

# CONAN d20 CRITICAL HIT TABLES ver. 1.0

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## USING THESE TABLES:

- Roll to hit as normal if Crit is threatened then roll on **Table 1: Critical Effects** table below. If **Critical Location** is hit then roll for wound severity. *\*see note below!*
- If attacker Rolls a "1" and fumbles go to **Table 2: Critical Fumbles**.
- Use **Table 3: Healing Wounds** to determine healing and any permanent injury effects.

*\*NOTE: When rolling for critical effect, Barbarians, Nomads, and Soldiers add +1 for every 3 class levels. Borderers, Pirates, and Thieves add +1 for every 4 levels. And Nobles and Scholars add +1 every 5 levels*

**TABLE 1: CRITICAL HIT EFFECTS –**

01 - 15	-	Normal Damage
16 - 19	-	Critical Damage (Roll as normal)
20 +	-	Critical Effect:
<b>Critical Effect - Right Arm:</b>		
01 – 04:	01-16	Light wnd. -1 to attack roll.
	17	Moderate wnd. -2 to attack roll, Lose 1 pt per rnd.
	18	Serious wnd - Lose 2 to attack roll and parry. lose 2pt per rnd.
	19	Critical wnd. Arm becomes useless. Lose 2pt rnd.
	20	Arm is severed, crushed or impaled. Requires Immediate attention – death in 1d8 rnds.
<b>Critical Effect - Left Arm:</b>		
05 – 08:	01-16	Light wnd. -1 to attack roll.
	17	Moderate wnd. -2 to attack roll, Lose 1 pt per rnd.
	18	Serious wnd. -2 to attack roll and parry. lose 2pt per rnd.
	19	Critical wnd. Arm becomes useless. Lose 2pt rnd.
	20	Arm is severed, crushed or impaled. Requires Immediate attention – death in 1d8 rnds.
<b>Critical Effect - Right Leg:</b>		
09 -10:	01-16	Light wnd. Minus 5' to base movement.
	17	Moderate wnd. Minus 10' to base movement, -1 dodge, lose 1pt rnd.
	18	Serious wnd. Move reduced to 1/2, -2 dodge, lose 2pt rnd.
	19	Critical wnd. Move reduced to 1/4, -4 dodge, lose 2pt rnd.
	20	Leg is severed, crushed or impaled. Requires Immediate attention – death in 1d6 rnds.
<b>Critical Effect - Left Leg:</b>		
11 -12:	01-16	Light wnd. Minus 5' to base movement.
	17	Moderate wnd. Minus 10' to base move, -1 dodge, lose 1pt rnd.
	18	Serious wnd. Move reduced to 1/2, -2 dodge, lose 2pt rnd
	19	Critical wnd. Move reduced to 1/4, -4 dodge, lose 2pt rnd.
	20	Leg is severed, crushed or impaled. Requires Immediate attention – death in 1d6 rnds.
<b>Critical Effect - Torso:</b>		
13 - 19:	01-16	Light wnd - Lose 1 Temp CON. And lose 1 pt per rnd.
	17	Moderate wnd - Lose 2 Temp CON. And lose 2 pt per rnd..
	18	Serious wnd - FORT save vs. opponents to hit roll or Stunned 1d4 rnds/ lose 2 pt per rnd.
	19	Critical wnd - FORT save vs. opponents to hit roll or Stunned 1d6 rnds lose 3 pt per rnd.
	20	Crushed or impaled. Requires Immediate attention – death in 1d6 rnds.
<b>Critical Effect - Head:</b>		
20:	01-16	Light wnd - FORT save vs. opponents to hit roll or dazed 1d4 rnds.
	17	Moderate wnd - FORT save vs. opponents to hit roll or dazed 1d6 rnds/ lose 2 pt per rnd.
	18	Serious wnd - FORT save vs. opponents to hit roll or dazed 1d8 rnds / lose 3 pt per rnd.
	19	Critical wnd - FORT save vs. opponents to hit roll or dazed 1d10 rnds/ lose 4 pt rnd.
	20	Severed, crushed or impaled. Immediate death.

**TABLE 2: CRITICAL FUMBLES –**

MELEE WEAPONS	
01-15	- No Effect
16	- Wide swing provokes attack of opportunity.
17	- Weapon dropped, provokes attack of opportunity and requires 1 rnd to recover
18	- Blow strikes closest (5') companion.
19	- Weapon breaks
20	- Blow strikes self. Roll 1/2 damage.

  

RANGED WEAPONS	
01-15	- No Effect
16	- Wild shot provokes attack of opportunity.
17	- Weapon dropped, provokes attack of opportunity and requires 1 rnd to recover
18	- Blow strikes random forward target for full damage.
19	- Weapon flies from grasp 1d6 squares in random direction leaving you flat footed this rnd. provoking attack of opportunity.
20	- Weapon breaks

**TABLE 3: HEALING WOUNDS –**

HEALING WOUNDS	
Wound Type	DC for Heal checks to stabilize*
Light	10
Moderate	15
Serious	20
Severed, crushed or impaled	30

  

Successfully Healed permanent injury after effects				
Wound type	Arm	Leg	Torso	Head
Light:	Bad scar	Bad scar	Bad scar	Bad scar
Moderate:	-1 DEX	-5 move	-1 CON	-1 WIS
Serious:	-2 DEX	-10 move	-2 CON	-1 WIS/-1 INT
Critical:	-4 DEX	½ move	-4 CON	-2 WIS/-1 INT

  

S/C/I Effects	
Arm:	Limb lost
Leg:	Limb lost and ¼ movement
Torso:	-4 CON and ½ movement
Head:	Death

\*Wounded characters must make a FORT save vs. the same DC to stabilize to avoid permanent injury.

Severed, crushed or impaled effect and has no FORT save. See SCI table for perm effect.