

D&D 5.0 CRITICAL HIT TABLE

A Critical hit delivers double damage – plus one of following effects (Roll 1d20)

1D20	CRITICAL	ROUND	DESCRIPTION
1	Hit to knees - Prone	1 round	A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition. The creature has disadvantage on attack rolls. An attack roll against the creature has advantage if the attacker is in Melee. Otherwise, the attack roll has disadvantage.
2	Hit to Lungs - Exhaustion	1d4 rounds	Creatures speed is halved and have disadvantage on ability Checks
3	Hit to legs - Slowed	1d4 rounds	An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.
4	Eye damage - Half Blinded	1d4 rounds	Creature is half blinded and all opponents is treated as they have half Cover – i.e. all opponents have +2 to AC
5	Three Quarter Blinded	1d4 rounds	Creature is half blinded and all opponents is treated as they have ¾ Cover – i.e. all opponents have +5 to AC
6-7	Broken Ribs	1d4 rounds	Whenever you attempt an action in combat, you must make a DC 10 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn.
8-9	Internal Injury	1d4 rounds	Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn.
10	Blinded	1d4 rounds	A blinded creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage. And the creature's attack rolls have disadvantage,
11	Head Blow - Incapacitated	1 round	An incapacitated creature can't take actions or reactions. Concentration on spells is lost.
12	Body Shock- Restrained	1 round	A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.. The creature has disadvantage on Dexterity saving throws. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage
13	Severe Head Blow - Stunned	1 round	Stunned creature is incapacitated (can't take actions or reactions.), can't move, and can speak only falteringly. Concentration on spells is lost. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.
14*	Severe Body Shock - Paralyzed	1 round	A paralyzed creature is incapacitated (can't take actions or reactions) and can't move or speak. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is in Melee with the creature.
15*	Knock out - Unconscious	1 round	An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings. The creature drops whatever it is holding and falls prone. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is in melee with the creature.
16*	Loose lower part of arm	Permanent	Creature can no longer hold anything with two hands, and you can hold only a single object at a time. If creature have multiple attacks with more than one arm/body part its number of attacks gets reduced equally. Disadvantage on all STR related ability checks and STR saving throws. Spells with “S” component has 30% chance of failing when cast. In addition, disadvantage on spell attacks. Bleeding 10% of max. HP/round until successful DC 15 <i>Medicine</i> check is made to control wound. Magic such as the <i>regenerate</i> spell can restore the lost appendage.
17*	Loose lower part of leg	Permanent	Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone. You always fall prone after using the Dash action. You have disadvantage on all DEX and STR related ability checks and DEX and STR saving throws. Bleeding 20% of max. HP/round until successful DC 15 <i>Medicine</i> check is made to control wound. Magic such as the <i>regenerate</i> spell can restore the lost appendage.
18*	Loose eyes and nose	Permanent	A blinded creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage. And the creature's attack rolls and DEX Saving Throws have disadvantage. Bleeding 20% of max. HP/round until successful DC 15 <i>Medicine</i> check is made to control wound. Magic such as the <i>regenerate</i> spell can restore the lost eyes.
19**	Deadly Hit	Instant	Creature drops to 0 Hit Points is unstable and automatically gets 1 death save failure.
20**	Killing Blow	Instant	Creature drops to 0 Hit Points is unstable and automatically gets two death saves failures.

*Attacker gains 1 Inspiration ** Party gain 1 Inspiration