

## DYNAMIC CRITICAL HIT TABLES

On a critical hit, roll d20 to determine a random result on the Critical Hit Table. The Critical Hit Table may guide you to one or more result tables: Effect, Damage, Stumble, and Residual.

The Effect Table demonstrates how the critical hit influences other combatants.

The Damage Table grants x 1.5 damage and, although uncommon, provides a chance for a significant bonus result if the attacker roles the same type of attack made.

The Stumble Table takes into account the impact of a mighty hit and the physical result that can have on a target outside of simple damage, such as the target dropping items or becoming unbalanced.

The Residual Tables provides for lasting results of the critical hit that may occur over multiple turns.

All results are cumulative. If the result does not apply to a target, it simply does nothing.

### CRITICAL HIT TABLE

#### ROLL D20

Roll	Result	Explanation
1	STUCK	WEAPON EMBEDS. APPLY ATTACK DAMAGE EACH TURN UNTIL SOMEONE WINS A CONTEST AGAINST ATTACKER'S ATTACK ABILITY OR TARGET DIES.
2	D-TABLE	ROLL D20 ON DAMAGE TABLE.
3	S-TABLE	ROLL D10 ON STUMBLE TABLE. IF YOU ROLL NOTHING, ROLL AGAIN.
4	E-TABLE	ROLL D10 ON ETECT TABLE. IF YOU ROLL NOTHING, ROLL AGAIN.
5	AD x 2	DOUBLE ATTACK DAMAGE.
6	R-TABLE	ROLL D10 ON RESIDUAL TABLE. IF YOU ROLL NOTHING, ROLL AGAIN.
7	D+S TABLES	ROLL D12 ON THE DAMAGE TABLE AND D10 ON THE STUMBLE TABLE.
8	D+E TABLES	ROLL D12 ON THE DAMAGE TABLE AND D10 ON THE EFFECT TABLE.
9	D+R TABLES	ROLL D12 ON THE DAMAGE TABLE AND D10 ON THE RESIDUAL TABLE.
10	AD x 2	DOUBLE ATTACK DAMAGE.
11	S+E TABLES	ROLL D10 ON BOTH THE STUMBLE AND EFFECT TABLES.
12	S+R TABLES	ROLL D10 ON BOTH THE STUMBLE AND RESIDUAL TABLES.
13	E+R TABLES	ROLL D10 ON BOTH THE EFFECT AND RESIDUAL TABLES.
14	D+E+S TABLES	ROLL D12 ON THE DAMAGE TABLE AND D10 ON BOTH THE EFFECT AND STUMBLE TABLES.
15	AD x 2	DOUBLE ATTACK DAMAGE
16	D+S+R TABLES	ROLL D12 ON THE DAMAGE TABLE AND D10 ON BOTH THE STUMBLE AND RESIDUAL TABLES.
17	D+E+R TABLES	ROLL D12 ON THE DAMAGE TABLE AND D10 ON BOTH THE EFFECT AND RESIDUAL TABLES.
18	E+S+R TABLES	ROLL D10 ON THE EFFECT, STUMBLE, AND THE RESIDUAL TABLES.
19	D+E+S+R TABLES	ROLL D12 ON THE DAMAGE TABLE AND D10 ON THE EFFECT, STUMBLE, AND RESIDUAL TABLES.
20	AD x 2 + BONUS ATTACK	DOUBLE ATTACK DAMAGE. ATTACKER IMMEDIATELY TAKE AN EXTRA ACTION.

### EFFECT TABLE - ROLL D10

Roll	Effect (Attack Refers to Next Possible Attack)
1	EXPERIENCED: ATTACKER'S ATTACK ON SAME TARGET IS A CRITICAL HIT.
2	HESITANT: TARGET LOSES 1 POSITION OF INITIATIVE.
3	DELAYED: TARGET LOSES 2 POSITIONS OF INITIATIVE.
4	COWARDICE: TARGET MISSES NEXT TURN.
5	SPLIT VISION: TARGET ATTACKS ADJACENT TO ATTACKER; DISADV. IF OCCUPIED.
6	DISTRACTED: TARGET'S CLOSEST ALLY IN SIGHT GETS DISADV. ON NEXT ACTION.
7	EMBOLDENED: ATTACKER'S CLOSEST ALLY IN SIGHT GETS ADV. ON ATTACK.
8	PARANOID: TARGET ATTACKS NEW TARGET (NOT ATTACKER)
9	EXAMPLE: ONE ATTACKER'S ALLY GETS CRITICAL HIT AGAINST TARGET NEXT ROUND.
10	PANIC: ON ITS NEXT ATACK, TARGET USES MELEE WEAPON FOR RANGED ATTACK, OR RANGED WEAPON FOR MELEE ATTACK.

