

Spacemaster: Privateers Errata

1. The pilot was erroneously given a +10 to the Scientific/Analytical * Engineering category. While they probably have insights to share in this area, they do not have the background in physics to warrant this bonus. They do frequently have to tinker with their craft, however. The +10 should be applied to the Scientific/Analytical * Technical category.
2. Two of the professions have psychic costs which are slightly off.

The Recon profession should have the following progression:

- Psychic * Category 1: 10/10
- Psychic * Category 2: 12/12
- Psychic * Category 3: 25
- Psychic * Category 4: 50
- Psychic * Category 5: 75
- Psychic * Category 6: 100

The Technician should have the following progression:

- Psychic * Category 1: 6/6/6
- Psychic * Category 2: 8/8
- Psychic * Category 3: 10/10
- Psychic * Category 4: 12/12
- Psychic * Category 5: 25
- Psychic * Category 6: 50

3. Races with a natural attack get the natural attack skill as everyman. The Falar, Kagoth, the Tulgar and the Valiesians can develop natural attack as a everyman skill.
4. The Kagoth receive body development as an everyman skill.
5. The Falanar receives the Species Standard language, not human. Also, TransSpecLang is not a language (it is editorial dross). Any time you see TransSpecLang, replace with Species Standard.
6. Any reference in any books to Jeronan as a language should be changed to Royal Tongue.
7. Tulgar receive a +25 to tracking due to their keen sense of smell.
8. The Bounty Hunter training package has incorrect values. They should be:

Criminal	20
Explorer	26
Pilot	26
Psychic	35
Recon	20
Scientist	32
Soldier	25
Technician	30
9. A clarification: All dates in this book are in base 10.
10. A clarification: Weapon skills are grouped by weapon type. All blaster pistols, for instance, use the same skill.
11. There should be a Law skill. It is located in the Tech/Trade • Professional category.

7.1 BLASTER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Beam grazes foe's hand. Foe must make a Routine maneuver to hold onto anything held by it. +0H	Beam nicks foe's hand. If foe is holding something, it is a Light maneuver to hold on to it. +1H - ∞	Beam pierces foe's hand. If foe is holding an object, he must make a Medium maneuver or drop it. +1H - 2× - (-10)	Beam passes through bones, muscles, and tendons in hand. If foe is holding anything, he must make a Hard maneuver or drop it. +3H - 2× - (-10)	Beam slices through foe's hand, slashing bones and tendons. Foe drops anything he was holding in that hand. +5H - 3★● - (-20)
06-10	Forearm graze causes foe to flinch. He loses initiative next round. +1H	Forearm wound causes foe to grimace. +3H - ∞	Forearm strike separates muscles and tendons. Foe emits a startled gasp. If he is holding anything, he must make a Hard maneuver to hold onto it. +4H - ★ - (-10)	Beam slices through muscles and tendons in foe's forearm. The arm begins to spasm, and foe drops anything that he was holding. +5H - 2★ - (-15)	Beam slices through bones and tendons in foe's forearm. Foe drops anything he was holding. +7H - 3★● - ♠ - (-25)
11-15	Beam grazes foe's upper arm. Wound is cauterized. +1H	Beam causes minor muscle damage to biceps. +3H - ∞ - (-5)	Beam causes major muscular damage to upper arm. +5H - 2★ - (-10)	Foe emits a scream of anguish as beam passes through bone and tendons in his elbow. Arm is useless. +3H - 4★ - 2× - (-20)	Beam slices through biceps, bone, and tendons. Arm is completely useless. +12H - 6★ - (-25)
16-20	Beam nicks foe's triceps. Could have been worse. +1H	Beam rips through triceps. He didn't like that one. +3H - ∞ - (-5)	Major muscle damage to foe's triceps. +5H - 2★ - (-10)	Elbow hit shatters elbow. Arm is useless. Foe shrieks like a banshee. +3H - 4★ - 2× - (-20)	Beam cuts deep through bone, triceps, and tendons. Arm is useless. +12H - 6★ - (-25)
21-30	Beam nicks foe's shoulder. Foe becomes nauseous from the pain. +2H	Shoulder hit. Minor damage, but a lot of pain. +2H - ★ - (-5)	Beam passes through shoulder, severing muscles and tendons. +7H - 3★ - (-10)	Beam slices through muscles and tendons on its way through shoulder. Looks like you got an artery. +7H - 2★ - 2♠ - (-20)	Beam passes through shoulder, missing everything but that artery. +3H - 9♠ - (-5)
