

CRITICAL HIT CHARTS

by

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CRITICAL CHARTS

SLASHING (Scimitar, Bastard Sword, Broad Sword, Long Sword, Great Sword, Axes)

- 01-09 Hit vulnerable area, damage X2.
- 10-12 Strike vital area, damage X3.
- 13-20 Destroy 1d4 items, 1/2 damage.
- 21-22 Slit throat; 20+1d10 damage plus 1d8 for next 5 rounds until binding.
- 23-55 Limb damaged: see limb damage chart.
- 56-60 Hit face; scar, -1 charisma.
- 61-63 Scalped, damage X2, -3 charisma, no hair will grow.
- 64-65 Removed nose, -10 to charisma.
 - 66 Removed left ear, -20% chance of hearing, -2 charisma.
 - 67 Removed right ear, -20% chance of hearing, -2 charisma.
- 68-70 Blind in one eye, 1/2 damage, -2 to hit, -4 with missiles, lose Dex bonus on AC.
- 71-72 Blind in both eyes, 1/2 damage, -6 to hit, -10 with missiles, lose Dex bonus on AC.
- 73-77 Gut wound, 1/2 damage, takes 2 rounds to bind, see STOMACH WOUNDS.
- 78-79 Sever spinal cord, save vs. paralyzation or legs paralyzed. +10 damage.
- 80-88 Organ hit, see ORGAN chart.
- 89-95 Removed weapon. No damage unless monster (claws or teeth removed).
- 96-98 Limb, major tendon severed, roll on LIMB chart.
 - 99 Limb, major nerve severed, no sense of touch, roll on LIMB chart.
- 00 DEATH.

THRUSTING (Short Sword, Dagger)

- 01-09 Hit vulnerable area, damage X2.
- 10-12 Strike vital area, damage X3.
- 13-15 Puncture throat, damage +10, 1d8 for 4 rounds or until bound.
- 16-30 Limb struck: use LIMB chart, roll 1d4 for EXTENT.
- 31-36 Blind in 1 eye, +50% damage, see SLASHING for results.
 - 37 Blind in both eyes, +75% damage, see SLASHING for results.
- 38-44 Organ hit, see ORGAN chart.
- 45-47 Blade stuck in bone, max weapon damage every round until removed.
- 48-51 Limb: tendon severed, 1 limb useless- see LIMB chart.
- 52-62 Lodged in vital area, take damage again when removed.
- 63-69 Destroyed 1 item, damage -d4.
- 70-78 Solar plexus hit, damage X2.5.
- 79-90 Gut wound, effects as stomach wound use ORGAN chart.
- 91-99 Exceptional blow- blade passes through body, damage X3.
 - 00 Strike perfect blow- instant death.

CRUSHING (Bo-stick, Club, Hammer, Mace, Morning Star, Jo-stick, Quarterstaff, Flail)

- 01-03 Crush neck- damage =20+ 1d10, save vs. paralysis or paralyzed from neck

down until cured for 2x damage taken.

- 04 Crush throat, damage +50% and can't breath; unconscious in Con/6 rnds, suffocate to death 10 rnds later.
- 05-21 Limb cracked, roll on LIMB chart to see which one. Useless for 2 months, -2 days per Con.
- 22-27 Crack skull, damage =10 + 1d10, save vs death or lose 1-2 points of Wis and Int.
- 28-29 Spine cracked, see SLASHING for effects.
- 30-36 Rib cracked, damage +20%, -1 to hit.
- 37-42 If wearing plate, crunched inside +10 damage and 50% chance of not being able to breathe until removed; if not removed, treat as crushed throat, -1 AC worse for armor.
- 43-46 If wearing chain, horrible imprint left, +25% damage and 25% chance of scar.
- 47-50 Organ ruptured; see ORGAN chart.
- 51-57 Stunned for 1d10 segments, cant fight or defend for 1d6 rnds.
- 58-63 Hit face, -1 charisma, damage +25%.
- 64-65 Helm destroyed (only magic helms get saving throw) save vs Con or knocked out 1d4 rnds.
- 66-73 Shield destroyed (only magic shields get saving throw).
- 74-77 Destroy 1d4 items, damage -25%.
- 78-83 Hit tip of sternum, damage x2, -2 to hit.
- 84-85 Crush pelvis, damage +50% and 1 HP/rnd until magically cured for 10 HP.
- 86-90 Crack jawbone, +10% damage and can't talk or eat for 1d12 days.
- 91-94 Glancing blow to face, 1/2 damage, 1d8 teeth knocked out, -2 Charisma.
- 95-99 Shoulder crushed and arm useless.
- 00 Head crushed in--dead.

