



A Critical Strike occurs when the to-Hit roll RO is equal to the target's Critical Threshold. The difference between the two is the Critical Severity. The Critical Severity determines the additional effects from that Critical Strike.

To-Hit

The Combat Chapter in the Players' Tome has all the details on rolling to-Hit. As an additive suggestion, the Players might want to add in the number at which they get Critically Struck. That is to say have 2 sets of numbers for each Evade; the normal Evade, and the target number for a Critical Strike.

In either case, a successful to-Hit roll has a RO, even if the RO is zero. When the RO equals the target's Critical Threshold (CT), you have a Critical Strike. Compare the difference between the RO and the (CT). That number is the Critical Severity.

Critical Severity

Critical Severity (CS) is a number which is used to find all the additive effects that Critical Strike caused. Each Damage Type has an associate Critical Chart. Use the CS to find those effects.

A character rolls to-Hit against Evade 10 and gets a 22. That is a RO 12. The target's Critical Threshold is 5. 12-5 is 7, so the Critical Severity is 7 (CS 7) making it a Critical Strike. The damage Type is Slashing.

Consulting the Slashing Critical Chart, it says: +8 Damage, Bleeding for 2 Rounds, Pain (1) and Severed with a +12% to roll!

Critical Effects

When a Critical Strike lands, based on the Critical Severity, a number of things might happen. More damage is to be assured, but also many different Effects. The following are all the Effects that are associated with Critical Strikes and also found in the Players' Tome (General Effects and Abilities Chapter). Following is a brief synopsis:

- **Armor Compromised (X):** Reduce the targets armor by X for all physical Absorbs, and the Absorb against the attack that reduced their armor.
- **Bleeding (X):** Take 1 Unavoidable Damage per Round for X Rounds. Effects stack.
- **Blinded (X):** Characters that are Blind may not attack with ranged attacks and have a -5 to Hit in melee and cannot Critically Strike, nor can they re-roll when they roll their Critical Number in combat. The number of Rounds this last is equal to (X).
- **Broken Weapon Chance (X):** Roll d% +X, Result of 100 or more means the targets main weapon is destroyed
- **Burning (X):** Characters that are Burning must make a Resistance Check vs. Mystics or take (X) Fiery Damage for each Round of the Effect. Multiple applications of this Effect WILL NOT stack. Lasts for X/2 Rounds.
- **By-Pass Armor (X):** The Strike By-Passes X Absorb
- **Choking (X):** Resistance Check vs. Naturals or become immobilized until a Resistance Check vs. Naturals (-1), which is rolled at Mark 30 (the beginning of each Round). While Choking, Evades reduced by 5 (to a minimum of 2) have a -5 to hit in melee and cannot perform any ranged attacks or cast spells. This lasts for X Rounds.



- **Clumsy (X):** Clumsy characters always miss attacks on Natural to Hit rolls of 1 through 7; they cannot Critically Strike and do not reroll Critical Numbers on rolls to Hit. Lasts for X Rounds.
- **Critical Threshold Compromised (X):** Target's Critical threshold is reduced by X, to a minimum of their Natural CT, or 4 for creatures with Natural Armor.
- **Crushed (X):** Roll d% , +X% on the Crushed Chart.
- **Cursed (X):** Cursed characters cannot perform a Critical Strike and have their Critical Threshold reduced by 4. Additionally, they have a -X to roll for all Resistance Checks. Lasts for X Rounds.
- **Damage (X):** Add X Damage to the Critical Strike
- **Disfigured (X):** -1d4+X Comeliness. If not using Comeliness, target receives a lasting scar.
- **Fatigued (X):** Fatigued Characters suffer -X to Hit, -X to damage and -X Movement. They cannot perform any kind of charge and have their Strength reduced by 4 (to a minimum of 1). They also have their Extra Damage number increased by X. Lasts for X/2 Rounds.
- **Fragile (X):** Fragile characters must make a Resistance Check vs. Naturals (-X) whenever taking Physical Damage in melee or Explosive Damage of any sort. A failed Resistance Check means that +X damage is added to the normal damage. Their Critical Threshold is also reduced by X (to a minimum of their natural CT). Lasts until the end of the fight.
- **Frost (X):** When attacking in melee, they must roll a Dexterity Check (X), or the attack fails. Additionally, characters using bows cannot attack while Frosted. Lasts X Rounds.
- **Frozen (X):** Frozen characters are frozen in place and cannot move. They also have a -5 to all their Evades (to a minimum score of 1) for the duration of the effect, where X is the duration in Rounds.
- **On Fire (X):** Characters that are On Fire take 1 Fiery Damage per Round and must roll a Resistance Check vs. Naturals or become Frightened. This damage and check remains in force for X Rounds, or until extinguished.
- **Pain (X):** Must roll a Resistance Check vs. Naturals -X or forfeit all actions. Additionally, -X to all checks that require concentration (such as spell casting and Intellect-based Skills). This must be done each Round for X/2 Rounds (round up).
- **Permanent Injury (X):** Roll on the Permanent Injury Chart, +X%.
- **Severed (X):** Roll on the Served Chart, +X%.
- **Shocked (X):** Shocked characters must roll a Resistance Check vs. Naturals to take any action. This includes using abilities, attacking in melee or ranged, and moving. Last X Rounds and a Resistance Check only cancels the effect for that Round.
- **Smashed (X):** Make an Agility Check (X). For every point missed, 20 Smashing Damage is taken.
- **Stand Stupid (X):** Remain in place for that Round. They cannot use any Abilities, move, or cast. Can defend and are under normal rules if attacked in melee. Block and Dodge are at a -5 vs. ranged attacks only for the duration of the Effect. Lasts for X Rounds.
- **Stunned (X):** Stunned characters cannot move, use any abilities or cast for the duration of the effect. Additionally, their Evade is reduced to 2 against ranged attacks. Melee attacks automatically hit, and any missed attacks may be re-rolled. Lasts X Rounds.



Required Attack or Weapon Power

Lastly, certain Critical Strikes require a certain amount of oomph behind them. Character's cannot simply behead a dragon with a dagger. For characters, the weapon's Weapon Power sets the limit for a Critical Strike. When using non-specific weapons, or when monsters attack using their claws and fists, then the Attack Power is used.

In the case of non-physical attacks, there is no requirement per se, but the Storyteller might disallow some Critical Strikes or a certain limit based on the attack itself. Again, a small blow dart is not going to impale a Chevalier atop a steed. In the case of spell attacks, Spell Rank is the limiting factor.

Critical Severity	Required Weapon Power	Required Spell Rank
CS 0	1	1
CS 1	1	1
CS 2	1	1
CS 3	1	1
CS 4	1	1
CS 5	1	2
CS 6	1	2
CS 7	1	2
CS 8	1	2
CS 9	1	2
CS 10	2	3
CS 11	2	3
CS 12	2	3
CS 13	2	3
CS 14	2	3
CS 15	2	4
CS 16	2	4
CS 17	2	4
CS 18	2	4
CS 19	2	4
CS 20	3	5
CS 21	3	5
CS 22	3	5
CS 23	3	5
CS 24	3	5
CS 25	3	6
CS 26	3	6
CS 27	3	6
CS 28	3	6
CS 29	3	6
CS 30	3	7

Slashing Criticals

Critical Severity	Effects						
CS 0	Damage (1)						
CS 1	Damage (2)	- Permanent Injury (1)					
CS 2	Damage (3)	- Permanent Injury (3)				- Severed (2)	
CS 3	Damage (4)	- Permanent Injury (4)				- Severed (4)	
CS 4	Damage (5)	- Permanent Injury (6)	- Bleeding (1)			- Severed (6)	
CS 5	Damage (6)	- Permanent Injury (7)	- Bleeding (1)	- Pain (1)		- Severed (8)	
CS 6	Damage (7)	- Permanent Injury (9)	- Bleeding (1)	- Pain (1)		- Severed (10)	
CS 7	Damage (8)	- Permanent Injury (10)	- Bleeding (2)	- Pain (1)		- Severed (12)	
CS 8	Damage (9)	- Permanent Injury (12)	- Bleeding (2)	- Pain (1)		- Severed (14)	
CS 9	Damage (10)	- Permanent Injury (13)	- Bleeding (2)	- Pain (1)		- Severed (16)	
CS 10	Damage (11)	- Permanent Injury (15)	- Bleeding (3)	- Pain (2)		- Severed (18)	
CS 11	Damage (12)	- Permanent Injury (16)	- Bleeding (3)	- Pain (2)		- Severed (20)	
CS 12	Damage (13)	- Permanent Injury (18)	- Bleeding (3)	- Pain (2)		- Severed (22)	
CS 13	Damage (14)	- Permanent Injury (19)	- Bleeding (3)	- Pain (2)		- Severed (24)	
CS 14	Damage (15)	- Permanent Injury (21)	- Bleeding (4)	- Pain (2)		- Severed (26)	
CS 15	Damage (16)	- Permanent Injury (22)	- Bleeding (4)	- Pain (3)		- Severed (28)	
CS 16	Damage (17)	- Permanent Injury (24)	- Bleeding (4)	- Pain (3)		- Severed (30)	
CS 17	Damage (18)	- Permanent Injury (25)	- Bleeding (5)	- Pain (3)		- Severed (32)	
CS 18	Damage (19)	- Permanent Injury (27)	- Bleeding (5)	- Pain (3)		- Severed (34)	
CS 19	Damage (20)	- Permanent Injury (28)	- Bleeding (5)	- Pain (3)		- Severed (36)	
CS 20	Damage (21)	- Permanent Injury (30)	- Bleeding (6)	- Pain (4)		- Severed (38)	
CS 21	Damage (22)	- Permanent Injury (31)	- Bleeding (6)	- Pain (4)		- Severed (40)	
CS 22	Damage (23)	- Permanent Injury (33)	- Bleeding (6)	- Pain (4)		- Severed (42)	
CS 23	Damage (24)	- Permanent Injury (34)	- Bleeding (6)	- Pain (4)		- Severed (44)	
CS 24	Damage (25)	- Permanent Injury (36)	- Bleeding (7)	- Pain (4)		- Severed (46)	
CS 25	Damage (26)	- Permanent Injury (37)	- Bleeding (7)	- Pain (5)		- Severed (48)	
CS 26	Damage (27)	- Permanent Injury (39)	- Bleeding (7)	- Pain (5)		- Severed (50)	
CS 27	Damage (28)	- Permanent Injury (40)	- Bleeding (8)	- Pain (5)		- Severed (52)	
CS 28	Damage (29)	- Permanent Injury (42)	- Bleeding (8)	- Pain (5)		- Severed (54)	
CS 29	Damage (30)	- Permanent Injury (43)	- Bleeding (8)	- Pain (5)		- Severed (56)	
CS 30	Damage (31)	- Permanent Injury (45)	- Bleeding (9)	- Pain (6)		- Severed (58)	



