances off. +12H–1♠–1(+10)	He shields his bleeding ribs and backs away cautiously. He doesn't like this much. +13H–2♠–1(+20)	Using "martial art" more than sheer force you sweep away his defenses and strike. +30H–3☼⊗–1(+10)	He reels away from your strike to his arm. He wishes he was somewhere you weren't. +30H–2☼⊗	His leg bleeds mightily as he writhes on the ground in pain and dies in 6 rounds. +20H–6☼⊗
151–175	His "arm" now features deep wounds and severed muscles. Yes, that is a lot of blood. +20H–5♠–(-20)	That subtle tap dance on his head stuns him long enough for you to strike him for real. +25H–1☼⊗–(-20)	Very agile. Striking his calf you also trip him with the attack. He's occupied for awhile. +25H–2☼⊗–1(+10)	He blocks your vicious blow with his forehead and then falls. He's in a coma if his head falls on a rock. +40H–6☼⊗	With his chest and throat both crushed, he falls and suffocates in 12 rounds. +25H–1(+20)
176–200	Seizing the opportunity you strike his neck but without fatal effect. +15H–(-25)–1(+20)	Your chest strike puts him down and *you* even take an 'A' Unbalancing Critical. Scramble! +20H–2⊗–1(+25)	Ripping open his side below the ribs, you make him hate you. His blood is all over both of you. +28H–3☼⊗–10♠–(-40)	Before this you had never seen a pulped abdomen. Now you have seen one. +25H–9☼⊗–(-25)	Tiring of all the back and forth you strike him in the eye and kill him with a single blow. +24H–(-20)
201–250	His back goes snap, crackle and pop as your blow lands. He has to have internal damage. +35H–2☼–10♠–(-30)	His abdomen had a lot of blood in it. It's all over him and you. There's more in there. +35H–3☼⊗–10♠–(-40)	You rip his leg open all the way down. You can hear your weapon congratulating you. +30H–6☼⊗–12♠–(-50)	Slipping past his guard you tear his head apart through the ear. Brain damage kills in 3 rds. +15H–1(+20)	Stepping past his guard you gut him. He dies in 4 rds, but he falls all over you. Very messy. +35H
251+	He leads with his "face" exposing his eyes to your reach. Coldly, you blind him with a strike. +20H–6☼⊗–(-100)	You penetrate his eye and brain as he leans over. In 1 round he will realize that he's dead. 1(+20)	With his own bones driven through both his lungs, he dies after 18 rounds of coma.	His spirit is broken and so is his spine. He dies in 2 rounds. You look like an epic hero. +50H	That sound must have been his ribcage breaking. He dies after bleeding all over you. +100H
Key	# and N are numbers — +#H = number of extra hits — #☼ = rounds of stun — #⊗= rounds of no parry —#×(-N) = rounds of must parry w/penalty -N #♠ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker				

