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[Dmg Npc Generator Parts](#)

Slashing



Target Healthy
Defender parries, weapons lock, pushes attacker back
Last-second dodge
Scratch on weapon-holding hand
Deadly slash parried to wound extremity instead

Target Wounded
Slash on minor extremity
Slash on weapon-holding hand
Light slash on head
Light slash on chest

Target Near Death
Blood gushing from slash wound
Unimportant limb severed
Organ spills out from wound
Vital organ slashed apart

Bludgeoning / Force



Target Healthy
Defender parries, weapons lock, pushes attacker back
Last-second dodge
Armor/shield takes the hit, vibrates violently
Parry slides to strike weapon-holding hand

Target Wounded
Immediate bruising on minor extremity
Immediate bruising on weapon-holding hand
Breath taken away
Bone cracking thud

Target Near Death
Bone broken on weapon hand
Armor dents in
Body caves due to impact
Head hit, blackout for a second, visibly dazed

Piercing



Target Healthy
Defender parries, weapons lock, pushes attacker back
Last-second dodge
Scratch on weapon-holding hand
Attack on vital organ parried to hurt extremity

Target Wounded
Pierces armor on chest
Glancing blow on neck or vital area
Goes clean through extremity
Blood gushes out of wound

Target Near Death
Hits near eye, blood clouds vision
Pierces armor and strikes chest
Goes through neck or vital area
Goes through heart or head

Fire



Target Healthy
Clothes/etc. catch fire, extinguished quickly
Last-second dodge
Slight singes to extremities
Blocks with shield but skin visibly singed

Target Wounded
Heavy burns on extremity
Burns to chest, skin reddens
Burns to head, skin reddens
Clothes/etc. visibly burnt, rapidly turning to ash

Target Near Death
Heavy burns to chest
Severe burn blisters on skin
Extremity scorched black, sizzling sound
Head immolated to the bone

Cold



Target Healthy
Extremities go pale with cold, shivers
Layer of ice covers body/equipment
Skin pales, can see breath when exhales
Ice forms in hair, shakes it away

Target Wounded
Frostbite on extremity skin
Extremity frozen solid, shakes blood back into it
Shivers violently before regaining composure
Finger freezes solid and shatters

Target Near Death
Chest frozen solid
Mouth agape, head freezes solid
Comment on not feeling appendage
Appendage freezes and shatters

Lightning



Target Healthy
A shower of sparks flies from target
Jolt causes body to spasm grotesquely
Momentary paralysis due to muscles locking
Lets out a garbled cry from shock

Target Wounded
Extremity hit looks charred black
Extremity hit has scorched veins running along it
Piece of extremity blown off, inside is charred
Muscles lock, bites tongue, blood oozes out

Target Near Death
Chest is partially charred at impact point
Head is partially charred at impact point
Part of body blown off by electric shock
Scars spread out over body from path of lightning

Thunder



Target Healthy
Ringing in ears for everyone who hears
Blocks with shield/arms, pushed back a little
Covers ears with hands, hair blown wildly
Recoils from blast, opens mouth, pops ears

Target Wounded
Looks disoriented from sheer force of blast
Blood leaks from nose
Blood leaks from ears
Blood leaks from eyes

Target Near Death
Extensive bruising on face from blast
Blows body apart into pieces
Blows clothing/equipment off
Explodes head, turns to red soup

Poison



Target Healthy
Eyes roll in head, sways slightly
Delirious mumbling speech, sways slightly
Eyes barely open, deep sigh, regains composure
Grabs at wound, shakes head, sways slightly

Target Wounded
Sweating profusely, swaying badly
Vomits, swaying badly
Veins at wound site turn black
Nearly collapses but keeps footing

Target Near Death
Skin near wound turns purple-green
Drizzling uncontrollably, swaying dangerously
Eyes barely open, vomiting violently
Delirious mumbling, foaming from mouth

Acid



Target Healthy
Equipment/exterior sizzles and smokes
Steam curls upward from wound
Wound sizzles and turns yellow, target screams out
Blocks with equipment, sizzling and melting

Target Wounded
Extremity starts melting, showing bone
Equipment melts, showing holes
Stygian, putrid smoke curls upward from wound
Melting extremity, fetid smoke triggers coughing fit

Target Near Death
Face melts, horrified expression, skull showing
Unimportant extremity dissolves completely
Unimportant equipment melts away
Body reduced to a melted, smoking puddle

Psychic



Target Healthy
Face twitches with unseen pain
Eyes go wide, mentally shaken
Body tremors momentarily
Winces with pain

Target Wounded
Cries out in agony
Crazes expression, laughs, regains composure
Face twitches violently, blood leaks from nose
Body shudders, can't control muscles

Target Near Death
Arms go limp, blank expression momentarily
Delirious, cries out for help, "it's in my head!"
Body twitches violently, nearly falls
Blood gushes from eyes and ears, grabs at head

Necrotic



Target Healthy
Slight blackening of skin at wound
Swirling black smoke rises from wound
Skin loses color and is wrinkled momentarily
Wound site dries out and flakes

Target Wounded
Wound site dries out permanently, desiccated
Wound and veins nearby turn black
Visibly thins, eyes roll back, shakes it off
Patches of hair turn gray

Target Near Death
Extremity shrivels up, becomes useless
Face ages, withers, hair goes white
Wound shrivels and blackens, target visibly weaker
Life energy sucked from face, eyes dark and hollow

Radiant



Target Healthy
White scorching on equipment and skin
A shower of white sparks flies from target upward
Equipment/clothing is scorched with white marks
Wound sparkles even in darkness

Target Wounded
Flesh seared white at impact point
Dazzled by the bright light, shakes head
Equipment seared white
Wound sheds 1' of dim light

Target Near Death
Flesh seared white, veins turn white under skin
Dazzled by white light, visibly dazed
Engulfed by white flames
All wounds shine outward like light source is inside

D&D 5e Hit Effects 1.1 by /u/that_dude_you_know originally by /u/OmoMara



The command 'skplrdmgsmg 8' will make your SMG into a Super SMG It will do just as much damage as the ar2 if the number is set to 8.

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