

## 7.11 STUN CRITICAL STRIKE TABLE

	A	B	C	D	E
<b>01-05</b>	Maybe you'll get a second chance. +0H	Foe shrugs it off. +0H	Foe shakes his head to clear it. +0H	Foe turns his ankle. +2H	Foe reaches out to steady himself. +0H - ★
<b>06-10</b>	No effect. +0H	Foe staggers. +1H	Foe is dazed a moment. +0H - ★	Foe has a hard time functioning for three rounds. +0H - ★ - 3(-20)	Foe falls to one knee. +0H - 3★●
<b>11-15</b>	Foe stumbles. +1H	Foe is a little off for three rounds. +0H - 3(-10)	Foe has a hard time with his hand-eye coordination for 4 rounds. +0H - 2★ - 4(-20)	Foe leans against the nearest object for support. +0H - 3★	Foe's coordination is messed up for 2 days. +0H - 5★ - (-10)
<b>16-20</b>	Foe is shaken. +0H - ★	Foe is dazed. +1H - ★ - (× -20)	Foe looks at you, surprised. +0H - 3★	Foe loses the use of his arm for 24 rounds. He stumbles. +4H - 5★ - 24(-20)	Foe's legs stop working for 3 days. +0H - 8★ - (-25)
<b>21-30</b>	Foe is somewhat dazed. +0H - 2★	Foe looks around, confused. +0H - 2★	Foe is stunned. +0H - 4★ - 4(× -10)	Foe is paralyzed from the waist down for 7 rounds. If standing, he takes the damage below. +5H - 7(-50)	Foe loses control of his neck muscle and his head falls asleep for 12 rounds. +0H - 12★
<b>31-40</b>	Foe is stunned. +0H - 2★	Foe is disoriented. +0H - 3★ - (× -20)	Foe falls to one knee, struggling to remain conscious. +0H - 5★●	Foe is having a hard time concentrating. +0H - 8★	Foe wanders off, confused, for 16 rounds. +0H - 16★●
<b>41-50</b>	Foe is having trouble. +0H - 3★	Foe reaches out to steady himself. +0H - 4★	Foe has a problem with hand-eye coordination for 1 hour. +3H - 6★	Foe falls, hard. +6H - 9★●	Foe is disoriented and confused. +0H - 20★ - 10●
<b>51-55</b>	Foe is confused. +0H - 2★ - (× -20)	Foe is knocked to his knees. Penalty only applies next round. +0H - 5★ - 1(-30)	Foe's limbs feel wooden for 7 rounds. +0H - 7★ - 7(-30)	Foe collapses, stunned. +0H - 10★●	Foe is lost and unable to cope with his surroundings. +0H - 24★●
<b>56-60</b>	Well done. +0H - 3★	Foe staggers and falls against something pointy. +3H - 6★	Foe has a hard time moving right for about 12 rounds. +0H - 8★ - 12(-20)	Foe is incapacitated for 11 rounds. +0H - 11★●	Foe goes down, hard. +0H - 28★●
<b>61-65</b>	Foe falls to one knee. +0H - 4★ - ●	Foe's arms cease functioning for 7 rounds. +0H - ★	Neural pathways disrupted. Foe is blind for 9 rounds. Foe falls. +5H - 9★●	Foe drops to the ground in a grand mal seizure. It lasts 12 rounds. +7H - 12★●	Foe does a face plant. Graceful. +10H - 32★●
<b>66</b>	Foe falls. He isn't orienting well at all. +7H - 10★ - 5● - (-25)	Foe collapses, landing wrong. He looks like that hurt. +10H - 15★● - (-25)	Attack takes all the life out of foe's limbs. He falls, paralyzed, for 20 rounds. +13H - 20★● - (-25)	Foe collapses, snapping an arm in the process. He is unresponsive for 24 rounds. +18H - 24★● - (-40) - (-25)	Foe collapses in a coma for 20 days. Penalty lasts an additional 20 days. +25H - (-30)
<b>67-70</b>	Foe drops his weapon. +0H - 5★	Foe is dazed. He drops anything in his hands and stares into space, completely unresponsive, for 8 rounds. +0H - 8★	Foe begins drooling all over himself as he collapses, paralyzed. Pathetic. +0H - 10★●	Foe collapses into a quivering pile for 13 rounds. His equipment is scattered. +0H - 13★●	Foe collapses on his equipment, causing random damage. +0H - 36★●
<b>71-75</b>	Foe falls to one knee. +1H - 6★ - 3●	Foe's legs fold underneath him. His legs refuse to work for 10 rounds. +0H - 9★	Foe falls to his knees. He is not doing well. +0H - 11★ - 11(× -50)	Strike wrecks foe's coordination for 14 rounds. +0H - 14★● - 14(-50)	Foe loses control of his limbs for 40 rounds. Guess he'll have to use harsh language. +0H - 40(-50)
<b>76-80</b>	Foe is really disoriented. +0H - 10★	Muscles give out. Foe is paralyzed for 10 rounds. +0H - 10★●	Foe is messed up. He can't quite move right for 15 rounds. +0H - 12★ - 15(-40)	Foe's neurons begin misfiring. He isn't himself for 20 hours. +0H - 15★● - (-50)	Foe is uncoordinated for two days. +0H - 45★● - (-50)
<b>81-85</b>	Foe is knocked down. +2H - 8★●	Foe falls to his knees. +0H - 11★ - 3●	Foe manages to stay upright for three rounds, after which he collapses for 10 rounds, paralyzed. +6H - 3★●	Attack leaves one half of foe's body paralyzed for 16 rounds. +0H - 19(-70)	Something goes terrible wrong. Foe's heart goes into arrest. Immediate medical attention should save him. He has 10 rounds. +0H - (-20)
<b>86-90</b>	Foe is really out of it. +0H - 9★●	Foe collapses as his muscles give out. He is paralyzed for 12 rounds. +0H - 12★●	Foe is uncoordinated for 5 hours. +0H - 14★ - (-20)	Foe is paralyzed, but fully conscious, for 17 rounds. +9H	Foe falls hard. He slips into a 30-day coma. +20H
<b>91-95</b>	Foe is lost. Penalty lasts for one hour. +0H - 10★● - (-25)	Sonics scramble foe's brain. His body doesn't work right for 24 hours. +0H - 15★ - (-20)	Foe's eyes won't focus. All actions involving vision are penalized for 1 day. +0H - 18★ - (-50)	Foe wishes he were dead. +0H - 18★●	Motor control is spotty at best. Foe is unable to fight for 24 hours. +0H
<b>96-99</b>	Foe is out cold for 15 rounds. +4H	Foe collapses, cutting himself. He cannot move for 20 rounds. +5H - 20★● - ●	Foe collapses, paralyzed, for 24 rounds. He then tries on a 10-day coma. +0H - 24★●	Foe is incapable of all but the briefest moments of lucidity for 3 days. +0H	Foe folds like a bad poker hand. He will not regain consciousness for 30 days. +0H
<b>100</b>	Foe begins to spasm. He has whiplash. He won't completely shake this off for 3 hours. +0H - 10★● - (-40) - (+20)	Foe is knocked cold for 24 rounds. When he wakes up, it takes 6 hours for his coordination to come back. +0H - (-50) - (+20)	Foe feel his legs go out from underneath him. He lands hard, and doesn't shake off the effects for 24 hours. +8H - 30★● - (-40) - (+20)	Foe goes down like the Titanic. +15H - 50★● - (+20)	Foe falls, hitting his head and causing tremendous blunt trauma. Foe dies. (+25)