

FRP ESSENTIALS™



A
setting-agnostic
combat
sourcebook.

For use with
*5th Edition
Dungeons and
Dragons.*

If David hadn't
used this
book...

... Goliath
would have
won.

A combat
sourcebook for
all levels of play.

Combat Essentials 1:

Critical Matters™

by Robert J Defendi



F R P ESSENTIALS™



Illirian stood, his sword shaking in his left hand. His vision blurred and his right arm—his sword arm—hung broken and twisted. Blood ran down the limb, pooling below him. He took a step forward and waves of dizziness rose within him from the blood loss and the pain.

This was supposed to be an easy battle. One minute and this ridiculous, self-appointed hero would be dead. It should have been over before it began . . . but one lucky shot. One lucky shot and it all came down around him.

“Your reign of terror is over,” the boy said. So typical.

“Shut up.” Illirian raised his sword in the off hand. The boy had gotten lucky. Maybe luck would run both ways. . . .

Critical Matters is a book about critical hits. In these pages, you will find more than seven-hundred unique critical hit effects. Some of them are funny. Some of them are brutal. They are all more interesting than simple damage. With these critical hits characters can be stunned, receive permanent injuries, or even be killed outright.

This product adds excitement to any game. It makes combat more dangerous and evocative. With it, the underdog can win. With more than one hundred results for each Damage Type, this book will give you years of gaming enjoyment.



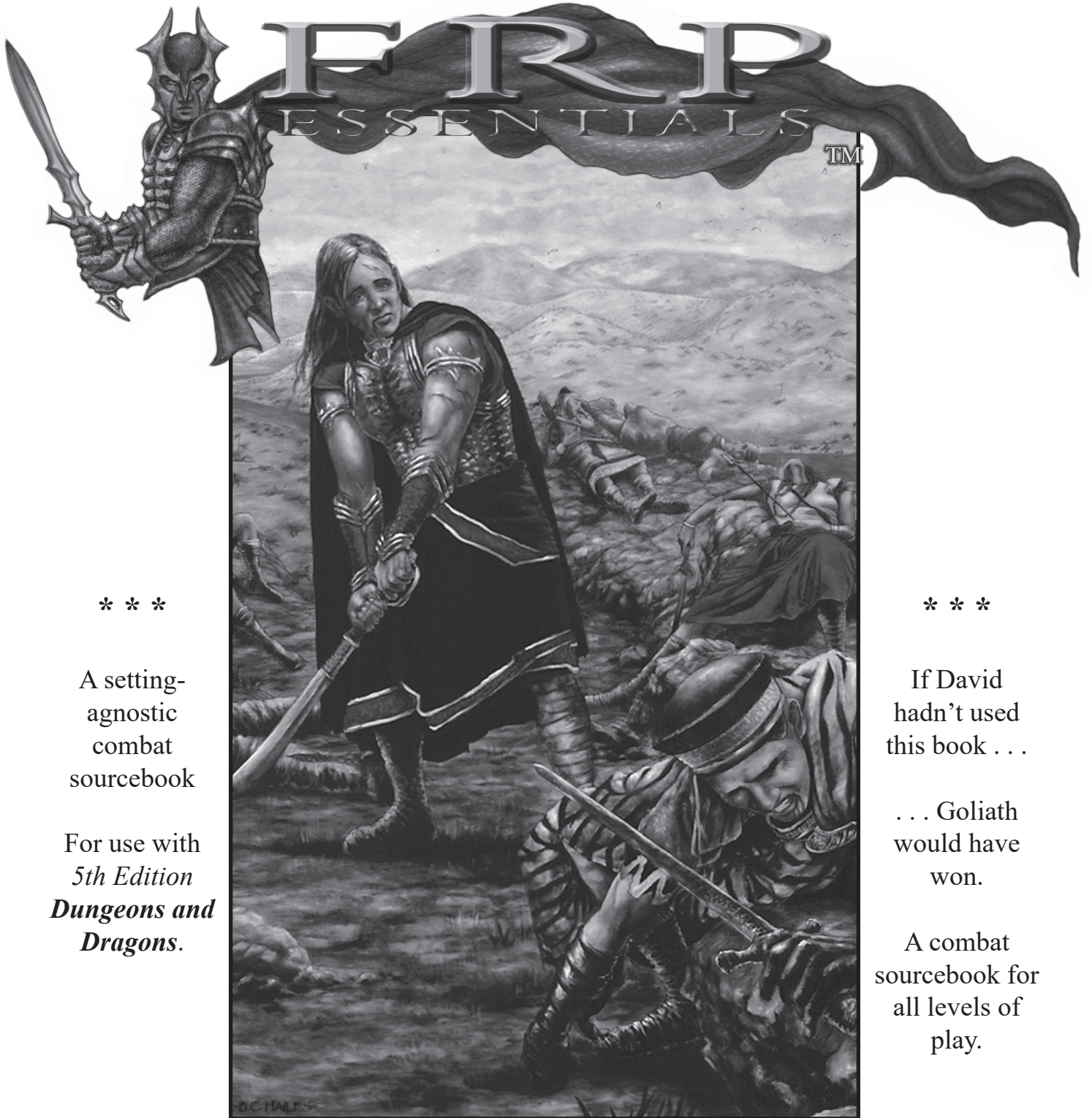
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* * *

If David hadn't used this book . . .

. . . Goliath would have won.

A combat sourcebook for all levels of play.



Combat Essentials 1: Critical Matters

by Robert J Defendi



Credits

Author: Robert J Defendi
Line Editor: Josh Peltier
Cover Art: B.C. Hailes
Interior Art: Ian Johnston, Newton Ewell
Art Direction: Christopher Mitchell
Pagemaking: Wallen Ashcroft
Copy Editing: Christine Fortune, Jennie Mollerup, Robert J Defendi
Publisher: Robert J Defendi
Patron Saint of Usury: Matthew P. Fitt

Editing, Development, & Production Staff:

Robert J Defendi, Scott Llewelyn, Josh Peltier, Christine Fortune, Bjorn Olsen, Jennie Mollerup, Christopher Mitchell, Wallen Ashcroft

Web Master: Robert J Defendi

Play Testing: Amanda Peltier, Angela Daley, Angus Carter, Aaron Smith, Bjorn Olsen, Brandon Leavitt, Brenda Llewelyn, Craig Lynch, Dan Willis, Gary Llewelyn, Howard Tayler, JC Carter, Jennie Mollerup, Jonathon W. Larsen, Josh Peltier, Kent Snow, Kori Emerson, Mark Giffune, Mason Emerson, Mat Daley, Matthew P. Fitt, Robert J Defendi, Michael Lowndes, Paul Updike, Rhett Akers, Rob Shirley, Scott Llewelyn, Sherrie Anderson, Stephen Johnson Timothy Gish, and Zachary Palfreyman.

The Skunkworks Team: Amanda Peltier, Angela Daley, Bjorn Olsen, Gary Llewelyn, Jennie Mollerup, Josh Peltier, Mat Daley, Matthew P. Fitt, Robert J Defendi, and Zachary Palfreyman.

Special Support: Heike A. Kubasch, Bruce Neidlinger; Tim Dugger, and Steve Long.

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Introduction

Welcome

A young boy squares off against a giant. He strides forward as a warrior, but he wears no armor, and in his hand he carries nothing but a sling. The giant steps forward, the champion of his people, and behind him, his army cheers.

The boy places a stone in his sling. He squints across the field, and as the giant starts forward, he whirls the stone above his head, a prayer in his heart. After a moment, he lets the sling fly. The stone strikes true, and the giant falls. The boy walks forward and lifts the giant's sword...

It's a familiar story, iconic in western culture, and yet, in *5th Edition*, it couldn't happen. The boy might get a Critical, but there's no way that Critical could take out the giant.

Without this product, Goliath wins.

WHAT IS *CRITICAL MATTERS*™?

CRITICAL MATTERS is a Critical Hit product for *5th Edition*. In these pages, you will find more than seventeen-hundred unique Critical Hit effects. Some of them are funny. Some of them are brutal. They are all more interesting than simple Damage. With these Criticals, characters can be Stunned, receive permanent injuries, or even be killed outright.

This product adds excitement to any game. It makes combat more dangerous and evocative. With it, the underdog can win. With more than one hundred results for each Damage Type, this book will give you years of gaming enjoyment.

USING THIS PRODUCT

This product provides everything that gamers need to inject their games with fantastic Criticals. It contains clean and simple core rules to allow you to quickly bring the product into your game. In addition, there are optional rules to deal with such things as creatures of different Sizes, Open-Ended Crits, and mundane Heal Checks.

DEDICATION

I would like to dedicate this book to S. Coleman Charlton, Kurt H. Fischer, Peter C. Fenlon Jr., Terry

K. Amthor, Bruce R. Neidlinger, Bruce C. Shelly, Leonard "Swamp" Cook. These people brought us *Arms Law*, so many years ago, and changed the way we think of combat forever.

SPECIAL THANKS

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The Core Mechanic

Using *Critical Matters* is very simple. There are charts in this book for each Damage Type. There are tables for Bludgeoning, Slashing, and Piercing, for instance. There are also tables for more unusual types of fighting, such as Brawling or Grappling. In addition we have tables for all the major magical Damage Types, such as Force, Fire, and Necrotic.

Whenever a character or a monster rolls a Critical Hit (colloquially a "Crit") you can apply a result from these tables. Simply pull out this book and roll percentile (if it's a PC attacking, have the player roll it themselves). Apply the result to the appropriate Crit table. Immediately apply all consequences.

Note: *If a character has any way to grant an automatic Crit, it's probably best not to allow them to roll on these tables (unless they actually did roll a Crit). Allowing a character to choose to roll on these tables in any kind of reliable fashion would unbalance the game.*

In addition, each table has benchmarks, such as Normal Critical Damage or 3x Damage (the Trauma listed after is for an optional rule later in this book). Check the highest benchmark on the table before the number you rolled. That is the total number of

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damage dice used to resolve the Crit. For instance, if the attack would normally cause 2d10+5 Damage (4d10+5 Damage on normal Crit), reaching 3x on the chart would cause 6d10+5 Damage instead.

That's all there is to it. Below you'll find notes on the common Crit results. For other results, follow the instructions in the Crit itself. This will explain any special consequences.

Note: *Occasionally, a Crit will say that a certain piece of armor will stop or reduce an effect (such as a helmet protecting the head). If this occurs, the character still takes the Damage, even if the armor saves them from more drastic consequences.*

TEMPORARY HIT POINTS

If a character has Temporary Hit Points, they might protect against Crits. If Temporary Hit Points absorb all the Damage of a Crit, don't apply any other effects from the result.

BLEEDING

Often, a Critical effect will say that a character Bleeds, and gives a time frame. For instance, it might say "foe Bleeds every hour." This means that the character Bleeds their level or Hit Dice in Hit Points whenever that time frame passes. So a 7th level character who Bleeds every minute takes 7 HP Damage every ten Rounds.

Bleeding attacks are extreme enough that characters won't usually stabilize on their own, but if Bleeding reduces a character below 1 HP, you need not keep track of the negative Hit Points. If they fail three Death Saving Throws in a row, they die as normal.

If they roll a 20 or higher on the Death Saving Throw, the Bleeding stops and you regain 1 Hit Point. If they come to by some means that doesn't heal the Bleeding, they will still be Bleeding when they wake.

PENALTIES

For the most part, a Penalty is applied to any roll that character or foe makes. Occasionally the Crit will qualify the Penalty, perhaps saying that the Penalty only applies to movements involving the arms. If this is the case, the description in the Crit supersedes the general rule.

CONDITIONS

Many Crits apply Conditions, such as Stunned or Blinded. Some of these have a set duration. At the end of the character's turn each Round, they can attempt a Constitution Saving Throw to end these Conditions. The DC is equal to 12+ the number of rounds remaining on the effect.

Example: *You are Stunned for 6 Rounds. On your next Turn, you are Stunned, reducing the remaining Rounds to 5. At the end of your Turn, you may attempt a Constitution Saving Throw with a DC of 17 (12+5). If you fail, you may try again next Round at a DC of 16.*

DEATH EFFECTS

Some Crits kill the target. If these kill them instantly, so be it. If these result in "Death in X Rounds," the character dies when the time expires, unless some form of healing stops the Crit.

OTHER CONSEQUENCES

Some Crits impose other restrictions, such as reduced speed. They also might apply more colorful consequences, such as brain damage. In these cases, use your best judgement.

The Checks to end ongoing Damage don't require Actions. They can be performed even while stunned.

HEALING

Healing all the Damage of a Crit removes all but the associated permanent effects (including impending Death). This can lead to sleeping off a broken bone, but it can represent setting wounds, finding ways to work around restrictions, and otherwise bouncing back. See below for optional rules involving Trauma.

Regardless, severed or maimed appendages can only be restored with magic. See Permanent Effects below for how to heal the more severe Crits.

PERMANENT EFFECTS

All severed limbs and paralysis are permanent, as well as blindness, deafness, and brain damage. In addition, some Crits list a permanent restriction.

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If this permanent restriction is caused by general muscular or structural damage, this is due to it healing improperly. This includes the need for amputation. Magically healing the Damage in question will circumvent the permanent injury.

In all other cases permanent effects linger, even if the character regains all the Hit Points from the Crit. See below for spells that can remove permanent effects. Permanent effects can include Penalties to Actions, Movement, or even more ambiguous results.

Lesser Restoration: cures the Conditions: Blinded, Deafened, Paralyzed, and Poisoned. This includes repairing damaged or destroyed eyes and ears as well as severed spinal cords. It also includes any nerve-related damage short of brain trauma.

Greater Restoration: restores Ability Score Damage. If the character has more general brain damage, Greater Restoration will heal that as well.

Regenerate: this spell will heal most any other Crit.

Optional Rules

The following rules add realism to the Critical system at the price of complexity. Using these probably won't *significantly* slow your game, but they are still completely optional.

Note: *Not only are these rules optional, but they can work independently of one another. You may pick and choose which you use, although be careful about using an optional rule that causes a Penalty and not a corresponding rule that gives the chance at a Bonus.*

SIZE

While these rules assume that the foes are the same Size, in reality, wouldn't a Crit caused by a Huge Dragon be more likely to cause catastrophic Damage? Shouldn't a Halfling have to be far luckier to drop a Giant with a single blow than another Giant?

For those who want this added level of detail, use the provided chart. Compare the Size of the attacker to the Size of the defender on the chart. The resulting number is the Bonus or Penalty applied to the Crit roll.

Optional Critical Effect Modifiers Table

Attacker	Defender					
	Tiny	Small	Medium	Large	Huge	Gar.
Tiny	0	-2	-5	-10	-20	-40
Small	+2	0	-2	-5	-10	-20
Medium	+5	+2	0	-2	-5	-10
Large	+10	+5	+2	0	-2	-5
Huge	+20	+10	+5	+2	0	-2
Gargantuan	+40	+20	+10	+5	+2	0
Open-Ended Crit:	+25 per Open-Ended Roll					
Light Weapon:	-5					
Heavy Weapon:	+5					
Resistance:	Roll twice, take the worse					
Vulnerability:	Roll twice, take the better					

OPEN-ENDED CRITS

Being larger than your opponent isn't the only way to achieve the spectacular Crit above 100 on these charts. With this rule, one can also roll an Open-Ended Crit.

Whenever a character rolls a Crit, before you resolve the Crit, they may roll again. If the new roll would qualify for a Crit, they gain a +25 to the upcoming roll on the Crit Table and may roll again. They keep rolling until their roll would not qualify for a Crit.

For every additional roll that would have qualified, add another +25 to the roll on the Crit Table.

LIGHT WEAPONS

In addition to relative Sizes, as listed above, a weapon with the Light quality is less damaging than a normal weapon. If one of these weapons causes a Crit, apply a -5 Penalty to the roll on the Crit Table.

HEAVY WEAPONS

Weapons with the heavy quality cause slightly better Crits. Add a +5 Bonus to the roll on the Crit Chart.

RESISTANCES AND VULNERABILITIES

As an option, when rolling on the Crit Table, you can take Resistances and Vulnerabilities into account. If attacking with a Damage Type to which an enemy is Resistant or Vulnerable, treat the percentile roll like you would treat a d20 roll with Advantage or Disadvantage. Roll twice. If the creature has

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resistance, take the lower of the two rolls. If they are vulnerable, take the higher.

OPTIONAL RECOVERY RULES

The core rules state that any wound is gone when the associated Damage is Healed. However, this can lead to many unrealistic results. In *5th Edition*, Hit Points are completely abstract. Critical effects, on the other hand, always represent real, physical Damage of some kind. This rule expands the recovery guidelines to allow for longer-lasting results, such as broken bones that can take weeks to mend on their own.

Healing Variants

The *Dungeon Master's Guide* has some interesting healing options that would work well with this product. In particular the Slow Natural Healing and Gritty Realism optional rules would dovetail nicely with the rules presented here.

Traumatic Damage

In the core rules, all Hit Points are created equal, but the rules in this section separate Damage into two types, normal Damage and Traumatic Damage. The base Damage of the weapon and the normal Critical effects, as defined by the core rules of the game are normal Damage (essentially, any roll you make on the charts here below the 3x multiplier.) Any additional damage dice result in Traumatic Damage. (We'll call these extra dice Trauma Dice). In this case, instead of applying the benchmark of 3x or 4x Damage, roll the normal Crit Damage, then apply the Trauma Dice listed in parenthesis on the Damage benchmark. Track the Traumatic Damage separately.

Example: Bjorn rolls a Critical with his longsword. His normal Damage is 1d8+4, but he rolls on the 4x Damage (or +2x Trauma Dice) tier. Since we're using this optional rule, he ignores the 4x Damage and instead rolls his normal Critical Damage, then adds 2x his Damage dice in Trauma Dice. Without this book, he'd have caused 2d8+4 Damage. That Damage is still inflicted, but he also applies an additional 2d8 Traumatic Damage.

Example 2: Josh is attacking Amanda's character with the Spectacular Beast of Damage Awe-

someness. The Beast causes 6d10+12 Damage on a bite and rolls on the 3x Damage (or +1x Traumatic Damage) tier. Again, he ignores the 3x Damage due to this optional rule. He does his normal Critical Damage (12d10+12) and an additional 6d10 Traumatic Damage.

Healing Traumatic Damage

In this optional rule, only magic (such as a spell or Lay on Hands) or Traumatic Recovery (see below) can remove Traumatic Damage, and therefore any Penalties or restrictions associated with a Crit. Second Wind and the use of Hit Dice will not remove Traumatic Damage. Multiple sources of healing can be used remove Traumatic Damage too big to be restored with one spell.

It's good to remember that Damage and Traumatic Damage are two different things in these optional rules. A person can still Heal the original Damage with Hit Dice, and if the Crit caused no Traumatic Damage, that's the end of it. However, Crits that have more extreme consequences also cause Traumatic Damage.

You must Heal all Damage associated with a wound before Healing any Traumatic Damage. For instance, you must Heal the Damage caused by the original Crit before any of the Traumatic Damage caused by the Crit.

Traumatic Recovery

Aside from magical healing, you can remove Traumatic Damage with Traumatic Recovery. A character recovers 1 HP of Traumatic Damage per week, but only if they do nothing that could exacerbate the injury (such as walking on a broken leg, using a broken arm, or any kind of combat). HP are first restored to the Crit with the lowest Traumatic Damage. When all the Traumatic Damage caused by that Crit is gone, the effects of the Crit disappears. If the Crit came with permanent effects, the permanent effect remains.

Treatment

A character with the Medicine Skill can use their knowledge to aid a character's recovery of Traumatic Damage. A successful Wisdom (Medicine) Check, DC 13, will increase the recovery rate. A character who

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wouldn't normally regain HP can still regain 1 HP on any week when the healer succeeds in this Check. A character who would normally regain 1 HP regains 2 HP instead.

In addition, the healer can stave off the more extreme Penalties of a Crit with a Wisdom (Medicine) Check. A character who succeeds in their Wisdom (Medicine) Check can stop Bleeding. If they succeed, the Bleeding stops as long as the patient does nothing that might reopen the wound. If they succeed by 5 or more, they stop the Bleeding permanently enough that the patient can engage in strenuous activity. See the chart below for the appropriate DCs, based on how quickly the patient Bleeds.

A Wisdom (Medicine) Check can also treat a Penalty, stabilizing a broken bone or applying supportive pressure to damaged tissue. If the healer succeeds in the Check, the Penalty is halved. If they succeed by 5 or more, the Penalty is quartered. Round down. For the DCs associated with different Penalties, see below.

A Wisdom (Medicine) Check can stop troublesome problems, such as reduced Movement. The GM must decide which problems are treatable. Usually, brain damage isn't, but effects that stem from structural damage, like broken bones, are. The DC for this Check is 15.

Some Crits have lasting Penalties unless the limb is amputated. A healer can amputate a limb with a Wisdom (Medicine) Check. The amputation automatically succeeds, but the patient takes Damage that could be fatal. Compare the Check to the Amputation Results table below. The patient takes this much Damage.

Finally, a healer can save a character from imminent Death. The DC of this task is 25.

Heal Skill Table			
Bleeding	Penalty	Other Effect	DC
Bleeding every day	-2		5
Bleeding every hour	-4		10
Bleeding every half hour	-6		13
Bleeding every 10 minutes	-8	Troublesome effect	15
Bleeding every minute	-10		20
Bleeding every Round	-12	Imminent Death	25

Effects: Success against Bleeding stops it. Success by more than 5 allows the character to fight without reopening the wound. Success against Penalties reduces them to 1/2. Succeeding by more than 5 reduces them to 1/4.

Amputation Results	
Wisdom (Medicine)	
Check Result	Effect on Target
5 or lower	Target dies.
6-9	Target takes Damage equal to their maximum HP.
10-14	Target takes Damage equal to half their maximum HP.
15-24	Target takes Damage equal to one quarter their maximum HP.
25 or higher	Target takes no Damage.

Spell Criticals

In the base rules, a Spell can only cause a Critical if it has an Attack Roll. In this rule, rolling a natural 1 on a Saving Throw vs. a Spell will result in a Crit. However, the possibility of a Crit is part of the game balance for a Spell that gets an Attack Roll. Because of this, Crits caused by a natural 1 on a Saving Throw do not cause the standard double Damage dice. Instead they only gain extra Trauma Dice. The base Damage is unaffected.

Example: Bjorn is having a bad day and is hit by three fireballs. He rolls a 1 on his third save. Crit. The GM rolls and gets +2x Trauma Dice. The Fireball does 8d6. He does not take the normal x2 dice of a normal crit, but he does take the 16d6 Trauma dice, for a total of 24d6. If the attack had an attack roll instead of a save, and rolled a crit, that same base damage would have resulted in a total of 32d6 (16d6 Damage + 16d6 Trauma Dice.)

Tables

On the following pages, you will find the Critical Effect tables themselves. These are separated into specific Damage Types. You'll find the weapon tables first. After that, you'll find other mundane tables, and then the more exotic Damage Types, such as Fire and Lightning.

Bludgeoning

NORMAL CRITICAL DAMAGE

- 1 — Didn't you say you rolled a Crit?
- 2 — This isn't training, buddy.
- 3 — Playing with your prey, are you?
- 4 — If you keep tenderizing them, people are going to wonder.
- 5 — Not much of a closer, are you?
- 6 — That's what we call a "workmanlike" attack.
- 7 — Just keep working the body.
- 8 — That looks like it stung.
- 9 — Whack! Son of a . . .
- 10 — Yeah. That made them angry.
- 11 — Smash to the meaty part of the thigh.
- 12 — Spinning low-blow smashes into the calf.
- 13 — The hipbone's connected to the leg bone. Now hear the word of the Lord.
- 14 — Lightning-fast strike leaves a painful bruise.
- 15 — That should have broken their shin.
- 16 — Did you know the thighbone's harder than concrete?
- 17 — Smash to foe's knee makes them howl.
- 18 — Bam! Right in the instep.
- 19 — Blow to inner thigh is just slightly too high to snap the knee.
- 20 — Smash to foe's ankle somehow fails to snap bone.
- 21 — Crap! Funnybone!
- 22 — Strike to foe's hand makes them curse like a drunken sailor.
- 23 — Meaty thwack rings foe's forearm.
- 24 — If foe has a shield, it makes a big noise. If not, the foe does.
- 25 — The shock of the blow is absorbed by foe's biceps. Ouch.
- 26 — Foe tries to parry your weapon with their forearm. They'll learn.
- 27 — Bruising blow to triceps makes foe grunt.
- 28 — Glancing blow to the hand hurts a lot more than the hit warranted.
- 29 — A little to the left and that might have caused a hemorrhage in the brachial artery.
- 30 — It's a miracle they can still use that arm.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Powerful blow to chest causes the foe to do nothing but gasp for 1 Action.
- 32 — Glancing strike off forehead causes blood to flow into foe's eyes. Foe is at -1 until the damage is healed or they don a headband. Wasn't that a blunt weapon?
- 33 — Strike to solar plexus results in a most satisfying whooshing sound. Foe is at -3. This Penalty will improve by 1 every Round.

- 34 — Crack! That sounded like a rib. Foe is at -1.
- 35 — Near miss to foe's groin causes them to be Stunned for 1 Round as the lives of all their potential children flash before their eyes.
- 36 — Blow to foe's neck. Foe is Stunned for 1 Round as they work out why that didn't kill them.
- 37 — Blow to collarbone leaves foe with a bruise, a -2 Penalty, and the need for a strong drink.
- 38 — The weapon hits foe right in the center of the chest. Foe is Stunned for a Round as their heart skips a beat. -1.
- 39 — Blow to foe's spine causes a -2 Penalty from the searing pain. If the Damage isn't restored using Healing magic, the foe will be able to predict rain.
- 40 — Devastating blow causes the foe to be Stunned for 2 Rounds and take a -2 Penalty.
- 41 — Hard blow to thigh bruises the bone. Foe at -2 to all actions and Stunned for 2 Rounds as they limp in a tight circle.
- 42 — Unexpected low attack breaks foot. Foe can no longer Dash and is at -2. Stunned for 1 Round.
- 43 — Crack to foe's knee nearly ruins foe's pro sports aspirations.
- 44 — Crack foe's shin . . . literally. -3 to all Actions. Foe can no longer Dash and is Stunned for 2 Rounds due to the pain.
- 45 — Foe leaps back to avoid your blow and sprains their own ankle. Cannot Dash. -2. Stunned for 2 Rounds due to the pain.
- 46 — Blow wrenches foe's knee. Can't Dash. -2. Stunned for 2 Rounds due to pain.
- 47 — Blow dislocates foe's hip, causing excruciating pain. Cannot Dash. -3. Lose 2 Rounds vomiting from the agony.
- 48 — Blow to foe's calf bruises so deeply the muscle spasms. -3 to all Actions and Stunned for 3 Rounds.
- 49 — Blow smashes toe. Foe can no longer Dash and is at -3. Stunned for 3 Rounds due to hopping.
- 50 — Blow to thigh bruises deeply and causes a slow hemorrhage. -4 to all Actions. Stunned for 4 Rounds. Natural Healing takes 5x longer.
- 51 — Blow to foe's hand breaks a finger. Foe drops anything they were holding. -3. Stunned for 3 Rounds.
- 52 — Blow to foe's shield arm causes deep bruises if foe has no shield. -3. Stunned for 3 Rounds. If foe *has* a shield, shield is broken instead.
- 53 — Blow to foe's elbow causes a horrible cracking noise. -3. Stunned for 3 Rounds.
- 54 — Blow bruises forearm to the bone. Penalty starts at -7 and drops 1 per Round until it hits -3, where it stays until foe recovers.

Budgeoning

- 55 — Blow breaks several bones in foe's hand. Foe screams in rage and agony. -4 to all Actions. Stunned for 3 Rounds. If not treated properly (DC 13 Wisdom (Medicine) Check), foe will have a permanent -1 to Actions requiring fine dexterity (such as picking locks and pockets).
- 56 — Crack dislocates foe's shoulder. Foe is at -8, and that improves 1 every Round until it hits -4, where it stays until foe recovers. If this damage isn't treated with healing magic, foe will have a "trick shoulder."
- 57 — Blow breaks foe's forearm. Foe drops anything they're holding. -4. Stunned for 2 Rounds.
- 58 — Crack foe's elbow. Foe drops anything they're holding and is -10 to all Actions with that arm. Stunned for 2 Rounds.
- 59 — Blow cracks upper arm. Foe Stunned for 1 Round and is at -6 to all Actions.
- 60 — Blow breaks foe's collarbone. All Actions with that arm are at -10. All other Actions are at -2. Stunned for 2 Rounds.
- 61 — Strike lands firmly on foe's abdomen. The pain Stuns them for 3 Rounds and causes a -4 Penalty. Trauma Recovery will take 5x longer due to internal bleeding.
- 62 — Attack pummels foe in chest, cracking two ribs and bruising organs. Foe is Stunned for 4 Rounds and suffers a -2 to all Actions that don't involve chest movement; -6 to those that do.
- 63 — Strike to sternum cracks breastbone. Foe is Stunned for 4 Rounds and at -6.
- 64 — Downward swing snaps collarbone, sending foe into agony. Foe Stunned for 5 Rounds. -4 to all Actions; -8 with that arm.
- 65 — Glancing blow to head causes a hairline fracture to the skull and gives a -6 Penalty. For 24 hours, foe will slur their speech.
- 66 — Pound foe in the stomach. Foe seems uninjured but receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -10, then it drops 1 per Round after that.
- 67 — Blow catches foe under their arm and breaks four ribs. Stunned for 2 Rounds. -6 Penalty.
- 68 — Smash foe's sternum, cracking it down the middle. Foe is at -6 to all Actions and is Stunned for 3 Rounds.
- 69 — Smash to foe's collarbone breaks it in three places. Foe drops anything in that hand and is Stunned for 4 Rounds. -10 with that arm. -5 otherwise.
- 70 — Blow cracks foe across the forehead, fracturing the skull. -6. 2 Rounds of Stun. Foe can't smell for 24 hours.
- 71 — Pounding blow to abdomen damages organs. Foe is nauseated for 4 Rounds. -5. Foe can't drink or eat anything (including potions) as long as they have this wound.
- 72 — Blow cracks ribs like kindling. Foe is Stunned for 4 Rounds. -8 to all Actions.
- 73 — Blow to foe's sternum painfully detaches it. Foe is Stunned for 3 Rounds. -9 to all Actions involving the upper body.
- 74 — Smashed clavicle causes foe to scream like a ten-year-old choirboy. They begin weeping. Stunned for 6 Rounds. -7.
- 75 — Blow to foe's head causes loss of hearing in 1 ear. -5 to Intelligence (Investigation) and Wisdom (Perception) Checks involving hearing. Stunned for 5 Rounds. -6 to all Actions.
- 76 — Blow crushes foe's innards, damaging their bowels. Stunned for 5 Rounds. -10. Slow leak of poisons causes Traumatic Recovery to take 10x as long as normal.
- 77 — Blow smashes several ribs, making the smallest movement an agony. Stunned for 6 Rounds. -8.
- 78 — Blow bruises spine, causing foe's legs to turn weak. Stunned for 3 Rounds. -12.
- 79 — Blow smashes collarbone into a dozen pieces, drawing a gasp and a cry. Foe loses use of the arm. Stunned for 5 Rounds. -8.
- 80 — Blow smashes foe's nose, breaking several facial bones. Foe is Stunned for 10 Rounds. -3.

