

D&D 5E 2024 VERSION - CRITICAL HIT TABLE

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

1D20	CRITICAL	DURATION	DESCRIPTION
1-10	No additional effect	-	No additional affect from critical hit
11	Internal Injury	2 rounds	Whenever target attempts an action, it must make a DC 15 Constitution saving throw. On a failed save, target loses its action and can't use reactions until the start of its next turn.
12	Body Shock	2 rounds	No movement. The target has disadvantage on attack rolls and automatically fails Strength and Dexterity Saving Throws. Attack rolls against the creature have advantage
13	Severe Head Blow	1 round	No movement and no actions or reactions. Concentration on spell is lost. The target has disadvantage on all Saving Throws Attack rolls against the target have advantage.
14	Extreme Blow	Permanent until one long rest	Roll an additional set of damage dice above and beyond the normal critical roll, and the target suffers 1 level of exhaustion.
15	Ribs Fracture	Permanent for 30 days	Target suffer 1 level of exhaustion. Normal movement speed is set to 20 feet (excluding exhaustion levels) <i>A successful DC17 check from a person with a healer kit that is proficient in Medicine can reduce remaining duration with 50%</i>
16	Weapon Arm Fracture	Permanent for 30 days	Target suffer 1 level of exhaustion. Target cannot wield a weapon, shield or item in main hand*. Cannot wield two-handed weapons. <i>A successful DC17 check from a person with a healer kit that is proficient in Medicine can reduce remaining duration with 50%</i>
17	Leg Fracture	Permanent for 30 days	Target suffer 1 level of exhaustion. Target must use one hand to hold a crouch to move. Normal movement speed is set to 15 feet. (excluding exhaustion levels) <i>A successful DC17 check from a person with a healer kit that is proficient in Medicine can reduce remaining duration with 50%</i>
18*	Suffering Strike	Permanent until two long rests	Roll an additional set of damage dice above and beyond the normal critical roll, and the target suffers 2 levels of exhaustion.
19*	Devastating Strike	Permanent until three long rests	Roll an additional set of damage dice above and beyond the normal critical roll, and the target suffers 3 levels of exhaustion.
20**	Deadly hit	Instant	Target is reduced to 1 Hit Point

*Attacker gain 1 Inspiration ** Party gain 1 Inspiration

Exhaustion Levels:

Cumulative each time you receive exhaustion levels. If you reach Exhaustion level 6 you die. Finishing a long rest removes 1 exhaustion level.

For each exhaustion level 1-5:

- 1) **All D20 test:** -2 modifier per exhaustion level
- 2) **Movement Speed:** -5 feet per exhaustion level

**Note to no.16: You cannot add ability modifier to your damage roll (unless it is negative) if attacking with your off-hand – except if you have the “Two-weapon fighting style” feat,*