31-40	Beam just misses clavicle. That was lucky. +2H	Beam cuts a chunk out of foe's clavicle. +4H - (-5)	Beam cracks foe's clavicle. He stumbles in shock. +8H - ∞ - (-10)	Beam catches bone, muscle, and tendon in foe's shoulder. +12H - 2★ - (-20)	Beam slices through shoulder and destroys joint. Arm is useless. +12H - 4★● - 6♠ - (-50)
41-50	A tiny piece of foe's thigh evaporates. +2H	Thigh wound burns through muscle. +4H - 2★	Beam slices muscles in foe's thigh. Ouch. +10H - 3★ - (-15)	Beam cuts deep into thigh, nicking the femoral artery. +15H - 3★● - ♠ - (-25)	Beam slices through femur, catching femoral artery. Foe collapses. +12H - 5★● - ♠ - (-25)
51-55	Beam grazes calf. Nice limp. +2H	Beam passes through calf. Foe sucks air and drops to one knee. +2H - ∞ - (-5)	Beam passes cleanly through foe's calf. Muscles and tendons are severed. +5H - ★ - (-10)	Beam passes through calf and tibia. +12H - 2★ - 3× - (-15)	Beam slices through calf and bone. Foe goes down with a startled look on his face. +15H - 3★● - (-25)
56-60	Beam pierces foe's boot. +2H	Shot neatly severs foe's toe. +4H - ∞ - (-5)	Beam slices through several small bones in foe's foot. That's gotta hurt. +10H - 2★ - (-15)	Ankle strike slices through bone and tendon. Foe's leg folds like a good map. +12H - 3★● - (-20)	Ankle strike slices through bone and tendon. If using a hunting class II or better, foot is removed. +15H - 4★● - ♠ - (-25)
61-65	If foe had been watching his weight, that would have never hit. +3H - ∞	Beam hits foe's hip joint, causing it to crack. +5H - ★ - (-5)	Beam chips foe's hip. All moving maneuvers are at -30 until chips are removed. +10H - 2★ - ● - (-15)	Hip strike slices through pelvic girdle. He'll probably never walk right again. +15H - 3★● - (-20)	Beam shatters hip joint with heat expansion. It's a Kodak moment. +20H - 5★● - (-50)
66	Beam pierces both cheeks. Biggest muscle in the body, ya know. +10H - (-10)	Beam hit foe right between his eyes. Beam somehow passes through head without hitting anything too vital. Foe is in a coma for three days. +12H - (-25) - (+25)	Beam hits foe right between the eyes. Foe stumbles and falls, dead. Well done, David. (+25)	Heat shatters sternum, sending shards of bone through his lungs, liver, spleen, and stomach. The beam continues through the heart, adding insult to injury. (+25)	Beam strikes foe's groin, severing vitals. You are stunned for one round in sympathy. +30H - 12★● - ♠ - (-75)
67-70	Crackling path of beam brushes foe's knee. +1H - ∞	Knee fracture causes foe severe pain. That'll probably be able to predict the weather. +5H - ★ - (-10)	Cracked knee. Guess he's dropping out of the NFL draft. +10H - 2★ - (-15)	Beam shatters kneecap, damaging muscles and tendons. Looks like his dancing career is over. +15H - 4★● - (-20)	Beam shatters foe's kneecaps, sending shards through muscles and tendons. +20H - 6★ - 4● - (-30)
71-75	Shot creates an interesting extension to foe's appendix scar. +2H	Beam passes through abdomen, causing only muscle damage. +3H - ★ - (-5)	Abdominal hit severs muscles and intestines, but it feels a lot worse than it is. +5H - 3★ - (-15)	Lower abdominal strike causes internal bleeding. +5H - 3★● - ♠ - (-15)	Beam slices through kidney. Foe is bleeding badly. +10H - 4★● - 4♠ - (-20)
76-80	Beam hits foe's love handle, causing fat to boil away. He should thank you. +4H - 2× - (-5)	Heat from beam cracks two ribs. +5H - ★ - (-10)	Beam slices through ribs, causing secondary muscle and tendon damage. +10H - 3★ - (-15)	Beam passes through rib and liver. He's bleeding black. Not good. +7H - 2★ - 3♠ - (-10)	Spleens are highly overrated. +10H - 3★● - 5♠ - (-20)
81-85	Beam passes through abdomen without critical damage. New belly button? +4H - ★ - (-5)	Beam passes through abdominal cavity, causing minor damage to intestines. +5H - ★ - (-10)	Beam perforates intestines in the upper abdomen. Talk about heart burn. +8H - 2★ - ♠ - (-10)	Beam passes through ribs, piercing organs and veins on its way through the body. +10H - 4★ - 2● - 3♠ - (-15)	Beam slices through spine, paralyzing foe. +15H
86-90	Beam pierces chest, missing heart by a hand's width. Toying with him? +5H - (-5)	Chest strike severs ribs, causing major muscle damage to boot. +10H - 2★ - (-10)	Beam slices through ribs, muscles, tendons, and a lung. Nice sucking chest wound. +10H - 3★ - ● - ♠ - (-15)	Beam cracks sternum and grazes heart. +12H - 3★● - 6♠ - (-30)	Beam neatly pierces heart. Send flowers. (+20)
