

Critical Hits & Misses Tables:

A "natural 20" is always a hit, but it is not always a critical hit. A critical hit is only scored when a natural 20 is rolled it would have normally hit the opponent in question. For example a PC rolls a 20 and has a THACO of 18. His opponent has a AC of 2. Since he hits on a 16 or better this would be a critical hit. Should the opponent have had an AC of -3 then this would have been a normal hit.

A "natural 1" is always a miss, but not always a fumble. A fumble occurs when a PC rolls a natural 1 and would normally miss an opponent. For example a PC rolls a 1 and has a THACO of 8. His opponent has an AC of 6 so it would be a fumble. If the opponents AC was 9 it would not be a fumble. When a fumble occurs no more actions may be performed by that PC for the remainder of that round.

When calculating critical damage effects for double or triple damage you do not multiple bonuses supplied by magical weapon or high quality weapon "pluses". Thus you would calculate damage done as such: (Weapon Damage + STR Modifier + Specialization or other proficiency modifier) (Critical multiplier) + Weapon Plus = Damage

Slashing Weapons:		
d%		Result
01-31	Double (x2) Damage	
32-62	Triple (x3) Damage	
63	Shield Destroyed (No effect if no shield)	
64	Shield Destroyed (Roll again if no shield)	
65	Helm Removed (If no helm loose ear, stunned for 1-6 rds.)	
66	Helm Removed (loose ear, stunned for 1-6 rds.)	
67	Voice Box Punctured, no talking (no effect if helmed)	
68-69	Ear Removed (No effect if helmed)	
70	Ear Removed (Also helm removed if helmed)	
71-72	Eye Removed (No effect if helmed)	
73	Eye Removed	
74	Knee Split; movement halved	
75	Knee Split; no movement	
76	Fingers Removed; dexterity reduced by 1-3	
77	Leg removed at ankle	
78	Leg removed at knee	
79	Leg removed at hip	
80	Shield arm removed at wrist (No effect if shield)	
81	Shield arm removed at elbow (No effect if shield)	
82	Shield arm removed at shoulder (No effect if shield)	
83	Shield arm removed at wrist	
84	Shield arm removed at elbow	
85	Shield arm removed at shoulder	
86	Weapon arm removed at wrist	
87	Weapon arm removed at elbow	
88	Weapon arm removed at shoulder	
89	Abdominal injuries; carrying capacity halved	
90	Chest injuries; carrying capacity halved	
91	Abdominal injuries; death in 1-6 days unless healed	
92	Chest injuries; death in 1-4 days unless healed	
93	Abdominal injuries; death in 2-12 turns unless healed	
94	Chest injuries; death in 2-8 turns unless healed	
95	Abdominal injuries; immediate death	
96	Chest injuries; immediate death	
97	Throat cut; immediate death unless helmed	
98	Throat cut; immediate death	
99	Decapitated; immediate death (No effect if helmed)	
00	Decapitated; immediate death	

Missile & Piercing Weapons		
d%		Result
01-34	Double (x2) Damage	
35-70	Triple (x3) Damage	
71-72	Shield Arm struck; useless (No effect if shielded)	
73-74	Shield Arm struck; useless	
75-76	Weapon arm struck; -2 to hit for 1-4 rds.	
77-78	Weapon arm struck; -4 to hit for 1-4 hours	
79-80	Weapon arm struck; no attacks until fully healed	
81-82	Abdominal injuries; death in 1-6 days unless healed	
83-84	Chest injuries; death in 1-4 days unless healed	
85-86	Abdominal injuries; death in 2-12 turns unless healed	
87-88	Chest injuries; death in 2-8 turns unless healed	
89-90	Abdominal injuries; immediate death	
91-92	Chest injuries; immediate death	
93	Eye Removed (No effect if helmed)	
94	Eye Removed	
95	Voice Box Punctured, no talking (no effect if helmed)	
96	Voice Box Punctured, no talking	
97	Struck in head; lose 1-3 INT (No effect if helmed)	
98	Struck in head; lose 1-4 INT	
99	Struck in head; immediate death (No effect if helmed)	
00	Struck in head; immediate death	

