

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>