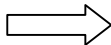


Fumble (all weapons)		Critical Hit (Slashing Weapon)			
d%	Result	d%	d20	dmg	Result
01-05	Reflex Save;DC12 or fall forward stunned 1d4 rds.	-30 & <	-	10%	Minor wound to lower body.
06-10	Reflex Save;DC14 or fall left stunned 1d4 rounds.	FOOT			
11-15	Reflex Save;DC16 or fall right stunned 1d4 rounds.	-29 to -25	1-6	10%	Toe Severed. Roll: d5 which one.
16-19	Reflex Save;DC18 or fall back stunned 1d4 rds.	-24 to -20	7-14	10%	Foot slashed. -1 Dex.
20-23	Reflex Save;DC12 or fall forward stunned 1d6 rds.	-19 to -17	15-18	20%	Achilles tendon cut;-2 Dex.
24-26	Reflex Save;DC14 or fall left stunned 1d6 rounds.	-16 to -15	19-20	30%	Foot severed at ankle. -5 Dex. Fall.
27-29	Reflex Save;DC16 or fall right stunned 1d6 rounds.	LEG			
30-32	Reflex Save;DC18 or fall back stunned 1d6 rds.	-14 to -12	1-2	20%	Calf deeply slashed. -2 Dex.
33	Throw shoulder out; -3 to hit for 1d4 rounds.	-11 to -7	3-5	10%	Calf slashed. -1 Dex.
34	Fall to ground & Break wrist. (null if wear gauntlets)	-6 to -2	6-8	10%	Knee slashed. -1 Dex.
35	Fall to ground & Break back (movement = 0)	-1 to 0	9	40%	Leg severed at knee; -5 Dex. Prone
36	Twist knee.Fort Save DC12 or 0 mvmt. 1d4 rds.	01 - 03	10-11	20%	Thigh deeply slashed. -2 Dex.
37	Twist knee;Fort Save DC14 or 0 mvmt. 1d6 rds.	04 - 08	12-14	10%	Thigh slashed. -1 Dex.
38	Twist ankle;Fort Sace DC16 or 0 mvmt. 1d4 rds.	09 - 10	15-16	20%	Hip deeply slashed. -2 Dex.
39	Fall to ground face first. Hit head. Fort Save DC18 or knocked unconscious. Lose 1d4 teeth. -1 cha.	11 - 16	17-19	30%	Groin slashed. -1 Dex. Fall Prone.
40	Reflex Save;DC12 or stumble forward no action.	17 - 18	20	50%	Leg severed at hip. -10 Dex. Prone
41	Reflex Save;DC14 or stumble left no action.	TORSO			
42	Reflex Save;DC16 or stumble right no action.	19 - 24	1-5	10%	Gash in side of body.
43	Reflex Save;DC18 or stumble back no action.	25 - 27	6-8	20%	Deep gash opens in side of body.
44-49	Lose grip on weapon. Reflex Save;DC12 to grab.	28	9	90%	Body cut in half across abdomen. Death is nearly instant.
50-54	Lose grip on weapon. Reflex Save;DC14 to grab.	29 - 31	10-11	30%	Abdomen deeply slashed open spilling innards. -4 Con.
55-58	Lose grip on weapon. Reflex Save;DC16 or drop.	32 - 34	12-14	20%	Abdomen slashed painfully. -1 Con
59	Lose grip on weapon. roll: d8=dir & d10=distance.	35 - 37	15-16	30%	Chest deeply slashed. -1 Con.
60	Shield tangled with opponent. No attack next rnd.	38 - 41	17-20	20%	Chest Slashed painfully.
