

## CRITICAL HITS

### d100 Result

- 1-32 Double damage
- 33- Triple damage  
54
- 55- Struck in eye, Blinded for 1d6 rounds  
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- 58- Loss of eye, Disadvantage to Perception checks that use sight  
60
- 61- Struck in ear, Deafened for 1d6 rounds  
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- 64- Loss of ear, Disadvantage to Charisma checks  
66
- 67- Struck in throat, loss of ability to speak for 1d6 rounds  
69
- 70- Struck in weapon arm, DC 20 Strength check or drop weapon  
72
- 73- Struck in weapon arm, Disadvantage on Attack rolls with this hand  
75
- 76- Stuck in non-weapon arm, shield destroyed, 100% base chance, -20% for each "+" or ability of the shield, no effect if  
78 no shield is used
- 79- Struck in non-weapon arm, Disadvantage on Strength checks  
81
- 82- Struck in hand, Disadvantage to Dexterity checks  
84
- 85- Struck in chest, immediately increase one Exhaustion level  
87
- 88- Struck in leg, DC 20 Dexterity check or be knocked prone  
90
- 91- Struck in leg, movement halved  
93
- 94 Hand critically damaged and unusable, Dexterity is halved †
- 95 Non-weapon arm critically damaged and unusable, Strength is halved, Disadvantage on all attack rolls using two-  
handed weapons †
- 96 Weapon arm critically damaged and unusable, Strength is halved †
- 97 Leg critically injured and unusable, movement reduced to zero
- 98 Critical injury to head, Intelligence is halved †
- 99 Devastating injury, immediately reduced to zero hit points
- 100 Fatal blow, immediate death

† These injuries are extreme and can only be healed using a Greater Restoraton spell or higher or a Potion of Superior Healing or higher