

# WEAPON BRAWLING CRITICAL TABLE v.1.4

	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
<b>01-05</b>	Pointlessly wrestle foe from one side to another, making you drop something important. +0H	Sneaky attempt to go for foe's hidden dagger. Cannot find it. Damn. Wasted round. +0H	You have to push harder. A lot harder. +1H	Draw your dirty finger across foe's face. Effect is minimal. Go for the eyes next time. +2H	Both your own and foe's helmet (or similar headwear) falls off during the fray. +3H
<b>06-10</b>	A finger to the chest? You're not a school teacher, are you? +0H	That would break someone made of glass. +1H	It's not a tickeling competition! +2H	Horrible intent - worse resolve. +3H	You're good at fair play. But fair play ain't winning this fight. +4H
<b>11-20</b>	Well, you're really more of a pretty boy, aren't you? +1H	Dent foe's water bottle. That'll teach him... +2H	Kick to foe's groin. Foe seem to hardly notice. Balls of steel? +3H	Grab foe's ear. Any earrings are torn off. Keep 'em as a souvenir? +4H - (+10)	Sharp elbow put foe out of position. You have the initiative. +5H - ✕(-10)
<b>21-30</b>	Harmful intentions - bad performance. +2H	Catch foe in a headlock, but he wrestles free. You have initiative. +3H	Excellent footwork gets you in a better position for next swing. (+10)	Heavy push sends foe stumbling backwards 5'. He remains standing. ✕	Knuckle sandwich to foe's jaw forces him to reconsider. Press on! +6H - ☆ - (+10)
<b>31-40</b>	Foe dodge your pommel strike, but you get the upper hand. (+10)	A hard fist to foe's side gives you the upper hand. Press on! +4H - (+10)	Hard bash to foe's chest sends foe stumbling 10' back. +4H - ☆	Cut eyebrow causes blood to run into foe's eye. Foe is vexed. +4H - ● - 6(-5)	Wound foe with his own weapon. Masterly move! +7H - ☆ - 2●
<b>41-50</b>	Foe is stripped of any headgear as you attempt to break his neck. Now aim for the eyes! ✕	Batter foe's left arm, ripping his shield strap. Shield is useless. Without shield: +4H - (-5)	Force foe's own weapon against his throat in an attempt to strangle him. It fails - but you have initiative. 2(-20)	Clinch and press the edge of foe's weapon against his shoulder/neck. Armored: +4H - ☆ Unarmored (AT/!): +6H - ☆ - 2●	Wrestling move sends foe stumbling. If there is any ledge you could have thrown him off, consider it done. 2☆
<b>51-60</b>	Sneaky kick to foe's knee reveals your anger. Foe involuntarily steps sideways (5') and lose initiative. +4H - (+10)	A crossguard into foe's eye causes minor damage resulting in blurred vision. All ocular perception rolls are at -25. +5H - ☆	Dislocate a piece of armor making movement painful. Foe is at -15 until armor is corrected (60% action).	Surprise duke to foe's mouth detach a few teeth. Foe spits blood, but the fight continues. +6H - ☆ - 2(-20)	Lodge your weapon in foe and bend it for additional damage. Foe screams in pain. +10H - ☆ ✕
<b>61-65</b>	Knee to foe's groin. Foe fights at -20 for two rounds, thereafter at -10 for the rest of the day. +5H - 2(-10) - (-10)	Pull weapon back from a prolonged strike, cut foe's neck pretty good. +5H - 3●	Strike to weapon hand disarms foe. Foe has trouble clenching his fist, unless wearing armored gauntlets. (-15)	Hard kick aimed for the groin misses its target, but hit foe's inner thigh with force. +7H - ☆ - (-10)	Blow break wristbone in foe's left hand. Anything held is dropped. +8H - ☆ - (-15)
<b>66</b>	In a close situation you get weapon underneath foe's chin, ripping foe's throat, severing a vein. The result shows instantly. +10H - ☆ ✕ - 6●	Foe pay for his neglect with a severed index finger. Any action involving left hand is at -20 (including shield skill). +10H - 3☆ - ✕ - (-20)	In one grim move, you put your hilt and crossguard into foe's eyes. Unless wearing a helm with visor, foe is permanently blind (both eyes). +12H	Breaking from a clinch you get foe's dagger - ramming it deep into his abdomen. Organ damage. A glimpse of fear crosses foe's face. +12H - 3☆ - 4● - (-25)	You wrestle foe, felling the bastard onto a sharp object that pierces his side. It sticks there, looking very funny! Foe is not equally amused. +15H - 2☆ - ✕ - (-30)
<b>67-75</b>	Pommel strike to foe's face send him stumbling backwards 10'. Nose look a little twisted, doesn't it? +5H - ☆ - (+10)	Grip foe's arm and swing him into a hard object. Foe looks dazed. You have initiative. +6H - ☆ - 2(-10) - (+10)	You disarm foe with a nasty cut to his weapon hand. +8H - ☆ - 3● - (-10)	Crush knuckles on foe's weapon hand. Foe drops weapon. Hand is severely bruised. +9H - (-15)	Knock foe's shield into his chin breaking his jaw. Foe see stars and struggles to remain standing. +10H - 3☆ - ✕