Clawing Criticals

Critical Severity	Effects						
CS 0	Damage (1)						
CS 1	Damage (1)	- Permanent Injury (2)					
CS 2	Damage (2)	- Permanent Injury (4)	- Bleeding (1)			- Pain (1)	
CS 3	Damage (2)	- Permanent Injury (6)	- Bleeding (1)			- Pain (1)	
CS 4	Damage (3)	- Permanent Injury (8)	- Bleeding (2)			- Pain (2)	
CS 5	Damage (3)	- Permanent Injury (10)	- Bleeding (2)			- Pain (2)	
CS 6	Damage (4)	- Permanent Injury (12)	- Bleeding (3)			- Pain (3)	
CS 7	Damage (4)	- Permanent Injury (14)	- Bleeding (3)			- Pain (3)	
CS 8	Damage (5)	- Permanent Injury (16)	- Bleeding (4)			- Pain (4)	
CS 9	Damage (5)	- Permanent Injury (18)	- Bleeding (4)			- Pain (4)	
CS 10	Damage (6)	- Permanent Injury (20)	- Bleeding (5)	- Disfigured (1)		- Pain (5)	
CS 11	Damage (6)	- Permanent Injury (22)	- Bleeding (5)	- Disfigured (1)		- Pain (5)	
CS 12	Damage (7)	- Permanent Injury (24)	- Bleeding (6)	- Disfigured (1)		- Pain (6)	
CS 13	Damage (7)	- Permanent Injury (26)	- Bleeding (6)	- Disfigured (1)		- Pain (6)	
CS 14	Damage (8)	- Permanent Injury (28)	- Bleeding (7)	- Disfigured (1)		- Pain (7)	
CS 15	Damage (8)	- Permanent Injury (30)	- Bleeding (7)	- Disfigured (1)		- Pain (7)	
CS 16	Damage (9)	- Permanent Injury (32)	- Bleeding (8)	- Disfigured (1)		- Pain (8)	
CS 17	Damage (9)	- Permanent Injury (34)	- Bleeding (8)	- Disfigured (1)		- Pain (8)	
CS 18	Damage (10)	- Permanent Injury (36)	- Bleeding (9)	- Disfigured (1)		- Pain (9)	
CS 19	Damage (10)	- Permanent Injury (38)	- Bleeding (9)	- Disfigured (1)		- Pain (9)	
CS 20	Damage (11)	- Permanent Injury (40)	- Bleeding (10)	- Disfigured (2)		- Pain (10)	
CS 21	Damage (11)	- Permanent Injury (42)	- Bleeding (10)	- Disfigured (2)		- Pain (10)	
CS 22	Damage (12)	- Permanent Injury (44)	- Bleeding (11)	- Disfigured (2)		- Pain (11)	
CS 23	Damage (12)	- Permanent Injury (46)	- Bleeding (11)	- Disfigured (2)		- Pain (11)	
CS 24	Damage (13)	- Permanent Injury (48)	- Bleeding (12)	- Disfigured (2)		- Pain (12)	
CS 25	Damage (13)	- Permanent Injury (50)	- Bleeding (12)	- Disfigured (2)		- Pain (12)	
CS 26	Damage (14)	- Permanent Injury (52)	- Bleeding (13)	- Disfigured (2)		- Pain (13)	
CS 27	Damage (14)	- Permanent Injury (54)	- Bleeding (13)	- Disfigured (2)		- Pain (13)	
CS 28	Damage (15)	- Permanent Injury (56)	- Bleeding (14)	- Disfigured (2)		- Pain (14)	
CS 29	Damage (15)	- Permanent Injury (58)	- Bleeding (14)	- Disfigured (2)		- Pain (14)	
CS 30	Damage (16)	- Permanent Injury (60)	- Bleeding (15)	- Disfigured (3)		- Pain (15)	



Hacking Criticals

Critical Severity	Effects						
CS 0	Damage (1)						
CS 1	Damage (2)	- Permanent Injury (1)					
CS 2	Damage (4)	- Permanent Injury (3)			- Severed (1)		
CS 3	Damage (5)	- Permanent Injury (5)			- Severed (2)		
CS 4	Damage (7)	- Permanent Injury (7)	- Bleeding (1)	- Severed (3)		- Stand Stupid (1)	
CS 5	Damage (8)	- Permanent Injury (8)	- Bleeding (1)	- Severed (4)		- Stand Stupid (1)	
CS 6	Damage (10)	- Permanent Injury (10)	- Bleeding (1)	- Severed (5)		- Stand Stupid (1)	
CS 7	Damage (11)	- Permanent Injury (12)	- Bleeding (1)	- Severed (6)		- Stand Stupid (1)	
CS 8	Damage (13)	- Permanent Injury (14)	- Bleeding (2)	- Severed (7)		- Stand Stupid (2)	
CS 9	Damage (14)	- Permanent Injury (15)	- Bleeding (2)	- Severed (8)		- Stand Stupid (2)	
CS 10	Damage (16)	- Permanent Injury (17)	- Bleeding (2)	- Severed (9)		- Stand Stupid (2)	
CS 11	Damage (17)	- Permanent Injury (19)	- Bleeding (2)	- Severed (10)		- Stand Stupid (2)	
CS 12	Damage (19)	- Permanent Injury (21)	- Bleeding (3)	- Severed (11)		- Stand Stupid (3)	
CS 13	Damage (20)	- Permanent Injury (22)	- Bleeding (3)	- Severed (12)		- Stand Stupid (3)	
CS 14	Damage (22)	- Permanent Injury (24)	- Bleeding (3)	- Severed (13)		- Stand Stupid (3)	
CS 15	Damage (23)	- Permanent Injury (26)	- Bleeding (3)	- Severed (14)		- Stand Stupid (3)	
CS 16	Damage (25)	- Permanent Injury (28)	- Bleeding (4)	- Severed (15)		- Stand Stupid (4)	
CS 17	Damage (26)	- Permanent Injury (29)	- Bleeding (4)	- Severed (16)		- Stand Stupid (4)	
CS 18	Damage (28)	- Permanent Injury (31)	- Bleeding (4)	- Severed (17)		- Stand Stupid (4)	
CS 19	Damage (29)	- Permanent Injury (33)	- Bleeding (4)	- Severed (18)		- Stand Stupid (4)	
CS 20	Damage (31)	- Permanent Injury (35)	- Bleeding (5)	- Severed (19)		- Stand Stupid (5)	
CS 21	Damage (32)	- Permanent Injury (36)	- Bleeding (5)	- Severed (20)		- Stand Stupid (5)	
CS 22	Damage (34)	- Permanent Injury (38)	- Bleeding (5)	- Severed (21)		- Stand Stupid (5)	
CS 23	Damage (35)	- Permanent Injury (40)	- Bleeding (5)	- Severed (22)		- Stand Stupid (5)	
CS 24	Damage (37)	- Permanent Injury (42)	- Bleeding (6)	- Severed (23)		- Stand Stupid (6)	
CS 25	Damage (38)	- Permanent Injury (43)	- Bleeding (6)	- Severed (24)		- Stand Stupid (6)	
CS 26	Damage (40)	- Permanent Injury (45)	- Bleeding (6)	- Severed (25)		- Stand Stupid (6)	
CS 27	Damage (41)	- Permanent Injury (47)	- Bleeding (6)	- Severed (26)		- Stand Stupid (6)	
CS 28	Damage (43)	- Permanent Injury (49)	- Bleeding (7)	- Severed (27)		- Stand Stupid (7)	
CS 29	Damage (44)	- Permanent Injury (50)	- Bleeding (7)	- Severed (28)		- Stand Stupid (7)	
CS 30	Damage (46)	- Permanent Injury (52)	- Bleeding (7)	- Severed (29)		- Stand Stupid (7)	



Piercing Criticals

Critical Severity	Effects						
CS 0	Damage (1)						
CS 1	Damage (1)		-	By-Pass Armor (1)			
CS 2	Damage (1)	-	Permanent Injury (1)	-	By-Pass Armor (3)	-	Critical Threshold Compromised (1)
CS 3	Damage (1)	-	Permanent Injury (1)	-	By-Pass Armor (4)	-	Critical Threshold Compromised (1)
CS 4	Damage (2)	-	Permanent Injury (2)	-	By-Pass Armor (6)	-	Critical Threshold Compromised (2)
CS 5	Damage (2)	-	Permanent Injury (2)	-	By-Pass Armor (7)	-	Critical Threshold Compromised (2)
CS 6	Damage (2)	-	Permanent Injury (3)	-	By-Pass Armor (9)	-	Critical Threshold Compromised (3)
CS 7	Damage (2)	-	Permanent Injury (3)	-	By-Pass Armor (10)	-	Critical Threshold Compromised (3)
CS 8	Damage (3)	-	Permanent Injury (4)	-	By-Pass Armor (12)	-	Critical Threshold Compromised (4)
CS 9	Damage (3)	-	Permanent Injury (4)	-	By-Pass Armor (13)	-	Critical Threshold Compromised (4)
CS 10	Damage (3)	-	Permanent Injury (5)	-	By-Pass Armor (15)	-	Critical Threshold Compromised (5)
CS 11	Damage (3)	-	Permanent Injury (5)	-	By-Pass Armor (16)	-	Critical Threshold Compromised (5)
CS 12	Damage (4)	-	Permanent Injury (6)	-	By-Pass Armor (18)	-	Critical Threshold Compromised (6)
CS 13	Damage (4)	-	Permanent Injury (6)	-	By-Pass Armor (19)	-	Critical Threshold Compromised (6)
CS 14	Damage (4)	-	Permanent Injury (7)	-	By-Pass Armor (21)	-	Critical Threshold Compromised (7)
CS 15	Damage (4)	-	Permanent Injury (7)	-	By-Pass Armor (22)	-	Critical Threshold Compromised (7)
CS 16	Damage (5)	-	Permanent Injury (8)	-	By-Pass Armor (24)	-	Critical Threshold Compromised (8)
CS 17	Damage (5)	-	Permanent Injury (8)	-	By-Pass Armor (25)	-	Critical Threshold Compromised (8)
CS 18	Damage (5)	-	Permanent Injury (9)	-	By-Pass Armor (27)	-	Critical Threshold Compromised (9)
CS 19	Damage (5)	-	Permanent Injury (9)	-	By-Pass Armor (28)	-	Critical Threshold Compromised (9)
CS 20	Damage (6)	-	Permanent Injury (10)	-	By-Pass Armor (30)	-	Critical Threshold Compromised (10)
CS 21	Damage (6)	-	Permanent Injury (10)	-	By-Pass Armor (31)	-	Critical Threshold Compromised (10)
CS 22	Damage (6)	-	Permanent Injury (11)	-	By-Pass Armor (33)	-	Critical Threshold Compromised (11)
CS 23	Damage (6)	-	Permanent Injury (11)	-	By-Pass Armor (34)	-	Critical Threshold Compromised (11)
CS 24	Damage (7)	-	Permanent Injury (12)	-	By-Pass Armor (36)	-	Critical Threshold Compromised (12)
CS 25	Damage (7)	-	Permanent Injury (12)	-	By-Pass Armor (37)	-	Critical Threshold Compromised (12)
CS 26	Damage (7)	-	Permanent Injury (13)	-	By-Pass Armor (39)	-	Critical Threshold Compromised (13)
CS 27	Damage (7)	-	Permanent Injury (13)	-	By-Pass Armor (40)	-	Critical Threshold Compromised (13)
CS 28	Damage (8)	-	Permanent Injury (14)	-	By-Pass Armor (42)	-	Critical Threshold Compromised (14)
CS 29	Damage (8)	-	Permanent Injury (14)	-	By-Pass Armor (43)	-	Critical Threshold Compromised (14)
CS 30	Damage (8)	-	Permanent Injury (15)	-	By-Pass Armor (45)	-	Critical Threshold Compromised (15)



