

Critical Hits and Spectacular Misses

I have always been a fan of the article “Good Hits and Bad Misses” by Carl Parlagreco in Dragon magazine issue #39, but felt that many of the entries were faulty in that armor totally negated some criticals, and other dealt little to no damage. And since everything can be improved upon, I decided to create a new set of tables.

My House Rules for Criticals are as follows:

Any unmodified attack roll of 1 is a fumble

Any unmodified roll of 20 is a hit, but is only a critical if the attacker rolls and makes another successful strike against the target.

When using the Critical Tables that follow, you may wish to employ some or all of the following optional rules:

Critical Charts

1. For every + to hit and damage, add 1 to Crit d100 roll
2. For every experience level, add 1 to Crit d100 roll

Fumble Chart

1. Subtract Dex bonus from d100 roll
2. For every experience level, subtract 1 from d100 roll

Roll	Edged Weapons	Blunt Weapons	Puncture Weapons	Fumbles
01-31	Double Damage	Double Damage	Double Damage	Lose 1d4+weapon speed in segments.
32-64	Triple Damage	Triple Damage	Triple Damage	Lose 2d4+weapon speed in segments.
65	Shield destroyed, max damage if no shield.	Shield broken, max damage if no shield.	Shield arm struck, x2 damage, max damage if shield.	Slip, roll Dex or less on d20 or fall and stunned 1d4 rounds.
66	Shield destroyed, roll again if no shield.	Shield broken, roll again if no shield.	Shield penetrated, arm struck, double damage.	Stumble, roll Dex or less on d20 or fall and stunned 1d6 rounds.
67	Helm removed (lose ear, stunned 1d6 rounds if no helm).	Shield arm struck, x2 damage, no shield defense for 1d6 rds.	Hand pierced, -1d4 Dex, double damage, max damage if gauntlet.	Trip and fall prone.
68	Helm removed (lose ear, stunned 1d6 rounds).	Shield arm broken, lose shield. Triple damage.	Hand pierced, -1d4 Dex, double damage.	Trip and fall; stunned 1-6 rounds.
69	Voicebox punctured, no talking. Double damage only if helmed.	Weapon arm struck, x2 damage, hit prob. -2.	Weapon hand pierced, x2 damage max damage if gauntlet.	Off balance, roll Dex or less on d20, or no attack next round.
70	Ear removed, double damage only if helmed - helm useless.	Weapon arm struck, x2 damage, hit prob. -4.	Weapon hand pierced, double damage, drop weapon.	Off balance, roll Dex or less on d20, or no actions next round.
71	Ear removed, helm split and useless if helmed.	Weapon arm broken, x3 damage, no attacks.	Weapon hand pierced, x2 damage, hit prob -2; only x2 dmg if gauntlet.	Lose grip on weapon, roll Dex or less on d20 or no attack next rd.
72	Eye removed; double damage only if helmed.	Hand crushed, Dex reduced 1-5 points. Max damage.	Weapon hand pierced, x2 damage, hit probability -2.	Lose grip, roll Dex or less on d20 or drop weapon.
73	Eye removed, helm split and useless if helmed.	Hand crushed, Dex reduced 1-5 points. Double damage.	Weapon hand pierced, x2 damage, hit prob -4; only x2 dmg if gauntlet.	Lose grip, drop weapon.
74	Knee split, double damage, movement halved.	Lower leg crushed, x2 damage, movement halved.	Weapon hand pierced, x2 damage, hit probability -4.	Shield tangled with enemy, roll Str. or less or no attack next round.
75	Knee split, triple damage, no movement.	Upper leg crushed*, x3 damage, no movement, fall prone.	Weapon arm pierced, no attacks.	Shield tangled with enemy, neither attacks next round.
76	Fingers removed; Dexterity reduced 1-5 points.	Nose smashed, -1d4 Charisma; double damage only if helm.	Foot struck, double damage.	Weapon tangled with enemy, roll Str or less or no attack next round.
77	Leg removed at ankle, only double damage if wearing leg greaves.	Nose smashed, double damage, -1d4 Charisma.	Foot struck, double damage, movement halved.	Weapon tangled with enemy, no attack next round.
78	Leg removed at knee*, only triple damage if wearing leg greaves.	Ear crushed, double damage.	Foot struck, double damage, transfixed to ground, no movement.	Weapon knocked away, roll d8 for direction, d10 for distance in feet.
79	Leg removed at hip*, only triple damage if wearing leg greaves.	Ear crushed, double damage, -1d4 Charisma.	Leg struck, double damage	Weapon breaks (base 100% -20% for each + or ability)
