

## Critical Hit Tables

### Natural 20 Critical Strike Table (Generic)

#### Roll Percentile

01-30: Double Attack (character gets a bonus attack on his enemy)

31-50: Double Damage (roll damage and multiply it by 2)

51-70: Double Damage and Stunned (as above plus loss of one attack by the defender)

71-80: Double Damage, Stunned, and Knocked Down (as above except loss of 2 attacks and initiative)

81-90: Triple Damage, Stunned, and Knocked Down (as above except damage x3)

91-99: Quintuple Damage, Stunned, and Knocked Down (as above except damage x4)

100: GM's Option (but should be brutally nasty)

### Natural 1 Critical Fumble Tables (Generic)

#### Roll Percentile

01-30: Loss of 1 Attack

31-50: Loss of 2 Attacks

51-70: Loss of Main Weapon (if body weapon, then limb is stunned)

71-80: Hit Ally for Half Damage (if no ally, then loss of 2 attacks)

81-90: Hit Ally for Normal Damage (if no ally, then loss of 3 attacks)

91-99: Hit Ally for Double Damage (if no ally, then loss of all attacks for 2 rounds)

100: Lucked Out, Just Missed Real Bad

Now of course it is the responsibility of the GM to make these interesting, you can just say, "you did double damage" you have to say something like, "that last well placed hit the monster in his left hip, knocking him off balance and causing a searing wound"...

## Good Hits and Bad Misses

In an old issue of Dragon Magazine (#39, July 1980, to be exact) Carl Parlagreco wrote a column entitled "Good hits and Bad Misses" to introduce an optional rule for fumbles and critical hits to AD&D. With this article came a series of critical hit and fumble tables that I have since used for Palladium. The rule here is simple roll D100 on the appropriate critical hit table whenever you score a critical hit to see what happens, and roll D100 on the fumble table whenever you fumble. For those of you who've never played Palladium before (if so, then why are you on this list?), a critical hit typically is a "natural" 20, whereas a fumble is a "natural" 1.

### Critical Hit Effects Table P Edged Weapons

D%	Result
01-31	Double Damage
32-62	Triple Damage
63	Shield Destroyed (no effect if no shield)
64	Shield Destroyed (roll again if no shield)
65	Helm removed (lose ear; stunned 1D6 melees if not helmed)
66	Hem removed (lose ear; stunned 1D6 melees)
67	Voice box punctured; no talking (no effect if helmed)
68-69	Ear removed (no effect if helmed)
70	Ear removed (helm removed if helmed)

71-72	Eye removed (no effect if helmed)
73	Eye removed
74	Knee split; reduce Spd by half
75	Knee split; no movement
76	Fingers removed; P.P. reduced 1D3 points
77	Leg removed at ankle
78	Leg removed at knee
79	Leg removed at hip
80	shield arm removed at wrist (no effect if shield)
81	Shield arm removed at elbow (no effect if shield)
82	Shield arm removed at elbow (no effect if shield)
83	Shield arm removed at wrist
84	Shield arm removed at elbow
85	Shield arm removed at shoulder
86	Weapon arm removed at wrist
87	Weapon arm removed at elbow
88	Weapon arm removed at shoulder
89	Abdominal injuries; carrying capacity halved
90	Chest injuries; carrying capacity halved
91	Abdominal injuries; death in 1D6 days
92	Chest injuries; death in 1D4 days
93	Abdominal injuries; death in 2D6X10 minutes
94	Chest injuries; death in 2D8X10 minutes
95	Abdominal injuries; immediate death
96	Chest injuries; immediate death
97	Throat cut; immediate death (no effect if helmed)
98	Throat cut; immediate death
99	Decapitated; immediate death (no effect if helmed)
00	Decapitated; immediate death

### **Critical Hit Effects Table P Blunt Weapons**

D%	Result
01-31	Double Damage
32-64	Triple Damage
65-66	Shield broken (no effect if no shield)
67-68	Shield broken (roll again if no shield)
69-70	Shield arm struck (no shield defense for 1D6 melees)
71-72	Shield arm broken; lose shield
73-74	Weapon arm struck; -2 penalty to strike
75-76	Weapon arm struck; -4 penalty to strike
77-78	Weapon arm broken; no attacks with that arm
79-80	Hand struck; P.P. down 1D3 points until healed
81-82	Hand struck; P.P. down 1D3 points
83-84	Chest struck; stunned 1d6 melees
85-86	Chest struck; ribs broken, lungs punctured; no movement
87-88	Chest struck; ribs broken, heart punctured; death
89-90	Leg struck; fall to the ground