4.11 Tiny Critical Strike Table

	A	B	C	D	E
01–05	You are trying to hurt him, not cuddle him. +0H	Sigh. Didn't your mother teach you not the play with your food? +0H	That was soooo cute. Keep it up. Maybe he'll take you home and adopt you. +0H	Tiny blows need better precision targeting than ordinary attacks. Remember that. +0H	Your titanic effort yields but a tiny result. Soon he will fall to "the power of the small." +1H
06–10	Rolling on the ground and waving your paws in the air isn't going to do much damage. +0H	Dazzling display of airborne gymnastics on your part, but he wasn't there when you landed. +0H	"Look! It's the Winged Victory of Samothrace!" +0H	You miss him but tear through a bit of his clothing. Do you know what that material cost? +1H	You strike accurately but with little force and do little damage. +2H
11–15	Surely you will hurt him eventually. +0H	Missed him by that much. Remember what "Tiny" means. +0H	You make a flurry of strikes to his torso that shred his tunic but not his skin. +1H	Your strike to his throat severs anything hanging around his neck, but only grazes him. +1H	Your claws are stuck in his clothing. In a frenzy you try to extricate your small self. +2H
16–20	At this point even a little hit is worth noting, and that was a little one. He's only annoyed. +1H	You lunged at his throat with determination but he brushed it aside with his arm. +1H	You thought you had him but end up only with air. He nimbly steps away from you. +1H	You miss his throat and only thump his chest. Wait till you get your teeth into him. +2H	You did little to hurt him, but you did taste his blood. It's giving you ideas. +2H–1♠
21–35	From little hits great wounds grow. Keep it up and it will amount to something. Persevere +1H	You get in close but the big bully kicks you away from him before you could kill him. +2H	Your strike to his waist might have been really good if his equipment hadn't shielded him. +2H	That was but a scratch to his back. Are you trying to tickle him to death? +3H	That scratch on his leg is a bit of a bleeder. It whets your appetite for more, much more +2H–1♠
36–45	Whap. That was a little hit with a little something extra on it. +2H	That would have disemboweled a smaller foe. You are used to frustrations like this. +3H	He breaks free of you but cuts himself doing it. You smile and he winces sheepishly. +2H–1♠	You strike his leg and without armor he will be hurt and bloodied. W/o greaves: +5H–1♠	He stares at his slashed thigh as though this is the first time he has seen his own blood. +3H–1♠
46–50	Your attack miscarries a bit and you lose a nail, a claw or whatever. More precision is necessary. +4H–2(-5)	Your slash to his side cuts him but fails to penetrate deeply. He slides away. Just lucky. +3H	You nimbly strike him in the side but don't break the skin. He takes a close look at you. +4H	You puncture his side. You're surprised and so is he. You love it when a plan comes together. +3H–1♠	You strike him in the back. More surprised than harmed he moves away from you. +5H–1×–1♠
51–55	Leaping airborne attack. What a pity he scratches so easily. +3H	You draw blood with a flick of an immaculately groomed claw. That'll teach him. +3H–1♠	That little prick to his solar plexus is going to be a bleeder. Nicely done. He's surprised. +4H–2♠	Oooh. If he has no armor you have torn open his stomach. W/o armor: +5H–3♠	You have tangled him up in his own shield. He won't be able to use it for 1 round. +6H–1♠
56–60	That strike tore right through his clothes and pricked him in the thigh. Hey, there's blood. +1H–1♠	You scratch his arm, but fail to penetrate the skin. He looks at you and shakes his head. +6H	Getting with the rhythm of the combat you feint at his throat and cut his thigh. More blood. +4H–1☼–2♠	He's bleeding and unbalanced. He didn't expect that blow behind his knee. +6H–1☼–2♠	Tasty. You enjoy ripping open his thigh. You "smile" as you see the look on his face. +7H–1☼–3♠
61–65	It's just a cut to the forearm but there's blood flowing at last. Tastes good too. +2H–2♠	Your attack leaves his forearm bleeding. That will leave a scar if you fail to kill him. +3H–2♠	He blocks you with his arm. All the little cuts are adding up to something. +3H–2×–2♠	Your try to grip and hold him in a vulnerable position fails, but it keeps him occupied. +5H–2×–2♠–1(+10)	Your attack slips past his shield to slice open his shield arm. Nasty bleeder he has there. +6H–2☼–3♠