Puncturing Criticals

Critical Severity	Effects						
CS 0	Damage (1)						
CS 1	Damage (2)		-	Broken Weapon Chance (1)			
CS 2	Damage (4)		-	Broken Weapon Chance (3)	-	By-Pass Armor (1)	
CS 3	Damage (6)		-	Broken Weapon Chance (4)	-	By-Pass Armor (1)	
CS 4	Damage (8)		-	Broken Weapon Chance (6)	-	By-Pass Armor (2)	- Crushed (1)
CS 5	Damage (9)		-	Broken Weapon Chance (7)	-	By-Pass Armor (2)	- Crushed (1)
CS 6	Damage (11)		-	Broken Weapon Chance (9)	-	By-Pass Armor (3)	- Crushed (2)
CS 7	Damage (13)		-	Broken Weapon Chance (10)	-	By-Pass Armor (3)	- Crushed (2)
CS 8	Damage (15)		-	Broken Weapon Chance (12)	-	By-Pass Armor (4)	- Crushed (3)
CS 9	Damage (16)		-	Broken Weapon Chance (13)	-	By-Pass Armor (4)	- Crushed (3)
CS 10	Damage (18)	- Permanent Injury (1)	-	Broken Weapon Chance (15)	-	By-Pass Armor (5)	- Crushed (4)
CS 11	Damage (20)	- Permanent Injury (1)	-	Broken Weapon Chance (16)	-	By-Pass Armor (5)	- Crushed (4)
CS 12	Damage (22)	- Permanent Injury (1)	-	Broken Weapon Chance (18)	-	By-Pass Armor (6)	- Crushed (5)
CS 13	Damage (23)	- Permanent Injury (1)	-	Broken Weapon Chance (19)	-	By-Pass Armor (6)	- Crushed (5)
CS 14	Damage (25)	- Permanent Injury (1)	-	Broken Weapon Chance (21)	-	By-Pass Armor (7)	- Crushed (6)
CS 15	Damage (27)	- Permanent Injury (1)	-	Broken Weapon Chance (22)	-	By-Pass Armor (7)	- Crushed (6)
CS 16	Damage (29)	- Permanent Injury (1)	-	Broken Weapon Chance (24)	-	By-Pass Armor (8)	- Crushed (7)
CS 17	Damage (30)	- Permanent Injury (1)	-	Broken Weapon Chance (25)	-	By-Pass Armor (8)	- Crushed (7)
CS 18	Damage (32)	- Permanent Injury (1)	-	Broken Weapon Chance (27)	-	By-Pass Armor (9)	- Crushed (8)
CS 19	Damage (34)	- Permanent Injury (1)	-	Broken Weapon Chance (28)	-	By-Pass Armor (9)	- Crushed (8)
CS 20	Damage (36)	- Permanent Injury (2)	-	Broken Weapon Chance (30)	-	By-Pass Armor (10)	- Crushed (9)
CS 21	Damage (37)	- Permanent Injury (2)	-	Broken Weapon Chance (31)	-	By-Pass Armor (10)	- Crushed (9)
CS 22	Damage (39)	- Permanent Injury (2)	-	Broken Weapon Chance (33)	-	By-Pass Armor (11)	- Crushed (10)
CS 23	Damage (41)	- Permanent Injury (2)	-	Broken Weapon Chance (34)	-	By-Pass Armor (11)	- Crushed (12)
CS 24	Damage (43)	- Permanent Injury (2)	-	Broken Weapon Chance (36)	-	By-Pass Armor (12)	- Crushed (14)
CS 25	Damage (44)	- Permanent Injury (2)	-	Broken Weapon Chance (37)	-	By-Pass Armor (12)	- Crushed (15)
CS 26	Damage (46)	- Permanent Injury (2)	-	Broken Weapon Chance (39)	-	By-Pass Armor (13)	- Crushed (16)
CS 27	Damage (48)	- Permanent Injury (2)	-	Broken Weapon Chance (40)	-	By-Pass Armor (13)	- Crushed (18)
CS 28	Damage (50)	- Permanent Injury (2)	-	Broken Weapon Chance (42)	-	By-Pass Armor (14)	- Crushed (20)
CS 29	Damage (51)	- Permanent Injury (2)	-	Broken Weapon Chance (43)	-	By-Pass Armor (14)	- Crushed (25)
CS 30	Damage (53)	- Permanent Injury (3)	-	Broken Weapon Chance (45)	-	By-Pass Armor (15)	- Crushed (30)



Bite-Like Criticals

Critical Severity	Effects								
CS 0	Damage (1)								
CS 1	Damage (3)		-	By-Pass Armor (1)					
CS 2	Damage (5)		-	By-Pass Armor (2)	-	Critical Threshold Compromised (1)			
CS 3	Damage (7)		-	By-Pass Armor (3)	-	Critical Threshold Compromised (2)			
CS 4	Damage (9)		-	By-Pass Armor (4)	-	Critical Threshold Compromised (3)			
CS 5	Damage (11)		-	By-Pass Armor (5)	-	Critical Threshold Compromised (3)			
CS 6	Damage (13)		-	By-Pass Armor (6)	-	Critical Threshold Compromised (4)			
CS 7	Damage (15)		-	By-Pass Armor (7)	-	Critical Threshold Compromised (5)			
CS 8	Damage (17)		-	By-Pass Armor (8)	-	Critical Threshold Compromised (6)			
CS 9	Damage (19)		-	By-Pass Armor (9)	-	Critical Threshold Compromised (6)			
CS 10	Damage (21)	-	Permanent Injury (1)	-	By-Pass Armor (10)	-	Critical Threshold Compromised (7)	-	Crushed (1)
CS 11	Damage (23)	-	Permanent Injury (2)	-	By-Pass Armor (11)	-	Critical Threshold Compromised (8)	-	Crushed (2)
CS 12	Damage (25)	-	Permanent Injury (3)	-	By-Pass Armor (12)	-	Critical Threshold Compromised (9)	-	Crushed (3)
CS 13	Damage (27)	-	Permanent Injury (4)	-	By-Pass Armor (13)	-	Critical Threshold Compromised (9)	-	Crushed (4)
CS 14	Damage (29)	-	Permanent Injury (5)	-	By-Pass Armor (14)	-	Critical Threshold Compromised (10)	-	Crushed (5)
CS 15	Damage (31)	-	Permanent Injury (6)	-	By-Pass Armor (15)	-	Critical Threshold Compromised (11)	-	Crushed (6)
CS 16	Damage (33)	-	Permanent Injury (7)	-	By-Pass Armor (16)	-	Critical Threshold Compromised (12)	-	Crushed (7)
CS 17	Damage (35)	-	Permanent Injury (8)	-	By-Pass Armor (17)	-	Critical Threshold Compromised (12)	-	Crushed (8)
CS 18	Damage (37)	-	Permanent Injury (9)	-	By-Pass Armor (18)	-	Critical Threshold Compromised (13)	-	Crushed (9)
CS 19	Damage (39)	-	Permanent Injury (10)	-	By-Pass Armor (19)	-	Critical Threshold Compromised (14)	-	Crushed (10)
CS 20	Damage (41)	-	Permanent Injury (11)	-	By-Pass Armor (20)	-	Critical Threshold Compromised (15)	-	Crushed (11)
CS 21	Damage (43)	-	Permanent Injury (12)	-	By-Pass Armor (21)	-	Critical Threshold Compromised (15)	-	Crushed (12)
CS 22	Damage (45)	-	Permanent Injury (13)	-	By-Pass Armor (22)	-	Critical Threshold Compromised (16)	-	Crushed (13)
CS 23	Damage (47)	-	Permanent Injury (14)	-	By-Pass Armor (23)	-	Critical Threshold Compromised (17)	-	Crushed (14)
CS 24	Damage (49)	-	Permanent Injury (15)	-	By-Pass Armor (24)	-	Critical Threshold Compromised (18)	-	Crushed (15)
CS 25	Damage (51)	-	Permanent Injury (16)	-	By-Pass Armor (25)	-	Critical Threshold Compromised (18)	-	Crushed (16)
CS 26	Damage (53)	-	Permanent Injury (17)	-	By-Pass Armor (26)	-	Critical Threshold Compromised (19)	-	Crushed (17)
CS 27	Damage (55)	-	Permanent Injury (18)	-	By-Pass Armor (27)	-	Critical Threshold Compromised (20)	-	Crushed (18)
CS 28	Damage (57)	-	Permanent Injury (19)	-	By-Pass Armor (28)	-	Critical Threshold Compromised (21)	-	Crushed (19)
CS 29	Damage (59)	-	Permanent Injury (20)	-	By-Pass Armor (29)	-	Critical Threshold Compromised (21)	-	Crushed (20)
CS 30	Damage (61)	-	Permanent Injury (21)	-	By-Pass Armor (30)	-	Critical Threshold Compromised (22)	-	Crushed (21)