4X DAMAGE (OR +2X TRAUMA DICE)

- 81 — Blow shatters knee, sending foe screaming to the ground. Stunned for 8 Rounds and they drop anything they're holding. -6. -20 to Speed (permanent -10).
- 82 — Solid strike shatters foe's foot. Foe is Stunned for 10 Rounds. -6. -10 to Speed (-5 permanent).
- 83 — Blow shatters hand. Foe is Stunned for 10 Rounds and drops anything they're holding. -10. Hand permanently -5.
- 84 — Blow shatters arm and elbow, reducing the entire limb to a loose bag of bones. Stunned for 10 Rounds and foe drops anything they're holding. -10. Arm is permanently -7.
- 85 — Blow cracks pelvis. Foe stares in horror a moment, then folds like good map. Stunned for 10 Rounds. -10. -20 speed (-15 permanent).
- 86 — Blow snaps spine, paralyzing foe below the waist. They collapse with a scream, flailing about, scratching at the ground. Stunned for 6 Rounds, and they drop anything they're holding. Foe is Prone and can only crawl.

Bludgeoning

- 87 — Blow smashes pelvis, crippling both legs and sending foe into a screaming pile of pain. They are permanently crippled. Stunned for 7 Rounds. -5. Foe is Prone and can only crawl.
- 88 — Blow shatters ribs and collapses lung. Foe falls in agony, their breath all but gone. They try to reach out, but have no strength. Stunned for 10 Rounds. -20.
- 89 — Strike catches foe in the neck, paralyzing them completely. They fall like a bag of wet laundry. 2 Rounds of Stun. Foe is Incapacitated.
- 90 — Blow to foe's head puts them down. They're paralyzed from the neck down and can only speak in word salad. They are Incapacitated.
- 91 — Blow to foe's foot shatters it, turning it into a misshapen lump. Foe Stunned for 14 Rounds. -8. -10 to Speed (-5 permanent). Foot needs to be removed or foe will have a permanent -2 penalty.
- 92 — Blow shatters knee and lower leg, putting foe down in a great twitching pile. Stunned for 14 Rounds. -8. -20 to Speed (permanent -10). Unless healed magically, the leg needs to be removed or foe will have a permanent -2 penalty.
- 93 — Blow shatters wrist and hand. Foe is Stunned for 15 Rounds and drops anything they're holding. -10. Hand permanently -5. The lower arm needs to be removed or foe will have a permanent -2 penalty.
- 94 — Blow shatters arm and elbow, turning limb into a lumpy, bruised mess. Stunned for 14 Rounds and foe drops anything they're holding. -10. Arm is permanently -7, and it will need to be removed, or foe will have a permanent -2 penalty.
- 95 — Blow ruins eye. Stunned for 15 Rounds. -5. Get an eyepatch.
- 96 — Blow chips off a piece of the foe's xiphoid process. The foe feels a slight discomfort under their sternum. Foe has 10 Rounds of activity until death. Any Round they don't move their chest doesn't count. Every Round they do causes increasing discomfort. -1 per Round of active chest movement.
- 97 — Blow to arm shatters bone and severs the brachial artery. Foe dies in 7 Rounds.
- 98 — Blow between foe's eyes cracks skull and ruptures a vessel. Foe attacks random targets for 5 Rounds, then dies.
- 99 — Blow to foe's neck severs artery and closes windpipe. Foe dies after 3 Rounds of strange euphoria (during which they're Stunned).
- 100 — Blow shatters skull and kills foe instantly. A good mortician, and they'll look "just like themselves."
- 101-102 — Blow to foe's chest shatters ribs and sends shards through heart and lungs. Foe dies.
- 103-105 — Blow caves in chest and sends foe twitching to the ground. They didn't suffer. Foe is dead.
- 106-110 — Blow is so devastating that foe's arms are only *technically* still attached to their body. Foe is dead.
- 111-120 — Blow all but snaps foe in two. They are oh so dead.
- 121-140 — How many bones are there in the body again? Multiply by 20. Oh, and dead.
- 141-180 — Foe shatters like a beer bottle in a nasty bar fight. Dead.
- 181-260 — Splat. Get a mop.
- 261+ — That's what an ant feels like. Dead, dead, dead.



Piercing

NORMAL CRITICAL DAMAGE

- 1 — That's called "whiffing the Crit."
- 2 — Was that a stiletto knife or a stiletto heel?
- 3 — You get an "A" for effort, though.
- 4 — Are you sure you know how to use that thing?
- 5 — Remember, the pointy end toward the enemy.
- 6 — You make them into a pincushion. Unfortunately pincushions are quite resistant to stabbing.
- 7 — Poke!
- 8 — What should be a savage stabbing turns into nothing more than a nasty flesh wound.
- 9 — The thrust slides clear through without hitting anything important.
- 10 — That must have hurt. Didn't it? Really? It looked like it hurt.
- 11 — Strike skewers foe's thigh, just missing the femoral artery.
- 12 — You savagely poke them in the calf.
- 13 — The hipbone catches the point, completely stopping the thrust.
- 14 — Strike catches deep muscle and fat.
- 15 — Point slides between the bones of the lower leg.
- 16 — That had to have chipped the thighbone.
- 17 — The strike slides painfully into foe's knee.
- 18 — You hit them in the foot. What . . . were you trying to get them a discharge?
- 19 — Point slides into inner thigh.
- 20 — Point slices through the muscle and cartilage of the ankle.
- 21 — Attack slides neatly into foe's elbow. Foe looks at it a moment, then screams.
- 22 — Weapon slides through foe's hand. It comes out the other side without hitting bone. For a moment, foe doesn't notice. Then they flex their fingers and scream.
- 23 — Strike to foe's forearm. Owwwy.
- 24 — Point slides through flaw in foe's shield. It bites biceps.
- 25 — Strike skewers biceps.
- 26 — Point slides cleanly between bones in foe's forearm.
- 27 — Strike to triceps. Foe hisses, "It's just a flesh wound!"
- 28 — Point doesn't stick deeply in foe's hand. You think you botched the attack until the foe screams. Must have hit bone.
- 29 — Almost poked the brachial artery.
- 30 — Strike bites deeply in the arm, hits bone, and the weapon chips or ammunition shatters. Messy.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Point sticks in ribs. Foe rips it out with a cry.

- 32 — Strike tears a hole in foe's forehead, but bounces clear. Blood flows into foe's eyes, giving them a -1 until they take care of it. Without aid, foe will Bleed every hour.
- 33 — Point slides neatly into solar plexus. If foe has armor, Stunned for 1 Round. If not, foe Bleeds every day.
- 34 — Point slides between ribs. It seems like a flesh wound, but the foe will Bleed every day.
- 35 — Shot to foe's groin. No vitals hit, but foe Stunned for 3 Rounds. Insert crude joke here.
- 36 — Point slices the meaty part of the neck. Foe Bleeds every hour.
- 37 — Point ricochets off foe's collarbone. Their eyes turn to saucers as the pain hits.
- 38 — Point sticks in sternum. Foe is Stunned for 2 Rounds as they wonder what to do.
- 39 — Point bounces off spine. Foe is Stunned for 2 Rounds. Were you trying to give them an epidural?
- 40 — Hard strike Stuns foe for 2 Rounds and gives a -1 to all Actions. Foe Bleeds every hour.
- 41 — Point digs into the thigh up to the bone. Foe reaches down reflexively, bumps the weapon and screams in pain. Foe Bleeds every half hour. -3.
- 42 — Point passes cleanly through foot. If the floor is wooden, foe's nailed in place until someone pulls the weapon free (an Object Interaction for the wielder if this is a melee weapon, a Use an Object Action otherwise). Foe will Bleed every half hour, but if they're wearing a boot and a good sock, the sock can make a Wisdom (Medicine) Check with a +0 Bonus instead of the foe's normal bonus to stop the Bleeding (DC 13). -4.
- 43 — Point slides neatly into foe's knee. That isn't blood oozing out. What is that? -4.
- 44 — Attack hits full in the shin, chipping the bone then siding sideways, tearing and biting deeply. Foe Bleeds every half hour. -4.
- 45 — Foe leaps deftly away from your attack, looks you in the eye, laughs, then steps in a hole, wrenching their ankle. Cannot Dash. -2. Stunned for 2 Rounds.
- 46 — Knee shot. Foe yelps. That can't be good. Bleed every half hour. Can't Dash. -4.
- 47 — Point slides cleanly into hip and pops hip joint. Cannot Dash. -3. Stunned for 2 Rounds.
- 48 — Attack neatly parts calf muscle. Foe Bleeds every half hour. -5 to all Actions.
- 49 — Point neatly separates toe joint. Foe can no longer Dash and is at -5. Foe Bleeds every half hour. Take care of that or it might fall off.
- 50 — Deep tissue strike to thigh. -6 to all Actions. Stunned for 2 Rounds. Foe Bleeds every 10 minutes.

Piercing

- 51 — Point nearly severs finger. Foe drops anything they were holding. -5. Bleed every 10 minutes. Stunned for 1 Round.
- 52 — Point slides into shield and out other side, penetrating arm. If foe has no shield: -5; Stunned for 1 Round; Bleed every 10 minutes. If foe *has* shield: -2.
- 53 — Savage strike to inside of elbow. You and foe both wince. Foe Bleeds every 10 minutes. -5. Stunned for 1 Round.
- 54 — Strike to forearm chips bone. Penalty starts at -9 and drops 1 per Round until it hits -5, where it stays until foe recovers. Foe Bleeds every 10 minutes.
- 55 — Point passes through hand, separating several bones. Foe is Stunned for 1 Round as they stare at the hand. -6 to all Actions. If not treated properly (DC 13 Wisdom (Medicine) Check), without healing magic, foe will have a permanent -1 to Actions requiring fine dexterity (such as picking locks and pockets).
- 56 — You know in the movies, people get shot in the shoulder all the time and it's always a flesh wound. This isn't the movies. Foe at -10, and that improves 1 every Round until it hits -6, where it stays until the foe recovers. Bleed every 10 minutes.
- 57 — Attack passes though forearm. It doesn't seem to cause any real . . . wait. *There's* the blood. Foe Bleeds every 10 minutes. -6.
- 58 — You hit them in the elbow. So *that's* what an angry enemy looks like. Foe drops anything they're holding and is -12 to all Actions with that arm. They Bleed every 10 minutes.
- 59 — Surgically separate foe's biceps. -8.
- 60 — Point slides under clavicle. All Actions with that arm are at -12; all other Actions are at -4. Wow. You've never heard that curse before.
- 61 — Point sinks into foe's abdomen like butter. They stare at the wound, Stunned, for 1 Round, then poke it. The resulting pain causes a -6 Penalty. Bleed every 10 minutes.
- 62 — Ribs resist weapon, but the point bites deeply nonetheless. Foe is Stunned for 2 Rounds and suffers a -4 to all Actions that don't involve chest movement; -8 to those that do. They Bleed every 10 minutes.
- 63 — Point cracks breastbone, but doesn't quite penetrate. Foe is Stunned for 2 Rounds and at -8. Foe Bleeds every 10 minutes.
- 64 — Point chips both bones in one shoulder and opens a long gash, then skips past foe completely. Foe Stunned for 3 Rounds. -2 to all Actions; -6 with that arm. Foe Bleeds every 10 minutes.
- 65 — Point separates two bones in the skull and sticks. -8 Penalty. For 24 hours, the foe smells garlic.
- 66 — Point travels cleanly through belly and out the other side. At first it seems to miss everything important, then foe receives a -1 Penalty from the pain. The Penalty increases 1 every Round until it hits -12, then it drops 1 per Round after that. Foe Bleeds every 10 minutes.
- 67 — Point cracks a rib. -8 Penalty.
- 68 — Point cracks piece of sternum, loosening two ribs. Foe is at -8 to all Actions and is Stunned for 1 Round. Foe Bleeds every 10 minutes.
- 69 — Point splinters collarbone. Foe drops anything in that hand and is Stunned for 2 Rounds. -10 with that arm; -5 otherwise. Bleed every 10 minutes.
- 70 — Point cracks foe's skull. -8. Foe can't remember people's names for 24 hours. Bleed every minute.
- 71 — Point seems to nick colon, filling the air with a foul smell. Foe nauseated for 2 Rounds, causing a -7 penalty. Bleed every minute.
- 72 — Point separates ribs and bites deeply. Foe is Stunned for 2 Rounds. -10 to all Actions. Bleed every minute.
- 73 — Weapon cracks rib and barely misses heart. We call that a "Reagan." Foe Stunned for 1 Round. -11 to all Actions requiring upper body. Bleed every minute.
- 74 — How did you break their clavicle with a Piercing weapon? Foe screams in pain. Stunned for 4 Rounds. -9. Bleed every minute.
- 75 — Point pierces head, causing one eye to go blind. -5 to Spot Checks. Stunned for 3 Rounds as foe discovers their eye is still there. -8 to all Actions. Bleed every minute.
- 76 — Point skewers foe's entrails. Stunned for 3 Rounds, -12. Bleed every minute.
- 77 — Sucking chest wound. You can fix that with a credit card, you know. Stunned for 4 Rounds. -10. Bleed every minute.
- 78 — Poke foe viciously in spine. Stunned for 1 Round. -14. Bleed every minute. They can still walk, but their dance career might be over.
- 79 — Point slides between the bones of the shoulder, and foe hits the weapon, breaking the clavicle with torque. Foe loses use of the arm. Stunned for 3 Rounds. -10. Bleed every minute.
- 80 — Point stabs foe in mouth. Foe is Stunned for 8 Rounds. -5. Bleed every minute.

4X DAMAGE (OR +2X TRAUMA DICE)

- 81 — Weapon skewers knee. Stunned for 6 Rounds. -8. -20 to Speed (-10 permanent). Bleed every Round.
- 82 — Point slices through foot, breaking several bones. Foe Stunned for 8 Rounds. -8. -10 to Speed (-5 permanent). Bleed every Round.

Piercing

- 83 — Point tears through hand, separating or breaking the bones. Foe Stunned for 8 Rounds, and they drop anything they're holding. -12. Hand permanently -6. Bleed every Round.
- 84 — Point slices through elbow, destroying the joint. Stunned for 8 Rounds and they drop anything they're holding. -12. Arm is permanently -6. Bleed every Round.
- 85 — Point slices through pelvis, nicking an important nerve bundle. Foe stares in horror a moment, then folds like a fan. Stunned for 8 Rounds. -12. -20 to Speed (-15 permanent). Bleed every Round.
- 86 — Point slices foe's spine. They collapse, paralyzed from the waist down. They nudge their legs, as if to restart them. Stunned for 4 Rounds. Bleed every Round.
- 87 — Point slices through pelvis, cutting veins. The hemorrhages build pressure on the nerve bundle and after a moment the foe screams in agony. Without magical healing, they are permanently crippled. Stunned for 5 Rounds. -7. Bleed every Round. Foe can only crawl.
- 88 — Point collapses one lung and nicks the other. Foe tries to call out, but only produces a whistling sound. Call them "wheezy." Stunned for 8 Rounds. -22. Bleed every Round.
- 89 — Point pierces foe's neck, paralyzing them like a rag doll. Don't worry, you nicked the carotid too. 2 Rounds of Stun. Bleed every Round. Foe is Incapacitated.
- 90 — Point slides neatly into foe's brain, severing several nerves but not killing them. They're paralyzed from the neck down, and they now see odors. Foe is Incapacitated.
- 91 — Point slices a major artery in foot. Foe Stunned for 12 Rounds. -10. -10 to Speed (-5 permanent). Foot will also need to be removed or foe will have a permanent -2 penalty. Bleed every Round.
- 92 — Weapon all but destroys knee. Foe spasms like a bible revival and then collapses with a scream. Stunned for 12 Rounds. -10. -20 to Speed (-10 permanent). Leg needs to be removed or foe will have a permanent -2.
- 93 — Blow severs arteries and nerves in wrist. Foe is Stunned for 13 Rounds, and they drop anything they're holding. -12. Hand permanently -6. Lower arm needs to be removed or foe will have a permanent -2 as well.
- 94 — Attack destroys elbow, leaving forearm dangling weakly on the end of the limb. Are you sure this was a Piercing weapon? Stunned for 12 Rounds and they drop anything they're holding. -12. Arm is permanently -9. Arm needs to be removed or foe will have a permanent -2 as well.
- 95 — Arrrggghhh. That be mighty bad luck, me bucko! Point to eye. Everyone in sight must make a Wisdom Saving Throw (DC 10) or be Stunned (and nauseated) for 1 Round. Foe Stunned for 13 Rounds. -7.
- 96 — Point slides into upper abdomen, nicking several important organs and arteries. That's the whole shooting match. Foe has 8 Rounds to wonder how bad it is before they die. Stunned for 7 Rounds. Use the last one wisely.
- 97 — Point to brachial artery. Wow. They are Bleeding so much you can see their heart beat. Foe dies in 7 Rounds.
- 98 — Attack stabs foe in the brain (just a little). Foe attacks random people on the battlefield for 5 Rounds, then dies.
- 99 — Point hits neck, severing . . . well . . . everything. Foe races to Bleed to death before they drown. Ewww. Three Rounds of Stun then sweet, sweet death.
- 100 — Center of mass, partner. That's how they teach you in archer school. Waste the rest of your Action watching to see if they're really dead. They are.
- 101-102 — Point severs brain. Really? Severs? Wow. Okay. Foe collapses, dead.
- 103-105 — Point pierces larynx. Foe dies instantly.
- 106-110 — Weapon almost takes foe's head off. Can it do that? Foe is dead.
- 111-120 — Point actually shatters ribs on the way through. Impressive. Foe is dead.
- 121-140 — Weapon passes cleanly through body, causing waves of terrible damage in the soft tissue. Is that hydrostatic shock? Foe is dead.
- 141-180 — Foe skewered like a villain in a Schwarzenegger movie. Dead. Cue the one liner . . . now!
- 181-260 — Splat. Wait. Were they supposed to go splat? Foe is dead.
- 261+ — Who needs a killing jar? You pin them like a specimen in a butterfly collection. A *dead* specimen.



Slashing

NORMAL CRITICAL DAMAGE

- 1 — Maybe you should sharpen it.
- 2 — You're looking to chop, not taunt.
- 3 — Aim *past* them.
- 4 — It's different when your target moves, huh?
- 5 — That's right. They won't be so pretty after you're done cutting them.
- 6 — Eh. They won't be writing songs about that one.
- 7 — Slash!
- 8 — That's gonna leave a scar.
- 9 — Snicker snack.
- 10 — Thunk. Wait for the pain. Wait for it. *There* it is.
- 11 — Hack to foe's thigh.
- 12 — Backhanded slash cuts foe's calf.
- 13 — Hack to hip fails to maim them.
- 14 — Slash hacks muscle but not tendon.
- 15 — Don't worry, their shinbone stopped that one.
- 16 — Hack deeply into thigh.
- 17 — Hack fails to sever knee.
- 18 — Cut tears across foe's instep.
- 19 — Slice to inner thigh barely misses femoral artery.
- 20 — Hack ankle but fail to sever foot. Next time, put your back into it. Or attack a foe wearing sandals. If foe has no armor there, Bleed every day.
- 21 — Your hack, just above the elbow, cuts to the bone.
- 22 — Slash foe's hand.
- 23 — Blade cuts deeply into foe's forearm.
- 24 — Edge sinks deeply into shield. If foe has no shield, it sinks deeply into foe. Without shield, foe Bleeds every day.
- 25 — Slice almost turns biceps into quad-ceps.
- 26 — Foe catches blow on forearm. Were they wearing armor? If so, it rings as they take damage.
- 27 — Hack foe's triceps.
- 28 — Slice doesn't manage to sever fingers.
- 29 — Slice almost cuts brachial artery in arm. Doesn't though.
- 30 — Hacking strike fails to sever arm.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Slash rings ribs like a xylophone. Bleed every hour.
- 32 — That's why God gave us a skull. Blade slides off forehead. If foe isn't wearing a helmet: Bleed every hour, and they're -1 until they deals with the blood in their eyes.
- 33 — Blade cuts into solar plexus but doesn't slice organs. Foe is at -3. This Penalty will improve by 1 every Round. Bleed every hour.
- 34 — Blade cuts into side and snaps a rib. I want my baby back. Foe is at -1. Bleed every hour.

- 35 — Hack to groin misses all the important bits. Almost causes a hernia, though. Foe is Stunned for 3 Rounds. Bleed every hour.
- 36 — Hack cuts foe's neck. Doesn't hit anything too major, but there's a lot of blood. Foe is Stunned for 1 Round as they work out that they're only Bleeding every hour.
- 37 — Hack doesn't quite sever collarbone. -2. Bleed every hour. Foe should invest in better shoulder guards.
- 38 — Slash to foe's chest. Foe Stunned for 1 Round. -1. Bleed every hour.
- 39 — Hack to foe's spine fails to paralyze them. That's why it's made of bone. -2 Penalty. Foe needs a good chiropractor. Bleed every hour.
- 40 — Hack Stuns foe for 1 Round. Take a -2 Penalty and like it!
- 41 — Hack to thigh chips bone. Foe is at -2 to all Actions and Stunned for 1 Round. Bleed every half hour.
- 42 — Like an apprentice butcher, you all but sever their foot at the instep. Foe can no longer Dash and is at -2. Bleed every half hour.
- 43 — They say a blow to the knee is one of the most painful things a person can experience. Foe seems to agree. -4. Stunned 2 Rounds. Bleed every half hour.
- 44 — You're all alone. Blow catches foe on the shinbone. -3 to all Actions. Foe can no longer Dash and is Stunned for 1 Round due to the pain. Bleed every half hour.
- 45 — Foe leaps nimbly over attack, only to wrench their ankle upon landing. Cannot Dash. -2. Stunned for 1 Round. Bleed every half hour.
- 46 — If you'd just gotten the edge into better play, you'd have taken the leg. Blow to the knee. Can't Dash. -2. Stunned for 1 Round. Bleed every half hour.
- 47 — Cut foe across ancient and hallowed body meridian. More importantly, you mess up their hip. Can't Dash. -3. Stunned for 1 Round. Bleed every half hour.
- 48 — Cut foe's calf, but fail to sever the tendon. -3 to all Actions, and Stunned for 2 Rounds. Bleed every half hour.
- 49 — That's why God gave them five toes. The toe can be reattached with healing magic that can heal all the Traumatic Damage. Foe can no longer Dash and is at -3. They're Stunned for 2 Rounds. Bleed every half hour.
- 50 — Cut thigh hard and deeply. -4 to all Actions. Stunned for 3 Rounds. Bleed every half hour.
- 51 — Slice almost gets you a finger. -3. Stunned for 2 Rounds.

Slashing

- 52 — Hack to shield arm. If foe has no shield: -3, Stunned for 2 Rounds, and Bleed every half hour. If foe *has* shield, shield is hacked instead.
- 53 — Strike to funny bone is no laughing matter. -3. Stunned for 2 Rounds. Bleed every half hour.
- 54 — Slice cuts forearm deeply. Penalty starts at -7 and drops 1 per Round until it hits -3, where it stays until foe recovers. Bleed every half hour.
- 55 — Slice all but severs hand. -4 to all Actions. Stunned for 2 Rounds. If not treated properly (DC 13 Wisdom (Medicine) Check), foe will have a permanent -1 to Actions requiring fine dexterity (such as picking locks and pockets). Bleed every half hour.
- 56 — Slash pops foe's shoulder. Foe is at -8, and that improves 1 every Round until it hits -4, where it stays. Bleed every half hour.
- 57 — Cut to arm. -4. Stunned for 1 Round.
- 58 — Cut just misses severing arm at the elbow. -10 to all Actions with that arm. Stunned for 2 Rounds. Bleed every half hour.
- 59 — Cut messes up foe's upper arm. Foe Stunned for 1 Round and is at -5 to all Actions. Bleed every half hour.
- 60 — Cut snaps collarbone. All Actions with that arm are at -10; all other Actions are at -2. Stunned for 1 Round. Bleed every half hour.
- 61 — Slice foe's abdomen. Foe is Stunned for 2 Rounds. -4. Bleed every 10 minutes.
- 62 — Slice opens chest and cracks ribs. Foe is Stunned for 3 Rounds and suffers a -2 to all Actions that don't involve chest movement; -6 to those that do. Bleed every 10 minutes.
- 63 — Blade slices breastbone, splitting it. Foe is Stunned for 3 Rounds and at -6. Bleed every 10 minutes.
- 64 — Chopping strike cracks foe's collarbone, wracking them with pain. Foe Stunned for 4 Rounds. -4 to all Actions; -8 with that arm. Bleed every 10 minutes.
- 65 — Slice cracks foe's skull, giving a -6 Penalty. The foe calls everyone by *their own name* for 24 hours. They can't seem to realize what they're doing wrong. Bleed every 10 minutes.
- 66 — Blade slides easily into foe's stomach. Foe seems uninjured but foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -10, then it drops 1 per Round after that. Bleed every 10 minutes.
- 67 — Cut under arm cracks 4 ribs. You don't get a xylophone sound, but at least the tone of the foe's cry is a perfect "C." Stunned for 1 Round. -6 Penalty. Bleed every 10 minutes.
- 68 — Hack foe's sternum. The bone is broken but it did its job. Foe is at -6 to all Actions and is Stunned for 2 Rounds. Bleed every 10 minutes. This would be convenient for direct heart massage.
- 69 — Downward swing cracks collarbone in three places. Foe drops anything in that hand and is Stunned for 3 Rounds. -10 with that arm; -5 otherwise. Bleed every 10 minutes.
- 70 — Cut to the skull. -6. 1 Round of Stun. Foe giggles at inappropriate times for 24 hours. A Wisdom Saving Throw (DC 15) can control these giggles. Bleed every minute.
- 71 — Slice to foe's stomach. You think you smell onions. Foe nauseated for 3 Rounds. -5. Foe can't drink or eat anything (including potions) as long as they have this Traumatic Damage. Bleed every minute.
- 72 — Ribs crackle like a good fire. Foe is Stunned for 3 Rounds. -8 to all Actions. Bleed every minute.
- 73 — Blow all but shatters sternum. Foe gasps and is Stunned for 2 Rounds. -9 to all Actions requiring upper body. Bleed every minute.
- 74 — Cut neatly divides clavicle. Foe twitches uncontrollably until they recover. Stunned for 6 Rounds. -7. Bleed every minute.
- 75 — Slice neatly removes ear. If treated with magical healing within an hour, it can be reattached merely by removing this Traumatic Damage. -5 to all Intelligence (Investigation) and Wisdom (Perception) Checks involving hearing. -2 to Cha. Stunned for 4 Rounds. -6 to all Actions. Bleed every minute.
- 76 — Cut slices foe's gut. Innards damaged. Stunned for 4 Rounds. -10. Bleed every minute.
- 77 — Attack doubles number of ribs in foe's chest. Stunned for 5 Rounds. -8. Bleed every minute.
- 78 — Hack to spine. Foe's legs become all watery. Stunned for 2 Rounds. -12. Bleed every minute.
- 79 — Slice shatters collarbone. Foe loses use of the arm. Stunned for 4 Rounds. -8. Bleed every minute.
- 80 — Cut maims foe's nose. Foe is Stunned for 9 Rounds. -3. -4 Cha. Bleed every minute.

4x DAMAGE (OR +2x TRAUMA DICE)

- 81 — Slash shatters knee, nearly removing leg. Don't worry. They go down anyway. Stunned for 7 Rounds. -6. -20 to Speed (-10 permanent). Bleed every Round.
- 82 — Slash doesn't penetrate boot but *does* shatter foot. Foe Stunned for 9 Rounds. -6. -10 to Speed (-5 permanent). Bleed every Round.

Slashing

- 83 — Strike with side of blade shatters hand. Foe Stunned for 9 Rounds. -10. Hand permanently -5. Bleed every Round.
- 84 — Slice shatters elbow, nearly removing arm. Don't sneeze. Stunned for 9 Rounds. -10. Arm is permanently -7. Bleed every Round.
- 85 — Blow to pelvis shatters bone but doesn't remove leg. Foe takes one step forward, and while the spirit is willing, the flesh is weak. Foe crumples. Stunned for 9 Rounds. -10. -20 to Speed (-15 permanent). Bleed every Round. Foe can only crawl.
- 86 — Slash severs spine, paralyzing foe below the waist. With a look of slow horror, they sink to the ground. A single tear runs down their cheek. Stunned for 5 Rounds. Bleed every Round. Foe can only crawl.
- 87 — Blow hacks halfway through pelvis, shattering the bone and paralyzing both legs. Foe permanently crippled. Stunned for 6 Rounds. -5. Bleed every Round. Foe can only crawl.
- 88 — Hack shatters ribs and cuts deeply into the lung. Foe whistles tunelessly in agony. Stunned for 9 Rounds, and foe drops anything they were holding. -20. Bleed every Round.
- 89 — Chop to back of neck doesn't quite penetrate spine. It damages the spinal cord, though, paralyzing foe from the neck down. They make a strange gurgling sound as they fall. 1 Round of Stun. Bleed every Round. Foe is Incapacitated.
- 90 — Chop dents foe's skull. They're paralyzed from the neck down and enter a two-month coma—if someone stops the Bleeding (every Round).
- 91 — Blow severs half of foe's foot. Foe is Stunned for 13 Rounds. -8. -10 to Speed (-5 permanent). Bleed every Round.
- 92 — Blow severs foe's leg at the knee. Nice. Stunned for 14 Rounds. -8. -20 to Speed (permanent -10). Bleed every Round.
- 93 — Blow neatly removes hand. Foe Stunned for 14 Rounds and they drop anything they were holding, but the entire time they continue to thrash about as if still fighting. -10. Bleed every Round.
- 94 — Chop removes arm at the elbow. Stunned for 13 Rounds and foe drops anything they were holding. -10. Bleed every Round.
- 95 — Slice destroys foe's eye. Ick. Stunned for 14 Rounds. -5. Bleed every Round.
- 96 — Slice cuts deeply into foe's torso, damaging several organs. Foe can fight for 12 more Rounds, and then they die.
- 97 — Slice cuts foe's femoral artery. Foe dies in 5 Rounds.
- 98 — Slice to foe's neck seems to have no effect, nicking but not cutting the carotid artery. Foe fights for 3 Rounds, then the artery ruptures, and they die 1 Round later.
- 99 — Open foe's windpipe and arteries. They're Stunned for 3 Rounds as they drown.
- 100 — Neatly remove foe's head. You have just enough time left in the Action to strike a pose.
- 101-102 — Slice cuts deeply, hitting heart and ending foe.
- 103-105 — Sever foe's leg, killing them instantly.
- 106-110 — Chop fails to hack foe in half. Don't get me wrong . . . they're still dead.
- 111-120 — Cut slices deeply into chest, destroying all sorts of important things. Like the heart. And the lungs. And the spleen. Their liver's okay.
- 121-140 — Cut foe in two. Sweet.
- 141-180 — Attack tears foe into two sloppy pieces.
- 181-260 — This funeral will be closed casket.
- 261+ — They look like they were killed by a 50-foot sushi chef.