66	His stomach is bleeding as he leaps away from you. He even unbalanced himself. +4H–2☼⊗–2♠	A sneaky strike to his calf gets worse as he tries to twist away from the attack. +5H–2☼–(-20)	You are all over him like a cheap tunic. He drops his weapon and leaps back 10 feet. +4H–1☼–1(+10)	Callously you destroy 1 of his eyes and blind the other for 2 days. Helm: +4H W/o helm: +7H–6⊗	You leave him writhing on the ground. 1 eye is destroyed and 1 blind (2 days). –20 appearance. +15H–24☼–(-95)
67–70	His tunic is torn at the shoulder, and there's even some blood. This could add up. +3H–1×–1♠	Nice scratch draws blood and makes horrible sound grating against his armor. +4H–1☼–1♠	You're getting used to targeting his vulnerable limbs. He should keep his hands to himself. +5H–1☼–2♠–1(-20)	The blood from his slashed throat sprays all over his face and disorients him. +6H–1☼⊗–2♠	The torn tendons in his arm make him reel away from you in pain. That will teach the big jerk. +7H–2☼⊗–(-20)
71–75	You strike his leg throwing his timing off. The initiative is yours. Armor: +4H None: +1H–2♠	You aren't proud so you whack his shin. He doesn't think that was fair at all. Armor: +6H None: +3H–2×–2♠	That bloody little slice to his thigh gives you the initiative next round. "Power to the small!" 2☼–2♠–(-20)	You strike his lower leg & he stumbles back to avoid your "tiny" attack. Armor: +3H–1☼ None: 2☼–1⊗	He tries to stop the flow of blood from his leg wound. He only bloodies his hands. +5H–3☼–4♠
76–80	He shoulders you aside but you snag his arm and draw some blood. The big bully. +3H–1☼–1♠	Your attack to his arm was right on target. You're proud of your "tiny" self. +5H–2♠–(-15)	That cut through the things that make his arm work, but he is not disarmed – yet. +5H–2☼–2♠–(-25)	Holding onto his arm, you slice it into little shreds. You animal! +5H–3☼–2♠–(-25)	He's paying more attention to that bleeding arm wound than he is to you. 2☼⊗–3♠
81–85	He can't believe you cut his face. He stumbles back allowing you to setup your next attack. +4H–1☼–2♠	Throwing caution to the winds, you launch yourself at his face. Armor: +3H–1× None: 3☼–3♠	That knocked his helm off if he had one.. It is now crumpled & moist. Helmet: +3H–1☼ None: +2H–☼–3♠–(-40)	That strike was solidly to his face. Damage depends on facial armor. Armor: +5H None: 3☼–3♠–(-40)	Unless he has a metal gauntlet on his hand, that severed some fingers. It will keep him occupied anyway. +8H–9☼–3♠
86–90	Precision cut to his elbow makes your foe begin to take you seriously. +6H–2☼	He thinks your wound to his neck is mortal, and staggers around clutching his throat. +5H–3☼–2×	You spin him around and dance circles around him. +6H–2☼⊗	Striking at his grip on his weapon you make him release it. You have his attention. +5H–1☼	You slip behind him slashing away at his back. There is blood everywhere now. +4H–3☼–1⊗–3♠–(-40)
91–95	It was some reach, but you struck his head. If he has no helm his face and left ear is slashed. +3H–2☼–(-30)	You trick him by switching your attack to his blocking and now bleeding arm. +5H–3☼⊗–2 ♠	Your strike to his cheek disorients him. He recoils wondering how that came so close. +3H–2☼⊗–2♠–(-20)	His thumb on his weapon hand is pulped. He drops his weapon and curses you. 2☼⊗–(-50)	Your leap at him startles him and makes him fall to the ground. He's disarmed and out. +9H
96–99	Knowing precision is everything you slash his nose unless he has a guard on it. 9☼–3♠	The blood flowing from his forehead is blinding him. He's going to be open to your attack. 3☼⊗–3♠–(-40)	He's down and crawling away from you. Having an Achilles tendon severed will do that. +5H–6☼⊗–(-75)	With a visored helm he is blind for a week. Without one, he loses 1 eye and is blind in the other. (-100)	You bite his foot, tripping him. His head breaks as it hits the ground. He dies in 9 rounds.
100	Superb. You strike at his eyes, destroying one unless he has a visored helm. +15H–3☼⊗–(-75)	He wildly evades your attack to his throat but falls backwards. You follow up to his leg. 6☼⊗–3♠–(-50)	If he has a helm he's out for 1-10 days. Without one he's dead forever. +25H–1♠	You leap to the top of the food chain and blind him forever. He's at your mercy. +10H–6☼⊗–2♠–(-95)	It's so easy you should have done it earlier. You sever the artery in his neck. Dies in 6 rounds. 20♠
Key	# and N are numbers — +#H = number of extra hits — #☼ = rounds of stun — #⊗= rounds of no parry —#×(-N) = rounds of must parry w/penalty -N #♠ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker				

