

DEATH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Oh the horror. No damage.	Death breathes deeply. No damage.	+1 Con damage.	+2 Con damage.	+3 Con damage.
06-10	Foe loses 5% exhaustion points for 1 hour as death briefly visits.	Foe loses 5% exhaustion points for 1 hour and loses 1 round of initiative.	Foe loses 5% exhaustion points for 1 day as death caresses his soul.	Foe loses 10% exhaustion points for 1 day.	Foe loses 10% exhaustion points for 1 day and loses initiative for 1 round.
11-15	The brush with death leaves foe reeling. He loses 2 rounds of initiative.	The darkness lightly touches foe. He is blind for 1 round.	The fear is overwhelming. Foe drops anything he is carrying and remains stunned with no parry for 1 round.	A lucky escape leaves foe stunned with no parry for 2 rounds.	Foe stares into the face of death and regrets it. 3 rounds of stun with no parry ensue.
16-20	Foe finds anticipating your next moves difficult; loses 5 rounds of initiative.	Death's hand reaches out and steals foe's life force. +2 Con damage and 1 round of stun, no parry.	Foe breathes a sigh of relief moments too soon as he takes +3 Con damage.	Next time foe will not be so lucky. +3 Con damage.	Death embraces foe but he manages to break free. +5 Con damage and 2 rounds of stun with no parry.
21-35	Foe can feel his soul in turmoil as he takes +1 Con Damage.	The touch of death leaves its mark. Foe loses 1 temporary life essence level and is stunned and unable to parry for 1 round.	A look of eternal sadness crosses foe's face; foe loses 2 temporary life essence levels.	Foe loses 2 temporary life essence levels and is stunned and unable to parry for 1 round.	Foe's soul begins to dissipate. 3 temporary life essence levels are lost and he is stunned with no parry for 3 rounds.
36-45	Your poor victim gasps momentarily as he loses 1 temporary life essence level.	Foe chokes as a part of his soul escapes him. +2 Con damage and 2 rounds of stun, no parry.	Darkness engulfs foe as he takes +3 Con damage and is blinded for 3 rounds.	Foe finds it hard to catch his breath as he takes +2 Con damage and loses 2 temporary life essence levels.	Foe's skin pales as his life is drained, 5 temporary life essence levels are lost
46-50	Death's breath relieves foe of 2 temporary life essence levels and initiative for 1 round.	Foe is relived of life energy as he is reduced to 40% exhaustion points for 1 hour.	Foe's grasp on life weakens; he loses 3 temporary life essence levels.	Foe stares blankly into the void as his life escapes him. Foe loses 3 temporary life essence levels and is blinded for 3 rounds.	Death's caress freezes foe. He loses 4 temporary life essence levels and takes +2 Con damage. Foe is stunned unable to parry for 3 rounds.
51-55	Foe falls to the floor as he is by reduced by 40% exhaustion points for 1 hour.	Death's grip tightens. Foe loses 3 rounds of initiative and 2 temporary life essence levels.	Death does not creep up slowly on your foe; he is reduced to 50% exhaustion points for 1 day.	Foe is not looking to healthy as he sustains +4 Con damage.	Death steals the wind from foe as his exhaustion points are reduced by 75% for 1 day.
56-60	Foe is stunned with no parry for one round as he loses 1 temporary life essence level and takes +1 Con damage.	Foe stumbles back 10 feet as he loses 2 temporary life essence levels and takes +1 Con damage.	Foe drops to his knees, dropping anything he holds in his hands. +3 Con damage.	Death takes its toll on foe, he is reduced to 70% exhaustion points for 1 day.	Foe falls to the ground, stunned and unable to parry for 3 rounds. +5 Con damage.
61-65	Foe looks surprised as his life force leaves him. Foe loses 3 temporary life essence levels and initiative for 3 rounds.	Foe is stunned with no parry for 3 rounds as he loses 2 temporary life essence levels and takes +2 Con damage.	Foe loses 3 temporary life essence levels and is stunned and unable to parry for 3 rounds for his troubles.	Foe suffers damage to 1 permanent life essence level and loses initiative for 2 rounds as he contemplates the issue.	True death engulfs foe as he sustains damage to 1 permanent life essence level and takes +5 Con damage.
66	A terrible strike permanently damages 3 of foe's life essence levels and drains him of 3 points of Con.	Foe is stunned and unable to parry for 5 rounds as he loses 3 points of Con and is left with 2 life essence levels permanently damaged.	Foe is left unconscious for 1 hour as Death drains him of 5 points of Con and leaves 3 life essence levels permanently damaged.	Foe is left in a day-long coma as 5 of his life essence levels are permanently damaged.	Foe lets out a pitiful sigh as his soul leaves his body. Foe is dead.
