

WEAPON BRAWLING CRITICAL TABLE v.1.1

| | A | B | C | D | E |
|--------------|--|---|---|--|--|
| 01-05 | Zip. +0 hits. | Nothing. +0 hits. | +1 hit. | +2 hits. | +3 hits. |
| 06-10 | Zit. +0 hits. | +1 hit. | +2 hits. | +3 hits. | +4 hits. |
| 11-15 | Almost nothing. +1 hit. | +2 hits. | +3 hits. | +4 hits. | Your attempt to knock foe out merely distracts him. Foe lose initiative next round. +4 hits. |
| 16-20 | +2 hits. | +3 hits. | +4 hits. | Distract foe with sweeping swings. Foe lose initiative next round. You have +5 to next attack. | Your sharp elbow put foe out of position. Foe must parry at -10 next round. +5 hits. |
| 21-30 | +3 hits. | +4 hits. | You keep foe at bay with wild swings until you have a position to strike. You have +5 to next attack. | Your intentions to kill forces foe back 5'. Foe is out of position and must parry 1 round. | Strike lands on foe's jaw, stunning him for 1 round. You have +10 to next attack. +5 hits. |
| 31-40 | +4 hits. | A quick sideways push give you the upper hand. Foe must parry next round. Press on! +4 hits. | Scratch foe's eyebrow causing an irritating wound. Foe take 1 hit per round and fight at -5 as blood runs into his eye. +4 hits. | Bash foe's shield into his chest with force. Foe lose balance for a second and steps back 10'. You have +10 to next swing. +5 hits. | Wound foe with his own weapon. Good move! Foe is stunned for 1 round and take 2 hits per round. +6 hits. |
| 41-50 | Your swing miss foe's head with an inch. Foe considers himself lucky and spend next round parrying while silently thanking his patrons. | With shield: foe's shield strap is torn lose, rendering shield useless. Without shield: forearm wound, foe take 2 hits per round and fight at -5. | Force foe's weapon against his throat in an attempt to suffocate him. Foe steps 5' backward and is stunned next round. +5 hits. | You grip foe and press the edge of his weapon against his shoulder. Foe is stunned for 1 round. An unarmored foe (AT/1) also take 2 hits per round. +6 hits. | Your wicked attempt to bend foe's own weapon into his mouth fail, but you to get him off balance. Foe is stunned for 2 rounds. |
| 51-55 | Slash inside of foe's arm with a piece of your own armor! Very graceful, but not very effective. Foe take 1 hit per round. +4 hits. | When drawing your weapon back from a prolonged strike you cut foe's neck pretty good. Foe take 3 hits per round. +5 hits. | Strike bend a piece of foe's armor. Movement is very uncomfortable and foe is at -20 until armor is corrected. +6 hits. | An unexpected fist to foe's mouth loosens a few teeth. The surprise stuns foe for 1 round. Foe is at -20 for 2 rounds. +7 hits. | Disgracefully cut foe's wrist on a return swing. Foe stumbles 10' to his left, take 4 hits per round and spend the next round stunned. |
| 56-60 | Sneaky kick to foe's knee, show him your anger. Foe steps back 5', loses initiative next round and you have +5 to next attack. +5 hits. | Punch foe in the eye with your crossguard. Minor eyedamage, foe is stunned for 1 round, fight at -5 and perceive at -15. +5 hits. | Blow to foe's ear disrupts balance and put foe at -15 due to nerve damage. +6 hits. | Forceful grip to foe's arm dislocate left shoulder. Foe yells out in pain. Foe is at -15. You have +15 to next attack. +7 hits. | You lodge your weapon in foe and bend it for additional damage. Foe screams in pain, stunned no parry for next round. +8 hits. |
| 61-65 | You step in close and put a knee to foe's groin. Foe fights at -20 for two rounds, thereafter at -10 for the rest of the day. +5 hits. | A well-placed strike with the hilt of your weapon to an unarmored body part stuns foe for 2 rounds. +6 hits. | Your arsenal of dirty tricks serve you well. You rip a large gash in foe's hand. Foe drops anything held, take 2 hits/rnd and is at -10. | Aim for the groin, but land a thigh strike that stuns foe for 2 rounds. Foe is at -10 from muscle damage. +8 hits. | Blow break wristbone in foe's left hand. Anything held is dropped. Pain stuns foe for 1 round and he fights at -15. +9 hits. |