4.12 Unbalance Critical Strike Table

	A	B	C	D	E
01–05	Dazzling. Try not to hurt yourself. +0H	Whose side did you say you were on? Then try harder +0H	How humiliating. You hope no one saw you try to do that. +0H	He laughs at your inept technique and ill-timed attack. He begs you to try again. +1H	The thumping sound that your attack made was better than the actual damage done. +2H
06–10	He learned to evade moves like that on the playground. +0H	As you rush at him, he stands his ground and shrugs you off. +1H	You give him a light but sharp blow trying to create an opening for your real attack. +2H	He sneers at you as he twists loose from your grip. He implores you to try harder. +3H	Your attack is solid and direct to his chest, but it fails to set him up for anything more. +5H
11–15	Your assault miscarries, but you may finally have his attention. +3H	Your kidney strike would have really set him up had it been done with more power. +4H	Grinding your knuckle into his arm's nerves distracts him, but you still need to toss him. +5H	He gets careless and lets you strike him in the back. Is that a frown of disappointment? +6H	You're doing "tactical" damage only. You really need to set him up for a big fall. +7H
16–20	He parries aggressively and tries to push you away, but your assault did some damage. +4H–1×	He parries your strike to his side, but he can feel the momentum of the fight changing. +4H–1×	Favoring his bruised ribs he moves back to block your next attack. He's learning respect. +5H–1×	Blow to his ribs gets his attention. He examines himself for damage. He was not expecting that. +7H–(-10)	That didn't really break his ribs but he's at a disadvantage for a few moments. +8H–1(-20)
21–35	You roughed him up a little, but he parries and pushes you away, stepping back. +4H–1×	That foot stomp left him trying to recover as he favors his injured toes, trying to toe the line. +5H–1(-20)	That blow to his chest stunned him. He coughs up a little bit of lung and prepares for the worst. +6H–1☼	He winces in pain from the blow to his chest. He'll need a few moments to recover. +8H–1☼	This one really did break his ribs. You heard them snap. You have him set up now. +9H–1☼–1(-10)
36–45	Your aggressive push to his shoulders bruises him and you have the initiative next round. +4H	Your attack miscarried, but you still tripped him. You have the initiative next round. +5H–2(-5)	Securing him with a grip to his shoulder you use your knee to thrown him down. +5H–1(-40)	He's limping from that calf strike. You have the initiative and a nice advantage. +7H–(-25)	You attack the foundation of his balance striking his leg. Armor: +12H None: +8H–2☼
46–50	Taking an opening, you nearly spin him around but you needed a stronger grip. +5H–1×(-10)	You would have had him if he hadn't shifted to the defense. He knows it too. +5H–1×(-20)	Setting him up for worse you strike his face, forcing him back with his guard down. +6H–1☼⊗	He is stunned and parrying after your forceful block/attack to both his arms. +8H–1☼⊗	You smother his defense with blows and get ready to take advantage next turn. +12H–1☼⊗
51–55	He shrugs off your shove to his chest by stepping backwards. He was ready for you. +5H–1×(-20)	You are able to hold him still while you knee him in the torso. That surprised even him. +5H–1☼	Attacking his base you jam his knee backwards against the joint. Uh, this really hurts. +6H–1☼⊗	Blow to his chest knocks the wind out of him setting him up for worse to come. +10H–1☼⊗	His leg must be injured. It collapses under him. He looks like he'll be able to get up. +12H–1☼⊗
56–60	Striking his thigh you penetrate his guard and force him backwards. Armor: +7H None: +5H–1☼	He blocks your knee with his thigh but must step backwards to recover. +6H–1×(-30)	He should have given ground. Instead he gets a nasty blow to his calf. Armor: +9H None: +7H–2☼–(-10)	Your strike to his thigh cramps his leg muscle giving you initiative for 3 rounds. +12H–2☼	Kick to his leg almost puts him down. He's going to be staggering for several rounds. +14H–3☼
61–65	You tie up his arms for a moment making him desperately extricate himself. He's stunned. +6H–1☼	His arm wasn't meant to be bent that way. He drops his weapon and curses at you. +6H	Precision counts. Your strike to his weapon arm disarms him. He can see the end coming soon. +6H–2☼	You block his arm so hard that you disarm him. Stunned, he stares at you with disbelief. +7H–2☼–1(+20)	Bashing your shoulder into his you spin him around like a gyroscope. He's pretty dizzy. +13H–2☼⊗
66	Superb technique. Your shoulder strike spins him completely around. He's dizzy and stunned. +7H–2☼⊗	Precise strike to his elbow numbs his arm. He drops his weapon and forgets about you. +8H–2☼⊗	Your strikes to his leg finally bring him down. His knee breaks and he is now without hope. +9H–3☼⊗–(-90)	Blow to his head knocks him out (24 hrs) without a helm. With a helm he retreats 10 feet. 6☼	Hey, a blow to the jaw still works. He falls and hits his poor head. He's out of it now. +30H
67–70	It was so simple. Your push to his chest caught him unawares. He's unbalanced and more. +6H–2(-50)	He shouldn't wear loose clothing. You grab it and jerk him around. He's dizzy and reeling. +7H–1⊗	You hear his ribs break. He's not smiling. He was on top of the world until he met you. +8H–2☼–(-20)	He is staggering and disoriented with a broken collarbone. He's where you want him. +10H–1☼⊗–(-25)	You put your shoulder into his stomach hard driving upward. He tries to find which way is up. 2☼⊗–(-10)
71–75	Hammer blow to his lower leg damages what he's standing on – his leg. He's stunned. +7H–2☼	While he favors his bruised calf, you have the advantage, and he has a nasty cramp. +9H–(-10)	That blow to his thigh even bruised the bone. He's limping and not fully mobile anymore +10H–1☼⊗–(-20)	Sprawled on the ground (where you dropped him) he searches for his weapon. +12H–1☼⊗–(-75)	Tough luck for him. He fell on his weapon hurting himself. You helped him, of course. +15H–3☼⊗
76–80	Striking him in his side, you tear away his shield if he has one. If not, he's going to need one. +12H–2☼	Using his own shield arm against him, you use it for leverage to unbalance him. +10H–2☼–(-10)	He stumbles backwards about 5 feet and favors his fractured weapon arm, wincing in pain. +11H–3☼–(-25)	Did your leg sweep break his ankle or was it his bad landing? Do either of you care? +11H–(-50)	Blocking his weapon arm you guide him into a fall. He's down and disarmed as well. +15H–4☼⊗
81–85	Favoring his injured side he strikes out in all directions except yours. He's wide open now. +12H–1☼⊗–1(+10)	He stumbles 3 feet to the right clutching at his ribcage. He should learn to ignore pain. +15H–3☼	Ribs break so easily! He drops anything on his shield arm and foolishly gives in to the pain. 6☼	You bowl him over with your shoulder lunge and then stand on his weapon arm. +12H–6☼⊗	You step aside and trip him as he rushes you. He rolls on the ground breaking a leg. 6☼⊗–(-50)
86–90	Your shove your disoriented foe in the back. He stumbles 5 feet away trying to recover. +13H–3☼–1(+20)	You scent victory. Your blow to his ribs forced him back 10 feet. This won't take long. +12H–2☼⊗	Your golden moment arrives. One blow to his head and he is face down and disarmed. +14H–6☼–1(+20)	That broke his shield (if he had one) or his arm (without a shield). He can't believe this. +10H–9☼	He's perfectly set up by your blow to his head. He's standing but actually unconscious. +20H–12☼⊗
91–95	You have hit him in the head. If he has no helm he's out for 2 hours. 3☼	Striking both his ears at once you impair his hearing and balance for 3 weeks. Ouch! +9H–6☼–(-50)	Catching him off balance you spin him around facing away. He fumbles his weapon.	Exploding upward into him you bowl him over. You stand over him smiling for a moment. +10H–8☼⊗–(-30)	Unless he had a shield you broke his arm. Oh, he's also down and has passed out. 6☼
96–99	You set him up with a stomach blow. While he doubles over you throw him to ground – hard. +10H–3⊗	He looks up at you and can't figure out how he ended up on the ground. It looks real bad to him. 6☼⊗	Your strike to his head leaves him knocked out on his feet. He drops his weapon and stares.	That either shattered his helm or his head (coma 4 weeks). He isn't sure what's happening. +9H–6☼	His head does not rotate well on his neck. It breaks. He's down and dies in 3 rounds.
100	Striking his hip with yours you send him to ground with a fractured leg. He's delirious 9 hrs. (-90)	He landed on his own neck and can't get up. In fact, he's paralyzed from the neck down.	What happened? He breaks both arms and his head landing and in a coma for 2 months.	A strike with knuckle extended crushed and closed an artery in his neck. He dies in 12 rounds. 1(+20)	Does he die of a crushed temple or broken neck? Does he die before or after falling? Whatever. 3(+20)
Key	# and N are numbers — +#H = number of extra hits — #☼ = rounds of stun — #⊗= rounds of no parry —#×(-N) = rounds of must parry w/penalty -N #♠ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker				

