

HIT LOCATIONS

Determination		Hit Points		Total Armor Protection					Effects
1d30	Hit Location	Normal	Current	Ball	Blunt	Energy	Pierce	Slash	
1 – 4	Right leg (Con*2)								<ul style="list-style-type: none"> • Wounded: -10% movement (cumulative with each leg), -1 penalty to melee attack rolls, and -1 Dexterity (cumulative with each leg). • 0 HP: -33% movement (cumulative with each leg; run is *3), -2 penalty to melee attack rolls, and -2 Dexterity (cumulative with each leg). • Negative HP: -50% movement (cumulative with each leg; run is *2), -3 penalty to melee attack rolls, and -3 Dexterity (cumulative with each leg). • Negative Constitution + 1: Roll on the critical hit table.
5 – 8	Left leg (Con*2)								
9 – 25	Torso (Con*3)								<ul style="list-style-type: none"> • Wounded: -10% movement (cumulative), -1 penalty to melee attack rolls, and -1 Strength and Dexterity (cumulative). • 0 HP: -25% movement (cumulative), -1 penalty to melee attack rolls, and -2 Strength and Dexterity (cumulative). • Negative HP: -33% movement (cumulative), -2 penalty to melee attack rolls, and -4 Strength and Dexterity (cumulative). Additionally, you are automatically Disabled and must make a Fortitude save to determine how long until you die (see below). • Negative Constitution + 1: Roll on the Critical Hit table.
26 – 27	Right arm (Con*1)								<ul style="list-style-type: none"> • Wounded: -1 penalty to attack rolls, Climb and Swim checks, and Strength checks (cumulative with effects each part of the arm, and effects using both arms). • 0 HP: -2 penalty to attack rolls, Climb and Swim checks, and Strength checks (cumulative with effects using both arms, but not with other parts of the same). • Negative HP: -4 penalty to attack rolls, Climb and Swim checks, and Strength checks (cumulative with effects using both arms, but not with other parts of the same arm). • Negative Constitution + 1: Roll on the critical hit table.
28 – 29	Left arm (Con*1)								
30	Head (Con*1)								<ul style="list-style-type: none"> • Wounded: -2 penalty to all attack rolls, skill and ability score checks, Initiative checks, and Reflex saving throws. 1% chance for blindness or deafness. There is a damage *5% chance you will develop a concussion. • 0 HP: -4 penalty to all attack rolls, skill and ability score checks, Initiative checks, and Reflex saving throws. 10% chance for blindness or deafness. Additionally, you are automatically Disabled, and must roll a Fortitude save as described under General Hit Points. • Negative HP: -6 penalty to all attack rolls, skill and ability score checks, Initiative checks, and Reflex saving throws. 10% chance for blindness or deafness. Additionally, you are automatically Disabled, and must make a Fortitude save to determine how long until you die, with a -4 penalty. • Negative Constitution + 1: Roll on the critical hit table.

If you have a **tail**, a frontal attack that hits the lower leg will hit the tail 5% of the time; a rear attack that hits a leg will hit the tail 10% of the time. If you have **wings**, a frontal attack that hits the arms or torso will hit a wing 5% of the time; a rear attack will hit the wings 15% of the time.