91-95	You slice his earlobe off. -20 to all hearing maneuvers. +2H	Beam creases foe's skull. That's gonna be a nice scar. +5H - 3★ - (-5)	Beam glances off skull. Blood, permanent hearing loss (in one ear), and disorientation are just the beginning. +7H - 2★ - ♠ - (-15)	Beam grazes brain. Foe drops into a coma for three weeks. +10H - 7♠	Beam neatly dissects brain. (+20)
96-99	Beam pierces cheek. Foe has difficulty talking. His Appearance is modified by -10 until healed. +4H - 2★ - (-5)	Beam cracks foe's jaw. Foe can't talk. -10 to temporary Appearance, -5 to permanent Appearance. +6H - 2★ - ● - 2♠ - (-10)	Beam neatly destroys foe's voice box. And he was worried about smoking . . . +7H - 3★● - (-15)	Beam passes through major artery in foe's neck. +3H - ∞ - 9♠ - (-10)	Beam passes through throat and spine. Foe is mute and paralyzed. +8H - 19♠ - (-75)
100	Beam passes through eye. Foe collapses without so much as a twitch. (+20)	Beam pierces ear and kills foe instantly. (+20)	Beam burns a deadly path through foe's brain. Say goodnight, Gracie. (+20)	Beam slices some excess tissue from foe's brain. Foe is in a coma for two years. (+20)	Beam passes through foe's eye. Foe dies instantly. You wish you had a camera. (+25)

7.2 BURN THROUGH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	His hand gets warm. <div>+0H</div>	Hot spot forms on hand. Foe must make a Light maneuver to hold onto whatever he's holding. <div>+0H - ×</div>	Shoot object in foe's hand. Foe is burned as the object flies free. <div>+1H - 2× (-5)</div>	Item in foe's hand is hit. Check for breakage. Item is dropped as foe takes second degree burns. <div>+2H - 2× (-10)</div>	Shot cuts through foe's armor and several bones in his hand. Hand is useless. <div>+3H - 3★ (-20)</div>
06-10	Nice and toasty. <div>+0H</div>	Hot spot on forearm causes foe to twitch and lose initiative next round. <div>+2H - ×</div>	Hot spot causes second degree burns on foe's forearm. Foe must make a Medium maneuver or drop anything he is holding. <div>+2H - × (-10)</div>	Blast burns through armor, causing third degree burns to foe's wrist. <div>+4H - 2★ (-15)</div>	Shot slices through armor and cuts bone in foe's forearm. Foe drops anything he was holding and loses initiative for two rounds. <div>+5H - 3★ (-20)</div>
11-15	Watch it, that almost left a mark. <div>+0H</div>	Foe's biceps are burned. <div>+2H - × (-5)</div>	Burn through causes second degree burn to biceps. <div>+4H - 2★ (-10)</div>	Shot to elbow transfers enough heat for third degree burns. <div>+3H - 4★ - 2× (-15)</div>	Attack cuts through armor, biceps, and bone. Bone fractures. <div>+8H - 6★ (-25)</div>
16-20	Foe shifts uncomfortably. <div>+0H</div>	Hot spot causes minor burn on foe's triceps. <div>+2H - × (-5)</div>	Hot spot causes second degree burns to foe's triceps. <div>+4H - 2★ (-10)</div>	Burn through inflicts third degree burns to upper arm. <div>+3H - 4★ - 2× (-15)</div>	Attack cuts through armor, triceps, and bone. Bone fractures. <div>+8H - 6★ (-25)</div>
21-30	Foe's had worse sun burns. <div>+1H</div>	Shoulder hit. Burn through causes minor damage. <div>+1H - × (-5)</div>	Armor doesn't quite distribute the energy right. Second degree burns to foe's shoulder. <div>+5H - 2★ - × (-10)</div>	A dangerous amount of energy transfers to foe's shoulder, causing third degree burns. <div>+5H - 3★ - 2× (-15)</div>	Attack cuts through armor and cracks shoulder joint. Ain't heat expansion a pain? <div>+5H - 4★× (-20)</div>
31-40	Minor burn on shoulder. <div>+1H</div>	Hot spot manages to cause a burn on foe's clavicle. <div>+4H - 2× (-5)</div>	Second degree burn right on foe's clavicle. Ouch. <div>+5H - 3★ (-10)</div>	A blast of heat sears its way into foe's clavicle, causing third degree burns. <div>+5H - 3★ - 2× (-15)</div>	Attack cracks foe's shoulder joint. Ouch. <div>+5H - 4★× (-20)</div>
41-50	Maybe you have this thing on the wrong setting. <div>+1H</div>	Deep thigh burn angers foe. <div>+4H - (-5)</div>	Second degree burns to foe's thigh. <div>+6H - × (-10)</div>	Armor sears its way into foe's thigh, leaving third degree burns. <div>+8H - 2★ (-15)</div>	Massive heat transfer causes terrible burns and fractures femur with uneven heat expansion. <div>+10H - 4★● (-40)</div>