Brawling

Note: *Brawling is often meant to subdue, not kill. A character may take a voluntary -50 on this chart to represent the fact they're not trying to permanently damage their opponent. An Open-Ended Critical Effect or a big Size difference could still kill, but that's the price you pay for combat. Also, since this chart is most likely to be used in a crowded environment, like a bar, the descriptions reflect that. In other environments, adjust the flavor text accordingly.*

NORMAL CRITICAL DAMAGE

- 1 — Whack. They must have tightened their stomach muscles.
- 2 — Not exactly Golden Gloves, are you?
- 3 — More Michael Tyson. Less Michael Moore.
- 4 — Aim *behind* them.
- 5 — You frightened them. No, really. Honest.
- 6 — Work the body.
- 7 — If you were a south paw, you'd have them.
- 8 — They're bloodied but unbowed.
- 9 — Maybe you should grab a chair or something.
- 10 — Next time try something a little more vital.
- 11 — You hit them in the thigh. Was that on purpose?
- 12 — They block your attack, so you kick them in the shin.
- 13 — You hurl them backward, and they smash their hip.
- 14 — You hit them with a combination to the body.
- 15 — They try to kick you, and you catch the blow with a chair. That looks like it hurt.
- 16 — You hurl a tankard at them, and it catches them on the hip.
- 17 — You kick them in the knee.
- 18 — Foot stomp!
- 19 — You try to knee them in the groin, but only catch them in the thigh.
- 20 — Double punch causes them to step back and sprain an ankle. That was unexpected.
- 21 — You pick up a piece of wood and break it over their funny bone.
- 22 — You manage to catch their hand on a table, smashing it with your elbow.
- 23 — Foe tries to block your punch with their forearm but just catches it there instead.
- 24 — If they have a shield, you whack it. If not, you whack them. Either way, I hope you had something in your hand.
- 25 — You punch them in the arm. Was that intentional?
- 26 — Foe tries to block you, and you break a bottle over their arm.
- 27 — They try to grapple you, and you bite them on the triceps until they bleed.
- 28 — They try to punch you in the mouth, and you reward them by all but biting off two fingers.
- 29 — Foe tries to grapple you and fails. As they expose their soft inner arm, you pummel it repeatedly.
- 30 — They block, and you break a pitcher over their arm.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — You hit them in the chest with a double-fisted blow.
- 32 — You break a bottle over their head, and they bleed. It isn't enough to hinder them, though. Maybe if you had a knife. . . .
- 33 — You knee them in the gut. It isn't the most efficient attack, but they make a great sound when you do it.
- 34 — Work those ribs, Rocky.
- 35 — You kick them in the groin. For 1 Round they're Stunned as they stare at you in betrayal. Don't you know the guy rules?
- 36 — You punch them in the throat a little.
- 37 — You grab a chair leg and break it over foe's shoulder, bruising the collarbone. -1 penalty.
- 38 — You punch them in the chest. They smile. That's probably just bravado, don't you think?
- 39 — You knee them in the back, causing them to bellow in pain. What are they, a minotaur? -1.
- 40 — A quick combination hits them once in the stomach, the chin, and the nose. Foe is Stunned for 1 Round. -1.
- 41 — They try to kick you in the head. Stupid. You catch their leg and punch them in the femoral artery. Stunned for 1 Round. -1.
- 42 — You step on their foot. Hey, whatever works. -1.
- 43 — You hit them in the knee with a chair. Next time try a lead pipe.
- 44 — They attack, and you go down trying to dodge. Never one to miss a chance, you head butt them in the shin and then leap to your feet. -1 to all Actions. Foe is Stunned a Round trying to figure out why that didn't provoke an Opportunity Attack.
- 45 — Foe leaps back and trips, landing Prone. -1. Stunned for 1 Round.
- 46 — They kick. You catch their leg and apply elbow to knee. Foe cannot Dash. -1. Stunned for 1 Round.
- 47 — You break a chair over their hip. That looks like it smarted. -1. Stunned for 1 Round.
- 48 — You kick them in the calf. That'll learn them! -1 to all Actions. Stunned for 1 Round.
- 49 — Toe stomp! Toe stomp? Okay, toe stomp. -1. Foe hops for 1 Round, Stunned.

Brawling

- 50 — You bite them on the thigh. What position were you in? -2 to all Actions. Stunned for 2 Rounds.
- 51 — They try to punch you and, you drop your head, taking it on top of the skull. Hardest part of the human body. Foe breaks hand. Stunned for 1 Round. -1.
- 52 — You break something over their shield arm. It might have been a Halfling. If foe has no shield: -1; Stunned for 1 Round. If foe *has* shield, it is broken instead. Let's not discuss the Halfling.
- 53 — You smash their funny bone with a spinning kick. Everybody was kung fu fighting! -1. Stunned for 1 Round.
- 54 — Blow bruises forearm to the bone. Penalty starts at -3 and drops 1 per Round until it hits -1, where it stays until foe recovers.
- 55 — You drop kick their hand. Honest. I saw it. -2 to all Actions. Stunned for 1 Round.
- 56 — You smash a full pitcher into their shoulder. Foe at -4 (because of alcohol in their eyes), and that improves 1 every Round until it hits -2, where it stays until foe recovers.
- 57 — You grab their arm and twist, trying to break it, but they head butt you in the back of the neck, forcing you to release. Foe is Stunned for 1 Round. -2.
- 58 — You grab their arm and punch them repeatedly in the elbow. -5 with that arm. Stunned for 1 Round.
- 59 — You crack a chair over their arm. Next time try a table. Foe is at -3 to all Actions.
- 60 — Pound them in the collarbone. Actions with that arm are at -5. All other Actions at -1. Stunned for 1 Round.
- 61 — Powerful blow to foe's stomach. -2. Stunned for 1 Round. Traumatic Recovery will take 2x longer due to internal bleeding.
- 62 — Pounding blow cracks a rib and bruises organs. Foe is Stunned for 2 Rounds and suffers a -1 to all Actions that don't involve chest movement; -3 for all that do.
- 63 — Blow to foe's chest makes heart skip a beat. Foe is Stunned for 2 Rounds and at -3.
- 64 — Powerful swing bruises the collarbone. Foe is Stunned for 2 Rounds. -2 to all Actions, -4 with that arm.
- 65 — Punch breaks foe's nose and gives a -3 Penalty.
- 66 — Triple combination to the stomach. Foe seems uninjured but receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -5, then it drops 1 per Round after that.
- 67 — Kick to foe's side breaks rib. Stunned for 1 Round. -3 Penalty.
- 68 — Punch bruises foe's sternum. Foe is at -3 to all Actions and is Stunned for 1 Round.
- 69 — Break pitcher over foe's collarbone. Foe drops anything in that hand and is Stunned for 2 Rounds. -5 with that arm; -2 otherwise.
- 70 — You break a chair over their head. Classic. -3. 1 Round of Stun.
- 71 — You kick them in the belly so hard you push them back 5 feet. Foe nauseated for 2 Rounds, during which they are -2.
- 72 — You smash them bodily into something far harder than yourself, cracking ribs. Foe is Stunned for 2 Rounds. -4 to all Actions.
- 73 — You punch them so hard in the sternum it cracks a rib. How's your hand? Foe Stunned for 1 Round. -5 to all Actions requiring upper body.
- 74 — You smash them in the clavicle, cracking the bone. Stunned for 3 Rounds. -3.
- 75 — You try to break a bottle over their head, but the bottle doesn't break. Foe looks less than pristine, though. Stunned for 2 Rounds. -3 to all Actions.
- 76 — You punch them in the stomach so hard they throw up a little. Stunned for 2 Rounds. -5. Slow leak of poisons from damaged bowel means Traumatic Recovery will take 5x longer than normal.
- 77 — You smash a piece of wood into their ribs, cracking them. Stunned for 3 Rounds. -4.
- 78 — You punch them in the kidneys. Stunned for 1 Round. -6.
- 79 — Elbow strike breaks both bones in the clavicle. Stunned for 2 Rounds. -4.
- 80 — Break foe's jaw. Nice. Foe is Stunned for 5 Rounds. -1.

4x DAMAGE (OR +2x TRAUMA DICE)

- 81 — Falling backward, you kick them in the knee. There's a sickening crack. Stunned for 6 Rounds. -4. -10 to Speed (permanent -5).
- 82 — You lift the heaviest object nearby, heaving it down toward the foe's head. They leap back expertly, and you expertly smash their foot. Stunned for 8 Rounds. -4. -10 to Speed (-5 permanent).
- 83 — Foe swings at you and misses, smashing their fist down on a nearby surface. You grab something heavy and smash their hand. Foe Stunned for 8 Rounds and drops anything they're holding. -8. Hand permanently -5.
- 84 — Foe punches at you, and you trap their arm against your body. You then spin to make an attack, and you hear the elbow snap. Ouch. Was that on purpose? Stunned for 8 Rounds, and they drop anything they were holding. -8. Arm is permanently -5.
- 85 — You dodge foe like a bullfighter, sending them into the wall. Then you kick them in the rear, hitting with such force they bend the wrong way. You think that cracking sound might have been their pelvis. Stunned for 8 Rounds. -8. -10 to speed (-5 permanent).

Brawling

- 86 — You push them by you, then drop a shoulder and smash them in the back. With a cracking sound, they go down, paralyzed below the waist. Stunned for 4 Rounds. Foe can only crawl.
- 87 — You try to kick them in the groin, and while you hit high, you hear the cracking sound of a broken pelvis. Is that even possible? Foe permanently crippled. Stunned for 5 Rounds. -3. Foe can only crawl.
- 88 — You pound a shoulder into their chest and feel a rib snap. After a moment, they begin wheezing, blood flecking their lips. -15.
- 89 — Two-handed smash to the back of the head snaps spine. They fall like a bag of wet laundry. 3 Rounds of Stun. They're alive, but they ain't moving below the neck. Foe is Incapacitated.
- 90 — You try to smash a bottle over their head but instead grab a metal canteen. Foe paralyzed from the neck down. They gain a +3 to any Skill Check to count, estimate numbers (not distances), or perform math. Huh.
- 91 — Foe grabs you by the neck from behind. You manage to leap into the air and come down with both heels on one of the foe's feet. The foot is shattered. Foe Stunned for 12 Rounds (dropping everything . . . including you). -6. -10 to Speed (-5 permanent). Foot needs to be removed or foe will have a permanent -2 as well.
- 92 — Foe steps sideways, presenting an angled leg. You promptly fall on it. Bones shatter. Cleric! Stunned for 12 Rounds. -6. -15 to Speed (permanent -10). Leg needs to be removed or foe will have a permanent -2 as well. You're Prone.
- 93 — You grab their hand, shove it in a door, and smash it several times. The resulting broken bones are somewhat more spectacular than you expected. Foe is Stunned for 13 Rounds, and they drop anything they were holding. -8. Hand permanently -3. Lower arm needs to be removed or foe will have a permanent -2 as well.
- 94 — In a fit of passion, you break their arm over your knee. Stunned for 12 Rounds, and they drop anything they were holding. -8. Arm is permanently -5. Arm needs to be removed or foe will have a permanent -2 as well.
- 95 — You punch them so hard their eye pops out. Stunned for
- 13 Rounds. -3. You are Stunned for 1 Round as you can't look away.
- 96 — You punch them in the chest and their heart skips a beat. Then another. If foe sits or lies down, they may make a Constitution Saving Throw (DC 13) every Round to recover. Success means they don't die, but failure just means they can try again next round. If they don't lie down and engage in any activity, they must make a Constitution Saving Throw (DC 13) every Round of fall to 0 HP and begin to die. Every Round they don't engage in activity, but also don't lie down (after the first), they must attempt a Constitution Saving Throw (DC 8). Failure means they fall to -0 HP and begin to die. They can tell instantly something is wrong.
- 97 — You punch them in the stomach. They look sick. You realize you must have done something right (or wrong) when they die 7 Rounds later. Stunned for 7 Rounds.
- 98 — You hit them in the head. And again. And again. After a moment, you realize foe isn't fighting back. Foe is Blinded and Stunned for 5 Rounds, then they die. Healing all the Traumatic Damage will cure the Blindness.
- 99 — You punch them in the throat. A lot. Foe dies after 3 Rounds of hurtful looks and desperate choking. Got a trach kit? Stunned for 3 Rounds.
- 100 — You give them the old boxer's uppercut, twisting their head around and knocking them out. Way to go Mr. Tyson.
- 101-102 — Work the ribs! Blow sends rib fragments into heart and lungs. Foe dies.
- 103-105 — They now have a large dent in their chest. What did you hit them with? Are they *supposed* to look like a corpse?
- 106-110 — Blow to chest. Snap, crackle, dead.
- 111-120 — Blow cracks foe's back. They die instantly. Didn't you hit them in the *front*?
- 121-140 — You have a Belt of Giant Strength, bub? Either someone's snapping celery or you just shattered them. Dead.
- 141-180 — They're two inches shorter. And dead.
- 181-260 — Wow. Does it usually bleed like that? Wait. Never mind. It stopped.
- 261+ — Was that a fist or an anvil?



Grappling

Note: For the purposes of this chart, assume that a Crit occurs only on the Grappling Attack Roll itself, and the Grapple must still succeed (meaning the attacker must win the contested roll) for the Crit to happen. Use the attacker's Unarmed Damage (usually 1 point of bludgeoning Damage). This is the only way a Grapple typically causes damage. A character may choose to forego a Crit on a Grapple. Also, these Crits assume the attacker will attempt wrestling holds and pins if the opportunity presents itself. If not, adjust the flavor text accordingly.

NORMAL CRITICAL DAMAGE

- 1 — You got them. Now what?
- 2 — That looks vaguely unpleasant.
- 3 — Do you have to make that grunting sound?
- 4 — Yeah. Maybe if you were wearing a singlet.
- 5 — Not ready for pay-per-view, that's for sure.
- 6 — Workman, yes, but that means it worked.
- 7 — Maybe if you pushed that little bit there.
- 8 — Hmm. Well, they're still struggling. Kid's got heart.
- 9 — That actually looked skilled.
- 10 — Okay, so now you're holding a *mad* opponent.
- 11 — Leg lock.
- 12 — You could bite their calf now, if you'd like.
- 13 — Okay, now just apply pressure to the hip and . . . *there's* the scream.
- 14 — I think you're supposed to pin them on their back, but whatever works.
- 15 — Hey, look, a hard edge. Let's push their shin against that.
- 16 — You think you might be cutting off circulation to the leg.
- 17 — If you just had more leverage, you could *really* damage that knee.
- 18 — Yeah, *bend* that foot back.
- 19 — That's *definitely* cutting off blood flow to their leg.
- 20 — Wow. When they called you an ankle-biter I didn't take them literally.
- 21 — You wrench their elbow, but there's no snapping sound.
- 22 — You twist them around and realize that you have their hand at your mercy. You bend it back, back, back.
- 23 — You twist their forearm but only manage to give them a friction burn.
- 24 — You've managed to trap either their shield or their shield arm behind them.
- 25 — You bend their arms back, causing them to cry out at the pain in their pecs. Assisted stretching?
- 26 — Where the forearm goes, the arm follows.
- 27 — You manage to lock them around their upper arm.
- 28 — Yeah, that's right. Work the fingers while they're stuck.
- 29 — You apply pressure to their brachial artery. Their arm should go numb any moment now.
- 30 — You pin the arm and try to pinch a nerve. That always works in the fighting manuals.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Sitting on their chest, huh?
- 32 — You manage to apply pressure to their eyes. They sees spots now, and are -1 for 10 Rounds. That's against the regulations. You know that, right?
- 33 — You put them down and plant a knee in their solar plexus. They're at -3 after the whooshing sound. That improves 1 per Round.
- 34 — Did that rib just make a snapping sound? Foe is at -1.
- 35 — You grab their unmentionables and twist just a bit. They're Stunned for 1 Round. You have their attention.
- 36 — Place elbow on throat. Apply pressure. They're Stunned for 1 Round.
- 37 — Fingers under the collarbone make them scream. -2.
- 38 — You just invented CPR. Unfortunately, their heart *was* beating. -1.
- 39 — You wrench their back, causing a -2 Penalty.
- 40 — For just a moment, you must have cut off the blood to their brain. Stunned for 2 Rounds and a -2 Penalty.
- 41 — You bend their leg around and knuckle them in the thigh. From their yelp, you must have hit a nerve. -2 and Stunned for 2 Rounds.
- 42 — Hey look. You don't think *your* foot bends in the middle like that. Foe can no longer Dash and is at -2. Stunned for 1 Round.
- 43 — Hard pressure to back of knee. Nada.
- 44 — You find an absurd amount of leverage and give foe's shin a green stick fracture. -3 to all Actions. Foe can no longer Dash and is Stunned for 2 Rounds.
- 45 — The ankle makes a sound like breaking celery. Cannot Dash. -2. Stunned for 2 Rounds.
- 46 — Foe's knee doesn't bend that way. Can't Dash. -2. Stunned for 2 Rounds.
- 47 — Deep pressure to hip causes foe to gasp. Their leg goes numb. Cannot Dash. -3. Stunned for 2 Rounds.
- 48 — You make a noble effort to twist foe's calf free of their leg. -3 to all Actions. Stunned for 3 Rounds.
- 49 — You pull back on the foot and hear a bone snap. Foe can no longer Dash and is at -3. Stunned for 3 Rounds.
- 50 — You put deep pressure to the inner thigh, cutting off the artery. Foe is -4 to all Actions. Stunned for 4 Rounds. You must have caused internal bleeding because the Traumatic Recovery takes 5x longer than normal.

Grappling

- 51 — Look at that finger sticking out. Maybe you should break it. -3. Stunned for 3 Rounds.
- 52 — You manhandle them by their shield arm. If foe has a shield, you strip it clear.
- 53 — You've got their arm and can do anything with it. With a twist, you snap their elbow. -3. Stunned for 3 Rounds.
- 54 — Bury your fingers between the bones of the forearm. Foe screams in agony. Penalty starts at -7 and drops 1 per Round until it hits -3, where it stays until foe recovers.
- 55 — Splay hand, breaking several bones. Then you slap it for good measure. -4 to all Actions. Stunned 3 Rounds. If not treated properly (DC 13 Wisdom (Medicine) Check), foe will have a permanent -1 to Actions requiring fine dexterity (such as picking locks and pockets).
- 56 — Foe struggles to break your hold and you dislocate their shoulder. Foe at -8, and that improves 1 every Round until it hits -4, where it stays until foe recovers. Foe gains permanent +2 Bonus to escape Checks involving tied arms.
- 57 — Twisting the arm causes a green stick fracture. -4. Stunned for 2 Rounds.
- 58 — Expertly snap foe's elbow. -10 to all Actions with that arm. Stunned for 2 Rounds.
- 59 — You hold your struggling foe from behind. They try to pull clear, and you apply leverage. Their upper arm snaps. Foe is Stunned for 1 Round and is at -6 to all Actions.
- 60 — You take foe down to the ground in a smooth motion, breaking their collarbone on impact. All Actions with that arm (including escape checks) are at -10; all other Actions at -2. Stunned for 2 Rounds.
- 61 — Apply knee to abdomen. Foe's Stunned for 3 Rounds and gains a -4 Penalty. Traumatic Recovery will take 5x longer due to internal bleeding.
- 62 — You wrench the foe around and hear ribs crack. Foe is Stunned for 4 Rounds and suffers a -2 to all Actions that don't involve chest Movement; -6 to those that do.
- 63 — Squeezing foe's chest leaves them breathless. Foe is Stunned for 4 Rounds and at -6 until they breathe easily for 10 Rounds.
- 64 — Twisting hold dislocates the shoulder. Foe is Stunned for 5 Rounds. -4 to all Actions; -8 with that arm.
- 65 — You accidently bounce their head off the ground. Foe receives a -6 Penalty.
- 66 — Careful finger placement to belly causes foe to squeal with pain. Foe seems uninjured but receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -10, then it drops 1 per Round after that.
- 67 — You plant a shoulder into foe's armpit, cracking ribs. Stunned for 2 Rounds. -6 Penalty.
- 68 — Wrenching twist separates foe's sternum. Foe is at -6 to all Actions and is Stunned for 3 Rounds.
- 69 — Twist foe's arm, dislocating shoulder. Foe drops anything in that hand and is Stunned for 4 Rounds. -10 with that arm; -5 otherwise.
- 70 — Accidental elbow smashes foe in temple. -6. Stunned for 2 Rounds. Foe reverses the gender of all pronouns for 24 hours.
- 71 — Twisting hold wrenches foe's stomach. Foe is Stunned for 4 Rounds. -5. The Penalty lasts for 1d10 Rounds after grapple ends.
- 72 — Bend foe neatly in half. They scream in pain. Foe is Stunned for 4 Rounds. -8 to all Actions. The Penalty lasts for 1d10 Rounds after foe escapes.
- 73 — Hold places pressure on foe's lungs, making it difficult to breathe. Foe is Stunned for 3 Rounds. -9 to all Actions requiring upper body. The Penalty lasts for 1d10 Rounds after foe escapes.
- 74 — Wrenched arm stops just short of dislocating the shoulder. Give me a reason. . . . Stunned for 6 Rounds. -7. The Penalty lasts for 1d10 Rounds after foe escapes.
- 75 — For a moment, you had a sleeper hold. Stunned for 5 Rounds. -6 to all Actions. The Penalty lasts for 1d10 Rounds after foe escapes.
- 76 — Twist foe nearly 180 degrees at the waist. Stunned for 5 Rounds. -10. The Penalty lasts for 1d10 Rounds after foe escapes.
- 77 — Wrench foe's arms behind body. Lock them neatly together. Stunned for 6 Rounds. -8. The Penalty lasts for 1d10 Rounds after foe escapes.
- 78 — Bend them backward in a hold. Stunned for 3 Rounds. -12. The Penalty lasts for 1d10 Rounds after foe escapes.
- 79 — You manage to twist their arm into a submission hold. Foe is startled to realize that they're looking you in the eye, especially since you're standing behind them. They lose use of the arm. Stunned for 5 Rounds. -8. The Penalty lasts for 1d10 Rounds after foe escapes.
- 80 — Tie up foe's arms and close their mouth and nose. How many arms do you have? Foe is Stunned for 10 Rounds. -3. The Penalty lasts for 1d10 Rounds after foe escapes.
- 4x DAMAGE (OR +2x TRAUMA DICE)**
- 81 — Your hold is iron. Foe is Stunned for 8 Rounds. -6. -20 to Speed (permanent -10). The Penalty lasts for 2d10 Rounds after foe escapes.

Grappling

- 82 — You manage to touch the sole of their foot to the top of their head. Foe Stunned for 10 Rounds. -6. The Penalty lasts for 2d10 Rounds after foe escapes.
- 83 — You prove to them their knee is double jointed. Foe Stunned for 10 Rounds. -10. The Penalty lasts for 2d10 Rounds after foe escapes.
- 84 — Lock foe's elbow behind them. Stunned for 10 Rounds, and foe drops anything they're holding. -10. The Penalty lasts for 2d10 Rounds after foe escapes.
- 85 — They should have worn a cup. Stunned for 10 Rounds. -10. The Penalty lasts for 2d10 Rounds after foe escapes.
- 86 — You manage to expertly slide their vertebrae out of position. Foe squeals in pain. Stunned for 6 Rounds.
- 87 — You pop their pelvis out of joint. Foe is Stunned for 7 Rounds. -5. The Penalty lasts for 2d10 Rounds after foe escapes, then everything pops back into place.
- 88 — Nerve strike causes diaphragm to spasm, expelling all foe's breath. Stunned for 10 Rounds. -20. The Penalty lasts for 2d10 Rounds after foe escapes.
- 89 — You manage to pop their back out of whack, paralyzing them from the neck down. 2 Rounds of Stun. The paralysis lasts for 2d10 Rounds after foe escapes or until cured. Foe probably won't escape, though. They're Incapacitated.
- 90 — Sleeper hold! Foe passes out if you can hold this for 5 more Rounds. They will be Unconscious but not dying.
- 91 — Tie their legs into a neat little tangle. Then sit on it. Foe is Stunned for 14 Rounds from the pain. -8. The Penalty lasts for 3d10 Rounds after foe escapes.
- 92 — Pop out both shoulders without causing permanent damage. Stunned for 14 Rounds, and foe drops anything they're holding. -8. The Penalty lasts for 3d10 Rounds after foe escapes.
- 93 — Pop foe's wrist painfully out of joint. Foe Stunned for 15 Rounds, and they drop anything they're holding. -10. The Penalty lasts for 3d10 Rounds after foe escapes, then everything pops back into place.
- 94 — Pressure to artery makes entire arm go numb, then paralyzed. Then the pain hits. Stunned for 14 Rounds,

- and foe drops anything they're holding. -10. The Penalty and paralysis last for 3d10 Rounds after foe escapes.
- 95 — Careful pressure to the eyes Blinds foe. Foe Stunned for 15 Rounds. -5. That's a foul. The Penalty lasts for 3d10 Rounds after foe escapes. Your shame at fighting dirty lasts less than a round.
- 96 — Foe suddenly goes limp. -20 for no discernible reason. The Penalty lasts for 3d10 Rounds after foe escapes.
- 97 — Cut off blood to the brain. Foe passes out after 3 Rounds. They will be Unconscious but not dying.
- 98 — Foe struggles for 2 more Rounds, then passes out. They will be Unconscious but not dying.
- 99 — Foe struggles for 1 Round, then passes out. They will be Unconscious but not dying.
- 100 — Sleepy time. You win. They are Unconscious but not dying.
- 101-102 — You own them. Foe passes out. They are Unconscious but not dying.
- 103-105 — Foe falls, paralyzed. They remain that way for 24 hours or until cured. They are Incapacitated.
- 106-110 — Foe passes out. They remain that way for 12 hours or until cured. They are Unconscious but not dying.
- 111-120 — You own them. You can choose to roll a second critical on this table. They are Unconscious but not dying.
- 121-140 — You tie them in a neat lock. You can choose to roll a second critical on this table or give them a permanent -2 Penalty (unless treated with magical healing). They are Unconscious but not dying.
- 141-180 — They is powerless against you. You can choose to roll a second critical on this table or give them a permanent -4 Penalty (unless treated with magical healing). They are Unconscious but not dying.
- 181-260 — You twist them like a pretzel. You can choose to roll a second critical on this table or give them a permanent -6 Penalty (unless treated with magical healing). They are Unconscious but not dying.
- 261+ — You may choose any grabbing Crit. They're that powerless.



Martial Arts

NORMAL CRITICAL DAMAGE

- 1 — More Chuck Norris. Less Chuck Conners.
- 2 — Maybe if you yell louder.
- 3 — Great, now they're going to go through the rest of the adventure with your footprint on their chest.
- 4 — It's not the same without the wire team off camera, is it?
- 5 — More hitting. Less posing.
- 6 — Good. Just like in your kata.
- 7 — Hit 'em harder! Hit 'em harder!
- 8 — Nice little triple combination there.
- 9 — You've been practicing.
- 10 — Thump. Well, they just sort of soaked that up, didn't they?
- 11 — Kick in the thigh makes them jump back.
- 12 — Smashing kick bruises calf.
- 13 — Side kick pummels foe's hip.
- 14 — Spinning back kick leaves foe startled at the pain.
- 15 — You're pretty sure that kick to their shin hurt them more than it hurt you.
- 16 — You pummel foe's thigh.
- 17 — Quick strike to foe's knee. If you'd had time for a power kick, that would have crippled them.
- 18 — A layman might say you stepped on their foot. A professional would see the true art of that attack.
- 19 — Kick to inner thigh bruises artery.
- 20 — Quick kick bruises foe's ankle.
- 21 — You punch them in the elbow. Was that on purpose?
- 22 — Spinning kick catches foe in the hand.
- 23 — Slapping strike doesn't break foe's forearm.
- 24 — You kick them in the shield. If foe doesn't have a shield, you kick them in the shield arm.
- 25 — Strike to foe's chest misses, pounding them in the biceps.
- 26 — Foe tries to block, and you pound your fist into their forearm.
- 27 — High kick catches foe in triceps.
- 28 — You kick them in the hand. That's right. You heard me.
- 29 — Kick bruises their inner arm.
- 30 — Careful nerve strike to arm should have paralyzed it but didn't.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — You pound them in the chest. They yelp. Stunned for 1 Round.
- 32 — Knife-edged strike to head slices it open. Blood flows into their eyes. Foe is at -1 until they recover or don a headband. Trim your fingernails much?

- 33 — Punch shoots all the wind out of their lungs. Foe is at -3. This Penalty will improve by 1 every Round.
- 34 — Kick cracks foe's rib. Foe is at -1.
- 35 — Kick them in the naughty bits. Must not have been a good hit. They're only Stunned for 1 Round.
- 36 — You punch them in the throat. They're Stunned for 1 Round.
- 37 — Karate chop bounces off their collarbone. -2.
- 38 — Solid punch to foe's sternum. They're Stunned as they stumble back a step. -1.
- 39 — You kick them in the back, causing a -2 Penalty.
- 40 — Pounding strike Stuns them for 2 Rounds and gives a -2 Penalty.
- 41 — Powerful kick to foe's thigh nearly knocks them down. Foe at -2 to all Actions and Stunned for 2 Rounds. They look at you as if they just took personal offense.
- 42 — Powerful stomp breaks foe's foot. Foe can no longer Dash and is at -2. Stunned for 1 Round.
- 43 — Kick to foe's knee fails to close the deal.
- 44 — Kick to side of foe's shin cracks bone. -3 to all Actions. Foe can no longer Dash and is Stunned for 2 Rounds. Nice shot.
- 45 — Kick turns foe's ankle, spraining it. Cannot Dash. -2. Stunned for 2 Rounds.
- 46 — Blow to side of foe's knee wrenches it terribly. Can't Dash. -2. Stunned for 2 Rounds.
- 47 — Kick pounds foe's hip. They stumble back, grasping it. Cannot Dash. -3. Stunned for 2 Rounds.
- 48 — Spinning kick pounds foe's calf, bruising it to the bone. -3 to all Actions. Stunned for 3 Rounds.
- 49 — Stomp! You hear the foot snap. Foe can no longer Dash and is at -3. Stunned 3 Rounds as foe thinks fondly of the last time they stubbed their toe.
- 50 — Kick hits thigh and causes a hemorrhage in the arteries that branch off the femoral. Foe is -4 to all Actions. Stunned for 4 Rounds. Traumatic Recovery takes 5x longer than normal.
- 51 — You kick them in the hand. They teach you that in monk school? At least you hurt it. -3. Stunned for 3 Rounds.
- 52 — You pound them in the shield arm, causing a -3 penalty, and 3 Rounds of Stun. If foe has shield, it is broken instead. Can you do a tree trunk, Mr. Miyagi?
- 53 — You step back, catching the foe's forearm with one hand and snapping the elbow with the other. -3. Stunned for 3 Rounds.
- 54 — Pound foe's forearm, bruising it to the bone. Penalty starts at -7 and drops 1 per Round until it hits -3, where it stays until foe recovers.

