

CALLED SHOT

A called shot is when you take a chance on making a difficult attack, in order to potentially injure your opponent. It's a risky thing to do, but a well-placed called shot can turn the tide of battle!

Declaring a called shot. When you want to make a called shot, you must declare it before making the attack. You then make your attack with a penalty, the size of which depends on which bodypart you target. Certain circumstances might change the size of this penalty, as per your DM's discretion, and some called shots might be entirely impossible. You can't make a called shot if you can't see your target, or if the target is outside the normal range of your weapon.

Called shot effects. When you make a called shot and hit despite the penalty to your attack, the target suffers the effect under 'Called Shot' for the bodypart you targeted. On the rare occasion, that you roll a natural 20 on a called shot, the target instead suffers the effect under 'Critical Called Shot' for the bodypart you targeted. Both normal called shots and critical called shots sometimes require the target to make a saving throw against your Called Shot DC.

Called Shot DC = 8 + the ability modifier used for the attack + your proficiency bonus

OPTIONAL RULE: CRITICAL HITS

If you think it would add some excitement to your game, you can allow your players to change a normal critical hit into a called shot, using the rule below:

If you roll a natural 20 on an attack roll, that wasn't a called shot, you can choose to forego rolling extra dice, and instead roll a d10 to see which body part the attack hits. The target suffers the negative effect of an ordinary called shot to that body part, instead of the extra damage a critical hit would deal. If you roll a body part that the creature doesn't have, reroll until you hit a body part that the creature has.

TABLE 1. 1. CALLED SHOTS

d10	Body part	Penalty
1	Arm	-5
2	Leg	-5
3	Wing	-5
4	Head	-5
5	Vitals	-5
6	Hand	-10
7	Ear	-10
8	Eye	-10
9	Neck	-10
10	Heart	-10

ARM

Any manipulating limbs of a creature, including tentacles, are considered arms.

Called Shot. The target has disadvantage on any attacks, ability checks and saving throws using that arm, until the end of its next turn.

Critical Called Shot. The target has disadvantage on any attacks, ability checks and saving throws using that arm, for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw, ending the effect on a success.

EAR

A called shot to the ear can generally only effect creatures with visible ears. While a called shot to the ear doesn't normally cripple a combatant significantly, creatures that rely on their hearing for blindsight, might be significantly affected by being deafened momentarily.

Called Shot. The target is deafened and has disadvantage on a Constitution saving throws made to maintain its concentration on a spell, including any it makes as a result of this attack, until the end of its next turn.

Critical Called Shot. The target is incapacitated until the end of its next turn. Additionally, it is deafened for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw, ending the effect on a success.

EYE

A called shot to the eye might target an ordinary eyeball, or other organs that allow a creature to 'see' such as antennae. A successful called shot doesn't necessarily mean a direct hit to the eye, but could also be a blow to the back of the head, that temporarily leaves a creature seeing nothing but stars, or a gash on the forehead that causes blood to blind the target temporarily.

Called Shot. The target is blinded and has disadvantage on a Constitution saving throws made to maintain its concentration on a spell, including any it makes as a result of this attack, until the end of its next turn.

Critical Called Shot. The target is incapacitated until the end of its next turn. Additionally, it is blinded for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw, ending the effect on a success.

HAND

A creature's hand is usually the body part at the end of a manipulating limb, that can be used to hold something. It might be an actual hand, simply the tip of a tentacle or even a pincer claw.

Called Shot. The target must succeed on a Constitution saving throw or immediately drop anything it is holding in that hand. Additionally, the target has disadvantage on any attacks, ability checks and saving throws using that hand, until the end of its next turn.

Critical Called Shot. The target immediately drops anything it is holding in that hand. Additionally, the target can't hold anything in that hand, and has disadvantage on any attacks, ability checks and saving throws using that hand, for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw, ending the effect on success.

HEAD

The head is hard to hit, since most creatures are quite apt at defending their heads. You can't make a called shot against a creature's head, if it doesn't have a proper head, and if a creature has multiple heads, each of the heads must be hit by a called shot

in a single round, to suffer the consequences of a called shot.

Called Shot. The target has disadvantage on Constitution saving throws made to maintain its concentration on a spell, including any it makes as a result of this attack, until the end of its next turn.

Critical Called Shot. The target is incapacitated until the end of its next turn.

HEART

A called shot to the heart – or a similar vital organ in a creature that doesn't have an ordinary heart – is very difficult. But, if the attack is successful, it could end the fight then and there.

Called Shot. The target takes the maximum possible amount of damage from your attack.

Critical Called Shot. The target dies instantly, unless it succeeds on a Constitution saving throw. If it succeeds, it instead takes the maximum possible amount of damage from your attack.

LEG

A leg is the limb a creature uses to move along the ground or swim through water. Creatures without legs – such as a purple worm – or creatures with so many legs, the loss of a single one won't phase it – such as a remorhaz – can't be affected by a called shot to the leg.

Called Shot. The target's move speed is halved until the end of its next turn.

Critical Called Shot. A creature hit by a called shot to the leg must succeed on a Dexterity saving throw or immediately fall prone, if it is standing on the affected leg. Additionally, the target's move speed is halved for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw, ending the effect on success.

NECK

A called shot to the neck usually targets a creature's windpipe, rendering it temporarily mute. A severe blow to the neck might also cause major arteries to rupture.

Called Shot. The target can't speak, use breath weapons or cast spells that require verbal components for 1 minute. At the end of each of its

turns, the target can make a Constitution saving throw, ending the effect on a success.

Critical Called Shot. The target can't speak, use breath weapons or cast spells that require verbal components for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw, ending the effect on a success.

Additionally, the target loses hit points equal to the number of HD it has at the start of each of its turns, until a creature uses its action to succeed on a Medicine check to stem the bleeding (using a healer's kit grants advantage on this check), or the creature regains an amount of hit points equal to the number of HD it has.

VITALS

The vitals are a creature's most important organs. These would be in or around the abdomen on a humanoid, but might be somewhere else on a non-humanoid.

Called Shot. The target can't take both an action or a bonus action on its turn, and its speed is halved, until the end of its next turn.

Critical Called Shot. The target can't take both an action or a bonus action on each of its turns, and its speed is halved, for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw, ending the effect on a success.

WING

Wings are the limbs a creature uses to fly through the air or swim through water. Obviously, a creature without wings, or winglike organs, can't be affected by this.

Called Shot. The target descends 30 feet towards the ground on its next turn. Additionally, the target's flying speed is halved and it can't take any action that requires that wing or both wings to perform until the end of its next turn.

Critical Called Shot. The target descends 30 feet towards the ground on each of its turns, the target's flying speed is halved and it can't take any action that requires that wing or both wings to perform, for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw, ending the effect on success.