

CRITICAL HIT TABLE

(*"20" is always a critical other is treated as threats and must be confirmed by another attack roll to be a critical*)

Roll %	Impact	Damage Effect	Other Symptoms
01-12	Blow	No additional effect	No extra effect
13-18	Hard blow	Plus 10 % extra damage	Extra damage
19-24	Light Knock-down	Plus 10 % extra damage. -2 to attack and -2 to AC. Use one round to stand up. Provokes attack of opportunity	Target knocked prone
25-30	Serious Knock-down	Plus 10 % extra damage. -4 to attack and -4 to AC. Use one round to stand up. Provokes attack of opportunity	Target knocked prone
31-34	Face slap	No action for 1d4 rounds. No other penalties	Dazed
35-38	Light weapon hand injury	Plus 10 % extra damage. -2 to attack and damage when using that hand for 3 hours	Injured
39-42	Light ears injury	Plus 10 % extra damage. Cannot hear for 1d4 hours. -4 to initiative. Automatically fails listen checks. 20% spell failure when casting verbal spells	Deafened
43-46	Light Throat injury	Plus 10 % extra damage. Cannot speak for 1d4 hours. Cannot cast verbal spells	Silenced
47-50	Light eyes hit	Plus 10 % extra damage. Blinded 1d4 hours. Half speed, -2 to attack and loose all DEX bonus to AC, -4 to Spot, search skill checks and all STR and DEX based skill checks	Blinded
51-54	Weapon hand injury	Plus 10 % extra damage. -3 to attack and damage when using that hand for 1d6 hours.	Injured
55-57	Ears injury	Plus 10 % extra damage. Cannot hear for 1d6 hours. -4 to initiative. Automatically fails listen checks. 20% spell failure when casting verbal spells	Deafened
58-60	Eyes hit	Plus 10 % extra damage. Blinded for 1d6 hours. Half speed, -2 to attack and loose all DEX bonus to AC, -4 to Spot, search skill checks and all STR and DEX based skill checks	Blinded
61-62	Powerful blow	Plus 20% extra damage	Extra damage
63-64	Head blow	Plus 20% damage and -2 to attack for 1d12 hours	Shaken
65-66	Leg injury	Plus 20% damage and Movement speed halved for 1d12 hours	Reduced move
67-68	Abdominal injury	Plus 20% damage and Carrying capacity halved for 1d12 hours	Difficulty carrying
69-70	Massive blow	Plus 30% extra damage	Extra damage
71-72	Severe Throat injury	Plus 30% damage and cannot speak for 24 hours. Cannot cast verbal spells.	Silenced
73-74	Severe Ears injury	Plus 30% damage and cannot hear for 24 hours. -4 to initiative. Automatically fails listen checks. 20% spell failure when casting verbal spells	Deafened
75-76	Severe Eyes injury	Plus 30% damage and blinded for 24 hours. Blinded 2d4 rounds. Half speed, -2 to attack and loose all DEX bonus to AC, -4 to Spot, search skill checks and all STR and DEX based skill checks	Blinded
77-78	Gut wound	Plus 30% damage and bleeding (1HP/rd) until using 1 full round to make/receive Successful heal check DC 20 to stop bleeding	Bleeding
79-80	Throat injury	Plus 30% damage and Cannot speak for 24 hours. Cannot cast verbal spells	Silenced

81-82	Severe Gut wound	Plus 30% damage and bleeding (2HP/rd) until using 1 full round to make/receive Successful heal check DC 20 to stop bleeding	Bleeding
83-84	Head blow	Plus 30% damage and no actions for 2d4. -2 to AC and loose all DEX bonus to AC. Drops all held items	Stunned
85-86	Severe Weapon hand injury	Plus 40% damage and -4 when using that hand for 24 hours.	Injured
87-88	Severe Gut wound	Plus 40% damage and bleeding (2HP/rd) until using 1 full round to make/receive Successful heal check DC 20 to stop bleeding	Bleeding
89	Severe Head blow	Plus 40% damage and no actions for 4d4 rounds. -2 to AC and loose all DEX bonus to AC. Drops all held items	Stunned
90	Fatal ear blow	Plus 50% damage and ear removed/destroyed and useless, -2 to initiative, 50% chance failing listen check, 10% spell failure when casting verbal spells. Bleeding (4HP/rd) until using 1 full round to make/receive Successful heal check DC 20 to stop bleeding	Limb lost and bleeding
91	Fatal eye hit	Plus 50% damage and eye removed/lost and useless, -2 to initiative, -2 to spot and search checks. Bleeding (4HP/rd) until using 1 full round to make/receive Successful heal check DC 20 to stop bleeding	Limb lost and bleeding
92	Fatal Nose hit	Plus 50% damage and nose removed/lost. Charisma is reduced by 2 points. Bleeding (4HP/rd) until using 1 full round to make/receive Successful heal check DC 21 to stop bleeding	Limb lost and bleeding
93	Fatal hands hit	Plus 50% damage and hand removed/destroyed and useless. 50% chance for main hand. -4 to all climb, open locks, disable device, ride, swim, tumble, use rope and sleight of hand checks. Bleeding (6HP/rd) until using 1 full round to make/receive Successful heal check DC 22 to stop bleeding	Limb lost and bleeding
94	Fatal arm hit	Plus 50% damage and arm removed/destroyed and useless. 50% chance for main hand. -6 to all climb, open locks, disable device, ride, swim, tumble, use rope, jump, sleight of hand and balance checks. Bleeding (6HP/rd) until using 1 full round to make/receive Successful heal check DC 23 to stop bleeding	Limb lost and bleeding
95	Fatal foot hit	Plus 50% damage and foot removed/destroyed and useless. -4 to all swim, climb, tumble, balance, move silently checks. Cannot jump or run. Movement speed halved without help. Bleeding (8HP/rd) until using 1 full round to make/receive Successful heal check DC 24 to stop bleeding	Limb lost and bleeding
96	Fatal leg hit	Plus 50% damage and leg removed/destroyed and useless. -6 to all swim, climb, tumble, balance, move silently checks. Cannot jump or run. Movement speed reduced to ¼ without help. Bleeding (10HP/rd) until using 1 full round to make/receive Successful heal check DC 25 to stop bleeding	Limb lost and bleeding
97	Fatal head hit	Skull severely damaged. -4 to AC and helpless. DEX is reduced to 0 (- 5 penalty). Reduced to 0 HP. An attacker can use full round action to deliver “Coup De Grace”	Unconscious
98	Fatal head hit	Skull crushed. Unconscious and dying. Reduced to -1 HP). An attacker can use full round action to deliver “Coup De Grace”	Dying
99	Fatal throat hit	Throat cut. Unconscious and dying. Reduced to -1 HP). An attacker can use full round action to deliver “Coup De Grace”	Dying
00	Head Decapitation	The head is separated from the body. Immediately death. Reduced to -10 HP.	Death