Martial Arts

- 55 — Kick to foe's hand breaks several bones. They curse like a sailor in a contest. -4 to all Actions; Stunned 3 Rounds. If not treated properly (DC 13 Wisdom (Medicine) Check), foe will have a permanent -1 to Actions requiring fine dexterity (such as picking locks and pockets).
- 56 — Pounding punch dislocates foe's shoulder. Foe at -8, and that improves 1 every Round until it hits -4, where it stays until foe recovers. Foe gains permanent +2 Bonus to escape Checks involving tied arms.
- 57 — Spinning kick breaks forearm. -4. Stunned for 2 Rounds.
- 58 — Break foe's elbow. -10 to all Actions with that arm. Stunned for 2 Rounds.
- 59 — Grab foe, twisting them around and breaking their upper arm. Foe is Stunned for 1 Round and is at -6 to all Actions.
- 60 — Elbow strike breaks foe's collarbone. All Actions with that arm are at -10; all other Actions at -2. Stunned for 2 Rounds.
- 61 — Pound foot into foe's abdomen. They're Stunned for 3 Rounds with a -4 Penalty. Traumatic Recovery will take 5x longer due to internal bleeding.
- 62 — Kick to foe's ribs breaks two. Foe is Stunned for 4 Rounds and suffers a -2 to all Actions that don't involve chest movement; -6 to those that do.
- 63 — Punch to foe's sternum separates ribs. Foe is Stunned for 4 Rounds and at -6.
- 64 — Flying elbow strike comes down on shoulder, cracking the clavicle. Foe Stunned for 5 Rounds. -4 to all Actions; -8 with that arm.
- 65 — Lighting-fast strike to head cracks skull. Foe receives a -6 Penalty. Foe can't tell left from right for 24 hours.
- 66 — The trick is not to aim for the stomach, but to aim for the *spine*. Foe seems uninjured but they receive a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -10, then it drops 1 per Round after that.
- 67 — Kick foe under arm, cracking ribs. Stunned for 2 Rounds. -6 Penalty.
- 68 — Flying side kick hits foe's sternum with a cracking sound. Foe is at -6 to all Actions and is Stunned for 3 Rounds.
- 69 — Palm strike breaks collarbone in three places. Foe drops anything in that hand and is Stunned for 4 Rounds. -10 with that arm; -5 otherwise.
- 70 — Elbow strike cracks skull. -6. Stunned for 2 Rounds. Foe temporarily forgets everything that happened yesterday.
- 71 — Knee strike to belly looks more like a back-alley fight than a Martial Arts move. Foe is Stunned for 4 Rounds. -5. They can't drink or eat anything (including potions) until they recover from the Traumatic Damage.
- 72 — Triple strike breaks a rib with each blow. Foe is Stunned for 4 Rounds. -8 to all Actions.
- 73 — Palm strike detaches sternum. Foe Stunned for 3 Rounds. -9 to all Actions requiring the upper body.
- 74 — Smashed clavicle is the worst thing the foe has ever felt. At least, that's what all the screaming seems to indicate. Stunned for 6 Rounds. -7.
- 75 — Box foe's ear, rupturing eardrum. -5 to Intelligence (Investigation) and Wisdom (Perception) Checks involving sound. Stunned for 5 Rounds. -6 to all Actions.
- 76 — Pummeling strikes damages their innards. What does it mean when there's blood in my stool? Stunned for 5 Rounds. -10. Slow leak of poisons causes the Traumatic Recovery to take 10x longer than normal.
- 77 — Kick to the ribs rattles like a bag of dice. Stunned for 6 Rounds. -8.
- 78 — You kick them in the back. Learn that in a bar? Stunned for 3 Rounds. -12.
- 79 — Blow shatters clavicle. Foe stares as if seeing you for the first time. They lose use of the arm. Stunned for 5 Rounds. -8.
- 80 — An upward angle and that would have killed them. Break foe's nose and both cheek bones. Foe is Stunned for 10 Rounds. -3.

4X DAMAGE (OR +2X TRAUMA DICE)

- 81 — Sudden kick shatters foe's knee. They collapse like a bad relationship. Stunned for 8 Rounds. -6. -20 to Speed (-10 permanent).
- 82 — Foot stomp actually shatters foe's instep. Wow. I think we'll call you "biscuit." Foe Stunned for 10 Rounds. -6. -10 to Speed (-5 permanent).
- 83 — Kick to hand shatters bones. How did you not break your foot too? Never mind. Foe Stunned for 10 Rounds. -10. Hand permanently -5.
- 84 — Grab foe's arm and shatter it with a devastating palm strike. Stunned for 10 Rounds. -10. Arm is permanently -7.
- 85 — Flying kick cracks foe's pelvis. Ouch. Foe crumples like an unstarched shirt. Stunned for 10 Rounds. -10. -20 to Speed (-15 permanent).
- 86 — Grab foe by the shoulders and plant a devastating knee to the back. They collapse with a strange and unrelated whistling sound. Stunned for 6 Rounds.

Martial Arts

87 — You shattered their pelvis. Wow. No, just “wow.” Foe permanently crippled. Stunned for 7 Rounds. -5. They can only crawl.

88 — Heel of hand shatters foe’s ribs and collapses lung. Foe falls, whistling like an untended teapot. Stunned for 10 Rounds. -20.

89 — A spinning back kick hits at the base of the head, severing the spinal cord. How’s the market for magical wheelchairs? 2 Rounds of Stun. They are Incapacitated.

90 — Boot to the head! They’re paralyzed from the neck down and can’t speak. Oddly enough, they can still sing. They are otherwise Incapacitated.

91 — Foot stomp shatters instep and messes with many corresponding blood vessels. Foe Stunned for 14 Rounds. -8. -10 to Speed (-5 permanent). Foot needs to be removed or foe will have a permanent -2 from lifelong pain.

92 — Kick shatters lower leg with a sound like rattled marbles. Stunned for 14 Rounds. -8. -20 to Speed (-10 permanent). Leg needs to be removed or foe will have a permanent -2 from lifelong pain.

93 — Kick shatters wrist. Foe Stunned for 15 Rounds and drops anything they’re holding. -10. Hand permanently -5. Lower arm needs to be removed or foe will have a permanent -2 from lifelong pain.

94 — Blow to foe’s elbow shatters . . . things. Arm whips about like Old Glory in a gale. Stunned for 14 Rounds. -10. Arm is permanently -7. Arm needs to be removed or foe will have a permanent -2 from lifelong pain.

95 — You knock out their eye. Foe is Stunned for 15 Rounds. -5. Did they teach you that on the docks?

96 — Pounding blow leaves no visible mark. The foe feels a slight discomfort. Unless treated with magical healing, foe drops dead three days later.

97 — Blow under arm ruptures the brachial artery. Foe dies in 7 Rounds.

98 — Kick to the head causes an embolism. For 5 Rounds, foe insists they can see God, then death.

99 — Punch to the throat collapses windpipe and carotid artery. Foe dies after 3 Rounds of frantic gesturing (Stunned for 3 Rounds).

100 — Palm strike shatters nose and drives fragments into brain. That’s how they do it in the monastery.

101–102 — Blow to ribs send bone fragments through many critical organs. Foe dies.

103–105 — They say a proper blow to the chest can stop a man’s heart. You just proved it. Foe is dead.

106–110 — They now have a sunken chest and a one way ticket to the afterlife. All aboard the death train.

111–120 — Your kick folds them neatly in two. You don’t think a living person should bend like that. Luckily, that is no longer a problem as they are dead.

121–140 — Your blow echoes through them, shattering bones. They collapse, dead. That was a magical ability, right?

141–180 — Foe breaks like fine china. Dead.

181–260 — Wow, did something just fly off them? Foe is dead.

261+ — You hit them so hard, their family might die. They’re dead, anyway.



Force

NORMAL CRITICAL DAMAGE

- 1 — The Great and Powerful Oz, I presume?
- 2 — Once more with feeling.
- 3 — A little to the left and harder.
- 4 — The attack made a reassuring thwack.
- 5 — Distracted?
- 6 — Put some oomph into it.
- 7 — Are you holding back?
- 8 — Got their attention.
- 9 — Ouch.
- 10 — They can't all be one-shots.
- 11 — That looks like it Stunned them. No. Wait. Never mind.
- 12 — The calf makes a great meaty sound.
- 13 — Blow to the hip makes foe stumble.
- 14 — Painful bruise to leg.
- 15 — Are they wearing shin guards?
- 16 — The spell bounces off their thigh with a crack.
- 17 — Blow to the knee. They howl.
- 18 — Blow to foot. Hope they weren't wearing sandals.
- 19 — Inner thigh strike.
- 20 — Blast just fails to snap ankle.
- 21 — You'd expect a blow to the elbow to cause more damage.
- 22 — Blow rattles foe's hand.
- 23 — Livid bruise rises on foe's forearm.
- 24 — If foe has shield, you find it's natural tone. Otherwise, foe grasps arm in pain.
- 25 — The foe's biceps ripple like Jell-O in an earthquake.
- 26 — They try to parry your spell. You hit them in the arm.
- 27 — Thwap! Triceps.
- 28 — Blow to hand makes knuckles crack.
- 29 — Almost got their inner arm. That would have bruised.
- 30 — Foe's arm whips around. It's a miracle it doesn't snap.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Blast catches them in the chest. They grasp the wound like Red Foxx.
- 32 — You snap their head back and tear their scalp. Foe is at -1 until they recover or don a headband.
- 33 — Strike to solar plexus. The wind just whooshes right out of them. Foe is at -3. This Penalty will improve by 1 every Round.
- 34 — That's what the ribs are for. Foe is at -1.
- 35 — That just missed the crotch. Foe gives you a very hurt look.

- 36 — Blast bounces off foe's neck. Huh. That should have done more than scare them.
- 37 — Blast ricochets off foe's collarbone and up into the air. -2.
- 38 — You rattle their sternum. They gasp in pain.
- 39 — You reorder their spine a bit. -2. Without magical healing, foe will grunt getting out of chairs for the rest of their life.
- 40 — Blow to chest Stuns foe for 2 Rounds. -2 Penalty.
- 41 — Blast to thigh makes foe scream. -2 and Stunned for 2 Rounds. Walk it off.
- 42 — Break a toe. Nasty. Foe can no longer Dash and is at -2. Stunned for 1 Round.
- 43 — Blast wrenches foe's knee. No Running for 5 Rounds.
- 44 — Snap foe's shin. -3 to all Actions. Foe can no longer Dash and is Stunned for 2 Rounds.
- 45 — Blast turns foe's ankle. They yelp. Cannot Dash. -2. Stunned for 2 Rounds.
- 46 — Knees shouldn't bend like that. Can't Dash. -2. Stunned for 2 Rounds.
- 47 — Spell hits foe's hip. Bone pops out of socket. Cannot Dash. -3. Stunned for 2 Rounds.
- 48 — Spell hits foe's calf. The result makes a charlie horse feel like a kiss. -3 to all Actions and Stunned for 3 Rounds.
- 49 — Crushed toes. Foe can no longer Dash and is at -3. Stunned for 3 Rounds.
- 50 — Blast to thigh causes slight tear in the artery. -4 to all Actions. Stunned for 4 Rounds. Traumatic Recovery takes 5x longer than normal.
- 51 — Bend finger back. Foe drops anything in that hand. -3. Stunned for 3 Rounds.
- 52 — Blast wracks foe's shield arm. If foe has no shield: -3; Stunned for 3 Rounds. If foe *has* a shield, it is cracked and useless.
- 53 — Elbows don't make that noise. Unless you're ninety. -3. Stunned for 3 Rounds.
- 54 — Crack wrenches the bones in foe's forearm. Penalty starts at -7 and drops 1 per Round until it hits -3, where it stays.
- 55 — Crack several fingers. Wow. That's gotta hurt. -4 to all Actions. Stunned for 3 Rounds. If not treated properly (DC 13 Wisdom (Medicine) Check), foe will have a permanent -1 to Actions requiring fine dexterity (such as picking locks and pockets).
- 56 — Pop foe's shoulder out of socket. Foe at -8, and that improves 1 every Round until -4, where it stays.
- 57 — Break bones in forearm. Foe drops anything they're holding. -4. Stunned for 2 Rounds.

Force

- 58 — Fracture foe's elbow. Foe drops anything they're holding and is -10 to all Actions with that arm. Stunned for 2 Rounds.
- 59 — Fracture upper arm. Foe is Stunned for 1 Round and is at -6 to all Actions.
- 60 — Snap! Ouch. Collarbone. All Actions with that arm are at -10; all other Actions at -2. Stunned for 2 Rounds.
- 61 — Blow to abdomen causes massive soft tissue damage. Stunned for 3 Rounds. -4 Penalty. Traumatic Recovery will take 5x longer due to internal bleeding.
- 62 — Blast cracks two ribs. Their organs aren't exactly loving life either. Foe is Stunned for 4 Rounds and suffers a -2 to all Actions that don't involve chest movement; -6 to those that do.
- 63 — Crack sternum down the middle. Foe is Stunned for 4 Rounds as they look at you in disbelief. -6.
- 64 — Snap collarbone. Everyone nearby winces. Foe Stunned for 5 Rounds. -4 to all Actions; -8 with that arm.
- 65 — You crack their skull. Not bad. -6 Penalty. For 24 hours, foe has Disadvantage on all Ranged Attacks.
- 66 — Blast foe in stomach. Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -10, then it drops 1 per Round after that.
- 67 — Snap four ribs. Stunned for 2 Rounds. -6 Penalty.
- 68 — Break foe's sternum. They make a high-pitched squeal of pain. Foe is at -6 to all Actions and is Stunned for 3 Rounds.
- 69 — Blast breaks foe's collarbone in three places. Foe drops anything in that hand and is Stunned for 4 Rounds. -10 with that arm; -5 otherwise.
- 70 — Forehead blast fractures skull. -6. Stunned for 2 Rounds. For 24 hours, foe replaces everyone else's name with the word of an inanimate object. "Hey, Pickle, come over here!"
- 71 — Punishing blow to stomach. Foe Stunned (and vomiting) for 4 Rounds. -5. Foe cannot drink or eat anything (including potions) until they recover from the Traumatic Damage.
- 72 — Ribs crackle like a warm fire. The pain is an inferno. Foe is Stunned for 4 Rounds. -8 to all Actions.
- 73 — Sternum completely detaches from ribs. Foe Stunned for 3 Rounds. -9 to all Actions requiring upper body.
- 74 — Shattered clavicle. Foe makes little hooting noises of pain. Stunned for 6 Rounds. -7.
- 75 — Crack upside the head causes an ear to go deaf. -5 to Listen Checks. Stunned for 5 Rounds. -6 to all Actions. The hearing loss will heal in 1 week.
- 76 — Blast to torso tears foe's bowels. Stunned for 5 Rounds. -10. Slow leak of poisons causes Traumatic Recovery to take 10x longer than normal.
- 77 — Shattered ribs. Foe is afraid to move. Stunned for 6 Rounds. -8.
- 78 — Crackling blow to spine. Legs don't work quite right now. Stunned for 3 Rounds. -12.
- 79 — Shattered collarbone causes foe to weep soundlessly. Foe loses use of the arm. Stunned for 5 Rounds. -8.
- 80 — Break foe's nose and facial bones. What does the other guy look like? Foe is Stunned for 10 Rounds. -3.

4X DAMAGE (OR +2X TRAUMA DICE)

- 81 — Spell shatters foe's kneecap. They stare at you, Stunned for 2 Rounds, then they sit down and are Stunned for 6 more. -6. -20 to Speed (permanent -10).
- 82 — Blast shatters foe's foot, making them hopping mad— You know what? Let's just leave it at "Blast shatters foe's foot." Foe Stunned for 10 Rounds. -6. -10 to Speed (permanent -5).
- 83 — Blast shatters foe's hand. Foe Stunned for 10 Rounds. -10. Hand permanently -5. Hope they weren't a Bard.
- 84 — Blast shatters a multitude of bones in the arm. Didn't know the arm had a multitude of bones? It does now. Stunned for 10 Rounds. -10. Arm is permanently -7.
- 85 — Spell cracks foe's pelvis. Legs try to Dash in opposite directions, and foe crumples. Stunned for 10 Rounds. -10. -20 to Speed (-15 permanent).
- 86 — Spell breaks foe's back, paralyzing them from the waist down. Foe tries to get up, over and over, unable to understand why they can't. Stunned for 6 Rounds. Foe can only crawl.
- 87 — Pelvis shatters and foe collapses with a scream that only rises in volume. Foe permanently crippled

Force

- (paraplegic). Stunned for 7 Rounds. -5. Foe can now only crawl.
- 88 — Spell shatters ribs and sends shards through lung. Foe falls over, wheezing as they writhe on the ground. Stunned for 10 Rounds. -20.
- 89 — Spell snaps foe's neck. For a moment, you think they're Dead. Paralyzed from the neck down. 2 Rounds of Stun. They are Incapacitated.
- 90 — Spell cracks violently against foe's skull. Paralyzed from the neck down. "What sounds purple?" (I think there's some brain damage.)
- 91 — Blow shatters foot. Foe roars in anger but stepping forward sends them into a fit of agony. Stunned for 14 Rounds. -8. -10 to Speed (-5 permanent). Foot needs to be removed or foe will have a permanent -2 Penalty as well.
- 92 — Blast shatters bones from the knee down. Foe does the dead cockroach. Stunned for 14 Rounds. -8. -20 to Speed (permanent -10). Leg needs to be removed above the knee or foe will have a permanent -2 Penalty as well.
- 93 — Wrist and hand shatter. Nasty. Foe Stunned for 15 Rounds. -10. Hand permanently -5. Lower arm needs to be removed or foe will have a permanent -2 Penalty as well.
- 94 — Arm shattered. It makes an unnatural rattling sound. Stunned for 14 Rounds. -10. Arm is permanently -7. Arm needs to be removed or foe will have a permanent -2 Penalty as well.
- 95 — Blast to eye makes it squi— What? There's a decency clause in the DMs Guild Community Agreement? Okay. Let's just say the eye is ruined. Stunned for 15 Rounds. -5.
- 96 — Spell snaps off xiphoid process. Foe is uncomfortable. -1 Penalty, increasing 1 per Round. Death in 10 Rounds.
- 97 — Shattered arm sends bone splinters through artery. Foe dies in 7 Rounds.
- 98 — Blow between eyes cracks skull. Foe attacks randomly for 5 Rounds, then death.
- 99 — Spine shatters, severing the carotid. Foe dies after 3 Rounds of Stun.
- 100 — Skull becomes somewhat more fluid. Squidman is dead.
- 101–102 — Blast shatters rib cage and sternum. Bones bounce around quite a bit, through heart and lungs. Dead.
- 103–105 — Chest more or less implodes. Death was mercifully quick.
- 106–110 — Foe now has consistency of a rag doll. Dead.
- 111–120 — Dead. They shouldn't bend so neatly in half.
- 121–140 — Skeleton broken in uncountable ways. Dead.
- 141–180 — Blast resonates through skeleton, shattering it. Neat. And dead. Neat and dead.
- 181–260 — Their skin wasn't strong enough to contain all the pieces. Messy. And dead.
- 261+ — They say Nebraska is flatter than a pancake. Your foe is flatter than Nebraska. Your foe is also deader than Nebraska.



Lightning

NORMAL CRITICAL DAMAGE

- 1 — Foe's hair stands on end.
- 2 — Is that a facial tic?
- 3 — Foe is still twitching.
- 4 — Foe's jaw seizes up for 2 Rounds.
- 5 — That was a warning shot, right?
- 6 — Foe moves 5 feet to the left. Jerky jerky.
- 7 — Did their eyes just flicker?
- 8 — One metal item is magnetized.
- 9 — They're probably moving like that on purpose.
- 10 — Lightning shocks foe. Huh. I can write better than that. How about, "Shocking!"
- 11 — Blast shocks foe's leg.
- 12 — Current courses through foe's calf.
- 13 — Shock to foe's hip.
- 14 — Lightning courses over foe's leg.
- 15 — Spark flickers over foe's shinbone.
- 16 — Shock contracts foe's thigh.
- 17 — Electricity shocks through foe's knee.
- 18 — Blast to foe's boot.
- 19 — Blast shocks inner thigh.
- 20 — Lightning drives into foe's ankle.
- 21 — Lightning shocks foe's arm.
- 22 — Electricity shocks foe's hand.
- 23 — Shock foe's forearm.
- 24 — Attack grounds on foe's shield. If foe has a wooden shield, the foe is spared some embarrassing expressions.
- 25 — Shock rocks foe's biceps.
- 26 — Foe raises arm to block blast. If foe had a sleeve or leather armor, it develops burns.
- 27 — Zap foe's triceps.
- 28 — Foe's fingers spasm.
- 29 — Zap foe's upper arm.
- 30 — Lightning courses over foe's arm.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Shock foe's torso. They are Stunned for 1 round.
- 32 — Current arcs over foe's face. If foe isn't wearing a helmet, they're -1 from damage to their eyes. They are Stunned for 1 round.
- 33 — Blast to foe's solar plexus. Foe is at -2. This Penalty will improve by 1 every Round. They are Stunned for 1 round.
- 34 — Electricity arcs over foe's ribs. Foe is at -1. They are Stunned for 2 rounds.
- 35 — Shock to foe's groin. Foe is Stunned for 4 Rounds as they try to stop weeping.
- 36 — Shock foe's neck. Foe is Stunned for 3 Rounds.
- 37 — Current blasts collarbone. -1. They are Stunned for 2 rounds.

- 38 — Clear! Shock to foe's chest. Foe Stunned for 4 Rounds. -1. If foe was already at negative hit points, foe stabilizes. Shame about that extra damage . . .
- 39 — Shock to foe's spine. Static arcs between their toes. -1 Penalty. They are Stunned for 3 rounds.
- 40 — Shock to foe's body Stuns foe for 4 Rounds. They take a -2 Penalty.
- 41 — Shock foe's thigh. Foe at -2 to all Actions and Stunned for 4 Rounds.
- 42 — Blast curls foe's toes, and not in the good way. Foe can no longer Dash and is at -1. Stunned for 2 Rounds.
- 43 — Lightning sears flesh off foe's knee. -4. Stunned 4 Rounds.
- 44 — Deep electrical burns to foe's shin. -3 to all Actions. Foe can no longer Dash and is Stunned for 4 Rounds.
- 45 — Current fuses foe's toes to their shoe-leather. Cannot Dash. -2. Stunned for 4 Rounds.
- 46 — Lightning sears foe's knee. Can't Dash. -2. Stunned for 4 Rounds.
- 47 — Lightning burns deeply into the flesh of the foe's hip. Can't Dash. -3. Stunned for 4 Rounds.
- 48 — Electricity burns foe's calf muscle. -3 to all Actions, and Stunned for 6 Rounds.
- 49 — Lightning sears foe's toes into a sizzling lump. Foe can no longer Dash and is at -3. Foe is Stunned for 6 Rounds. It will take a Wisdom (Medicine) Check, DC 15, to separate foe's toes for Traumatic Recovery.
- 50 — Lightning shocks thigh muscle. -4 to all Actions. Stunned for 8 Rounds. Traumatic Recovery takes 5x longer than normal.
- 51 — Lightning kills flesh on the fingers, causing it to slough off. -3. Stunned for 6 Rounds.
- 52 — Current blasts foe's shield side. If foe has no shield: -3; Stunned for 6 Rounds. If foe has a wooden shield, it is blasted, but still functional. If it's metal, they might as well not have one at all.
- 53 — Shock foe's elbow. -3. Stunned for 6 Rounds.
- 54 — Shock foe's forearm. Penalty starts at -6 and drops 1 per Round until it hits -3, where it stays until the foe recovers. They are Stunned for 3 rounds.
- 55 — Current separates the bones in foe's wrist. -4 to all Actions. Stunned for 6 Rounds. If not treated properly (DC 13 Wisdom (Medicine) Check), foe will have a permanent -1 to Actions requiring fine dexterity (such as picking locks and pockets).
- 56 — Shock foe's shoulder. Foe at -7, and that improves 1 every Round until -4, where it stays. They are Stunned for 3 rounds.
- 57 — Current blasts foe's forearm. Foe drops anything they're holding. -4. Stunned for 4 Rounds as they put out the fire.

Lightning

- 58 — Shock tears foe's elbow. Foe drops anything they're holding and is -10 to all Actions with that arm. Stunned for 4 Rounds.
- 59 — Blast to foe's upper arm. Foe is Stunned for 2 Rounds and is -5 to all Actions.
- 60 — Burn flesh around collarbone. All Actions with that arm are at -10; all other Actions at -2. Stunned for 4 Rounds.
- 61 — Current digs deeply into foe's abdomen. Stunned for 6 Rounds. -4 Penalty. Traumatic Recovery will take 5x longer than normal due to internal bleeding.
- 62 — Current chars flesh around ribs. Electrical burns to organs. Foe is Stunned for 8 Rounds and suffers a -2 to all Actions that don't involve chest movement; -6 to those that do.
- 63 — Burn sternum and ribs. Tissue sloughs off. Foe is Stunned for 8 Rounds as they gasp. -6.
- 64 — Lighting shocks collarbone and sears surrounding tissue. Foe screams in pain and shock. Stunned for 8 Rounds. -4 to all Actions; -8 with that arm.
- 65 — Blast to foe's scalp sears tissue and causes hair to stand on end. -5. They are Stunned for 3 rounds.
- 66 — Shock foe's abdomen, searing organs. Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -9, then it drops 1 per Round after that. They are Stunned for 3 rounds.
- 67 — Current arcs up and down foe's side. Stunned for 4 Rounds. -6 Penalty.
- 68 — Blast to foe's sternum. Their heart stops for 6 Rounds, during which they're Stunned. Foe is at -6 to all Actions.
- 69 — Current sears foe's collarbone. Foe drops anything in that hand and is Stunned for 8 Rounds. -10 with that arm; -5 otherwise.
- 70 — Hair smolders as current chars scalp. -6. Stunned for 4 Rounds.
- 71 — Current cuts through abdominal muscles, shocking foe's guts. Foe Stunned (and vomiting) for 8 Rounds. -5. Foe cannot drink or eat anything (including potions) until they recover.
- 72 — Blast to foe's torso. Current burns ribs and chars muscle. Foe drops their weapons to the ground and is Stunned for 8 Rounds. -8 to all Actions.
- 73 — Current burns flesh away from foe's sternum. Foe Stunned for 6 Rounds. -9 to all Actions requiring upper body.
- 74 — Current sears shoulder. Foe cries out and shouts everything they say for 5 minutes until their hearing returns. Stunned for 12 Rounds. -7.
- 75 — Lightning sears ear and ruins hearing. -5 to Intelligence (Investigation) and Wisdom (Perception)

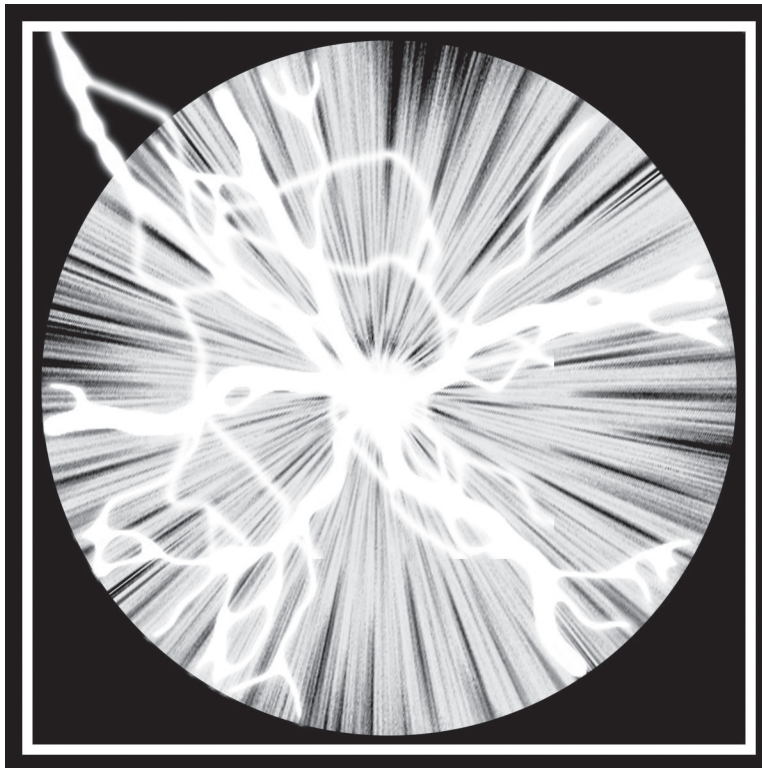
- Checks involving sound. Stunned for 10 Rounds. -6 to all Actions. The hearing loss will heal in 1 week.
- 76 — Current sears through foe's bowels. Stunned for 10 Rounds. -10. Slow leak of poisons causes Traumatic Recovery to take 10x longer than normal.
- 77 — Blast to foe's chest. Foe collapses. Stunned for 12 Rounds. -8.
- 78 — Shock foe's spine, damaging spinal cord. Foe's legs become clumsy. Stunned for 6 Rounds. -12.
- 79 — Shock foe's collarbone, damaging muscles and nerves. Foe loses use of the arm. Stunned for 10 Rounds. -8.
- 80 — Current arcs across foe's face, leaving terrible burns. Foe is Stunned for 20 Rounds. -3.

4X DAMAGE (OR +2X TRAUMA DICE)

- 81 — Current burns away tissue from around kneecap. Foe crumples, Stunned, for 16 Rounds. -6. -20 to Speed (-10 permanent).
- 82 — Current chars foe's foot. Foe Stunned for 20 Rounds. -6. -10 to Speed (-5 permanent).
- 83 — Current fries tissue in foe's hand. Foe Stunned for 20 Rounds. -10. Hand permanently -5.
- 84 — Current damages and destroys arm muscles. Stunned for 20 Rounds. -10. Arm is permanently -7.
- 85 — Blast current into foe's pelvis. Foe's legs collapse. Stunned for 20 Rounds. -10. -20 to Speed (-15 permanent).
- 86 — Current kills off sections of foe's spinal cord, paralyzing them below the waist. They slide to the ground, twitching. Stunned for 12 Rounds. They can now only crawl.
- 87 — Current courses through pelvis, searing muscles and destroying nerves. Foe is a paraplegic. Stunned for 14 Rounds. -5. They can now only crawl.
- 88 — Current blasts into chest and through ribs. Lungs seared. Stunned for 20 Rounds. -20.
- 89 — Current fries tissue and nerves in the neck. Foe falls, panting. Paralyzed from the neck down. Stunned for 4 Round from the searing pain. Foe is Incapacitated.
- 90 — Current chars scalp and fries the brain. Victim is paralyzed from the neck down. They change radically in personality (or even alignment). They are Stunned for 3 rounds. They are also Incapacitated.
- 91 — Current kills massive amounts of tissue in foe's foot. Looks like that grounded nicely. Stunned for 28 Rounds. -8. -10 to Speed (-5 permanent). Foot needs to be removed or foe will have a permanent -2 Penalty as well.

Lightning

- 92 — Current to calf kills off tissue and arteries. Stunned for 28 Rounds. -8. -20 to Speed (-10 permanent). Leg needs to be removed above the knee or foe will have a permanent -2 as well.
- 93 — Blast kills off tissue in foe's wrist. Foe howls. Stunned for 30 Rounds. -10. Hand permanently -5. Lower arm needs to be removed or foe will have a permanent -2 Penalty as well.
- 94 — Lightning burns through arm muscles, leaving dead tissue in its wake. Stunned for 28 Rounds. -10. Arm is permanently -7. Arm needs to be removed or foe will have a permanent -2 Penalty as well.
- 95 — Blast to foe's face destroys foe's eye. Stunned for 30 Rounds. -5.
- 96 — Current arcs through chest, killing lung tissue. -5. Death in 10 Rounds. They are Stunned for 3 rounds.
- 97 — Current arcs through the foe's body, killing off nerves and organs. Foe dies in 7 Rounds. They are Stunned for 3 rounds.
- 98 — Blast lights foe up with deadly current. Foe attacks random creatures for 5 Rounds, then death.
- 99 — Blast through foe's neck. Wow. Their head almost came off. Foe dies after 3 Rounds of Stun.
- 100 — Current seizes every tissue in body. Death is probably instant, but they're still twitching.
- 101-102 — Current kills off foe's heart and lungs. Dead.
- 103-105 — Current turns all soft tissue in foe's torso to char. Dead.
- 106-110 — The corpse is still spasming, but there's no way they're still alive.
- 111-120 — Foe's Dead body still discharges static into the ground.
- 121-140 — Foe is Dead and all their metal equipment is magnetized.
- 141-180 — Arcing current cuts foe in two. Dead.
- 181-260 — Skin sloughs into ash and even the bones begin to crumble. I think you killed them.
- 261+ — All that's left is charged ash. I don't have to tell you they're Dead, do I? I do? Fine, they're Dead. Happy?