51-55	Minor burn on foe's calf. <div>+1H</div>	Hot spot burns through to foe's calf. <div>+1H - ×</div>	Second degree burns to foe's calf. <div>+4H - × (-10)</div>	Armor cooks foe's calf, leaving third degree burns. <div>+10H - 2★ - × (-15)</div>	Heat transfer is extreme. Calf burned and bone broken. <div>+8H - 3★● (-30)</div>
56-60	Foe jerks his foot out of the way. <div>+1H</div>	Heat burns through to foe's toe. <div>+4H - × (-5)</div>	Hot spot on foe's foot causes second degree burns. <div>+8H - 2× (-10)</div>	Foe's ankle receives third degree burns. <div>+10H - 3★● (-15)</div>	Foe's ankle takes terrible burns. If weapon is hunting class II or greater, ankle shatters (+20H). <div>+12H - 4★● (-25)</div>
61-65	Hot point forms over waist. He sucks air for a round. <div>+2H - ×</div>	Heat burns through to foe's hip. <div>+4H - ★ (-5)</div>	Deep, second degree burns to foe's hip. <div>+8H - 2★ - × (-10)</div>	Heat bakes third degree burns into foe's hip. <div>+12H - 3★● (-15)</div>	Foe's hip joint shatters from rapid heat expansion. <div>+20H - 5★● (-50)</div>
66	Hot point on rump causes a nasty burn. <div>+8H - 2★</div>	Stress flaws cause armor to shatter. Shock sends foe to the ground, where the impact sends foe unconscious. The coma lasts d10 days. <div>+10H - (-10) - (+25)</div>	Shot finds flaw in foe's head armor. Blast cuts deep into foe's skull, causing a large crack. Foe is down for the count. <div>+20H - (+25)</div>	Attack finds flaw in armor. Blast cuts deep into foe's chest, causing internal bleeding. <div>+20H - 4★● - ♦ (-30)</div>	Shot to groin transfers an undue amount of heat. Foe is now sterile . . . permanently. You are stunned for one round in sympathy. <div>+30H - 12★● (-50)</div>
67-70	Hot point forms over knee. <div>+1H - ×</div>	Heat causes deep burn to knee. <div>+4H - ★ (-5)</div>	Deep, second degree burns to foe's knee. <div>+7H - 2★ (-10)</div>	Attack digs deep into foe's knee, leaving third degree burns. <div>+12H - 4★● (-15)</div>	Heat shatters foe's knee. The burns are horrible. <div>+18H - 6★ - 4● (-30)</div>
71-75	Nice little burn to his gut, there. <div>+2H</div>	Hot spot causes burn to foe's abdomen. <div>+2H - × (-5)</div>	Hot spot burns deep into abdomen. Blisters, blisters everywhere. <div>+6H - 2★ (-10)</div>	Lower abdominal strike causes third degree burns. <div>+5H - 3★● (-15)</div>	Attack manages to penetrate armor, cutting into foe's kidney. This is bad. <div>+8H - 4★● - 2♦ (-20)</div>
76-80	Hot point causes foe to clutch his side. <div>+3H - 2×</div>	Side hit burns flesh right to the ribs. <div>+4H - 2★ (-5)</div>	Hot spot blisters foe's side. <div>+8H - 3★ (-10)</div>	Blast burns deep into foe's side. Burns are third degree. <div>+10H - 4★ (-15)</div>	Attack cuts through armor and four ribs. <div>+12H - 3★● - 2♦ (-20)</div>
81-85	Hot point scalds foe's belly. <div>+3H - ★</div>	Foe scorched high on abdomen. He loses initiative next round. <div>+4H - ★ (-5)</div>	Energy flash causes second degree burns across foe's gut. <div>+6H - 2★ (-10)</div>	Attack burns deeply into foe's side. <div>+8H - 3★● (-15)</div>	Third degree burns to foe's back. <div>+15H - 2★ (-10)</div>
86-90	Hot spot burns foe's chest. <div>+3H - ×</div>	Hot spot burns deep, causing penetrating second degree burns. <div>+8H - 2★ (-10)</div>	Armor fails to distribute energy correctly. Third degree burns to chest. <div>+10H - 3★● (-15)</div>	Armor fails to distribute heat properly. Burns to foe's sternum are very severe. <div>+10H - 3★● (-30)</div>	Attack penetrates foe's armor, cutting through sternum and nicking artery. <div>+15H - 4★● - ♦ (-40)</div>
91-95	Foe's ear is burned. <div>+2H - ★</div>	Burns to foe's head. <div>+3H - 3★</div>	Second degree burns to foe's ear. <div>+6H - 2★ (-10)</div>	Severe burns peel flesh off foe's forehead. Extreme pain causes foe to pass out for three hours. <div>+12H - (-15)</div>	Attack cuts through armor, skull, and brain. Death is quite instantaneous. <div>(+20)</div>
96-99	Nasty burn to foe's cheek takes 5 off his Appearance until healed. <div>+4H - 2★ (-5)</div>	Burns cause blisters to rise on foe's face and lips. -10 to foe's Appearance until healed. <div>+6H - 2★ - ● (-10)</div>	Flaw in foe's armor lets just enough energy through to open foe's carotid artery. Foe will die in ten minutes without medical aid. <div>+6H - 3★● (-15)</div>	Blast finds flaw in foe's armor. Trachea badly damaged. Foe will choke to death from fluids in six minutes without medical attention. <div>+3H - 3★● (-20)</div>	Attack cuts through armor, spine, and spinal cord. Foe is paralyzed. <div>+8H - (-75)</div>
