On A Table For Avoiding Death

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**Basic information:** Being dropped to 0 hit points has no negative effect. You can not drop below 0 hit points.

**Super-Simple:** When you take a hit that would drop you to, or past 0 hit points, roll 3d12 and consult the table.

**Intermediate:** When you take a hit that would drop you to, or past 0 hit points, roll 1d6 plus the damage dealt and consult the table.

Keep track of the total number of bleed, internal bleed, and pain points. Roll this many additional d6’s when hit to determine your critical.

**Complex:** When you take a hit that would drop you to, or past 0 hit points, roll 1d6 plus the damage dealt past 0 hit points.

* **Bleed:** Keep track of your bleed total. Each round your bleed increases by the number of times you have taken bleed damage. Add this value to the criticals you receive.
* **Internal Bleed:** Keep track of your internal bleed total. It does not automatically increase. Each round roll 1d100. If the result is equal to or less than your total internal bleed total, you fall over dead. Each point of internal bleed causes you to roll an additional 1d4 when hit to determine critical severity.
* **Pain:** Keep track of your pain total. Each point of pain reduces all die rolls by 1. (i.e. if you have sustained 2 points of pain, all your attack and damage rolls are at -2). Each round you may make a Constitution check to reduce your pain total by 1. Each point of pain you have adds 1d6 when hit to determine critical severity.
  - If you are a barbarian, bezerker, or any sort of rage or primitive fighter, pain instead provides a +1 bonus to all rolls

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**General rules that apply to all the systems above:**

Determine which side of the body is struck randomly. Also: when bones are broken or injured, decide randomly, or use what is most exciting.

It is suggested that cure light wounds only address hit point damage, and that you require extended rest and healing for wounds involving any sort of specific injury to the body such as torn ligaments and broken bones. A cure critical wounds or heal spell can cure these more permanent conditions.

Many of these wounds will have a negative effect until addressed by a chirurgeon or someone with some degree of medical skill (or a cure critical/heal), indicated under a heading marked First Aid. On a failure of their skill, they will often leave some permanent damage due to an improperly set bone or other mistake. This permanent damage is noted next to the First Aid condition in parenthesis.

When reading the table, effects are separated by a period. If a piece of armor is knocked off or destroyed, don’t apply the second part of the effect. Not till the next time the player is hit and the armor isn’t there.

Rest periods for various damage without magical aid (CCW/Heal):

* Fractured bones: 1d6+6 weeks
* Broken bones: 2d6+1d6 months
* Torn Muscles/Tendons: 1d6+6 weeks
* Shattered bones: 8+3d6 months
* Organ Damage: 10d6 weeks. 10% chance of death per week.
* Second Degree Burns: 1d4 weeks.
* Third/Fourth Degree Burns 6d6 weeks.

If you fall unconscious, you obviously also fall prone.

If you get a result that no longer applies (“How many ears do you have again Greg?”), move up to the next higher numbered item in the list.

All conditions are as follows. All these definitions are trivially superseded by the PRD, and are summarized below.

**Dazed:** The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

**Deafened:** A deafened character cannot hear. He has a 20% chance of spell failure when casting spells with verbal components.

**Immobilized:** The character is unable to move, but may still take an action each round.

**Nauseated:** Creatures with the nauseated condition experience stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. They may only move and take actions of a similar type (i.e. not attack).

**Paralyzed:** A paralyzed character is frozen in place and unable to move or act.

**Prone:** The character is lying on the ground. A prone attacker has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A prone defender gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks. It takes a turn to stand up.

**Shaken:** A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

**Sickened:** The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

**Staggered:** A staggered creature may take a single action each round.

**Stunned:** A stunned creature drops everything held, can’t take actions, takes a -2 penalty to AC, and loses its Dexterity bonus to AC (if any).

**First Aid:** Condition (Penalty): Some wounds require more than a cure light wounds spell to heal. This wound requires either knowledgeable medical attention or a Cure Critical Wounds or Heal spell to correct the condition after the colon. If a skill is used, and not a spell, failure may carry some sort of permanent penalty or consequence, noted in parentheses.

**Simple fire rules:** When on fire, you can spend a round jumping in water or rolling around to remove 1d6 fire damage.

Something round fire damage does a 6, the fire gets worse and you add 1d6. Any round the fire damage does a 1, it gets smaller and you subtract a 1d6.

Anything exposed to normal fire makes a saving throw versus normal fire to avoid being destroyed.

If you are **hit by lightning** in a place where you have metal armor, read the L+MA entry and apply it, even if it would normally just tear up the armor (i.e. in entry 5, if struck by lightning and wearing a metal helm, go directly to the L+MA entry and apply those effects and only those effects).

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This document is subject to the Alexandrian Rule - If you use it, you have to come back to http://hackslashmaster.blogspot.com/ and report about it.
1. (No Entry)

2. You get a cool scar in the place of your choosing.

3. The edge slides into your hand and your strike in the place you stepped on triggers the weapon to stop you in hand.

4. You are struck by the flats of the blade and see stars. You are Dazed for 1 round.

5. The weapon strikes you cutting through your armor and clothing. You are now indicated. Anyone who attacks you the next round deals half damage.