Blunt Criticals

Critical Severity	Effects							
CS 0	Damage (1)							
CS 1	Damage (2)		-	Crushed (2)		-	Stunned (1)	
CS 2	Damage (3)		-	Crushed (5)	-	Clumsy (1)	Stunned (1)	
CS 3	Damage (4)		-	Crushed (7)	-	Clumsy (1)	Stunned (2)	
CS 4	Damage (5)	-	Permanent Injury (1)	-	Crushed (10)	-	Clumsy (2)	Stunned (2)
CS 5	Damage (6)	-	Permanent Injury (1)	-	Crushed (12)	-	Clumsy (2)	Stunned (3)
CS 6	Damage (7)	-	Permanent Injury (1)	-	Crushed (15)	-	Clumsy (3)	Stunned (3)
CS 7	Damage (8)	-	Permanent Injury (1)	-	Crushed (17)	-	Clumsy (3)	Stunned (4)
CS 8	Damage (9)	-	Permanent Injury (2)	-	Crushed (20)	-	Clumsy (4)	Stunned (4)
CS 9	Damage (10)	-	Permanent Injury (2)	-	Crushed (22)	-	Clumsy (4)	Stunned (4)
CS 10	Damage (11)	-	Permanent Injury (2)	-	Crushed (25)	-	Clumsy (5)	Stunned (5)
CS 11	Damage (12)	-	Permanent Injury (2)	-	Crushed (27)	-	Clumsy (5)	Stunned (5)
CS 12	Damage (13)	-	Permanent Injury (3)	-	Crushed (30)	-	Clumsy (6)	Stunned (5)
CS 13	Damage (14)	-	Permanent Injury (3)	-	Crushed (32)	-	Clumsy (6)	Stunned (6)
CS 14	Damage (15)	-	Permanent Injury (3)	-	Crushed (35)	-	Clumsy (7)	Stunned (6)
CS 15	Damage (16)	-	Permanent Injury (3)	-	Crushed (37)	-	Clumsy (7)	Stunned (6)
CS 16	Damage (17)	-	Permanent Injury (4)	-	Crushed (40)	-	Clumsy (8)	Stunned (7)
CS 17	Damage (18)	-	Permanent Injury (4)	-	Crushed (42)	-	Clumsy (8)	Stunned (7)
CS 18	Damage (19)	-	Permanent Injury (4)	-	Crushed (45)	-	Clumsy (9)	Stunned (7)
CS 19	Damage (20)	-	Permanent Injury (4)	-	Crushed (47)	-	Clumsy (9)	Stunned (8)
CS 20	Damage (21)	-	Permanent Injury (5)	-	Crushed (50)	-	Clumsy (10)	Stunned (8)
CS 21	Damage (22)	-	Permanent Injury (5)	-	Crushed (52)	-	Clumsy (10)	Stunned (8)
CS 22	Damage (23)	-	Permanent Injury (5)	-	Crushed (55)	-	Clumsy (11)	Stunned (8)
CS 23	Damage (24)	-	Permanent Injury (5)	-	Crushed (57)	-	Clumsy (11)	Stunned (9)
CS 24	Damage (25)	-	Permanent Injury (6)	-	Crushed (60)	-	Clumsy (12)	Stunned (9)
CS 25	Damage (26)	-	Permanent Injury (6)	-	Crushed (62)	-	Clumsy (12)	Stunned (9)
CS 26	Damage (27)	-	Permanent Injury (6)	-	Crushed (65)	-	Clumsy (13)	Stunned (9)
CS 27	Damage (28)	-	Permanent Injury (6)	-	Crushed (67)	-	Clumsy (13)	Stunned (9)
CS 28	Damage (29)	-	Permanent Injury (7)	-	Crushed (70)	-	Clumsy (14)	Stunned (10)
CS 29	Damage (30)	-	Permanent Injury (7)	-	Crushed (72)	-	Clumsy (14)	Stunned (11)
CS 30	Damage (31)	-	Permanent Injury (7)	-	Crushed (75)	-	Clumsy (15)	Stunned (12)



Smashing Criticals

Critical Severity	Effects						
CS 0	Damage (1)						
CS 1	Damage (1)	- Permanent Injury (2)	- Broken Weapon Chance (3)	- Smashed (1)			
CS 2	Damage (1)	- Permanent Injury (5)	- Broken Weapon Chance (6)	- Smashed (2)			
CS 3	Damage (1)	- Permanent Injury (7)	- Broken Weapon Chance (9)	- Smashed (3)			
CS 4	Damage (1)	- Permanent Injury (10)	- Broken Weapon Chance (12)	- Smashed (4)	- Armor Compromised (1)		
CS 5	Damage (1)	- Permanent Injury (12)	- Broken Weapon Chance (15)	- Smashed (5)	- Armor Compromised (1)		
CS 6	Damage (1)	- Permanent Injury (15)	- Broken Weapon Chance (18)	- Smashed (6)	- Armor Compromised (1)		
CS 7	Damage (1)	- Permanent Injury (17)	- Broken Weapon Chance (21)	- Smashed (7)	- Armor Compromised (1)		
CS 8	Damage (1)	- Permanent Injury (20)	- Broken Weapon Chance (24)	- Smashed (8)	- Armor Compromised (2)		
CS 9	Damage (1)	- Permanent Injury (22)	- Broken Weapon Chance (27)	- Smashed (9)	- Armor Compromised (2)		
CS 10	Damage (1)	- Permanent Injury (25)	- Broken Weapon Chance (30)	- Smashed (10)	- Armor Compromised (2)		
CS 11	Damage (1)	- Permanent Injury (27)	- Broken Weapon Chance (33)	- Smashed (11)	- Armor Compromised (2)		
CS 12	Damage (1)	- Permanent Injury (30)	- Broken Weapon Chance (36)	- Smashed (12)	- Armor Compromised (3)		
CS 13	Damage (1)	- Permanent Injury (32)	- Broken Weapon Chance (39)	- Smashed (13)	- Armor Compromised (3)		
CS 14	Damage (1)	- Permanent Injury (35)	- Broken Weapon Chance (42)	- Smashed (14)	- Armor Compromised (3)		
CS 15	Damage (1)	- Permanent Injury (37)	- Broken Weapon Chance (45)	- Smashed (15)	- Armor Compromised (3)		
CS 16	Damage (1)	- Permanent Injury (40)	- Broken Weapon Chance (48)	- Smashed (16)	- Armor Compromised (4)		
CS 17	Damage (1)	- Permanent Injury (42)	- Broken Weapon Chance (51)	- Smashed (17)	- Armor Compromised (4)		
CS 18	Damage (1)	- Permanent Injury (45)	- Broken Weapon Chance (54)	- Smashed (18)	- Armor Compromised (4)		
CS 19	Damage (1)	- Permanent Injury (47)	- Broken Weapon Chance (57)	- Smashed (19)	- Armor Compromised (4)		
CS 20	Damage (1)	- Permanent Injury (50)	- Broken Weapon Chance (60)	- Smashed (20)	- Armor Compromised (5)		
CS 21	Damage (1)	- Permanent Injury (52)	- Broken Weapon Chance (63)	- Smashed (21)	- Armor Compromised (5)		
CS 22	Damage (1)	- Permanent Injury (55)	- Broken Weapon Chance (66)	- Smashed (22)	- Armor Compromised (5)		
CS 23	Damage (1)	- Permanent Injury (57)	- Broken Weapon Chance (69)	- Smashed (23)	- Armor Compromised (5)		
CS 24	Damage (1)	- Permanent Injury (60)	- Broken Weapon Chance (72)	- Smashed (24)	- Armor Compromised (6)		
CS 25	Damage (1)	- Permanent Injury (62)	- Broken Weapon Chance (75)	- Smashed (25)	- Armor Compromised (6)		
CS 26	Damage (1)	- Permanent Injury (65)	- Broken Weapon Chance (78)	- Smashed (26)	- Armor Compromised (6)		
CS 27	Damage (1)	- Permanent Injury (67)	- Broken Weapon Chance (81)	- Smashed (27)	- Armor Compromised (6)		
CS 28	Damage (1)	- Permanent Injury (70)	- Broken Weapon Chance (84)	- Smashed (28)	- Armor Compromised (7)		
CS 29	Damage (1)	- Permanent Injury (72)	- Broken Weapon Chance (87)	- Smashed (29)	- Armor Compromised (7)		
CS 30	Damage (1)	- Permanent Injury (75)	- Broken Weapon Chance (90)	- Smashed (30)	- Armor Compromised (7)		



Whip-Like Criticals

Critical Severity	Effects						
CS 0	Damage (1)						
CS 1	Damage (1)						
CS 2	Damage (1)		-	Choking (1)	-	Pain (1)	
CS 3	Damage (1)		-	Choking (1)	-	Pain (2)	
CS 4	Damage (2)		-	Choking (2)	-	Pain (3)	- Stand Stupid (1)
CS 5	Damage (2)		-	Choking (2)	-	Pain (3)	- Stand Stupid (1)
CS 6	Damage (2)		-	Choking (3)	-	Pain (4)	- Stand Stupid (1)
CS 7	Damage (2)		-	Choking (3)	-	Pain (5)	- Stand Stupid (1)
CS 8	Damage (3)		-	Choking (4)	-	Pain (6)	- Stand Stupid (2)
CS 9	Damage (3)		-	Choking (4)	-	Pain (6)	- Stand Stupid (2)
CS 10	Damage (3)	- Permanent Injury (1)	-	Choking (5)	-	Pain (7)	- Stand Stupid (2)
CS 11	Damage (3)	- Permanent Injury (1)	-	Choking (5)	-	Pain (8)	- Stand Stupid (2)
CS 12	Damage (4)	- Permanent Injury (1)	-	Choking (6)	-	Pain (9)	- Stand Stupid (3)
CS 13	Damage (4)	- Permanent Injury (1)	-	Choking (6)	-	Pain (9)	- Stand Stupid (3)
CS 14	Damage (4)	- Permanent Injury (1)	-	Choking (7)	-	Pain (10)	- Stand Stupid (3)
CS 15	Damage (4)	- Permanent Injury (1)	-	Choking (7)	-	Pain (11)	- Stand Stupid (3)
CS 16	Damage (5)	- Permanent Injury (1)	-	Choking (8)	-	Pain (12)	- Stand Stupid (4)
CS 17	Damage (5)	- Permanent Injury (1)	-	Choking (8)	-	Pain (12)	- Stand Stupid (4)
CS 18	Damage (5)	- Permanent Injury (1)	-	Choking (9)	-	Pain (13)	- Stand Stupid (4)
CS 19	Damage (5)	- Permanent Injury (1)	-	Choking (9)	-	Pain (14)	- Stand Stupid (4)
CS 20	Damage (6)	- Permanent Injury (2)	-	Choking (10)	-	Pain (15)	- Stand Stupid (5)
CS 21	Damage (6)	- Permanent Injury (2)	-	Choking (10)	-	Pain (15)	- Stand Stupid (5)
CS 22	Damage (6)	- Permanent Injury (2)	-	Choking (11)	-	Pain (16)	- Stand Stupid (5)
CS 23	Damage (6)	- Permanent Injury (2)	-	Choking (11)	-	Pain (17)	- Stand Stupid (5)
CS 24	Damage (7)	- Permanent Injury (2)	-	Choking (12)	-	Pain (18)	- Stand Stupid (6)
CS 25	Damage (7)	- Permanent Injury (2)	-	Choking (12)	-	Pain (18)	- Stand Stupid (6)
CS 26	Damage (7)	- Permanent Injury (2)	-	Choking (13)	-	Pain (19)	- Stand Stupid (6)
CS 27	Damage (7)	- Permanent Injury (2)	-	Choking (13)	-	Pain (20)	- Stand Stupid (6)
CS 28	Damage (8)	- Permanent Injury (2)	-	Choking (14)	-	Pain (21)	- Stand Stupid (7)
CS 29	Damage (8)	- Permanent Injury (2)	-	Choking (14)	-	Pain (21)	- Stand Stupid (7)
CS 30	Damage (8)	- Permanent Injury (3)	-	Choking (15)	-	Pain (22)	- Stand Stupid (7)



