

CRITICAL HIT TABLE

(only on Natural 20)

			<u>NOTES</u>
01-05	MAX DAMAGE		
06-09	“ “	x2	
10-14	“ “	+ *1	*1 ATTEMPT ANOTHER HIT
15-18	“ “	+ *2	WITH SAME WEAPON
19-40	DOUBLE DAMAGE		
41-47	“ “	+ *1	*2 OPPONENT MUST ROLL
48-53	“ “	+ *2	ON FUMBLE TABLE
54-59	“ “	MAX DAMAGE	
60-64	TRIPLE DAMAGE		
65-68	“ “	+ *1	
69-72	“ “	+ *2	
73-76	“ “	MAX DAMAGE	
77-79	QUADRUPLE DAMAGE		
80-81	“ “	+ *1	
82-83	“ “	+ *2	
84-85	“ “	MAX DAMAGE	
86-89	REDUCES OPPONENT'S AC BY 1 UNTIL ARMOR IS HEALED/REPAIRED		
90-94	BLOOD OR DEBRIS BLINDS OPPONENT FOR 1D6 ROUNDS (IF APP.)		
95-96	SEVER AN APPENDANGE (IF APP.). MAX DAMAGE + 1D20		
97-99	OPPONENT IS STUNNED FOR 1D6 ROUNDS		
00	INSTANT DEATH (IF APP.)		

FUMBLE TABLE

(only on Natural 1)

01-09	DROP WEAPON AT FEET		
10-17	“ “	10' AWAY	
18-23	“ “	20' AWAY	
24-27	“ “	30' AWAY	
28-37	YOU FALL DOWN (PRONE)		
38-45	“ “	AND DROP WEAPON AT FEET	
46-51	“ “	“ “	10' AWAY
52-55	“ “	“ “	20' AWAY
56-57	“ “	“ “	30' AWAY
58-62	STUMBLE, LOSE INITIATIVE NEXT ROUND		
63-68	STUMBLE, ALL ROLLS NEXT ROUND HAVE DISADVANTAGE		
69-73	STUMBLE, OPPONENT ATTEMPTS ANOTHER HIT THIS ROUND		
74-78	STUMBLE, YOU HIT YOURSELF FOR REGULAR DAMAGE		
79-84	STUMBLE, OPPONENT GET AUTOMATIC HIT ON NEXT ATTACK ROLL 1D20 TO SEE IF IT IS A CRITICAL HIT		
85-88	STUMBLE, OPPONENT GET AUTOMATIC HIT ON ALL ATTACKS NEXT ROUND ROLL 1D20 TO SEE IF THEY ARE CRITICAL HITS		
89-93	STUMBLE, LOSE NEXT ATTACK		
94-96	STUMBLE, LOSE REMAINING ATTACKS ON THIS AND NEXT ROUND		
97-98	STUMBLE, OPPONENT IMMEDIATELY HITS YOU ON CRITICAL HIT TABLE		
99	YOUR WEAPON BREAKS. IF NOT APPLICABLE, TREAT THIS ROLL AS A 98		
00	AUTOMATIC HIT ON CLOSEST ALLY WITHIN 10' OF YOU ROLL 1D20 TO SEE IF IT IS A CRITICAL HIT IF NOT APPLICABLE, TREAT THIS ROLL AS A 98		

- IT TAKES ONE HALF MOVEMENT SPEED TO GET UP
- IT TAKES ONE HALF MOVEMENT SPEED TO BEND DOWN AND PICK UP A WEAPON
- CRAWLING WHILE PRONE IS AT HALF MOVEMENT SPEED
- PRONE CHARACTERS ATTACK WITH DISADVANTAGE. OPPONENTS ATTACK W. ADVANTAGE