

Torn Asunder: Critical Hits Optional Rules on Bleeding

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Torn Asunder: Critical Hits covers a wide range of situations and possibilities regarding the use of critical hits. However, one aspect it does not address is the creation of rules to address blood loss and continual bleeding from those critical wounds. To that end, David Vershaw has designed and developed an optional rules system that takes such things into account.

Blood loss damage assessments are evaluated first with two options being presented: a standard hit point loss mechanic that is based on the level of blood loss, and loosing Constitution points based on the level of blood loss.

Hit Point Method

<i>Mild blood loss.</i>	<i>Target takes extra d4 hit points a round until treated</i>
<i>Moderate blood loss</i>	<i>Target takes extra d6 hit points a round until treated</i>
<i>Heavy blood loss</i>	<i>Target takes extra d8 hit points a round until treated</i>

Limb removal and blood loss/Hit Point

<i>Abomination</i>	<i>d4 hit points a round until treated</i>
<i>Beast, eight legged</i>	<i>d4 hit points a round until treated</i>
<i>Beast, six legged</i>	<i>d4 hit points a round until treated</i>
<i>Beast, four legged</i>	<i>d4 hit points a round until treated</i>
<i>Draconic</i>	<i>d6 hit points a round until treated</i>
<i>Bipedal</i>	<i>d8 hit points a round until treated</i>
<i>Dibrachium</i>	<i>d8 hit points a round until treated</i>
<i>Humanoid</i>	<i>d8 hit points a round until treated</i>
<i>Serpentine</i>	<i>d8 hit points a round until treated</i>

Constitution loss method

<i>Mild blood loss</i>	<i>Target takes 1 constitution point in damage every 2 minutes until treated</i>
<i>Moderate blood loss</i>	<i>Target takes 1 constitution point in damage every minute until treated</i>
<i>Heavy blood loss</i>	<i>Target takes 2 constitution points in damage every minute until treated</i>

Limb removal and blood loss/Constitution

<i>Abomination</i>	<i>If has limbs 1 constitution in damage every 2 rounds until treated</i>
<i>Beast, eight legged</i>	<i>1 constitution point in damage every 2 rounds until treated</i>
<i>Beast, six legged</i>	<i>1 constitution point in damage every 2 rounds until treated</i>
<i>Beast, four legged</i>	<i>1 constitution point in damage every 2 rounds until treated</i>
<i>Draconic</i>	<i>1 constitution point in damage every round until treated</i>
<i>Dibrachium</i>	<i>2 constitution points in damage every round until treated</i>
<i>Bipedal</i>	<i>2 constitution points in damage every round until treated</i>
<i>Humanoid</i>	<i>2 constitution points in damage every round until treated</i>
<i>Serpentine</i>	<i>2 constitution points in damage every round until treated</i>

Definitions

Shock is considered the same thing as being unconscious. Not able to do anything but look in horror at the wound.

Base damage of the weapon will be equal to the weapons maximum base damage, not what is rolled. So in the case of a greatsword when applying the effects of the weapon's base damage to a critical effect: The base damage would be **12** derived from 2d6 (6+6=12). This is the maximum base damage of a greatsword.

Stacking Penalties

Penalties for critical effects do not stack if they are from the same location. If a creature takes a second critical effect to the same area, the level of the critical effect is raised by one or more (depending on the first and second effects). The maximum effect is, of course, Serious. If the penalties are from different locations they do stack. So -5 to attack from torso injury and -8 from moderate arm critical would be **-13** to attack.

Note: Blood loss penalties do not stack. If it is just **general bleeding** that is not related to limb removal, just go to the next highest level. So Mild bleeding would become Moderate with the highest level being Serious. If using the **hit point method for limb removal**, simply go to the next higher die (for example: d4 becomes d6). The highest die that may be used is d8. At the GM's discretion, it may be raised to a d10. For the **Constitution method**, add 1 to the Constitution damage. Once again at the GM's discretion, the highest level of 2 may be raised to 3 Constitution points in damage around if multiple limbs have been removed.

Hit point reduction when a limb is removed

Subtract the percentage of the limb from the target's overall hit point total. For example, if a Draconic target had an arm or limb removed it represents 10% of their total hit points. This is now subtracted from their hit point total to become the new hit point total based on the removed limb. So if a target had 100 hit points and had an arm or limb removed (Draconic) they would now have a new hit point total of 90 (100 x 10%=10; 100-10=90). Remember to always round down. The table below gives the percentage hit point value a limb represents based on body type. The target will suffer the percentage loss for limb removal. This will be subtracted from the target's **current hit point total**. For ease of play do not reconfigure the new hit point total until combat is over. The subtraction from hit points for the limb is permanent unless the limb is regenerated. Even when the target heals and is at maximum hit points the he will still suffer the penalty for having the limb removed.

Limb removal and Hit point loss

<i>Abomination</i>	<i>If has limbs -5% of total hit points</i>
<i>Beast, eight legged</i>	<i>-5% of total hit points</i>
<i>Beast, six legged</i>	<i>-10% of total hit points</i>
<i>Beast, four legged</i>	<i>-10% of total hit points</i>
<i>Draconic</i>	<i>-10% of total hit points</i>
<i>Dibrachium</i>	<i>-15% of total hit points</i>
<i>Bipedal</i>	<i>-15% of total hit points</i>
<i>Humanoid</i>	<i>-15% of total hit points</i>
<i>Serpentine</i>	<i>-15% of total hit points for the tail (lower part of the body)</i>

For limbs that are larger or smaller than the typical body type, an addition or subtraction will be made to hit point reduction based on the size of the limb. There are 3 categories: Smaller than Normal, Standard, and Larger than Normal. An addition or subtraction should be made to the % hit point loss based on the category. It should be noted that the % hit point reduction for limb removal can never be less than 1%. So if an Eight legged creature had a smaller than normal limb the % hit point loss would be 1% ($5-5=0$ remember can never be less than 1%)

<i>Smaller than Normal</i>	<i>-5% to the hit point loss</i>
<i>Standard/Normal Size</i>	<i>+0% to the hit point loss</i>
<i>Larger than Normal</i>	<i>+5% to the hit point loss</i>

The percentages do stack. So if an eight legged creature had 4 limbs removed the percentage value would be $4 \times 5\% = 20\%$ of the creature hit points ouch!