TORN ASUNDER
CRITICAL HITS

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INTRODUCTION

Make no mistake about it. The ideas presented within these pages are designed to hurt, maim, punish, break, and perhaps even kill every creature that dares to draw blood in your campaign. Why? Because in d20 roleplaying games combat breaks down to hits and misses, hit points lost and who runs out of hit points first. This is done in order to determine who is victorious in a simple and decisive manner. Wounds suffered are nothing more than points subtracted from your total and healing magics are nothing more than points added back on. Unfortunately, this simplistic system takes away any sense of realism and has a tendency to give players the feeling that their characters are no more "alive" than video game icons.

Torn Asunder: Critical Hits can bring back the flowing blood and raw-nerves reality that *is* martial combat. It's ideal for those campaigns that seek more realism in their encounters, and for GMs looking for ways to make the heroes think twice about charging headlong into glorious combat.

This book is divided out into a number of sections. The first, **Critical Hits**, details the new rules that form the baseline of the critical hit system. This is the core of the book, and all other chapters build on this one.

Healing & Helping provides new rules for the application of healing spells and skill to the kinds of wounds heroes will endure. It includes new healing magic as well as herbal remedies. And when all else fails, there's also rules for artificial limbs.

Armor-Shells & Casings demonstrates new armor and how they can be used to minimize injuries. Rules for piecemeal armor are also included.

Whenever you introduce new rules into your campaign, there will also be the opportunity for heroes that specialize in this new lore. **Critical Characters** provides new prestige classes and feats for campaigns that introduce critical hits.

Dire Castings provides new spells for spellcasters looking to capitalize on critical hits. **Equipment & Weapons** provides new gear that exist in worlds where combat is both brutal and memorable. And no book would be complete without an assortment of nasty monsters built on the rules presented within these pages.