| 66 | In a close situation your weapon get under foe's chin, beneath the helm. You rip foe's throat and the result shows instantly. A vein is cut and blood pours at a rate of 6 hits per round. Foe is stunned without parry for 1 round. +10 hits. | Foe pays for his neglect when you sever a finger on his left hand. Foe staggers 5', prone next round and stunned for another 3 rounds. Any action involving left hand is at -20 (including shield skill). +12 hits. | Performing a macabre move, you put your hilt and crossguard into foe's eyes. Unless wearing a helm with visor, foe is permanently blind in both eyes. +12 hits. | A return strike make a deep slash in foe's wrist. The vein is severed. Foe cannot use the hand, blood flows at a rate of 6 hits per round and foe is at -20 from tendon and nerve damage. +12 hits. | A knee to foe's groin connect well. Male foes double over in pain: out for 5 minutes with unbearable pain and at -50 for 3 days due to organ damage. Female foes take a little less pain: out for 3 rounds and fight at -25. +15 hits. |
| 67-70 | Hard elbow to foe's temple. Foe stumble 5' backward, stunned for 1 round. You have +10 to next attack. +6 hits. | You grip foe's arm and swing him into a hard object. Foe is stunned for 2 rounds. You have +10 to your next attack. +7 hits. | You disarm foe with a nasty cut to his hand. Foe is stunned next round, take 3 hits per round and fight at -10. +8 hits. | Foe drops weapon as you crush the knuckles on his weapon hand. Foe's hand turns blue. The intense pain puts him at -20. +8 hits. | Punch foe's shield into his chin, breaking the jaw. Foe see stars and is stunned for 3 rounds, without parry for one. +9 hits. |
| 71-75 | A well-placed punch with the handle puts the advantage your way. Foe is at -20 for 2 rounds. You have +10 to your next swing. +6 hits. | While clinching with foe you get a chance to break his finger. Snap! Foe drops anything held in that hand and fights at -15. +7 hits. | You break foe's collarbone with a heavy bash from the blunt side of your weapon. Foe fights at -25. +8 hits. | Foe lose his helm in a clinch. Next you bite his ear off. Foe screams in pain, stunned without parry next round and take 3 hits/rnd. +9 hits. | You forcefully bend foe's arm, dislocating a joint, disarming him and causing lasting pain. Foe fights at -25. +10 hits. |
| 76-80 | During the battle your foe manage to get your elbow in his face. Odd. Unless wearing a full helm foe lose his front teeth and is stunned without parry next round. +7 hits. | You wrestle foe around and strike him in the neck with the hilt of your weapon. Foe see stars. Foe is stunned without parry 1 rnd. You have +15 to next swing. +8 hits. | You headbutt foe's face during a close-up, breaking his nose. Foe take 3 hits/rnd, spend next round stunned without parry and is at -15 for 3 rounds. +9 hits. | Foe screams in agony as you put the hilt of your weapon in an earlier wound (or other sensitive spot). Foe stoop over and is prone next round. +10 hits. | Hiltstrike distracts foe for a second and you follow up with a kick to his side. Foe is down for next round, stunned without parry for 2 rounds and fight at -10. +11 hits. |
| 81-85 | You fell foe onto his back, bruising both his ego and his shoulder. Next round foe is down. Stunned for 2 rounds. Bad bruise causes foe to fight at -10. +8 hits. | You go for foe's throat. Foe evade the attack, but lose footing in the process, stumbling 10' to his right before falling. Foe is stunned for 2 rounds, unable to parry for next. | Twist foe's own weapon into his groin area, with some puncturing effect. Foe is stunned for 3 rnds, fights at -15 and take 2 hits per round. +9 hits. | Forcing foe's own weapon into his mouth and tear open cheek in a display of cruelty. Foe is stunned for 4 rounds, take 5 hits per round and is unable to speak. +10 hits. | Hard strike to foe's head nearly end the fight. Foe staggers 15' before falling down; out next round and at -40 for 3 rounds after that. +12 hits. |