67-70	Foe suffers permanent damage to 1 life essence level	Foe is forced to parry for 2 rounds as if fighting off the being that has just denied him of 3 points of Con and 2 temporary life essence levels.	Foe is left reeling as he suffers permanent damage to 2 life essence levels and is stunned, unable to parry for 2 rounds.	Foe's jaw clamps shut as 5 points of Con are ripped from his soul. Foe is stunned and unable to parry for 3 rounds.	Foe is stunned and unable to parry for 6 rounds and the wracking pain of permanent damage to 3 life essence levels ensues.
71-75	Foe is reduced to 60% exhaustion points for 1 hour and loses 1 point of Con.	For suffers 3 life essence levels of permanent damage and loses initiative for 4 rounds.	The cold hand of Death reaches into foe, he is stunned and unable to parry for 5 rounds and loses 4 points of Con.	Foe falls to the ground, stunned and unable to parry for 3 rounds. +3 Con damage.	Poor fool takes +7 Con damage and is stunned unable to parry for 6 rounds as Death tightens its grip.
76-80	Foe grimaces in pain as he loses 2 points of Con and is left stunned and unable to parry for 2 rounds.	Foe is left reeling as he suffers permanent damage to 2 life essence levels and becomes stunned unable to parry for 2 rounds.	Foe lets out a pitiful shriek as 5 points of Con are ripped from his soul. Foe is stunned and unable to parry for 3 rounds.	True death engulfs foe as he sustains damage to 1 permanent life essence level and takes +5 Con damage.	Foe drops to the ground like a lifeless sack, suffering permanent damage to 4 life essence levels and remaining unconscious for 3 rounds.
81-85	For suffers 3 life essence levels of permanent damage and loses initiative for 4 rounds.	Death's touch leaves foe at 50% exhaustion points for 1 day and drains the fool of 3 points of Con.	Foe is stunned and unable to party for 4 rounds and the wracking pain of permanent damage to 3 life essence levels ensues.	Death's breath leaves foe at 75% exhaustion points for 1 day and permanently damages 2 life essence levels, leaving the fool stunned and unable to parry for 3 rounds.	Foe suffers the indignity of being permanently blinded. +10 Con damage.
86-90	Death strikes foe hard, relieving him of 2 points of Con and reducing his exhaustion points by 50% for 1 day.	Foe stumbles sideways 5 feet and drops to his knees, quite stunned and unable to parry for 2 rounds as he suffers permanent damage to 3 life essence levels.	Death's breath leaves foe at 75% exhaustion points for 1 day and permanently damages 3 life essence levels.	Foe's vision is dimmed by the touch of death. He is left blinded for 5 rounds and suffers 3 life essence levels of permanent damage	The cold touch of death relieves foe of 90% of his exhaustion points and permanently damages 5 life essence levels.
91-95	Foe is left stunned and unable to parry for 3 rounds and 2 of his life essence levels are permanently damaged.	Foe lets out a pitiful shriek as 4 points of Con are stolen from his being. Foe is stunned and unable to parry for 3 rounds.	Sharp numbing pain accompanying the loss of 4 points of Con causes foe to drop anything he is carrying in his hands and remain stunned unable to parry for 3 rounds.	The harsh wind of Death drains 5 points of Con from your victim and leaves the poor fool stunned and unable to parry for 10 rounds.	Foe slips into unconsciousness for 1 hour perhaps to avoid the reality of permanent damage to 5 life essence levels.
96-99	Poor victim is left stunned and unable to parry for 5 rounds and 3 of his life essence levels are permanently damaged.	Foe staggers backwards 5 feet, is stunned and unable to parry for 6 rounds and takes +5 Con damage.	The shock of being drained of 4 temporary life essence levels and 4 points of Con, leaves foe unconscious for 1 hour.	Foe drops into a coma for 1 day and suffers permanent damage to 5 life essence levels on revival.	Your hapless victim does not even realize his soul has departed until he hits the ground, dead.
100	Foe gasps as he is left with 5 life essence levels permanently damaged and loses 3 points of Con. Foe is stunned and unable to parry for 12 rounds.	Foe falls to the ground unconscious for 1 hour. As he awakens, he finds himself with 5 life essence levels permanently damaged and short of 5 points of Con.	A contest of wills between the foe and Death itself lasts for 6 rounds before foe finally succumbs to Death.	The touch of Death draws foe's soul from his body. Foe is dead.	Foe's soul is utterly consumed (destroyed) by Death's fateful hand.