100	Flash of heat burns foe's eye. It is now blind. <div>+5H - 2★● (-10) - (+20)</div>	Foe's ear suffers second and third degree burns. Foe gasps in anguish. <div>+6H - 3★● (-10) - (+20)</div>	Blast finds flaw in foe's armor, carving into the side of foe's head. Foe is quite dead. <div>(+20)</div>	Flaw in foe's helmet lets just enough energy through the helmet to damage brain. Foe is in a coma for two years. <div>(+20)</div>	Attack finds flaw in helmet, cutting straight through armor, then bouncing around inside, turning foe's brain to a charred mess. <div>(+25)</div>

7.5 LASER CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Beam pierces the skin between foe's fingers. +0H	Beam grazes hand. Foe flinches. +1H - ✕	Beam nicks foe's hand, piercing anything he carries. +1H - ✕ - (-5)	Shot burns through hand, missing almost everything vital. +1H - 2✕ - (-10)	Foe has a burn clean through his hand. That must smart. +3H - 2★● - (-15)
06-10	Forearm burn leaves only slight damage. You have the initiative. +0H	Beam creases forearm. The wound is cauterized. +1H - ✕	Beam slices through tendons in forearm. Foe screams in surprise. +2H - ✕ - (-5)	Hole burns through muscles in foe's forearm. Foe grips it in pain. +3H - ★ - (-10)	Beam burns clean through forearm, slicing bone in two. Arm is useless. Foe drops anything he's carrying. +4H - 2★● - (-20)
11-15	Beam grazes inner arm. +1H	Minor muscle damage to foe's upper arm. Better luck next time. +1H - ✕ - (-5)	Beam cauterizes its way through biceps, doing some small amount of damage. +2H - 2✕ - (-5)	Laser passes through elbow, slicing the joint and tendons. Arm is useless. +2H - 4★ - (-20)	Beam cuts through bicep, slicing bone in two and severing muscles and tendons. +8H - 4★ - (-20)
16-20	That'll leave a mark. +1H	Shot nicks foe's bicep. His flinch only makes it worse. +1H - ✕ - (-5)	Beam slices deep into biceps. Instant tattoo removal. +4H - 2★ - (-10)	Funny bone cracks from heat. Muscles and tendons severed. Say "Mommy." +5H - 4★● - (-15)	Foe grasps arm as beam cuts bone, tendons, and muscles. Burned and mangled flesh hangs in a grizzly mess. Ick. +12H - 6★ - (-25)
21-30	You got a piece of his shoulder, but only barely. +1H	Beam pierces shoulder, but only barely. +3H - ✕ - (-5)	Clean shoulder wound. Muscles and tendons bare the brunt of the damage. +3H - 2★ - (-10)	Laser cuts through shoulder, damaging muscles and tendon, but cauterizing all damage. +3H - 2★ - (-20)	You missed the bone and the biceps. If it wasn't for the artery, that would have been a waste of a shot. +1H - 9● - (-5)
31-40	Beam takes a chunk out of foe's shoulder. +1H	Beam takes a piece out of foe's clavicle. He screams like a small child. +8H - 3★ - (-15)	Beam passes clean through foe's clavicle. That arm ain't hanging right. +12H - 4★ - (-20)	Beam passes clean through clavicle. That must've hurt. +12H - 3★● - (-25)	Clavicle and shoulder joint are nearly a complete write off. Better find a really good surgeon. +10H - 5★● - (-25)
41-50	Beam brushes foe's hip. +1H	Slight muscle damage to foe's thigh. Foe's leg almost crumples out from underneath him. +2H - 4★ - (-10)	Beam passes straight through foe's thigh. +5H - ✕ - (-10)	Beam burns a neat little hole through thigh, cutting muscle and tendon. +12H - 4✕ - (-10)	Scything beam of light severs thigh bone and artery. Foe collapses like a bag of wheat. +11H - 4★● - 6● - (-50)
51-55	You take a piece out of foe's calf. +2H	Beam only nicks foe's calf, severing a single tendon. +2H - ✕ - (-5)	Beam strikes straight through calf, severing muscle and tendon. That'll leave a mark. +5H - ★ - (-10)	Beam slices through shinbone and calf, fracturing bone and severing muscle. +12H - 2★ - 3✕ - (-15)	Agonizing shot burns through shin bone and muscles. Foe goes down . . . hard. +15H - 3★● - (-30)
56-60	Foe moves his foot just in time. +2H	Were you trying to make him dance or something? Beam slices off foe's toe. +2H - ✕ - (-5)	Beam passes effortlessly through foe's foot. Several bones are cut. Foe looks at you in shock. +8H - 2★ - (-10)	Slicing path through ankle breaks bone and tendons. Foe looks down in shock. +10H - 3★● - (-20)	You think he was Achilles? Beam slices through ankle and tendon, disconnecting the foot completely. Ouch. +12H - 4★● - ● - (-25)
