

## Death Chart

d20 Die Roll	Hit Points after Attack or Damage of Additional Attack												
	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-20	-30	
1	18D	20F	20G	25I	30J	30K	L	30K	M	M	M	M	
2	15C	18E	20F	25H	25I	30J	30K	30J	L	L	L	L	
3	15B	18D	18E	20G	25H	25I	30J	M	30K	30K	30K	30K	
4	15B	15C	18D	20F	20G	25H	25I	L	30J	30J	30J	30J	
5	15A	15B	15C	18E	20F	20G	25H	30K	M	M	M	M	
6	15A	15A	15B	18D	18E	20F	20G	30J	L	L	L	L	
7	15A	15A	15A	15C	18D	18E	20F	25I	30K	30K	30K	30K	
8	15A	15A	15A	15C	15C	18D	18E	25H	30J	30J	30J	30J	
9	20	15A	15A	15B	15C	15C	18D	20G	25I	M	M	M	
10	18	20	15A	15B	15B	15C	15C	20F	25H	L	L	L	
11	15	18	20	15A	15B	15B	15C	18E	20G	30K	30K	30K	
12	13	15	18	20	15A	15B	15B	18D	20F	30J	30J	30J	
13	10	13	15	18	20	15A	15B	15C	18E	25I	M	M	
14	10	10	13	15	18	20	15A	15C	18D	25H	L	L	
15	8	10	10	13	15	18	20	15B	18D	20G	30K	30K	
16	8	8	10	10	13	15	18	15B	15C	20F	30J	30J	
17	5	8	8	10	10	13	15	20	15C	18E	25I	M	
18	5	5	8	8	10	10	13	15	15B	18D	25H	L	
19	2	5	5	5	8	10	10	10	20	15C	25G	30K	
20	2	2	2	2	5	8	8	8	10	15B	18D	30J	
<b>QUICK</b>	<b>Dis</b>	<b>Dis</b>	<b>Unc</b>	<b>Unc</b>	<b>Unc</b>	<b>Unc</b>	<b>Unc</b>	<b>Dead</b>	<b>Dead</b>	<b>Dead</b>	<b>Dead</b>	<b>Dead</b>	<b>Dead</b>

Results: **Letter** - Apply this row of the *Results Table*

**Number** - DC of Fortitude Save to avoid being knocked unconscious.

### Rules for using the Death Chart

These rules replace the rules for stabilization as presented on page 129 of the Player's Handbook. Character no longer take additional damage per round, no longer needs to roll to stabilize, and no longer are automatically dead at -10 hit points. Instead, whenever a character is reduced below 0 hit points, roll on the *Death Chart* using the column based on his current (negative) hit point total. If the result is a number, the character must make a Fortitude Save using the number as a DC. Failing that save causes the character to fall unconscious. If the Save is successful, the character is conscious but disabled; as if he was reduced to exactly zero hit points. If the result also includes a letter, apply the results listed on the *Result Chart* based on the type of weapon used. Energy attacks have their own column, however, you may need to change the descriptive text for cold damage. Use the bludgeoning column for Force attacks. Unless otherwise noted, any ability damage is temporary.

A Healing skill check (DC 15) or a single hit point Cure spell will prevent death by bleeding.

If a character with negative hit points takes additional damage, roll on the Death Chart using the damage done by that attack as the negative hit point total. For example, Jack has -3 hit points and is conscious. If a goblin hits him for four points of damage, roll on the -4 column (the damage done), not the -7 column (Jack's new hit point total). Note that while a character is disabled, he may make partial actions. If any of the actions involve strenuous activity, the character rolls again on the *Death Chart* using the -1 column in addition to taking a point of damage. Note that because character no longer die at -10 hit point, a sufficiently tough character can continue to fight indefinitely as long as he keeps making his Fortitude saves and avoids any lettered results.

Temporary ability damage recovers as per the normal rules. Permanent ability damage will recover when the wound is healed as below. A Regeneration spell is needed to re-grow lost limbs; this will convert permanent ability damage suffered from the wound into temporary ability damage. A Total Restoration spell will heal the ability damage but will not recover the lost or damaged body part. A Raise Dead spell can be used to reattach lost limbs and a Resurrection will cure all damage. When using these rules, it is probably best to make Regeneration a 6th level spell. If the character gains a replacement body part from a spell such as Alter Self, any permanent ability damage caused by that loss is also temporarily restored for the duration of the spell.

### Optional

To simulate the relative fragility of small creatures, you might want to subtract the AC Modifier from the Sizes Chart to the *Death Chart* roll (but not rolls on the *Results Chart*). So, for example, a halfling get -1, an Ogre gets +1, a Tiny creatures get -2 etc.