61	Shield tangled in obstruction. (see above if no obs)	HAND			
62-63	Shield/off hand tangled with opponent. Opponent gets an attack of opportunity.	42 - 46	1-4	10%	Finger severed. Roll: d2=hand, d6=finger. -1 Dex.
64	Weapon tangled with opponent. No attack next rd.	47 - 49	5-6	20%	Thumb severed. -2 Dex.
65	Weapon tangled with obstuct.(see above if no obs)	50 - 54	7-11	10%	Palm slashed painfully. Reflex Save DC18 or drop weapon/item.
66-69	Weapon knocked away. Roll: d8=dir & d10=dist.	55 - 59	12-16	10%	Hand slashed.
70	Fall on weapon. Reflex save;DC14 or be hurt by weapon. normal damage. (Adjuicate for weapons)	60 - 62	17-19	20%	Wrist slashed. Profuse bleeding.
71	Fall and break weapon. Fort Save; DC18. (use PC fort save for weapon. +2 bonus per + enh.or abil)	63 - 65	20	30%	Hand severed at wrist. -2 Dex.
72-74	Weapon breaks.Fort Save;DC20 +2/enh or abil.	ARM			
75-77	Hit Self; 1/2 dmg	66 - 68	1-2	20%	Forearm deeply slashed. -1 to hit.
78-79	Hit Self; normal dmg.	69 - 73	3-6	10%	Forearm slashed.
80	Hit Self; x2 dmg.	74 - 75	7	40%	Arm severed at elbow. -2 Dex.
81-83	Hit Friend; 1/2 dmg.	76 - 78	8-9	20%	Upper arm deeply slashed. -1to hit.
84-85	Hit Friend; normal dmg.	79 - 83	10-13	10%	Upper arm slashed.
86	Hit Friend; x2 dmg.	84 - 86	14-15	20%	Shoulder deeply slashed. -1 to hit.
87-88	Critical Hit Self.	87 - 91	16-19	10%	Shoulder slashed.
89-90	Critical Hit Friend.	92 - 93	20	40%	Arm severed at shoulder. - 2 Dex.
91-92	Pulled groin.Fort Save DC16 or stunned 1d4 rds.	HEAD			
93-94	Hair in eyes. Reflex Save;DC12 or -2 to attack.	94 - 96	1	30%	Neck deeply slashed. Fort Save;DC 18 or fall unconscious.
95	Pants fall down. Reflex Save;DC14 or -4 to attack.	97 - 99	2-3	20%	Neck slashed.
96	Hair or helm covers face. No attack until fixed.	100	4	80%	Beheaded. Death is nearly instant.
97	Pants torn off.	101 - 102	5-6	20%	Face deeply slashed. Scar. -2 Cha
98	Distracted. Opponent gets Attack of Opportunity.	103 - 107	7-8	10%	Face slashed. Scar. -1 Cha.
99	Roll twice, ignore rolls 99+.	108 - 109	9	30%	Side of head slashed deep. Fort Save DC18 or fall unconscious.
100	Roll three tmes, ignore rolls 99+.	110 - 114	10-11	20%	Side of head slashed.
		115	12	70%	Head cut in half from top to bottom.
		116 - 120	13-14	20%	Nose severed. -4 Cha.
		121 - 125	15-16	30%	Eye cut.Fort Save DC20 or blind.
		126 - 129	17-19	10%	Ear cut off. -2 Cha.
		130+	20	70%	Top of head cut exposing brain.