Adding critical hits to your campaign applies to the monsters and NPCs as well. This means that it will take a few more minutes to plan out that evil gnoll warlord your heroes will face this week. But, think of the songs those bards will sing!
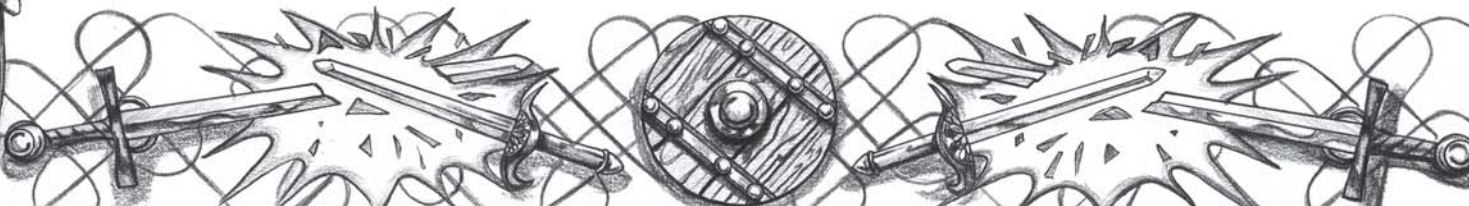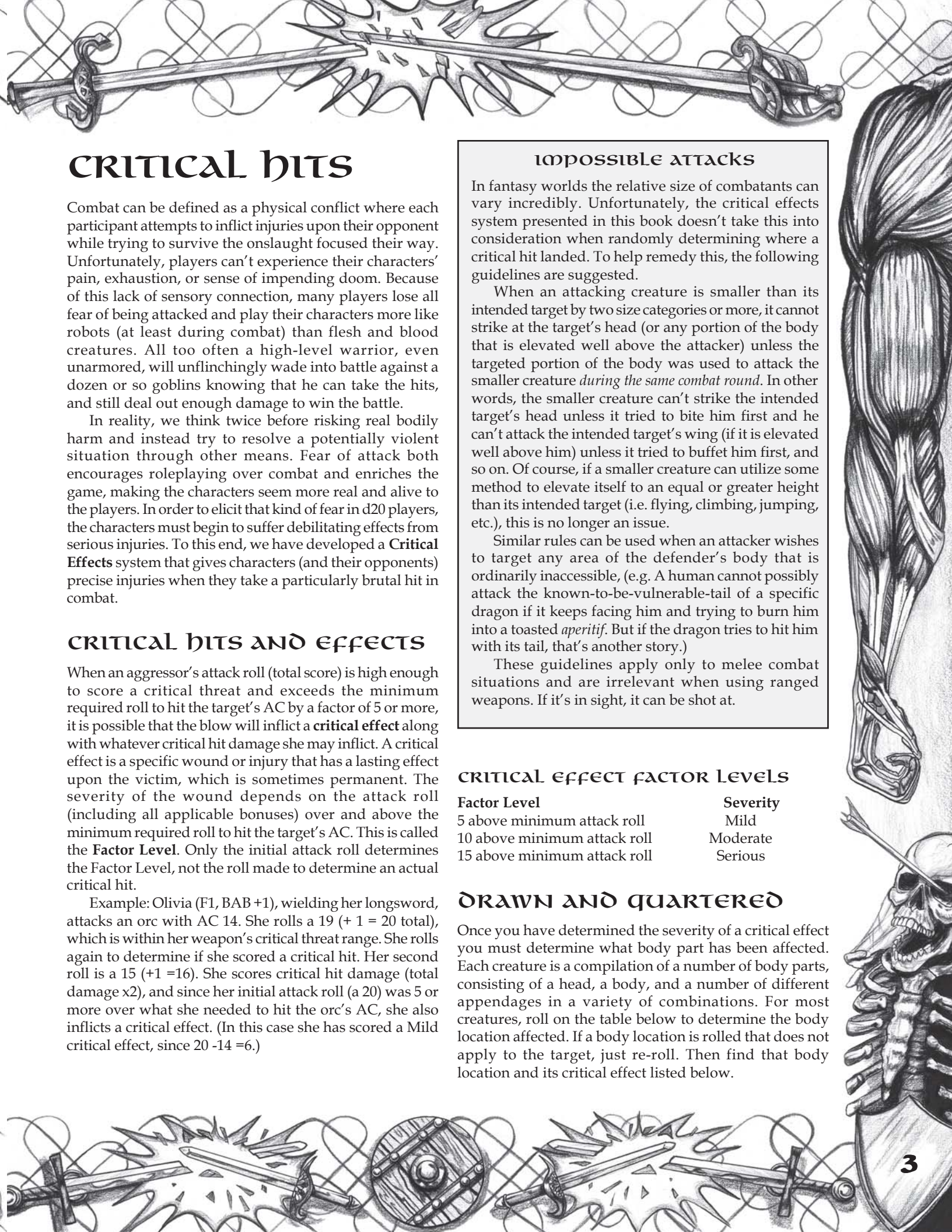
CRITICAL HITS

Combat can be defined as a physical conflict where each participant attempts to inflict injuries upon their opponent while trying to survive the onslaught focused their way. Unfortunately, players can't experience their characters' pain, exhaustion, or sense of impending doom. Because of this lack of sensory connection, many players lose all fear of being attacked and play their characters more like robots (at least during combat) than flesh and blood creatures. All too often a high-level warrior, even unarmored, will unflinchingly wade into battle against a dozen or so goblins knowing that he can take the hits, and still deal out enough damage to win the battle.

In reality, we think twice before risking real bodily harm and instead try to resolve a potentially violent situation through other means. Fear of attack both encourages roleplaying over combat and enriches the game, making the characters seem more real and alive to the players. In order to elicit that kind of fear in d20 players, the characters must begin to suffer debilitating effects from serious injuries. To this end, we have developed a **Critical Effects** system that gives characters (and their opponents) precise injuries when they take a particularly brutal hit in combat.

