

VARIANT RULES

We've all played a Ranger wanting to shoot the guard in the head or the Barbarian wanting to cut off the Ogres arm, but never really had a good way to handle that situation. These option rules allow for combat to be a bit more realistic (and brutal). With all new rules, your combat will slow down until you know these really well, so I recommend using them only during important combats until everyone gets the hang of them.

As with all rules, these rules are mutable at the DMs discretion. The content is a compilation from other d20 sources, and is intended to give everyone more options in combat.

HIT LOCATION

If for some reason (including the following variant rules) you need to randomly choose a part of the body, use this table.

d10	HIT LOCATION
1	Left Arm
2	Right Arm
3	Left Leg
4	Right Leg
5-9	Torso
10	Head

d4	LIMB AFFECTED
1	Primary Arm
2	Off-Hand
3	Right Leg
4	Left Leg

d20	ARM	LEG
1-14	Wrist	Ankle
15-19	Elbow	Knee
20	Shoulder	Hip

CALL SHOTS

This this new variation, you can choose to try and hit a specific body part, though because it is smaller than the overall area of the body they receive the noted additional bonus to AC required to hit it. When the target is unaware of such an attempt and the target is an extremity (any part except the torso), subtract 5 from the noted AC bonus to represent the lack of defensive movement.

Note: A "Called" or "Aimed" shot is not a way to get an instant critical. In this case, it is to get the additional effect. However, if someone does get a critical on a called shot, additional effects should receive no save.

HIT LOCATION	TARGET SIZE	AC BONUS	ADDITIONAL EFFECTS
Arm	Diminutive	+9	Will (DC 10) or drop held item.
Leg	Tiny	+7	Will (DC 10) or fall prone.
Torso	Tiny	+2	Fort (DC 10) or stunned for 1 round.
Head	Fine	+13	Fort (DC 20) or stunned for 1d6 rounds.
Hand	Fine	+13	Ref (DC 20) or drop held item.
Foot	Fine	+13	Ref (DC 20) or fall prone.

CRITICAL CUTS

Generally when a player scores a critical hit, you simply double the damage. This offers a new alteration. Again, this can slow down some games, but can add a touch of realism, or a new rout for campaign with low hit-point parties.

When a player scores a critical hit, instead of doubling damage, roll on one of the tables below based on the type of damage the weapon deals. This is instead of simply cutting a limb off by rolling on table 1-1.

d10	RESULT
1-2	Dismemberment: Target must make a Ref Save (DC 12). On a failed save, roll 1d4 on table 1-1 and see Severed and Broken Limbs.
3-5	Severed Hand: Target must make a Ref Save (DC 12) to avoid losing a hand. Also, on a failed save see Severed and Broken Limbs.
6-8	Leg Wound: Target must make a Ref Save (DC 15) to avoid a severe leg injury. On a failed save the character has their movement speed halved and cannot run, and takes a -8 penalty on Climb, Move Silently, Swim, and Tumble checks.
9-10	Decapitation: Target must make a Ref Save (DC 10) to avoid instant death.

d10	RESULT
1-2	Blinded: Target must make a Ref Save (DC 12) or lose an eye. Double range penalties and -4 penalty on Balance, Ride, Search, and Spot checks.
3-5	Pierced Limb: Target must make a Ref Save (DC 15). On a failed save roll 1d4 on table 1-1 and see Bleeding to Death.
6-8	Deafened: Target must make a successful Ref Save (DC 12). On a failed save is deafened in one ear, suffering a -4 penalty to Balance, Gather Information, Listen, and Sense Motive checks, and a -2 on Initiative.
9-10	Pierced Torso: Target must make a Ref Save (DC 15) or risks Bleeding to Death.

d10	RESULT
1-2	Broken Limb: Target must make a Fort Save (DC 10). On a failed save roll 1d4 on Table 1-1 and see Severed and Broken Limbs
3-5	Broken Hand: Target must make a Fort Save (DC 10). On a failed save see Severed and Broken Limbs.
6-8	Broken Ribs: Target must make a Fort Save (DC 15). On a failed save the characters speed is halved and suffers a -4 penalty on Ref saves and skill checks involving Strength, Dexterity, or Constitution.
9-10	Head Trauma: Target must make a Fort Save (DC 12). On a failed save the target suffers no damage, but suffers temporary ability damage to Dexterity, Intelligence, Wisdom, and Charisma. The amount of damage is equal to one-half the damage that would have been dealt.

BLEEDING TO DEATH

If a character loses a limb or is bleeding from a wound that isn't cauterized, he can bleed to death. When a character suffers a wound that risks Bleeding to Death, they lose 1 hit-point a round until they die or the wound is treated.

A character stops taking damage in this way after a successful Heal check (DC 15) or when healed by a spell.

SEVERED AND BROKEN LIMBS

Any action that requires the use of a missing limb can't be done, and any action requiring a broken limb suffers a -4 penalty (generally any Strength or Dexterity based skill). Movement is reduced to half for a bipedal character with a broken leg.

Natural healing restores lost hit-points, but does not remove the broken limb penalty. To set a broken limb requires a Heal check (DC 20, or DC 30 to set it yourself). Once set, the penalty is reduced by 1 for each full day of rest.