CRITICAL CHART

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 monus on AC
73-77	Gut wound, 1/2 damage, takes 2 rounds to bind, see STOMACH WOUNDS
78-79	Sever spinal cord, save vs. paralization 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 paralized 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 pe
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 ar
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
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 looses 1d4 on constitution permanently and dies very horribly

SPEAR-LIKE (Spear, Javilin, 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, H

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	Deap 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	R. Leg
2,5	L. Leg
3,6	R. Arm
4	L. 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 severly
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 severed	-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 becom 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, alchohol, 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 unconcious) 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 drow 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	Hitrs 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
92-99	Severe facial damage, -3 charisma, heal damage X6 to regain

FUMBLES

d8	Table
1	Trip/Fall
2	Drop/Throw
3	Obstruction 1
4	Obstruction 2
5	Obstruction 3
6	Obstruction 4
7	Break Weapon
8	Roll Twice (ignore any further rolls of 8)

Trip/Fall

d6	
1	DEX check +2 or trip
2	DEX check or trip
3	DEX check −2 or trip
4	Trip (prone)
5	Trip (stunned for 1d4 rnds)
6	Trip (stunned for 1d4 rnds + 1d6 dammage)

Drop/Throw

d6	
1	DEX check +2 or drop item
2	DEX check or drop item
3	DEX check +2 or throw item 3d20 feet
4	DEX check or throw item 2d20 feet
5	Drop item
6	Throw item 3d20 feet

OBSTRUCTION 1

d6	
1	Minor Distraction (−2 to hit)
2	Major distraction (−4 to hit)
3	Complete Distraction (lose all attacks next round)
4	Hesitation (+2 Speed Factor)
5	Hesitation (+4 Speed Factor)
6	Hesitation (attack last next round)

OBSTRUCTION 2
d6

1	Hit other x2 (foe)
2	Hit other x2 (friend)
3	Hit other x1/2 (foe)
4	Hit other x1/2 (friend)
5	Hit other normal damage (foe)
6	Hit other normal damage (friend)

OBSTRUCTION 3
d6

1	Strength check +2 or lodge weapon
2	Strength check or lodge weapon
3	Strength check -2 or lodge weapon
4	Lodge weapon
5	Open Defence (+2 AC)
6	Open Defence (+4 AC)

OBSTRUCTION 4
d6

1	DEX check +2 or hit self 1/2 damage
2	DEX check or hit self 1/2 damage
3	Hit self 1/2 damage
4	Hit self normal damage
5	Overextension (-2 to hit for 1d4 rnds)
6	Overextension (-4 to hit for 1d6 rnds)

BREAK ITEM
d6

1	DEX check or save vs normal blow
2	DEX check -2 or save vs normal blow
3	Save vs normal blow
4	Save vs crushing blow
5	Save vs crushing blow -2
6	Save vs disintigration or destroyed