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Print Generate PDF. Visit User Profile. Disadvantage on The document describes a table for rolling on critical hits or fumbles for melee, ranged, and magic attacks. A natural goes from being MB Read by Drew the Druid. The creature has disadvantage on attack rolls How it works: When a player or monster makes an attack roll there is a chance to critical or fumble. Critical Hit Tables. Cannot succeed on ability checks that rely on listening. Search GM Binder. by The Vulture GM D&D CRITICAL HIT TABLE A Critical hit delivers double damage – plus one of following effects (Roll 1d20) 1DCRITICAL ROUND DESCRIPTION Hit to knees Prone round A prone creature's only movement option is to crawl unless it stands up (cost ½ of movement) and thereby ends the condition. Disarm Action (Variant to DMG Rule) A creature can use a weapon attack to knock a weapon or another item from a target's grasp Introducing a series of critical hit charts that vary based on the damage type of the attack, Critical Hits Revisited can be included in a campaign to add an additional element of uncertainty, suspense, and surprise to combat gp Gemstones DMGgp Art Objects DMGgp Art Objects BGGgp Gemstones DMGgp Gemstones DMGgp Art Objects DMGgp Art Objects BGGgp Gemstones DMGgp Art Objects DMGgp Art Objects DMG roll 1d20 to see if it is a critical hit stumble, opponent get automatic hit on all attacks next round roll 1d20 to see if they are critical hits stumble, lose next attack stumble, lose remaining attacks on this and next round stumble, opponent immediately hits you on critical hit table your weapon breaks A natural goes from being merely a miss or double damage to an exciting escalation of danger. On a critical hit, the attacker gains additional beneficial effects I've polished up these tables, added charts for natural weapons and spell attacks and published on the DMs Guild in a lovely printable PDF. If you'd like to donate a dollar to Break chances: appendage (90%), normal item (80%), +1 item (40%), +2 item (30%), +3 item (20%), +4 item (10%), +5 item (5%). If no friend in range roll again on this table* Critical Hit self Permanent until long rests Roll double damage and apply to yourself as if you were the target. Weapon Attacks. The The difference of what is needed to hit and the final modified hit roll is the percent chance to critical hit friend until exhaustion long rests Roll damage and apply to random party member within range. Fumbles: If the fumble does not apply, roll I've got some critical fumble charts for DND 5e, including melee and ranged attacks that miss – by quite a lot 5e Critical Hit and Fumble Charts. These universal charts maintain an inherent balance between playability and overarching threat, so don't be afraid to add them to your 5e game. roll 1d20 to see if it is a critical hit stumble, opponent get automatic hit on all attacks next round roll 1d20 to see if they are critical hits stumble, lose next attack gp Gemstones DMGgp Art Objects DMGgp Art Objects BGGgp Gemstones DMGgp Gemstones DMGgp Art Objects DMGgp Art Objects BGG Automatically fails listen checks% spell failure when casting spells with "verbal" component. You get levels of exhaustion (No roll on critical table) Friend gets levels of. Critical hit and fumble charts add another layer of variability to combat encounters.