Necrotic

Note: *When a crit on this list says a Saving Throw will reduce a penalty, the victim may make the attempt every round. Also, as an option, you might consider having characters killed by a Necrotic Crit at risk of becoming Undead, unless the characters use the Gentle Repose Spell to put them at a restful state (or take more extreme precautions....)*

NORMAL CRITICAL DAMAGE

- 1 — That looked creepy.
- 2 — Foe steps back from ghostly energy.
- 3 — Energy lightens foe's skin a shade or two.
- 4 — Blast leaves bleached skin.
- 5 — Foe looks around to see if this is just a prank.
- 6 — Foe's life force is damaged.
- 7 — Foe gains some new gray hairs.
- 8 — Their skin withers, making their fingernails seem to grow.
- 9 — *That's* what it feels like to have someone walk over your grave.
- 10 — Death energies surround foe.
- 11 — Blast slides around foe's leg.
- 12 — Ghostly energies envelope foe's calf.
- 13 — Blast hits foe's hip.
- 14 — Blast envelops foe's leg.
- 15 — Energy claws at foe's shin.
- 16 — Attack to foe's thigh.
- 17 — Energies hit foe in the knee.
- 18 — Do boots protect against death?
- 19 — Blast flows over inner thigh.
- 20 — Shot to foe's ankle.
- 21 — Ghostly blast to foe's arm.
- 22 — Death energies hit foe's hand.
- 23 — Chilling death slides over forearm.
- 24 — Necrotic blast to foe's shield. If foe doesn't have a shield, blast bleaches the skin on their arm.
- 25 — Energies bleach foe's biceps.
- 26 — Spell surrounds foe's arm. If they have arm armor, it develops a coat of ice.
- 27 — Blast foe's triceps.
- 28 — Bleach foe's fingers.
- 29 — Ghostly energies seep into foe's upper arm.
- 30 — Necrotic blast to arm.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Bleach foe's torso. -2 for 3 Rounds.
- 32 — Blast saps all pigmentation from foe's face, leaving them ghostlike. If foe isn't wearing a helmet, they're -3 from damage to their eyes, which are now white on white. A Constitution Saving Throw (DC 12) will reduce the Penalty to -1, where it stays.
- 33 — Blast to solar plexus. Foe is at -5. This Penalty will improve by 1 every Round as life returns to the region.
- 34 — Necrotic energies lick over foe's ribs. Foe is at -3. A Constitution Saving Throw (DC 12) will reduce the Penalty to -1, where it stays.
- 35 — Necrotic energies deal distilled death to foe's groin. Foe is Stunned for 1 Round, screaming, until feeling returns, and they realize everything's all right. -2 for 3 Rounds.

- 36 — Death sears foe's neck. Foe is at -3. A Constitution Saving Throw (DC 12) will reduce the Penalty to -1, where it stays.
- 37 — Undeath flows over foe's collarbone. -4. A Constitution Saving Throw (DC 12) will reduce the Penalty to -2, where it stays.
- 38 — Blast catches foe full in the chest. Foe Stunned for 1 Round as their life passes before their eyes. In black and white. -2. A Constitution Saving Throw (DC 12) will reduce the Penalty to -1, where it stays.
- 39 — Necrotic energy sears foe's spine. The nerves survive. -4 Penalty. A Constitution Saving Throw (DC 12) will reduce the Penalty to -2, where it stays.
- 40 — Death energies cause a -4 Penalty. A Constitution Saving Throw (DC 12) will reduce the Penalty to -2, where it stays.
- 41 — Blast kills tissue in foe's thigh. Foe is at -4 to all Actions. A Constitution Saving Throw (DC 12) will reduce the Penalty to -2, where it stays.
- 42 — Necrotic energies kill tissue in foe's toes. Foe can no longer Dash. -3. A Constitution Saving Throw (DC 12) will reduce the Penalty to -1, where it stays.
- 43 — Tissue dies off in foe's knee. -6. A Constitution Saving Throw (DC 12) will reduce the Penalty to -4, where it stays.
- 44 — Blast kills flesh around foe's shin. -5. Foe can no longer Dash. A Constitution Saving Throw (DC 12) will reduce the Penalty to -3, where it stays.
- 45 — Blast to foe's toes. Cannot Dash. -4. A Constitution Saving Throw (DC 12) will reduce the Penalty to -2, where it stays.
- 46 — Undeath flows through foe's knee. Can't Dash. -4. A Constitution Saving Throw (DC 12) will reduce the Penalty to -2, where it stays.
- 47 — Flesh in foe's hip dies. Can't Dash. -5. A Constitution Saving Throw (DC 12) will reduce the Penalty to -3, where it stays.
- 48 — Blast deadens foe's calf muscle. -5. Stunned for 1 Round. A Constitution Saving Throw (DC 12) will reduce the Penalty to -3, where it stays.
- 49 — Death to foe's toes. Hmm. That's a strange sentence. Foe can no longer Dash and is at -5. They're Stunned for 1 Round. A Constitution Saving Throw (DC 12) will reduce the Penalty to -3, where it stays.
- 50 — Concentrated death to thigh muscle. -6. Stunned for 2 Rounds. Traumatic Recovery takes 5x longer than normal. A Constitution Saving Throw (DC 12) will reduce the Penalty to -4, where it stays.
- 51 — Flesh of foe's fingers dies. -5. Stunned for 1 Round. A Constitution Saving Throw (DC 12) will reduce the Penalty to -3, where it stays.
- 52 — Death blasts foe's shield side. If foe has no shield: -5; Stunned for 1 Round. A Constitution Saving Throw (DC 12) will reduce the Penalty to -3, where it stays. If foe has shield: shield becomes faded, but still functional.
- 53 — Death to foe's elbow. -5. Stunned for 1 Round. A Constitution Saving Throw (DC 12) will reduce the Penalty to -3, where it stays.
- 54 — Kill flesh in foe's forearm. Penalty starts at -9 and drops 1 per Round until it hits -3, where it stays until foe recovers.
- 55 — Death eats into foe's wrist. -6. Stunned for 1 Round. A Constitution Saving Throw (DC 12) will reduce the Penalty

Necrotic

- to -4, where it stays. If not treated properly (DC 13 Wisdom (Medicine) Check), foe will have a permanent -1 to Actions requiring fine dexterity (such as picking locks and pockets).
- 56 — Blast kills flesh in foe's shoulder. Foe at -10, and that improves 1 every Round until -4, where it stays.
- 57 — Necrotic energies hit foe near wrist, then slowly eat their way up foe's forearm, killing flesh in their wake. Foe drops anything they're holding. -6. A Save will reduce the Penalty to -4, where it stays.
- 58 — Undeath seeps into foe's elbow. Foe drops anything they're holding. -12 to all Actions with that arm. A Constitution Saving Throw (DC 12) will reduce the Penalty to -10, where it stays.
- 59 — Ghostly white flames sear foe's upper arm. -7. A Constitution Saving Throw (DC 12) will reduce the Penalty to -6, where it stays.
- 60 — Death seeps into flesh of foe's shoulder. All Actions with that arm are -12. All other Actions at -4. A Constitution Saving Throw (DC 12) will reduce both Penalties by 2.
- 61 — Necrotic energies blast foe's abdomen. Stunned for 1 Round. -6. A Constitution Saving Throw (DC 12) will reduce the Penalty to -4, where it stays.
- 62 — Necrotic damage to foe's ribs. Organ tissue dies. Foe is Stunned for 2 Rounds and suffers a -4 to all Actions that don't involve chest movement; -8 to those that do. A Constitution Saving Throw (DC 12) will reduce both Penalties by 2.
- 63 — Necrotic energies blast foe in sternum and course along ribs. Foe screams as all the surrounding tissue dies. The pain is tremendous. Foe is Stunned for 2 Rounds. -8. A Constitution Saving Throw (DC 12) will reduce the Penalty to -6, where it stays.
- 64 — Death energies kill off the tissue in the foe's shoulder, locking the arms in premature rigor mortis. Foe screams in pain and shock. Foe Stunned for 3 Rounds. -6 to all Actions; -10 with that arm. A Constitution Saving Throw (DC 12) will reduce both Penalties by 2.
- 65 — Energies flow over foe's head, bleaching hair white and charging hair with dark, crackling energies. -8. A Constitution Saving Throw (DC 12) will reduce the Penalty to -6, where it stays.
- 66 — Death energies hit abdomen, worm their way inside, where they slide silently through the bowels, destroying tissue. Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -12. After that, a Save will reduce it to -10, as the Necrotic energies fade away, leaving only their damage behind.
- 67 — Fell energies crackle along foe's side. -8 Penalty. A Constitution Saving Throw (DC 12) will reduce the Penalty to -6, where it stays.
- 68 — Blast seeps the life and strength from the foe's sternum. Good thing that was there. -8. Stunned for 1 Round. A Constitution Saving Throw (DC 12) will reduce the Penalty to -6, where it stays. Traumatic Recovery takes twice as long until this is healed.
- 69 — Blast eats into collarbone, sucking the life out of the spongy material inside. Foe drops anything in that hand and is Stunned for 2 Rounds. -12 with that arm; -7 otherwise. A Constitution Saving Throw (DC 12) reduces both Penalties by 2.
- 70 — Hair turns white and Necrotic energies bleach the scalp. -8. A Constitution Saving Throw (DC 12) will reduce the Penalty to -6.
- 71 — Necrotic energies eat their way deeply into foe's guts. Foe Stunned (and vomiting) for 2 Rounds. -7. Foe cannot drink or eat anything (including potions) until they recover from the Traumatic Damage. A Constitution Saving Throw (DC 12) will reduce the Penalty to -5.
- 72 — Necrotic blast catches foe in torso. The flesh there dies and begins sloughing off into dust. Foe is Stunned for 2 Rounds. -10 to all Actions. A Constitution Saving Throw (DC 12) will reduce the Penalty to -8.
- 73 — Death blasts into foe's chest. The sternum begins to crumble into dust, but thankfully, survives at least partially intact. Stunned for 1 Round. -11 to all Actions requiring upper body. A Constitution Saving Throw (DC 12) will reduce the Penalty to -9.
- 74 — Necrotic energies eat into shoulder and pieces of foe's clavicle turn to dust. Bone is effectively broken. Stunned for 4 Rounds. -9. A Constitution Saving Throw (DC 12) will reduce the Penalty to -7.
- 75 — Necrotic blast withers foe's ear and ruins hearing, replacing normal hearing with the cries of the local dead. -7 to Intelligence (Investigation) and Wisdom (Perception) Checks involving Hearing. Stunned for 3 Rounds. -8. A Constitution Saving Throw (DC 12) will reduce the Penalties by 2 as the dead go silent and the Necrotic energies ebb. The hearing loss will heal in 1 week.
- 76 — Necrotic energies cause foe's bowels to become brittle with death and decay. Stunned for 3 Rounds. -12. Slow leak of poisons causes Traumatic Recovery to take 10x longer than normal. A Constitution Saving Throw (DC 12) will reduce the Penalty to -10.
- 77 — Foe's chest begins to succumb to death's embrace. Foe screams hysterically as they feel their life ebbing. Stunned for 4 Rounds. -10. A Constitution Saving Throw (DC 12) will reduce the Penalty to -8.
- 78 — Necrotic energies damage spinal cord. Foe's legs weaken. Stunned for 1 Round. -14. A Constitution Saving Throw (DC 12) will reduce the Penalty to -12.
- 79 — Necrotic energies cause massive death to tissue and nerves in foe's shoulder. Foe loses use of that arm. Stunned for 3 Rounds. -10. A Constitution Saving Throw (DC 12) will reduce the Penalty to -8.
- 80 — Necrotic power envelops foe's body. Foe's tissues rend and putrefy. Foe can only speak in grunts and moans. Cannot dash. Foe looks for all the world like a zombie. (Foe is not actually Undead, and cannot be turned, controlled, or detected as such). -5. A Constitution Saving Throw (DC 12) will reduce the Penalty to -3.
- ## 4X DAMAGE (OR +2X TRAUMA DICE)
- 81 — Blast catches foe in kneecap, killing tissue and nerves. Foe crumples, Stunned, for 6 Rounds. -8. -20 to Speed (-10 permanent). A Constitution Saving Throw (DC 12) will reduce the Penalty to Actions to -6.
- 82 — Foe's foot withers under the onslaught. Foe Stunned for 8 Rounds. -8. -10 to Speed (-5 permanent). A

Necrotic

- Constitution Saving Throw (DC 12) will reduce the Penalty to Actions to -6.
- 83 — Death withers foe's hand. Foe Stunned for 8 Rounds. -12. Hand permanently -5. A Constitution Saving Throw (DC 12) will reduce the temporary Penalty to -10.
- 84 — Necrotic energies cause a wildfire death effect in foe's arm, leaping from nerve to nerve, from artery to artery. Stunned for 8 Rounds. -12. Arm is permanently -7. A Constitution Saving Throw (DC 12) will reduce the temporary Penalty to -10.
- 85 — Blast to foe's pelvis manages to kill off nerves, but thankfully only the ones leading to the legs. He falls, sitting, with a perplexed expression. Stunned for 8 Rounds. -12. -20 to Speed (-15 permanent). A Constitution Saving Throw (DC 12) will reduce the Penalty to Actions to -10.
- 86 — Necrotic energies kill off all the nerves in foe's spinal cord. They slide to the ground, in shock. Stunned for 4 Rounds. After the Stun, they are -2 for 3 Rounds. They are a paraplegic and can now only crawl.
- 87 — Necrotic energies blast into pelvis, destroying the nerve bundles to the legs. Foe becomes paraplegic. Stunned for 5 Rounds. -7. A Constitution Saving Throw (DC 12) will reduce the Penalty to -5. They can now only crawl.
- 88 — Blast to foe's chest. The bone where the rib connects to the sternum turns to dust, which grinds its way into the lungs. Stunned for 8 Rounds. -22. For what it's worth, A Constitution Saving Throw (DC 12) will reduce the Penalty to -20.
- 89 — Necrotic blast hits foe in throat. Foe collapses, wheezing. Their spinal cord is dead. They're paralyzed from the neck down. -2 for 3 Rounds. They are Incapacitated.
- 90 — Death causes foe's hair to fall out as it kills scalp and damages brain. Victim is paralyzed from the neck down. They lose Proficiency in 1 Skill (determined randomly). They are Incapacitated.
- 91 — Death energies reduce foe's foot to a mummified stump. Stunned for 12 Rounds. -10 to Actions. -10 to Speed (-5 permanent). Foot needs to be removed or foe will have a permanent -2 Penalty as well. A Constitution Saving Throw (DC 12) will reduce the temporary Action Penalty to -8.
- 92 — White, necromantic flames devour foe's calf, leaving it dried and shrunken. Stunned for 12 Rounds. -10. -20 to Speed (-5 permanent). Leg needs to be removed above the knee or foe will have a permanent -2 to Actions as well. A Constitution Saving Throw (DC 12) will reduce the temporary Penalty to -8.
- 93 — Necrotic attack withers wrist and hand begins to die. The pain is tremendous. Stunned for 13 Rounds. -12. Hand permanently -5. Lower arm needs to be removed or foe will have a permanent -2 Penalty as well. A Constitution Saving Throw (DC 12) will reduce the temporary Penalty to -10.
- 94 — The Necrotic energy catches arm. Foe watches in horror as the effect eats its way up and down the arm, eventually devastating everything below the shoulder. Stunned for 12 Rounds. -12. Arm is permanently -7. Arm needs to be removed or foe will have a permanent -2 Penalty as well. A Constitution Saving Throw (DC 12) will reduce the temporary Penalty to -10.
- 95 — Blast catches foe in eye, which explodes into dust. I think you'll need a new miniature. Stunned for 13 Rounds. -5. A Constitution Saving Throw (DC 12) will reduce the Penalty to -3.
- 96 — Blast seems to have no effect on foe, leaving a dark cloud in the air around them. They heave a sigh of relief, and on the inhale, the cloud flows into their lungs. -6. (A Constitution Saving Throw (DC 12) reduces it to -4) Death in 10 Rounds.
- 97 — With a sparkling of black energy, foe's little finger begins to wither. The effect then works its way up the arm until it reaches the heart. Death in 7 Rounds.
- 98 — Necrotic energy alights on foe's hands. For a moment, they feel the exultant power of death. Then the energy leaps to their knees, and then their head, and then their torso. Arcing from body part to body part, foe attacks randomly for 5 Rounds, then death. In the meantime, all their attacks deal an extra 2d6 Necrotic Damage with an additional -2 for 3 Rounds on a Hit.
- 99 — Blast to foe's neck. Wow. The decapitation takes three Rounds and aside from the dust, is relatively tidy. 3 Rounds of Stun. Then death.
- 100 — Necrotic energy overtakes their body. They die instantly, but it takes their body 3 Rounds to stop attacking random targets.
- 101-102 — Foe's heart and lungs turn to grave dust. Dead.
- 103-105 — The soft tissues of foe's torso turn to dust and trickle out of their rib cage. They're Dead.
- 106-110 — Might want to behead them before they gets back up. Dead.
- 111-120 — Foe falls in a halo of Necrotic energy. All within a 10 foot radius are at a -2 for 10 Rounds.
- 121-140 — They fall over, and when they hit the ground, all soft tissue explodes into dust, leaving only bones behind. Dead.
- 141-180 — Necrotic energies begin eating foe outward from the middle. When the two pieces hit the ground, the husks account for about half their original mass. Dead.
- 181-260 — Corpse slowly turns to dust over the next ten minutes.
- 261+ — Corpse explodes instantly into a column of grave dust. If you want to raise them, you'll need to collect some of that.



Acid

NORMAL CRITICAL DAMAGE

- 1 — Vapors rise from your foe.
- 2 — It's a splash weapon. Splash, already.
- 3 — Not exactly stunning.
- 4 — Bob and weave. Bob and weave.
- 5 — Aim for something vital next time.
- 6 — They feared worse.
- 7 — That stings.
- 8 — Oow. They're starting to get all melty.
- 9 — Splash!
- 10 — It's not just a weapon. It's a weapon of terror.
- 11 — Splash foe's leg.
- 12 — Sear foe's calf.
- 13 — Acid burns into their hip.
- 14 — You dissolve meat, but little else.
- 15 — Etching their shin bone?
- 16 — Burn deeply into the thigh.
- 17 — Acid eats into the soft tissue around the knee.
- 18 — Splash burns through the instep of foe's boot.
- 19 — Splash to inner thigh manages to miss everything really vital.
- 20 — Acid sears foe's ankle. Can you call that a sprain?
- 21 — Acid eats into the flesh above the elbow.
- 22 — Acid burns foe's hand.
- 23 — Acid eats into foe's forearm.
- 24 — Acid burns heraldry off of foe's shield. Without shield, foe grasps arm in pain.
- 25 — Acid burns biceps.
- 26 — Foe wards off splash with their forearm. Were they wearing armor? If so, the Acid etches new designs.
- 27 — Burn eats deeply into foe's triceps.
- 28 — Acid fails to completely ruin foe's fingers.
- 29 — Acid tries to eat a hole in the brachial artery. It fails.
- 30 — Burn deeply into arm.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Splash sears flesh and scores ribs. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 32 — Not the face! Not the face! If foe isn't wearing a helmet, they're at -1 until they clean up the mess dripping into their eyes. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 33 — Acid eats into their solar plexus. Foe is at -1 for 1 Round. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.

- 34 — Acid sears side and a rib gives way. Foe is at -1. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 35 — Burn to foe's groin misses all the important parts. Gotta love chaos theory. Foe is Stunned for 2 joyful Rounds. Then the pain hits. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 36 — Acid burns a chunk out of foe's neck. There's a lot of blood. Foe is Stunned for 1 Round until they realize they can take their hand away from the wound. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 37 — Acid etches collarbone. -1. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 38 — Burn foe's chest. They're Stunned for 1 Round. -1. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 39 — Acid eats into spine. Fails to paralyze them. Lucky. -1 Penalty. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 40 — Burn Stuns foe for 1 Round. Take a -2 Penalty. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 41 — Thigh strike etches bone. Foe at -2 to all Actions and Stunned for 1 Round. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 42 — Acid splashes on foot, eating through the instep but not quite severing it. Foe can no longer Dash and is at -1. Stunned for 1 Round. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 43 — My knee! Dear God, my knee! -4. Stunned for 1 Round. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 44 — Acid etches shinbone. -3 to all Actions. Foe can no longer Dash and is Stunned for 1 Round. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 45 — Foe leaps nimbly over attack, only to land in the Acid. Cannot Dash. -2. Stunned for 1 Round. Feeling stupid. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 46 — Acid eats away at the knee. Can't Dash. -2. Stunned for 1 Round. Foe takes 1d6 Acid Damage per

Acid

- Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 47 — Acid cuts deeply into hip, but the hip barely holds. Can't Dash. -3. Stunned for 1 Round. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 48 — Acid eats into foe's calf, dissolving tendons. -3 to all Actions and Stunned for 2 Rounds. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 49 — You can call them Four Toes. Foe can no longer Dash and is at -3. They're Stunned for 2 Rounds. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 50 — Acid maims thigh. -4 to all Actions. Stunned for 3 Rounds. Traumatic Recovery takes at 5x longer than normal. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 10 Dexterity Check.
- 51 — Acid wreaks havoc on finger. -3. Stunned for 2 Rounds. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 52 — Burn foe's shield side. If foe has no shield: -3; Stunned for 2 Rounds. If foe has shield, it is marred, but still functional. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 53 — Sear foe's elbow. -3. Stunned for 2 Rounds. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 54 — Acid eats deeply into the forearm. Penalty starts at -6 and drops 1 per Round until it hits -3, where it stays until foe recovers. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 55 — Acid all but destroys wrist. -4 to all Actions, Stunned for 2 Rounds. If not treated properly (DC 13 Wisdom (Medicine) Check), foe will have a permanent -1 to Actions requiring fine dexterity (such as picking locks and pockets). Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 56 — Acid burns foe's shoulder. Foe at -7, and that improves 1 every Round until -4, where it stays. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 57 — Acid eats through bone in forearm. Foe drops anything they're holding. -4. Stunned for 1 Round. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 58 — Acid damages foe's elbow. Foe drops anything they're holding and is -10 to all Actions with that arm. Stunned for 1 Round. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 59 — Acid weakens bone in foe's upper arm and it snaps as they thrash in pain. Foe is Stunned for 1 Round and is at -5 to all Actions. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 60 — Acid eats through foe's collarbone. All Actions with that arm are at -10; all other Actions at -2. Stunned for 1 Round. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 61 — Blow to abdomen causes massive soft tissue damage. Stunned for 2 Rounds. -4 Penalty. Traumatic Recovery will take 5x longer due to internal bleeding. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 62 — Acid eats through two ribs. Damage to organs, muscles, and fascia. Foe is Stunned for 3 Rounds and suffers a -2 to all Actions that don't involve chest movement; -6 to those that do. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 63 — Acid scores sternum and separates ribs. Foe is Stunned for 3 Rounds as they look at you in disbelief. -6. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 64 — Acid eats through collarbone. Foe grasps the wound, screaming. Stunned for 4 Rounds. -4 to all Actions; -8 with that arm. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 65 — Acid sears skull. Not bad. -5 Penalty. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 66 — Massive surface damage to stomach. Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -9, then it drops 1 per Round after that.
- 67 — Acid severs four ribs. Stunned for 1 Round. -6 Penalty. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 68 — Acid devastates sternum. Foe falls to the ground, but the thrashing just makes matters worse. Foe is at -6 to all Actions and is Stunned for 2 Rounds. Foe takes

Acid

- 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 69 — Acid eats multiple chunks out of collarbone. Foe drops anything in that hand and is Stunned for 3 Rounds. -10 with that arm, -5 otherwise. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 70 — Massive forehead burn eats into skull. -6. 1 Round of Stun. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 71 — Deep burns etch paths of agony into foe's belly. Foe Stunned (and vomiting) for 3 Rounds. -5. Foe cannot drink or eat anything (including potions) until they recover from the Traumatic Damage. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 72 — Massive scoring up and down rib cage. Multiple ribs fail. Foe bellows in pain. Stunned for 3 Rounds. -8 to all Actions. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 73 — Acid maims sternum and ribs. Foe Stunned for 2 Rounds. -9 to all Actions requiring upper body. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 74 — Acid maims clavicle. Foe is quiet for a moment, then the screaming starts. Stunned for 5 Rounds. -7. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 75 — Burns to ear cause foe to lose hearing. -5 to Intelligence (Investigation) and Wisdom (Perception) Checks involving sound. Stunned for 4 Rounds. -6 to all Actions. The hearing loss will heal in 1 week. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 76 — Acid eats into foe's bowels. Stunned for 4 Rounds. -10. Slow leak of poisons causes Traumatic Recovery to take 10x longer than normal. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 77 — Massive damage to rib cage. Foe can barely move. Stunned for 5 Rounds. -8. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 78 — Acid sears spine. Legs are weak and rubbery. Stunned for 2 Rounds. -12. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 79 — Devastated collarbone reduces foe to spasms. Foe loses use of the arm. Stunned for 4 Rounds. -8.
- Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 80 — Massive facial burns. Foe is Stunned for 9 Rounds. -3. Foe takes 1d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check. Without aid from magical healing, foe will have a permanent -2 to Cha.

4x DAMAGE (OR +2x TRAUMA DICE)

- 81 — Acid wrecks foe's knee. You expect screaming, but they just sit down, Stunned, for 6 Rounds. -6. -20 to Speed (permanent -10). Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 82 — Acid eats through foe's foot, causing foul-smelling vapors to rise from the ground underneath. Foe Stunned for 8 Rounds. -6. -10 to Speed (-5 permanent). Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 83 — Acid maims foe's hand. Foe Stunned for 8 Rounds. -10. Hand permanently -5. Hope it was their off-hand. Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 84 — Acid burns up and down the arm causing strange vapors to rise. Stunned for 8 Rounds. -10. Arm is permanently -7. Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 85 — Acid burns deeply into foe's pelvis. Foe's legs remain attached. Stunned for 8 Rounds. -10. -20 to Speed (-15 permanent). Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 86 — Acid eats into foe's back, paralyzing them from the waist down. They seem content to fall, but can't draw into a protective ball, no matter how hard they try. Stunned for 4 Rounds. Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 87 — Acid causes massive damage to pelvis. Foe permanently paraplegic. Stunned for 5 Rounds. -5. Foe can only crawl. Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 88 — Acid eats deeply into the ribs and dribbles into lungs. Stunned for 8 Rounds. -20. Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 89 — Acid eats into foe's neck. Foe collapses, their mouth working with silent screams. Paralyzed from the neck down. 1 Round of Stun. Foe takes 2d6 Acid Damage

Acid

- per Round until they can scrape the Acid clean with a DC 13 Dexterity Check. Foe is Incapacitated.
- 90 — Acid eats into skull. Damage to the brain renders victim paralyzed from the neck down. They also loses all memory of their first love. Foe is Incapacitated. Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 13 Dexterity Check.
- 91 — Acid ruins foot. They lift it off the ground, but they just can't concentrate. Stunned for 12 Rounds. -8. -10 to Speed (-5 permanent). Foot needs to be removed or foe will have a permanent -2 Penalty as well. Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 92 — Acid mutilates lower leg. Stunned for 12 Rounds. -8. -20 to Speed (permanent -10). Leg needs to be removed above the knee or foe will have a permanent -2 as well. Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 93 — Wrist and hand mauled by Acid. Foe sucks air like a wind tunnel. Stunned for 13 Rounds. -10. Hand permanently -5. Lower arm needs to be removed or foe will have a permanent -2 Penalty as well. Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 94 — Arm ruined. It almost looks melted. Stunned for 12 Rounds. -10. Arm is permanently -7. Arm needs to be removed or foe will have a permanent -2 Penalty as well. Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 95 — Acid burns face and ruins eye. Stunned for 13 Rounds. -5. Foe takes 2d6 Acid Damage per Round until they can scrape the Acid clean with a DC 15 Dexterity Check.
- 96 — Acid eats into chest, burning between ribs. -5. Death in 10 Rounds.
- 97 — Acid ruins arm and opens arteries. Foe dies in 7 Rounds.
- 98 — Acid eats deeply into foe's head. Foe attacks random targets for 5 Rounds, then death.
- 99 — Acid burns its way through the arteries of the neck. Foe dies after 3 Rounds of Stun.
- 100 — Ever see the end of *Raiders of the Lost Ark*? Foe dies instantly.
- 101-102 — Massive Acid burns to chest damage heart and lungs. Dead.
- 103-105 — They now have a "sunken chest." Luckily, they are dead long before the worst of it.
- 106-110 — Massive Acid burns ruin much of foe's body. They're dead in many ways.
- 111-120 — Acid nearly cuts them in two. Dead.
- 121-140 — The remaining skeleton is clean. And dead, of course.
- 141-180 — Acid dissolves soft tissue and reduces bones. Dead.
- 181-260 — There isn't much left. What is left is most definitely dead.
- 261+ — Foe becomes a discolored puddle. A dead discolored puddle.



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NORMAL CRITICAL DAMAGE

- 1 — Nippy.
- 2 — Foe shivers.
- 3 — Eh.
- 4 — I blame global warming.
- 5 — Brrr!
- 6 — They shake it off.
- 7 — Their hair frosts over.
- 8 — Their color doesn't look good.
- 9 — Turning blue.
- 10 — They look terrible.
- 11 — Freeze foe's leg.
- 12 — Cold blast to foe's calf.
- 13 — Biting cold to foe's hip.
- 14 — That will cause some damage.
- 15 — Chilling blast to shinbone.
- 16 — Freeze foe's thigh.
- 17 — Cold blast to knee.
- 18 — Those boots aren't warm enough.
- 19 — Blast to inner thigh.
- 20 — Cold blast to foe's ankle causes them to twist it.
- 21 — Cold blast to arm.
- 22 — Blast foe's hand.
- 23 — Freezing cold to foe's forearm.
- 24 — Foe's shield frosts over. If foe doesn't have a shield, foe yelps.
- 25 — Frosty blast to foe's biceps.
- 26 — Foe catches spell on their forearm. Were they wearing armor? If so, it frosts over.
- 27 — Cold blast to triceps.
- 28 — Blast to foe's fingers makes them numb.
- 29 — Ice freezes foe's upper arm.
- 30 — Chill blast to arm.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Ice forms on foe's torso. Foe's Speed is reduced by 10 for 1 Round.
- 32 — Icy blast to foe's face. If foe isn't wearing a helmet, they're at -1 from frosted eyes and eyelashes. Foe's Speed is reduced by 10 for 1 Round.
- 33 — Cold freezes foe's solar plexus. Foe is at -2. Reduce this Penalty by 1 every Round. Foe's Speed is reduced by 10 for 1 Round.
- 34 — Cold sears foe's ribs. Foe is at -1. Foe's Speed is reduced by 10 for 1 Round.
- 35 — Freezing blast to foe's groin. Good thing that area started out pretty warm. Foe is Stunned for 2 Rounds. Foe's Speed is reduced by 10 for 1 Round.