91-92	Leg struck; Spd halved
93-94	Leg broken; no movement
95	Head struck; lose 1D3 points of I.Q. (no effect if helmed)
96	Head struck; lose 1D3 points of I.Q.
97	Head struck; lose 2D4 points of I.Q. (no effect if helmed)
98	Head struck; lose 2D4 points of I.Q.
99	Skull crushed; death (no effect if helmed)
00	Skull crushed; death

### **Critical Hits Effects Table P Missile and Thrusting Weapons**

D%	Result
01-34	Double damage
35-70	Triple damage
71-72	Shield arm struck (no effect if shield)
73-74	Shield arm struck
75-76	Weapon arm struck; -2 penalty to strike for 1D4 melees
77-78	Weapon arm struck; -4 penalty to strike for 1D4 hours
79-80	Weapon arm struck; no attacks until healed
81-82	Struck in abdomen; death in 1D6 days
83-84	Struck in chest; death in 1D4 days
85-86	Struck in abdomen; death in 2D6X10 minutes
87-88	Struck in chest; death in 2D8X10 minutes
89-90	Struck in abdomen; immediate death
91-92	Struck in chest; immediate death
93	Blinded in eye; -4 penalty to strike, parry and dodge (no effect if helmed)
94	Blinded in eye; -4 penalty to strike, parry and dodge
95	Larynx punctured; no talking (no effect if helmed)
96	Larynx punctured; no talking
97	Struck in head; lose 1D3 points of I.Q. (no effect if helmed)
98	Struck in head; lose 1D4 points of I.Q.
99	Struck in head; immediate death (no effect if helmed)
00	Struck in head; immediate death

### **Critical Hit Effects Table P Versus Animals**

D%	Result
01-29	Double damage
30-58	Triple Damage
59-60	Limb removed at body; Spd halved
61-62	Limb removed at midpoint; Spd halved
63-64	Limb removed at midpoint; -2 penalty to strike
65-66	Limb removed at body; -4 penalty to strike
67-68	Limb removed at midpoint; Spd halved, -2 penalty to strike
69-70	Limb removed at body; speed halved, -4 penalty to strike
71-72	Throat cut; immediate death
73-74	Decapitated
75-76	Abdominal injuries; immediate death
77-78	Abdominal injuries; death in 2D6X10 minutes

- 79-80 Abdominal injuries; death in 1D6 days
- 81-82 Chest injuries; immediate death
- 83-84 Chest injuries; death in 2D4X10 minutes
- 85-86 Chest injuries; death in 1D4 days
- 87-90 Snout struck; immediate retreat
- 91-94 Snout struck; -2 penalty to strike for 1D4 melees
- 95-98 Snout struck; -4 penalty to strike for 1d4 melees
- 99 Head struck; stunned for 1D6 melees
- 00 Head struck; immediate death

### **Fumble Effects Table P All Weapons**

D% Results

- 01-19 Slip; roll P.P. or less on D20 or fall and be stunned for 1D4 melees
- 20-33 Stumble; roll P.P. or less on D20 or fall and be stunned for 1D6 melees
- 34-39 Trip and fall; stunned for 1D6 melees
- 40-44 Off balance; roll P.P. or less on D20 or lose next action
- 45-49 Lose grip on weapon; roll P.P. or less on D20 or no attack next action
- 50-54 Lose grip; roll P.P. or less on D20 or drop weapon
- 55-59 Lose grip; drop weapon
- 60-61 Shield entangled with opponent (no effect if no shield)
- 62-63 Shield entangled with opponent; neither character attacks next action
- 64-65 Weapon entangled with opponent; no attack next action
- 66-69 Weapon knocked away D10 feet in random direction
- 70-74 Weapon breaks; 100% for normal weapons, 75% for kobold weapons, 50% for dwarven weapons, and 25% for magical weapons
- 75-77 Hit self; half damage
- 78-79 Hit self; normal damage
- 80 Hit self; double damage (not a critical strike)
- 81-83 Hit friend; half damage
- 84-85 Hit friend; half damage
- 86 Hit friend; double damage (not a critical strike)
- 87- Critical strike, self

88

89-

90 Critical strike, friend

91-

92 Twist ankle; Spd down 50% for 10 minutes, roll P.P. or less on D20 or fall

93-

95 Helm slips; roll P.P. or less on 20 to fix, -4 penalty to strike until fixed

96-

97 Helm slips; roll P.P. or less on D20 to fix, no attacks until fixed

98 Distracted; opponent's next attack at +3 to strike

99 Roll twice, ignoring rolls of 99 or 00

00 Roll three times, ignoring rolls of 99 or 00