SHARP PROJECTILE (Arrow, Dart, Thrown Dagger, Crossbow Bolt)

- 01-09 Hit vulnerable area, damage X2.
- 10-12 Strike vital area, damage X3.
- 13-23 Blind in one eye, X3 damage, -2 to hit, -4 with missiles, lose Dex bonus on AC.
- 24-30 Stick in bone, take damage again to remove.
- 31-36 Pierce hand, useless for one week or until 2X damage cured.
- 37-40 Pierced neck, 1d10 damag, + 1d4 damage for next three rounds from bleeding.
- 41-45 Limb hit at joint (use LIMB chart), limb useless until projectile removed, then -1 to hit with that limb until healed.
- 46-50 Remove finger, see LIMB chart.
- 51-59 Pass entirely through body, X2 damage.
- 50-68 Pin arm to chest, chance to remove-chance to open doors +10%.
- 69-77 Hit weapon hand, see LIMB chart for ARM damage.
- 78-84 Organ hit, see ORGAN chart.
- 85-93 Projectile sinks all the way in, unpleasant damage X2.
- 94-98 Projectile lodged in bone, max weapon damage until removed.
- 99 Limb, stuck in major tendon, making that limb useless, us LIMB table for location.
- 00 Perfect shot--DEATH.

POLE ARM (Bardiche, bec de corbin, bill-guisarme, fauchard, fauchard-fork, glaive, par ransuer, spetum, voulge)

- 01-09 Hit vulnerable area, damage X2.
- 10-12 Strike vital area, damage X4.
- 13-18 Mutilate chest, damage X2.
- 19-24 Horrible gash, damage X2, infection in 1d6 days.

- 25-40 Limb struck, see LIMB chart.
- 41-43 Grazed face, damage +1/2, -1 on charisma until X3 damage cured.
- 44-47 Destroyed armor if chainmail or weaker.
- 48-51 Blind in one eye, damage X2, see SLASHING.
- 52-54 Blind in both eyes, damage X2, see SLASHING.
- 55-62 Rip shield from grasp, 1/2 damage (if no shield, MAX damage).
- 63-71 Organ hit, see ORGAN chart.
- 72-78 Stuck in ribs, take damage every round until removed.
- 79-80 Blade goes entirely through, take X3 MAX damage.
- 81-88 Polearm disarms opponent, no damage unless opponent has teeth or claws.
- 89-94 Destroy 1d4 items, 1/2 damage.
- 95-99 Hack out chunk of flesh, X3 MAX damage, -4 to charisma, will leave bad scar.
- 00 Blade cleaves skull, save vs. death at -5. If saved then instant death, if failed, character loses 1d4 on constitution permanently and dies very horribly.

SPEAR-LIKE (Spear, Javelin, Trident, Lance, Fork, Pick, Pike)

- 01-09 Hit vulnerable area, damage X2.
- 10-12 Strike vital area, damage MAX X2.
- 13-20 Impaled, MAX damage and takes 1d6 rounds to remove.
- 21-29 Victim pinned to ground for 1d4 rounds.
- 30-36 Neck punctured, see THRUSTING.
- 37-41 Arm pinned to body, MAX damage.
- 42-46 Hit shoulder, arm useless, -4 to hit due to pain.
- 47-48 Impaled and lifted off ground, X3 damage.
- 49-55 Sticks in shield, makes both shield and spear useless, 10% chance of hitting arm 1/2 damage if this occurs.
- 56-60 Hit ribs and break several X2 damage -2 to hit.
- 61-70 Blind in one eye, X2 damage, see SLASHING.
- 71-79 Roll on THRUSTING table.
- 80-83 Destroyed 1-2 items, 1/2 damage.
- 84-87 Hit face, X2 damage, 25% chance of scar, -1 charisma until cured for 2x damage.
- 88-94 Hit in gut, see SLASHING.
- 95-99 Goes clear through body, MAX X2 damage.
- 00 Pierces heart, save vs. death at -5 or dead, if saved HP reduced to 0.

