Dynamic Critical Miss Tables

Creatures rolling a natural attack of 1 risk triggering random results on the Effect, Residual, Damage, Stumble, and Equipment Tables.

The Effect Table demonstrates how critical misses may influence other combatants. The Damage Table results in injury to the attacker. The Stumble Table dictates the physical impact a miss can have on the attacker. The Residual Table impacts the game with durational results. The Equipment Table acts on equipment.

Critical misses differ substantially from critical hits. Critical hits are, by definition, hits. That requires some sort of result. In contrast, critical misses do not necessarily require anything to occur.

Multiple critical misses certainly demonstrate a dearth of luck. But a creature's continued failure to hit also resonates a lack of judgment in trying the same failed action again and again. As a creature repeatedly roles critical misses, its obstinance against experience leads to harsher results.

Every time a creature roles a critical miss it accumulates a Critical Miss Counter ("Counter"). Counters accumulate and remain from battle to battle. For each critical hit, remove a Counter. Remove all Counters after a long rest.

Beginning with the first critical miss, roll 1d20 for each Counter. For each roll, take the corresponding action on the Critical Miss Table.

For example, suppose a character already has two Counters. On the third critical miss, the character gains another Counter and immediately roll three d20s. If the character rolled a 20, 9, and 11 the character would then roll nothing, a d10 on the Effect Table, and a d20 on the Damage Table and apply the corresponding results. Unlike the Dynamic Critical Hit Table, the Dynamic Critical Miss Table does not guarantee a result.

For the Damage, Stumble, and Equipment Tables, the more Counters that the attacker accumulates, the more the result is magnified.

Critical Miss Table - Roll d20

Roll	Table	Roll	Table
1	+1 Counter, Re-roll	11	Damage
2	Damage	12	Residual
3	Residual	13	Stumble
4	Stumble	14	Effect
5	Effect	15	Residual
6	Equipment	16	Stumble
7	Residual	17	Effect
8	Stumble	18	Equipment
9	Effect	19	Damage
10	Equipment	20	Nothing

Effect Table - Roll d10

Roll	Effect (Attack Refers to Next Possible Attack)
1	Experienced: Target's attack on attacker is a critical hit.
2	Hesitant: Attacker loses 1 position of initiative.
3	Delayed: Attacker loses 2 positions of initiative.
4	Cowardice: Attacker misses next turn.
5	Split Vision: Attacker attacks adjacent to target; disadv. if occupied.
6	Distracted: Attacker's closest ally in sight gets disadv. on next action.
7	Emboldened: Target's closest ally in sight gets adv. on attack.
8	Paranoid: Attacker must attack new target (not Target)
9	Example: One target's ally gets critical hit against attacker next round.
10	Panic: On its next attack, attacker uses melee weapon for ranged attack, or ranged weapon for melee attack.

ResidualTable - Roll d10

Roll	Residual Effects Against Attacker. Roll for Duration.
1	Rattled: Loses all resistences.
2	Exhaustion: adds one level of exhaustion.
3	Faint: Attacks are with disadvantage.
4	Flee: Must move to furthest location in sight on next action(s).
5	Demoralized: Automatically fails next saving throw (no duration roll).
6	Ringing Bell: Disadvantage on all saving throws.
7	Intimidated: Target receives +2 AC against attacker's attacks.
8	Bite Tongue: Attacker cannot speak.
9	Retreat: So long as attacker is not attacked, attacker will not attack.
10	Target may pick any residual from the residual table.

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 1 x damage. Roll d20. Follow result if damage type is rolled. * = counters.

Roll	Type	Result:
1	On Acid	Vulnerabale: All damage to attacker is x *. Roll for duration.
2	On Bludgeoning	Internal Bleeding: Next turn, attacker takes 2 x * attack modifier, 3 x * attack modifier thereafter, etc. Roll for duration.
3	On Cold	Frozen: On attacker's next turn, make strength test against attacker's modifier + * to escape. Loss of each turn until pass.
4	On Fire	Burning: Starting attacker's next turn, takes 3/4 x * fire damage caused during attacker's prior turn (round down)#
5	On Force	Prone: Attacker knocked prone. Damage x *.
6	On Lightning	Unconscious: Roll for duration x *.
7	On Necrotic	Frightened: Roll for duration x *.
8	On Piercing	Bleeding: Target takes damage equal to attacker's attack modifier + proficiency damage. Roll for duration x *.
9	On Poison	Poisoned: Roll for duration x *.
10	On Psychic	Incapacitated: Roll for duration x *.
11	On Radiant	Blineded: Roll for duration x *.
12	On Slashing	Cleave: Creature loses use of random limb. Roll for duration x *.
13	On Thunder	Deafened: Roll for duration x *.
14	On Time	Warped: Attacker rolls 1 x * residuals.
15	On Melee Hit	Attacker rolls 1 x * effects.
16	On Distance Hit	Attacker's next attack is guaranteed to miss.
17	On Spell Hit	Attacker uses 2 spell slots for failed attack(or the next highest slot if no more available).. If cantrip, roll again.
18	On Stealth Hit	Dexterity = -3 x *. Roll for duration.
19	On Kill	After atacker's next kill, attacker spends next turn attacking the killed target.
20	On any Hit	Re-roll damage table + 1 x *.

Burning ends when the damage is less than 1, or the burning is extinguished by water, cold, or magic.

Stumble Table - Roll d10

Roll	Stumble	Critical Miss Counters*			
		1	2	3	4+
1	Strength Modifier: -1 x *. Roll for duration.	1	2	3	4
2	Dexterity Modifier: -1 x *. Roll for duration.	1	2	3	4
3	Nothing				
4	Proficiency Bonus: -1 x *. Roll for duration.	1	2	3	4
5	Reduce max hit points: Const. Modifier x *. Roll for duration.	1	2	3	4
6	Nothing.				
7	Attacker falls forward * feet. Make a dexterity saving throw or knocked prone.	5	10	15	20
8	Attacker falls prone and hits ground, taking bludgeoning damage = const. mod. x *	1	2	3	4
9	Nothing				
10	Attacker stumbles into closest ally within 20 feet. Attaker and ally make dex saving throw against Attacker's constitution + * (contest). Each creature that fails is knocked prone.	1	2	4	6

Equipment Table - Roll d10

Roll	Stumble	Critical Miss Counters*			
		1	2	3	4+
1	Attacker drops weapon. * actions to retrieve.	1	2	3	4
2	Attacker's weapon knocked back * feet.	5	10	15	20
3	Attacker damages weapon (same for arcane ward). -1 x * to hit. Roll duration.	1	2	3	4
4	Attacker damages weapon (same for arcane ward). -1 x * damage. Roll duration.	1	2	3	4
5	Attacker drops shield. * actions to retrieve.	1	2	3	4
6	Attacker drops all non weapon, shield, and armor equipment. *actions to retrieve.	1	2	3	4
7	Attacker damages shield AC: -1 x *, if any. 1 hour to mend for each -1 AC.	1	2	3	4
8	Attacker damages armor AC: -2 x *, if any. 1 hour to mend for each -1 AC.	1	2	3	4
9	Attacker knocked prone + self-inflicted wound. Roll weapon damage (without modifiers) x *.	1	2	3	4
10	Nothing.				