<b>76-80</b>	Ugly elbow to foe's mouth. Unless wearing face protection foe lose both his upper front teeth. +7H - ☆ ✕	You wrestle foe into a suitable position, then strike him in the neck with the handle of your weapon. Stars dance above foe's head. +8H - ☆ ✕ - (+15)	Headbutt foe's face during a close-up, breaking nose. Perfect! +9H - 2☆ - 3(-15)	Foe screams in agony as you put a part of your weapon in an earlier wound (or other sensitive spot). +10H - 2☆ - ✕	Kick bends knee and you follow it up with a handle strike to side of foe's head, downing foe for 1 round. With helm: +5H - 2☆ Without: +10H - 2☆ ✕ - 6(-25)
<b>81-85</b>	Fell foe onto back, bruising both foe's ego and shoulder. Foe is down next round. +8H - 2☆ - (-10)	Foe evade your deadly swing, but lose footing in the process, stumbles 10' to his right before falling down. 2☆ - ✕	Twist foe's weapon into his groin area performing a sloppy castration. Foe buckles over in pain. +8H - ☆ ✕ - 2● - 6(-20)	Forcing a weapon into foe's mouth, tearing open cheek in a display of cruelty. Foe is unable to speak. +10H - 3☆ - 4●	Brutal strike to foe's head nearly end the fight. Foe staggers 15' before falling down; prone next round. +12H - 3(-40)
<b>86-90</b>	Foe keeps his guard up, but you attack low, perforating foe's boot, breaking a toe. Blood pours out of the hole. +6H - ☆ - 2● - (-15)	Dislocate foe's shoulder with a hefty throw, rendering arm useless until corrected (require a First Aid roll 10!+). Foe is down. +10H	Pierce foe's throat with a cloakpin, causing a surprisingly deep wound. Foe drops anything held, reaching for his throat. 3☆ - 5●	Blind foe with a finger into his left eye. Visual perception is at -50. It will eventually heal (treat as organ damage). +12H - 2☆ ✕ - (-25)	Foe ducks to avoid your initial attack and you answer with a knee to his face. Helm is knocked off and nose is broken. Foe is prone next round. +15H - 3☆ ✕
<b>91-95</b>	Bend foe's elbow until a tendon snaps with a sharp sound. Anything held is dropped. The pain shows in foe's face. 2☆ ✕ - (-20)	In a close-up you grab foe's hand and cunningly maneuver his own weapon into his cheek with cheerful effect. +9H - 3☆ - ✕ - 2● - (-15)	Remove foe's helmet just to smash it into his face, denting it. A piece of decoration pierces foe's eye, nearly blinding him (visual perception -50). +10H - 3☆ ✕	You push a sharp object through foe's belly and gut foe. Intestines are damaged and foe will likely die a slow death (24 hr). +15H - 3☆ - (-30)	End the fight with a well placed headbutt to chin. Foe is out for 1-10 minutes, jaw is broken and front teeth swallowed.
<b>96-99</b>	In a bestial rage you manage to bite deep into foe's cheek, tearing a jagged hole in foe's face! Distasteful and barbaric, but quite effective. +9H - 3☆ - 1 ✕ - 3●	Catch foe in a chokehold. Foe is prone for as long as your hold remain. It take 9 rounds to strangle foe to death. If you let him lose, he is prone for half as many rounds as your chokehold lasted (round down).	Knock foe flat out with a perfectly placed uppercut to chin. Foe remain unconscious for 1-10 rounds and will be at -20 due to concussion when (if) he wakes up. +15H - (-20)	Lock foe helpless with a tight grip, repeatedly crushing his face against a hard surface. The brutal treatment results in a broken nose, several knocked out teeth and 3-12 rounds of unconsciousness. +15H	Dreadfully bite foe's throat, severing an artery. Poor fool stands baffled and inactive for 1 round, then goes into unconsciousness and will bleed to death (unless skillfully aided). ☆ ✕ - 10●
<b>100</b>	Grapple and disarm foe in one surprisingly quick maneuver. Your weapon is against his throat. Foe is at your mercy (prone or dead, your choice).	Knee to groin leave foe vulnerable. You seize the opportunity to put your weapon into his mouth. Foe yields as his fate is in your hands. +15H	Slit foe's throat in close quarters gets you showered in blood. Foe goes pale immediately, falls down and dies in 3 inactive rounds. +25H - 15●	In a clinch with foe you manage to execute a perfect headbutt to foe's face. Nosebone is driven into brain causing instant death. Two streams of blood from foe's nose tells the tale.	You fell foe onto his own weapon, piercing his heart. Foe is instantly dead. A pool of blood quickly forms underneath him. Who's next?! (+20)

Key: β✕ = must parry β rounds; β✕ = no parry for β rounds; β☆ = stunned for β rounds; β● = bleed β hits per round; (-β) = foe has -β penalty; (+β) = attacker gets +β next round