- 36 — Icy blast to foe's neck. Foe is Stunned for 1 Round as they rub the wound. Foe's Speed is reduced by 10 for 1 Round.
- 37 — Freezing blast to collarbone. -1. Foe's Speed is reduced by 10 for 1 Round.
- 38 — Chilling blast to foe's chest. Foe is Stunned for 1 Round. -1. After the Stun, foe's Speed is reduced by 10 for 1 Round.
- 39 — Cold blast to foe's spine hurts a lot, but that's all. Lucky. -1 Penalty. Foe's Speed is reduced by 10 for 1 Round.
- 40 — Ice Stuns foe for 1 Round. Take a -2 Penalty. After the Stun, foe's Speed is reduced by 10 for 1 Round.
- 41 — Ice numbs foe's thigh. Foe at -2 to all Actions and Stunned for 1 Round. After the Stun, foe's Speed is reduced by 10 for 2 Rounds.
- 42 — Frostbite to foe's toes. Foe can no longer Dash and is at -1. Stunned for 1 Round. After the Stun, foe's Speed is reduced by 10 for 2 Rounds.
- 43 — Ice frosts over foe's knee. -4. Stunned 1 Round. After the Stun, foe's Speed is reduced by 10 for 2 Rounds.
- 44 — Freezing blast to foe's shin forms ice. -3 to all Actions. Foe can no longer Dash. Stunned for 1 Round. After the Stun, foe's Speed is reduced by 10 for 2 Rounds.
- 45 — Frostbite on all toes. Cannot Dash. -2. Stunned for 1 Round. After the Stun, foe's Speed is reduced by 10 for 2 Rounds.
- 46 — Cold blast to foe's knee freezes joint. Can't Dash. -2. Stunned for 1 Round. After the Stun, foe's Speed is reduced by 10 for 2 Rounds.
- 47 — Cold freezes flesh around foe's hip. Can't Dash. -3. Stunned for 1 Round. After the Stun, foe's Speed is reduced by 10 for 2 Rounds.
- 48 — Foe freezes calf muscle. -3 to all Actions and Stunned for 2 Rounds. After the Stun, foe's Speed is reduced by 10 for 2 Rounds.
- 49 — Ice forms on foe's toes. Foe can no longer Dash and is at -3. They're Stunned for 2 Rounds. After the Stun, foe's Speed is reduced by 10 for 2 Rounds.
- 50 — Ice forms in foe's thigh muscle. -4 to all Actions. Stunned for 3 Rounds. Traumatic Recovery takes 5x longer than normal. After the Stun, foe's Speed is reduced by 10 for 2 Rounds.
- 51 — Frostbitten fingers. -3. Stunned for 2 Rounds. After the Stun, foe takes on the effects of the Slow spell for 1 Round. Once the Slow ends, foe's Speed is reduced by 10 for 3 Rounds.
- 52 — Freeze foe's shield side. If foe has no shield: -3; stunned for 2 Rounds. If foe has shield, it is frozen, but

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- still functional. After the Stun, foe takes on the effects of the Slow spell for 1 Round. Once the Slow ends, foe's Speed is reduced by 10 for 3 Rounds.
- 53 — Freeze foe's elbow. -3. Stunned for 2 Rounds. After the Stun, foe takes on the effects of the Slow spell for 1 Round. Once the Slow ends, foe's Speed is reduced by 10 for 3 Rounds.
- 54 — Freeze foe's forearm. Penalty starts at -6 and drops 1 per Round until it hits -3, where it stays until the foe recovers. Foe takes on the effects of the Slow spell for 1 Round. Once the Slow ends, foe's Speed is reduced by 10 for 3 Rounds.
- 55 — Ice forms on foe's wrist, which breaks from the Cold. -4 to all Actions. Stunned for 2 Rounds. If not treated properly (DC 13 Wisdom (Medicine) Check), foe will have a permanent -1 to Actions requiring fine dexterity (such as picking locks and pockets). After the Stun, foe takes on the effects of the Slow spell for 1 Round. Once the Slow ends, foe's Speed is reduced by 10 for 3 Rounds.
- 56 — Freeze foe's shoulder. Foe at -7, and that improves 1 every Round until -4, where it stays. Foe takes on the effects of the Slow spell for 1 Round. Once the Slow ends, foe's Speed is reduced by 10 for 3 Rounds.
- 57 — Freeze muscles in foe's forearm. Foe drops anything they're holding. -4. Stunned for 1 Round. After the Stun, foe takes on the effects of the Slow spell for 1 Round. Once the Slow ends, foe's Speed is reduced by 10 for 3 Rounds.
- 58 — Freeze foe's elbow, which then breaks. Foe drops anything they're holding and is -10 to all Actions with that arm. Stunned for 1 Round. After the Stun, foe takes on the effects of the Slow spell for 1 Round. Once the Slow ends, foe's Speed is reduced by 10 for 3 Rounds.
- 59 — Ice coats foe's upper arm. Foe is Stunned for 1 Round and is at -5 to all Actions. After the Stun, foe takes on the effects of the Slow spell for 1 Round. Once the Slow ends, foe's Speed is reduced by 10 for 3 Rounds.
- 60 — Ice freezes foe's collarbone. All Actions with that arm are at -10. All other Actions are at -2. Stunned for 1 Round. After the Stun, foe takes on the effects of the Slow spell for 1 Round. Once the Slow ends, foe's Speed is reduced by 10 for 3 Rounds.
- 61 — Blast to foe's abdomen causes massive damage in frozen tissue. Stunned for 3 Rounds. -4 Penalty. Traumatic Recovery will take 5x longer due to internal bleeding. After the Stun, foe takes on the effects of the Slow spell for 2 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 4 Rounds.
- 62 — Ice freezes tissue and two ribs. Lesser damage to organs. Foe is Stunned for 3 Rounds and suffers a -2 to all Actions that don't involve chest movement; -6 to those that do. After the Stun, foe takes on the effects of the Slow spell for 2 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 4 Rounds.
- 63 — Freeze foe's chest, sternum, and ribs, killing tissue. Foe is Stunned for 3 Rounds as they look at you in disbelief. -6. After the Stun, foe takes on the effects of the Slow spell for 2 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 4 Rounds.
- 64 — Ice freezes collarbone and kills surrounding tissue. Foe grabs the wound in pain and shock. Foe Stunned for 4 Rounds. -4 to all Actions; -8 with that arm. After the Stun, foe takes on the effects of the Slow spell for 2 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 4 Rounds.
- 65 — Ice forms on scalp, making foe think wistfully of an ice cream headache. -5 Penalty. After the Stun, foe takes on the effects of the Slow spell for 2 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 4 Rounds.
- 66 — Blast freezes stomach, killing off large amounts of tissue. Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -9, then it drops 1 per Round after that. After the Stun, foe takes on the effects of the Slow spell for 2 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 4 Rounds.
- 67 — Ice coats foe's side. Stunned for 1 Round. -6 Penalty. After the Stun, foe takes on the effects of the Slow spell for 2 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 4 Rounds.
- 68 — Ice freezes foe's sternum, the ice crystals biting deeply. Foe is at -6 to all Actions and is Stunned for 2 Rounds. After the Stun, foe takes on the effects of the Slow spell for 2 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 4 Rounds.
- 69 — Ice deeply penetrates foe's collarbone. Foe drops anything in that hand and is Stunned for 3 Rounds. -10 with that arm; -5 otherwise. After the Stun, foe takes on the effects of the Slow spell for 2 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 4 Rounds.
- 70 — Ice forms thickly on foe's scalp, causing massive tissue death. -6. 1 Round of Stun. After the Stun, foe takes on the effects of the Slow spell for 2 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 4 Rounds.
- 71 — Ice freezes foe's stomach and damages internal organs. Foe Stunned (and vomiting) for 3 Rounds. -5. Foe cannot drink or eat anything (including potions)

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- until they recover. After the Stun, foe takes on the effects of the Slow spell for 3 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 5 Rounds.
- 72 — Ice freezes foe's torso, cracking ribs from the rapid temperature change. Foe makes a quiet squeaking sound. Stunned for 3 Rounds. -8 to all Actions. After the Stun, foe takes on the effects of the Slow spell for 3 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 5 Rounds.
- 73 — Icy blast to sternum kills tissue and cracks bone. Foe Stunned for 2 Rounds. -9 to all Actions requiring upper body. After the Stun, foe takes on the effects of the Slow spell for 3 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 5 Rounds.
- 74 — Ice freezes shoulder. Clavicle snaps. Foe is quiet for a moment, then the screaming starts. Stunned for 5 Rounds. -7. After the Stun, foe takes on the effects of the Slow spell for 3 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 5 Rounds.
- 75 — Ice damages foe's ear and ruins hearing. -5 to Intelligence (Investigation) and Wisdom (Perception) Checks involving sound. Stunned for 4 Rounds. -6 to all Actions. The hearing loss will heal in 1 week. After the Stun, foe takes on the effects of the Slow spell for 3 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 5 Rounds.
- 76 — Frozen tissue penetrates foe's bowels. Stunned for 4 Rounds. -10. Slow leak of poisons causes Traumatic Recovery to take 10x longer than normal. After the Stun, foe takes on the effects of the Slow spell for 3 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 5 Rounds.
- 77 — Frozen torso causes foe to snap ribs as they move. After that, they *stop* moving. Stunned for 5 Rounds. -8. After the Stun, foe takes on the effects of the Slow spell for 3 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 5 Rounds.
- 78 — Ice penetrates spine. Legs weaken. Stunned for 2 Rounds. -12. After the Stun, foe takes on the effects of the Slow spell for 3 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 5 Rounds.
- 79 — Ice forms so quickly that foe's collarbone snaps. Foe loses use of the arm. Stunned for 4 Rounds. -8. After the Stun, foe takes on the effects of the Slow spell for 3 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 5 Rounds.
- 80 — Massive frostbite to face, killing skin and muscle, damaging bone. Foe is Stunned for 9 Rounds. -3. After the Stun, foe takes on the effects of the Slow spell for 3 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 5 Rounds.
- ## 4X DAMAGE (OR +2X TRAUMA DICE)
- 81 — Ice blast snaps foe's kneecap. Foe crumples, Stunned, for 8 Rounds. -6. -20 to Speed (permanent -10). After the Stun, foe is immobilized for 1 round, then takes on the effects of the Slow spell for 5 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 7 Rounds.
- 82 — Ice cracks bone and causes massive tissue death in foe's foot. Foe Stunned for 7 Rounds. -6. -10 to Speed (-5 permanent). After the Stun, foe is immobilized for 1 round, then takes on the effects of the Slow spell for 5 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 7 Rounds.
- 83 — Frostbite ravages hand and ice cracks bones. Foe Stunned for 7 Rounds. -10. Hand permanently -5. They should have worn mittens. After the Stun, foe is immobilized for 1 round, then takes on the effects of the Slow spell for 5 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 7 Rounds.
- 84 — Massive freezing to foe's arms ices arteries and cracks bones. Stunned for 8 Rounds. -10. Arm is permanently -7. After the Stun, foe is immobilized for 1 round, then takes on the effects of the Slow spell for 5 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 7 Rounds.
- 85 — Icy blast snaps foe's pelvis. Foe's legs give out. Stunned for 8 Rounds. -10. -20 to Speed (-15 permanent). After the Stun, foe is immobilized for 1 round, then takes on the effects of the Slow spell for 5 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 7 Rounds.
- 86 — Ice damages foe's spinal cord, paralyzing them below the waist. They slide to the ground, their teeth chattering. Stunned for 4 Rounds. Foe can only crawl. After the Stun, foe is immobilized for 1 round, then takes on the effects of the Slow spell for 5 Rounds.
- 87 — Ice freezes foe's pelvis, killing tissue and damaging nerves. Foe is a paraplegic, Stunned for 5 Rounds. -5. Foe can only crawl. After the Stun, foe is immobilized for 1 round, then takes on the effects of the Slow spell for 5 Rounds.
- 88 — Ice snaps ribs and damages lungs. Stunned for 8 Rounds. -20. After the Stun, foe is immobilized for 1 round, then takes on the effects of the Slow spell for 5 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 7 Rounds.
- 89 — Ice forms on foe's neck. Foe falls, trying to gasp, paralyzed from the neck down. Stunned for 1 Round until they can force breath through throat. Foe is Incapacitated.

Gold

90 — Ice cracks skull and damages brain. Foe is paralyzed from the neck down. They can no longer read, and must have the brain damage repaired with Greater Restoration or relearn the skill like a new language. Foe is Incapacitated.

91 — Massive frostbite causes bones in foot to snap. They wince and start inventing swear words. Stunned for 13 Rounds. -8. -10 to Speed (-5 permanent). Foot needs to be removed or foe will have a permanent -2 Penalty as well. After the Stun, foe is immobilized for 2 rounds, then takes on the effects of the Slow spell for 6 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 8 Rounds.

92 — Ice freezes calf and arteries. Stunned for 11 Rounds. -8. -20 to Speed (permanent -10). Leg needs to be removed above the knee or foe will have a permanent -2 as well. After the Stun, foe is immobilized for 2 rounds, then takes on the effects of the Slow spell for 6 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 8 Rounds.

93 — Ice causes massive tissue death in hand and wrist. Foe can't scream through chattering teeth. Stunned for 13 Rounds. -10. Hand permanently -5. Lower arm needs to be removed or foe will have a permanent -2 Penalty as well. After the Stun, foe is immobilized for 2 rounds, then takes on the effects of the Slow spell for 6 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 8 Rounds.

94 — Ice causes massive tissue death in arm and shatters bone. Stunned for 12 Rounds. -10. Arm is permanently -7. Arm needs to be removed or foe will have a

permanent -2 Penalty as well. After the Stun, foe is immobilized for 2 rounds, then takes on the effects of the Slow spell for 6 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 8 Rounds.

95 — Blast freezes foe's eye. They'll need a new one. Stunned for 13 Rounds. -5. After the Stun, foe is immobilized and blinded for 2 rounds, then takes on the effects of the Slow spell for 6 Rounds. Once the Slow ends, foe's Speed is reduced by 10 for 8 Rounds.

96 — Ice forms inside lungs. -5. Death in 10 Rounds.

97 — Ice shatters arms and sends frozen blood crystals into the body. Foe dies in 7 Rounds.

98 — Ice damages foe's brain. Foe attacks random targets for 5 Rounds, then death.

99 — Ice freezes foe's neck, sending crystals of frozen blood into the brain. Foe dies after 3 Rounds of Stun.

100 — Frost covers body and death by shock is instantaneous.

101-102 — Foe's heart and lungs freeze. Dead.

103-105 — Ice freezes all blood in foe's torso. They expand and collapse at the same time. Then they die.

106-110 — Ice forms across body surfaces, but they're too dead to notice.

111-120 — Foe falls in a mostly solid state, dead.

121-140 — Foe literally frozen solid. Unfortunately, not cryogenically. They're dead, Jim.

141-180 — Foe freezes, and then cracks in half. Dead.

181-260 — Foe freezes and breaks into five pieces. I hope they were dead before that. They're certainly dead after.

261+ — Foe falls over and shatters. Do I have to say they're dead? Better sweep them up before they thaw.



Fire Fire

NORMAL CRITICAL DAMAGE

- 1 — Toasty.
- 2 — Foe steps back from the heat.
- 3 — That will help their tan.
- 4 — Looks like they were in a baking accident.
- 5 — Did you forget to light the pilot?
- 6 — Flames fail to catch.
- 7 — Hair is singed.
- 8 — There go their eyebrows.
- 9 — That's a little warm!
- 10 — Flames singe foe.
- 11 — Flames lick foe's leg.
- 12 — Flames surround foe's calf.
- 13 — Fiery blast to foe's hip.
- 14 — Burn foe's leg.
- 15 — Fire splashes over foe's shinbone.
- 16 — Fire bites into foe's thigh.
- 17 — Roast foe's knee.
- 18 — Scorch foe's boot.
- 19 — Fire creases inner thigh.
- 20 — Flames lick over foe's ankle.
- 21 — Flames course over foe's arm.
- 22 — Fire blisters foe's hand.
- 23 — Fire slides over forearm.
- 24 — Flames blast foe's shield. If foe doesn't have a shield, their sleeve smolders, and they wince.
- 25 — Burns blister foe's biceps.
- 26 — Attack sets foe's sleeve on fire. If they had arm armor, it's scorched instead.
- 27 — Burn to foe's triceps.
- 28 — Blister foe's fingers.
- 29 — Fire roasts foe's upper arm.
- 30 — Fiery blast to arm.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Blisters form on torso. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 32 — Fire courses over foe's face. If foe isn't wearing a helmet, they're -1 from damage to their eyes. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 33 — Fire sears foe's solar plexus. Foe is at -2. This Penalty will improve by 1 every Round. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 34 — Fire roasts foe's ribs. Foe is at -1. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.

- 35 — Fire catches foe in the groin, and their clothes ignite. Foe is Stunned for 2 Rounds as they beat out the flames. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 36 — Flames raise blisters on foe's neck. Foe is Stunned for 1 Round. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 37 — Flames scorch collarbone. -1. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 38 — Fiery blast to foe's chest. Foe Stunned for 1 Round. -1. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 39 — Fire raises blisters along foe's spine. Lucky. -1 Penalty. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 40 — Flames Stun foe for 1 Round. They take a -2 Penalty. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 41 — Fire burns flesh on foe's thigh. Foe at -2 to all Actions and Stunned for 1 Round. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 42 — Fire burns flesh from foe's toes. Foe can no longer Dash and is at -1. Stunned for 1 Round. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 43 — Fire peels flesh off foe's knee. -4. Stunned 1 Round. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 44 — Third-degree burns to foe's shin. -3 to all Actions. Foe can no longer Dash and is Stunned for 1 Round. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 45 — Burns to foe's toes. Cannot Dash. -2. Stunned for 1 Round. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 46 — Fire sears foe's knee. Can't Dash. -2. Stunned for 1 Round. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 47 — Fire burns flesh from foe's hip. Can't Dash. -3. Stunned for 1 Round. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.

Fire

- 48 — Fire burns flesh and damages calf muscle. -3 to all Actions and Stunned for 2 Rounds. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 49 — Flames sear foe's toes. Foe can no longer Dash and is at -3. They're Stunned for 2 Rounds. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 50 — Fire burns into thigh muscle. -4 to all Actions, Stunned for 3 Rounds. Traumatic Recovery takes 5x longer than normal. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 10 Dexterity Check.
- 51 — Fire burns flesh off fingers. -3. Stunned for 2 Rounds. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 52 — Flames blast foe's shield side. If foe has no shield: -3; Stunned for 2 Rounds. If foe has a shield, it is seared, but still functional. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 53 — Sear foe's elbow. -3. Stunned for 2 Rounds. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 54 — Sear foe's forearm. Penalty starts at -6 and drops 1 per Round until it hits -3, where it stays until the foe recovers. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 55 — Flames bite deeply into foe's wrist. -4 to all Actions. Stunned for 2 Rounds. If not treated properly (DC 13 Wisdom (Medicine) Check), foe will have a permanent -1 to Actions requiring fine dexterity (such as picking locks and pockets). Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 56 — Flames burn deeply into foe's shoulder. Foe at -7, and that improves 1 every Round until -4, where it stays. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 57 — Flames lick up and down the foe's forearm. Foe drops anything they're holding. -4. Stunned for 1 Round as they put out the flames. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 58 — Flames devastate foe's elbow. Foe drops anything they're holding and is -10 to all Actions with that arm. Stunned for 1 Round. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 59 — Flames sear foe's upper arm. Foe is Stunned for 1 Round and is at -5 to all Actions. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 60 — Flames burn flesh around collarbone. All Actions with that arm are at -10; all other Actions at -2. Stunned for 1 Round. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 61 — Flames eat into foe's abdomen. Stunned for 2 Rounds. -4 Penalty. Traumatic Recovery will take 5x longer due to internal bleeding. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 62 — Flames char flesh around ribs. Burns to organs. Foe is Stunned for 3 Rounds and suffers a -2 to all Actions that don't involve chest movement; -6 to those that do. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 63 — Flames lick around foe's sternum and ribs, charring away tissue. Foe is Stunned for 3 Rounds as they gasp. -6. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 64 — Flames bake collarbone and kill surrounding tissue. Foe screams in pain and shock. Foe Stunned for 4 Rounds. -4 to all Actions; -8 with that arm. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 65 — Flames burn foe's hair, searing scalp. -5 Penalty. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 66 — Flames burn into abdomen, searing organs. Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -9, then it drops 1 per Round after that. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 67 — Flames lick up and down foe's side. Stunned for 1 Round. -6 Penalty. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 68 — Flames char foe's sternum. Freaking ouch. Foe is at -6 to all Actions and is Stunned for 2 Rounds. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 69 — Flames char foe's collarbone, killing the spongy material inside. Foe drops anything in that hand and is Stunned for 3 Rounds. -10 with that arm; -5 otherwise.

Fire

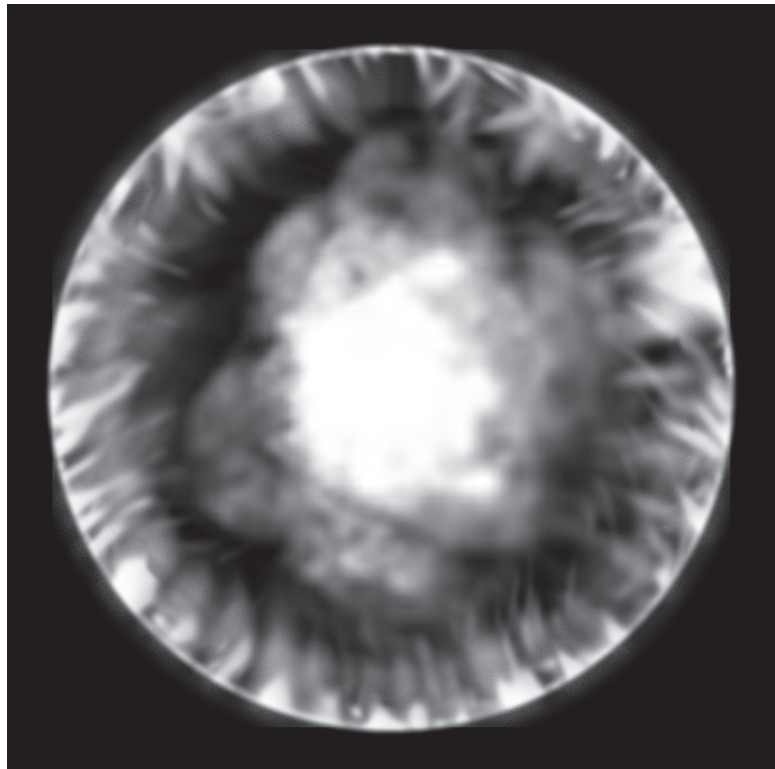
- Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 70 — Hair burns away, leaving third-degree burns on the scalp. -6, 1 Round of Stun. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 71 — Flames burn deeply into abdominal muscles, searing foe's guts. Foe Stunned (and vomiting) for 3 Rounds. -5. Foe cannot drink or eat anything (including potions) until they recover. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 72 — Flames catch on foe's torso, sizzling ribs, charring muscle. Foe hurls their weapons to the ground and is Stunned for 3 Rounds as they beat out the flames. -8 to all Actions. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 73 — Flames char foe's chest and eat the flesh away from the sternum. Foe Stunned for 2 Rounds. -9 to all Actions requiring upper body. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 74 — Fire sears shoulder. Clavicle roasts. Foe is quiet for a moment, then the screaming starts. Stunned for 5 Rounds. -7. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 75 — Fire shrivels ear and ruins hearing. -5 to Intelligence (Investigation) and Wisdom (Perception) Checks involving sound. Stunned for 4 Rounds. -6 to all Actions. The hearing loss will heal in 1 week. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 76 — Flames penetrate foe's bowels. Stunned for 4 Rounds. -10. Slow leak of poisons causes Traumatic Recovery to take 10x longer than normal. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 77 — Flames engulf foe's chest. The screaming is horrible. Stunned for 5 Rounds. -8. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 78 — Flames lick foe's spine, damaging spinal cord. Foe's legs weaken. Stunned for 2 Rounds. -12. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 79 — Flames cut deeply into collarbone, damaging muscles and nerves. Foe loses use of the arm. Stunned for 4 Rounds. -8. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 80 — Flames cause massive, horrific damage to foe's face. Foe is Stunned for 9 Rounds. -3. Foe takes 1d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check. If damage isn't healed magically, -1 Cha for every round the character burned.

4x DAMAGE (OR +2x TRAUMA DICE)

- 81 — Flames destroy tissue around kneecap. Foe crumples, Stunned, for 6 Rounds. -6. -20 to Speed (permanent -10). Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 82 — Massive burns to foe's foot. Foe Stunned for 8 Rounds. -6. -10 to Speed (permanent -5). Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 83 — Burns wither foe's hand. Foe Stunned for 8 Rounds. -10. Hand permanently -5. Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 84 — Burns to arm damage muscles and arteries. Stunned for 8 Rounds. -10. Arm is permanently -7. Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 85 — Flames burn into foe's pelvis. Foe's legs give out. Stunned for 8 Rounds. -10. -20 to Speed (permanent -15). Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 86 — Flames burn foe's spinal cord, paralyzing them below the waist. They slide to the ground, in shock. Stunned for 4 Rounds. Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check. Foe can only crawl.
- 87 — Flames burn into pelvis, searing muscles and destroying nerves. Foe is a paraplegic. Stunned for 5 Rounds. -5. Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check. They can now only crawl.
- 88 — Flames damage tissue and separate ribs. The lungs suffer damage as well. Stunned for 8 Rounds. -20. Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check.
- 89 — Flames burn tissue and nerves in the neck. Foe falls, trying to gasp. Paralyzed from the neck down. Stunned for 1 Round from the searing pain. Foe takes 2d6 Fire Damage per Round until they can extinguish

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- the flames with a DC 13 Dexterity Check. Foe is Incapacitated.
- 90 — Flames devastate scalp and sear the brain. Victim is paralyzed from the neck down. They now make animal noises whenever they're excited. Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 13 Dexterity Check. Foe is Incapacitated.
- 91 — Flames shrivel foe's foot. They scream and dance on the other. Stunned for 12 Rounds. -8. -10 to Speed (permanent -5). Foot needs to be removed or foe will have a permanent -2 Penalty as well. Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 92 — Flames wither calf and damage arteries. Stunned for 12 Rounds. -8. -20 to Speed (permanent -10). Leg needs to be removed above the knee or foe will have a permanent -2 as well. Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 93 — Flames reduce hands and wrists. Foe hisses like a steam kettle. Stunned for 13 Rounds. -10. Hand permanently -5. Lower arm needs to be removed or foe will have a permanent -2 Penalty as well. Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 94 — Flames devastate arm, rendering and reducing. Stunned for 12 Rounds. -10. Arm is permanently -7. Arm needs to be removed or foe will have a permanent -2 Penalty as well. Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 95 — Flames sear foe's eye. Peter Falk eat your heart out. Stunned for 13 Rounds. -5. Foe takes 2d6 Fire Damage per Round until they can extinguish the flames with a DC 15 Dexterity Check.
- 96 — Foe inhales super-heated gases, searing lungs. -5. Death in 10 Rounds.
- 97 — Foe's arms catch fire and everything they do makes the flames spread. Foe dies in 7 Rounds.
- 98 — Flames catch tunic, then leap to head, and foe imitates a candle. Was that hair oil? Foe attacks randomly for 5 Rounds, then death.
- 99 — Flames catch on foe's neck. Wow. You didn't think they'd burn like that. Foe dies after 3 Rounds of Stun.
- 100 — Flames cover foe's entire body. Death is probably instant, but they're still flailing around. Creepy.
- 101-102 — Flames destroy foe's heart and lungs. Dead.
- 103-105 — Flames burn away the soft tissues of the chest. Dead.
- 106-110 — The corpse will burn for quite some time.
- 111-120 — Foe falls: a giant, blazing torch. Who can say when they died. Someone pull down the drapes. Fire will spread 5 feet per Round.
- 121-140 — Little more than a skeleton hits the ground. A Dead skeleton. Wait . . . that's redundant. Isn't it?
- 141-180 — Flames cut foe into two smoldering pieces. Dead smoldering pieces.
- 181-260 — Fire burns so hot foe's body can't hold its integrity. Dead.
- 261+ — Dust in the wind. Ashes to ashes. Insert your pun here.



Poison

Note: For the purposes of this product, we've broken poisons into two basic types, neurotoxin and hemotoxin. If you come to an effect that has separate entries for the different types, and you don't know which is more appropriate to the monster or poison, just choose whichever you like better.

NORMAL CRITICAL DAMAGE

- 1 — Are you sure that got them?
- 2 — Maybe they're merely allergic.
- 3 — They're having a hard time shaking that off.
- 4 — Well, you definitely got them.
- 5 — Maybe it was defective.
- 6 — Wasn't this stuff deadlier in previous editions?
- 7 — The market value for this is *how much* per dose?
- 8 — Oh, they didn't like that.
- 9 — They look around nervously for the antidote.
- 10 — The foul poison courses through the foe's veins.
- 11 — Strike to leg leaves them shaking it out.
- 12 — Strike to foe's calf. Are they limping?
- 13 — Strike to foe's hip. They look at you sideways.
- 14 — Strike to the meat of the leg. They rub at the sensation.
- 15 — Poison strikes foe's shin. The bone probably saved them on that one.
- 16 — Poison foe's thigh.
- 17 — You probably can't poison their knee cap.
- 18 — Did it get through their boot?
- 19 — Inner thigh! Looks like you missed the artery, though.
- 20 — Not a lot of meat to poison in the ankle.
- 21 — Got them in the arm.
- 22 — Poisonous stab to foe's hand.
- 23 — Strike to meaty part of the forearm.
- 24 — Poison stains foe's shield. If foe doesn't have a shield, blast poisons their arm. Either way, it cost them HP.
- 25 — Venom sinks into biceps.
- 26 — Poison sinks into foe's arm. If they had arm armor, it's coated in venom. How much did you use?
- 27 — Strike sinks into foe's triceps.
- 28 — Poison foe's fingers? I'm not sure the extremities is the way to go.
- 29 — Venom sinks deeply into upper arm. You hoped for more.
- 30 — Poison foe's arm, leaving them smarting.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Sink venom into foe's torso. They twitch. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw.
- 32 — Venom in the eyes. If foe isn't wearing a helmet, they're -1 as the poison seeps into the soft tissue. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw.
- 33 — Strike to their solar plexus. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw.
Hemotoxin: Foe's entire abdomen spasms painfully and their breathing becomes labored. -3 the first Round, which improves 1 every Round after that.

