

Critical Bullet and Melee Hit Chart 2

“Expect to be injured in our line of work. Bullet wounds can be most serious, but blade weapons can sometimes be just as deadly.”

This chart expands upon the previous hit chart in Complete Mafia. For a gun, a modified 20 or more against an unarmored character forces the GM to roll on this chart instead of the normal damage. Again, this is in lieu of the normal Critical Hit system for d20. An armored opponent must be hit with a natural 20 in the area that is armored for the strike to count as a critical. This makes combat much more deadly, so the GM and players should agree ahead of time whether or not to use these charts.

Bullet Wounds

Hit Location (roll 1d20)	Effects	Save	
1-3	Upper Torso	Possible death in 1d4 rounds	Fortitude
4-6	Lower Torso	Possible death in 1d20 rounds	Fortitude
7-8	Upper Right Leg	Lose 1d20 feet in movement	Reflex
9	Lower Right Leg	Lose 1d10 feet in movement	Reflex
10	Right Foot	Lose 1d6 feet in movement	Reflex
11-12	Upper Left Leg	Lose 1d20 feet in movement	Reflex
13	Lower Left Leg	Lose 1d10 feet in movement	Reflex
14	Left Foot	Lose 1d6 feet in movement	Reflex
15	(R) Bicep and Shoulder	Fortitude check or drop item	Fortitude
16	(R) Forearm & Hand	Fortitude check or drop item	Fortitude**
17	(L) Bicep and Shoulder	Fortitude check or drop item	Fortitude
18	(L) Forearm & Hand	Fortitude check or drop item	Fortitude**
19	Neck	Bleed out and die in 1d10 rounds	Fortitude
20	Head	Unconsciousness and death	Fortitude*

*Roll a Fortitude save for unconsciousness. If this save is missed, then roll a second save. If this is missed, the target dies. If the first save is made, no second roll is needed.

**There is a 1 in 6 chance this shot strikes the hand. If the victim misses his Fortitude check he must make a Reflex save or lose 1d6 fingers. The fingers must make separate Fortitude checks to survive severing enough to be reattached. Reattachment needs to happen within 12 hours or 24 hours if the severed limbs are iced.

Save: If the target makes the save, he does not suffer the effects of the hit location. He may suffer further effects of the chart below.

Bullet Critical Hit (roll 1d100)	Treat Injury DC	Bleed
1-25 Roll 1d6x10=% (10% to 60%*) of total hit points lost.	10+1d6	2
26-50 Roll 2d4x10=% (20% to 80%*) of total hit points lost.	10+2d4	3
51-55 Double damage. Impact sends target 1d6 feet backwards.	14	2
56-60 Triple damage. Impact sends target 2d6 feet backwards.	16	3

61-65	Quadruple damage. Impact knocks down target.	18	4
66-75	Thru and thru. Roll second attack for target in line of fire.	14	3
76-80	Vital Area. Make checks for location or double effects.	20	3
81-85	Near Fatal. Double damage and death in 1d6 days.	24	2
86-88	Mortal Wound. Double damage and death in 1d6 hours.	26	2
89-90	Permanent Damage.	28	2
91-92	Massive Damage with side effects.	30	2
93-94	Massive Permanent Damage.	30	3
95-96	Death at the end of 1d6 rounds.		3
97-98	Death at the end of the next round.		
99	Death at the end of this round.		
100	Instant death		

Bleed: This is the amount of hit points the target will bleed each round unless treated. A successful Treat Injury vs. the DC will stop the bleeding and avoid further bleeding and the target can begin recovery. Bleeding a number of hit points greater than your Constitution score causes the target to pass out from blood loss.

Stop-gap solutions to bleeding: Not all players get shot near a doctor or hospital. If someone with a Treat Injury skill can make a roll vs. a DC 12, he can at least stop the target from bleeding if he doesn't move faster than a slow walk. Suddenly movement or further injury force a Fortitude check vs. 12. Failure means the old wounds reopen and begin bleeding again.

Percentage loss: This percentage loss is calculated using the target's total hit points at full. Round down to the nearest hit point. The minimum damage should be 1 hit point per 10%.