"DMG" indicates the percentage out of the victims Total possible hit points that are lost.
"d20" roll column indicates called shot results. On a succesfull called shot hit, roll the corresponding d20 in the correct section.

Critical Hit (Piercing Weapon)				Critical Hit (Bludgeoning Weapon)			
d%	d20	dmg	Result	d%	d20	dmg	Result
-30 & <	-	10%	Minor wound to lower body.	-30 & <	-	10%	Minor wound to lower body.
FOOT				FOOT			
-29 to -25	1-6	10%	Toe Severed. Roll: d5 which one.	-29 to -25	1-6	10%	Toe crushed. Roll: d5 which one.
-24 to -20	7-14	10%	Foot stabbed. -1 Dex.	-24 to -20	7-9	20%	Foot smashed. -1 Dex.
-19 to -17	15-20	20%	Foot impaled & pinned to ground. Fort Save DC18 to move.	-19 to -14	10-17	10%	Foot bruised.
				-13 to -10	18-20	20%	Ankle broken -2 Dex; Reflex Save. DC18 or fall prone.
LEG				LEG			
-16 to -12	1-2	20%	Calf impaled. -2 Dex.	-9 to -6	1-2	20%	Calf broken. -2 Dex. Reflex Save. DC16 or fall prone.
-11 to -4	3-5	10%	Calf stabbed. -1 Dex.	-5 to 0	3-6	10%	Calf bruised.
-6 to 0	6-8	10%	Knee impaled. Leg crippled. -3 Dex.	01 - 03	7-8	20%	Knee shattered. Leg crippled. -3 Dex. Reflex Save; DC 18 or fall.
01 - 04	9-10	20%	Thigh impaled. -2 Dex.	04 - 06	9-10	20%	Thigh broken. -2 Dex.
05 - 10	11-15	10%	Thigh stabbed. -1 Dex.	07 - 12	11-15	10%	Thigh bruised.
11 - 16	16-20	10%	Hip stabbed. -1 Dex.	13 - 15	16	20%	Groin bruised. -1 Dex. Fall prone.
TORSO				16 - 21	17-20	30%	Hip smashed. -4Dex. Fall prone.
17 - 19	1-2	30%	Pelvis impaled. Wep in bone. -2Dex.	TORSO			
20 - 22	3-4	30%	Abdomen impaled. Internal bleeding. -2 Con.	22 - 27	1-5	10%	Abdomen bruised. Fort Save DC 16 or vomit.
23 - 27	5-7	20%	Abdomen stabbed.	28	6	60%	Abdomen ruptured spilling vital organs. -4 Con.
28 - 34	8-12	20%	Groin stapped. -2 Dex. Fall prone.	29 - 30	7-8	50%	Spine injured. Fort Save DC 18 or paralyzed from waist down.
35 - 38	13-15	20%	Deep gash in side.	31	9	70%	Spine shattered. Paralyzed.
39 - 40	16	20%	Chest stabbed.	32 - 34	10-12	30%	Broken ribs. -1 Con & -1 Dex.
41 - 45	17-20	40%	Chest impaled. -2 Con. Fort Save; DC 20 or fall unconscious.	35 - 36	13	50%	Chest caved in. -4 Con.
HAND				37 - 42	14-18	10%	Chest bruised. Winded.
46 - 50	1-6	10%	Finger severed. Roll: d2=hand, d6=finger. -1 Dex.	43 - 44	19-20	40%	Breastbone smashed. Fort Save DC20 /deat.h.Heart pierced. -4con
51 - 54	7-10	20%	Hand impaled.Drop weapon/item.	HAND			
55 - 61	11-20	10%	Hand stabbed.	45 - 49	1-6	10%	Finger severed. Roll: d2=hand, d6=finger. -1 Dex.
ARM				50 - 54	7-10	20%	Hand shattered. -2 Dex.
62 - 65	1-3	20%	Forearm impaled. -1 to hit.	55 - 61	11-20	20%	Wrist shattered. -1 Dex. -2 to hit.
66 - 73	4-7	10%	Forearm stabbed.	ARM			
74 - 77	8-10	20%	Upper arm impaled. -1 to hit.	62 - 65	1-3	20%	Forearm broken. -1 to hit.
78 - 84	11-14	10%	Upper arm stabbed through bicep.	66 - 73	4-7	20%	Elbow broken. -2 Dex.
85 - 87	14-15	10%	Upper arm stabbed.	74 - 77	8-10	10%	Upper arm bruised. -1 to hit.
88 - 94	16-20	30%	Shoulder impaled. -2 to hit.	78 - 84	11-14	20%	Upper arm broken. -1 Dex.
HEAD				85 - 87	14-15	10%	Shoulder bruised. -1 to hit
95 - 98	1-3	20%	Neck pierced. Severe bleeding.	88 - 94	16-20	30%	Shoulder broken. -2 to hit. -2 Dex.
99 - 100	4	40%	Neck impaled. Save DC18 or fall unconscious.	HEAD			
101 - 104	5-6	30%	Stabbed in mouth. Speech affected	95 - 96	1-3	40%	Throat crushed. -10%hp/rnd.
105 - 110	7-9	20%	Cheek pierced. Scar. -2 Cha.	97 - 98	4	50%	Neck broken. Fort Save DC18 or paralyzed from neck down.
111 - 114	10-11	20%	One eye destroyed. -2 Cha.	99 - 100	5	60%	Lower jaw knocked off, tongue wags free. -5 Cha.
115	12	60%	Skull impaled through eye. Brain damage. 1/2 Int & -2 Cha.	101 - 105	6-9	20%	Jaw smashed. Eating hurts. -2Cha.
116 - 123	13-15	20%	Side of head gashed open. Fort Save DC18 or fall unconscious.	106 - 113	10-11	30%	Side of head bruised.
124 - 129	16-19	10%	Ear cut off. -2 Cha.	114 - 119	12-13	20%	Severe head blow. Fort Save DC 20 or unconscious.
130+	20	70%	Skull impaled through forehead. Forebrain destroyed. 1/2Int & Wis.	120 - 123	14-15	80%	Head knocked off shoulders. Body collapses in 1 round.
Size Modifiers: Tiny- Small Medium Large Huge+				124 - 129	16-19	70%	Face caved into skull. 1/2 Int -4 Cha
(of target, added to d%)	+30	+15	0	-15	-30		Skull crushed. Brains leak out nose. Death is painful.
				130+	20	70%	

(Thus a gnome cannot easily critical a giant on the head)

*Charts by Earle Teagarden & Lance Kepner.