6. The blade comes close to your face and you see some hair. You are Shaken for 1 round.


9. This scar will definitely get you if you survive.

10. A vicious strike slams a high kick into your ribcage, shattering the bone at the shoulder.

11. Your arm is severed in one quick hit against the bone, you can't possibly ship yourself any damage in this hand.

Blunt, Cutting and Smashing Weapons

1. (No Entry)

2. Bush leaves a bruise at the location of the player's choosing.

3. Your knuckles go off your hand. Damage is dealt as the weapon strikes the hand. Pain 1.

4. There is a sickening crack as the weapon strikes your hand. 1d4 fingers are lopped to pulp.

5. A blow slams into your arm. The shock and impact are overwhelming. You are Stunned for 1 round.


7. There is a solid clunk and a burst of pain as your hand is clubbed. Make a Dexterity check to continue standing, otherwise fall prone. Fractured Bones, First Aid: Move Halved. Bleed 2. Pain 1.

8. A crushing strike will knock you down and your opponent will move into a position to strike you where you are helpless.


14. You jerk your head back, but it isn't far enough. If you have a full helmet it is knocked off and destroyed. If not, the edge of your opponents weapon slices right through your jawbone. Your jawbone is broken and teeth are knocked out. Your mouth is now filled with tooth fragments.


21. A moment of stillness passes as you watch your arm separate from your body, slowly spinning in the air. You lose an eye.


23. Your armor, garments, skin, muscles and ribs have all failed you as the edge of your opponents arm rips your skin. Your stomach is stabbed like a ripe melon. You are startled by the contents. Collapse in agony, you will live for 1d6 rounds before finally dying in agony.


27. The world spins and your neck is broken. You live another 1d12 rounds as you struggle to breathe.

28. You are stunned for a round.

29. You are Dazed for 1 round.

30. You are Shaken for 1 round.

31. You are Sickened for 1 round.

32. Your mouth is rived open for you. If you have a full helmet it is knocked off and destroyed. If not, the edge of your opponents weapon slices right through your jawbone. Your jawbone is broken and teeth are knocked out. Your mouth is now filled with tooth fragments.

33. Head is knocked clean off. Batter up!

34. The world spins and your neck is broken. You live another 1d12 rounds as you struggle to breathe.


36. The weapon strikes you cutting through your armor and clothing. You are now indicated. Anyone who attacks you the next round deals half damage.

37. 36+ as 30.
1. (No Entry)
2. 2. clipped by a tooth! A small bite or claw mark is left at the location of the player’s choosing.
3. A quick snap of teeth in your hand, the tooth causes you to drop anything held in this hand.
4. The scope across your leg causes you to stumble. You are Dazed for 1 round while you regain your footing.
5. Your helm is knocked to the side, covering your face, you are lucky you are able to get it off before you get mauled.
6. You are smacked by aoe and it will knock you off your feet. Make a Dexterity check to avoid falling prone.
7. The blast against your helmet doesn’t break it and you are free to move away.
8. You are stunned for 1 round by the frightening wound.
10. At least its mouth is cleaner than a man’s. Probably not now that you think about it. Player gains a weapon.
11. You are blinded by the bright light, you are unable to see anything.
12. You explode, doing 1d6 damage to anyone adjacent. All allies Stunned for 1 round.
13. A quick snap doesn’t break the skin on your hand. The shock causes you to drop anything held in this hand.
14. You use your head to block and a claw knocks your helmet off. Your scalp is shredded and blood runs down your eyes. You are Dazed for 1 round.
15. There is a release of tension in your midsection. You are unable to catch your guts as they spill out of you.
16. Your leg is crushed, for values of leg that include every bone from the calf to the ribs. Boneshards everywhere. The monster is momentarily surprised, until he tastes the delicious blood of his dinner.
17. You use your head to block and a claw knocks your helmet off. Make a save for exposed equipment.
18. There is a searing pain on your arm and then you can no longer move it. When you look, your arm is pinned to the ground. You are in horrible pain before you fall dead.
19. You are withering away at the moment, and your skin is torn into a myriad of pieces at the hip.
20. You are Dazed for 1 round. Make a Constitution check to avoid falling prone.
21. The icy torrent freezes your flesh, blackening and freezing flesh, nerve and muscle.
22. The blast sears your flesh, causing third and fourth degree burns over exposed and unexposed skin. Third and Fourth Degree Burns. First Aid: Sickened. Make a Constitution check or fall prone.
23. You are withering away at the moment, and your skin is torn into a myriad of pieces at the ankle. 3-4 your leg is shredded at pieces to the ankle, 5-6 your leg is shredded at pieces to the knee. You fall prone.
26. You are sickened. There is a surprising pain in your arm, directly into your spine. You are Stunned for a round.
27. Everything goes dark. Your companions see your head instantly vaporize.
28. You are Stunned for 1 round. Make a Constitution check or die each round. Pain 1d4.
29. The blast doesn’t appear to hurt very much, but your blood is frozen in your veins. A moment later, you score a Natural 1 on your Constitution.
30. Your armor clothing and armor are vaporized, and your skin is roasted off. Your blackened skeleton is frozen solid at the hip.
31. Your body is shredded, bleed to cinders, leaving you with a terrible scar.
33. The blast knocks you off your feet. You are Stunned for 1 round. Third and Fourth Degree Burns. First Aid: Sickened. Make a Constitution check or fall prone.
34. The blast sears your flesh, causing third and fourth degree burns over exposed and unexposed skin.
35. Everything except your bones burn to a crisp. Your skeleton twitches before collapsing.
36. You are stunned for 1 round. You never get up.
37. You are Stunned for 1 round by the experience. You are Stunned for 1 round by the experience.