Permanent Damage: Target loses a limb if struck there. If struck anywhere else, make a Fortitude save or die in 1d20 rounds. Medical attention can save the target. Unless the target is treated by a specialist with at least 10 Ranks in surgery, he immediately gains a Physical Flaw.

Massive Damage: Target can be saved, but gains a Physical Flaw no matter what the ranks of the surgeon.

Massive Permanent Damage: Victim is alive, but in a coma (if hit in the head) or paralyzed if struck anywhere else down.

Death: A roll of 95 or above means that the target will die and no amount of surgery can save the target.

Melee Wounds: Melee Wound Criticals are in lieu of the damage outlined in the d20 Modern system. Targets with armor suffer normal damage in the spots that are protected. A natural 20 will bypass the armor unless the GM rules otherwise.

Slashing Weapons (includes blades, swords, knives, etc.)

Hit Location (roll 1d20)	Effects	Save
1-3 Upper Torso	Arterial Spray +2 to Bleed	Fortitude
4-6 Lower Torso	Arterial Spray +2 to Bleed	Fortitude
7 Upper Right Leg	Lose 1d20 feet in movement	Reflex

8	Lower Right Leg	Lose 1d10 feet in movement	Reflex
9	Right Foot	Lose 1d6 feet in movement	Reflex
10	Upper Left Leg	Lose 1d20 feet in movement	Reflex
11	Lower Left Leg	Lose 1d10 feet in movement	Reflex
12	Left Foot	Lose 1d6 feet in movement	Reflex
13-14	(R) Bicep and Shoulder	Fortitude check or drop item	Fortitude
15	(R) Forearm & Hand	Fortitude check or drop item	Fortitude*
16-17	(L) Bicep and Shoulder	Fortitude check or drop item	Fortitude
18	(L) Forearm & Hand	Fortitude check or drop item	Fortitude*
19	Neck	Bleed out in 1d4 rounds & Arterial Spray	Fortitude
20	Head	Unconsciousness and disfigurement	Fortitude & Reflex

Arterial Spray: The blade hits an artery and you spray blood. The victim and the attacker must make a Reflex save or suffer -2 to hit unless they have eye protection. The attacker gets +2 to the save. The GM may provide addition penalties if the fight stays in the same location, as footing becomes slick. Additionally, this should add another +2 to Suspicion at the crime scene. The victim also adds an addition +2 hit points per round to his bleeding rate.

Unconsciousness and disfigurement: Victims struck in the head must make a Fortitude check at +4 or get knocked unconscious by the blow. Additionally, the victim must make a Reflex check or lose 1 charisma point. This point can be restored with plastic surgery at the rate of 16 Wealth +1 additional point for every two charisma points that must be restored. There is a 1 in 20 chance of blinding the character in 1d2 eyes.

*There is a 1 in 6 chance this shot strikes the hand. If the victim misses his Fortitude check he must make a Reflex save or lose 1d6 fingers. The fingers must make separate Fortitude checks to survive severing enough to be reattached. Reattachment needs to happen within 12 hours or 24 hours if the severed limbs are iced.

The chart below has some leeway in interpretation according to the weapon used. Obviously, short bladed knives cannot sever a person's head in one blow. Even severing a limb takes a tremendous amount of skill, strength and powerful weapon.

Slashing Critical Hit (roll 1d100)		Treat Injury DC	Bleed
1-25	Roll 1d4x10=% (10% to 40%*) of total hit points lost.	10+1d6	2
26-50	Roll 1d6x10=% (10% to 60%*) of total hit points lost.	10+2d4	3
51-55	Double damage. Arterial Spray.	14	2
56-60	Triple damage. Arterial Spray.	16	3
61-65	Quadruple damage. Arterial Spray.	18	4
66-75	Wide strike. Roll second attack for target in line of fire.	12	3
76-80	Vital Area. Normal damage, but bleed is doubled to 6.	15	6
81-85	Near Fatal. Double damage and death in 1d6 days without major surgery.	17	2

86-88	Mortal Wound. Double damage and death in 1d6 hours without major surgery.	18	2
89-90	Permanent Damage. (The GM may opt to allow surgery to correct 1d6 x 10% of the penalty or more.)	20	2
91-92	Massive Damage with side effects.	25	2
93-94	Massive Permanent Damage. Severs forearms and feet. Doubles damage in other locations. Kills on neck shot.	30	3
95-96	Massive Permanent Damage. Severs all but torso shots. Doubles damage for torso. Kills on head or neck shot.	35	3
97	Deep Cut: Death at the end of 1d6 rounds.		3
98	Death at the end of the next round.		
99	Death at the end of this round.		
100	Instant death		

Severing hits: A severing with a weapon incapable of severing a limb makes the limb useless. The GM may opt that massive and expensive surgery may help the character.

