

### CRITICAL HIT LIST

ROLL	LOCATION	DAMAGE RESULTS
01 - 01	Head Frontal	4x damage, brain penetrated, 50% IK (instant kill)
02 - 04	Neck Frontal	Normal damage, voice box ruined, permanent voice loss, 20% beheaded or 10% IK, unconscious 1d10 MR
05 - 07	Wrist	2x damage, hand severed, death 1d10 MR unless cured
08 - 10	Chest or Back	3x normal impaled, weapon stuck
11 - 14	Side	1d3 damage per rib, 1d6 ribs broken
15 - 17	Leg	Normal damage, artery cut, death 1d10 MR unless cured
18 - 21	Leg	2x damage, broken, lose Dex bonus, AC +3 due to Dex loss
22 - 24	Arm	Normal damage, artery cut, death 1d12 MR unless cured
25 - 28	Arm	2x damage, broken, lose Dex bonus, -2 on attack rolls
29 - 32	Foot	1/2 damage, Achilles tendon cut, fall flat, AC -2, perm. -2 Dex
33 - 36	Fingers	1 damage / finger, 1d5 fingers severed
37 - 39	Face	Normal damage, eye ruined, lose 1d10 MR, partially blinded
40 - 42	Forehead	1d3 damage, gashed, blood in eyes, blinded 1d10 MR
43 - 46	Groin	2x damage, no attacks, parries 1d6+5 MR
47 - 49	Groin	3x damage, genitals torn off, shock induced coma, death 1d4 MR.
50 - 53	Head, Side	1-3 damage, ear torn off, perm. 50% hearing loss, -2 Cha
54 - 56	Buttocks	3x damage, torn off, shock induced coma 3d10 MR, -2 Dex, ½ move
57 - 60	Torso	Roll d6: 1-4 extra 1d6 damage, 5-6 2x damage, 10% IK
61 - 63	Torso	2x damage, lose 1 MR, fall. 10% IK
64 - 67	Head, General	1-2 damage, stunned 1d10 MR
68 - 70	Head, General	1d4 damage, stunned 1-6 MR
71 - 73	Head, General	1d6 damage, minor concussion. stunned 1d10 MR, unconscious 1d6 MR
74 - 75	Head, General	1d8 damage, moderate concussion, confused and groggy 6d10 MR
76 - 77	Head, General	1d10 damage, skull fracture, unconscious 2d10 min, amnesia 2d12 hours, 40% perm.
78 - 78	Neck, Frontal	2x damage, throat cut, death 1d3 MR
79 - 80	Arm	3x damage, torn off, death 1-8 MR
81 - 82	Leg	4x damage, torn off, death 1-4 MR
83 - 83	Chest	DEATH, heart pierced
84 - 85	Spine Hit	2x damage, paralyzed d6: 1=100%, 2=left side, 3=right side, 4=waist up, 5=waist down, 6=Death in 1 min
86 - 87	Face	2x damage, both eyes ruined or torn out
88 - 90	Head, General	1-2 damage, nothing apparent, hemorrhage in 1d10 days, death or perm. insanity results
91 - 93	Guts Torn Out	3x damage, 20% chance of tangling feet, death 1d10 min
94 - 95	Head, Top	2x damage, skull caved in, 1/2 Int & Wis, d% memory gone, -8 Cha
96 - 97	Chest	2x damage, lung punctured, perm. 1/2 Str & Con
98 - 98	Neck	DEATH, head severed
99 - 99	Torso	DEATH, body sundered
00 - 00	Head	DEATH, head pulped & splattered, no raise dead.

Table from ancient type-written chart, origin unknown, formatted by Mark A. Thomas (thomas@pbegames.com)

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