

CRITICAL HITS AND MISSES TABLES

by

Lindsey Lambert (Knight)
<knight@garfield.catt.ncsu.edu>

Here is the Crit Hit Table that we use in our AD&D campaign...

When a Natural 20 is rolled, so long as it would normally hit, the DM rolls percentile dice to determine the effect.

1d100	EFFECT
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01-30	no extra effect
31-45	double damage
46-55	extra attack
56-60	automatic max damage
61-65	triple damage
66-70	opponent automatically loses initiative next round
71-75	opponent loses next round of attacks
76-79	opponent must make con check or be stunned for 1d4 rds
80	opponent must make con check or be unconscious for the next 2d4 turns
81-85	disarmed
86-90	major limb crippled (DM's discretion) x2 damage
91-93	major limb removed (DM's discretion) x3 damage
94-00	dramatic effect (DM's discretion)

But if one is to have a Crit Hit Table then one must also have a Crit Miss (1) Table...

1d100	EFFECT
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01-30	no extra effect
31-45	+4 on AC for remainder of the round
46-55	loose next round of attacks
56-65	above two combined
66-75	hit wrong person (DM's discretion)
76-80	self inflicted damage [weapon damage only]
81-85	double self-inflicted wound
86-90	lose grip on weapon
91-95	weapon must save vs crushing blow or be broken
96-00	dramatic effect (DM's discretion)

By the way, the formula we use for figuring damage on Crit Hits goes as follows...

[weapon damage + (weapon pluses)] x damage multipliers +
specialization + strength + damage for any spell effects

It can get messy, messy, messy...

Knight