### DURATION - ROLL D20

Roll	Duration	Roll	Duration
1	1 TURN	11	2 TURNS
2	1 TURN	12	2 TURNS
3	1 TURN	13	2 TURNS
4	1 TURN	14	2 TURNS
5	1 TURN	15	2 TURNS
6	1 TURN	16	3 TURNS
7	1 TURN	17	3 TURNS
8	1 TURN	18	4 TURNS
9	1 TURN	19	1 MINUTE
10	1 TURN	20	UNTIL REST

### DAMAGE TABLE:

TARGET TAKES X 1.5 DAMAGE. ROLL D20. IF ROLL MATCHES DAMAGE TYPE, ALSO APPLY CONDITION:

Roll	Type	Result:
1	ON ACID	VULNERABLE: ALL DAMAGE TO TARGET IS X 1.5. ROLL FOR DURATION.
2	ON BLUDGEONING	INTERNAL BLEEDING: NEXT TURN, TARGET TAKES 2 X ATTACK MODIFIER, 3 X ATTACK MODIFIER THEREAFTER, ETC. ROLL FOR DURATION.
3	ON COLD	FROZEN: AT START OF TARGET'S TURN, IT MUST MAKE STRENGTH TEST AGAINST ATTACKER'S MODIFIER TO ESCAPE. FAILURE = LOSS OF TURN.
4	ON FIRE	BURNING: STARTING ATTACKER'S NEXT TURN, TARGET TAKES 3/4 FIRE DAMAGE CAUSED DURING ATTACKER'S PRIOR TURN (ROUND DOWN)*
5	ON FORCE	PRONE: TARGET KNOCKED PRONE. ROLL FOR DAMAGE.
6	ON LIGHTNING	UNCONSCIOUS: ROLL FOR DURATION.
7	ON NECROTIC	FRIGHTENED: ROLL FOR DURATION.
8	ON PIERCING	BLEEDING: TARGET TAKES DAMAGE EQUAL TO ATTACKER'S ATTACK MODIFIER + PROFICIENCY DAMAGE. ROLL FOR DURATION.
9	ON POISON	POISONED: ROLL FOR DURATION.
10	ON PSYCHIC	INCAPACITATED: ROLL FOR DURATION.
11	ON RADIANT	BLINDED: ROLL FOR DURATION.
12	ON SLASHING	CLEAVE: CREATURE LOSES USE OF RANDOM LIMB. ROLL FOR DURATION.
13	ON THUNDER	DEAFENED: ROLL FOR DURATION.
14	ON TIME	WARPED: ATTACKER ROLLS AN EXTRA RESIDUAL.
15	ON MELEE HIT	ATTACKER ROLLS AN EXTRA EFFECT.
16	ON DISTANCE HIT	ATTACKER'S NEXT ATTACK IS GUARANTEED TO HIT. DAMAGE X 1.5.
17	ON SPELL HIT	ATTACKER DOES NOT USE A SPELL SLOT. IF CANTRIP, ROLL AGAIN.
18	ON STEALTH HIT	ATTACKER TAKES A BONUS ATTACK ON TARGET.
19	ON KILL	IF TARGET IS KILLED THIS TURN, THE DEBRIS OF THE CRITICAL HIT DOES 1/2 DAMAGE TO ALL CREATURES WITHIN 10 FEET OF TARGET.
20	ON ANY HIT	PICK ANY DAMAGE MODIFIER ON THIS TABLE.

\* BURNING ENDS WHEN THE DAMAGE IS LESS THAN 1, OR THE BURNING IS EXTINGUISHED BY WATER, COLD, OR MAGIC.

### RESIDUAL TABLE - ROLL D10

Roll Residual Effects Against Target. Roll for Duration on All

1	RATTLED: LOSES ALL RESISTENCES.
2	EXHAUSTION: ADDS ONE LEVEL OF EXHAUSTION.
3	FAINT: ATTACKS ARE WITH DISADVANTAGE.
4	FLEE: TARGET ATTEMPTS TO MOVE TO FURTHERST LOCATION ON NEXT ACTION(S).
5	DEMORALIZED: AUTOMATICALLY FAILS NEXT SAVING THROW (NO DURATION ROLL).
6	RINGING BELL: DISADVANTAGE ON ALL SAVING THROWS.
7	INTIMIDATED: ATTACKER RECEIVES +2 AC AGAINST TARGET'S ATTACKS.
8	BITE TONGUE: TARGET CANNOT SPEAK.
9	RETREAT: SO LONG AS TARGET IS NOT ATTACKED, TARGET WILL NOT ATTACK.
10	ATTACKER MAY PICK ANY RESIDUAL FROM THE RESIDUAL TABLE.

### STUMBLE TABLE - ROLL D10

Roll Stumble

1	TARGET DROPS WEAPON.
2	TARGET'S WEAPON KNOCKED BACK 5 FEET.
3	TARGET'S WEAPON KNOCKED BACK 10 FEET.
4	TARGET DROPS SHIELD.
5	TARGET'S ARMOR DAMAGED. SUBTRACT -2 AC. 1 HOUR TO MEND FOR EACH -1 AC.
6	TARGET DROPS ALL NON WEAPON, SHIELD, AND ARMOR EQUIPMENT.
7	TARGET KNOCKED BACK 5 FEET. MAKE A DEX SAVING THROW OR KNOCKED PRONE.
8	TARGET KNOCKED PRONE + SELF-INFLICTED WOUND. ROLL WEAPON DAMAGE WITHOUT MODIFIERS.
9	TARGET KNOCKED PRONE. HITS GROUND, TAKING D12 BLUDGEONING DAMAGE + CONSTITUTION MOD.
10	TARGET STUMBLES INTO CLOSEST ALLY WITHIN 20 FEET. TARGET AND ALLY MAKE DEX SAVING THROW AGAINST TARGET'S CONSTITUTION (CONTEST). EACH CREATURE THAT FAILS IS KNOCKED PRONE.