| 86-90 | Foe defends high – you attack low. Foe's foot now has a new hole in it. And a broken toe. Foe is stunned for 1 round, fight at -20 and take 3 hits per round. +8 hits. | Dislocate foe's shoulder with a hefty throw, rendering arm useless until shoulder is corrected (require a First Aid roll 101+). Foe is down next round. +9 hits. | You slit foe's throat, making a surprisingly deep wound. Foe reach for his throat, dropping anything held. Foe is stunned for 2 rounds and take 6 hits/rnd. | A finger in the eye is one ugly, but effective move. Foe drops weapon and is blind in one eye. Foe is stunned without parry for 2 rounds and fights at -25. +10 hits. | Foe goes low to avoid your initial attack and you answer by putting a knee to his face. Helm is knocked off and nose is broken. Foe is down and out for 3 rnds. +15 hits. |
| 91-95 | You force a piece of equipment into foe's eye. Unless foe wears full helm his left eye is destroyed, leaving him stunned without parry for 2 rounds and fighting at -15. +10 hits. | You grab foe's weaponhand and cunningly maneuver his weapon into his own cheek. Foe is stunned for 3 rounds, without parry for next. Foe take 3 hits per round and fight at -15. +10 hits. | You bend the noseguard into foe's eye, damaging it. Foe is stunned without parry for 3 rounds, have his visual perception halved and fights at -20. +10 hits. | You push a sharp object through foe's belly and gut him nicely! Intestines are damaged and foe will likely die a slow death (24 hr). The immediate pain stuns him for 3 rounds. Foe is at -30. +12 hits. | Knock foe out with a well placed punch to face. Foe is out for 1-10 minutes, jaw is broken and front teeth swallowed. Foe will drink his food through a straw for a couple of weeks. +18 hits. |
| 96-99 | You grapple and bend foe's weapon arm until a tendon snap. Arm is useless. The pain is intense. Foe is stunned for 2 rounds, without parry for next. +12 hits. | You catch foe in a chokehold. Foe may not attack back for as long as you hold him. It take 9 rounds to strangle him to death. If you let him lose, he is prone for as many rounds as you have held him. | Foe is knocked out by a clear punch to his chin. He remain unconscious for 1-10 rounds and will be at -20 due to concussion when (if) he wake up. +15 hits. | You lock foe helpless with a tight grip then repeatedly crush his face with your elbow. The result is a broken nose, several knocked out teeth and 3-12 rounds of unconsciousness. +15 hits. | Rip foe open with insane strength, cutting an artery in the throat. Foe is stunned unable to parry next round, then blacks out and take 10 hits per round until dead. +20 hits. |
| 100 | Surprise, disarm and grapple foe in one swift maneuver. You have your weapon against his throat. Foe is prone for as long as you stay your weapon (or dead if you wish). | A hard knee to foe's chest leave him vulnerable for a moment. You seize the opportunity to put your weapon into his mouth. His life is in your hands. +17 hits. | You slit foe's throat on a return strike. Blood runs like a flood, foe goes pale immediately and dies from chock and bloodloss in 3 inactive rounds. +25 hits. | As you clinch with foe you manage to execute a perfect headbutt to his face. A bone is driven into brain and foe dies instantly. Fight is over! | You fell foe onto his own weapon, piercing his heart. Foe is instantly dead. A pool of blood quickly forms underneath him. |