

CRITICAL HIT TABLE – Unarmed/Wrestling

(“20” is always a critical other is treated as threats and must be confirmed by another attack roll to be a critical)

Roll %	Impact	Damage Effect	Other Symptoms
01-06	Kick to the kneecap	Plus 1d6 damage	Extra damage
07-12	Back flip kick	Plus 2d4+1 damage	Extra damage
13-18	Dropkick	You Jump up and kick opponent with soles of both feet Plus 1d10+1 damage	Extra damage
19-24	Body Avalanche	You Charge into opponent for 3d4+1 damage extra damage	Extra damage
25-30	Jumping High kick	You jump up and kick the opponent to the side of his head. Plus 1d12+3 damage	Extra damage
31-34	Leg Sweep	Sweep your opponents feet away underneath him. -4 to attack and -4 to AC. Use one round to stand up. Provokes attack of opportunity	Target knocked prone
35-38	Slap	The wrestler delivers an overpowering backhand right on the opponents nose which breaks. Plus 1d6 damage and -2 to attack for 3d6 rounds	Shaken
39-42	Face slap	No action for 1d4 rounds or until all damage taken in this critical is healed. No other penalties	Dazed
43-46	Leg twister	Plus 1d6 damage and Movement speed halved for 3 hours or until all damage taken in this critical is healed	Reduced move
47-50	Shoot kick	Kicking in the chest, breaking a ribbon. Plus 1d8 damage and Carrying capacity halved for 3 hours or until all damage taken in this critical is healed	Difficulty carrying
51-54	Light Eye Poke	You put your thumbs into your opponent’s eye. Plus 1d6 damage and Vision halved for 3 hours or until all damage taken in this critical is healed	Difficulty seeing
55-57	Uppercut	Nose fracture. Plus 1d8 damage and bleeding (1HP/rd) until all damage taken in this critical is healed	Bleeding
58-60	Bell clap	You slap both ears of the opponent with palms of your hands. Cannot hear for 3 hours or until or until all damage taken in this critical is healed. -4 to initiative. Automatically fails listen checks. 20% spell failure when casting verbal spells	Deafened
61-62	Choking slam	Grapping your opponent at the throat, slamming him with your forearm on his throat. Cannot speak for 3 hours or until or until all damage taken in this critical is healed. Cannot cast verbal spells	Silenced
63-64	Light Albow twister	You almost break opponent’s elbow. -2 to attack and damage when using that hand for 3 hours or until all damage taken in this critical is healed	Injured
65-66	Eye Poke	You poke your fingers into opponent’s eye. Blinded 2d4 rounds or until all damage taken in this critical is healed. Half speed, -2 to attack and loose all DEX bonus to AC, -4 to Spot, search skill checks and all STR and DEX based skill checks	Blinded
67-68	Light Arm Twister	You almost break opponents arm. -3 to attack and damage when using that hand for 12 hours or until all damage taken in this critical is healed	Injured
69-70	Super kick	Acrobatic jump slamming both feet at opponents ears. Cannot hear for 12 hours or until or until all damage taken in this critical is healed. -4 to initiative. Automatically fails listen checks. 20% spell failure when casting verbal spells	Deafened
71-72	Knee to Throat	You grap opponents head and slams your knee to his throat. Plus 2d4 damage and Cannot speak for 12 hours or until or until all damage taken in this critical is healed. Cannot cast verbal spells	Silenced
73-74	Suplex	You Grab your opponents head and pull it under your arms, then you lift him off the ground maintaining the hold and slams his head in the ground with the force of gravity and his own weight. Plus 1d8 damage and bleeding (2HP/rd) until all damage taken in this critical is healed	Bleeding
75-76	Nasty Suplex	You Grab your opponents head and pull it under your arms, then you lift him off the ground maintaining the hold and slams his head in the ground with the force of gravity and his own weight, the skull cracks open at contact with the ground. . Plus 1d10 damage and no actions for 2d4 rounds or until all damage taken in this critical is healed -2 to AC and loose all DEX bonus to AC. Drops all held items	Stunned
77-78	Pressing eye balls	You press your fingers into his eyeballs. Blinded 4d4 rounds or until all damage taken in this critical is healed. Half speed, -2 to attack and loose all DEX bonus to AC, -4 to Spot, search skill checks and all STR and DEX based skill checks	Blinded