4.13 Weapon Fumble Table

	1 Handed Arms	2 Handed Arms	Polearms & Spear	Mounted Arms	Thrown Arms	Missile Weapons
01–25	Get a grip! Wipe your sweating palms dry and try to hold onto it.	Do a double-take trying to heft your weapon. Lose your swing this turn.	Lose your swing as you get tangled in your own clothes and harness.	You lose your strike untangling your weapon from the horse's harness.	You give up your attack as you get a new grip on your weapon.	Lose your attack as you wipe "sweat" from your eyes. Hey, it's hot.
26–30	Why did you drop that weapon? Draw another or pick it up in two rounds.	Nice throw! Take 4 rounds to recover weapon or draw another next round.	You end round with weapon out of position. Lose your option to attack.	Mount is skittish. You lose 2 rounds of attack but can still parry.	You still have hold of your weapon but are –10 for your next attack.	Clumsy reload fails. Start over again. At least you didn't drop it.
31–40	You miss your attack as your feet tangle. How did you do that?	Spend the round concentrating. Do or don't do. There is no try!	Watch that slippery footing there. Lose 1 round stunned. Stuff happens.	You're loose in your saddle. Lose 2 rds of attack but you can still parry.	Almost trip over your own feet. You can parry but you lose 2 attack rounds.	This time you actually do drop your ammo. Reload again. Dismal.
41–50	Your overly enthusiastic attack strains your muscles. 1d5 hits.	Stumble over an imaginary dead turtle. You lose 2 rounds of attack, but can still parry.	Spin your weapon uselessly for 2 rounds. You can still parry at –10.	Your mount dodges phantom foe only it sees. You are stunned for 2 rounds.	Don't juggle your weapon like that! You are stunned for 3 rounds.	Sure, blame your ammo. Check it. It's ok. Reload. It's all in the aim.
51–60	Lose 2 rounds after your spinning attack stops spinning. Dizzy?	Very flashy moves! You can parry but you lose 2 attack rds. Keep it simple.	You stagger into an immoveable object. Stunned and unable to parry for 2 rds.	You are stunned for 3 rds untangling your weapon from mount's harness.	You held it too long. Weapon lands 2d10 feet to left of the target.	Your "ammo" comes loose from your weapon. Secure it.
61–65	Try to catch your weapon after it goes airborne. Don't grab it by the edge.	You do regain your weapon from mid-air, but you lose two attack rounds.	Your next attack is –20 as you untangle your legs, but don't fall down.	Your mount stumbles and stuns you for 2 rounds. Bad animal!	You threw that one straight up! Duck and roll for weapon breakage.	Weapon slips away from you. Take 2 rounds to recover it or draw a new one.
66	Nice strike, but you hit nearest ally or yourself. 1d10 hits and a 'B' critical.	Flat on your back. Feet in the air. Take 2d10 hits and 'E' Krush critical.	Check for weapon breakage as you hit the ground. You are stunned for 6 rounds.	You tear your saddle and yourself from your mount. 'A' Krush crit.	You scream and swear as you give yourself a 'D' critical.	Your weapon snaps into two parts giving you an 'A' Krush critical.
67–70	Tripping over the uneven surface you are staggering, but can still parry.	Lose 2 rounds getting a grip on your weapon. Nice kick-save!	Is your weapon possessed? Next attack is –50 as you regain control of it.	You and your saddle almost slip from mount. Stunned for 2 rounds.	Wild throw goes 2d10 feet to right of your target.	Weapon is now 2 rounds away from you, or you can draw a new one.
71–80	Something moving to one side distracts you unduly. Lose 2 rounds of attacks.	Extremely wild swing leaves you stunned for 2 rounds.	It's painful to watch you in action. Lose 3 rds of attack and stunned for 2 rds.	You drive your weapon into the ground. Check for breakage.	Stepping into "gopher" hole you take 3 rounds to extricate yourself.	The "bow string" breaks. Restring or draw a new weapon. Do it soon.
81–85	Take two rounds to get your wind back. Breathe deeply to fight the stress.	You can parry but just holding onto your loose weapon takes 3 rounds.	You nearly take your own head off! Stunned and unable to parry for 3 rds.	That weapon is up and away. Draw a new one if you have one.	You drop your weapon. Take 4 rounds to recover or draw new one.	Weapon "bites back" stunning you for 3 rounds; you can't parry either.
86–90	Did you learn to fight or to dance? Stunned for 2 rds thinking about it.	You actually pull a muscle trying too hard! Take 3 rounds of stun. Doh!	You can still see your weapon but it's six rounds away, or draw a new one.	Check for weapon breakage and take 2d10 hits from the recoil from blow.	You fail to release the weapon. Hitting yourself you are stunned for 6 rounds.	Aim short by 3d10 feet. You even take 2 rounds just trying to find your ammo.
91–95	Whoa! Your wide swing throws you to the ground. Stunned for 3 rds.	You almost gut yourself as you fall. Spend 4 rounds stunned. Close!	Down for 4 rds and stunned for 3. Your head bounced off ground pretty well.	Rearing mount stuns you for 3 rounds leaving you unable to parry.	Where did your weapon fly to? Behind you 4d10 feet is where.	You miss, slip and fall stunning youself for 6 rounds. Can't parry for 2 rounds.
96–99	Pace yourself! Stunned and unable to parry for 3 rds. You tried too hard.	Tripping and falling you are down for 4 rds and unable to parry for 3 rds.	Bodies can't bend the way you tried. Stunned & unable to parry for 3 rds. Fight at –25 now.	Bucking mount does 4d10 hits to you. Stunned and no parry for 6 rounds.	Trip and make a wild throw that stuns you for 12 rounds!	You "overdraw" your weapon and shatter it. Stunned for 4 rounds.
100	That looked like a suicide attempt of some kind. Take a 'D' critical.	That hurt to watch; 50% foe laughs for 3 rounds. Take 2 days nursing groin pull.	Your weapon breaks and stuns you for six rounds. Can't parry either.	Bad mount. Bad! You fall and take a 'D' Krush critical. Not your fault!	You finally hit yourself that time. Take a 'D' Krush critical.	You've finally hit and maimed yourself. Bleed 2 hits/round. +5 hits.

