

## Slashing Weapons Critical Damage Table

Roll 1 die for each 6 you hit with on your attack. Subtract one die for each 6 your opponent rolled defending your critical.

**C Weapons +1 die. D Weapons +2 dice.** Roll and total all dice, then add any weapon Critical Damage Bonus.

Roll	Description	Damage
3	low swing to opponent's leg cuts deeply	5/Stun
4	Low blow connects solidly above knees and brings pain and blood.	5/Stun
5	Crunching blow to side cuts deep and hits rib. Thus forces a ghastly shriek from your opponent.	5/Stun
6	Deep hack to center of chest snaps sternum free from opponent's rib cage.	5/Stun
7	Glancing slice to leg dislocates knee cap. Opponent staggers sideways and reels in pain.	5/Stun
8	Full force blow to opponent's chest knocks the wind from is lungs. Opponent gasps for air.	5/Stun
9	Blow to chin hits jawbone and twists neck violently. Pain registers on opponent's features.	5/Stun
10	Massive side-swing connects into opponent's shoulder and fillets his arm. His ribs audibly crack and blood appears on his lips.	6/Stun
11	Roundhouse blow to his side wounds opponent's body and knocks him sideways.	6/Stun
12	Downward hack tears into your opponent's leg.	6/Stun
13	Blow to ribs finds a home. There is a lot of bleeding.	7/Stun
14	Sledgehammer blow to top of head unzips the top of his scalp and drops him to his knees. Opponent is severely stunned and may not attempt to focus (this turn only).	7/Stun*
15	<b>Permanent Scar – Write it down. Roll another die:</b> 1. Slice to hand severs opponent's finger, which flips through the air and then gets ground into the dirt.. <u>Lose a random finger.</u> 2. Your slice cuts across your opponent's chest. <u>Long deep scar across chest.</u> 3. Your tricky swing splits your opponent's nose right down the middle, giving him a permanent new look. 4. Solid strike to the belly penetrates deeply. <u>The vertical scar above his belly button screams 'Exclamation Point!'</u> 5. Blow to arm rips flesh from forearm. exposing bone and tendon. <u>Long jagged scar on random arm.</u> 6. Glancing blow to head. Opponent's ear is cut and dangles by a thin string of flesh.. <u>Lose a random ear.</u>	8/Stun
16	Your blow cuts across your opponent's forehead creating a waterfall of blood into his eyes blinding him. <u>Opponent attacks and defends with - 1 dice (armor exempt) until he forgoes an attack to clear his eyes.</u>	8/Stun
17	Slice directly to opponent's stomach causes him to go stiff as a corpse with pain and shock for a moment.	9/Stun
18	Cutting strike to his side twists his body involuntarily exposing opponent for another blow. <u>Opponent may not attempt to focus (this turn only).</u>	10/Stun*
19	Rib hacking blow to chest sends opponent to the ground several feet away.	11/Stun
20*	Deep cutting smash to opponent's shield arm and shoulder. <u>Opponent's shield is knocked from his hand to the floor of the arena. It can be retrieved as if it were a weapon.</u>	12/Stun
21	Solid blow connects full force into opponent's pelvis twisting one leg sideways and dragging limp. Opponent defends with -2 dice (armor exempt) for the remainder of the battle.	13/Stun
22*	Blow on the forearm. Opponent's weapon is knocked from his hands. <u>Whichever weapon he last attacked with is dropped..</u>	14/Stun
23	Your blow penetrates into your opponent between the neck and shoulder and drives him into the ground.	15/Stun
24*	A strong jabbing blow directly to your opponent's face splits his forehead and topples him. He saw it coming!	16/Stun
25*	<b>Permanent Scar – Write it on the back of your Gladiator Personality Sheet. Roll one die:</b> 1. You slice your opponent vertically right over his (random) eye. <u>The scar begins above the eye and ends in the center of his cheek.</u> 2. You cut right across his heart, and the wound is so deep and opened up, you can see his heart beating through the scar. 3. Your slicing blow takes off your opponent's entire lower lip, which flies high through the air with muscles still wiggling it like a fat worm. 4. Penetrating hack leaves a jagged gory scar on opponent's side. Scar on random side. 5. Blow catches opponent in the side of his jaw. <u>It scars his cheek and smashed out a whole quadrant of teeth (random top/bottom &amp; left/right)</u> 6. A looping slice carves a deep moon shaped scar into your opponent's chest.	17/Stun
26*	He was coming forward and your thrust nearly went through him.	18/Stun
27	You smash your opponent on the shoulder-blade, cutting into tendon and muscle. Opponent attacks with -1 dice for the remainder or the battle.	20/Stun
28*	Your blow cuts deeply into his shoulder. Shield arm drops lifelessly to opponent's side. <u>Opponent can not use a shield or a 2 handed weapon for the remainder of the battle.</u>	22/Stun
29	A massive blow than cuts the armor completely off of your opponent, and causes internal damage. <u>Any armor that your opponent is wearing is destroyed (until the end of the battle).</u>	24/Stun
30*	You 'rang your opponent's bell' <u>He drops his weapon. But he is focused and can not be stunned for the remainder of the battle.</u>	27/Awake
31*	Opponent saw your attack coming and only had time to cry or pray for a split second before it hit him. What was it that he said? ('Mommy!', 'Oh No!') - You decide. He's got to say it. Be nice.	30/Stun
32*	Massive cut across lower back wracks opponent' with multiple convulsions. <u>Stunned for 2 rounds. Focus will not work on the first round.</u>	33/Stun
33*	Massive stabbing blow to chest damages multiple organs. <u>Internal bleeding will cause opponent to die slowly and painfully after the battle unless he is able to win. Credit your gladiator with a kill if you win the battle.</u>	37/Stun
34*	Tomahawk blow to top of head causes massive brain hemorrhage <u>Opponent will die at the end of the fight unless he is able to win. Credit your gladiator with a kill if you win the battle.</u>	40/Stun
35 +	The Whisper. Massive blow penetrates deep into opponent's brain. It is said that all the victim hears is the whisper of life blowing a sweet goodbye kiss. If you rolled higher than 35, add an additional 5 points of damage for each number higher.	45/Stun