

Critical Miss, Melee Attack				
Roll	0-2: Gear	3-5: Footing	6-7: Enemy Reacts	8-9: Wild Swing
0-10	No critical			
20	Sword in the Stone Weapon embedded in object, DC14 Strength check required to remove	Runaway Freight Train Miss target completely, end up 1d10+5 feet away, attacks of opportunity	You Look Ridiculous Defender has option to take a 5-foot step or make an opportunity attack	A Mighty Wind Whiff everything, Disadvantage to next attack roll
30	Butterfingers Weapon dropped, slides 2d6+5 feet away	Slipped on a Banana Peel Slip and fall prone, Acrobatics DC10 to avoid 1d6 falling damage	Have a Nice Trip, See Ya Next Fall Tripped by enemy, Opportunity Attack	Piñata Hero Randomly hit self or any creature within arm's reach
40	Yard Sale Backpack breaks open, 1d4 random items fall out, breakable items shatter	Tangled Up Slip and fall prone, become Grappled by your own gear, DC14 Escape Artist	Gimme That! Weapon or carried item seized by enemy	Own Goal Randomly hit self or any ally within arm's reach
50	Wardrobe Malfunction Armor strap snaps, lose AC benefit until repaired	Twisted Ankle Fall prone, ankle hurt, can't run, disadvantage to relevant skills	No Tag-Backs Auto-hit by enemy	Hammer Throw Weapon flies out of hand, make ranged attack roll on random nearby creature
60	Cheap Piece of Crap... Weapon broken, unusable until repaired	ACL Tear Fall prone, unable to stand, disadvantage to relevant skills	Sundered Weapon, armor, or random equipped item broken by enemy	Mister Bstnuts Randomly hit self or ally in groin, roll for damage, Level 3 Exhaustion for 1d4 rounds
70	You'll Go Blind Weapon dropped, wrist sprained, -4 to attacks	I Fell on My Keys Fall prone, 2d6 damage, random item in inventory is broken	Zangiefed Restrained by enemy, hit by enemy's unarmed attack	The Sun Was in My Eyes Randomly hit self or any ally within reach, full damage
80	52 Shard Pick-Up Weapon shatters into splinters and cannot be repaired, hit self	The Kenickie Fall prone, 2d6 damage, knocked unconscious for 2d4 rounds	Suicide Charge Hit by enemy, full damage	Sorry, Guys Randomly hit self or any ally within reach, critical
90	Talk About Your All-Time Backfires Weapon shatters into splinters, hit self, full damage plus critical	Don't Run with Scissors Knee destroyed, fall prone, hit self, full damage plus critical	I Have the High Ground Hit by enemy, full damage plus critical	Teamkiller Randomly hit self or any ally within reach, instant death

Critical Miss, Ranged Attack				
Roll	0-1: Mechanical Failure	2-3: Human Error	4-5: Environmental	6-9: Wild Shot
0-10	No critical			
20-30	Arrow Snaps Projectile broken	Sweaty Palms Weapon slips out of hands, requires an action to recover	Narrow Miss Projectile barely misses, hits something directly behind the target	Off-Target Hit random creature or ally within range
40-60	Bowstring Snaps Weapon damaged, unusable until repaired	Is It the Shoes? Slip and fall prone, Acrobatics DC10 to avoid 1d6 falling damage	Unlucky Bounce Projectile goes crazy, hits the worst possible thing it can, ignoring LOS	Backstabber Hit random ally within range
70-80	Bow Snaps Weapon broken, unusable until repaired, 1d6 damage from blowback	Forgot to Hang On Weapon dropped, flies 2d10+5 feet away, wrist sprained, -2 to attacks	This Guy Means Business Enemy catches projectile, can throw it back as a free action	Friendly Fire Hit random ally within range, full damage
90	You Snap Weapon destroyed, 2d6 damage, -4 to attacks, STR, and DEX-related checks	I Thought the Safety Was On Hit self, full damage	Smooth Move, Ex-Lax Projectile goes crazy, hits the worst possible thing it can, ignoring LOS	What Were You Aiming At? Hit random ally within range, critical