4.14 Non-Weapon Fumble Table

	MA Srikes	MA Sweeps	Brawling	Animal
01–25	He moves so fast that he's almost a blur. You lose the opportunity to attack.	You have him in your grasp but not firmly enough to sweep him. Try again next turn.	You stop to take some deep breaths. You'll feel better able to fight next round if you're still conscious.	Your foe is most formidable, but you can attack again next round. Sooner or later you will find an opening.
26–30	Footwork is the key to combat, but you tangle yours. Take rest of round to recover your balance.	Your attack is weak and puny. Off-balance too. Spend the remainder of the round recovering.	The sight of an attractive onlooker breaks your combat focus. You lose your attack. You deserve a "dope slap."	Whoa! He's quicker than you thought. You lose your attack opportunity. Step up the pace.
31–40	Maybe you don't really know how to do that move. Take the rest of the round to consider what went wrong.	Your sweeping foot strikes the "ground" instead of your foe. Spend the remainder of this round stunned.	That object you are using so "unfairly" shatters. Serves you right. You are stunned for the rest of the round.	Your hasty attack tears some cloth away but only that. You are stunned for the rest of the rd. Smooth is faster.
41–50	Missing your target you overextend and must spend the next round parrying and regaining your stance.	You almost "swept" yourself that time. You must parry for 2 rounds while you regain your balance.	You duck under his attack. Nice move. Parry during the next round and look for an opening.	This one is just too much for you. Attack a different foe next round if there is one.
51–60	You freeze trying to select just the right move to make. May only make Strike 1 attacks for two rounds.	"Tripping" the ground just will not work. Your sweep stuns yourself for 2 rounds.	Where is that blunt object you were using? Make only Small attacks for the next two rounds.	Thinking quickly you forget that foe for now and shift to another next rd. Make only Small attacks for 2 rounds.
61–65	You lurch badly and tangle up your own arms. You must parry for the next two rounds.	Your sweep "whooshes" through the air but misses your target. You must parry for 2 rounds.	You miss your foe so badly that you barely stay on your feet. Parry for two rounds as you recover your balance.	Overwhelming confusion. All attacks for the next 3 rds. are at half offense while you try to sort things out.
66	Ow! You hit the nearest solid object that is not your opponent. Take an 'A' Krush critical.	Your flashy, but clumsy, aerial attack leaves you flat on your back. Take an 'A' Krush critical.	Not fair! Someone blindsides you as you ready your attack. Suffer an 'A' Brawling critical.	The smell of nearby food overwhelms you. You go in search of food that doesn't fight back.
67–70	Clumsy footwork leaves you in an awkward position. Parry for the next 2 rounds.	You wonder if you are out of your league. Parry for 2 rounds as you desperately try to think of a good move.	It's getting wild. You catch the flying chair but can only parry for the next two rounds as you toss it aside.	You should bathe more often. The flies circling you distract you. You have half attack ability for 2 rounds.
71–80	You stun yourself while trying a flashy move. You are stunned for remainder of this round and the next.	Your sweep misses him but "stuns" you. You cannot parry for 1 round. He is an agile opponent.	Can you laugh at yourself? You punch a wall as your foe ducks under your attack. Hey, it happens.	You always liked shiny things. One keeps distracting you. You are at –50 for the next 2 rounds.
81–85	You miss his soft tissue and bruise your knee on his solid bone. Stunned for 1 round and unable to parry for 2.	You may know too many good moves. Spend three rounds sorting them out and picking one to use.	You are in a nasty crowd scene and lose 3 rounds of action getting free from all the gawkers.	You are –50 for three rounds because you think your hear your children crying.
86–90	You just can't believe he blocked your best move! Stunned for 2 rounds as you consider the impossible.	Experiencing a moment of enlightenment you are stunned for 2 rounds in amazement and wonder.	Something stuns you for 2 rounds as it flies over your head. Was that a person or a flying…?	This isn't worth it. You can't afford to be injured. You are –50 for 2 rds. as you try to disengage and move away.
91–95	Gasp! Trying to recover your balance you twist your ankle, fall and are stunned.	Sweep him not yourself. You fall but regain your feet quickly. Stunned for 2 rounds. Don't do this again.	You should sue someone. You slip on a wet spot on the floor. You are down and stunned for 2 rounds.	Perhaps that surprise, leaping attack was too instinctual. You land badly and take an 'A' Krush crit.
96–99	You can't figure out what you did but you did fall and stun yourself for 3 rounds. Unable to parry for 2 rounds.	Your mind is your primary weapon but yours tries to execute two moves at once. Stunned for 2 rounds.	You did duck the blow but fall doing it. Stunned for 3 rounds and unable to parry for 2 rounds.	You evade your foe's attack but get tangled up in your environment. –50 to all actions for three rounds.
100	Your body may be a deadly weapon but just throwing yourself at him gives you a 'B' Krush critical.	Your sweep spins you to the ground and onto your head. You are stunned and unable to parry for 6 rounds.	Chaos! Someone slams into your back. Your head hits a table. You are stunned and cannot parry for 6 rounds.	Your instincts tell you that it's time to run away now. Your foe gets an attack at your back as you flee.

5.0 Converting to Arms Law from Other Systems

The beauty of the *Arms Law* system is that it will work with any role playing system you are using. However, conversion of certain stats may appear to be a problem. This section will attempt to assist you in converting to *Arms Law* from several popular systems.