- Neurotoxin:** Foe has trouble breathing as their diaphragm pauses in its work. -3 the first Round, which improves 1 every Round after that.
- 34 — Strike to foe's ribs. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw.
Hemotoxin: Foe winces as the poisons kill the tissue and course through the blood. -1.
Neurotoxin: Foe wonders why their flesh is tingling like that. -1.
- 35 — Shot to foe's groin. Stunned for 1 Round. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw.
Hemotoxin: "Am I all right?! Am I all right?" They will be.
Neurotoxin: "The feeling better come back!" It does.
- 36 — Strike misses foe's jugular. Foe is Stunned for 1 Round on general principle. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw.
- 37 — See, the collarbone might not have been the way to go there. -1. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw.
- 38 — Strike to foe's chest. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw. Stunned for 1 Round as . . .
Hemotoxin: . . . they realize the pain isn't coming from their heart.
Neurotoxin: . . . they slap the skin there and realize that the feeling is already returning.
- 39 — Inject poison near spine. -1. You're surprised that didn't drop them. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw.
- 40 — Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw. Poison courses through foe and they are Stunned for 1 Round as . . .
Hemotoxin: . . . pain burns through their body. -1.
Neurotoxin: . . . the numbness spreads. -1.
- 41 — Strike to foe's thigh. The poison courses down and away from the heart. -1. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw. They're also Stunned for 1 Round as . . .
Hemotoxin: . . . they feel the deep pain of tissue death.
Neurotoxin: . . . the leg spasms uncontrollably.
- 42 — Got their toes. Do they need those? Foe can no longer Dash and is at -1. Stunned for 1 Round. Could have been worse. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw.
- 43 — Shot to foe's knee. -3. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw. Stunned 1 Round as . . .
Hemotoxin: . . . the pain flows outward.
Neurotoxin: . . . the muscles in the calf stop responding.
- 44 — Strike to foe's shin. -2 to all Actions. Foe can no longer Dash and is Stunned for 1 Round as they feel the effects coursing up their leg and consider the unthinkable. Foe takes 1d6 Poison

Poison

- Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw.
- 45 — Foe's toes. Huh. Couldn't aim higher? Cannot Dash. -1. Stunned for 1 Round as they try to figure out what you're playing at. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw.
- 46 — Foe's knee takes the shot. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw. Can't Dash. -1. Stunned for 1 Round as . . .
- Hemotoxin:** . . . tissue dies by the ounce.
Neurotoxin: . . . the nerves controlling the lower leg go dead.
- 47 — Shot to foe's hip. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw. Can't Dash. -2. Stunned for 1 Round as . . .
- Hemotoxin:** . . . the tissues around the joint begin to sink inward and turn white.
Neurotoxin: . . . the numbness spreads down the leg and their back muscles spasm.
- 48 — Poison courses through foe's calf muscle. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw. -3 to all Actions and Stunned for 1 Round as . . .
- Hemotoxin:** . . . they hop on the other leg in pain.
Neurotoxin: . . . the leg turns club and they try to keep their balance.
- 49 — Poison foe's toes. Feet of clay, huh? Foe can no longer Dash and is at -3. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw. They're Stunned for 1 Round.
- 50 — Nice dose to thigh muscle. -4 to all Actions. Stunned for 2 Rounds. Traumatic Recovery takes at 5x longer than normal. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 12 Constitution Saving Throw.
- 51 — Their fingers take far too large a dose. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw. -3. Stunned for 1 Round as . . .
- Hemotoxin:** . . . they watch them blacken and die.
Neurotoxin: . . . their hand turns into a useless claw.
- 52 — Poison foe's shield side. If foe has no shield: -3; Stunned for 1 Round. If foe has a shield: the shield takes the worst of it, but the foe still loses the Hit Points. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw.
- 53 — Funny bone ain't so funny now, is it? -3. Stunned for 1 Round. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw.
- 54 — Venomise foe's forearm. Is venomise a word? Penalty starts at -5 and drops 1 per Round until it hits -1, where it stays until foe recovers. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw.
- 55 — Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw. Poison enters through foe's wrist. -4 to all Actions, Stunned for 1 Round. If not treated properly (DC 13 Wisdom (Medicine) Check), foe will have a permanent -1 to Actions requiring fine dexterity (such as picking locks and pockets) as . . .
- Hemotoxin:** . . . flesh there dies.
Neurotoxin: . . . nerves die.
- 56 — Strike to foe's shoulder. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw. Foe at -3 as their arm . . .
- Hemotoxin:** . . . blackens and twitches in pain.
Neurotoxin: . . . alternates between hot and cold pain.
- 57 — Hit foe's wrist. The poison slowly works its way up the arm. -3. Stunned for 1 Round. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw.
- 58 — Venom to foe's elbow. Foe drops anything they're holding and is -9 to all Actions with that arm. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw. Stunned for 1 Round as . . .
- Hemotoxin:** . . . fiery pain creeps up and down the limb.
Neurotoxin: . . . the arm goes numb and stops responding to the foe's commands.
- 59 — Strike hits foe's arm. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw. Foe is Stunned for 1 Round and is at -4 to all Actions as . . .
- Hemotoxin:** . . . the poison begins devouring the tissue in the arm.
Neurotoxin: . . . the arm goes numb and foe's entire body begins to twitch.
- 60 — Venom infiltrates foe's shoulder. All Actions with that arm are at -9; all other Actions at -1. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw. Stunned for 1 Round as . . .
- Hemotoxin:** . . . painful spasms rock the arm.
Neurotoxin: . . . the arm works in fits and spurts.
- 61 — Poison courses through foe's abdomen. Stunned for 1 Round. -4 Penalty. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw.
- 62 — Poison eats its way into foe's belly. Foe's bowels rebel as the poison works its damage. Foe is Stunned for 2 Rounds and suffers a -2 to all Actions that don't involve chest movement; -6 to those that do. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw.
- 63 — Strike hits foe in breastbone. The bone saves the heart but the poison enters the system near all foe's organs. Foe is Stunned for 2 Rounds. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw. -6 as . . .
- Hemotoxin:** . . . the pain roars through their body.
Neurotoxin: . . . their heart skips several beats.
- 64 — Strike to foe's shoulder. Poison works its way down into the arm. Foe Stunned for 3 Rounds. Foe takes 1d6 Poison Damage per Round and has the Poisoned

Poison

- Condition until they succeed in a DC 15 Constitution Saving Throw. -4 to all Actions; -8 with that arm as . . .
- Hemotoxin:** . . . the pain wracks the arm.
- Neurotoxin:** . . . the arm stops responding and foe becomes short of breath.
- 65 — Strike to foe's head injects poison directly into scalp. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw. -4 Penalty as . . .
- Hemotoxin:** . . . foe's skin crawls with the poison. Is their hair falling out?
- Neurotoxin:** . . . foe's vision darkens.
- 66 — Poison to the gut. Foe receives a -1 Penalty next Round from the pain. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw. The Penalty increases 1 every Round until it hits -8 as . . .
- Hemotoxin:** . . . the poisons painfully devour the tissues.
- Neurotoxin:** . . . foe's bowels stop functioning properly and "the magic" begins.
- 67 — Poison strike to foe's side. Stunned for 1 Round. -5 Penalty. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw.
- 68 — Strike to foe's sternum. Small doses of the poison work their way toward the heart and lungs. Foe is at -6 to all Actions and is Stunned for 1 Round. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw.
- 69 — Poisons enter foe's shoulder. Foe drops anything in that hand and is Stunned for 2 Rounds. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw. -10 with that arm; -5 otherwise as . . .
- Hemotoxin:** . . . the pain shudders its way down the limb.
- Neurotoxin:** . . . the arm goes dead but phantom sensations make the foe think it's still operating.
- 70 — Blast to head. -5. Stunned for 1 Round as foe clutches their head in terror, waiting for worse that doesn't come. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw.
- 71 — Poison eats its way into foe's gut. Foe Stunned (and vomiting) for 2 Rounds. -5. Foe cannot drink or eat anything (including potions) until they recover from the Traumatic Damage. If poison is a hemotoxin, they're also in great pain. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw.
- 72 — Strike to chest. Foe collapses as the poison hits the heart and lungs. Stunned for 2 Rounds as they choke and gasp while waiting for the worst to pass. -8 to all Actions. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw.
- 73 — Strike to foe's chest. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw. Foe Stunned for 1 Round. -9 to all Actions requiring upper body as . . .
- Hemotoxin:** . . . the pain causes foe to fall Prone and writhe.
- Neurotoxin:** . . . foe's torso goes deathly numb.
- 74 — Strike to foe's shoulder. Foe thinks it bounced harmlessly off the clavicle. They grin at you. Then their grin turns to horror. Stunned for 4 Rounds. -7. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw as . . .
- Hemotoxin:** . . . the fiery pain works its way toward their heart.
- Neurotoxin:** . . . the numbness works its way into their chest.
- 75 — Strike to the side of foe's head. -5 to Intelligence (Investigation) and Wisdom (Perception) Checks involving sound. Stunned for 3 Rounds. -6 to all Actions. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw as . . .
- Hemotoxin:** . . . the poison begins dissolving flesh in the ear canal.
- Neurotoxin:** . . . the terrifying numbness spreads into the ear and foe's balance becomes difficult.
- 76 — Poison penetrates foe's bowels. Stunned for 3 Rounds. -10. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw as . . .
- Hemotoxin:** . . . all the crucial linings in the foe's stomach dissolve painfully.
- Neurotoxin:** . . . the gurgling and the churning starts. This is going to be a bad day.
- 77 — Strike to foe's chest. The panicked gasping starts. Stunned for 4 Rounds. -8. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw as . . .
- Hemotoxin:** . . . foe feels the fiery pain working inward.
- Neurotoxin:** . . . foe feels their heartbeat turn sluggish.
- 78 — Poison works its way into foe's spinal cord. Foe's legs weaken. Stunned for 1 Round. -12. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw as . . .
- Hemotoxin:** . . . the pain courses down the arteries and into the legs.
- Neurotoxin:** . . . foe loses feeling in their toes. Ominous.
- 79 — Shot to foe's shoulder. Foe loses use of the arm. Stunned for 4 Rounds. -8. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw.
- 80 — Strike to foe's face. Foe is Stunned for 9 Rounds. -3. Foe takes 1d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw as . . .
- Hemotoxin:** . . . their features swell horrifically.
- Neurotoxin:** . . . their features begin to sag and the horror dawns in their eyes.

4X DAMAGE (OR +2X TRAUMA DICE)

- 81 — Strike to foe's kneecap. Foe crumples, Stunned, for 6 Rounds. -6. -20 to Speed (-10 permanent). Foe takes 2d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw as . . .
- Hemotoxin:** . . . the venom burns its way up and down the leg.
- Neurotoxin:** . . . the leg goes colder and colder and colder.

Poison

82 — Strike to foe's foot. Foe Stunned for 8 Rounds. -6. -10 to Speed (-5 permanent). Foe takes 2d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw as . . .

Hemotoxin: . . . the burning pain creeps up the leg.

Neurotoxin: . . . the leg begins to twitch and spasm.

83 — Strike to foe's hand. Foe Stunned for 8 Rounds. -10. Hand permanently -5. Foe takes 2d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw as . . .

Hemotoxin: . . . the hand begins to blacken and crack.

Neurotoxin: . . . the hand spasms uncontrollably.

84 — Strike to arm. Stunned for 8 Rounds. -10. Arm is permanently -7. Foe takes 2d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw.

85 — Strike to foe's pelvis. Poison courses into foe's arteries and down both legs. They give out. Foe is Prone. Stunned for 8 Rounds. -10. -20 to Speed (-15 permanent). Foe takes 2d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw.

86 — Strike to foe's spine paralyzes them from the waist down. They beat futilely at their legs. Stunned for 4 Rounds. Foe takes 2d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw. Foe can now only crawl.

87 — Strike to foe's pelvis. Poison attacks the nerves at the base of the spine. Foe is a paraplegic, Stunned for 5 Rounds. -5. Foe takes 2d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw.

88 — Strike to foe's torso. Poison works its way into foe's chest. Stunned for 8 Rounds. -20. Foe takes 2d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw as . . .

Hemotoxin: . . . foe's lungs seem to set aflame.

Neurotoxin: . . . foe has a harder and harder time drawing a breath.

89 — Strike to foe's neck. Foe falls, clawing at throat as paralysis slowly takes hold. Stunned for 1 Round. Paralyzed two rounds after that. Foe takes 2d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 15 Constitution Saving Throw as . . .

Hemotoxin: . . . the pain moves toward foe's brain.

Neurotoxin: . . . the numbness grows and grows.

90 — Poison works its way into foe's brain. Foe is paralyzed from the neck down. They now speak with a completely different accent. Foe is Incapacitated.

91 — Strike to foe's foot. Stunned for 12 Rounds. -8. -10 to Speed (-5 permanent). Foot needs to be removed or foe will have a permanent -2 Penalty as well. Foe takes 2d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw as . . .

Hemotoxin: . . . the agony works its way up the limb.

Neurotoxin: . . . the cold numbness of tissue death works its way up the limb.

92 — Strike to foe's calf. Stunned for 12 Rounds. -8. -20 to Speed (-10 permanent). Leg needs to be removed above the knee or

foe will have a permanent -2 as well. Foe takes 2d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw as . . .

Hemotoxin: . . . the muscle bundles die one by one.

Neurotoxin: . . . extensive nerve damage spreads.

93 — Strike to foe's wrist. Foe stares at it in horror. Stunned for 13 Rounds. -10. Hand permanently -5. Lower arm needs to be removed or foe will have a permanent -2 Penalty as well. Foe takes 2d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw as . . .

Hemotoxin: . . . they watch the flesh die and begin to fester.

Neurotoxin: . . . one by one, in agony, the nerves die.

94 — Strike to foe's arm. Stunned for 12 Rounds. -10. Arm is permanently -7. Arm needs to be removed or foe will have a permanent -2 Penalty as well. Foe takes 2d6 Poison Damage per Round and has the Poisoned Condition until they succeed in a DC 17 Constitution Saving Throw as . . .

Hemotoxin: . . . the muscles spasm and die.

Neurotoxin: . . . the numbness spreads toward the spine.

95 — Strike to foe's eye. It barely even matters that there's poison involved. Stunned for 13 Rounds. -5. The eye is a complete loss.

96 — Strike to foe's chest. The poison works its way into the lungs. -5. Death in 10 Rounds.

97 — Strike to foe's arm hits a major vein. The poison works its way to the heart. Foe dies in 7 Rounds.

98 — Strike to foe's neck. Poison works its way to the brain. Foe attacks randomly for 5 Rounds, then death.

99 — Strike to foe's throat. Poison slowly constricts throat, lungs, and finally the brain. Foe dies after 3 Rounds of Stun.

100 — Strike pierces foe's heart. Death is oh so instant.

101-102 — Poison courses through heart and lungs. That's all, folks.

103-105 — Poisons flow freely through foe's organs. Their dead before they hit the ground.

106-110 — Foe falls to the ground, twitching. You nudge them with your foot. Nope. Still dead.

111-120 — Poisons instantly stop heart and begin to work they're evils on the surrounding tissue.

121-140 — Foe falls to the ground. They're certainly dead but then the spasms hit. Hmm. You didn't know a corpse could have seizures.

141-180 — Poison kills instantly. Then . . .

Hemotoxin: . . . the body begins to reduce as the poison predigests foe.

Neurotoxin: . . . the nerves blacken, turning the body gray.

181-260 — Foe dies instantly.

Hemotoxin: The body begins to dissolve immediately.

Neurotoxin: There isn't enough nerve tissue left to work up an itch.

261+ — Dead. There isn't a snake-bite kit big enough. . . .



Psychic

Note: All damage on this chart is *Psychic*, meaning it's all in the foe's head. The unusual events here aren't real, although the foe feels all the effects until they recover from the wound. Some effects are permanent. Magic that would remove the effect if the Damage Type wasn't *Psychic* will also remove permanent Effects that are *Psychic* in nature. Finally, any effects not attached to *Traumatic Damage* or a set duration last for five minutes.

NORMAL CRITICAL DAMAGE

- 1 — Foe grunts. Way to go.
- 2 — That'll cause a headache.
- 3 — Foe goes cross-eyed. That probably had nothing to do with you.
- 4 — You twitch uncontrollably. Huh. Wasn't that supposed to be on them?
- 5 — One of foe's eyes turns lazy for a moment. Wow. The great mentalist.
- 6 — Foe grabs their head and curses.
- 7 — Foe grins. You don't think that's the expression they intend.
- 8 — Foe drools for 1 Round.
- 9 — Foe looks like they're swatting off spiders.
- 10 — Foe repeats the same movement three times in a row.
- 11 — Foe releases a tremendous chittering sound.
- 12 — Foe makes a sound like a dying cat.
- 13 — Foe screams out the names of three ex-girlfriends.
- 14 — Foe shouts profanity without realizing it.
- 15 — Foe begins reciting a nursery rhyme.
- 16 — Foe stutters for five minutes.
- 17 — Foe slurs their speech. If they were drunk or otherwise already slurred, they speak with a posh accent.
- 18 — Foe can't remember the name of any color.
- 19 — Foe smells lilacs.
- 20 — Foe cries out and weeps freely as they remember the death of their first pet.
- 21 — Foe spins around in place once.
- 22 — Foe can see only half the distance they normally could for five minutes.
- 23 — Foe hears echoes of all sounds for five minutes.
- 24 — Foe calls everyone by strange pet names for five minutes.
- 25 — Foe is afraid of all mundane animals for five minutes.
- 26 — Foe's toes feel bumpy.
- 27 — Foe will mix up words in normal conversation.
- 28 — Foe confuses the male and female pronoun.

- 29 — Foe can only refer to themselves in the third person.
- 30 — Foe loses the ability to accurately judge time.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Foe's mind reels. Foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 32 — Foe's vision blurs. -1. Foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 33 — Blast rings in foe's mind. Foe is at -3. This Penalty will improve by 1 every Round. Foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 34 — Foe feels their chest tighten as nerves misfire. -1. Foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 35 — Foe feels their legs go weak. Stunned for 2 Rounds. When the Stun wears off, foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 36 — Foe's throat constricts. Foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 37 — Phantom pains wrack foe's shoulder. -1. Foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 38 — Foe's heart skips a beat. Or five. Foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw. -1.
- 39 — Psychic damage sends misfiring sensations up and down foe's spine. -2 Penalty.
- 40 — Psychic damage causes massive muscle spasms and Stuns foe for 1 Round. Take a -2 Penalty. After the Stun, foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 41 — Phantom pains shoot down foe's thigh. -2. Stunned for 1 Round. After the Stun, foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 42 — Foe can no longer feel their feet. Cannot Dash. -2. After the Stun, foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 43 — Foe's knee stops responding to their mind's commands. -4. Stunned 1 Round. After the Stun, foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 44 — A thousand unseen blades carve into foe's shin. -3 to all Actions. Foe can no longer Dash and is Stunned for 1 Round. After the Stun, foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 45 — Blast rewires foe's perceptions, giving them "two left feet." Cannot Dash. -2. Stunned for 1 Round. After the Stun, foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.

Psychic

- 46 — Foe's knee spasms uncontrollably. Can't Dash. -2. Stunned for 1 Round. After the Stun, foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 47 — Foe's left leg goes completely numb. Can't Dash. -3. Stunned for 1 Round. After the Stun, foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 48 — Phantom pains explode in foe's calf. -3 to all Actions and Stunned for 2 Rounds. After the Stun, foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 49 — Nerves in foe's foot turn against them, making every touch agony. Foe can no longer Dash and is at -3. They're Stunned for 2 Rounds. After the Stun, foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 50 — Psychic energies cause foe's thigh to seize painfully into a solid lump of muscle. -4 to all Actions. Stunned for 3 Rounds. After the Stun, foe is Frightened until they succeed in a DC 12 Wisdom Saving Throw.
- 51 — After the initial blast of pain, foe's fingers begin to take actions against foe's command. -3. Stunned for 2 Rounds. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 52 — Foe grasps their side as waves of pain roll through their body. -3. Stunned for 2 Rounds. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 53 — Foe sees imaginary horrors. After a point, they can see past them, but they don't go away. -3. Stunned for 2 Rounds. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 54 — Every Action foe takes is amplified. Penalty starts at -7 and drops 1 per Round until it hits -3, where it stays until foe recovers. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 55 — Blast makes foe's eyes difficult to focus. -4 to all Actions. Stunned for 2 Rounds. After the Stun, they are Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 56 — Foe gains shooting pains which start in the head and fire down their limbs to their fingers. Penalty starts at -7 and drops 1 per Round until -4, where it stays. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 57 — Mental shock causes foe to drop anything they're holding, and they feel a thousand spiders crawling under their skin. -4. Stunned for 1 Round. After the Stun, they are Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 58 — Foe feels like they're moving through boiling water. -4. Stunned for 1 Round. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 59 — A thousand children begin screaming in foe's ears. Foe is Stunned for 1 Round and is at -6 to all Actions. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 60 — Foe is wracked by alternating sensations of pain and pleasure. -4. Stunned for 1 Round. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 61 — Foe feels like something is trying to eat its way out of their guts. Stunned for 3 Rounds. -4 Penalty. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 62 — Psychic blast sends erratic signals to foe's organs. Foe is Stunned for 4 Rounds and suffers a -4 to all Actions. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 63 — Foe has terrible chest pains. They are Stunned for 4 Rounds as they try to figure out if it's a heart attack. -6. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 64 — Foe gains shooting pains through the chest and right arm. Foe hisses with pain. Stunned for 5 Rounds. -4 to all Actions; -8 with that arm. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 65 — Foe grasps their head, convinced their skull bones are shifting and rearranging. -7 Penalty. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 66 — Foe becomes convinced their stomach is splitting open. Foe receives a -1 Penalty next Round as they hold their belly. The Penalty increases 1 every Round until it hits -9, then it drops 1 per Round every Round after that. Foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 67 — Foe's father appears and stabs them in the side with a jagged blade. Stunned for 1 Round. -5 Penalty. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 68 — Foe looks at you and sees the first person they ever killed. Thinking the dead have come for vengeance, their heart stops for 1 Round, during which they're Stunned. Foe is at -6 to all Actions. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 69 — Foe watches their arm worm loose and flop to the floor. Foe drops anything in that hand and is Stunned

Psychic

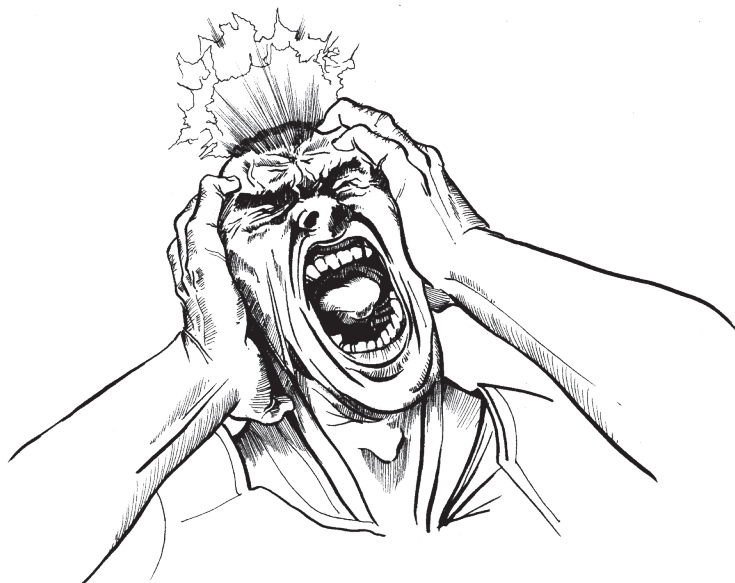
- for 2 Rounds. -10 with that arm; -5 otherwise. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 70 — Massive migraine wracks foe's head. -5. Stunned for 1 Round. After the Stun, foe is Frightened until they succeed in a DC 15 Wisdom Saving Throw.
- 71 — Foe feels strange, churning sensations in their stomach, then it expels its contents. Foe Stunned (and vomiting) for 2 Rounds. -5. They cannot drink or eat anything (including potions) until they recover from the Traumatic Damage. After the Stun, foe is Frightened until they succeed in a DC 17 Wisdom Saving Throw.
- 72 — Foe sees a horde of small daggers, bouncing along as if animated by magic. They swarm over foe, stabbing dozens of times in foe's chest. Foe drops their weapons to the ground and is Stunned for 2 Rounds. -8 to all Actions. After the Stun, foe is Frightened until they succeed in a DC 17 Wisdom Saving Throw.
- 73 — Foe believes blisters are forming on their sternum, rupturing and oozing Acid. Foe Stunned for 1 Round. -9 to all Actions requiring upper body. After the Stun, foe is Frightened until they succeed in a DC 17 Wisdom Saving Throw.
- 74 — Foe watches imaginary black veins of agony work their way outward from their shoulder. Stunned for 4 Rounds. -7. After the Stun, foe is Frightened until they succeed in a DC 17 Wisdom Saving Throw.
- 75 — Foe grabs their head in pain, their ears seemingly splitting from the pain in their head. -5 to Intelligence (Investigation) and Wisdom (Perception) Checks involving sound. Stunned for 4 Rounds. -6 to all Actions. After the Stun, foe is Frightened until they succeed in a DC 17 Wisdom Saving Throw. If not otherwise healed, hearing loss ends after one week.
- 76 — Foe thinks they've been disemboweled. Stunned for 4 Rounds. -10. After the Stun, foe is Frightened until they succeed in a DC 17 Wisdom Saving Throw.
- 77 — Foe sees a cascade of rock that seems to shatter their torso. Stunned for 5 Rounds. -8. After the Stun, foe is Frightened until they succeed in a DC 17 Wisdom Saving Throw.
- 78 — Foe feels shocks of pain shooting along their back. Their legs become clumsy as the false signals interfere with commands up and down their spinal cord. Stunned for 2 Rounds. -12. After the Stun, foe is Frightened until they succeed in a DC 17 Wisdom Saving Throw.
- 79 — Foe watches in horror as their arm appears to shrivel and blacken. Foe loses use of the arm. Stunned for 4 Rounds. -8. After the Stun, foe is Frightened until they succeed in a DC 17 Wisdom Saving Throw.
- 80 — Foe reaches up and claws at their own face. They are Stunned for 9 Rounds. -3. After the Stun, foe is Frightened until they succeed in a DC 17 Wisdom Saving Throw.

4X DAMAGE (OR +2X TRAUMA DICE)

- 81 — Foe watches as their kneecap grows legs and drags itself away. They crumple, Stunned, for 7 Rounds. -6. -20 to Speed (The Psychic Damage will have long-lasting repercussions if not treated with magical healing, leaving a permanent -10 to Speed). After the Stun, foe is Frightened until they succeed in a DC 19 Wisdom Saving Throw.
- 82 — Foe sees a nightmare where their foot twists into a club. Foe Stunned for 9 Rounds. -6. -10 to Speed (-5 permanent due to lasting psychic damage).
- 83 — Foe's hand spasms and rigors into a claw. Foe Stunned for 9 Rounds. -10. Hand permanently -5.
- 84 — Foe sees their arm dissolve into mist. Stunned for 10 Rounds. -10. Arm is permanently -7.
- 85 — Foe feels their pelvis crack. Their legs collapse. Stunned for 9 Rounds. -10. -20 to Speed (-15 permanent).
- 86 — Psychic damage flashes through foe's nervous system, paralyzing them from the waist down. They slide to the ground, staring open-mouthed at their legs. Stunned for 5 Rounds. After the Stun, foe is Frightened until they succeed in a DC 19 Wisdom Saving Throw. They can now only crawl.
- 87 — Foe sees their legs fall off. They're now paraplegic, Stunned for 6 Rounds. -5. After the Stun, foe is Frightened until they succeed in a DC 19 Wisdom Saving Throw. They can now only crawl.
- 88 — Foe feels their lungs filling with fluid, drowning them where they stand. Stunned for 9 Rounds. -20. After the Stun, foe is Frightened until they succeed in a DC 19 Wisdom Saving Throw.
- 89 — Blast roars through foe's nervous system, shorting them out below the neck. Paralyzed from the neck down. They're just lucky their heart and lungs still work. Stunned for 1 Round. After the Stun, foe is Frightened until they succeed in a DC 19 Wisdom Saving Throw.
- 90 — Foe sees a giant blade strike them in the neck. They believe they're decapitated. Foe can no longer perceive their body. They're paralyzed. Foe can't remember anything that happened to them before the event. Healing the Critical Effect will only restore the foe's memory. The rest is permanent until the paralysis is cured. After the Stun, foe is

Psychic

- Frightened until they succeed in a DC 19 Wisdom Saving Throw. Foe is Incapacitated.
- 91 — Foe sees a swarm of beetles come and devour their foot. Stunned for 11 Rounds. -8. -10 to Speed (-5 permanent). After the Stun, foe is Frightened until they succeed in a DC 21 Wisdom Saving Throw.
- 92 — Foe sees their lower leg turn into a cloud of dispersing flies. -8. -20 to Speed (-10 permanent). After the Stun, foe is Frightened until they succeed in a DC 21 Wisdom Saving Throw.
- 93 — Foe watches their arm explode into eerie, ghostlike flames. Foe screams and tries to put them out. Stunned for 14 Rounds. -10. Hand permanently -5. After the Stun, foe is Frightened until they succeed in a DC 21 Wisdom Saving Throw.
- 94 — Foe feels their arm turn inside out. Stunned for 13 Rounds. -10. Arm is permanently -7. After the Stun, foe is Frightened until they succeed in a DC 21 Wisdom Saving Throw.
- 95 — Foe feels their eye wither in the socket. They can no longer see through it. Stunned for 21 Rounds. -5.
- 96 — Foe feels a hand clamp on their heart. It *squeezes*. -5. Death in 10 Rounds.
- 97 — Foe sees their greatest fear crawl up out of the ground in front of them. They are struck dumb with fear and have a heart attack. Death in 7 Rounds.
- 98 — Foe loses the ability to distinguish friend from foe as their brain shuts down neuron by neuron. Foe attacks random creatures for 5 Rounds, then dies.
- 99 — Foe begins to spasm and swallows their tongue. Death after 3 Rounds of Stun.
- 100 — Blast fries foe's brain. They're most likely dead, but they attack random nearby creatures for 3 Rounds before their body catches up, so to speak.
- 101-102 — Foe has an instant heart attack. Dead.
- 103-105 — Foe's brain suffers a major neural collapse. Dead.
- 106-110 — The body falls to the ground, still twitching as the nerves continue to misfire and die.
- 111-120 — Foe hits the ground, completely lifeless.
- 121-140 — Foe is dead. Their last commands to their body twisted them into a rigid mess.
- 141-180 — Death is so instant their muscles stay frozen in their last pose.
- 181-260 — Foe's brain completely shorts out.
- 261+ — It's a good thing a brain isn't necessary to raise the dead.



Radiant

NORMAL CRITICAL DAMAGE

- 1 — Hallelujah.
- 2 — They wear their sunglasses at night.
- 3 — Bright lights, big damage.
- 4 — Their future's so bright. . . .
- 5 — They'll glow for five minutes.
- 6 — Pull!
- 7 — That's not what we meant when we said, "Light them up."
- 8 — Well, they're certainly seeing spots.
- 9 — "My eyes, my eyes!"
- 10 — They're still flickering.
- 11 — Hey! You just invented neon lighting!
- 12 — Their calf is glowing nicely. That'll show them!
- 13 — You blast their hip.
- 14 — Sear their leg.
- 15 — Shot to shin.
- 16 — That's how an Easy-Bake oven works.
- 17 — Sear their knee.
- 18 — Shot hits foe in foot. Dance!
- 19 — Blast glances off foe's inner thigh.
- 20 — Burn foe's ankle.
- 21 — Blast to foe's arm.
- 22 — Sear foe's hand.
- 23 — Bake foe's forearm.
- 24 — Blast splashes off foe's shield. Shield becomes uncomfortably warm.
- 25 — Sear foe's biceps.
- 26 — Foe catches glowing blast on forearm. If the foe has clothing or organic armor, it's sun bleached. If arm is bare, well, they should have used sunblock.
- 27 — Sear foe's triceps.
- 28 — Blast foe's fingers.
- 29 — Shot splashes against upper arm.
- 30 — Foe's arm glows even as the skin blackens. They might want to see a dermatologist.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Blast to foe's torso. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 32 — Blinded by the light (until they succeed in a DC 12 Constitution Saving Throw). You're not sure, but they might be revved up like a deuce.
- 33 — Sear foe's solar plexus (no pun intended). Foe is at -2. This Penalty will improve by 1 every Round. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.

