

MINOR CRITICAL HIT TABLE 1				
1d10	Name	Wounds	Quick Effect	Description
1	Winded!	-1	Next action occurs at end of round	Your blow leaves your opponent momentarily out of breath. Opponent's next action takes place at the end of next round, regardless of Initiative.
2	Slips!	-1	-D, -M	Your blow causes the opponent to miss a step. Opponent loses ability to move next round; may attack and parry, but not dodge.
3	Trips!	-1	-A	Your blow causes your opponent to trip over his feet. Opponent may move, but may not attack next round: may only parry or dodge.
4	Clang!	-2	-1 to Weapon Damage or -1 SB	Your blow strikes true against the weakest point of your opponent's weapon. The weapon loses 1 Damage permanently, or if weapon is magical, your opponent loses 1 from Strength Bonus next round.
5	Butterfingers!	-2	-A*, -P	Weapon is dropped. May move as normal next round, but cannot parry; must only dodge until weapon is regained. *Must choose to spend next action to either: 1) attack unarmed, 2) draw another weapon if present, 3) regain dropped weapon, or 4) flee.
6	Crunch!	-2	-1 to Armor Points or -1 TB	Your blow strikes true against the weakest point in your opponent's armor. The armor loses 1 AP permanently, or if the armor is magical (or if there is no armor at all), your opponent loses 1 from Toughness Bonus next round.
7	Stumbles!	-3	-D, -P	Your blow causes your opponent to lose footing and stumble. Opponent may move and attack as normal, but cannot parry or dodge next round.
8	Staggers!	-3	-A, -D, -P	Your mighty blow causes your opponent to stagger clumsily. Opponent may move next round, but loses next action (can not attack, parry, or dodge).
9	Rattled!	-3	-A, -D, -M, -P	Your mighty blow rattles your opponent, who is momentarily disoriented. Opponent may not move next round, and loses next action. Counts as a "prone" target (+20 bonus to anyone who attacks) but condition automatically resolves following next round as opponent regains lucidity.
10	Roll on Major Critical Table			

Quick Effect: A (Attack), D (Dodge), M (Move), P (Parry), SB (Strength Bonus), TB (Toughness Bonus).

After-Combat Effects

Any roll on the Minor Critical Table yields the following effect(s) that linger long after combat has resolved.

Highest Minor Critical Suffered:

1-3: Ugly bruise x 2 weeks: Fellowship -10 if visible.

4-6: Bruise x 2 weeks as above. Stiffness x 1 week: Move -1.

7-9: Bruise x 2 weeks, stiffness x 1 week as above. Nausea x 1 day: any strenuous effort requires a Challenging (+0) Toughness Test to avoid vomiting.

10: Bruise, stiffness, nausea as above, as well as any effects per Major Critical roll.

MINOR CRITICAL HIT TABLE 2		
Roll 1d10	Wounds	Description
1	-1	Your blow causes a superficial laceration that clots within a few rounds, but leaves an impressive scar.
2	-1	Your blow knocks your opponent off balance. Any remaining actions your opponent takes this round are at a -10.
3	-1	Your blow briefly knocks the wind out of your opponent, who forfeits any remaining attacks but is still able to parry and dodge at a -10. Recovery is automatic at the end of the round.
4	-2	Your blow causes your opponent to lose his footing. Regaining solid footing is automatic at the end of the round, but until then any attack, parry, or dodge is made at a -20.
5	-2	Your blow briefly stuns your opponent, who is unable to attack, parry, or dodge for the remainder of this round. Recovery is automatic at the end of the round.
6	-2	As your opponent staggers back from your blow, you gain the opportunity to attack again. Opponent may parry and dodge as normal.
7	-3	Your blow causes your opponent to drop his weapon. Until the end of the round, your opponent may only dodge, not parry, unless there is a shield in his other hand. Any attacks must be either off-handed (if your opponent already has a weapon in his other hand), or unarmed. Should your opponent choose to regain the weapon, success is automatic — but doing so grants you a free attack, with a penalty of -10 to defend.
8	-3	As your opponent staggers back from your blow, you gain the opportunity to attack again. Stunned, your opponent may neither parry nor dodge.
9	2x	Your weapon strikes a particularly vulnerable spot on your opponent — after applying TB and AP, remaining damage is doubled. If this causes opponent's Wounds to fall below zero, it does not generate another Critical Hit, but opponent's Wounds are set to 0.
10	Roll on Major Critical Hit Table	

After-Combat Effects

Any roll on the Minor Critical Table yields one of the following effects that linger long after combat has resolved.

Highest Minor Critical Suffered:

1-3: Ugly bruise x 2 weeks: Fellowship -10 if visible.

4-6: Bruise x 2 weeks as above. Stiffness x 1 week: Move -1.

7-9: Bruise x 2 weeks, stiffness x 1 week as above. Nausea x 1 day: any strenuous effort requires a Challenging (+0) Toughness Test to avoid vomiting.

10: Bruise, stiffness, nausea as above, as well as any effects per Major Critical roll.