SPIKED (Some maces, Morning-stars, Flails, Clubs)

- 01-50 Roll on crushing table, with +1d4 damage.
- 51-57 destroyed chainmail or weaker armor.
- 58-67 Removed finger, see LIMB chart for effects.
- 68-73 Stuck in bone, take damage every round until removed (removal takes damage).
- 74-77 Punctured one eye, damage X2, see SLASHING.
- 78-83 Punctured both eyes, damage MAX X2, see SLASHING.
- 84-88 Many spikes hit, MAX X2 damage.
- 89-94 Deep puncture wound, damage X2, will infect in 1d6 days.
- 95-99 Organ hit, see ORGAN chart.
- 00 Crushed skull, dead.

THROWN STONES (Sling stones, Sling bullets)

- 01-30 Stunned for 1d10 segments, can't fight or move for 1d4 rounds.
- 31-50 Blind in one eye, X2 damage, see SLASHING.
- 51-70 Limb cracked, X2 damage (25% chance of being useless), see LIMB chart.
- 71-80 Limb broken, MAX X2 damage, (75% chance of being useless), see LIMB chart.
- 81-99 Vital area, MAX X2 damage.
 - 00 Shattered skull, save vs death at -10 or dead. If saved, Int -1d4 and Wis -1d4, HP=0.

BITES AND CLAWS (Monsters, unarmed humanoids)

- 01-09 Hit vulnerable area, MAX damage.
- 10-12 Hit vital area, MAX X2 damage.
- 13-31 Limb hit, see LIMB chart.
- 32-35 Break ribs, damage X2, -4 to hit due to pain.
- 36-38 Organ gouged, see ORGAN chart.
- 39-51 Knocked down (if possible), MAX damage, monster gets +2 to hit on next attack save vs. paralysis or lose next attack.
- 52-54 Blind in one eye, damage X2, see SLASHING.
- 55-57 Blind in both eyes, damage X2 see SLASHING.
- 58-65 Severed mahor tendon, see SLASHING.
- 66-75 Roll on SPIKED table.
- 76-79 Unpleasant things done to face, X2 damage, -2 charisma, 5% each major feature being made useless. Cure for 5x damage to heal.
- 80-99 Deep gouge, MAX X2 damage, weird scar and will be infected if possible.
 - 00 Removed throat, save vs death at -10 or dead. If saved, reduced to 0 HP and charisma -6 due to huge scar on neck.

LIMB DAMAGE

AREA (WITH SHIELD 1D6, W/O SHIELD 1D4)
Reverse all L & R for left-handers

Die Roll

- 1 Right Leg
- 2,5 Left Leg
- 3,6 Right Arm
- 4 Left Arm

LOCATION (d10) X5 damage

- 1 Fingers (toes)
- 2-3 Wrist (ankle)
- 4-5 Mid-forearm (mid-calf)
- 6-8 Elbo (knee)
- 9-10 Shoulder (hip)

EXTENT (D6)

- 1 Temporarily damaged
- 2 Badly hacked
- 3-4 Crippled sevemy
- 5-6 Completely severed

ARM

Temporarily damaged -4 to hit, -4 to damage.
 Badly hacked -6 to hit, -6 to damage.
 Crippled severely -8 to hit, -8 to damage.
 Fingers Remove 1-2 fingers, lose 1 hp each, 25% chance thumb. If thumb or 3+ fingers lost, save vs paralysis each blow or drop weapon.
 Completely severe -10 to hit, -10 damage.

LEG

Toes -10% movement
 Temporarily damaged -10% movement
 Badly hacked -25% movement
 Crippled severely -50% movement
 Completely severed -90% movement

ORGAN DAMAGE

Location (d6)

- 1 Lung Damage X2, save vs. poison or lung collapses: unconscious for 10-20rnds then half move until healed.
- 2 Heart (nicked): Damage MAX X2.
- 3 Kidney Damage +2, blood poisoning, death in 4d12+Con hours; neutralize poison will add 10 hours.
- 4 Liver Damage +3, bleed for 1d4 hp for 5 rounds.
- 5 Spleen Damage +3, bleed for 1d6 hp for 5 rounds.
- 6 Stomach Damage X2, take full damage again daily from digestive fluids. Will become terminally infected in one day. This will weaken the victim at 1 Strength and 1 Constitution point / day. The victim dies when Strength, Constitution, or HP goes below zero. A cure disease is required to stop infection; thereafter, the character will regain Strength and Constitution at the rate of 1 point per day.