Explosive Criticals

Critical Severity	Effects						
CS 0	Damage (1)						
CS 1	Damage (3)				-	Stand Stupid (1)	
CS 2	Damage (6)				-	Stand Stupid (1)	-
CS 3	Damage (8)				-	Stand Stupid (1)	-
CS 4	Damage (11)	-	Permanent Injury (1)	-	Severed (1)	-	Stand Stupid (2)
CS 5	Damage (13)	-	Permanent Injury (1)	-	Severed (1)	-	Stand Stupid (2)
CS 6	Damage (16)	-	Permanent Injury (1)	-	Severed (1)	-	Stand Stupid (2)
CS 7	Damage (18)	-	Permanent Injury (2)	-	Severed (1)	-	Stand Stupid (3)
CS 8	Damage (21)	-	Permanent Injury (2)	-	Severed (2)	-	Stand Stupid (3)
CS 9	Damage (23)	-	Permanent Injury (2)	-	Severed (2)	-	Stand Stupid (3)
CS 10	Damage (26)	-	Permanent Injury (3)	-	Severed (2)	-	Stand Stupid (4)
CS 11	Damage (28)	-	Permanent Injury (3)	-	Severed (2)	-	Stand Stupid (4)
CS 12	Damage (31)	-	Permanent Injury (3)	-	Severed (3)	-	Stand Stupid (4)
CS 13	Damage (33)	-	Permanent Injury (3)	-	Severed (3)	-	Stand Stupid (5)
CS 14	Damage (36)	-	Permanent Injury (4)	-	Severed (3)	-	Stand Stupid (5)
CS 15	Damage (38)	-	Permanent Injury (4)	-	Severed (3)	-	Stand Stupid (5)
CS 16	Damage (41)	-	Permanent Injury (4)	-	Severed (4)	-	Stand Stupid (6)
CS 17	Damage (43)	-	Permanent Injury (5)	-	Severed (4)	-	Stand Stupid (6)
CS 18	Damage (46)	-	Permanent Injury (5)	-	Severed (4)	-	Stand Stupid (6)
CS 19	Damage (48)	-	Permanent Injury (5)	-	Severed (4)	-	Stand Stupid (7)
CS 20	Damage (51)	-	Permanent Injury (6)	-	Severed (5)	-	Stand Stupid (7)
CS 21	Damage (53)	-	Permanent Injury (6)	-	Severed (5)	-	Stand Stupid (7)
CS 22	Damage (56)	-	Permanent Injury (6)	-	Severed (5)	-	Stand Stupid (8)
CS 23	Damage (58)	-	Permanent Injury (6)	-	Severed (5)	-	Stand Stupid (8)
CS 24	Damage (61)	-	Permanent Injury (7)	-	Severed (6)	-	Stand Stupid (8)
CS 25	Damage (63)	-	Permanent Injury (7)	-	Severed (6)	-	Stand Stupid (9)
CS 26	Damage (66)	-	Permanent Injury (7)	-	Severed (6)	-	Stand Stupid (9)
CS 27	Damage (68)	-	Permanent Injury (8)	-	Severed (6)	-	Stand Stupid (9)
CS 28	Damage (71)	-	Permanent Injury (8)	-	Severed (7)	-	Stand Stupid (10)
CS 29	Damage (73)	-	Permanent Injury (8)	-	Severed (7)	-	Stand Stupid (11)
CS 30	Damage (76)	-	Permanent Injury (9)	-	Severed (7)	-	Stand Stupid (12)



Concussive Criticals

Critical Severity	Effects								
CS 0	Damage (1)								
CS 1	Damage (2)					-	Stunned (1)		
CS 2	Damage (4)					-	Stunned (1)		
CS 3	Damage (5)					-	Stunned (1)		
CS 4	Damage (7)	-	Permanent Injury (1)		-	Shocked (1)	-	Stunned (1)	
CS 5	Damage (8)	-	Permanent Injury (1)		-	Shocked (1)	-	Stunned (2)	
CS 6	Damage (10)	-	Permanent Injury (1)		-	Shocked (1)	-	Stunned (2)	
CS 7	Damage (11)	-	Permanent Injury (1)		-	Shocked (1)	-	Stunned (2)	
CS 8	Damage (13)	-	Permanent Injury (2)		-	Shocked (2)	-	Stunned (2)	
CS 9	Damage (14)	-	Permanent Injury (2)		-	Shocked (2)	-	Stunned (3)	
CS 10	Damage (16)	-	Permanent Injury (2)	-	Frozen (1)	-	Shocked (2)	-	Stunned (3)
CS 11	Damage (17)	-	Permanent Injury (2)	-	Frozen (1)	-	Shocked (2)	-	Stunned (3)
CS 12	Damage (19)	-	Permanent Injury (3)	-	Frozen (1)	-	Shocked (3)	-	Stunned (3)
CS 13	Damage (20)	-	Permanent Injury (3)	-	Frozen (1)	-	Shocked (3)	-	Stunned (4)
CS 14	Damage (22)	-	Permanent Injury (3)	-	Frozen (1)	-	Shocked (3)	-	Stunned (4)
CS 15	Damage (23)	-	Permanent Injury (3)	-	Frozen (1)	-	Shocked (3)	-	Stunned (4)
CS 16	Damage (25)	-	Permanent Injury (4)	-	Frozen (1)	-	Shocked (4)	-	Stunned (4)
CS 17	Damage (26)	-	Permanent Injury (4)	-	Frozen (1)	-	Shocked (4)	-	Stunned (5)
CS 18	Damage (28)	-	Permanent Injury (4)	-	Frozen (1)	-	Shocked (4)	-	Stunned (5)
CS 19	Damage (29)	-	Permanent Injury (4)	-	Frozen (1)	-	Shocked (4)	-	Stunned (5)
CS 20	Damage (31)	-	Permanent Injury (5)	-	Frozen (2)	-	Shocked (5)	-	Stunned (5)
CS 21	Damage (32)	-	Permanent Injury (5)	-	Frozen (2)	-	Shocked (5)	-	Stunned (6)
CS 22	Damage (34)	-	Permanent Injury (5)	-	Frozen (2)	-	Shocked (5)	-	Stunned (6)
CS 23	Damage (35)	-	Permanent Injury (5)	-	Frozen (2)	-	Shocked (5)	-	Stunned (6)
CS 24	Damage (37)	-	Permanent Injury (6)	-	Frozen (2)	-	Shocked (6)	-	Stunned (6)
CS 25	Damage (38)	-	Permanent Injury (6)	-	Frozen (2)	-	Shocked (6)	-	Stunned (7)
CS 26	Damage (40)	-	Permanent Injury (6)	-	Frozen (2)	-	Shocked (6)	-	Stunned (7)
CS 27	Damage (41)	-	Permanent Injury (6)	-	Frozen (2)	-	Shocked (6)	-	Stunned (7)
CS 28	Damage (43)	-	Permanent Injury (7)	-	Frozen (2)	-	Shocked (7)	-	Stunned (7)
CS 29	Damage (44)	-	Permanent Injury (7)	-	Frozen (2)	-	Shocked (7)	-	Stunned (8)
CS 30	Damage (46)	-	Permanent Injury (7)	-	Frozen (3)	-	Shocked (7)	-	Stunned (9)



Fiery Criticals

Critical Severity	Effects								
CS 0	Damage (1)								
CS 1	Damage (2)								
CS 2	Damage (3)								
CS 3	Damage (4)								
CS 4	Damage (5)		-	Blinded (1)	-	Burning (1)	-	On Fire (1)	
CS 5	Damage (6)		-	Blinded (1)	-	Burning (1)	-	On Fire (1)	
CS 6	Damage (7)		-	Blinded (1)	-	Burning (1)	-	On Fire (1)	
CS 7	Damage (8)		-	Blinded (2)	-	Burning (2)	-	On Fire (1)	
CS 8	Damage (9)		-	Blinded (2)	-	Burning (2)	-	On Fire (2)	
CS 9	Damage (10)		-	Blinded (2)	-	Burning (2)	-	On Fire (2)	
CS 10	Damage (11)	-	Permanent Injury (1)	-	Blinded (3)	-	Burning (3)	-	On Fire (2)
CS 11	Damage (12)	-	Permanent Injury (1)	-	Blinded (3)	-	Burning (3)	-	On Fire (2)
CS 12	Damage (13)	-	Permanent Injury (1)	-	Blinded (3)	-	Burning (3)	-	On Fire (3)
CS 13	Damage (14)	-	Permanent Injury (1)	-	Blinded (3)	-	Burning (3)	-	On Fire (3)
CS 14	Damage (15)	-	Permanent Injury (1)	-	Blinded (4)	-	Burning (4)	-	On Fire (3)
CS 15	Damage (16)	-	Permanent Injury (1)	-	Blinded (4)	-	Burning (4)	-	On Fire (3)
CS 16	Damage (17)	-	Permanent Injury (2)	-	Blinded (4)	-	Burning (4)	-	On Fire (4)
CS 17	Damage (18)	-	Permanent Injury (2)	-	Blinded (5)	-	Burning (5)	-	On Fire (4)
CS 18	Damage (19)	-	Permanent Injury (2)	-	Blinded (5)	-	Burning (5)	-	On Fire (4)
CS 19	Damage (20)	-	Permanent Injury (2)	-	Blinded (5)	-	Burning (5)	-	On Fire (4)
CS 20	Damage (21)	-	Permanent Injury (2)	-	Blinded (6)	-	Burning (6)	-	On Fire (5)
CS 21	Damage (22)	-	Permanent Injury (3)	-	Blinded (6)	-	Burning (6)	-	On Fire (5)
CS 22	Damage (23)	-	Permanent Injury (3)	-	Blinded (6)	-	Burning (6)	-	On Fire (5)
CS 23	Damage (24)	-	Permanent Injury (3)	-	Blinded (6)	-	Burning (6)	-	On Fire (5)
CS 24	Damage (25)	-	Permanent Injury (3)	-	Blinded (7)	-	Burning (7)	-	On Fire (6)
CS 25	Damage (26)	-	Permanent Injury (4)	-	Blinded (7)	-	Burning (7)	-	On Fire (6)
CS 26	Damage (27)	-	Permanent Injury (4)	-	Blinded (7)	-	Burning (7)	-	On Fire (6)
CS 27	Damage (28)	-	Permanent Injury (4)	-	Blinded (8)	-	Burning (8)	-	On Fire (6)
CS 28	Damage (29)	-	Permanent Injury (5)	-	Blinded (8)	-	Burning (8)	-	On Fire (7)
CS 29	Damage (30)	-	Permanent Injury (5)	-	Blinded (8)	-	Burning (8)	-	On Fire (7)
CS 30	Damage (31)	-	Permanent Injury (6)	-	Blinded (9)	-	Burning (9)	-	On Fire (7)