CRITICAL HITS AND EFFECTS

When an aggressor's attack roll (total score) is high enough to score a critical threat and exceeds the minimum required roll to hit the target's AC by a factor of 5 or more, it is possible that the blow will inflict a **critical effect** along with whatever critical hit damage she may inflict. A critical effect is a specific wound or injury that has a lasting effect upon the victim, which is sometimes permanent. The severity of the wound depends on the attack roll (including all applicable bonuses) over and above the minimum required roll to hit the target's AC. This is called the **Factor Level**. Only the initial attack roll determines the Factor Level, not the roll made to determine an actual critical hit.

Example: Olivia (F1, BAB +1), wielding her longsword, attacks an orc with AC 14. She rolls a 19 (+ 1 = 20 total), which is within her weapon's critical threat range. She rolls again to determine if she scored a critical hit. Her second roll is a 15 (+1 =16). She scores critical hit damage (total damage x2), and since her initial attack roll (a 20) was 5 or more over what she needed to hit the orc's AC, she also inflicts a critical effect. (In this case she has scored a Mild critical effect, since 20 -14 =6.)

IMPOSSIBLE ATTACKS

In fantasy worlds the relative size of combatants can vary incredibly. Unfortunately, the critical effects system presented in this book doesn't take this into consideration when randomly determining where a critical hit landed. To help remedy this, the following guidelines are suggested.

When an attacking creature is smaller than its intended target by two size categories or more, it cannot strike at the target's head (or any portion of the body that is elevated well above the attacker) unless the targeted portion of the body was used to attack the smaller creature *during the same combat round*. In other words, the smaller creature can't strike the intended target's head unless it tried to bite him first and he can't attack the intended target's wing (if it is elevated well above him) unless it tried to buffet him first, and so on. Of course, if a smaller creature can utilize some method to elevate itself to an equal or greater height than its intended target (i.e. flying, climbing, jumping, etc.), this is no longer an issue.

Similar rules can be used when an attacker wishes to target any area of the defender's body that is ordinarily inaccessible, (e.g. A human cannot possibly attack the known-to-be-vulnerable-tail of a specific dragon if it keeps facing him and trying to burn him into a toasted *aperitif*. But if the dragon tries to hit him with its tail, that's another story.)

These guidelines apply only to melee combat situations and are irrelevant when using ranged weapons. If it's in sight, it can be shot at.

CRITICAL EFFECT FACTOR LEVELS

Factor Level	Severity
5 above minimum attack roll	Mild
10 above minimum attack roll	Moderate
15 above minimum attack roll	Serious

DRAWN AND QUARTERED

Once you have determined the severity of a critical effect you must determine what body part has been affected. Each creature is a compilation of a number of body parts, consisting of a head, a body, and a number of different appendages in a variety of combinations. For most creatures, roll on the table below to determine the body location affected. If a body location is rolled that does not apply to the target, just re-roll. Then find that body location and its critical effect listed below.

BODY LOCATION

Roll 1d20	Body Location
1-4	Arm: Any appendage used to manipulate objects or to attack.
5-7	Tail: Rear appendage used for balance, movement, or attacking.
8-11	Leg: Any appendage used primarily for movement and sometimes to attack (kicking).
12-15	Torso: The main body containing most of the vital organs.
16-18	Wing: Any appendage used primarily for flight and sometimes to attack (buffeting).
19-20	Head: Usually contains the creature's brain, mouth, and most of its sensory organs.

CRITICAL EFFECTS

All debilitating effects last until the victim has received healing applied directly to the specific wound or healing equal to the hit points lost in the attack that caused the critical effect, unless otherwise noted. Mild and Moderate effects can be removed either magically or naturally; however, Serious effects are usually permanent and can only be removed through means other than natural healing.

Unfortunately, this system is not 100% foolproof. Eventually, someone's going to roll an effect that doesn't exactly match with a particular creature, such as a broken ribcage on an invertebrate or a jawbone hit for a creature that has no definable jaw. Although the game mechanics of the critical effect system should remain consistent, the Game Master is encouraged to improvise different and more detailed descriptions of the action and wounds suffered.