Critical wounds by failed saving throw against magical attacks, cold, acid electricity, or poison, there is a chance that a critical wound will result:
 (saving throw needed - saving throw rolled) * 2%
 Roll this percentage to see if a critical occurs.

FIRE

- 01-09 Hit exposed area, MAX X2 damage.
- 10-40 All oil, alcohol, or other flammables explode for 1/2 damage each.
- 41-45 If holding metal item, it melts onto hand permanently (only if fire is strong enough).
- 46-50 Destroy 1d4 items, take full damage.
- 51-54 One eye is burned, X2 damage, see SLASHING.
- 55-60 Both eyes are burned, X2 damage, see SLASHING.
- 61-66 Blinded for 1d6 rounds.
- 67-74 Smoke inhalation, out of action for 1d4 rounds.
- 75-80 Flame gets under clothes or armor, X2 damage.
- 81-99 Burned face and skin, causing scars and -3 charisma, must cure for 5x damage to regain charisma.
- 00 Inhaled flame, save vs death at -10 or lungs burned out and death. If saved, MAX damage X2.

COLD

- 01-40 Limb frozen, cure within 10 rnds or lose it (roll on LIMB table).
- 41-50 1d6 non-magical glass and metal items turn brittle; save at -5 if struck.
- 51-60 Severely frozen, Strength and Dexterity -2 for 2d6 rounds.
- 61-70 Go into shock from cold (same effects as being unconscious) Roll less than Con on d20 every round to come out the next round unharmed.
- 71-75 Body completely numbed- all surface nerves paralyzed for 1d4 hours: will not know damage taken per each blow, must roll under Dex on d20 for each attack or will drop weapon.
- 76-88 Severe frostbite- lose toes, nose, etc. (see Druid's Chill Metal Spell).
- 89-99 Flesh frozen and gangrene will set in, X2 damage.
- 00 Blood crystalized, save vs death at -10 or die. If saved HP reduced to 0.

ELECTRICITY

- 01-20 Hits unprotected area, X2 damage.
- 21-40 Goes into convulsions for 1d4 rnds, X2 damage.
- 41-46 All potions carried make saving throw or are changed: 1-50 useless, 51-90 changed, 91-00 poison.
- 47-52 If wearing metal armor, welded inside; MAX damage.
- 53-65 Severe burns at entry and exit points, X2 damage.
- 66-70 One limb burned off (roll on LIMB table) MAX X2 damage.
- 71-80 Nervous system damaged: lose 1d4 of dexterity (regained if healed magically for 5X damage).
- 81-85 Nervous system damaged: lose 1d4 of wisdom (regained if healed magically for 5x damage).
- 86-90 Nervous system damaged: lose 1d4 of intelligence (regained if healed magically for 5x damage).
- 91-93 Temporary amnesia lasts (9+d20) days. Save vs. paralyzation or also lose all 1 level (including experience and spells memorized).
- 94 Permenant amnesia, save vs. paralyzation or lose all experience (back to 1st level).
- 95-98 Temporary insanity 1d8 days.
- 99 Permenant insanity.
- 00 Strikes heart, death.

POISON

- 01-40 Temporary insanity, lasts for 3d6 days.
- 41-49 Permanent insanity.
- 50-59 Lingering results--poison won't leave system for 1d4+2 days and there will be "flashbacks" which do 10-80% of poison damage.
- 60-79 Unusually high dosage, effects (damage) +MAX.
- 80-97 One score lowered 1-2 must neutralize poison and heal 5x damage to regain.
- 98-99 Save vs. poison or enters major artery, damage MAX X3.
- 00 Poison has unique effect on this individual; save vs. death at -5 (or at +5 for non-damaging poisons) or fatal.

ACID, DISSOLVING

- 01-40 Limb struck, use LIMB chart or DM's choice.
- 41-60 Hits exposed area, X2 damage.

61-70 All items close to area hit save at -3 or destroyed.
71-77 Acid gets into potion flask, water skin, etc.
78-82 One eye blinded, damage X2, see SLASHING.
83-90 Both eyes blinded, damage X2, see SLASHING.
91 Hair burned off, -3 damage.
92-00 Severe facial damage, -3 charisma, heal damage X6 to regain.