## Results Chart

	Slashing	Piercing	Bludgeoning	Energy
<b>A</b>	Die from wounds in 2d6 hours.	Die from wounds in 2d6 hours.	Die from wounds in 2d6 hours.	Die from wounds in 2d6 hours.
<b>B</b>	Bleed to death 3d6 rounds.	Bleed to death 3d6 rounds.	Bleed to death 3d6 rounds.	Bleed to death 3d6 rounds.
<b>C</b>	Bleed to death 2d6 rounds.	Bleed to death 2d6 rounds.	Bleed to death 2d6 rounds.	Bleed to death 2d6 rounds.
<b>D</b>	"You have a nasty gash." Take 1d4 points of ability damage: 1-3 Strength 4-5 Constitution 6 Dexterity Bleed to death 2d6 rounds	"The weapon has been driven straight through your shoulder." Take 1d4 points of ability damage: 1-3 Strength 4-5 Constitution 6 Dexterity Bleed to death 2d6 rounds	"You have massive internal bleeding." Take 1d4 points of ability damage: 1-3 Constitution 4-5 Strength 6 Dexterity Bleed to death 2d6 rounds	Take 1d4 points of ability damage: 1-3 Constitution 4-5 Dexterity 6 Strength Bleed to death 2d6 rounds
<b>E</b>	"A great gash slices your leg" Take 2d4 points of Strength damage and move at half speed until ability damage completely healed. Bleed to death 2d6 rounds	"Your Lung pierced making breathing difficult." Take 2d4 points of ability damage: 1-3 Strength 4-5 Dexterity 6 Constitution Bleed to death in 2d6 rounds	"Your leg is broken." Take 2d4 points of Strength damage and move at half speed until ability damage is completely healed. Bleed to death 2d6 rounds.	"Your legs are burned." Take 2d4 points of Strength damage and move at half speed until ability damage is completely healed. Bleed to death 2d6 rounds.
<b>F</b>	"A great gash slices your arm." Take 2d4 points of Strength damage and lose the use of that arm until ability damage completely healed. Bleed to death 1d6+1 rounds.	"The weapon pierces your leg." Take 2d4 points of Strength damage and lose the use of that arm until ability damage completely healed. Bleed to death 1d6+1 rounds.	"Your arm is broken." Take 2d4 points of Strength damage and lose the use of that arm until ability damage completely healed. Bleed to death in 1d6+1 rounds.	"Your arm is burned." Take 2d4 points of Strength damage and lose the use of that arm until ability damage completely healed. Bleed to death in 1d6+1 rounds.
<b>G</b>	"You have taken a fiendish belly wound and your guts spill out onto the ground." Take 3d4 points of ability damage: 1-3 Constitution 4-5 Strength 6 Dexterity Bleed to death 1d6+1 rounds.	"Your stomach is pierced, causing massive internal bleeding." Take 3d4 points of ability damage: 1-3 Strength 4-5 Dexterity 6 Constitution Bleed to death 1d6+1 rounds.	"Several of your ribs are broken." Take 3d4 points of ability damage: 1-3 Strength 4-5 Constitution 6 Dexterity Bleed to death in 1d6+1 rounds.	"The intense energy causes massive internal damage." Take 3d4 points of ability damage: 1-3 Strength 4-5 Constitution 6 Dexterity Bleed to death in 1d6+1 rounds.
<b>H</b>	"Your 1-3 nose or 4-6 ear is chopped off." You have a -2 penalty to all Charisma based skills except Intimidate. You have a +2 bonus to Intimidate. Bleed to death 1d6+1 rounds.	"One of your eyes is gouged out." Your opponents now gain +4 instead of +2 when they are flanking you. You have a -2 penalty to all Spot checks. Bleed to death 1d6+1 rounds.	"Your hand is crushed by the massive blow." Take 1d4 points of permanent Strength damage and lose the use of that hand. Bleed to death 1d6+1 rounds.	"Your face is badly burned." You have a -2 penalty to all Charisma based skills except Intimidate. You have a +2 bonus to Intimidate. Bleed to death 1d6+1 rounds.
<b>I</b>	"The blow chops off your hand." Take 1d4 points of permanent Strength damage and lose the use of that hand. You will bleed to death 1d6+1 rounds.	"Your stomach is pierced, causing massive internal bleeding." Take 3d4 points of ability damage: 1-3 Strength 4-5 Dexterity 6 Constitution Bleed to death 1d6+1 rounds.	"Skull has been hideously fractured." Take 1d4 points of permanent damage: 1-3 Intelligence 4-5 Charisma 6 Wisdom Bleed to death 1d6+1 rounds.	"The fingers on your hand have been burned off." Take 1d4 points of permanent Strength damage and lose the use of that hand. Bleed to death 1d6+1 rounds.
<b>J</b>	"The blow cleaves your leg clean off." Take 1d4 points of permanent Strength damage and you are reduced to one-fourth movement. Bleed to death 1d6+1 rounds.	"The blow pierces through your leg, shattering the bone." Take 1d4 points of permanent Strength damage and you are reduced to one-fourth movement. Bleed to death 1d6+1 rounds.	"The leg is crushed and mangled." Take 1d4 points of permanent Strength damage and you are reduced to one-fourth movement. Bleed to death 1d6+1 rounds.	"The skin on your leg blisters and peels and the muscle beneath begins to cook." Take 1d6 points of permanent Strength damage and you are reduced to one-fourth movement. Bleed to death 1d6+1 rounds.
<b>K</b>	"Your arm is chopped off and flies away from you." Take 1d4 points of permanent Strength damage and you cannot use that arm. Bleed to death 1d6+1 rounds.	"The weapon pierces through your arm, shattering the bone." Take 1d4 points of permanent Strength damage and you cannot use that arm. Bleed to death 1d6+1 rounds.	"Your arm is smashed and hangs limply at your side." Take 1d4 points of permanent Strength damage and you cannot use that arm. Bleed to death 1d6+1 rounds.	"Your arm is badly burned, charring skin, flesh and bone" Take 1d6 points of permanent Strength damage and you cannot use that arm. Bleed to death 1d6+1 rounds.
<b>L</b>	"The blow cuts your head clean off." You are dead.	"The weapon penetrated completely through your head, coming out the other side." You are dead.	"The massive strike crushes your body and you spit up blood into the face of your attacker." You are dead.	"You lie in a smoking pile." You are dead.
<b>M</b>	"The blow chops you in half." You are dead	"You heart is pierced by the mighty blow." You are dead.	"Your head is bashed in. Brains and goo are splattered everywhere." You are dead.	"You are burned to a crisp." You are dead.