Critical Hit, Slashing/Bludgeoning

Roll	0-2: Arms	3-5: Legs	6-7: Torso	8-9: Head
0-10	No critical			
20	Slap on the Wrist Attacker can attempt to disarm	Sweep the Leg Attacker can attempt to trip	Knocked the Wind Out of Em Level 1 Exhaustion for 1 round	Nose Broken -5 to Perception
30	Bloody Knuckles Target drops item held	Staggering Blow Enemy staggers 1d10+5 feet, takes attacks of opportunity	Awesome Blow Enemy flies back 1d10+5 feet, takes 1d6 plus attacks of opportunity	The Van Gogh Ear destroyed, target Deafened
40	Sundering Blow Destroy item or weapon equipped by enemy	Whack-a-Mole Target knocked prone, takes attacks of opportunity	Ribs Cracked Constitution DC14 or suffer Level 1 Exhaustion for 1d4 rounds	Jawbreaker Mouth/jaw busted, target Silenced
50	Right in the Funny Bone Target stunned until end of round, all items dropped, -2 AC	Two Minutes for Hooking Target Grappled by attacker's weapon	Ballknocked Target suffers Level 2 Exhaustion for 1d4 rounds	CTE Target stunned 1 round
60	Fingers Smashed 1d4 fingers destroyed, -1 to attack rolls for each damaged finger	The Peg-Legger Hit in thigh, speed reduced by half	That Looked Important Target suffers Level 3 Exhaustion for 1d4 rounds, bleeds 1d4/round	You'll Put Your Eye Out Eye destroyed, target Blinded
70	The Luke Skywalker Wrist destroyed, held items dropped, disadvantage to attack	Lumberjacked Critical multiplier +1, weapon stuck in target, 1d6 bleed when removed	Internal Bleeding Target knocked prone, Level 4 exhaustion 1d4 rounds, 1d6 bleed	TKO Knocked unconscious 2d4 rounds
80	The Tommy John Elbow destroyed, 1d4 bleed, unable to use arm	The Nancy Kerrigan Knee destroyed, prone, 1d4 bleed	Gonna Need a Wheelchair Back broken, prone	I Find Your Lack of Faith Disturbing Throat destroyed, considered drowning until healed
90	It's Just a Flesh Wound Shoulder destroyed, 1d8 bleed/round	I've Fallen and I Can't Get Up Hip destroyed, prone, 1d10 bleed	Kali Ma Heart destroyed, reduced to 0hp, 1d10 bleed/round	Oh Shi- Brain destroyed, instant death

Critical Hit, Piercing

Roll	0-2: Arms	3-5: Legs	6-7: Torso	8-9: Head
0-10	No critical			
20-30	No Match for a Good Blaster Weapon/carried item dropped or destroyed	Thighmaster Hit in thigh, stagger 1d10+5 feet, attacks of opportunity	Gut Wound DC 14 Fort or Level 1 Exhaustion for 1d4 rounds	Glancing Skull Wound Stunned 1 round
40-60	Hand Skewered Target stunned until end of round, all items dropped, -2 AC	Hamstrung Speed reduced by half	Double Kill Weapon passes through, sticks into whatever is behind target	 eyeball-on-a-stick Eye destroyed, target Blinded
70-80	Elbow Shish-Kebab Elbow destroyed, 1d4 bleed, -2 to attacks	I Used to Be an Adventurer Knee destroyed, knocked prone, movement halved	Impaled Weapon lodged in enemy until removed, then 1d8 bleed/round	The Tracheotomy Throat destroyed, considered drowning until healed
90	The Drummer from Def Leppard Shoulder destroyed, 1d8 bleed	Is That a Banana in Your Pocket? Sickened 1d4 rounds, knocked prone, Level 3 exhaustion 1d4 rounds	Happy Valentine's Day Heart destroyed, reduced to 0hp, 1d10 bleed/round	One Shot, One Kill Headshot, instant death