

Critical Miss & Injuries

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1. Injury

You can suffer an injury any time your hp drops bellow zero or as the consequence of critical miss. When your hp drops bellow zero, roll d20 and find suffered injury in table *T1.1:Injuries*.

T1.1: Injuries

d20	injury
1-10	no injury
11-13	broken rib (up to 10 ribs)
14-16	broken finger(up to 10 fingers)
17	broken off-hand
18	broken main-hand
19	broken leg (up to 2 legs)
20	jab out eye (up to 2 eyes)

Effect of injury

You can suffer multiple injuries. In following table you can find their effects.

T1.2: Effects of Injuries

injury	points	effect	using when
broken finger	10	<ul style="list-style-type: none">dex -1when 5 fingers of one hand are broken, you suffer the same effects as with broken main/off-hand	any action involving use of dexterity (checks, saves...)
broken rib	20	<ul style="list-style-type: none">con -1 (including loss of maximum hp as usualy)	any action involving use of strength (checks, saves...)
broken leg	30	<ul style="list-style-type: none">add your medium load to your current load if one leg is brokenadd your heavy load to your current load if both legs are broken	running, jumping
broken off-hand	30	<ul style="list-style-type: none">you cannot use your off-hand-5 penalty to all check involving both hands (climbing...)unable to use two-handed weapons (greatsword, longbow...)	any action involving use of both hands
broken main hand	30	<ul style="list-style-type: none">you cannot use your main hand-5 penalty to all check involving both hand(like climbing...)unable to use two-handed weapons (greatsword, longbow...)	any action involving use of both hands
jab out eye	50	<ul style="list-style-type: none">when only one eye is injured you suffer -5 penalty to all checks when using sightwhen both eyes are injured, you are blinded	

Overcomming injury

You can try to overcome injury effects when making some action. Then you must succeed Fortitude Save 20. If you fail the save, your injury-points double and injury effect last during the action.

Healing injury

Each injury has at start injury-points from table *T1.2:Effects of Injuries*. While these injury-points exist injury lasts. Healing an injury means curing its injury points. When injury points drop to zero, injury is healed.

There are four ways to heal injury:

Rest

Each day you are not using injured limb (see last column in table *T2:Effects of Injuries*) one point of injury is healed.

Active healing

Anyone can try to heal one of your injuries. He must make Heal check.and additional 2 characters can help him. If you heal yourself you have -5 on your heal check. See result of check in following table:

T1.3: Healing injury

healing DC	effect
< 5	Failure. Injury-points double
6-14	No effect
15-23	Healed d6 injury point
24-29	Healed d12 injury point
30 >	Healed d20 injury point

You can be healed only once per day.

Cure wounds spells

Spells curing wounds can be used to heal your injury. If magic healing is used such way number of healed hp is subtracted from injury points rather than added to hit-points. One cure attempt can effect only one injury.

Restoration

Restoration spells can heal injuries:

- **lesser restoratin**
cures 10 injury-points from one injury
- **restoration**
cures 50 injury-points from several injuries
- **greater restoration**
cures all injuries

2. Critical miss

d10	d10	severity	negated by	effect
1	1	fatal	<i>Ref 10+Attk. b.</i>	You cut your throat – roll critical damage
	2	fatal	<i>Ref 10+Attk. b.</i>	You cut yourself through – roll damage
	3	serious	<i>Ref 10+Attk. b.</i>	Object in main hand is damaged^Δ
	4	serious		Object in off-hand is damaged^Δ
	5	serious		Armor is damaged^Δ
	6	serious		Clumsy – attack nearest friend(if in reach)
	7	serious	<i>Ref 10+Attk. b.</i> <i>(Armor AC is bonus)</i>	You badly injured your breath – d6 permanent <u>CON</u> drain[†]

^Δ see section Damaging Object below

[†] down to minimum of 1 point

d10	d10	severity	negated by	effect
	8	serious	<i>Ref 10+Attk. b. (bonus +2 for helmet)</i>	You struck your temple – d6 round helpless
	9	serious		You broke‡ your main-hand
	10	serious		You broke‡ your off-hand
2	1	serious		You struck your head – permanent d4 INT drain†
	2	serious		You tangled and fell to ground – d6 round stunned
	3	serious		You lost [Ⓜ] 1 random ring
	4	serious		You struck your forehed – permanent d4 WIS drain†
	5	serious		You broke‡ your leg
	6	serious		You broke‡ d6 of your ribs
	7	serious		You lost [Ⓜ] amulet
	8	serious		You tangled yoursef – d6 entangled
	9	serious		You struck your face – permanent d4 CHA drain†
	10	serious		You hit yoursef in abdomen - permanent d4 CON drain†
3	1-2	serious		Clumsy – your attack has provoked attack-of-opportunity
	3	serious		You broke‡ your off-hand
	4	serious		You broke‡ d6 of your fingers
	5-6	serious		You lost [Ⓜ] random gem
	7-8	serious		You lost [Ⓜ] d% percent of your coins
	9-10	serious		You did d6 +STR damage to yourself
4		harmless		You struck your face – d4 temporary CHA loss†
5		harmless		Your weapon fell
6		harmless		Your shield fell
7		harmless		You fell to ground – 1 round stunned
8		harmless		You tangled yoursef – 1 round entangled
9		harmless		You slightly hit yourself – d4 hp
10		harmless		Clumsy – loosing next move action

Damaging Objects

If object is magical, it lost randomly one of its bonuses. When object has no magical bonus or is just masterwork, it lost its masterworkness. When object is not magical nor masterwork, it's broken and useless.

Damaged object cannot be repaired but can regain magic bonuses by improving magic weapon as usually.

Loosing objects

Lost object fell to ground or fly away thanks to your clumsy move. From next round you can try to find it as standard action. Search DC starts at 15 and rise by 2 each following round. Search DC stops rising at end of fight. To be able to search lost object, square where you lost it, must be in your reach.

Anybody can search lost object with you. He has same pre-requisitions and suffer -5 penalty for his search checks.

‡ see chapter Injuries

Ⓜ see section Loosing Objects below