Critical Hit Table

% Roll	Result	Slashing Weapon	Blunt Weapon	Piercing Weapon
1-30	Hard hit	2x damage	2x Damage	2x Damage
31-40	Powerful hit	2x damage, chance shield breaks	2x damage, chance shield breaks	2x damage, roll DEX or be knocked down
41-65	Massive hit	3x Damage	3x Damage	3x Damage
66-69	Eviscerating hit	3x damage, chance shield breaks	3x damage, chance shield breaks	3x damage, roll DEX or be knocked down
70	Hand	Slashed open, −1 to combat	Smashed, −1 to combat	Punctured muscle, −1 to combat
71	Hand	Lose 1 finger	1d4 fingers broken, hand incapacitated	Punctured muscle, −1 to combat
72	Hand	Lose 1d4 fingers, hand incapacitated (shield)	Broken, hand incapacitated (shield)	Muscle pierced, hand incapacitated
73	Foot	Slashed open, ½ move	Toe crushed, ½ move	Punctured muscle, 1/2 move
74	Foot	Lose 1d2 toes, ½ move	Foot smashed, ¼ move	Punctured muscle, 1/2 move
75	Leg	Slashed open, ½ move	Crushed thigh, roll DEX or fall, ½ move	Punctured thigh, roll DEX or fall, ½ move (shield)
76	Leg	Removed at ankle, opponent falls	Broken knee, ¼ move	Punctured thigh, roll DEX or fall, ¼ move
77	Leg	Removed at knee, opponent falls	Broken hip bone, opponent falls, ¼ move (shield)	Split knee, fall, ½ move
78	Leg	Removed just below hip, opponent falls (shield)	Broken shin, opponent falls, ¼ move	Split knee, fall, ¼ move
79	Arm	Wrist removed	Broken wrist, drop item	Pierced wrist, −1 to combat
80	Arm	Elbow removed	Broken elbow, drop item (shield)	Torn shoulder, −1 to combat
81	Arm	Arm removed just below shoulder (shield)	Broken, shoulder incapacitated, drop item	Torn, shoulder incapacitated (shield)
82	Abdominal	Ripped open, guts hanging out, roll STR or fall	Smashed guts, roll STR or fall	Punctured guts, roll STR or fall
83	Abdominal	Ripped open, guts hanging out, stunned 1 round	Crushed guts, stunned 1 round (shield)	Stabbed, death (shield)
84	Abdominal	Ripped open, death	Pulped guts, Death	Stabbed, death
85	Chest and neck	Lung slashed, −1 to combat	Shoulder smashed, −1 to combat (shield)	Lung pierced, −1 to combat (shield)
86	Chest and neck	Rib broken, stunned 1 round	Shoulder crushed, −1 to combat	Lung pierced, stunned 1 round (shield)
87	Chest and neck	Chest slashed open, death (shield)	Rib Broken, stunned 1 round (shield)	Lung pierced, stunned 1 round
88	Chest and neck	Throat cut, no speech (helm)	Rib broken, stunned 1 round	Chest pierced, defender incapacitated (shield)
89	Chest and neck	Throat cut, no speech	Rib cage broken, defender incapacitated (shield)	Heart pierced, death (shield)
90	Chest and neck	Chest slashed, opponent −2 to combat	Chest crushed, opponent −2 to combat	Heart pierced, death
91	Chest and neck	Throat cut, death (helm)	Chest crushed, death (shield)	Throat pierced, no speech (helm)
92	Chest and neck	Throat cut, death	Chest crushed, death	Throat pierced, no speech
93	Head	Eye removed, stunned 1 round (helm)	Skull hit, stunned 1 round, lose 1d4 INT (helm)	Throat pierced, death (helm)
94	Head	Eye removed, stunned 1 round, helm removed	Skull hit, stunned 1 round, lose 1d4 INT	Throat pierced, death
95	Head	Ear removed (helm)	Skull hit, stunned 1 round, lose 2d4 INT (helm)	Eye removed (helm)
96	Head	Ear removed, helm removed	Skull hit, stunned 1 round, lose 2d4 INT	Eye removed, helm removed
97	Head	(1-3) Nose, (4-5) teeth shattered (helm)	(1-3) Nose, (4-5)teeth crushed (helm)	Skull hit, stunned 1 round, lose 1-4 INT (helm)
98	Head	(1-3) Nose, (4-5) teeth shattered	(1-3) Nose, (4-5)teeth crushed	Skull hit, stunned 1 round, lose 1-4 INT (helm)
99	Head	Decapitated, death (helm)	Skull crushed, death (helm)	Skull pierced, death (helm)
00	Head	Decapitated, death	Skull crushed, death	Skull pierced, death