Arms Law works best when using it with systems that include such combat results as stuns and activity penalties. The results for specific criticals can then be more easily translated into results of your system of choice.

For conversion to any system, remember: the effectiveness, flexibility, and power of an attack is entirely contained within the offensive bonus of an attacker. So the offensive bonus should represent the potential of the attacker for inflicting damage. Find your system below and follow the simple steps. If you do not see your system, look for a system that is similar to it.

Note: This combat system tends to focus on realistically deadly combat. If your RPG assumes a relatively non-lethal combat situation (e.g., most super hero games), usage of this system may not be healthy for your characters!

As a final observation, we want to point out that many systems put arbitrary limits on your characters that force them to perform in certain ways (e.g., your thief cannot wear plate armor or use a two-hand weapon). We believe these limitations to be unrealistic. We do suggest that you use whatever system you are having fun with, but for realistic characters, you should check into *Rolemaster Fantasy Role Playing* or the upcoming *HARP: High Adventure Role Playing*.

Stat Conversion Table

1-20 Stat	3-18 Stat	RM Stat	RM Bonus
0	0	1	-10
1	1	2	-9
2	2	4	-8
3	3	6	-7
4	4	8	-6
5	5	10	-5
6	6	15	-4
7	7	20	-3
8	8	25	-2
9	9	30	-1
10	10	50	0
11	11	70	1
12	12	75	2
13	13	80	3
14	14	85	4
15	15	90	5
16	16	92	6
17	17	94	7
18	18	96	8
19	19	98	9
20-21	20-21	100	10
22-23	22-23	101	12
24-25	24-25	102	14

5.1 Dungeons & Dragons Third edition® (D20®)

It is very easy to adapt the latest version of *Dungeons & Dragons* (D&D) and *Arms Law* to work together as they use almost the same type of mechanics, with the major difference being one of scale.

Armor Type

The easiest method of determining a character's Armor Type (AT) is through comparing a description of the armor worn against the armor descriptions in Section 1.1 and choosing the one that matches best. If the armor is masterwork or magical in nature, the bonus is multiplied by 5 and added to the Defensive Bonus.

Defensive Bonus

To determine a character's Defensive Bonus (DB), use the following guidelines, adding together all applicable items.

Stat Bonus – Take the character's Dexterity bonus, double it, and then multiply the result by 3 and add it to the Defensive bonus.

Shields – A shield adds a straight bonus to DB. Use the Defensive Bonus chart to determine the bonus gained by the type of shield being used. See the next item for masterwork and magical shields.

Masterwork or Magical Armor and Shields – For each +1 (magical or masterwork) of the armor/shield, add +5 to the character's DB.

Special Bonuses – For each additional +1 received from a special bonus of any sort, add another +5 to the DB.

Offensive Bonus

To determine your Offensive Bonus (OB), use the following guidelines, adding together all applicable items.

Base Attack Bonus – For each +1 of your base attack bonus, add +10 to your OB.

Stats – Take the character's appropriate stat bonus (Strength for melee, Dexterity for missiles), double it, and then multiply the result by 3 and add it to the OB.

Masterwork or Magical weapons – For each additional +1 received from magical or masterwork items, add +5 to your OB.

Special Bonuses – For each additional +1 received from a special bonus of any sort, add another +5 to the OB.

Concussion Hits

Arms Law is designed for a system in which a normal fighter will take around 100 hits by tenth level. To accommodate this, just multiply your character's hit points by 2 and add 10 to the result.

Damage From Spells

For damage that results from the effects of a spell, or special ability, just double the amount of damage received for use with this system.

General

All other facets remain essentially the same for the rest of the system.

5.2 Advanced Dungeons & Dragons®

Take your AD&D game to the next level by creating critically lethal combats!

Armor Type

Armor Types are easy enough to translate by description (ignoring the AC that the armor gives you). An important note is that "magical" armor in *AD&D* gives you a better class of armor. In this system, enchanted items give bonuses (enchanted armor, helms, shields, and greaves generally give bonuses to DB).

Attack Type

Once again, this is simple enough to convert by simply using the description of the attack.

For non-weapon attacks this can be trickier. There is no weapon table that compares to a fire-breathing dragon or a lightning-bolt casting wizard. For these attacks you need to determine two things: an attack table and a critical table.

The attack table should be one where the damage is roughly equivalent in *AD&D*. If the attack does about as much damage as a two-handed sword, use the same attack table and modifications as a two-handed sword. If there is no comparable weapon, use a relatively equivalent table. So if an attack does twice as much damage as a two-handed sword, use an attack table that does twice as much damage as the table for a two-handed sword. For these comparisons use the maximum value for Rigid Leather (Light).

The critical table should follow common sense. Heat, Cold and Electricity criticals were included for fireballs, undead cold-attacks, and lightning-bolts. Air and earth based elemental attacks will generally use Krush criticals. For other attacks use your best judgment.

Offensive Bonus

This is a bit trickier. There is some actual calculation that must be done. Follow the steps below to determine your character's basic OB.

- Start by multiplying your level times 5.
- To this number add +20 if you are a Warrior; +10 if you are a Rogue; or +5 if you are a Priest.
- Add another +5 for each +1 bonus to Hit gained from Strength. Also do this for each +1 bonus to Hit from Dexterity.
- Because attacks are based upon different weapon types, add another +20 if you have a weapon proficiency in the attack type.

Defensive Bonus

This is actually pretty simple. All characters start with a basic DB of zero. Shields apply as listed in Section 3.0 (and other modifiers from Section 3.0 may be appropriate). Then apply the following modifiers.

