

Critical hit and Critical Fumble Tables

How to use these tables:

You use these tables when you roll to hit a victim. A natural roll of 20 on a 1d20 dice is called a critical hit; this is a lucky number to roll because it means you get to roll on the critical hit chart. The critical hit chart adds extra damage to your attack; the higher the number you roll the greater the damage. It provides a very remote possibility that with enough luck you could kill a dragon with a single blow; hey...it can happen.

On the other hand; unfortunately, when you roll a natural "1" on the 1d20 dice, this is an unlucky number that is called a critical fumble; this means you made a mistake and something bad may happen to you. There is a 40% chance that nothing will happen to you; nevertheless the higher number you roll the punishment gets increasingly worse.

I hope you enjoy

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Critical Hit Table

A natural 20 on any "to hit" dice rolls is a critical hit.

Roll (%) percentage dice and determine results:

0%-30% - Max damage

31%-40% - Max damage + 1d4

41%-50% - Max damage + 1d6

51%-60% - Max damage +1d8

61% - 70% - Max damage + 1d10

71% - 80% - Max damage + 1d12

81% - 89% - Max damage + 5d4

90%-96% - Save vs. Wands or die (If victim saves: Max damage + 5d6)

97% - 100% - Death, no saving throw.

*Note: Red-Shirt monsters deliver max damage on a critical hit and do NOT roll on the critical hit chart; however Gold-Shirt monsters do roll on the critical hit chart.

Gold-Shirt Monsters = story antagonists, bosses, etc.

Red-Shirt Monsters = minions, etc.

Critical Fumble Table

A natural "1" on any "to hit" rolls is a critical fumble - roll %:

0%-40% - Luck is with you - you recovered with no penalty.

41%-50% - Weapon accidentally slipped into an awkward position- takes 1 round to get act together; if you have natural weapons you fall prone recovering in 1 round. (Natural weapons = hands, claws, paws, etc.)

51%-60% - Flung weapon 6 squares in worst direction.

61%-65% - Flung weapon 12 squares in worst direction.

66%-73% - Your weapon Broke, but repairable at GM's discretion. (GM decides where the weapon broke, etc.)

74%-81% - Roll to hit the most obvious/nearest companion; if no companion is near then roll to hit yourself.

82%-90% - Weapon Broke - not repairable: erase it off your sheet.

91%-95% - Roll to hit yourself.

96%-100% - Auto-hit yourself for max weapon damage.

*Critical Fumbles only apply to PC's - they do not apply to monsters. (Monsters never roll fumbles when they roll a natural 1; because it takes up too much game time)

*Any PC that attacks with natural weapons that rolls a result that is not applicable with the chart; will by default take 1d8 damage instead.