ARM (APPENDAGE) - MILD

Effect: The victim suffers a -2 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm.
Bludgeoning: Bruised: The upper arm is deeply bruised.
Piercing: Stabbed: The upper arm has been pierced.
Slashing: Cut: The upper arm has been sliced open.

ARM (APPENDAGE) - MODERATE

Effect: The victim suffers a -8 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm. Victim must roll a Strength check (DC 17) each round or lose any held item, shield or weapon.
Bludgeoning: Broken: A bone has been snapped.
Piercing: Pierced: A joint has been severely punctured.
Slashing: Digit(s) severed: Victim loses 1d4 fingers/claws

ARM (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.
Bludgeoning: Crushed: Multiple bones are broken, hand/claw is now lame and completely useless.
Piercing: Impaled: The hand/claw is torn open and is now ruined and completely useless.
Slashing: Severed: The hand/claw has been severed from the arm.
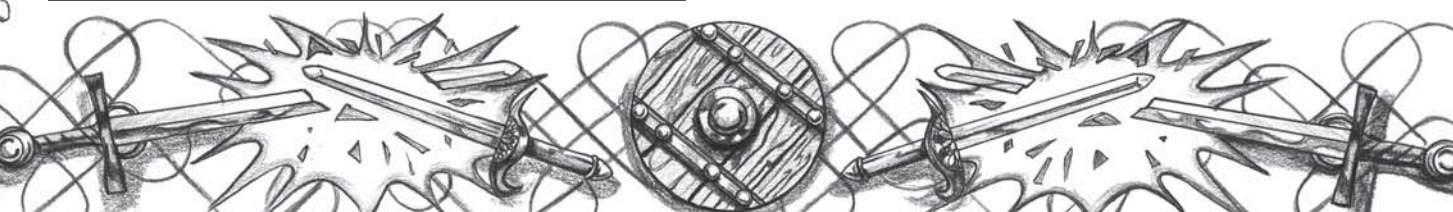
TAIL (ABDOMEN) - MILD

Effect: The victim suffers a -2 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks.
Bludgeoning: Bruised: The tail is deeply bruised.
Piercing: Stabbed: The tail has been pierced.
Slashing: Cut: The tail has been sliced open.

TAIL (ABDOMEN) - MODERATE

Effect: The victim suffers a -8 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks. If the tail is used for locomotion, reduce the victim's base movement by one-half.
Bludgeoning: Broken: A bone has snapped.

VARIANT RULE:
CREATURES IMMUNE TO CRITS

While some creatures are immune to critical hits (such as constructs, elementals, plants and undead), they may still be affected by certain results from a critical effect. Even though such a creature may ignore hit point damage from a critical hit, a broken or severed appendage or damaged sensory organ can still have a serious affect on how the creatures can function. This could reduce the creature's movement rate, cut the number of attacks they may make or even eliminate their ability to sense opponents.

It is up to the GM whether or not certain creatures are vulnerable to critical effects. If so, use the critical hits and effects system as normal. Ignore all critical hit damage you would normally apply to the target and only resolve the resulting critical effects.

ARMOR–SHELLS AND CASINGS

Most fighters will tell you that the only thing more valuable than their weapons is their armor. Without its protection warriors wouldn't last a minute in battle. So keeping your armor in good working repair is essential. But what happens if a significant portion of your armor is destroyed? Many hazards lie in wait in the fantasy world that can burn, melt, corrode, or rust away pieces of this valuable protection, leaving you with an incomplete suit of armor. Or, perhaps you are just starting your career of adventuring and are strapped for currency. So you begin collecting various salvageable pieces of armor from the brigands, bandits, orcs, and hobgoblins that have crossed your path and you begin assembling an incomplete suit of "patchwork" armor.

In either case, what sort of protection can you expect from an incomplete suit of armor? What is your maximum movement rate, your percentage for arcane spell casting failure or your maximum Dexterity bonus while in your partial armor?