- Gain a +5 for each +1 to AC from Dexterity.
- Gain a +5 for each +1 bonus to AC from armor or any other item.

Concussion Hits

Once again, this is pretty simple. Take your Hit Points from *AD&D* and multiply them times 3. Add +10 to this total and that is your total number of concussion hits in this system.

5.3 GURPS®

GURPS is actually very similar to Rolemaster in many ways, which makes it easy to convert the two systems.

Armor Type

Armor is very descriptive in GURPS, so you can just compare the *GURPS* armor to the descriptions in Section 1.1.

Attack Type

Attack types for characters are again simple, converting the weapon used in *GURPS* to the appropriate table in this book. Being a universal system, GURPS sometimes incorporates fantasy elements. Refer to the section on AD&D to convert fantasy attacks to these tables.

Offensive Bonus

OB is simply five times the appropriate *GURPS* skill level, minus ten.

Defensive Bonus

DB is equal to your dodge. Parry comes into play as a portion of your offensive bonus, and Block is an addition to your DB based on your shield type (Section 3.4).

Concussion Hits

To convert GURPS hits to this system, multiply them by five and add 20.

5.4 Legend of the Five Rings™

Legend of the Five Rings uses a dice pool system, which makes conversions to a *Rolemaster* system rather complicated. Rather than give a chart of the possible dice pools and their OB/DB equivalents, this section shows how to convert the results achieved using *L5R* dice pools to ones usable with the tables in this book.

Armor Type

Heavy samurai armor would be considered Chainmail (Heavy), while light samurai armor would be Rigid Leather (Light). Other defensive capabilities should be converted using the descriptions in Section 2.1.

Attack Type

Most of the weapons for *L5R* are listed in the attack tables of this book. For ones not listed, go by the descriptions in Section 2.2, or use a similar weapon listed on one of the tables.

Offensive Bonus

Roll for the attack as normal, but multiply the result by 6. This is the number to reference on the appropriate weapon attack table. For raises, subtract five from your roll before multiplying, but increase the critical two levels. Roll any criticals with percentile dice.

Note: This gives a limited number of results. You may optionally add 1d6-3 to the final result to get the full range of possibilities.

Optionally, you may use percentile dice for the attack roll also. Use the probability table in the back of the *L5R* rulebook. The probability for your Trait + Skill is your offensive bonus for that weapon.

Defensive Bonus

To figure your DB, subtract fifteen from the TN to hit you. Do not count bonuses for armor (except shields), as that is included in the column the attack is rolled on.

Concussion Hits

Concussion hits are simply Earth multiplied by 16, plus 35.

5.5 Werewolf: the Apocalypse™

These conversion notes are provided mainly for Werewolf, the most combat intensive of the *World of Darkness* games. However, similar techniques can be used to convert other World of Darkness games.

Note: Regeneration is commonly used by Werewolves, and will generally heal the effects of one critical strike or 15 concussion hits. You should keep track of aggravated damage and critical strikes separately.

Armor Type

Armor types for humans are easy to figure out, and will usually be Kevlar, None, or Soft Leather (Light). Glabro and Lupus forms give Animal (Light), while Crinos and Hispo forms give Animal (Heavy).

Attack Type

Most attack types for humans are obvious, because they use melee weapons or firearms. A Garou bite should be done with a maximum value of 120, while the claw attack would have a maximum result of 150.

Offensive Bonus

OB is not used when converting from *Werewolf*. Instead, roll the attack normally. If you hit, that counts as a result of 75 on the attack table. For each success beyond the first, add 15 to that result.

Note: This provides a limited number of results. You may optionally add 1d10-5 to the result for a wider range of possibilities.

Defensive Bonus

There is no defensive bonus. However, each success on Dodge removes 15 from the attack result. Soak does not apply, as the effect of Stamina on combat is figured into the concussion hits.

Concussion Hits

A character's concussion hits are 20 times their stamina, plus 25. Note that since stamina changes based on the Garou's form, you should change the number of available hits also.

5.6 Dice Pool Systems

So long as your dice pool system uses an additive method of determining if one character can hit another, then using *Arms Law* is not difficult, and the critical charts can really spice up your game. By additive method, I mean that the player must add together the numbers on the dice and get equal to or greater than a certain number in order to hit a foe. If this is the case, then using *Arms Law's* criticals can really enhance your game.

The best method in this instance it to stay with the rules of the system to determine if your character hit or missed, and to just use the critical charts as supplemental damage.

To determine if a strike does a critical, you must perform a little calculation. The first step is to determine the maximum possible result from the roll about to be made. You then subtract the target number from that maximum. Once you have this result, you divide it by 5 (rounding as needed) to give you a crit range.

If the actual roll goes over the target number, determine how many crit ranges above the target number the result was, and this gives you the column on the critical chart to roll on to determine the critical.

The results of a given critical would then be read and converted to the system as desired by the Game Master.

Example: John is about to roll his attack for his character, Jinjin. Jinjin has a rating of 4d6+2 with his weapon. He has to roll a 16 or better to hit his foe. The maximum possible result for 4d6+2 is a 26. Subtracting the number needed to hit the foe from the maximum result gives us a 10 (26 – 16 = 10). This result (10) divided by 5 gives a crit range of 2 (10 / 5 =2). Thus a 16 is a hit, an 18-19 would result in an A critical, a 20-21 would result in a B critical, a 22-23 would result in a C critical, a 24-25 would result in a D critical, and a 26 would result in an E critical.

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