

d30 Simple Critical Wound Table

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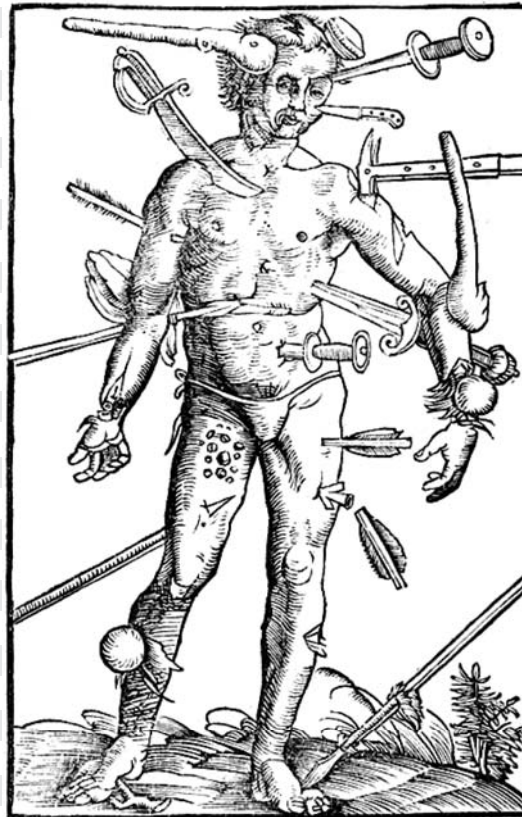
Many Fantasy RPGs have rather simple combat mechanics that do not give the GM many options to “spice up” the effects of rolling a natural 20. While the GM could simply allow for double damage or maximum damage, electing to use this d30 chart adds a little bit of randomness without complex rules and rolls (*if that is your thing you probably already have something more your taste already lined up*).

Using these tables: The primary use of this table is to roll a 1d30 for each “critical” wound suffered (*i.e. a natural 20 or death blow*) or simply reference the appropriate listing in the case of a successful called shot. Minor Effects vs. Major Effects is up to the purview of the GM, but Major Effects are essentially longer-lasting or more severe versions of the Minor Effects that have the possibility of becoming permanent. The GM is encouraged to have the players roll an appropriate save (*against CON is recommended*) if the wound is allowed ANY healing (natural or magical) without being properly treated. Minor Effects last no more than 24 hours (GM’s discretion) while Major Effects last until the wound is fully healed.

Table 1a: Minor Effects

Roll Result

1	Damaged Toe: movement reduced by 1'
2	Foot: PC stumbles/falls and movement reduced by 5'
3	Ankle: PC stumbles/falls and movement reduced by 10'
4	Shin: PC stumbles, -1 to AC on next attack
5	Calf: PC movement reduced by 1/2 for 1d4 rounds
6	Knee: PC stumbles, -2 to AC on next attack
7	Thigh: Unable to run for 1 turn
8	Fingers: -1 To-Hit with that hand
9	Hand: PC drops any item being held in that hand
10	Wrist: PC drops any item being held in that hand
11	Forearm: -1 To-Hit or AC (if weapon/shield used that arm)
12	Elbow: PC drops any held items (both hands)
13	Bicep: PC drops any item being held in that hand
14	Tricep: PC drops any item being held in that hand
15	Groin: PC knocked prone for 1d2 rounds
16	Hip: PC knocked prone, has notable limp
17	Stomach: PC has wind knocked out of them for 1d2 rounds
18	Small of Back: knocked prone for 1d4 rounds
19	Rib cage: -1 to AC for attacks on that side for 1d4 rounds
20	Sternum: Breath knocked out of PC, -2 To-Hit for 1d4 rounds
21	Shoulder Blades: Held item dropped
22	Chest: PC knocked back 10', -1 to next attack
23	Armpit: PC unable to fight effectively -1 to hit OR -1 AC
24	Shoulder: PC unable to fight effectively -1 to hit AND -1 AC
25	Collarbone: Unable to wear medium or heavy armor
26	Neck: PC knocked unconscious for 1d4 rounds
27	Throat: Unable to breath, will pass out in 1 round
28	Chin: Knocked out for 1d2 rounds
29	Face: Bloodied face causes -1 to all combat rolls
30	Top of Head: Knocked unconscious for 1d4 turns



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“Fieldbook of Surgery” by Hans von Gersdorff, 1530.

Table 1b: Major Effects

Roll Result

1	Broken Toe: movement reduced by 1'
2	Broken Foot: Movement reduced by 5'
3	Ankle: Movement reduced by 10', DEX -1
4	Shin: -1 to AC
5	Calf: PC Movement reduced by 1/2
6	Knee: -2 to AC
7	Thigh: PC has hobbled gait, unable to run
8	Broken Finger: Unable to cast somatic-based spells
9	Hand: Hand damaged, -1 To-Hit and DMG with that hand
10	Wrist: Wrist damaged, -2 To-Hit and DMG with that hand
11	Forearm: -1 To-Hit or AC (if weapon/shield used on that arm)
12	Elbow: Drops held items, pain causes -2 To-Hit with that arm
13	Bicep: Drops held items, STR -1
14	Tricep: Drops held items, -2 To-Hit
15	Groin: PC knocked prone for 1d4 rounds, STR -1
16	Hip: PC knocked prone, unable to run
17	Stomach: Internal damage halves natural healing rate
18	Small of Back: Muscular damage prevents PC from standing
19	Rib cage: -1 to AC for attacks on that side
20	Cracked Sternum: Unable to raise arms, STR -3
21	Shoulder Blades: PC unable to fight effectively -1 To-Hit
22	Chest: PC knocked back, -1 To-Hit and DMG
23	Armpit: PC unable to fight effectively -1 To-Hit OR -1 AC
24	Shoulder: PC unable to fight effectively -1 To-Hit AND -1 AC
25	Collarbone Snapped: Unable to use that side's arm
26	Neck: Unconscious for 1 turn, death if PC fails 2 saves
27	Throat: PC damages vocal chords, unable to speak
28	Chin: Broken jaw, unable to cast spells or eat solid foods
29	Face: -1 to Charisma
30	Top of Head: PC develops mental quirk