

REALISMUS CRITICAL HITS TABLE

1) Rolling an confirming a critical: roll 2d10 to hit as normal. If you roll a critical threat (18,19 or 20 in the case of a longsword) you roll to confirm the critical hit as normal. You do *not* roll the normal +1d10 to determine MoS as per the standard rules.

If you do indeed get a confirmed critical, determine a hit location. Remember that even if you do not confirm the critical threat, you still apply Armor Piercing per standard Realismus rules!

2) Determine hit location: first, roll 2d10 and add them together to determine a hit location.

2a) Determine effect (in specific cases): Then, if called for, roll 1d6 and apply a bonus or malus (-1 for every size category the weapon is smaller than the target, +1 for every size category the weapon is larger). So, a dagger versus a human would roll 1d6-1, a two-handed sword versus an ogre rolls a bare 1d6, that same two-handed sword versus a halfling rolls 1d6 +2 and a longsword versus a Huge dragon rolls 1d6-2. Projectiles (arrows, bullets) count as small sized weapons.). A 1-handed weapon used 2-handed counts as being 1 size category larger.

If the result is 0 or below, there is no additional effect.

For many-appendaged and/or large monsters, use common sense, randomize hit locations or determine by situation (if you are located on the left of a size Large giant, you'll probably have a bigger chance of hitting its left arm, so then modify the tables accordingly. Also, a 6-legged displacer beast will have less of a movement penalty for the effect 'foot removed' than a human will.

Multiple movement penalties stack.

3) Roll for effect mitigation: all effects can be mitigated by making an armor save, provide you wear armor on the location hit (see PHB for a description of protected areas per armor). Roll a 1d12:

- If the roll is equal to or lower than the PROT of the armor you are wearing at that time (and for hand/head hits, only if that armor includes gauntlets/helmet, see PHB) you do not suffer the designated effect.;
- Magical armor bonuses do apply and natural armor, certain spells and some items grant a PROT on all locations. You roll separately for common armor, magical defenses and natural armor (so you may end up rolling three times for the same mitigation try);
- If your shieldarm is hit, you also add the Shield bonuses to the save;
- A mitigated hit gives you the alternate effect as mentioned in the table.

On your charactersheet you would for example write "Bleed 2 (M)" or "Blinded (L)" so you know what kind of healing you need to be healed.

4) Apply damage and/or effects:

- **Blinded:** The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most

Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

- **Dazed:** The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.
- **Exhausted:** An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.
- **Nauseated:** Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.
- **Sickened:** The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.
- **Stunned:** A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC and loses his Dexterity bonus to AC (if any).
- **Bleed [x]:** this effect means the character will keep losing hitpoints at the indicated rate per round, until healed. It can be mitigated by the application of a cure spell or a heal check (standard action):
 - [1] Cure Light Wounds, Heal DC 12;
 - [2] Cure Light Wounds, Heal DC 16;
 - [3] Cure Moderate Wounds, Heal DC 20;
 - [4] Cure Moderate Wounds, Heal DC 24.

Wound conditions: some wounds carry a severity with them, denoted by a letter in brackets (ie [L]). That means the wound or effect requires a spell or equivalent effect to be healed as mentioned below. Of course, all can be healed by proper appliance of the Heal skill

- [L] requires a Cure Light Wounds or Heal DC 12 to heal over time;
- [M] requires a Cure Moderate Wounds or Heal DC 16 to heal over time;
- [S] requires a Cure Serious Wounds or Heal DC 20 to heal over time;
- [C] requires a Cure Critical Wounds or Heal DC 24 to heal over time;
- [R] requires a Regenerate or Heal DC 20 to heal over time.

