

Colorful Critical hits in Cydra

Whenever a creature suffers a critical hit in Cydra, check the severity on the following table. This adds both color and deadliness to critical hits and helps scar characters up, leaving them with interesting stories to tell. The severity check is based on how much damage the character took relative to his *current* hit points. (This is an important part of the colorful critical hit system- otherwise, characters with high hit point totals will never take crits above 1d12 severity.)

Major Wound (less than half current hp): Roll 1d20.

Grievous Wound (over ½ hp, still above 0): Roll 1d20 + 1d10.

Incapacitating Wound (0 or less, still alive): Roll 3d12 + 6.

Lethal Wound (dead): Roll 2d10 + 28.

Severity	Critical Effect
1	Impressive blow (target takes -2 to hit targets other than you, DC 10 Wis save ends)
2	Staggering blow (move target 5')
3	Break nose (disadvantage to Perception when smell is involved)
4	Knock prone
5	Ears ringing (deafened 1 minute, DC 10 Con save to end)
6	Break 1d4 random digits (-1 to skill checks using that digit)
7	Head shot (can use an action or bonus action, not both, on next turn)
8	Break 1d6 ribs (-10' speed, can't Dash)
9	Knock out 1d4 teeth (-1 to checks involving looking pretty)
10	Lose an ear (-1 to Perception checks involving hearing)
11	Lose shield or off-hand weapon/item (lands 1d4 x 5' away from you; if a two-handed item is held, you must spend an action to regain your grip on it)
12	Forehead smash (can use an action or bonus action, not both; DC 10 Con save ends)
13	Break jaw/face (-2 to checks involving speech)
14	Armor or shield gains a wear point, take -1 AC (DC 10 Dex save ends)
15	Break appendage (half speed until end of next turn or -1 attacks with that appendage)
16	Blow to the ear (deafened in one ear; -2 Perception checks involving hearing)
17	Lose a digit (if toe, -1 to Acrobatics; if finger, -1 to Sleight of Hand)
18	Blood in eyes (blinded; an action to end; DC 12 Con save ends).
19	Break lower leg or ankle (reduced to half walking speed)
20	Break lower arm or collarbone (-2 to attacks with that arm; can't use shield)
21	Break sternum (can't Dash or Dodge, disadvantage on Con checks)
22	Nose chopped off (-4 to Diplomacy, +1 to Intimidate)
23	Break upper arm (unusable)
24	Break thigh (can't move until end of next turn, thereafter speed halved)
25	Eye put out (-2 to Perception checks involving sight)
26	Impaled (restrained- could be on weapon, terrain, etc. Takes an action and a DC 15 Con check to free itself. You can use your free weapon as an action with a DC 10 Strength check.)
27	Digits chopped off (1d4+1) (if fingers, -2 to Thievery, if toes, -2 to Acrobatics)
28	Artery severed (take 1d10 damage at the start of each turn; DC 10 Medicine or DC 20 Con save ends)
29	Appendage chopped off (if foot, fall prone, can't stand until you make a DC 10

- Acrobatics check; if hand, can't use)
- 30 Genitals destroyed (stunned until end of next turn)
- 31 Lower jaw shattered or torn off (stunned, DC 15 Con save ends; disadvantage on Bluff and Persuasion, +2 to Intimidation)
- 32 Gutted (speed reduced by 20'; every time you move make a DC 10 Acrobatics check or tangle your feet in your guts, falling prone and taking 2d6 damage)
- 33 Vocal cords ruined (can't speak or cast spells with verbal components)
- 34 Hamstrung (speed permanently reduced by 15')
- 35 Terrific blow (knocked unconscious, DC 13 Con save ends)
- 36 Limb chopped off (stunned until end of next turn; if leg, fall prone, can't stand until you make a DC 15 Acrobatics check; if arm, can't use)
- 37 Knockout blow (knocked unconscious for 1d4 hours; DC 15 Medicine check will wake)
- 38 Brain damage (disadvantage on either Intelligence, Wisdom or Charisma checks)
- 39 Eyes put out (blinded)
- 40 Rendered comatose (permanently unconscious; a creature trained in Medicine can end with a day's care and a DC 20 Medicine check)
- 41 Spine shattered (paralyzed, roll 1d6: 1- total; 2- neck down; 3- waist down; 4- left side; 5- right side; 6- random limb only)
- 42 Throat slit (take 2d10 damage at the start of each turn; DC 10 Medicine or DC 20 Con save ends)
- 43 Heart destroyed (if you can survive, speed reduced by half, disadvantage on Str and Con attacks, saves and checks)
- 44 Brain destroyed (disadvantage on all Int, Wis and Cha attacks, checks and saves)
- 45 Decapitated (blinded and deafened; stunned, DC 20 Con save ends)
- 46 Unseamed from navel to crotch (incapacitated and unable to move, DC 20 Con save ends)
- 47 Head pulped (blinded and deafened; stunned, DC 20 Con save ends; hard to find all the bits)
- 48 Cut in twain (incapacitated and unable to move)
- 49 Cut in thirds (incapacitated and unable to move)
- 50 Utterly dismembered (incapacitated and unable to move; take 3d10 damage at the start of each turn, DC 20 Con save ends)
- 51 Entire body explodes (incapacitated and unable to move; take 6d10 damage at the start of each turn, DC 20 Con save ends)