

**Only roll when having scored a critical hit in which the original roll as a natural 20.  
All extra effects are in addition to the normal critical damage.**

<b>D%</b>	<b>Result</b>	<b>Slashing</b>	<b>Piercing</b>	<b>Bludgeoning</b>
<b>01-20</b>	Hard hit	Standard	Standard	Standard
<b>21-35</b>	Powerful Hit	Pushes opponent 10 feet back	Pushes opponent 10 feet back	Pushes opponent 10 feet back
<b>36-50</b>	Powerful Hit (gauntlet*)	Disarm opponent	Disarm opponent	Disarm opponent
<b>51-65</b>	Massive Hit	Opponent is prone	Opponent is prone	Opponent is prone
<b>66-68</b>	Hand (gauntlet*)	Slashed hand, -1 attacks and hand-based skills	Pierced hands, -1 attacks and hand-based skills	Crushed hands, -1 attacks and hand-based skills
<b>69-70</b>	Hand	Lose one finger, -1 attacks	Lose one finger, -1 attacks	Lose 1d2 fingers, -1 attacks
<b>71</b>	Hand	Lose 1d3+1 dedos, incapacitated hand	Pierced wrist incapacitated hand	Crushed wrist, incapacitated hand
<b>72-74</b>	Arm (arm protection*, or shield)	Slashed bicep, -2 attacks and hand-based skills	Pierced bicep, -2 attacks and hand-based skills	Broken radius, -2 attacks and hand-based skills
<b>75-76</b>	Arm	Slashed shoulder, -2 attacks and damage	Pierced shoulder, -2 attacks and damage	Dislocated shoulder, -2 attacks and damage
<b>77</b>	Foot (boots*)	Lose 1d2+1 toes, half speed	Fingers pierced, half speed	1d2+1 crushed toes, half speed
<b>78</b>	Foot	Lose half a foot, one-quarter speed	Pierced tendon of Achilles, one-quarter speed	Crushed foot, one-quarter speed
<b>79-81</b>	Leg (leg protection*)	Slashed calf, half speed	Pierced calf, half speed	Strong hit to the knee/dislocated kneecap, half speed
<b>82</b>	Leg	Slashed Tendon of Achilles, fall prone and can't get up until magically healed.	Completely pierced knee, fall prone and can't get up until magically healed.	Crushed femur, fall prone and can't get up until magically healed.
<b>83-84</b>	Abdomen (+4 or more armor or natural armor bonus*, or shield – not buckler-)	Slashed abdomen, Constitution check 12 or sickened.	Pierced abdomen, Con check DC 12 or sickened.	Hard hit on the abdomen, Con check DC 12 or sickened
<b>85</b>	Abdomen	Huge slashing. Con check DC 15 or nauseated and fall prone.	Stomach completely pierced. Con check DC 15 or nauseated and fall prone.	Stomach “crushed”. Con check 15 or nauseated and fall prone.
<b>86-87</b>	Chest (+4 or more armor or natural armor bonus)	Lightly slashed breast, -2 attacks and damage	Lightly pierced chest, -2 attacks and damage	Broken scapula, -2 attacks and damage
<b>88</b>	Chest (shield*, not buckler)	Moderately slashed chest, dazed 1 round	Moderately pierced chest, dazed 1 round	Hard hit on the sternum, dazed 1 round
<b>89</b>	Chest	Heavily slashed chest, fatigued	Heavily pierced chest, fatigued	Heavily broken ribs, fatigued
<b>90</b>	Neck (helmet*)	Lightly slashed, can't cast spells, +1d6 damage	Lightly pierced neck, can't cast spells, +1d6 damage	Broken jaw, can't cast spells, +1d6 damage
<b>91</b>	Neck (shield*, not buckler)	Moderately slashed, can't speak, +2d4 damage	Moderately pierced neck, can't speak, +2d4 damage	Crushed jaw, can't speak, +2d4 damage
<b>92</b>	Neck	Slashed, -2 Con, stunned 1 round	Pierced, -2 Con, stunned 1 round	Crushed clavicula, -2 Con, stunned 1 round
<b>93</b>	Neck	Completely slashed	Completely pierced,	Crushed cervical,

		death in 1 round unless magically healed	death in 1 round unless magically healed	death in 1 round unless magically healed
94	Neck	Slashed cervical prone and paralysis	Pierced cervical, prone and paralysis	Broken cervical, prone and paralysis
95	Head (helmet*)	Slashed eye, stunned 1 round and dazed	Pierced eye, stunned 1 round and dazed	Eye hit, stunned 1 round and dazed
96	Head	Slashed eye, stunned 1 round and dazed	Pierced eye, stunned 1 round and dazed	Eye hit, stunned 1 round and dazed
97	Head (helmet*)	Nose or teeth cut, sickened	Nose or teeth pierced, sickened	Nose or teeth shattered, sickened
98	Head	Slashed head, 1d4 Wis or Int, ability damage	“Slashed” head, 1d4 Wis or Int, ability damage	Hit to head, 1d4 Wis or Int, ability damage
99	Head (helmet*)	Decapitated, death	Pierced, death	Crush skull, death
00	Head	Decapitated, death	Pierced, death	Crush skull, death

Armor	Helmet	Gauntlets	Boots	Arm Protection	Leg Protection
Padded				X	X
Leather				X	X
Studded L.				X	X
Chain Shirt	X				
Hide		X		X	X
Scale Mail		X		X	X
Chainmail		X		X	X
Breastplate	X			X	X
Splint armor		X		X	X
Banded mail		X		X	X
Half-plate		X		X	X
Full-plate	X	X	X	X	X

**Paralyzed:** A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

**Ability Damaged:** The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

**Blinded:** The character cannot see. He takes a –2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

**Dazed:** The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

**Dazzled:** The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls, Search checks, and Spot checks.

**Deafened:** A deafened character cannot hear. She takes a –4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

**Fatigued:** A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

**Nauseated:** Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

**Prone:** The character is on the ground. An attacker who is prone has a –4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to AC against melee attacks. Standing up is a move-equivalent action that provokes an attack of opportunity.

**Sickened:** The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

**Stunned:** A stunned creature drops everything held, can't take actions, takes a –2 penalty to AC, and loses his Dexterity bonus to AC (if any).