61-65	Barely grazed his belly. +2H	Beam passes cleanly though foe's hip bone. Minor damage. Foe takes a step and the hip bone snaps. +3H - 2★ - (-10)	You leave a very nice hole in foe's hip. +8H - 2★ - (-15)	Surgical removal of foe's love handles. You smell boiling fat. +12H - 3★● - (-20)	Slice hip bone in two. Foe mews pitifully. +15H - 5★● - (-50)
66	They told him to watch his six. Now he won't be sitting down for days. Pitiful. +7H - (-5)	Beam passes clean in one ear and out the other. Foe drops in coma for one week. +8H - (-25) - (+25)	Laser makes neat incision in foe's nose. Beam continues through spine, brainstem, and back of head. Check out the look on his face. (+25)	You waved that one around just enough to open beautiful slices in front and back of foe. Those look like intestines. +12H - 4★● - 3● - (-30)	Slicing blow to groin vaporizes vitals. All within 15 feet are stunned, dumbfounded, for one round. +12H - 5★● - ● - (-30)
67-70	Beam brushes foe's knee. +1H - ✕	Beam cracks kneecap in two. Foe manages to shift his weight just in time. +3H - ★ - (-10)	Very neat hole in foe's knee. He won't be making the team this fall. +7H - 2★ - (-10)	Surgical strike almost completely removes kneecap. +12H - 4★● - (-15)	Kneecap shatters from intense heat. Tnedon damage adds insult to injury. +15H - 4★● - (-25)
71-75	Beam goes right through foe's abdomen, miraculously missing everything. +2H	Beam passes though abdomen, perforating foe's intestine. +1H - ✕ - (-5)	Beam passes through foe's stomach. Talk about a perforated ulcer. +3H - 2★ - (-5)	Wound opens in torso, slicing through kidneys and intestines. Foe gasps in pain. +3H - 2★● - (-10)	Beautiful little hole through kidney. Even with the cauterization, there's blood. +8H - 4★● - 3● - (-15)
76-80	Laser pierces foe's side. Nothing important is damaged. +3H - ✕	Beam takes out rib, but just misses lung. +3H - 2★ - (-5)	Beam cuts two ribs in half. Muscle and tendon damage result. +5H - 2★ - (-10)	That black blood probably means you hit his liver. Not good. +6H - 2★ - ● - (-10)	Nice appendectomy. You go to med school? +8H - 3★● - 3● - (-20)
81-85	Beam passes through gut, nicking an intestine. +3H - ✕ - (-5)	Shot to foe's belly-button turns his outie into an innie. Minor damage to intestines. +3H - ✕ - (-5)	Beam pierces foe's lung. Can you say, "sucking chest wound"? I knew you could. +5H - 2★ - (-10)	Slicing shot to pelvic girdle. He's actually bleeding from this one. Good work. +8H - 3★● - ● - (-15)	You managed to miss all the important stuff. Well, except the spinal cord. Foe collapses, paralyzed. +12H - (-75)
86-90	Almost got his lung with that one. Minor muscle damage. +3H - ✕ - (-5)	Rib cracks as beam passes through it. +7H - 2★ - (-10)	Rib and lung pierced. Life stinks sometimes. +8H - 2★● - (-15)	Drilled straight through sternum. Unfortunately, it was an artery you clipped, not the heart. +8H - 3★● - ● - (-30)	Beam drills right through heart. It takes foe two rounds to realize he's dead. (+20)
91-95	You clip off a piece of foe's ear. It feels worse than it is. +2H - ★●	Beam leaves crease in foe's head. His hair is smoldering. +3H - 2★	Beam slices through side of head, piercing inner ear and damaging eye. -10 to Awareness maneuvers. +6H - 2★ - (-10)	Surgical blow to the brain severs several nerve bundles. Foe drops, unconscious, for two months. When he awakes, he's deaf. +8H - 3●	Beam slices right through brain pan. Very surgical. Foe almost survives. (+20)
96-99	Beam cracks foe's jaw, but just slightly. +3H - 2★ - (-5)	Beam crack's foe's jaw. It'll have to be wired shut. +5H - 2★● - (-10)	Surgical removal of voice box. Wow. +6H - 3★● - (-10)	Beam severs carotid artery. Foe tries to staunch the flow, but it pours out through his fingers. +2H - ✕ - 9● - (-10)	Beam catches jugular and spine. He can't even reach up to try to stop the blood. +6H - ✕ - 11● - (-75)
100	Beam pierces skull in non-vital area. If he hadn't twitched, he would have lived. (+20)	Beam pierces foe's eye. Foe drops like a puppet with its strings cut. (+20)	Beam pierces brain, damaging multiple areas. Poor sap dies instantly. (+20)	Beam enters eye. A flick of the wrist brings beam out side of head. Sad. (+20)	You missed. No wait. Is that a burn between his eyes? Foe crumples, dead. (+25)