PARTIAL ARMOR GUIDELINES

Here are a few rules/guidelines to go by when dealing with the issue of partial armor:

If you wear 50% or less of a suit of armor's total pieces, the armor provides no added protection (Armor Bonus) to your overall AC. However, the armor's Maximum Dexterity Bonus increases by +2, Armor Check Penalty decreases by –2, Arcane Spell Failure decreases by –10% and the armor's weight decreases by half.

If you wear more than 50% of the armor's total pieces, you receive the standard Armor Bonus to your overall AC. However, you incur the armor's full limits and restrictions AND you and your Game Master must keep a record of which specific body locations are not protected and thereby do not receive any protection against a Called Shot.

Parts of the body that ARE covered by partial armor receive that armor's full protection rating (Armor Bonus) if that area is targeted for a Called Shot. Leather gloves or boots protect hands and feet as if you are wearing leather armor and metal gauntlets or helms protect the hands or head as if you are wearing half-plate armor.

If an armored Body Location is rolled for on a normal Critical Hit (not a Called Shot), then roll again. If the same spot is rolled a second time, it receives the Critical Hit and Effect. This reflects the likelihood of an unarmored area being affected by a Critical Hit rather than an armored area.

While scantily clad warriors wearing a revealing set of key pieces of armor are often depicted in fantasy art, there is a definite downside to wearing partial armor. Individual pieces could be enchanted to help alleviate these shortcomings, but this is very costly. In general, you are better off investing your gold in a complete suit of armor tailored to fit your needs and lifestyle.

NEW ARMORS

Armored Codpiece: A single-piece garment worn to protect the groin area. Some are oversized and gaudy while others are slim and can easily be worn under outer clothes. Although a codpiece does not provide any additional AC bonuses, it does provide the listed Armor Bonus against any Called Shot to the groin area.

Full Visor: A full visor completely covers the wearer's face leaving only a small slit for vision. This makes the user immune to Called Shots to the eyes and face. (Called Shot penalty to eyes equals -15) It also makes it very hard

TABLE 3-1: NEW ARMOR TYPES

Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure %	Speed 30 ft.	Speed 20 ft.	Weight*
Armored Codpiece	5 gp	+4	—	0	—	—	—	2 lbs.
Full Visor	10 gp	—	—	—	—	—	—	4 lbs.
Mithral Cloak	1,400 gp	+4	+6	0	5%	30 ft.	20 ft.	15 lbs.
Piecemail Armor								
-Plate-style	400 gp	+5	+2	-5	30%	20 ft.	15 ft.	35 lbs.
-Banded-style	175 gp	+4	+3	-4	25%	20 ft.	15 ft.	20 lbs.
Spiked/Plated Collar	3 gp	+4	—	—	—	—	—	1 lb.
Warcaster's Armor	35 gp	+4	+5	-3	10%	30 ft.	20 ft.	15 lbs.

* Weight is for armor built for medium-sized creatures.

for the wearer to see. The wearer suffers a -2 penalty to initiative and all skill or ability checks that involve vision, but receives a +2 circumstance bonus to saves against gaze attacks.

Mithral Cloak: Ideal for spellcasters or anyone who can't take the time to don a full suit of armor, a mithral cloak is a fine-mesh cloak that is composed of small interlocked mithral rings. This full-length chainmail-style cloak and cowl is equipped with a padded inner lining designed to prevent chafing and soften blows.

Piecemail armor: This is a standard suit of padded leather with a number of metal plates strategically placed along arms, legs, chest, and back. Plate and banded styles are common, although other styles are not unheard of. While these armors don't protect the wearer as well as full suits of each type, they do allow the wearer greater flexibility and are considerably cheaper. If a suit of piecemail armor is found, there is a 90% chance that the right arm is armored.

-Plate-style piecemail armor incorporates certain key pieces of standard full plate armor that protects specific areas from Called Shots as if the wearer were suited in full plate armor (AC +8). Areas protected are: lower legs (shin and hamstring), knees, torso (front and back), and either the entire right (90%) or left (10%) arm and shoulder.

