

**Critical Rolls in Combat**  
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**Critical Miss with Weapon Table**

Roll 1d20, results as follows.

If the roll is greater than the attacker's level, then a critical miss results and 2d6 are rolled. The table is used.

Roll	Result
2	Attacker drops weapon. If another target is near, roll to hit for regular damage. Weapon must save versus stone or be <i>permanently</i> damaged.
3	Attacker drops weapon. If another target is near, roll to hit for regular damage.
4	Attacker must make a DEX roll else drop the weapon. If another target is near, roll to hit for regular damage.
5	Attacker must make DEX roll else slip and receive 1-point disadvantage to armor class for 1 round.
6	Attacker must make DEX roll else drops the weapon, slip, and receive 1-point disadvantage to armor class for 1 round.
7	Attacker must make DEX roll else drop the weapon, fall, and receive 2-point disadvantage to armor class for 1 round.
8	Attacker must make a DEX roll else drop the weapon, slip, and receive 1-point disadvantage to armor class for 1 round.
9	Attacker must make DEX roll else slip and receive 1-point disadvantage to armor class for 1 round.
10	Attacker must make a DEX roll else drop weapon and takes ½ weapon damage (no strength bonuses).
11	Attacker drops weapon and takes full weapon damage (no strength bonuses).
12	Attacker drops weapon and takes 1.5x weapon damage (no strength bonuses).

**Critical Hit with Weapon Table**

Roll 1d20, results as follows.

If the roll is less than or equal to attacker's level, then a critical hit results and 2d4 are rolled.

Roll	Result
2	Attacker deals 2 times the rolled weapon (not strength) damage and defender takes a 3-point disadvantage to armor class. Roll on <b>Strike Table</b> .
3	Attacker deals 2 times the rolled weapon (not strength) damage and defender takes a 2-point disadvantage to armor class. Roll on <b>Strike Table</b> .
4	Attacker deals 2 times the rolled weapon (not strength) damage and defender takes a 1-point disadvantage to armor class. Roll on <b>Strike Table</b> .
5	Attacker deals maximum weapon (not strength) damage.
6	Attacker deals 1.25 times maximum weapon (not strength) damage and the attacker gains a 1-point advantage to armor class for a round against the defender.
7	Attacker deals 1.5 times maximum weapon (not strength) damage and the attacker gains a 2-point advantage to armor class for a round against the defender.
8	Attacker deals 2 times maximum weapon (not strength) damage and the attacker gains a 2-point advantage to armor class for the duration of the combat against the defender.

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**Critical Hit with Spell or Critical Fail against Spell**

Roll 1d20, results as follows.

Crit Hit with Spell: If the roll is less than or equal to being's level, then 2d4 are rolled.

Crit Fail against with Spell: If the roll is greater than or equal to being's level, then 2d4 are rolled.

If a Crit Hit with Spell occurs, no Crit Fail against Spell is made.

Roll	Result
2	In addition to spell affects/damage at (1d4 x 10)% more than normal, target(s) must save vs. Paralyzation else will be struck with fear, cannot attack, and will flee from originator of spell for 1d4 rounds.
3	In addition to spell affects, target(s) must save vs. Paralyzation else be struck with fear, cannot attack, and will flee from originator of spell for 1d4 rounds.
4	In addition to spell affects, target(s) must save vs. Paralyzation else be struck with fear and cannot attack for 1d4 rounds.
5	Magic affect and damage are at (1d4 x 10)% more than normal, both if applicable.
6	Magic effect and damage are at (1d4 x 10)% more than normal, both if applicable. There is the same percentage chance that an important magic item of the defender will be permanently changed if item fails save vs. Spell. Fail requires roll on <b>Magic Item Table</b> .
7	Magic effect and damage are at (1d6 x 10)% more than normal, both if applicable. There is the same percentage chance that an important magic item of the defender will be permanently changed if item fails save vs. Spell. Fail requires roll on <b>Magic Item Table</b> .
8	Magic effect and damage are at (1d8 x 10)% more than normal, both if applicable. There is the same percentage chance that an important magic item of the defender will be permanently changed if item fails save vs. Spell. Fail requires roll on <b>Magic Item Table</b> .

**Strike Table**

Roll percentile dice, results as follows.

Roll	Result
1 – 48	Disadvantage to armor class lasts for 1d4 rounds.
49	Defender will surrender if: defender is at 25% or less hit-points and fails save vs. Paralyzation.
50 – 54	Defender is frightened. Armor class disadvantage and fright lasts for 1d4 rounds. Defender must save vs. Paralyzation else flee from attacker.
55 – 59	Defender is confused. Armor class disadvantage and confusion lasts for 1d4 rounds. Defender cannot attack or defend during this time.
60 – 69	Defender is confused. Armor class disadvantage and confusion lasts for 1d4 rounds. Defender cannot attack during this time.
70 – 79	Defender must make a DEX roll else fall and armor class disadvantage lasts for 1d4 rounds.
80 – 89	Defender must make a DEX roll else fall and have permanent damage to armor class.
90 – 100	Defender has permanent damage to armor class and falls.

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**Magic Item Table**

Roll percentile dice, results as follows.

Roll	Result
1 – 39	Nothing appears to happen. [The DM can choose to invent a secret effect.]
40 – 49	Any being able to cast spells who are within 100 miles will sense the item via clairvoyance (sight only) for a round. Such beings will have an innate sense of direction and distance to the item.
50 – 59	The defender's magic item glows brightly for 1d6 rounds. For the same length of time, the item will be pulled on in random directions by a being in either the Astral or Ethereal Plane. This will give the defender a 2-point disadvantage to armor class and make the item inoperable by the defender.
60 – 69	The defender's magic item glows brightly for 1d6 rounds. Beings who perceive this affect and fail save vs. Spell will have a desire to own the item for 1d4 turns.
70 – 85	The defender's magic item glows brightly for 1d6 rounds. Any being able to cast spells who are within a mile will sense the item via clairvoyance (sight only) for the same length of time.
86 – 95	The defender's magic item temporarily loses strength for 1d6 turns. This means: a weapon loses a plus or becomes non-magical, a scroll loses 1d6 spells, an item with several abilities loses a random ability, a potion gains half affect, ...
96 – 99	The defender's magic item permanently loses strength. This means: a weapon loses a plus or becomes non-magical, a scroll loses 1d6 spells, an item with several abilities loses a random ability, a potion delivers half its normal affect, ...
100	The defender's magic item permanently loses strength. This means: a weapon loses a plus or becomes non-magical, a scroll loses 1d6 spells, an item with several abilities loses a random ability, a potion delivers half its normal affect, ... Roll 1d4: (1) item gets shifted into the Astral Plane, (2) item gets shifted to the Ethereal Plane, (3) item is teleported to somewhere in the Material Plane, or (4) item is shattered if it fails save vs. Magic.