7.6 PLASMA CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Blast hits item in foe's hand. A Light maneuver will allow him to hold onto it. +1H	Blast hits whatever he was holding. A Medium maneuver, and he might even hold onto it. +2H - ✕	Plasma catches object in foe's hand. He must make a Hard maneuver to hold onto it. +3H - 2✕ - (-10)	Shot burns through foe's hand and anything he was holding. +3H - 3✱ - (-15)	Blast detonates whatever foe was holding, sending shrapnel through hand. +7H - 4✱ - (-25)
06-10	Light burns. You gain initiative next round. +2H	Deep burn on foe's forearm, you get the initiative next round. +5H - 2✕	Glancing shot burns through tendon in foe's forearm. +6H - 2✱ - (-15)	Blast burns through muscles and tendons in foe's forearm. +7H - 3✱ - (-20)	Blast burns through both bones in forearm, rendering arm useless. +10H - 5✱ - 2 - (-40)
11-15	Blast leaves a nasty burn. +2H	Plasma grazes foe's biceps, causing a painful burn. +5H - 2✕ - (-5)	Plasma burns deeply into foe's biceps. +10H - 3✱ - (-15)	Plasma burns through bone and tendon, making foe wonder why it's called the humerus. +8H - 4✱ - (-20)	Blast burns through upper arm, eating through bone and tendon. Foe cannot lift his arm. +20H - 6✱ - 1 - (-40)
16-20	Foe's arm catches a bit of it. +2H	Blast causes a painful burn to foe's triceps. +5H - 2✕ - (-5)	Solid hit burns through triceps. +10H - 3✱ - (-15)	Plasma effectively destroys elbow. Medic! +4H - 4✱ - 2✕ - (-25)	Penetrating blast burns through upper arm and bone. Arm is useless. +20H - 6✱ - (-40)
21-30	Foe moved at the last moment. You barely got a piece of him. +3H	Shot burns foe's shoulder. +5H - 2✱ - (-10)	Blast burns deep into foe's shoulder, dissolving muscles and tendons alike. +12H - 4✱ - 2 - (-15)	Plasma burns through shoulder and out other side. +12H - 4✱ - 2 - (-25)	You just burned a hole in his shoulder big enough to put your fist through. That's a gusher. +5H - 8 - (-10)
31-40	He almost felt that one. +2H	Plasma burns foe's neck. +4H - 2✱	Blast burns clean through foe's clavicle. +12H - 2✱ - (-25)	Plasma burns out top of foe's shoulder. +20H - 3✱ - (-25)	Plasma burns shoulder joint to the nub. That arm will never be right again. +25H - 3✱ - (-30)
41-50	Shot grazes foe's thigh, leaving an ugly mark. +2H	Plasma burns into foe's thigh. Minor muscle damage. +6H - (-10)	Plasma burns deep into foe's thigh. +12H - 2✱ - (-25)	Shot burns through thigh, removing half the muscles, burning tendons, and cooking through arteries. +20H - 3✱ - (-25)	Blast to thigh burns through bone and arteries. Foe drops into an expanding pool of blood. +25H - 5✱ - 6 - (-75)
51-55	Blast grazes foe's calf. That must smart. +2H	Plasma burns a chunk out of foe's calf. Minor muscle damage. +2H - ✕ - (-5)	Shot to foe's calf burns through muscle and tendons. +5H - ✱ - (-10)	Shot burns through foe's tibia. That leg isn't gonna be the same again. +12H - 2✱ - 3✕ - (-15)	Shot hits lower leg, burning through bone and sinew. Leg folds like a lawn chair. +15H - 3✱ - (-30)
56-60	Blast just misses, but plasma splatters onto foot. +3H	Plasma grazes foe's foot, burning off two toes. +6H - 2✕ - (-5)	Plasma catches foe in center of foot, burning through bone and muscle, and melting into the ground. +15H - 3✱ - (-20)	Plasma burns through most of ankle, bones, and tendons. +18H - 4✱ - 2 - (-30)	If using hunting class I or greater, foot is burned right off. Otherwise, ankle is destroyed. +25H - 6✱ - (-50)
61-65	Close shot. Good thing those hips weren't any wider. +5H - ✕	Shot catches foe's hip. Heat expansion cracks hip. Ouch. +8H - 2✱ - (-5)	Plasma causes cracks in foe's femur. Walking will cause d10 hits per minute. +15H - 3✱ - 2 - (-15)	Plasma burns through foe's hip joint. +20H - 4✱ - (-25)	Foe's hip is destroyed. +30H - 6✱ - (-50)
66	Shot catches foe in the rear. Those burns look painful. +15H - (-15)	Blast hits foe in shoulder, but splashing plasma catches foe in ear, causing brain damage. Foe is in a coma for d10 days. +20H - (-40) - (+25)	Plasma burns straight into foe's forehead, then down into foe's neck. Very sad. (+25)	Shot burns through abdomen. Any organs not burned out begin spilling on the ground. +40H - 4✱ - 13 - (-75)	Blast to foe's groin burns all vitals to a nub. All within sight are stunned in sympathy for one round. +40H - 15✱ - 6 - (-75)
