

## D&D 5.0 CRITICAL HIT TABLE

*A Critical hit delivers double damage – plus one of following effects (Roll 1d20)*

1D20	CRITICAL	ROUND	DESCRIPTION
1	Hit to knees - Prone	1 round	A prone creature's only movement option is to crawl unless it stands up (cost ½ of movement) and thereby ends the condition. The creature has disadvantage on attack rolls. An attack roll against the creature has advantage if the attacker is in Melee. Otherwise, the attack roll has disadvantage.
2	Hit to Lungs - Exhaustion	1d4 rounds	Creatures speed is halved and have disadvantage on ability Checks
3	Hit to legs - Slowed	1d4 rounds	An affected target's speed is only 1/3 (rounded down), it takes a -2 penalty to AC and has disadvantage on Dexterity saving throws, and it can't use reactions.
4	Eye damage - Half Blinded	1d4 rounds	Creature is half blinded and all opponents is treated as they have half Cover – i.e. all opponents have +2 to AC
5	Three Quarter Blinded	1d4 rounds	Creature is half blinded and all opponents is treated as they have ¾ Cover – i.e. all opponents have +5 to AC
6-7	Broken Ribs	1d4 rounds	Whenever target attempts an action in combat, it must make a DC 12 Constitution saving throw. On a failed save, it loses its action and can't use reactions until the start of its next turn.
8-9	Internal Injury	1d4 rounds	Whenever target attempts an action in combat, it must make a DC 14 Constitution saving throw. On a failed save, it loses its action and can't use reactions until the start of its next turn.
10	Blinded	1 round	A blinded creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage. And the creature's attack rolls have disadvantage,
11	Head Blow - Incapacitated	1 round	An incapacitated creature can't take actions or reactions. Concentration on spells is lost.
12	Body Shock- Restrained	1 round	A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed. The creature has disadvantage on Dexterity saving throws. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage
13	Severe Head Blow - Stunned	1 round	Stunned creature is incapacitated (can't take actions or reactions.), can't move, and can speak only falteringly. Concentration on spells is lost. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.
14	Extreme Strike	Permanent until long rest	Roll an additional set of damage dice above and beyond your normal critical roll, and the target suffers 1 levels of exhaustion. (Disadvantage on ability checks)
15	Devastating strike	Permanent until long rests	Roll an additional set of damage dice above and beyond your normal critical roll, and the target suffers 2 levels of exhaustion. (Disadvantage on ability checks, Speed halved)
16*	Loose lower part of one arm	Permanent	Target loses lower part of off-weapon arm. If off-weapon arm already is missing, then it is the weapon arm. Creature can no longer hold anything with two hands, and you can hold only a single object at a time. If creature have multiple attacks with more than one arm/body part its number of attacks gets reduced equally. Disadvantage on all STR related ability checks and STR saving throws. Spells with "S" component has 30% chance of failing when cast. In addition, disadvantage on spell attacks. Magic such as the <i>regenerate</i> spell can restore the lost appendage.
17*	Loose eye	Permanent	A half-blinded creature has disadvantage on any ability check that requires sight. The DEX Saving Throws have disadvantage. All opponents are treated as they have 1/2 Cover – i.e. all opponents have +2 to AC. Magic such as the <i>regenerate</i> spell can restore the lost eyes.
18*	Loose lower part of one leg	Permanent	Targets speed on foot is halved, and it must use a cane or crutch to move unless it has a peg leg or other prosthesis. Target falls prone. Target always fall prone after using the Dash action. Target has disadvantage on all DEX and STR related ability checks and DEX and STR saving throws. Magic such as the <i>regenerate</i> spell can restore the lost appendage.
19**	Devastating strike	Permanent until long rests	Roll an additional set of damage dice above and beyond your normal critical roll, and the target suffers 3 levels of exhaustion. (Disadvantage on ability checks, Speed halved, Disadvantage on attack rolls and saving throws)
20**	Deadly hit	Instant	Creature is reduced to 1 Hit Point

\*Attacker gains 1 Inspiration    \*\* Party gain 1 Inspiration