-Banded-style piecemail armor incorporates a number of pieces of standard banded mail armor that protects specific areas from Called Shots as if the wearer were suited in banded mail armor (AC +6). Areas protected are: shins, knees and thighs, torso (front and back), forearms and either the right (90%) or left (10%) shoulder and elbow.

Spiked/Plated Collar: This is often a wide strap of leather with sharp studs riveted throughout, worn around the neck. Other forms have small overlapping metal plates or scales. While the collar provides no overall AC Bonus, it does provide the listed Armor Bonus against attacks directed specifically to the throat and neck.

Warcaster's armor: Spellcasters on the battlefield are always vulnerable to melee attack, but seldom wear armor because it impedes their spellcasting abilities. This form of armor is specifically designed to provide the spellcaster with some amount of added protection while causing as little interference with their complex spell weaving as possible. A suit of warcaster's armor consists of five separate pieces. Two fluted bracers (a combination of vambrace and coudi'ere) to cover the forearms and elbows, two fluted leggings (a combination of grevi'ere and genouilli'ere) to cover the shins, calves and knees and a fifth piece, a small, fluted shoulder piece (a combination gorget and epauliere) that covers the top of the shoulders down to the collar bone and shoulder blades and up to protect the neck. Some elaborate pieces extend up to protect the back of the head as well.

Magical Armors

Wilderness Armor: Originally designed for rangers who require stealth and protection, wilderness armor provides the wearer with the best of both worlds. Wilderness armor is a suit of +3 leather armor, however when worn and the command word spoken, this armor *polymorphs* into a suit of +3 half-plate armor. The transformation takes only one round to complete and can be activated as a free action. The armor can switch from one form to the other as often as needed.

Moderate transmutation: *CL*: 10th; *Prerequisites:* Craft Magic Arms and Armor, *polymorph*; *Price*: 25,350; *Cost*: 12,675 gp + 725 XP.

Cloak of the Kyton: This is a +3 blackened mithral cloak and cowl with four shinning, *animated* spiked chains attached to it, near the shoulders. The wearer may (3/day) mentally command one or more of these weapons to animate and attack anyone within range. The spiked chains are +1 to attack and damage and function as if they are *dancing* weapons, however they remain connected to the cloak and may only strike at targets that are 5 ft. (i.e. an adjacent square) and are not considered reach weapons.

Faint transmutation: *CL*: 10th; *Prerequisites:* Craft Magic Armors and Armor, *animate objects*; *Price*: 13,250 gp; *Cost*: 6,350 gp + 790 XP.

Mobility Armor: A paladin is immune to diseases but not personal injury; he can break an arm or leg just like the rest of us. Mobility armor was originally designed for the paladin suffering from such a setback. Upon donning the armor's helm and uttering a command word, the rest of the armor blinks onto the paladin's body, enabling the wounded paladin to don his magical armor instantly without causing further damage to his broken limb(s). Once on, the paladin's limbs are held immobile inside the armor and he moves about by mentally commanding the armor to move. In effect, it's as if the signals from the paladin's brain were going straight to the armor rather than to his own muscles, while his body is held in stasis-like traction inside the mobility armor.

This type of armor is always a suit of +1 full plate with a great helm, providing AC 19. The helm must be worn to control the mobility armor; without it, the armor is no different than any other suit of +1 full plate. While wearing the helmet, the paladin moves about in the armor as if completely unwounded, walking with a broken leg, swinging a weapon or holding a shield with a broken arm, and so on. Should the wearer receive a debilitating injury while wearing this armor, she will not suffer from any penalties from that injury. Of course, once the armor is removed all penalties from the injury apply.

Movement is restricted to things the paladin would be able to do normally; he cannot mentally control the armor to levitate, move at superhuman speeds, fly, etc. (Naturally, subsequent spells cast upon the paladin in the mobility armor can grant such movement types.)

When the paladin wishes to remove the armor, he commands it to blink off him, and the armor teleports to the ground at his feet. Once the armor is removed, the paladin must once again deal with his broken limb(s). Mobility armor can only be mentally controlled while being worn; the paladin cannot wear the helmet and command the rest of the armor to move about while he's not in it (or while someone else is wearing the armor).

