

Winds of CHAOS

Critical Hit Chart

01-15	Head
16-35	Right Arm
36-55	Left Arm
56-80	Body
81-90	Right Leg
91-00	Left Leg

#	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
01-07	13	14	15	14	15	14	15	14	15	14
08-14	12	13	14	15	14	15	14	15	14	15
15-21	11	12	13	14	15	14	15	14	15	14
22-28	10	11	12	13	14	15	14	15	14	15
29-35	9	10	11	12	13	14	15	14	15	14
36-42	8	9	10	11	12	13	14	15	14	15
43-49	7	8	9	10	11	12	13	14	15	14
50-56	6	7	8	9	10	11	12	13	14	15
57-63	5	6	7	8	9	10	11	12	13	14
64-70	4	5	6	7	8	9	10	11	12	13
71-76	3	4	5	6	7	8	9	10	11	12
77-82	2	3	4	5	6	7	8	9	10	11
83-88	1	2	3	4	5	6	7	8	9	10
89-94	1	1	2	3	4	5	6	7	8	9
95-00	1	1	1	2	3	4	5	6	7	8

Sudden Death Results

- No Effect:** victim suffers no penalties and may resume combat as normal
- Flee:** victim disengages combat and flees for his life; opponent is granted one free attack
- Dead:** victim is dead

Optional Notes for Combat against Magic-users

- Replace **Weapon Skill** penalties with **Will Power**
- Replace combat characteristics (**WS, BS, S, T**) penalties with magic characteristics (**WP, Int, S, T**)
- Any Critical Hit inflicted upon a magic-user causes a **-1 penalty** to his **Mag** score. This reflects how the seriousness of the wound interferes with the caster's ability to manipulate the Winds of Magic
- As an alternative to the above, each Critical Hit inflicted upon a magic-user causes one additional **Chaos Die** to be added to any spell-casting roll
- Any Critical Hit that affects the voice (ie, Blunt Head Effect #10) prevents a magic user from casting spells for the duration of the effect