Heat-Based Criticals

Critical Severity	Effects						
CS 0	Damage (1)						
CS 1	Damage (1)						
CS 2	Damage (2)		-	Blinded (1)	-	Burning (1)	
CS 3	Damage (3)		-	Blinded (1)	-	Burning (1)	
CS 4	Damage (4)		-	Blinded (2)	-	Burning (2)	- Cursed (1)
CS 5	Damage (4)		-	Blinded (2)	-	Burning (2)	- Cursed (1)
CS 6	Damage (5)		-	Blinded (3)	-	Burning (3)	- Cursed (1)
CS 7	Damage (6)		-	Blinded (3)	-	Burning (3)	- Cursed (1)
CS 8	Damage (7)		-	Blinded (4)	-	Burning (4)	- Cursed (2)
CS 9	Damage (7)		-	Blinded (4)	-	Burning (4)	- Cursed (2)
CS 10	Damage (8)	- Permanent Injury (1)	-	Blinded (5)	-	Burning (5)	- Cursed (2)
CS 11	Damage (9)	- Permanent Injury (1)	-	Blinded (5)	-	Burning (5)	- Cursed (2)
CS 12	Damage (10)	- Permanent Injury (1)	-	Blinded (6)	-	Burning (6)	- Cursed (3)
CS 13	Damage (10)	- Permanent Injury (1)	-	Blinded (6)	-	Burning (6)	- Cursed (3)
CS 14	Damage (11)	- Permanent Injury (1)	-	Blinded (7)	-	Burning (7)	- Cursed (3)
CS 15	Damage (12)	- Permanent Injury (1)	-	Blinded (7)	-	Burning (7)	- Cursed (3)
CS 16	Damage (13)	- Permanent Injury (1)	-	Blinded (8)	-	Burning (8)	- Cursed (4)
CS 17	Damage (13)	- Permanent Injury (1)	-	Blinded (8)	-	Burning (8)	- Cursed (4)
CS 18	Damage (14)	- Permanent Injury (1)	-	Blinded (9)	-	Burning (9)	- Cursed (4)
CS 19	Damage (15)	- Permanent Injury (1)	-	Blinded (9)	-	Burning (9)	- Cursed (4)
CS 20	Damage (16)	- Permanent Injury (2)	-	Blinded (10)	-	Burning (10)	- Cursed (5)
CS 21	Damage (16)	- Permanent Injury (2)	-	Blinded (10)	-	Burning (10)	- Cursed (5)
CS 22	Damage (17)	- Permanent Injury (2)	-	Blinded (11)	-	Burning (11)	- Cursed (5)
CS 23	Damage (18)	- Permanent Injury (2)	-	Blinded (11)	-	Burning (11)	- Cursed (5)
CS 24	Damage (19)	- Permanent Injury (2)	-	Blinded (12)	-	Burning (12)	- Cursed (6)
CS 25	Damage (19)	- Permanent Injury (2)	-	Blinded (12)	-	Burning (12)	- Cursed (6)
CS 26	Damage (20)	- Permanent Injury (2)	-	Blinded (13)	-	Burning (13)	- Cursed (6)
CS 27	Damage (21)	- Permanent Injury (2)	-	Blinded (13)	-	Burning (13)	- Cursed (6)
CS 28	Damage (22)	- Permanent Injury (2)	-	Blinded (14)	-	Burning (14)	- Cursed (7)
CS 29	Damage (22)	- Permanent Injury (2)	-	Blinded (14)	-	Burning (14)	- Cursed (7)
CS 30	Damage (23)	- Permanent Injury (3)	-	Blinded (15)	-	Burning (15)	- Cursed (7)



Cold Criticals

Critical Severity	Effects								
CS 0	Damage (1)								
CS 1	Damage (1)								
CS 2	Damage (2)		-	Critical Threshold Compromised (1)	-	Frost (1)			
CS 3	Damage (2)		-	Critical Threshold Compromised (1)	-	Frost (2)			
CS 4	Damage (3)	-	Permanent Injury (1)	-	Critical Threshold Compromised (2)	-	Frost (3)	-	Frozen (1)
CS 5	Damage (3)	-	Permanent Injury (1)	-	Critical Threshold Compromised (2)	-	Frost (3)	-	Frozen (1)
CS 6	Damage (4)	-	Permanent Injury (1)	-	Critical Threshold Compromised (3)	-	Frost (4)	-	Frozen (1)
CS 7	Damage (4)	-	Permanent Injury (2)	-	Critical Threshold Compromised (3)	-	Frost (5)	-	Frozen (1)
CS 8	Damage (5)	-	Permanent Injury (2)	-	Critical Threshold Compromised (4)	-	Frost (6)	-	Frozen (2)
CS 9	Damage (5)	-	Permanent Injury (2)	-	Critical Threshold Compromised (4)	-	Frost (6)	-	Frozen (2)
CS 10	Damage (6)	-	Permanent Injury (3)	-	Critical Threshold Compromised (5)	-	Frost (7)	-	Frozen (2)
CS 11	Damage (6)	-	Permanent Injury (3)	-	Critical Threshold Compromised (5)	-	Frost (8)	-	Frozen (2)
CS 12	Damage (7)	-	Permanent Injury (3)	-	Critical Threshold Compromised (6)	-	Frost (9)	-	Frozen (3)
CS 13	Damage (7)	-	Permanent Injury (3)	-	Critical Threshold Compromised (6)	-	Frost (9)	-	Frozen (3)
CS 14	Damage (8)	-	Permanent Injury (4)	-	Critical Threshold Compromised (7)	-	Frost (10)	-	Frozen (3)
CS 15	Damage (8)	-	Permanent Injury (4)	-	Critical Threshold Compromised (7)	-	Frost (11)	-	Frozen (3)
CS 16	Damage (9)	-	Permanent Injury (4)	-	Critical Threshold Compromised (8)	-	Frost (12)	-	Frozen (4)
CS 17	Damage (9)	-	Permanent Injury (5)	-	Critical Threshold Compromised (8)	-	Frost (12)	-	Frozen (4)
CS 18	Damage (10)	-	Permanent Injury (5)	-	Critical Threshold Compromised (9)	-	Frost (13)	-	Frozen (4)
CS 19	Damage (10)	-	Permanent Injury (5)	-	Critical Threshold Compromised (9)	-	Frost (14)	-	Frozen (4)
CS 20	Damage (11)	-	Permanent Injury (6)	-	Critical Threshold Compromised (10)	-	Frost (15)	-	Frozen (5)
CS 21	Damage (11)	-	Permanent Injury (6)	-	Critical Threshold Compromised (10)	-	Frost (15)	-	Frozen (5)
CS 22	Damage (12)	-	Permanent Injury (6)	-	Critical Threshold Compromised (11)	-	Frost (16)	-	Frozen (5)
CS 23	Damage (12)	-	Permanent Injury (6)	-	Critical Threshold Compromised (11)	-	Frost (17)	-	Frozen (5)
CS 24	Damage (13)	-	Permanent Injury (7)	-	Critical Threshold Compromised (12)	-	Frost (18)	-	Frozen (6)
CS 25	Damage (13)	-	Permanent Injury (7)	-	Critical Threshold Compromised (12)	-	Frost (18)	-	Frozen (6)
CS 26	Damage (14)	-	Permanent Injury (7)	-	Critical Threshold Compromised (13)	-	Frost (19)	-	Frozen (6)
CS 27	Damage (14)	-	Permanent Injury (8)	-	Critical Threshold Compromised (13)	-	Frost (20)	-	Frozen (6)
CS 28	Damage (15)	-	Permanent Injury (8)	-	Critical Threshold Compromised (14)	-	Frost (21)	-	Frozen (7)
CS 29	Damage (15)	-	Permanent Injury (8)	-	Critical Threshold Compromised (14)	-	Frost (21)	-	Frozen (7)
CS 30	Damage (16)	-	Permanent Injury (9)	-	Critical Threshold Compromised (15)	-	Frost (22)	-	Frozen (7)