Thrusting Weapons (includes arrows, spears or pointed weapons used like spears)

Hit Location (roll 1d20)	Effects*	Save	
1-3	Upper Torso	Arterial Spray +2 to Bleed	Fortitude
4-6	Lower Torso	Arterial Spray +2 to Bleed	Fortitude
7	Upper Right Leg	Lose 1d20 feet in movement	Reflex
8	Lower Right Leg	Lose 1d10 feet in movement	Reflex
9	Right Foot	Lose 1d6 feet in movement	Reflex
10	Upper Left Leg	Lose 1d20 feet in movement	Reflex
11	Lower Left Leg	Lose 1d10 feet in movement	Reflex
12	Left Foot	Lose 1d6 feet in movement	Reflex
13-14	(R) Bicep and Shoulder	Fortitude check or drop item	Fortitude
15	(R) Forearm & Hand	Fortitude check or drop item	Fortitude**
16-17	(L) Bicep and Shoulder	Fortitude check or drop item	Fortitude
18	(L) Forearm & Hand	Fortitude check or drop item	Fortitude**
19	Neck	Bleed out in 1d4 rounds & Arterial Spray	Fortitude
20	Head	Unconsciousness and disfigurement	Fortitude & Reflex

*Attackers that make a successful critical hit against a victim must make a DC 12 strength check to pull the weapon out of his victim on the next round. If he succeeds, the weapon comes out and does normal damage. The victim will not start to lose hit points from bleed until this happens, although he may have the arterial spray.

Arterial Spray: Same as a slashing arterial spray, except the attacker does not get a bonus to his Reflex save to be blinded.

Unconsciousness and disfigurement: Victims struck in the head must make a Fortitude check at +2 or get knocked unconscious by the blow. Additionally, the victim must make

a Reflex check or lose 1 charisma point. This point can be restored with plastic surgery at the rate of 16 Wealth +1 additional point for every two charisma points that must be restored. There is a 1 in 100 chance of blinding the character in 1d2 eyes.

**There is a 1 in 6 chance this shot strikes the hand. If the victim misses his Fortitude check he must make a Reflex save or lose 1 finger. The finger must make a separate Fortitude check to survive severing enough to be reattached. Reattachment needs to happen within 12 hours or 24 hours if the severed limbs are iced.

Thrusting Critical Hit (roll 1d100)	Treat Injury DC	Bleed
1-25 Roll 1d4x10=% (10% to 40%*) of total hit points lost.	10+1d6	1
26-50 Roll 1d6x10=% (10% to 60%*) of total hit points lost.	10+2d4	2
51-55 Double damage. Arterial Spray. Victim pushed back 1d6 feet.	14	1
56-60 Triple damage. Arterial Spray. Victim pushed back 2d6 feet.	16	2
61-65 Quadruple damage. Arterial Spray. Victim pushed back 3d6 feet.	18	3
66-75 Thru and Thru. Roll second attack for target in line of fire or the victim is pinned against an object that is within 5' if the attacker can damage that object.	12	2
76-80 Vital Area. Normal damage, but bleed is doubled to 6.	15	2
81-85 Near Fatal. Double damage and death in 1d6 days without major surgery.	17	1
86-88 Mortal Wound. Double damage and death in 1d6 hours without major surgery.	18	1
89-90 Permanent Damage. (The GM may opt to allow surgery to correct 1d6 x 10% of the penalty or more.)	20	1
91-92 Massive Damage with side effects.	25	1
93-94 Massive Permanent Damage. Severs forearms and feet. Doubles damage in other locations. Kills on neck shot.	30	2
95-96 Massive Permanent Damage. Severs all but torso shots. Doubles damage for torso. Kills on head or neck shot.	35	2
97 Deep Thrust: Death at the end of 1d6 rounds.		3
98 Death at the end of the next round.		
99 Death at the end of this round.		
100 Instant death		

Victims pushed back: The attacker may opt to follow the victim or stand his ground. The GM may rule that momentum forces the attacker to follow the victim in certain circumstances.