For obvious reasons, paladins who strive for glory in battle prize mobility armor. Many religious orders have a suit or two of mobility armor stashed away for times when one of their paladins needs it, as this type of magical armor is really only useful to those already wounded. It provides no real advantage to fully healthy individuals (save the +1 armor bonus), although the quick-donning and -doffing abilities come in handy. Naturally, while originally built for use by warrior paladins, there is nothing preventing the use of mobility armor by members of other classes allowed to wear heavy armor.

Moderate transmutation and abjuration: *CL*: 5th; *Prerequisites:* Craft Magic Arms and Armor, *animate objects*, *blink*, *gentle repose*; *Price*: 38,650 gp; *Cost:* 19,125 gp + 990 XP.

magical armor & shield qualities

Dulling: This enchantment can be applied to bucklers, shields, and armor. Any failed attack against a creature wearing or utilizing one of these protective devices causes the attackers weapon to make a Saving Throw (DC 13), failure causes the weapon to dulled and its critical threat range is reduced by -1. This affect is cumulative (minimum of 20). A *dulling* shield can then be used to make a shield bash against an opponent's edged weapon. If the attack is successful, the opponent's weapon must make a Saving Throw against the attack roll or be dulled as above.

Mild transmutation: *CL:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *soften earth and stone*; *Price:* +2 bonus.

Fortified: Armor with this quality gains a +2 bonus against a specific type of special quality damage (i.e. slashing, piercing or bludgeoning). This grants the creature a bonus to the saving throw to ignore such effects, however this does not grant any added Damage Reduction (see the Armor as Damage Reduction section for more details). Light armor can have this quality applied once, Medium armor twice, and Heavy armor up to four times. It is possible to fortify a single suit of armor against multiple attack forms. Each application stacks with the one before

it, granting a cumulative saving throw adjustment. (Example: a suit of Plate armor, Fortified +4 vs. Piercing and +2 vs. Bludgeoning)

Moderate transmutation: *CL*: 5th; *Prerequisites:* Craft Magic Arms and Armor, *fortify armor*; *Price*: +1 bonus/ application if done all at once OR +2 bonus/ application if done at a later time.

VARIANT SYSTEM:

ARMOR AS DAMAGE REDUCTION

[This is a revision of the *Armor as Damage Reduction* variant rule originally found in *Arms & Armor* (by Bastion Press, Inc.)]

It is just as easy to strike an armored opponent, as it is an unarmored one. Realistically, armor does not provide the wearer with any protection from being hit. What armor actually does is help the wearer take less (sometimes a lot less) damage from the blows that do hit. The variant system presented below is based on this concept.

When using this system the Armor Bonus granted by wearing armor does not apply to your Armor Class (making you easier to hit), however wearing armor grants you a Base Damage Reduction equal to the Armor Bonus of the armor. This Base DR applies to physical damage inflicted by weapon, device, or natural attack.

Example: Two fighters, one unarmored and the other wearing chainmail armor, are both hit by a warhammer for 6 hit points apiece. The unarmored fighter takes the full 6 hit points while the armored fighter takes only 1 hit point. (6 minus the +5 modifier for the chainmail = 1)

ARMOR CLASS

OR DAMAGE REDUCTION?

Which protective items apply their bonuses to your AC and which ones apply to your Base DR? The table below is a breakdown of which applies to what.

ARMOR BRACING

For an additional 80 gold pieces any suit of heavy armor can be fashioned to include bands of extra thick steel bracing. These supports are strategically placed throughout the suit offering increased defense against all kinds of crushing or constricting damage. Any time a creature, trap, or critical hit would be able to deal such damage the attacker must first make a Strength check, DC 24. If the check is successful, the bracing is destroyed and damage is dealt as normal, but if it fails, the bands prevent the wearer from suffering any damage from the attack. Though a wearer of a braced suit of armor may escape damage from crushing and/or constriction, they are still considered grappled or otherwise hindered by many such attacks.

