

Critical Hits

Roll	Result
1-50	Normal Critical Hit
51-60	Stunned for 1d4 rounds
61-70	Knocked Prone
71-75	Bleeding Wounds (1d4 damage per round)
76-80	Subject takes 1d6 Extra Damage
81-83	Left arm is maimed and is unusable
84-86	Right arm is maimed and is unusable
87-88	Minor Ocular Damage, blind for 1d6 rounds
89-91	Critical Damage Increased by one increment
92-94	Major ocular damage, Permanently Blind
95-97	Critical Damage increased by two increments
98-99	Double Damage
100	Triple Damage

Critical Misses (Melee Weapons)

Roll	Result
1-2	Weapon Breaks
3-5	Weapon Ricochets (1d6 Damage to Self)
6-10	Drop Weapon
11-20	Hit an adjacent target
21-30	Fall Prone (DC 15 Reflex Negates)
31-40	Disadvantage until next round
41-50	Provoke attack from adjacent opponent
51+	Normal miss

Critical Misses (Ranged Weapons)

Roll	Result
1-2	Weapon Breaks
3-5	Weapon Jams
6-10	Misfire (1d4 Damage to Self)
11-20	Drop weapon on ground
21-30	Hit adjacent opponent
31-40	Disadvantage until next round
41-50	Provoke attack from adjacent opponent
51+	Normal Miss

Critical Misses (Spells)

Roll	Result
1-2	Spell Explodes into Fireball on Caster
3-5	Cast Confusion on Self
6-10	Spell costs additional Spell Cast
11-20	Knock Self Back 5ft and Prone (DC 15 Reflex Save)
21-30	Hit an Adjacent Target or Miss by 10 ft on AoE Spell
31-40	Disadvantage until next round
41-50	Provoke attack from adjacent opponent
51+	Normal Miss