Thru and Thru hits: Thrusting with a weapon too short to go through a body merely inflicts normal damage.

Crushing Weapons (includes all clubs and blunt weapons)

Hit Location (roll 1d20)	Effects	Save	
1-3	Upper Torso	Internal Bleeding	Fortitude
4-5	Lower Torso	Internal Bleeding, Winded	Fortitude
6	Upper Right Leg	Lose 1d20 feet in movement	Reflex
7	Lower Right Leg	Lose 1d10 feet in movement	Reflex
8	Right Foot	Lose 1d6 feet in movement	Reflex
9	Upper Left Leg	Lose 1d20 feet in movement	Reflex
10	Lower Left Leg	Lose 1d10 feet in movement	Reflex
11	Left Foot	Lose 1d6 feet in movement	Reflex
12-13	(R) Bicep and Shoulder	Fortitude check or drop item	Fortitude
14	(R) Forearm & Hand	Fortitude check or drop item	Fortitude**
15-16	(L) Bicep and Shoulder	Fortitude check or drop item	Fortitude
17	(L) Forearm & Hand	Fortitude check or drop item	Fortitude**
18	Neck	Bruising	Fortitude
19-20	Head	Unconsciousness and disfigurement	Fortitude & Reflex

Internal Bleeding: Internal bleeding won't be apparent, but the character will not feel well until he is cured by a doctor. The character takes an additional 1d4 points of damage if he moves more than five feet per round as his bones grind together.

Winded: Winded characters must make a Fortitude check or they are out of breath for 1d4 rounds. Until the effect is over, the character strikes last in every round if he's still conscious.

Unconsciousness and disfigurement: Victims struck in the head must make a Fortitude check at +2 or get knocked unconscious by the blow. Additionally, the victim must make a Reflex check or lose 2 charisma points. These points can be restored with plastic surgery at the rate of 16 Wealth +1 additional point for every two charisma points that must be restored.

**There is a 1 in 6 chance this shot strikes the hand. If the victim misses his Fortitude check he must make a Reflex save or break 1d6 fingers. Broken fingers cannot be used until healed, although the victim may get partial use out of splinted fingers.

Crushing Critical Hit (roll 1d100)	Treat Injury DC	Bleed
1-25 Roll 1d4x10=% (10% to 40%*) of total hit points lost.	10+1d6	1
26-50 Roll 1d6x10=% (10% to 60%*) of total hit points lost.	10+2d4	2
51-55 Double damage. Victim pushed back 1d6 feet.	14	1
56-60 Triple damage. Victim pushed back 2d6 feet.	16	2
61-65 Quadruple damage. Victim pushed back 3d6 feet.	18	3
66-75 Knocked down. Victim falls to the ground.	12	2
76-80 Vital Area. Normal damage, but bleed is doubled to 6.	15	2
81-85 Near Fatal. Double damage and death in 1d6 days without major surgery. Break if limb location.	17	1

86-88	Mortal Wound. Double damage and death in 1d6 hours without major surgery. Break if limb location.	18	1
89-90	Permanent Damage. (The GM may opt to allow surgery to correct 1d6 x 10% of the penalty or more.) Break if limb location.	20	1
91-92	Massive Damage with side effects. Break if limb.	25	1
93-94	Massive Permanent Damage. Breaks limbs. Doubles damage in other locations. Kills on head shot.	30	2
95-96	Massive Permanent Damage. Breaks limbs. Doubles damage for torso. Kills on head or neck shot.	35	2
97	Solid Hit: Death at the end of 1d6 rounds.		3
98	Death at the end of the next round.		
99	Death at the end of this round.		
100	Instant death		

Breaks limbs: This hit breaks a limb if it is an arm, foot or leg. On a forearm hit, there is a 1 in 6 chance the strike is on the hand. If so, roll 1d6. The first number represents the fingers and thumb, a roll of 6 means the entire hand is broken.

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