Fumble Table

% Roll	Result	Fumble Effect
1-25	Distracted	Trip, roll DEX or fall
26-39	Clumsy	Fall, roll DEX or drop primary weapon
40-50	Very clumsy	Fall and drop primary weapon, roll DEX or be stunned for 1 round
51-53	Useless	Fall and become stunned for 1 round
54-57	Dazed	Fall, drop primary weapon, and be stunned for 1 round
58-59	Stunned	Fall and become stunned for 1d4 rounds
60	Dazed and stunned	Fall, drop primary weapon, and be stunned for 1d4 rounds
61	Unconscious	Fall, knocked head on floor, knocked out for 1d4 rounds
58-62	Inept	Weapon disarmed by opponent and thrown d20 feet in random direction
63-65	Very inept	Weapon or appendage breaks or is broken
66-67	Klutz	Twist ankle, 1/2 move
68-69	Dangerous klutz	Twist knee, 1/4 move
70	Untrained	Twist wrist, weapon arm incapacitated, drop weapon
71	Vulnerable	Opponent steps on foot, go last next round
72	Knocked silly	Helm twists, blind till end of next round, roll again if no helm
73-74	Poor judgment	Wrong move, opponent's next attack is at +4 to hit
75-76	Blocked with hand	Knuckles hit, -4 to hit till end of next round
77-79	Embarrassing	Armor piece knocked off, strap cut, belt cut, clothes torn, lose 2 armor class till fixed
80	Staggering in pain	Opponent's parry hits groin, 1/2 move, -4 to hit for 3 rounds
81	Numbness	Opponent's parry hits funny bone in weapon arm, -2 damage for 3 rounds
82	Irritating	Dirt blinds one eye, -1 to hit till cleaned
83	Very irritating	Dirt blinds two eyes, -3 to hit till cleaned
84-85	Fool	Hit self, normal damage
86	Useless fool	Hit self, normal damage and stunned for 1 round
87-88	Moron	Hit self, double damage
89	Useless moron	Hit self, double damage and stunned for 1 round
90	Complete moron	Hit self, critical hit
91-92	Unaware	Hit friend, normal damage
93	Very unaware	Hit friend, normal damage and friend stunned for 1 round
94-95	Unaware moron	Hit friend, double damage
96	Liability	Hit friend, double damage and friend stunned for 1 round
97	Big liability	Hit friend, critical hit
98	Bad	Roll twice on fumble table, if this comes up again re-roll
99	Very bad	Roll three times on fumble table, if this comes up again re-roll
00	Disastrous	Roll three times on fumble table, if this comes up again add two more rolls

Feel like the game is getting dull? Feel as if combats present no real threat, hmm? Well add some then! Originally the "*critical hits and bad misses*" appeared in the Dragon magazine many years back. Our group has been playing with them from the start and we love them. Both players and DMs agree that it adds life and surprise to the game. After a while we made some new tables with better rules to spice up our combats. We present them to you so you may enjoy "critting" that demon or "cutting down to size" that irritating party of do-gooders. Sure some players will whine and complain that the idea of some dirty kobold getting an insta-kill against their 20th level barbarian is silly but is it really? Luck is a factor of combat, these tables just spread it out more. With the good rolls and bad rolls we have come to appreciate crits and fumbles a lot. We could not think of playing without them.

How it works: When a player or monster makes an attack roll there is a chance to critical or fumble. The difference of what is needed to hit and the final modified hit roll is the percent chance to critical. The difference of what was needed to hit and the final modified miss roll is the percent chance to fumble.

If a 1 is rolled an addition +35% is added to the fumble roll.

If a 20 is rolled the percent chance is doubled for the critical.

Crossbows: Light crossbows multiply critical percents by 1.5x and heavy crossbows double critical hit percent chances.

Damage: The only part of damage that is multiplied is the dice of the weapon and the magic it has. A +2 long sword can do a maximum of (1d8 +2)x3 for 30 points of critical damage.

What got hit?: When determining which appendage, leg, arm, foot, or hand use a d6, (1-3 left, 4-6 right7)

Combat Example: Darius the cleric engages in battle with his trusted mace. Darius is confronted by a mighty ogre and rolls his attack, which is a 3. Darius needed a modified 12 to hit the ogre so his chance to fumble is 12 - 3 = 9%. If he had rolled a 1 it would have been much worse. 12 - 1 + 35 (for rolling a 1) = 44%. Elaron seeing that Darius makes a poor warrior, and should stick to healing spells, steps in front of him, but it is the ogre's turn to attack. The ogre swings at Elaron in a fury of rage scoring a modified 19 on his attack roll. The ogre needed a 9 to smash Elaron with his club. 19 - 9 = 10% chance to critical. If the ogre exactly hit with a 9 he would have 0% chance to critical. Now if the ogre rolled a natural 20 and with all his modifiers for strength and skill brought the result to a 25 the chance to critical would be 25 - 9 = 16 (x2 for natural 20) = 32% chance to critical.