- 34 — Brilliant blast to foe's ribs. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 35 — Shot to foe's groin lights up entire region. Really, best not to look. Foe is Stunned for 2 Rounds. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 36 — Blast to foe's neck. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 37 — Sear foe's collarbone. -1. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 38 — Blast to foe's chest. Huh. Is that their heart glowing? -1. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 39 — Foe's spine glows in sympathy. -1 Penalty. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 40 — Body blow. Except it's not with a solid object. And it's really more of a burn. But it *does* involve their body. Stunned for 1 Round. -2. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 41 — Blazing blast to foe's thigh. Foe at -2 to all Actions and Stunned for 1 Round. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 42 — Sear foe's toes. Their boots are glowing. Foe can no longer Dash and is at -2. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 43 — Burn tissue away from knee. -4. Stunned for 1 Round. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 44 — Burn flesh over foe's shin. -3 to all Actions. Foe can no longer Dash. Stunned for 1 Round. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 45 — Foe's toes are fried. Cannot Dash. -2. Stunned for 1 Round. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 46 — Blazing damage to foe's knee. Can't Dash. -2. Stunned for 1 Round. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 47 — Burn foe's hip. Foe doubles over. Can't Dash. -3. Stunned for 1 Round. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.

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- 48 — Sear foe's calf muscle. -3. Stunned for 2 Rounds. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 49 — Blast fuses the skin of foe's toes together. Foe can no longer Dash and is at -3. They're Stunned for 2 Rounds. It will take a Wisdom (Medicine) Check, DC 15, to separate them for Traumatic Recovery. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 50 — Blast foe's thigh muscle. -4 to all Actions. Stunned for 3 Rounds. Traumatic Recovery takes 5x longer than normal. Foe has the Blinded Condition until they succeed in a DC 12 Constitution Saving Throw.
- 51 — Blast burns flesh off foe's fingers. -3. Stunned for 2 Rounds. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 52 — Searing light blasts foe's side. If foe has no shield: -3; Stunned for 2 Rounds. If foe has a wooden shield: shield is blasted, but still functional. Either way, foe is Blinded until they succeed in a DC 15 Constitution Saving Throw.
- 53 — Sear deeply into foe's elbow. -3. Stunned for 2 Rounds. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 54 — Blast burns deeply into foe's forearm. Penalty starts at -7 and drops 1 per Round until it hits -3, where it stays until foe recovers. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 55 — Blast burns deeply into foe's wrist. -4 to all Actions. Stunned for 2 Rounds. If not treated properly (DC 15 Wisdom (Medicine) Check), foe will have a permanent -1 to Actions requiring fine dexterity (such as picking locks and pockets). Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 56 — Light burns deeply into foe's shoulder. Foe at -8, and that improves 1 every Round until -4, where it stays. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 57 — Sear foe's forearm. Foe drops anything they're holding. -4. Stunned for 1 Round as they claw at . . . their eyes? Oh! They must be Blinded as well (until they succeed in a DC 15 Constitution Saving Throw).
- 58 — Blast renders tissue around foe's elbow. Foe drops anything they're holding and is -10 to all Actions with that arm. Stunned for 1 Round. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 59 — Burn foe's upper arm. Foe is Stunned for 1 Round and is at -5 to all Actions. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 60 — Burn flesh away from collarbone, which is still flickering with light. All Actions with that arm are at -10; all other Actions at -2. Stunned for 1 Round. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 61 — Deep burns into foe's abdomen. Stunned for 2 Rounds. -4 Penalty. Traumatic Recovery will take 5x longer than normal due to internal bleeding. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 62 — Light burns into and between foe's ribs, searing its way into the organs. Foe is Stunned for 3 Rounds and suffers a -2 to all Actions that don't involve chest movement; -6 to those that do. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 63 — Sear into foe's sternum and between ribs. Foe is Stunned for 3 Rounds as they gasp. -6. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 64 — Sear foe's collarbone and the muscles and tissues around it. Foe yelps. Stunned for 4 Rounds. -4 to all Actions; -8 with that arm. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 65 — Searing light burns its way into foe's scalp. -5 Penalty. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 66 — Light burns its way into the organs of foe's gut. Foe receives a -1 Penalty next Round from the pain. The Penalty increases 1 every Round until it hits -9, then it drops 1 per Round. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 67 — Light burns deeply into foe's side. Stunned for 1 Round. -6 Penalty. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 68 — Light burns deeply into foe's sternum. You can see their heart spasming for 2 Rounds while they are Stunned. Creepy. Foe is at -6 to all Actions. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 69 — Blast to foe's collarbone. Foe drops anything in that hand and is Stunned for 3 Rounds. -10 with that arm; -5 otherwise. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 70 — Blast to foe's head sears scalp and sun-bleaches hair. -6. 2 Rounds of Stun. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.

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- 71 — Light burns through abdominal muscles and into the intestines. *Foe Stunned* (and vomiting) for 3 Rounds. -5. *Foe* cannot drink or eat anything (including potions) until they recover from the Traumatic Damage. *Foe* has the *Blinded Condition* until they succeed in a DC 17 Constitution Saving Throw.
- 72 — Blazing light to *foe's* torso silhouettes ribs and chars muscles. *Foe* drops their weapons to the ground and is *Stunned* for 3 Rounds. -8 to all Actions. *Foe* has the *Blinded Condition* until they succeed in a DC 17 Constitution Saving Throw.
- 73 — Light is so brilliant you can see through to *foe's* sternum. No, wait, it's just that you burned all the skin away. *Foe Stunned* for 2 Rounds. -9 to all Actions requiring upper body. *Foe* has the *Blinded Condition* until they succeed in a DC 17 Constitution Saving Throw.
- 74 — Light burns its way through shoulder. *Stunned* for 5 Rounds. -7. *Foe* has the *Blinded Condition* until they succeed in a DC 17 Constitution Saving Throw.
- 75 — Light shrivels ear. -5 to Intelligence (Investigation) and Wisdom (Perception) Checks involving sound. *Stunned* for 4 Rounds. -6 to all Actions. The hearing loss will heal in 1 week. *Foe* has the *Blinded Condition* until they succeed in a DC 17 Constitution Saving Throw.
- 76 — Blast to *foe's* bowels. *Stunned* for 4 Rounds. -10. Slow leak of poisons causes Traumatic Recovery to take 10x longer than normal. *Foe* has the *Blinded Condition* until they succeed in a DC 17 Constitution Saving Throw.
- 77 — Brilliant blast to *foe's* chest. *Foe* collapses, gasping. *Stunned* for 5 Rounds. -8. *Foe* has the *Blinded Condition* until they succeed in a DC 17 Constitution Saving Throw.
- 78 — Light is so brilliant it shines through *foe's* spine, damaging spinal cord. *Foe's* legs become clumsy. *Stunned* for 2 Rounds. -12. *Foe* has the *Blinded Condition* until they succeed in a DC 17 Constitution Saving Throw.
- 79 — Blazing blast through *foe's* collarbone, damaging muscles and nerves. *Foe* loses use of the arm. *Stunned* for 5 Rounds. -8. *Foe* has the *Blinded Condition* until they succeed in a DC 17 Constitution Saving Throw.
- 80 — Severe burns to *foe's* face. That's a sunburn. *Foe* is *Stunned* for 9 Rounds. -3. *Foe* has the *Blinded Condition* until they succeed in a DC 17 Constitution Saving Throw.

4X DAMAGE (OR +2X TRAUMA DICE)

- 81 — Blazing light burns flesh away from kneecap, which is now glowing (until they succeed in a DC 15 Constitution Saving Throw). *Foe* crumples, *Stunned*, for 7 Rounds. -6. -20 to Speed (-10 permanent). *Foe* has the *Blinded Condition* until they succeed in a DC 19 Constitution Saving Throw.
- 82 — *Foe's* foot is now glowing. And crippled. *Foe* is *Stunned* for 9 Rounds. -6. -10 to Speed (-5 permanent). *Foe* has the *Blinded Condition* until they succeed in a DC 19 Constitution Saving Throw.
- 83 — Burn deeply into the tissue of the hand, which is now glowing (until they succeed in a DC 15 Constitution Saving Throw). *Foe Stunned* for 9 Rounds. -10. Hand permanently -5. *Foe* has the *Blinded Condition* until they succeed in a DC 19 Constitution Saving Throw.
- 84 — Burn deeply into arm muscles. The bones glow eerily through the remaining tissue (until they succeed in a DC 15 Constitution Saving Throw). *Stunned* for 9 Rounds. -10. Arm is permanently -7. *Foe* has the *Blinded Condition* until they succeed in a DC 19 Constitution Saving Throw.
- 85 — Brilliant blast to *foe's* pelvis, shining through like an x-ray. *Foe's* legs collapse. *Stunned* for 9 Rounds. -10. -20 to Speed (-15 permanent). *Foe* has the *Blinded Condition* until they succeed in a DC 19 Constitution Saving Throw.
- 86 — Burn into spine and damage spinal cord, paralyzing *foe* from the waist down. They slide to the ground, twitching. *Stunned* for 5 Rounds. *Foe* has the *Blinded Condition* until they succeed in a DC 19 Constitution Saving Throw. *Foe* can now only crawl.
- 87 — Blast to *foe's* pelvis sears away the nerves leading down both legs. *Foe* is a paraplegic. *Stunned* for 6 Rounds. -5. *Foe* has the *Blinded Condition* until they succeed in a DC 19 Constitution Saving Throw. *Foe* can now only crawl.
- 88 — Light shines straight through torso, burning tissue, searing lungs. *Stunned* for 9 Rounds. -20. *Foe* has the *Blinded Condition* until they succeed in a DC 19 Constitution Saving Throw.
- 89 — Blast sears through neck, and while it leaves most of the tissue with nothing more than severe burns, the spinal cord doesn't respond so well. *Foe* falls, wheezing. Paralyzed from the neck down. *Stunned* for 1 Round from the searing pain. *Foe* has the *Blinded Condition* until they succeed in a DC 19 Constitution Saving Throw. *Foe* is Incapacitated.
- 90 — Light blazes through skull. That can't be good. *Foe* is paralyzed from the neck down. They now refer to

Radiant

- everyone by inappropriate terms of endearment. Foe is Incapacitated.
- 91 — Light sears foe's foot into a lump. A glowing lump (until they succeed in a DC 15 Constitution Saving Throw). Stunned for 13 Rounds. -8. -10 to Speed (-5 permanent). Foot needs to be removed or foe will have a permanent -2 Penalty as well. Foe has the Blinded Condition until they succeed in a DC 21 Constitution Saving Throw.
- 92 — Light shrivels the calf muscle, leaving the shin bones glowing eerily (until they succeed in a DC 15 Constitution Saving Throw). Stunned for 13 Rounds. -8. -20 to Speed (-10 permanent). Leg needs to be removed above the knee or foe will have a permanent -2 as well. Foe has the Blinded Condition until they succeed in a DC 21 Constitution Saving Throw.
- 93 — Light shines through foe's wrist, glowing out the other side. When it's done, there isn't a whole lot of tissue left. Stunned for 14 Rounds. -10. Hand permanently -5. Lower arm needs to be removed or foe will have a permanent -2 Penalty as well. Foe has the Blinded Condition until they succeed in a DC 21 Constitution Saving Throw.
- 94 — Radiant beam reduces arm muscles like a hearty stew. Stunned for 13 Rounds. -10. Arm is permanently -7. Arm needs to be removed or foe will have a permanent -2 Penalty as well. Foe has the Blinded Condition until they succeed in a DC 21 Constitution Saving Throw.
- 95 — Sear foe's face, turning eyes a blind, milky white. Stunned for 15 Rounds. -5. No Saving Throw can fix this.
- 96 — Searing light blazes through chest, destroying lung tissue. -5. Death in 10 Rounds. Foe has the Blinded Condition until they succeed in a DC 21 Constitution Saving Throw.
- 97 — Light shines through body, making foe appear, for just a moment, like a skeleton. All sorts of things go wrong inside them. Death in 7 Rounds. Foe has the Blinded Condition until they succeed in a DC 21 Constitution Saving Throw.
- 98 — Foe's skull is now glowing. That looks . . . disorienting. Foe attacks random creatures for 6 Rounds, then dies. Foe has the Blinded Condition until they succeed in a DC 15 Constitution Saving Throw.
- 99 — Searing blast to foe's neck. Their head lolls like a rag doll. Foe dies after 4 Rounds of Stun. Foe has the Blinded Condition until they succeed in a DC 21 Constitution Saving Throw.
- 100 — Blast burns a hole into foe's brain. Dead. And Blinded (until they succeed in a DC 21 Constitution Saving Throw), but that's really just adding insult to injury.
- 101-102 — Blazing light causes heart to glow through surrounding tissue. E.T. fall dead.
- 103-105 — Light burns away the tissues of foe's torso. They fall over, dead. Their center of balance is pretty messed up too.
- 106-110 — Look, even the corpse is glowing (until they succeed in a DC 15 Constitution Saving Throw).
- 111-120 — The corpse glows brightly (until they succeed in a DC 17 Constitution Saving Throw). It will continue to glow faintly for 24 hours.
- 121-140 — Dead. The remains only weigh half as much as before the attack. They glow brightly (until they succeed in a DC 21 Constitution Saving Throw). They continue to glow faintly for 1 week.
- 141-180 — Dead. There's only a glowing skeleton left. The bones glow brightly (until they succeed in a DC 23 Constitution Saving Throw) and then reduce to a dim glow for 1 month.
- 181-260 — Dead. Broken, charred bones will glow dimly for a year.
- 261+ — When the light fades, foe is gone, leaving only a sheen of glowing dust and their shadow, permanently charred on the wall behind them.



Thunder

NORMAL CRITICAL DAMAGE

- 1 — Foe twitches from the noise. Lots of sound. Not much fury.
- 2 — Foe stumbles sideways a half-step. Wow. That was spectacular.
- 3 — Foe looks glassy-eyed. They expected more too.
- 4 — Foe works their jaw to clear their ears. That'll show them.
- 5 — Foe is pushed back 5 feet (or an additional 5 feet). Astonishing.
- 6 — "What!?" they shout.
- 7 — They spin around in place once, trying to orient.
- 8 — When the echoes wash back over them, they flinch.
- 9 — Foe grabs their ears in pain.
- 10 — Blast shakes foe badly.
- 11 — Blast rocks foe.
- 12 — Blast causes foe to reel.
- 13 — Blast staggers foe.
- 14 — Foe's knees shake.
- 15 — Foe shakes in pain.
- 16 — Foe squints against the pain.
- 17 — Foe howls.
- 18 — Foe cries out in pain.
- 19 — Foe is still wincing.
- 20 — Foe almost twists their ankle as the wave crashes over them.
- 21 — That really didn't hurt them as much as you'd hoped.
- 22 — That rattled them.
- 23 — Foe bends over from the pain.
- 24 — If foe has a shield, they duck behind it. It doesn't help.
- 25 — Foe cries out, but you can't hear them over the rumbling.
- 26 — Hmm. They didn't like that.
- 27 — Foe flails their arms about.
- 28 — That one is still echoing.
- 29 — They claw at their ears in pain.
- 30 — Foe hurts oh so badly.

3X DAMAGE (OR +1X TRAUMA DICE)

- 31 — Foe's heart stutters.
- 32 — Foe reels in pain. They are Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 33 — Foe doubles over in pain. They are at -2. This Penalty will improve by 1 every Round. They are Deafened until they succeed in a DC 12 Constitution Saving Throw.

- 34 — Foe screams and stamps their foot in pain. They are Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 35 — Foe reels and cries out. They are Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 36 — Foe looks ill. They are Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 37 — Foe stumbles back. -1. They are Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 38 — Foe winces and puts a hand to their head. They are Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 39 — Foe sucks air like a tea-kettle. -1 Penalty. They are Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 40 — Blast causes foe to grab their chest. Foe is Stunned for 1 Round. -2 Penalty. After the Stun, foe is Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 41 — Foe winces in agony. -2. Stunned for 2 Rounds. After that, a DC 12 Constitution Saving Throw will end the Daze.
- 42 — Foe becomes nauseated. They can no longer Dash. -2. Foe is Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 43 — Foe stumbles and wrenches their knee. No Dash Actions for 4 Rounds. Foe is Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 44 — Foe stumbles, falls, and breaks shin. -3 to all Actions. Foe can no longer Dash and is Stunned for 1 Round. Foe is Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 45 — Foe trips and turns ankle. Cannot Dash. -2. Stunned for 1 Round. After the Stun, foe is Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 46 — Foe takes a step under the onslaught and twists their knee. Can't Dash. -2. Stunned for 1 Round. After the Stun, foe is Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 47 — Foe is knocked Prone and dislocates hip. Cannot Dash. -3. Stunned for 1 Round. After the Stun, foe is Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 48 — Foe rocks backward and almost falls. -3 to all Actions, and Stunned for 2 Rounds. After the Stun, foe is Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 49 — Foe stumbles and viciously stubs toes. Foe can no longer Dash. -3. Stunned for 2 Rounds. After the Stun, foe is Deafened until they succeed in a DC 12 Constitution Saving Throw.

Thunder

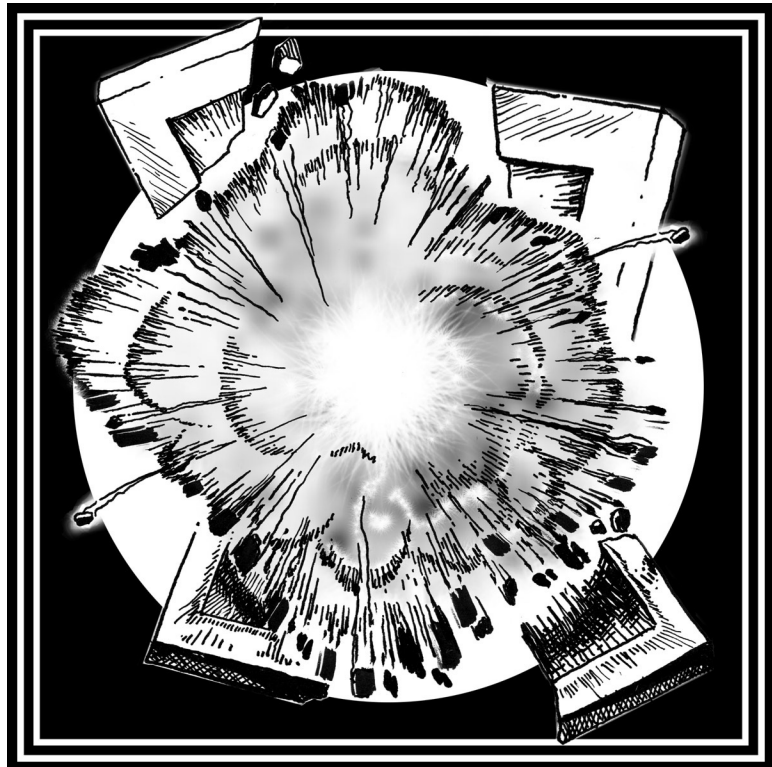
- 50 — Foe winces as the sounds echo in their head. -4. Stunned for 3 Rounds. After the Stun, foe is Deafened until they succeed in a DC 12 Constitution Saving Throw.
- 51 — Foe reaches for their head so quickly they drop everything they're holding. -3. Stunned for 2 Rounds. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 52 — Foe blocks blast with their shield, if they have one. It's kinda cute they thought that would work. -3. Stunned for 2 Rounds. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 53 — Foe makes a strange, spasmodic movement. -3. Stunned for 2 Rounds. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 54 — Foe shakes with pain. The Penalty starts at -6 and drops 1 per Round until it hits -2, where it stays. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 55 — Foe screams and curses. -4 to all Actions. Stunned for 3 Rounds. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 56 — Foe looks like that caused some strange, internal damage. Foe at -8, and that improves 1 every Round until -4, where it stays. Foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 57 — Foe looks sick to their stomach. They drop anything they're holding and bend over, their hands on their knees. -4. Stunned for 2 Rounds. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 58 — Foe turns slightly green as you upset their equilibrium. They drop anything they're holding. -5. Stunned for 2 Rounds. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 59 — Damage foe's inner ear. Foe is Stunned for 1 Round. -6. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 60 — They don't look so . . . there it goes. Foe vomits all over their boots. -5. Stunned for 2 Rounds. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 61 — Foe grabs their ears in pain. Stunned for 2 Rounds. -4 Penalty. Traumatic Recovery will take 5x longer than normal due to internal bleeding. After the Stun, foe is Deafened until they succeed in a DC 12 Constitution Saving Throw. Foe is Deafened.
- 62 — Foe sustains organ damage. They are Stunned for 4 Rounds and suffer a -4 to all Actions. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 63 — Foe's breath is knocked out of them. They are Stunned for 4 Rounds as they try to fill their lungs. -6. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 64 — Foe spews spit and mucus. Huh. That wasn't their most attractive moment. Foe Stunned for 5 Rounds. -6 to all Actions. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 65 — Foe's inner ear is damaged. -6. For 24 hours, any Movement Penalties are doubled, foe's Speed is quartered on Difficult Terrain, and add +5 to any DCs involving balance. Foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 66 — Foe grasps their stomach. Foe receives a -1 Penalty next Round from the pain as your sonic damage quivers through their bowels. The Penalty increases 1 every Round until it hits -10, then it drops 1 a Round after that. Foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 67 — It seems you just discovered the brown note. Foe is Stunned for 2 Rounds. -3. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw. Foe looks like they'd really just like to go home now.
- 68 — Foe tries to curse at you, but they have no breath left. -6. Foe is Stunned for 3 Rounds. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 69 — Foe twists and spins, disoriented. They drop anything they're holding and are Stunned for 4 Rounds. -7. After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 70 — Foe reaches up and touches their head. Migraine. -6. Stunned for 2 Rounds. Foe now calls all women by their mother's name. They can't seem to stop. Dr. Freud, table for one! After the Stun, foe is Deafened until they succeed in a DC 15 Constitution Saving Throw.
- 71 — Sound seems to damage foe's guts. Foe Stunned (and vomiting) for 3 Rounds. -5. Foe cannot drink or eat anything (including potions) until they recover from the Traumatic Damage. After the Stun, foe is Deafened until they succeed in a DC 17 Constitution Saving Throw.
- 72 — Damage foe's organs. They get a strange, disturbed expression. Foe is Stunned for 4 Rounds. -8 to all

Thunder

- Actions. After the Stun, foe is Deafened until they succeed in a DC 17 Constitution Saving Throw.
- 73 — Foe becomes dizzy, nauseated, and incontinent all at the same time. Foe Stunned for 3 Rounds. -5. After the Stun, foe is Deafened until they succeed in a DC 17 Constitution Saving Throw.
- 74 — Foe moans. It's strangely low key for the pain on their face. Stunned for 6 Rounds. -7. After the Stun, foe is Deafened until they succeed in a DC 17 Constitution Saving Throw.
- 75 — Blast rattles foe. Stunned for 5 Rounds. -6. After the Stun, foe is Deafened until they succeed in a DC 17 Constitution Saving Throw.
- 76 — Sonic damage wrecks foe's bowels. Stunned for 5 Rounds. -10. Slow leak of poisons causes Traumatic Recovery to take 5x longer than normal. After the Stun, foe is Deafened until they succeed in a DC 17 Constitution Saving Throw.
- 77 — Foe feels something break inside. Stunned for 6 Rounds. -8. After the Stun, foe is Deafened until they succeed in a DC 17 Constitution Saving Throw.
- 78 — Foe is knocked Prone, damaging spine. Legs don't work quite right now. Stunned for 3 Rounds. -12. After the Stun, foe is Deafened until they succeed in a DC 17 Constitution Saving Throw.
- 79 — Sound waves wrack foe. For some unexplained reason, foe loses use of an arm. Stunned for 5 Rounds. -8. After the Stun, foe is Deafened until they succeed in a DC 17 Constitution Saving Throw.
- 80 — Thunder damages the soft tissue of foe's face. Foe is Stunned for 10 Rounds. -3. After the Stun, foe is Deafened until they succeed in a DC 17 Constitution Saving Throw.
- 4X DAMAGE (OR +2X TRAUMA DICE)**
- 81 — Foe is thrown backward and lands Prone, shattering a kneecap. Stunned for 7 Rounds. -4. -20 to Speed (-10 permanent). Foe is pushed 5 feet (or 5 additional feet), knocked Prone, and after the Stun, they are Deafened until they succeed in a DC 19 Constitution Saving Throw.
- 82 — Foe is thrown backward and shatters foot. Foe Stunned for 9 Rounds. -4. -10 to Speed (-5 permanent). Foe is pushed 5 feet (or 5 additional feet), knocked Prone, and after the Stun, they are Deafened until they succeed in a DC 19 Constitution Saving Throw.
- 83 — Foe is thrown back, landing on their hand, which shatters. Foe Stunned for 9 Rounds. -6. Hand permanently -5. Foe is pushed 10 feet (or 10 additional feet), knocked Prone, and after the Stun, they are Deafened until they succeed in a DC 19 Constitution Saving Throw.
- 84 — Foe is thrown back, shattering arm. Stunned for 9 Rounds. -8. Arm is permanently -7. Foe is pushed 5 feet (or 5 additional feet), knocked Prone, and after the Stun, they are Deafened until they succeed in a DC 19 Constitution Saving Throw.
- 85 — Foe flies backward and cracks their pelvis when they land. Stunned for 9 Rounds. -6. -20 to Speed (-15 permanent). Foe is pushed 10 feet (or 10 additional feet), knocked Prone, and after the Stun, they are Deafened until they succeed in a DC 19 Constitution Saving Throw.
- 86 — Foe lands poorly, breaking their back and paralyzing them from the waist down. Foe writhes on the ground. Stunned for 4 Rounds. They are pushed 5 feet (or 5 additional feet), knocked Prone, and after the Stun, they are Deafened until they succeed in a DC 19 Constitution Saving Throw. They can now only crawl.
- 87 — Foe catches air, shattering pelvis when they land. They look like they're screaming, but you hear nothing but the echoes of your blast. Foe is permanently crippled (paraplegic). Stunned for 5 Rounds. -5. Foe is pushed 5 feet (or 5 additional feet), knocked Prone, and after the Stun, they are Deafened until they succeed in a DC 19 Constitution Saving Throw. They can now only crawl.
- 88 — Foe knocked back. The landing shatters ribs and pierces a lung. Not good. Stunned for 9 Rounds. -14. Foe is pushed 15 feet (or 15 additional feet), knocked Prone, and after the Stun, they are Deafened until they succeed in a DC 19 Constitution Saving Throw.
- 89 — Foe falls and lands on their neck. Ouch. Paralyzed from the neck down. Foe is pushed 5 feet (or 5 additional feet), knocked Prone, and is Deafened until they succeed in a DC 19 Constitution Saving Throw. They are Incapacitated.
- 90 — Foe flies into the air, landing on their skull. Paralyzed from the neck down. Foe now speaks only in rhyme. Foe is pushed 5 feet (or 5 additional feet), knocked Prone, and is Deafened until they succeed in a DC 19 Constitution Saving Throw. They are Incapacitated.
- 91 — Foe is hurled backward, shattering foot. They try to roll over, but the pain is just too great. Stunned for 13 Rounds. -6. -10 to Speed (-5 permanent). Foot needs to be removed or foe will have a permanent -2 Penalty as well. Foe is pushed 5 feet (or 5 additional feet), knocked Prone, and after the Stun, they are Deafened until they succeed in a DC 21 Constitution Saving Throw.
- 92 — Foe's legs are blasted out from underneath them. They shatter their leg below the knee upon landing. Foe looks at you in betrayal. Stunned for 13 Rounds.

Thunder

- 6. -20 to Speed (-10 permanent). Leg needs to be removed above the knee or foe will have a permanent -2 to Actions as well. Foe is pushed 5 feet (or 5 additional feet), knocked Prone, and after the Stun, they are Deafened until they succeed in a DC 21 Constitution Saving Throw.
- 93 — Blow back. Foe lands, shattering wrist. That can't be good. Foe Stunned for 14 Rounds. -6. Hand permanently -5. Lower arm needs to be removed or foe will have a permanent -2 Penalty as well. Foe is pushed 10 feet (or 10 additional feet), knocked Prone, and after the Stun, they are Deafened until they succeed in a DC 21 Constitution Saving Throw.
- 94 — Foe flies like a comatose bird. Arm shattered. Stunned for 13 Rounds. -6. Arm is permanently -5. Arm needs to be removed or foe will have a permanent -2 Penalty as well. Foe is pushed 10 feet (or 10 additional feet), knocked Prone, and after the Stun, they are Deafened until they succeed in a DC 21 Constitution Saving Throw.
- 95 — Foe lands on their head. They go permanently blind in 1 eye. Stunned for 14 Rounds. -4. Foe is pushed 5 feet (or 5 additional feet), knocked Prone, and after the Stun, they are Deafened until they succeed in a DC 21 Constitution Saving Throw.
- 96 — Foe flies backward, their legs twisting out beneath them, and land on their chest, cracking off the xiphoid process. Death in 10 Rounds. Foe is pushed 20 feet (or 20 additional feet), knocked Prone, and is Deafened until they succeed in a DC 21 Constitution Saving Throw.
- 97 — Foe flies backward, shattering arm and cutting an artery. Foe dies in 7 Rounds. Foe is pushed 25 feet (or 25 additional feet), knocked Prone, and is Deafened until they succeed in a DC 21 Constitution Saving Throw.
- 98 — Foe flies into air and bounces twice on their head before stuttering to a halt. Foe cries out random insults to no one in particular, then dies after 5 Rounds. Foe is pushed 30 feet (or 30 additional feet), knocked Prone, and is otherwise Stunned until death.
- 99 — Foe flips over in the air, landing on their neck and shattering their spine. Foe dies after 3 Rounds of Stun. Foe is pushed 35 feet (or 35 additional feet), and is knocked Prone.
- 100 — Foe flies majestically through the air, landing and spectacularly shattering their skull. They were born with a soft spot too. Foe is pushed 40 feet (or 40 additional feet). Oh, and dies.
- 101-102 — Foe's ribs and sternum shatter even before they catch air. The bone fragments don't all travel in exactly the same direction. Dead. Foe is pushed 45 feet (or 45 additional feet).
- 103-105 — Chest bones shatter as foe flies into the air. They die before they land. Body is pushed 50 feet (or 50 additional feet).
- 106-110 — Foe is hurled back. What lands is more jellyfish than man. Dead. Body is pushed 55 feet (or 55 additional feet).
- 111-120 — Yeah, that killed them. Body is pushed 60 feet (or 60 additional feet).
- 121-140 — It's best not to look at them. Corpse is pushed 65 feet (or 65 additional feet).
- 141-180 — Ick. Looks like we have a new monster for the "Oozes" entry. Dead. Body is pushed 70 feet (or 70 additional feet).
- 181-260 — Huh. Are you sure that was a Thunder attack? Dead. Remains are smeared (pushed) 60 feet (or 60 additional feet).
- 261+ — Isn't there supposed to be a body? Without it, you'll never be able to prove they're dead, which they are.



B.C. HAILES

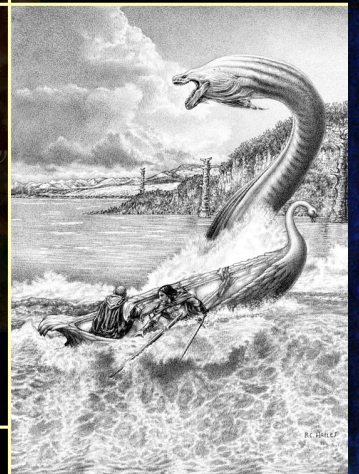
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