

Critical Hits

The normal d20 rules state that when you make an attack roll and your unmodified roll is within the critical range of the weapon used, you have scored a 'critical threat' so long as attack roll is high enough to hit the target (note that a natural 20 always hits). To confirm this 'threat' you then make a 'critical roll' (basically another attack roll with all the same modifiers) and have only to beat the target's AC in order to deal extra 'critical damage' (usually double damage).

However, in this setting a variant rule is used so that if the second roll (the critical confirmation roll) is not only high enough to beat the target's AC, but is also within the critical range of the weapon used, then the target has also taken a 'critical effect.'

To determine what type of additional damage is done by this 'critical effect,' the player should then roll on the critical effect chart on the following page. Note that most of these effects (barring any extra hit point damage and effects such as 'stunned') may also be applied to creatures that are normally immune to critical hits (at the GM's discretion) - as a skeleton may have one of its legs so badly broken that it hampers its movement for example.

Types of Effects

The wounds dealt by these extra critical effects are broken up into several severities - all of which are in line with the various healing spells available within the campaign world (so that the effects of a 'moderate wound' for example, may be removed by the application of a *Cure Moderate Wounds* spell). These are as follows:

Light Wounds: These may include heavy bruising and minor muscle damage. The effects of light wounds can be removed with a *Cure Light Wounds* spell - though the wounded area is only healed enough to ignore the listed penalties (i.e. no hit points are gained from the initial casting).

Moderate Wounds: These may include cracked ribs, hairline fractures, and the like. The effects of moderate wounds may be removed with a *Cure Moderate Wounds* spell - though the wounded area is only healed enough to ignore the listed penalties (i.e. no hit points are gained from the initial casting). Alternately, a *Cure Light Wounds* spell lessens the effects to that of a light wound (thus allowing the effects to be totally removed by casting a total of two consecutive *Cure Light Wounds* spells).

Serious Wounds: These wounds may include broken bones and serious muscle damage. The effects of serious wounds may be removed with a *Cure Serious Wounds* spell - though the wounded area is only healed enough to ignore the listed penalties (i.e. no hit points are gained from the initial casting). Alternately, a *Cure Moderate Wounds* spell lessens the effects to that of a light wound, or a *Cure Light Wounds* spell lessens the effects to that of a moderate wound.

Critical Wounds: These wounds may include compound fractures, joint/ligament damage, and organ damage. The effects of critical wounds may be removed with a *Cure Critical Wounds* spell - though the wounded area is only healed enough to ignore the listed penalties (i.e. no hit points are gained from the initial casting). Alternately, a *Cure Serious Wound* spell lessens the effects to that of a light wound, or a *Cure Moderate Wounds* spell lessens the effects to that of a moderate wound, or a *Cure Light Wounds* spell lessens the effects to that of a serious wound.

Severed Appendage and Blindness/Deafness: These effects may be reversed by the *Regenerate* spell or the *Remove Blindness/Deafness* spell respectively.

Injury penalties

When a character suffers damage from a critical effect it is likely to cause some penalties being applied to certain skills that utilise the injured appendage. On the whole, the GM should use his/her common sense to determine when a certain skill should be penalised, though several examples are given below.

- *Arm Injuries:* Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, and Rope Use.
- *Leg Injuries:* Balance, Climb, Jump, Move Silently, and Tumble.
- *Body Injuries:* Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim and Tumble.

Hits per Round

With some wounds a character may suffer a number of additional hits for every round that that the wound goes untreated (due to either internal or external bleeding). The damage involved is usually the same as the critical multiplier of the weapon that caused the damage (e.g. a warhammer has a x3 critical multiplier and would therefore cause 3 points of damage). This type of damage can be halted by the application of any 'cure' spell or a DC15 heal check.

Natural Healing

The amount of time that it takes for these injuries to heal of their own accord depends largely upon the severity of the wound (see the table below). However, if a wounded character receives some kind of treatment during his/her recovery (i.e. long term care), these times can be halved. In such instances the Heal DC involved is based on the administering character 'taking 10' on the necessary heal checks during the recovery period rather than making a seemingly endless number of rolls.