67-70	Plasma grazes foe's knee. +2H - ✕	Blast burns deep into foe's knee, but fails to cause more damage. +7H - ✱ - (-10)	Blast burns flesh off foe's knee. +15H - 3✱ - (-15)	Plasma burns out kneecap. Muscles and tendons are damaged as well. +20H - 5✱ - (-25)	Knee joint destroyed. Tendons are not doing much better. +25H - 8✱ - (-30)
71-75	Close shot grazes foe's stomach. +3H	Foe catches a piece of it in his abdomen. Minor damage. +7H - 2✱ - (-10)	Shot burns fist-sized hole through foe's abdomen. +8H - 3✱ - (-15)	Major damage to stomach causes bleeding in spite of cauterization. +8H - 4✱ - 2 - (-15)	Blast blows through kidney. Blood bubbles out of wound and begins filling abdomen. +15H - 5✱ - 6 - (-30)
76-80	Plasma burns off a random love handle. +6H - 3✕ - (-5)	Foe dodges most of the blast, but it still burns through d5 ribs. +8H - 3✱ - (-10)	Blast burns through d5 ribs. Muscles and tendons are badly burned. +15H - 4✱ - (-20)	Blast bursts through ribs, crippling a lung. Hope he has a good medical plan. +15H - 4✱ - 3 - (-15)	Good thing God gave him two lungs. Several ribs are burned away. +15H - 5W - 7 - (-30)
81-85	Only a piece of that caught him. He'll have a new appendix scar. +6H - 2✱ - (-5)	Foe takes it in the gut. The internal damage is significant. +8H - 3✱ - (-15)	Plasma burns a grapefruit-sized hole in foe's abdomen. +10H - 3✱ - 1 - (-15)	Blast makes a gory mess of foe's midsection. +20H - 5✱ - 3 - (-25)	Blast blows through foe's gut. His spine dissolves, leaving him paralyzed. +25H
86-90	Blast splashes onto chest as it passes. +8H - 2✱ - (-5)	Solid hit burns through d5 ribs and causes muscle and tendon damage. +15H - 3✱ - 1 - (-15)	Plasma burn through d10 ribs wrecks foe's lung. +15H - 3✱ - 1 - (-25)	Sternum manages to channel plasma around heart, but both lungs and various other organs are damaged. +18H - 4✱ - 4 - (-30)	Blast burns straight through foe's sternum. Talk about a heart attack. (+20)
91-95	Foe's ear is removed. +3H	Plasma doesn't quite burn through foe's skull. +5H - 3✱ - (-5)	Plasma burns deep into foe's skull, wrecking foe's hearing in that ear for good. +10H - 3✱ - 2 - (-15)	Plasma burns hole in skull. Foe slips into a coma for d10 weeks and loses a level's worth of experience. +30H - 7	Foe's head just sort of boils away. Foe is too shocked to fall over. (+20)
96-99	Shot leaves burn marks across foe's face. Scar will shave 10 off his Appearance. +6H - 3✱ - (-5)	Plasma burns through foe's jaw. Naturally, he can't talk. Take 20 off his Appearance. +8H - 3✱ - (-5)	Blast to foe's mouth burns through jaw and teeth. +10H - 4✱ - 1 - (-15)	Plasma burns foe's jaw away. That's a lot of blood for a burn-wound. +8H - 2✕ - 10	Plasma burns straight through foe's mouth and out through his spine. Foe is paralyzed. +12H - 18 - (-75)
100	Blast enters through eye, burning out half his brain. Neat. (+20)	Plasma enters foe's ear and hollows out his skull. Wow. (+20)	You burn foe's head down to a nub. Carry on. (+20)	Blast catches foe dead in the face, melting it right off. Ick. (+20)	Foe's neck just sort of disintegrates, leaving his head hanging in the air for a beat. (+25)

7.11 STUN CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	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 - ★
06-10	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★●
11-15	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)
16-20	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)
21-30	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★
31-40	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★●
41-50	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●
51-55	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★●
56-60	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★●
61-65	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★●
66	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)
67-70	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★●
71-75	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)
76-80	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)
81-85	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)
86-90	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
91-95	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
96-99	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
100	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)