

Critical Strikes

2010

Type	Skill	F	R	S	T	Prerequisites
Fighting	Critical Disarm/Parry	10	15	20	15	+2 Weapon Proficiency
Fighting	Critical Wither/Parry	10	15	20	15	+2 Weapon Proficiency
Fighting	Critical Death/Parry	10	15	20	15	+4 Weapon Proficiency
Fighting	Critical Riposte	10	15	20	15	+2 Prof., One-Handed Sword
Fighting	Critical Knockdown/Parry	10	15	20	15	+2 Prof., Staff/Polearm, Thrown Weapon
Fighting	Critical Shatter/Parry	10	15	20	15	+2 Prof., One-Handed Blunt/Axe
Fighting	Critical Smite/Parry	10	15	20	15	+2 Prof., Two-Handed Sword/Blunt/Axe, Bow
Fighting	Master Critical Disarm/Parry	13	18	25	18	+2 Weapon Proficiency
Fighting	Master Critical Wither/Parry	13	18	25	18	+2 Weapon Proficiency
Fighting	Master Critical Death/Parry	13	18	25	18	+4 Weapon Proficiency
Fighting	Master Critical Riposte	13	18	25	18	+2 Prof., One-Handed Sword
Fighting	Master Critical Knockdown/Parry	13	18	25	18	+2 Prof., Staff/Polearm
Fighting	Master Critical Shatter/Parry	13	18	25	18	+2 Prof., One-Handed Blunt/Axe
Fighting	Master Critical Smite/Parry	13	18	25	18	+2 Prof., Two-Handed Sword/Blunt/Axe, Bow

Critical Strikes work in a manner identical to a Critical Slay, except that they deliver specific game effects instead of damage. Each one requires the weapon wielder to say, “prepare to die” when activating them, and each also comes with a reversible use of Critical Parry that follows the rules for this skill as outlined under Critical Slay. Each skill can be purchased multiple times, once per each time the character reaches a multiple of the prerequisite proficiency. For example, a skill that requires +2 can be purchased once at +2, a second time at +4, a third time at +6, etc.

After saying, “prepare to die,” the following verbal will apply for each type of strike: “Critical <type><option>.” The “type” portion of this verbal will be Disarm, Shatter, Death, or Wither as appropriate. The “option” portion is for effects that require the specific target to be stated, as in “Critical Shatter your shield.” Failure to state this option will allow the target to choose which item that he carries is to be affected.

The effects delivered in this manner are not magical in any way, and cannot be removed via *Dispel Magic* and can only be removed by removing the specific effect (i.e. Restore Limb).

Critical Strikes are weapon and hand specific, while Master Critical Strikes are only hand specific. Strikes that have a specific weapon type listed in the prerequisites require skill in one of the listed weapons to purchase the skill and the character must also be wielding the listed weapon type to use the skill.

Specific Skills

Disarm, Wither, Death, Shatter – Other than as noted above, these skills follows the rules for each effect as listed in the current edition of the Core Rules.

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Riposte – Upon calling this effect the wielder will automatically Parry the incoming blow and deliver a strike at his or her typical weapon damage against the attacker. The verbal for this skill is out of game, and is “Riposte <damage value><damage type>”. The damage from a Riposte automatically strikes the target without need for the player using the Riposte to even swing his or her weapon. A Riposte can be prevented by any means that would normally prevent a weapon blow, except as noted above.

Knockdown - This effect will cause the target to be knocked to the ground and stunned for a minimum of five seconds. No *Game Skills* can be used while the target is knocked down, and there is no generic cure for *Knockdown*. A character with an *Endow / Superhuman Strength* can lift a knocked down character to his feet within the five seconds, but *Game Skills* still will not be able to be used until the duration is up.

Smite – By means of this skill the weapon wielder can deliver a single blow as the damage type *Massive*. The damage delivered by a Smite is the same as the damage from a *Critical Slay* based on the wielder’s level of proficiency, etc. This does not take the place of a *Critical Slay*, and does not deliver an amount of damage equivalent to a *Blade Fury*.