Wound Severity	Healing Time	Long Term Care	
		Heal DC	Healing Time
Light	2 weeks	16	1 week
Moderate	4 weeks	17	2 weeks
Serious	8 weeks	18	4 weeks
Critical	N/A	19	8 weeks

D20	TYPE	IMMEDIATE EFFECTS
1	Minor wound	No additional effects.
2	Light body wound	Attack rolls and all skills involving body movement suffer a -1 penalty.
3	Light arm wound	Randomly determine which arm is hit. All skill checks, attack rolls and melee damage rolls made with that arm suffer a -1 penalty until healed. If the shield arm is hit (and a shield is in use) reduce the shield bonus to AC by 1 (to a minimum of 0).
4	Light leg wound	Randomly determine which leg is hit. Armour Class, Reflex Saves, and all skill and DEX checks involving leg movement suffer a -1 penalty until healed.
5	Light head wound	Initiative and concentration checks suffer a -1 penalty. Roll randomly between sight and hearing to determine which is affected and apply a -1 penalty to either spot & search checks or balance & listen checks respectively.
6	Moderate body wound	Attack rolls and all skills involving body movement suffer a -2 penalty. The character must make a Fortitude Save (DC equals 10 plus the critical multiplier of the weapon used) or suffer additional hit point loss per round equal to their own character level (due to bleeding).
7	Moderate arm wound	Randomly determine which arm is hit. All skill checks, attack rolls and damage rolls made with that arm suffer a -2 penalty until healed. If the shield arm is hit (and a shield is in use) reduce the shield bonus to AC by 2 (to a minimum of 0). The character must make a STR check (DC equals 10 plus the critical multiplier of the weapon used) or drop anything held in that hand.
8	Moderate leg wound	Randomly determine which leg is hit. Armour Class, Reflex Saves, and all skill checks involving leg movement suffer a -2 penalty until healed. The character's movement rate is decreased by 5 ft.
9	Moderate head wound	Initiative and concentration checks suffer a -2 penalty. Roll randomly between sight and hearing to determine which is affected and apply a -2 penalty to either spot & search checks or balance & listen checks respectively. The character must make a Fortitude Save (DC equals 10 plus the critical multiplier of the weapon used) or become dazed for one round.
10	Serious body wound	Attack rolls and all skills involving body movement suffer a -3 penalty. The character must make a Fortitude Save (DC equals 15 plus the critical multiplier of the weapon used) or suffer additional hit point loss per round equal to their own character level (due to bleeding). In addition, the character's movement rate is reduced by 5 ft.
11	Serious arm wound	Randomly determine which arm is hit. All skill checks, attack rolls and damage rolls made with that arm suffer a -3 penalty until healed. If the shield arm is hit (and a shield is in use) reduce the shield bonus to AC by 3 (to a minimum of 0). The character must make a STR check (DC equals 15 plus the critical multiplier of the weapon used) or drop anything held in that hand. The character also suffers an additional number of hits per round (due to bleeding) equal to the weapon's critical multiplier.
12	Serious leg wound	Randomly determine which leg is hit. Armour Class, Reflex Saves, and all skill checks involving leg movement suffer a -3 penalty until healed. The character suffers an additional number of hits per round (due to bleeding) equal to the weapon's critical multiplier, and his/her movement rate is halved.
13	Serious head wound	Initiative and concentration checks suffer a -3 penalty. Roll randomly between sight and hearing to determine which is affected and apply a -3 penalty to either spot & search checks or balance & listen checks respectively. The character must make a Fortitude Save (DC equals 15 plus the critical multiplier of the weapon used) or be knocked prone and dazed for one round. The character also suffers an additional number of hits per round (due to bleeding) equal to the weapon's critical multiplier.
14	Critical body wound	Attack rolls and all skills involving body movement suffer a -4 penalty. The character must make a Fortitude Save (DC equals 20 plus the critical multiplier of the weapon used) or suffer additional hit point loss per round equal to their own character level (due to bleeding). In addition, the character's movement rate is halved.
15	Critical arm wound	Randomly determine which arm is hit. All skill checks, attack rolls and damage rolls made with that arm suffer a -4 penalty until healed. If the shield arm is hit (and a shield is in use) reduce the shield bonus to AC by 4 (to a minimum of 0). The character must make a STR check (DC equals 20 plus the critical multiplier of the weapon used) or drop anything held in that hand. The character also suffers an additional number of hits per round (due to bleeding) equal to the weapon's critical multiplier, and is stunned 1 round.
16	Critical leg wound	Randomly determine which leg is hit. Armour Class, Reflex Saves, and all skill checks involving leg movement suffer a -4 penalty until healed. The character suffers an additional number of hits per round (due to bleeding) equal to the weapon's critical multiplier, and his/her current movement rate is reduced to 5 ft. The character must also make a Reflex Save (DC equals 20 plus the critical multiplier of the weapon used) or fall prone.
17	Critical head wound	Initiative and concentration checks suffer a -4 penalty. Roll randomly between sight and hearing to determine which is affected and apply a -4 penalty to either spot & search checks or balance & listen checks respectively. The character must make a Fortitude Save (DC equals 20 plus the critical multiplier of the weapon used) or be knocked prone and dazed for one round. The character also suffers an additional number of hits per round (due to bleeding) equal to the weapon's critical multiplier, and suffers 2 points of CHA damage.
18	Severed appendage	Randomly determine which arm or leg is lost (if the appendage is hit by an attack that would not normally sever it, you may consider it either crushed/damaged beyond repair or apply the 'critical' effect instead). Any skill that usually requires the use of two hands (in the case of a severed arm) or the legs (in the case of a severed leg) either suffers a -8 penalty or is now impossible (the GM should use his/her common sense here). The character must make a Fortitude save (DC equals 25 plus the critical multiplier of the weapon used) or lapse into unconsciousness. On a successful save the character is still stunned for a number of rounds equal to the critical multiplier of the weapon used, and continues to lose hit points at a rate equal to their own character level each round (due to bleeding). If a leg is lost the character's movement rate is reduced to 5 ft and he/she falls prone.
19	Blinded /deafened	The GM should determine which sense is affected by the attack form used (e.g. a sword slash across the face is likely to blind rather than deafen). The character must make a Fortitude Save (DC equals 25 plus the critical multiplier of the weapon used) or be dazed for a number of rounds equal to the critical multiplier of the weapon used. The character should then be treated in accordance with the penalties associated with being blind/deaf as set out in the DMG.
20	Death	Due to decapitation, an arrow through the heart, or a similar sudden life ending injury, the character is slain.