Armor bracing decreases a suit's maximum Dexterity bonus and armor check penalty by -1 and increases the chance of arcane spell failure by +5% and its weight by +15 lbs. Suits with their interior banding destroyed cannot be repaired, though they still function as normal armor the wearer sufferers all the penalties of having braces but none of the benefits.

Magic Armor enchantments can either add to Armor Class or Base DR (determined at the time of creation). Special abilities added to armors via market price modifiers have no affect on Base DR or AC.

Note: Armor cannot have its DR increased by more than one-half its Base DR (rounded down). For example the highest Base DR you could add to a suit of chainmail would be +2.

*Bracers of armor and similar items that grant a bonus to AC do not function in that manner when worn in conjunction with armor. While you can wear a protective magic item in conjunction with armor, you can only gain the AC benefit from the magic item(s) OR the Base DR

TABLE 3-2: ARMOR CLASS VS. BASE DAMAGE REDUCTION QUALIFIERS

Type	Armor Class	Base DR
Armor Bonus*	No	Yes
Shield Bonus	Yes	No
Magic Armor enchantments that modify AC	Yes	No
Magic Armor enchantments that modify Base DR	No	Yes
Magical Items (that provide a bonus to AC)*	Yes	No
Natural Armor	Yes	No

* Example: chainmail has an Armor bonus of +5 = 5 Base DR

APPENDIX 1: BODY PROFILES

The following tables are designed to help Game Master track critical effects during combat. Simply choose the correct table and make a notation or mark in the corresponding box. These tables may be freely photocopied or scanned for your personal use.

GENERAL BODY LOCATION CRITICAL EFFECT TRACKER

	Arm	Tail	Leg	Torso	Wing	Head
Mild-Bludgeoning						
Mild-Piercing						
Mild-Slashing						
Moderate-Bludgeoning						
Moderate-Piercing						
Moderate-Slashing						
Serious-Bludgeoning						
Serious-Piercing						
Serious-Slashing						

BEASTS (4-8 LEGS) BODY PROFILES

	Appendage 1	Appendage 2	Appendage 3	Appendage 4	Appendage 5	Appendage 6	Appendage 7	Appendage 8	Head	Body	Tail
Mild-Bludgeoning											
Mild-Piercing											
Mild-Slashing											
Moderate-Bludgeoning											
Moderate-Piercing											
Moderate-Slashing											
Serious-Bludgeoning											
Serious-Piercing											
Serious-Slashing											

BIPED & DIBRACHIUM BODY PROFILES

	Appendage (R)	Appendage (L)	Torso	Tail	Head
Mild-Bludgeoning					
Mild-Piercing					
Mild-Slashing					
Moderate-Bludgeoning					
Moderate-Piercing					
Moderate-Slashing					
Serious-Bludgeoning					
Serious-Piercing					
Serious-Slashing					

DRACONIC BODY PROFILES

	Leg (R)	Leg (L)	Torso	Tail	Wing (R)	Wing (L)	Arm (R)	Arm (L)	Head
Mild-Bludgeoning									
Mild-Piercing									
Mild-Slashing									
Moderate-Bludgeoning									
Moderate-Piercing									
Moderate-Slashing									
Serious-Bludgeoning									
Serious-Piercing									
Serious-Slashing									

HUMANOID BODY PROFILES

	Leg (R)	Leg (L)	Arm (R)	Arm (L)	Torso	Tail	Head	Other
Mild-Bludgeoning								
Mild-Piercing								
Mild-Slashing								
Moderate-Bludgeoning								
Moderate-Piercing								
Moderate-Slashing								
Serious-Bludgeoning								
Serious-Piercing								
Serious-Slashing								

SERPENT BODY PROFILES

	Torso	Tail	Head
Mild-Bludgeoning			
Mild-Piercing			
Mild-Slashing			
Moderate-Bludgeoning			
Moderate-Piercing			
Moderate-Slashing			
Serious-Bludgeoning			
Serious-Piercing			
Serious-Slashing			

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