Water-Based Criticals

Critical Severity	Effects							
CS 0	Damage (1)							
CS 1	Damage (1)		-	Choking (1)				
CS 2	Damage (1)		-	Choking (2)			Fatigued (1)	
CS 3	Damage (1)		-	Choking (3)			Fatigued (1)	
CS 4	Damage (2)		-	Choking (4)	-	Cursed (1)	Fatigued (2)	
CS 5	Damage (2)		-	Choking (5)	-	Cursed (1)	Fatigued (2)	
CS 6	Damage (2)		-	Choking (6)	-	Cursed (1)	Fatigued (3)	
CS 7	Damage (2)		-	Choking (7)	-	Cursed (1)	Fatigued (3)	
CS 8	Damage (3)		-	Choking (8)	-	Cursed (2)	Fatigued (4)	
CS 9	Damage (3)		-	Choking (9)	-	Cursed (2)	Fatigued (4)	
CS 10	Damage (3)	-	Permanent Injury (1)	-	Choking (10)	-	Cursed (2)	Fatigued (5)
CS 11	Damage (3)	-	Permanent Injury (1)	-	Choking (11)	-	Cursed (2)	Fatigued (5)
CS 12	Damage (4)	-	Permanent Injury (1)	-	Choking (12)	-	Cursed (3)	Fatigued (6)
CS 13	Damage (4)	-	Permanent Injury (1)	-	Choking (13)	-	Cursed (3)	Fatigued (6)
CS 14	Damage (4)	-	Permanent Injury (1)	-	Choking (14)	-	Cursed (3)	Fatigued (7)
CS 15	Damage (4)	-	Permanent Injury (1)	-	Choking (15)	-	Cursed (3)	Fatigued (7)
CS 16	Damage (5)	-	Permanent Injury (1)	-	Choking (16)	-	Cursed (4)	Fatigued (8)
CS 17	Damage (5)	-	Permanent Injury (1)	-	Choking (17)	-	Cursed (4)	Fatigued (8)
CS 18	Damage (5)	-	Permanent Injury (1)	-	Choking (18)	-	Cursed (4)	Fatigued (9)
CS 19	Damage (5)	-	Permanent Injury (1)	-	Choking (19)	-	Cursed (4)	Fatigued (9)
CS 20	Damage (6)	-	Permanent Injury (2)	-	Choking (20)	-	Cursed (5)	Fatigued (10)
CS 21	Damage (6)	-	Permanent Injury (2)	-	Choking (21)	-	Cursed (5)	Fatigued (10)
CS 22	Damage (6)	-	Permanent Injury (2)	-	Choking (22)	-	Cursed (5)	Fatigued (11)
CS 23	Damage (6)	-	Permanent Injury (2)	-	Choking (23)	-	Cursed (5)	Fatigued (11)
CS 24	Damage (7)	-	Permanent Injury (2)	-	Choking (24)	-	Cursed (6)	Fatigued (12)
CS 25	Damage (7)	-	Permanent Injury (2)	-	Choking (25)	-	Cursed (6)	Fatigued (12)
CS 26	Damage (7)	-	Permanent Injury (2)	-	Choking (26)	-	Cursed (6)	Fatigued (13)
CS 27	Damage (7)	-	Permanent Injury (2)	-	Choking (27)	-	Cursed (6)	Fatigued (13)
CS 28	Damage (8)	-	Permanent Injury (2)	-	Choking (28)	-	Cursed (7)	Fatigued (14)
CS 29	Damage (8)	-	Permanent Injury (2)	-	Choking (29)	-	Cursed (7)	Fatigued (14)
CS 30	Damage (8)	-	Permanent Injury (3)	-	Choking (30)	-	Cursed (7)	Fatigued (15)



Electrical Criticals

Critical Severity	Effects								
CS 0	Damage (1)								
CS 1	Damage (2)								
CS 2	Damage (3)								
CS 3	Damage (4)								
CS 4	Damage (6)		-	Fatigued (1)		-	Stand Stupid (1)		
CS 5	Damage (7)		-	Fatigued (1)		-	Stand Stupid (1)		
CS 6	Damage (8)		-	Fatigued (1)		-	Stand Stupid (1)		
CS 7	Damage (9)		-	Fatigued (1)		-	Stand Stupid (1)		
CS 8	Damage (11)		-	Fatigued (2)		-	Stand Stupid (2)		
CS 9	Damage (12)		-	Fatigued (2)		-	Stand Stupid (2)		
CS 10	Damage (13)	-	Permanent Injury (1)	-	Fatigued (2)	-	Severed (1)	-	Stand Stupid (2)
CS 11	Damage (14)	-	Permanent Injury (1)	-	Fatigued (2)	-	Severed (1)	-	Stand Stupid (2)
CS 12	Damage (16)	-	Permanent Injury (1)	-	Fatigued (3)	-	Severed (1)	-	Stand Stupid (3)
CS 13	Damage (17)	-	Permanent Injury (1)	-	Fatigued (3)	-	Severed (1)	-	Stand Stupid (3)
CS 14	Damage (18)	-	Permanent Injury (1)	-	Fatigued (3)	-	Severed (1)	-	Stand Stupid (3)
CS 15	Damage (19)	-	Permanent Injury (1)	-	Fatigued (3)	-	Severed (1)	-	Stand Stupid (3)
CS 16	Damage (21)	-	Permanent Injury (1)	-	Fatigued (4)	-	Severed (1)	-	Stand Stupid (4)
CS 17	Damage (22)	-	Permanent Injury (1)	-	Fatigued (4)	-	Severed (1)	-	Stand Stupid (4)
CS 18	Damage (23)	-	Permanent Injury (1)	-	Fatigued (4)	-	Severed (1)	-	Stand Stupid (4)
CS 19	Damage (24)	-	Permanent Injury (1)	-	Fatigued (4)	-	Severed (1)	-	Stand Stupid (4)
CS 20	Damage (26)	-	Permanent Injury (2)	-	Fatigued (5)	-	Severed (2)	-	Stand Stupid (5)
CS 21	Damage (27)	-	Permanent Injury (2)	-	Fatigued (5)	-	Severed (2)	-	Stand Stupid (5)
CS 22	Damage (28)	-	Permanent Injury (2)	-	Fatigued (5)	-	Severed (2)	-	Stand Stupid (5)
CS 23	Damage (29)	-	Permanent Injury (2)	-	Fatigued (5)	-	Severed (2)	-	Stand Stupid (5)
CS 24	Damage (31)	-	Permanent Injury (2)	-	Fatigued (6)	-	Severed (2)	-	Stand Stupid (6)
CS 25	Damage (32)	-	Permanent Injury (2)	-	Fatigued (6)	-	Severed (2)	-	Stand Stupid (6)
CS 26	Damage (33)	-	Permanent Injury (2)	-	Fatigued (6)	-	Severed (2)	-	Stand Stupid (6)
CS 27	Damage (34)	-	Permanent Injury (2)	-	Fatigued (6)	-	Severed (2)	-	Stand Stupid (6)
CS 28	Damage (36)	-	Permanent Injury (2)	-	Fatigued (7)	-	Severed (2)	-	Stand Stupid (7)
CS 29	Damage (37)	-	Permanent Injury (2)	-	Fatigued (7)	-	Severed (2)	-	Stand Stupid (7)
CS 30	Damage (38)	-	Permanent Injury (3)	-	Fatigued (7)	-	Severed (3)	-	Stand Stupid (7)



Shocking Criticals

Critical Severity	Effects								
CS 0	Damage (1)								
CS 1	Damage (2)								
CS 2	Damage (3)				-	Shocked (1)	-	Stunned (1)	
CS 3	Damage (4)				-	Shocked (1)	-	Stunned (1)	
CS 4	Damage (5)		-	Clumsy (1)	-	Shocked (2)	-	Stunned (2)	
CS 5	Damage (6)		-	Clumsy (1)	-	Shocked (2)	-	Stunned (2)	
CS 6	Damage (7)		-	Clumsy (1)	-	Shocked (3)	-	Stunned (3)	
CS 7	Damage (8)		-	Clumsy (1)	-	Shocked (3)	-	Stunned (3)	
CS 8	Damage (9)		-	Clumsy (2)	-	Shocked (4)	-	Stunned (4)	
CS 9	Damage (10)		-	Clumsy (2)	-	Shocked (4)	-	Stunned (4)	
CS 10	Damage (11)	-	Permanent Injury (1)	-	Clumsy (2)	-	Shocked (5)	-	Stunned (5)
CS 11	Damage (12)	-	Permanent Injury (1)	-	Clumsy (2)	-	Shocked (5)	-	Stunned (5)
CS 12	Damage (13)	-	Permanent Injury (1)	-	Clumsy (3)	-	Shocked (6)	-	Stunned (6)
CS 13	Damage (14)	-	Permanent Injury (1)	-	Clumsy (3)	-	Shocked (6)	-	Stunned (6)
CS 14	Damage (15)	-	Permanent Injury (1)	-	Clumsy (3)	-	Shocked (7)	-	Stunned (7)
CS 15	Damage (16)	-	Permanent Injury (1)	-	Clumsy (3)	-	Shocked (7)	-	Stunned (7)
CS 16	Damage (17)	-	Permanent Injury (1)	-	Clumsy (4)	-	Shocked (8)	-	Stunned (8)
CS 17	Damage (18)	-	Permanent Injury (1)	-	Clumsy (4)	-	Shocked (8)	-	Stunned (8)
CS 18	Damage (19)	-	Permanent Injury (1)	-	Clumsy (4)	-	Shocked (9)	-	Stunned (9)
CS 19	Damage (20)	-	Permanent Injury (1)	-	Clumsy (4)	-	Shocked (9)	-	Stunned (9)
CS 20	Damage (21)	-	Permanent Injury (2)	-	Clumsy (5)	-	Shocked (10)	-	Stunned (10)
CS 21	Damage (22)	-	Permanent Injury (2)	-	Clumsy (5)	-	Shocked (10)	-	Stunned (10)
CS 22	Damage (23)	-	Permanent Injury (2)	-	Clumsy (5)	-	Shocked (11)	-	Stunned (11)
CS 23	Damage (24)	-	Permanent Injury (2)	-	Clumsy (5)	-	Shocked (11)	-	Stunned (11)
CS 24	Damage (25)	-	Permanent Injury (2)	-	Clumsy (6)	-	Shocked (12)	-	Stunned (12)
CS 25	Damage (26)	-	Permanent Injury (2)	-	Clumsy (6)	-	Shocked (12)	-	Stunned (12)
CS 26	Damage (27)	-	Permanent Injury (2)	-	Clumsy (6)	-	Shocked (13)	-	Stunned (13)
CS 27	Damage (28)	-	Permanent Injury (2)	-	Clumsy (6)	-	Shocked (13)	-	Stunned (13)
CS 28	Damage (29)	-	Permanent Injury (2)	-	Clumsy (7)	-	Shocked (14)	-	Stunned (14)
CS 29	Damage (30)	-	Permanent Injury (2)	-	Clumsy (7)	-	Shocked (14)	-	Stunned (14)
CS 30	Damage (31)	-	Permanent Injury (3)	-	Clumsy (7)	-	Shocked (15)	-	Stunned (15)