Additional Rules for the Heal Skill

With regard to hit point loss, the normal d20 rules state that if a character is reduced to -1 to -9 hit points they are considered to be unconscious and dying. In such instances they have a 10% chance to stabilise each round, otherwise they loose another hit point. At -10 they die.

Alternately, another character may attempt to administer 'first aid' to the dying character with a Heal Check (DC15) in order to stabilise them. This check does not bring the character back to consciousness or restore any hit points but it does stop them loosing any additional hit points.

Administering first aid is a standard action that provokes an attack of opportunity.

First Aid in Airtha

In addition to the first aid rules mentioned above, an Airtha character can also attempt to administer first aid to a dying character at a higher DC in order to attempt to restore a number of lost hit points as well as stabilising the dying character.

FIRST AID	
Heal DC	Result
15	Stabilisation only
20	Stabilisation plus 1d2hp
25	Stabilisation plus 1d4hp
30	Stabilisation plus 1d6hp

However, the player attempting the check must state which DC they are attempting before the roll is made, and any hit points healed this way cannot bring the dying character above 0hp (i.e. a dying character may be brought back to consciousness but will still be considered 'disabled' until he/she receives further treatment). Also note that a GM may rule that no matter which of the above checks are attempted, a roll of 15 or more always stabilises the character.

Short Term Care

If a character has a healer's kit they may also attempt to administer short term care to an injured character. Doing so takes 5 minutes, uses up one 'use' of the healer's kit, and the patient must already be stabilised. Short term care can only be used on a particular character once per day and has the following result based up on the amount of healing attempted.

SHORT TERM CARE	
Heal DC	Result
20	1d4hp + patients Con modifier
25	1d6hp + patients Con modifier
30	1d8hp + patients Con modifier

Note that like first aid, the player must declare which DC he/she is attempting to beat before making the roll (though players are allowed to take 10 on the roll). Also note that if a DC of 15 is not beat (i.e. 14 or less) on any of the above attempts, the character instead manages to reopen the wound he/she is treating, and the patient takes 1 hit point of damage (and may then need to be stabilised again if the injured character falls below zero hit points).

Additional Notes

Note that the rules given here are heavily modified variations of ideas presented in 'Torn Asunder - Critical Hits' by Bastion Press. The additional healing rules are by no means meant to undermine any of the healing classes, but rather to allow characters to 'field dress' wounds so that their comrades may live to fight another day.