80	Shield arm removed at wrist, only double damage if shield.	Jaw broken, double damage, only double damage if helm.	Leg struck, double damage, movement halved.	Hit self, half damage.
81	Shield arm removed at elbow*, only double damage if shield.	Jaw broken, double damage.	Leg struck*, triple damage, no movement.	Hit self, normal damage.
82	Shield arm removed at shoulder*, only triple damage if shield.	Jaw broken*, double damage, lose 1d4 teeth and 1d4 Charisma.	Groin strike, double damage. Max damage if wearing brayette.	Hit self, double damage.
83	Shield destroyed and arm removed at wrist, double damage.	Destroy 1 piece of metal armor of your choice or double damage.	Groin strike*, triple damage. Double damage if wearing brayette.	Hit friend, half damage.
84	Shield destroyed, arm removed at elbow*, double damage.	Destroy 1 piece of metal armor of your choice or triple damage.	Transpierced*, double damage, roll to hit next target in path.	Hit friend, normal damage.
85	Shield destroyed, arm removed at shoulder*, triple damage.	Foot smashed, double damage, movement halved.	Transpierced*, triple damage, roll to hit next target in path.	Hit friend, double damage.
86	Weapon arm removed at wrist, double damage.	Double damage and knocked prone.	Struck in abdomen*, death in 2-8 days.	Critical hit, self.
87	Weapon arm removed at elbow* double damage.	Double damage, knocked prone, and stunned 1d4 rounds.	Struck in chest*, death in 1-4 days.	Critical hit, friend.
88	Weapon arm removed at shoulder*, triple damage.	Triple damage* and knocked prone.	Struck in abdomen*, death in 2-12 turns.	Twist ankle, roll Dex or less each rd or fall until healed.
89	Abdominal injuries, x2 damage, carrying capacity halved.	Chest struck, stunned 1-6 rds. Double damage.	Struck in chest*, death in 2-8 turns.	Distracted, opponents' next attacks at +2.
90	Chest injuries, double damage, carrying capacity halved.	Chest struck*, ribs broken, movement halved, triple damage.	Struck in abdomen, immediate death.	Distracted, opponents' next attacks at +4.
91	Abdominal injuries, triple damage, death in 1-6 days*.	Chest struck*, ribs broken, lungs punctured, death in 2-8 rounds.	Heart pierced, immediate death.	Blinded (blood, dust, helm, etc), roll Dex or less to fix, -4 until fixed.
92	Chest injuries*, triple damage, death in 1-4 days.	Abdomen struck*, triple damage, death in 1-6 days.	Eye struck, x2 damage, blinded unless helm, then only x2 damage.	Blinded as above, roll Dex or less to fix, -6 to hit until fixed.
93	Disemboweled*, double damage, death in 2-12 turns.	Abdomen struck*, triple damage, death in 2-8 rounds.	Eye struck, double damage, blind in eye.	Blinded as above, roll Dex or less to fix, no attacks until fixed.
94	Chest injuries*, triple damage, death in 2-8 turns.	Neck broken fall prone, unless helm, then only double damage.	Eye struck*, triple damage, blind in eye.	Shatter weapon (base 100% -10% for each + or ability).
95	Disemboweled, immediate death.	Neck struck*, broken, double damage, fall prone.	Larynx punctured, x2 damage, no voice unless helm, then x2 damage.	Shatter weapon (base 100% -5% for each + or ability).
96	Chest injuries, immediate death.	Head struck, massive hematoma, -1d4 Cha. until healed, x2 damage.	Larynx punctured, double damage, no voice.	Shatter weapon, take 1d6 damage from shards.
97	Throat cut, immediate death; only triple damage if helmed.	Head struck*, lose 1d6 Int. unless helm, then only triple damage.	Head struck*, lose 1d6 Int. unless helm, then only triple damage.	Critical hit, self, and shatter weapon.
98	Throat cut, immediate death.	Head struck*, lose 1d6 Int. fall prone. Triple damage.	Head struck*, lose 1d6 Int., triple damage.	Roll twice, ignoring rolls of 98-00.
99	Decapitated, immediate death; or triple damage & helm cleft.	Skull crushed, dead unless helm, then x3 damage* & helm dest.	Head pierced, dead unless helm, then triple damage*.	Roll twice, ignoring rolls of 98-00.
00	Decapitated, immediate death.	Skull crushed, immediate death.	Head pierced, immediate death.	Roll thrice, ignoring rolls of 98-00.

* - Roll for system shock at -10%. Failure indicates unconsciousness for 1d4 rounds.