Called Critical: A player, or monster, may call a critical shot and here is how it works. A penalty of –2 to –12 is applied to the roll for to hit purposes only. The chance to critical is counted as if there were no penalty on the dice. If the hit and critical die roll is made that attacker may select his critical.

-1, -2… to combat: Opponent has a penalty to hit and damage till body location is healed. If this applies to a hand or arm then only attacks from that appendage are affected.

Stunned: The target loses a set of attacks. Example 1: they have 3 attacks and have not gone they become stunned for the rest of the round. Example 2: if they have made 1 attack, they lose the other 2 and lose 1 attack next round. The target remains stunned till their next action, the last 2 attacks next round. Example 3: if they have already attacked 3 times then they are stunned until the end of next round.

Parenthesis items: A (helm) or a (shield) next to a critical result means the if the target has the appropriate item the affect does not occur but the maximum damage still does.

Shield or weapon breaks: On a fumble weapon break if there is no weapon the attacker may break his hand instead, or appendage such as a claw, wing and, mandible so forth. On certain critical hits shields have a chance to break also.

Break chances: appendage (90%), normal item (80%), +1 item (40%), +2 item (30%), +3 item (20%), +4 item (10%), +5 item (5%).

Fumbles: If the fumble does not apply, roll again till it does apply.

Appendage Hit: This always results in maximum damage for the weapon. If a major appendage is removed a constitution check is made for the victim. Failure results in unconsciousness. Fingers, nose, and toes removed result in an additional 1 hp a round of damage.

Incapacitated: If an appendage is incapacitated it is useless. If the chest or abdomen gets an incapacitated result the victim takes 1d4 additional damage a round and may not do anything but lie there and take it. Consider them mostly dead. Severed arms and legs deal 1d4 additional damage per round. Incapacitated limbs do not cause extra damage. Incapacitated limbs may only be restored by a healing spell of any kind. If a healing proficiency is used to administer the injury then the limb will become functional in 3 days.

Healing: When a player has a severed appendage or is incapacitated due to a body blow a successful healing skill roll or at least a cure light wound spell will stop additional damage and repair the wound. If an appendage is broken or incapacitated, a healing skill roll and a cure light wounds spell or better must be done to set the bone and heal the wound.

Corporeal Non-Humanoids: If the appendage rolled is not part of the creature, then the result is maximum damage only.
> Example: beholder, manta-ray, couatl, ixitxachitl

Non-corporeal or oozes: No critical hits are possible, come on they are made of Jello.
> Example: ghost, spectre, air elemental, black pudding, green slime.

Undead: Death hits may not necessarily kill these monsters.
> Example: zombie, skeleton

Animals and other appendages: They may be replaced for some criticals when needed.
> Example: wing (arm), tentacle (arm), mantable (teeth), claw (hand).

Size: Cant critical what one can't reach. Maximum damage still occurs but appendage is not affected.

Use your own judgment when using the critical and fumble tables. If the critical does not apply then make a re-roll or just say "no effect". Now if you really think about these tables, look at 3E dragons and the bonuses they get to hit. Larger and nastier creatures get a greater chance to critical.

The addition of the crossbow bonus might have you wondering why we did it. Well when crossbows came out in the middle-ages they were very deadly and we felt the D&D system did not give them justice. Not too many players will take that good old one-shot heavy crossbow. Perhaps with the critical tables they might. Or perhaps the DM might want to save it for some dozen kobolds.

If you are using 3E in your campaign the critical and fumble tables work just fine. It can be used the 3E way to determine if a critical is scored. After the critical is determined, roll on the critical chart for effect. The damage on the chart can adjusted for each weapon from 2x to 4x damage according to 3E.

Famous sayings:

"isn't that a crit?" The bard player said that after the DM miscalculated the kobold's chance to critical by 1%, which, in turn, killed the wizard player. Needless to say the wizard player was not happy.

"It was a tremendous backstab." Yes you guessed it, a 7th level thief with a critical backstab, 3x backstab + 3x critical.

"fumble-rama!" Rolling the 99 or 00 results on the fumble charts, most ugly.

"I save a parry for the cleric." After the party's priest twice fumbled and hit the party with his mace instead of the opponents.