Blunt Weapons:		
d%		Result
01-31	Double (x2) Damage	
32-64	Triple (x3) Damage	
65-66	Shield Destroyed (No effect if no shield)	
67-68	Shield Destroyed (Roll again if no shield)	
69-70	Shield Arm struck; useless for 1-6 rds.	
71-72	Shield Arm struck; broken; lose shield	
73-74	Weapon arm struck; -2 to hit until healed	
75-76	Weapon arm struck; -4 to hit until healed	
77-78	Weapon arm broken; no attacks until fully healed	
79-80	Hand struck; DEX reduced by 1-3 until healed	
81-82	Hand struck; DEX reduced by 1-3 permanently	
83-84	Chest Struck; stunned for 1-6 rds..	
85-86	Chest Struck; lungs punctured by ribs; no movement until healed	
87-88	Chest Struck; heart punctured by ribs; immediate death	
89-90	Leg Struck; Fall to ground	
91-92	Leg Struck; movement halved until healed	
93-94	Leg Struck; broken; no movement until healed	
95	Head struck; lose 1-3 INT (no effect if helmed)	
96	Head struck; lose 1-3 INT	
97	Head struck; lose 2-8 INT; INT no lower then 3 (no effect if helmed)	
98	Head struck; lose 2-8 INT; INT no lower then 3	
99	Skull crushed; dead (No effect if helmed)	
00	Skull crushed; dead	

Critical vs. Animals		
d%		Result
01-29	Double (x2) Damage	
30-58	Triple (x3) Damage	
59-60	Limb removed at body; speed halved	
61-62	Limb removed at midpoint, speed halved	
63-64	Limb removed at midpoint, -2 to hit	
65-66	Limb removed at body; -4 to hit	
67-68	Limb removed at body; speed halved, -2 to hit	
69-70	Limb removed at midpoint, speed halved, -4 to hit	
71-72	Throat cut immediate death	
73-74	Decapitated; immediate death	
75-76	Abdominal injuries; immediate death	
77-78	Abdominal injuries; death in 2-12 turns unless healed	
79-80	Abdominal injuries; death in 1-6 days unless healed	
81-82	Chest injuries; immediate death	
83-84	Chest injuries; death in 2-8 turns unless healed	
85-86	Chest injuries; death in 1-4 days unless healed	
87-90	Snout struck; immediate retreat	
91-94	Snout struck; -2 to hit for 1-4 rds.	
95-98	Snout struck; -4 to hit for 1-4 rds.	
99	Head struck; stunned for 1-6 rds.	
00	Head struck; immediate death	

Fumble Effects:		
d%		Result
01-19	Slip; roll DEX or less or fall and stunned for 1-4 rds.	
20-33	Stumble; roll DEX or less or fall and stunned for 1-6 rds.	
34-39	Trip and fall; stunned for 1-6 rds.	
40-44	Off balance; roll DEX or less or no action next round	
45-49	Lose grip on weapon; roll DEX or less or no action next round	
50-54	Lose grip on weapon; roll DEX or less or drop weapon	
55-59	Lose grip; Drop weapon	
60-61	Shield becomes tangled with opponent (no effect if no shield)	
62-63	Shield becomes tangled with opponent; no action for either next rnd.	
64-65	Weapon tangled with opponent; no attack next rnd.	
66-69	Weapon knocked out of hand; d8 for direction d10 for dist. in feet	
70-74	Weapon breaks; 100% chance -20% for each + of weapon	
75-77	Hit self; half damage	
78-79	Hit self; normal damage	
80	Hit self; double damage	
81-83	Hit friend; half damage	
84-85	Hit friend; normal damage	
86	Hit friend; double damage	
87-88	Critical hit, self	
89-90	Critical hit, friend	
91-92	Twist ankle; half move for 1 turn; DEX or less on d20 or fall	
93-95	Helm slips; -4 to hit until fixed; DEX or less on d20 to fix	
96-97	Helm slips; no attacks until fixed; DEX or less on d20 to fix	
98	Distracted; opponent +3 to hit on next attack	
99	Roll twice ignoring rolls of 99 or 00	
00	Roll three times ignoring rolls of 99 or 00	