Acidic Criticals

Critical Severity	Effects								
CS 0	Damage (1)								
CS 1	Damage (2)								
CS 2	Damage (3)								
CS 3	Damage (4)								
CS 4	Damage (6)		-	Blinded (1)					
CS 5	Damage (7)		-	Blinded (1)	-	Disfigured (1)			
CS 6	Damage (8)		-	Blinded (1)	-	Disfigured (1)			
CS 7	Damage (9)		-	Blinded (1)	-	Disfigured (1)			
CS 8	Damage (11)		-	Blinded (2)	-	Disfigured (1)			
CS 9	Damage (12)		-	Blinded (2)	-	Disfigured (1)			
CS 10	Damage (13)	-	Permanent Injury (1)	-	Blinded (2)	-	Disfigured (2)	-	Armor Compromised (1)
CS 11	Damage (14)	-	Permanent Injury (1)	-	Blinded (2)	-	Disfigured (2)	-	Armor Compromised (1)
CS 12	Damage (16)	-	Permanent Injury (1)	-	Blinded (3)	-	Disfigured (2)	-	Armor Compromised (1)
CS 13	Damage (17)	-	Permanent Injury (1)	-	Blinded (3)	-	Disfigured (2)	-	Armor Compromised (1)
CS 14	Damage (18)	-	Permanent Injury (1)	-	Blinded (3)	-	Disfigured (2)	-	Armor Compromised (1)
CS 15	Damage (19)	-	Permanent Injury (1)	-	Blinded (3)	-	Disfigured (3)	-	Armor Compromised (1)
CS 16	Damage (21)	-	Permanent Injury (1)	-	Blinded (4)	-	Disfigured (3)	-	Armor Compromised (1)
CS 17	Damage (22)	-	Permanent Injury (1)	-	Blinded (4)	-	Disfigured (3)	-	Armor Compromised (1)
CS 18	Damage (23)	-	Permanent Injury (1)	-	Blinded (4)	-	Disfigured (3)	-	Armor Compromised (1)
CS 19	Damage (24)	-	Permanent Injury (1)	-	Blinded (4)	-	Disfigured (3)	-	Armor Compromised (1)
CS 20	Damage (26)	-	Permanent Injury (2)	-	Blinded (5)	-	Disfigured (4)	-	Armor Compromised (2)
CS 21	Damage (27)	-	Permanent Injury (2)	-	Blinded (5)	-	Disfigured (4)	-	Armor Compromised (2)
CS 22	Damage (28)	-	Permanent Injury (2)	-	Blinded (5)	-	Disfigured (4)	-	Armor Compromised (2)
CS 23	Damage (29)	-	Permanent Injury (2)	-	Blinded (5)	-	Disfigured (4)	-	Armor Compromised (2)
CS 24	Damage (31)	-	Permanent Injury (2)	-	Blinded (6)	-	Disfigured (4)	-	Armor Compromised (2)
CS 25	Damage (32)	-	Permanent Injury (2)	-	Blinded (6)	-	Disfigured (5)	-	Armor Compromised (2)
CS 26	Damage (33)	-	Permanent Injury (2)	-	Blinded (6)	-	Disfigured (5)	-	Armor Compromised (2)
CS 27	Damage (34)	-	Permanent Injury (2)	-	Blinded (6)	-	Disfigured (5)	-	Armor Compromised (2)
CS 28	Damage (36)	-	Permanent Injury (2)	-	Blinded (7)	-	Disfigured (5)	-	Armor Compromised (2)
CS 29	Damage (37)	-	Permanent Injury (2)	-	Blinded (7)	-	Disfigured (5)	-	Armor Compromised (2)
CS 30	Damage (38)	-	Permanent Injury (3)	-	Blinded (7)	-	Disfigured (6)	-	Armor Compromised (3)



Corrosive Criticals

Critical Severity	Effects								
CS 0	Damage (1)								
CS 1	Damage (2)								
CS 2	Damage (4)								
CS 3	Damage (6)								
CS 4	Damage (8)				-	Choking (1)			
CS 5	Damage (9)				-	Choking (1)			
CS 6	Damage (11)				-	Choking (1)			
CS 7	Damage (13)				-	Choking (1)			
CS 8	Damage (15)				-	Choking (2)			
CS 9	Damage (16)				-	Choking (2)			
CS 10	Damage (18)	-	Permanent Injury (1)	-	Blinded (1)	-	Choking (2)	-	Disfigured (1)
CS 11	Damage (20)	-	Permanent Injury (1)	-	Blinded (1)	-	Choking (2)	-	Disfigured (1)
CS 12	Damage (22)	-	Permanent Injury (1)	-	Blinded (1)	-	Choking (3)	-	Disfigured (1)
CS 13	Damage (23)	-	Permanent Injury (1)	-	Blinded (1)	-	Choking (3)	-	Disfigured (1)
CS 14	Damage (25)	-	Permanent Injury (1)	-	Blinded (1)	-	Choking (3)	-	Disfigured (1)
CS 15	Damage (27)	-	Permanent Injury (1)	-	Blinded (1)	-	Choking (3)	-	Disfigured (1)
CS 16	Damage (29)	-	Permanent Injury (1)	-	Blinded (1)	-	Choking (4)	-	Disfigured (1)
CS 17	Damage (30)	-	Permanent Injury (1)	-	Blinded (1)	-	Choking (4)	-	Disfigured (1)
CS 18	Damage (32)	-	Permanent Injury (1)	-	Blinded (1)	-	Choking (4)	-	Disfigured (1)
CS 19	Damage (34)	-	Permanent Injury (1)	-	Blinded (1)	-	Choking (4)	-	Disfigured (1)
CS 20	Damage (36)	-	Permanent Injury (2)	-	Blinded (2)	-	Choking (5)	-	Disfigured (2)
CS 21	Damage (37)	-	Permanent Injury (2)	-	Blinded (2)	-	Choking (5)	-	Disfigured (2)
CS 22	Damage (39)	-	Permanent Injury (2)	-	Blinded (2)	-	Choking (5)	-	Disfigured (2)
CS 23	Damage (41)	-	Permanent Injury (2)	-	Blinded (2)	-	Choking (5)	-	Disfigured (2)
CS 24	Damage (43)	-	Permanent Injury (2)	-	Blinded (2)	-	Choking (6)	-	Disfigured (2)
CS 25	Damage (44)	-	Permanent Injury (2)	-	Blinded (2)	-	Choking (6)	-	Disfigured (2)
CS 26	Damage (46)	-	Permanent Injury (2)	-	Blinded (2)	-	Choking (6)	-	Disfigured (2)
CS 27	Damage (48)	-	Permanent Injury (2)	-	Blinded (2)	-	Choking (6)	-	Disfigured (2)
CS 28	Damage (50)	-	Permanent Injury (2)	-	Blinded (2)	-	Choking (7)	-	Disfigured (2)
CS 29	Damage (51)	-	Permanent Injury (2)	-	Blinded (2)	-	Choking (7)	-	Disfigured (2)
CS 30	Damage (53)	-	Permanent Injury (3)	-	Blinded (3)	-	Choking (7)	-	Disfigured (3)



Raw Magic Criticals

Critical Severity	Effects								
CS 0	Damage (1)								
CS 1	Damage (3)				-	Fragile (1)			
CS 2	Damage (6)		-	Cursed (1)	-	Fragile (2)			
CS 3	Damage (8)		-	Cursed (1)	-	Fragile (3)			
CS 4	Damage (11)	-	Permanent Injury (1)	-	Cursed (2)	-	Fragile (4)	-	Severed (1)
CS 5	Damage (13)	-	Permanent Injury (2)	-	Cursed (2)	-	Fragile (5)	-	Severed (1)
CS 6	Damage (16)	-	Permanent Injury (3)	-	Cursed (3)	-	Fragile (6)	-	Severed (2)
CS 7	Damage (18)	-	Permanent Injury (4)	-	Cursed (3)	-	Fragile (7)	-	Severed (2)
CS 8	Damage (21)	-	Permanent Injury (5)	-	Cursed (4)	-	Fragile (8)	-	Severed (3)
CS 9	Damage (23)	-	Permanent Injury (6)	-	Cursed (4)	-	Fragile (9)	-	Severed (3)
CS 10	Damage (26)	-	Permanent Injury (7)	-	Cursed (5)	-	Fragile (10)	-	Severed (4)
CS 11	Damage (28)	-	Permanent Injury (8)	-	Cursed (5)	-	Fragile (11)	-	Severed (4)
CS 12	Damage (31)	-	Permanent Injury (9)	-	Cursed (6)	-	Fragile (12)	-	Severed (5)
CS 13	Damage (33)	-	Permanent Injury (10)	-	Cursed (6)	-	Fragile (13)	-	Severed (5)
CS 14	Damage (36)	-	Permanent Injury (11)	-	Cursed (7)	-	Fragile (14)	-	Severed (6)
CS 15	Damage (38)	-	Permanent Injury (12)	-	Cursed (7)	-	Fragile (15)	-	Severed (6)
CS 16	Damage (41)	-	Permanent Injury (13)	-	Cursed (8)	-	Fragile (16)	-	Severed (7)
CS 17	Damage (43)	-	Permanent Injury (14)	-	Cursed (8)	-	Fragile (17)	-	Severed (7)
CS 18	Damage (46)	-	Permanent Injury (15)	-	Cursed (9)	-	Fragile (18)	-	Severed (8)
CS 19	Damage (48)	-	Permanent Injury (16)	-	Cursed (9)	-	Fragile (19)	-	Severed (8)
CS 20	Damage (51)	-	Permanent Injury (17)	-	Cursed (10)	-	Fragile (20)	-	Severed (9)
CS 21	Damage (53)	-	Permanent Injury (18)	-	Cursed (10)	-	Fragile (21)	-	Severed (9)
CS 22	Damage (56)	-	Permanent Injury (19)	-	Cursed (11)	-	Fragile (22)	-	Severed (10)
CS 23	Damage (58)	-	Permanent Injury (20)	-	Cursed (11)	-	Fragile (23)	-	Severed (12)
CS 24	Damage (61)	-	Permanent Injury (21)	-	Cursed (12)	-	Fragile (24)	-	Severed (14)
CS 25	Damage (63)	-	Permanent Injury (22)	-	Cursed (12)	-	Fragile (25)	-	Severed (16)
CS 26	Damage (66)	-	Permanent Injury (23)	-	Cursed (13)	-	Fragile (26)	-	Severed (18)
CS 27	Damage (68)	-	Permanent Injury (24)	-	Cursed (13)	-	Fragile (27)	-	Severed (20)
CS 28	Damage (71)	-	Permanent Injury (25)	-	Cursed (14)	-	Fragile (28)	-	Severed (25)
CS 29	Damage (73)	-	Permanent Injury (26)	-	Cursed (14)	-	Fragile (29)	-	Severed (30)
CS 30	Damage (76)	-	Permanent Injury (27)	-	Cursed (15)	-	Fragile (30)	-	Severed (40)

