

CRITICAL MISSES

d100 Result

- 1-19 Slip, DC 20 Dexterity check or Incapacitated for one round
20- Stumble, DC 20 Dexterity check or Incapacitated for 1d4 rounds
33
- 34- Lose balance, DC 20 Dexterity check or fall prone
39
- 40- Trip and fall, prone, Incapacitated for 1d6 rounds
44
- 45- Twist ankle, half speed until healed, DC 20 Dexterity check or fall prone
49
- 50- Lose grip on weapon, DC 20 Strength check or Disadvantage on attacks the next round
54
- 55- Lose grip on weapon, DC 20 Strength check or drop weapon
59
- 60- Weapon tangled with opponent's weapon arm, DC 20 Strength check or Grappled for one round
62
- 63- Weapon tangled with opponent's non-weapon arm, DC 20 Strength check or Grappled for one round, provokes
65 Attack of Opportunity
- 66- Weapon knocked away, roll d8 for direction, d20 for distance in feet
68
- 69- Weapon breaks, base 100% chance, -20% for each "+" or ability of the weapon
71
- 72- Hit self, half damage
74
- 75- Hit self, normal damage
77
- 78- Hit self, double damage
80
- 81- Hit friend, half damage †
83
- 84- Hit friend, normal damage †
86
- 87- Hit friend, double damage †
89
- 90- Hit self, critical hit ‡
92
- 93- Hit friend, critical hit ‡‡
95
- 96- Stunned for 1d6 rounds
98
- 99 Roll twice, ignoring rolls of 99 or 00
- 00 Roll three times, ignoring rolls of 99 or 00

† If no friend is within range of the attack ignore this roll
‡ Ignore rolls of 99 and 100 on Critical Hits table