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2d10	Location	Piercing attack	Bludgeoning attack	Slashing attack	Mitigated Effect
2-4	Abdomen	1-3: [S] Intestines hit, excruciating pain and <i>stunned</i> until healed, bleed 1. 4+: [C] Important artery hit, internal bleeding. Bleed 3.	1-3: [L] Hit to stomach, <i>nauseated</i> 2d6 rds. 4-5: [M] Hit to kidney, spleen or liver, <i>exhausted</i> (and pee blood for several days). 6+: [R] Spine crushed, legs lose all functions, hitpoints halved.	1-3: [S] muscles torn, STR -4, DEX -4 4-5: [C] muscles cut, STR -8, DEX -8 6+: [R] intestines come out, hitpoints drop to -1.	Throwing up and <i>sickened</i> for 1 round.
5-6	Groin	[M] Important artery hit, Bleed 2	[M] Private parts crushed, <i>Exhausted</i>	[S] Private parts cut up, sickened, Bleed 2	Very painful and embarrassing moment, <i>stunned</i> 1 rd.
7	Foot	1-3: [L] Foot pierced, reduce movement by 5' (to a min min. 5'/rd). 4-5: [M] Foot severely pierced, reduce movement by 10' and lose DEX to AC. 6+: [S] Foot pierced and several bones broken! Movement halved, lose dex to AC.	1-3: [L] Broken toe, reduce movement by 5' (to a min min. 5'/rd). 4-5: [M] Several broken footbones, reduce movement by 10' and lose DEX to AC. 6+: [R] Foot crushed! Movement halved, lose dex to AC.	1-3: [L] Foot hurt, reduce movement by 5' (to a min min. 5'/rd). 4-5: [M] Foot severely wounded, reduce movement by 10' and lose DEX to AC. 6+: [R] Foot amputated! Movement reduced to 5', lose DEX to AC.	Foot numbed, movement reduced by 10' for 1 round.
8-9	Leg	1-3: [L] Leg pierced, reduce movement by 5' (to a min. 5'/rd). 4-5: [M] Leg severely pierced, reduce movement by 10' and lose DEX to AC. 6+: [S] Leg pierced and the bone is broken! Movement reduced to 5, lose dex to AC, Bleed 2.	1-3: [L] Very painful hit to the shin, reduce movement by 5' (to a min min. 5'/rd). 4-5: [S] Knee broken, halve movement and lose DEX to AC. 6+: [R] Upper leg broken and an internal bleeding. Movement reduced to 5, lose dex to AC, Bleed 2.	1-3: [L] Leg slashed, reduce movement by 5' (to a min min. 5'/rd) and Bleed 1. 4-5: [M] Artery hit, reduce movement by 5' and Bleed 3. 6+: [R] Leg amputated! Movement reduced to 5', lose dex to AC and Bleed 4.	Leg swiped from under you, fall <i>prone</i> .
10-12	A solid hit.	Bleed 1	Take 1 extra damage die of the weapon used.	Bleed 1	No further effect
13	Swordarm	1-3: [M] Arm pierced! Take a -2 on all rolls involving use of this arm and Bleed 1. 4-5: [R] Arm pierced severely. -4 on all rolls involving use of this arm and Bleed 2.	1-3: [M] Arm pummeled. Take a -2 on all rolls involving use of this arm. 4-5: [S] Arm pummeled! Take a -4 on all rolls involving use of this arm.	1-3: [M] Arm slashed! Take -2 on all rolls involving use of this arm. Bleed 1. 4-5: [M] Arm slashed brutally! Take -4 on all rolls involving use of this arm. Bleed 2.	You are swung around and drop anything held in the hand/arm hit. Lose a partial action of your next round regaining your bearing.
14	Shieldarm	6+: [R] Arm pierced and a bone broken! Useless except for carrying very light objects. Bleed 2.	6+: [R] Shieldarm broken! Useless except for carrying very light objects.	6+: [R] Arm amputated! Bleed 3.	
15	Hand	1-3: [L] Hand pierced, -2 to all rolls involving the use of this hand (attacks, skills, etc). 4-5: [M] Hand severely pierced, reduce all rolls by -4. 6+: [S] Hand pierced and several bones broken! Utterly useless.	1-3: [L] Broken finger, reduce rolls involving this hand (attacks, skills, etc) by -2. 4-5: [M] Several broken bones in the hand, reduce all rolls by -6. 6+: [R] All bones in the hand crushed! Useless.	1-3: [L] Hand slashed, -2 to all rolls involving the use of this hand. 4-5: [M] Hand severely slashed, -4 to all rolls involving the use of this hand, bleed 1. 6+: [R] Hand amputated and Bleed 2.	Hand numbed, useless for 1 round, drop anything held in that hand.
16-17	Upper body	1-4: [M] muscles pierced, STR, DEX, CON -4 until healed. 5+: [R] lung punctured, <i>exhausted</i> until healed.	1-3: [M] ribs severely beaten, <i>sickened</i> until healed. 4-5: [S] ribs cracked: STR, DEX, CON -6 until healed. 6+: [R] rib broken and lung punctured, <i>exhausted</i> until healed.	1-3: [M] muscles torn, STR, DEX, CON -4 until healed. 4-5: [M] ribs severely beaten, <i>sickened</i> until healed. 6+: [M] ugly slash, bleed 2.	Out of breath, <i>dazed</i> 1 round.
18	Neck	1-4: [S] Artery hit, bleed 4, <i>stunned</i> . 5+: [C] Trachea hit and punctured, <i>fatigued</i> , bleed 2.	1-5: [M] Stunned 1d6 rounds 6+: [R] Neck broken, relevant extremities lose all functions, hitpoints halved, disabled.	1-5: [S] Artery hit, bleed 4, <i>fatigued</i> 6+: Decapacitation, death.	Awfully painful, <i>dazed</i> 1 round.
19-20	Head	1-3: [L] Blood gets in your eyes, -2 to spot, attack and AC. 4: [R] Eardrum pierced, <i>dazed</i> 1 round, -5 to listen, 10% chance of miscasting until healed. 5: [R] Eye poked/shot out. -2 to all attacks, -4 to ranged attacks. 6+: Hit is stopped at the inside of your skull. Death.	1-3: [L] A shiny black eye is yours, blinded 1d6 rounds, then -2 to spot, attack and AC until healed. 4: [M] Nose broken, see stars, stripes and the universe before your eyes, <i>stunned</i> 1d6 rounds. 5: [S] Eardrum torn, <i>dazed</i> 1 round; -5 to listen, 10% chance of miscasting until healed. 6+: [R] Skull cracked, drop to -1 hitpoints,	1-2: [L] Blood gets in your eyes, -2 to spot, attack and AC. 3: [R] You lose an ear, <i>dazed</i> 1 round. 4-5: [M] Slash across your eyes, <i>blinded</i> until healed. 6+: [C] Awfully wicked slash across your face leaves an ugly scar and blood everywhere. -2 CHA unless Regenerate spell is used to heal this wound. Bleed 1.	<i>Stunned</i> 1 round.