

If a PC or a creature roll a critical fail (1 + confirmed) on an attack roll, roll on this table to see what happens:

1. Nothing happens.
2. Nothing happens.
3. Nothing happens.
4. Nothing happens.
5. Nothing happens.
6. Nothing happens.
7. Nothing happens.
8. Nothing happens.
9. Nothing happens.
10. Nothing happens.
11. Nothing happens.
12. Nothing happens.
13. Nothing happens.
14. Nothing happens.
15. Nothing happens.
16. Nothing happens.
17. Nothing happens.
18. Nothing happens.
19. Nothing happens.
20. Nothing happens.
21. Nothing happens.
22. Nothing happens.
23. Nothing happens.
24. Nothing happens.
25. Nothing happens.
26. You slip, falling prone.
27. You slip, falling prone.
28. You slip, falling prone.
29. You slip, falling prone.
30. You slip, falling prone.
31. You slip, falling prone.
32. You slip, falling prone.
33. You slip, falling prone.
34. You slip, falling prone.
35. You slip, falling prone.
36. Your weapon falls out of your hands. If you are using a natural weapon, nothing happens.
37. Your weapon falls out of your hands. If you are using a natural weapon, nothing happens.
38. Your weapon falls out of your hands. If you are using a natural weapon, nothing happens.
39. Your weapon falls out of your hands. If you are using a natural weapon, nothing happens.

40. Your weapon falls out of your hands. If you are using a natural weapon, nothing happens.
41. Your weapon falls out of your hands. If you are using a natural weapon, nothing happens.
42. Your weapon falls out of your hands. If you are using a natural weapon, nothing happens.
43. Your weapon falls out of your hands. If you are using a natural weapon, nothing happens.
44. Your weapon falls out of your hands. If you are using a natural weapon, nothing happens.
45. Your weapon falls out of your hands. If you are using a natural weapon, nothing happens.
46. Your weapon gets lightly damaged. It becomes fragile, although a simple mending spell or an ability check (DC10) with the appropriate tools can repair it.
47. Your weapon gets lightly damaged. It becomes fragile, although a simple mending spell or an ability check (DC10) with the appropriate tools can repair it.
48. Your weapon gets lightly damaged. It becomes fragile, although a simple mending spell or an ability check (DC10) with the appropriate tools can repair it.
49. Your weapon gets lightly damaged. It becomes fragile, although a simple mending spell or an ability check (DC10) with the appropriate tools can repair it.
50. Your weapon gets lightly damaged. It becomes fragile, although a simple mending spell or an ability check (DC10) with the appropriate tools can repair it.
51. Your weapon gets heavily damaged. The weapon gains a -1 penalty to attack rolls and damage rolls until it is repaired. Several mending spell or an ability check (DC15) with the appropriate tools can repair it. If you fight using natural weapons, you take 1 point of damage instead.
52. Your weapon gets heavily damaged. The weapon gains a -1 penalty to attack rolls and damage rolls until it is repaired. Several mending spell or an ability check (DC15) with the appropriate tools can repair it. If you fight using natural weapons, you take 1 point of damage instead.
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56. You miss your attack but still touch your target. Instead of dealing damage, you rub them uncomfortably.
57. You miss your attack but still touch your target. Instead of dealing damage, you rub them uncomfortably.

58. You miss your attack but still touch your target. Instead of dealing damage, you rub them uncomfortably.
59. You miss your attack but still touch your target. Instead of dealing damage, you rub them uncomfortably.
60. You miss your attack but still touch your target. Instead of dealing damage, you rub them uncomfortably.
61. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
62. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
63. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
64. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
65. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
66. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
67. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
68. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
69. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
70. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
71. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
72. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
73. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
74. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
75. You miss your target, instead hitting another random target within reach. Roll for your attack against the AC of the new target.
76. You miss your target, instead hitting another random target within reach. You automatically hit the new target.
77. You miss your target, instead hitting another random target within reach. You automatically hit the new target.
78. You miss your target, instead hitting another random target within reach. You automatically hit the new target.
79. You miss your target, instead hitting another random target within reach. You automatically hit the new target.
80. You miss your target, instead hitting another random target within reach. You automatically land a critical hit on the new target.

81. You strain one of your muscles. You can't use your action to attack for the next 1d4 rounds, unless you are healed by a healing spell or a medicine check (DC 12).
82. You strain one of your muscles. You can't use your action to attack for the next 1d4 rounds, unless you are healed by a healing spell or a medicine check (DC 12).
83. You strain one of your muscles. You can't use your action to attack for the next 1d4 rounds, unless you are healed by a healing spell or a medicine check (DC 12).
84. You strain one of your muscles. You can't use your action to attack for the next 1d4 rounds, unless you are healed by a healing spell or a medicine check (DC 12).
85. You strain one of your muscles. You can't use your action to attack for the next 1d4 rounds, unless you are healed by a healing spell or a medicine check (DC 12).
86. You hit yourself.
87. You hit yourself.
88. You hit yourself.
89. You make a wrong movement, which causes a tear in your clothes/armor.
90. You make a wrong movement, which causes a tear in your clothes/armor.
91. Missing your attack strikes you with fear. For the next 1d4 rounds, you have the Frightened condition.
92. Missing your attack strikes you with fear. For the next 1d4 rounds, you have the Frightened condition.
93. As you miss your attack, you see something in the eyes of your opponent. For the next 1d4 rounds, you have the Charmed condition.
94. As you miss your attack, you see something in the eyes of your opponent. For the next 1d4 rounds, you have the Charmed condition.
95. Your weapon gets thrown away during the attack.
96. As you miss your attack, your target can use its reaction to strike back.
97. You hit your head during the attack. Until your next round, you have the Stunned condition.
98. You dislocate your shoulder. You have disadvantage on every attack for the rest of the combat, unless you are healed by a healing spell or a medicine check (DC 13).
99. A magic item on you or your target gets activated during the attack, potentially causing harm.
100. You rip a tear into the fabric of the world. Either your character or its target disappears from the fight for 10 rounds.