79-80	Arm fracture	You get a great hold on opponents arm and twist it to the ligaments snap. Plus 3d4 damage and -4 when using that hand for 24 hours or until all damage taken in this critical is healed	Injured
81-82	Ear puncture	You slams both ears of opponent. Cannot hear for 24 hours or until or until all damage taken in this critical is healed. -4 to initiative. Automatically fails listen checks. 20% spell failure when casting verbal spells	Deafened
83-84	Severe Throat thrust	You hit opponent right on the throat with force. Cannot speak for 24 hours or until or until all damage taken in this critical is healed. Cannot cast verbal spells.	Silenced
85-86	Power Slam	You grapple your opponent and from great height you slam him down on your knee breaking several ribbons and opens a wound. Plus 1d10 damage and bleeding (3HP/rd) until all damage taken in this critical is healed	Bleeding
87-88	Eye Rake	You grap opponents head, maintaining the hold - pressing your fingers into his eyeballs. Blinded for 24 hours or until all damage taken in this critical is healed. Half speed, -2 to attack and loose all DEX bonus to AC, -4 to Spot, search skill checks and all STR and DEX based skill checks	Blinded
89	Scoop side pile driver	You grapple your opponent and turn him upside down and slams his head in the ground using his own weight. Plus 3d4 damage and no actions for 4d4 rounds or until all damage taken in this critical is healed -2 to AC and loose all DEX bonus to AC. Drops all held items	Stunned
90	Ripping off Ear	You rip of one of opponents ears in a furious combo to the head. Plus 1d10 damage and ear removed/destroyed and useless, -2 to initiative, 50% chance failing listen check, 10% spell failure when casting verbal spells	Limb lost – bleed 1HP/rd
91	Popping out eye	You grap opponents head and press your thumbs around his eye until it pops out as jelly. Plus 1d10 damage and eye removed/lost and useless, -2 to initiative, -2 to spot and search checks	Limb lost – bleed 2HP/rd
92	Double uppercut	Two concurring uppercuts right to opponents nose. Breaking it and leaving open wound. Plus 1d12 damage and nose removed/lost. Charisma is reduced by 2 points	Limb lost – bleed 3HP/rd
93	Wrist cracker	You grab a hold of your opponents hand and twist it until it snaps and you feel the power of your opponents hand lessen. Plus 1d12 damage and hand removed/destroyed and useless. 50% chance for main hand. -4 to all climb, open locks, disable device, ride, swim, tumble, use rope and sleight of hand checks	Limb lost – bleed 4HP/rd
94	Arm breaker	You pull and put all the pressure on his elbow until it breaks. Plus 1d12 damage and arm removed/destroyed and useless. 50% chance for main hand. -6 to all climb, open locks, disable device, ride, swim, tumble, use rope, jump, sleight of hand and balance checks	Limb lost – bleed 5HP/rd
95	Fatal Foot Twister	You Grab his foot in the air as he tries to kick you, and you twist the angle with all you power, it snaps and hangs loose. Plus 1d12 damage and foot removed/destroyed and useless. -4 to all swim, climb, tumble, balance, move silently checks. Cannot jump or run. Movement speed halved without help	Limb lost – bleed 5HP/rd
96	Limb breaker	You get a good hold of a limb and you force it to pop out of its sockets leaving bones sticking out of the skin. Plus 1d12 damage and leg removed/destroyed and useless. -6 to all swim, climb, tumble, balance, move silently checks. Cannot jump or run. Movement speed reduced to ¼ without help.	Limb lost – bleed 6HP/rd
97	Pile driver	You grab his head and force it between your thighs, lift his body upside down and you let yourself sit down while his head is still between your thighs which makes his own weight your weight and gravity do the work. Skull severely damaged. -4 to AC and helpless. DEX is reduced to 0 (- 5 penalty). Reduced to 0 HP. An attacker can use full round action to deliver “Coup De Grace”	Unconscious
98	Head take down	You push the opponent over by a head grasp and slams the head to the ground. Skull crushed. Unconscious and dying. Reduced to -1 HP). An attacker can use full round action to deliver “Coup De Grace”	Dying
99	Strangulate	You grab around your opponents throat and put pressure on his throat slowly strangulating him until he suffocates. Unconscious and dying. Reduced to -1 HP). An attacker can use full round action to deliver “Coup De Grace”	Dying
00	Neck Breaker	You jump forward making a powerful flying high kick right at opponent’s neck. With a loud crack the neck breaks and head hangs loose to the one shoulder. Immediately death. Reduced to -10 HP.	Death