Critical Hit Table

% Roll	Multiplier	Effect
01-05%	base	Hit body
06-10%	base	Hit limb: ½ speed
11-15%	base	Hit limb: cripple
16-20%	base	Hit limb: ½ weapon damage
21-25%	base	Sever limb: +2 bleeding damage until healed
26-30%	+1	Hit limb: ½ speed
31-35%	+1	Hit limb: cripple
36-40%	+1	Hit limb: ½ weapon damage
41-45%	+1	Sever limb: +2 bleeding damage until healed
46-50%	+1	Hit body: stunned for 1 round
51-55%	+2	Hit limb: cripple
56-60%	+2	Hit limb: ½ weapon damage
61-65%	+2	Sever limb: +2 bleeding damage until healed
66-70%	+2	Hit body: stunned for 1 round
71-75%	+2	Hit body: move one square and knock prone
76-80%	+3	Hit limb: ½ weapon damage
81-85%	+3	Sever limb: +2 bleeding damage until healed
86-90%	+3	Hit body: stunned for 1 round
91-95%	+3	Hit body: move one square and knock prone
96-97%	+3	Hit head: -2 Int, Wis, Cha; Stunned for 2 rounds
98-99%	+3	Hit head: Blinded; stunned for 2 rounds
100%	n/a	Death

Critical Miss Table

% Roll	Target	Effect
01-05%	weapon	Drop weapon (move action to pick up)
06-10%	weapon	Break weapon
11-15%	self	Trip, knocked prone
16-20%	ally	Minimum damage
21-25%	ally	Standard damage
26-30%	ally	Maximum damage
31-35%	ally	Maximum damage, knocked prone
36-40%	ally	Maximum damage, stunned 1 round
41-45%	ally	Double damage, knocked prone
46-50%	ally	Double damage, stunned 1 round
51-55%	ally	Double damage, +2 bleeding damage until healed
56-60%	self	Minimum damage
61-65%	self	Standard damage
66-70%	self	Maximum damage
71-75%	self	Maximum damage, knocked prone
76-80%	self	Maximum damage, stunned 1 round
81-85%	self	Double damage, knocked prone
86-90%	self	Double damage, stunned 1 round
91-95%	self	Double damage, +2 bleeding damage until healed
96-97%	ally	Critical hit: roll percentage
98-99%	self	Critical hit: roll percentage
100%	self	Death

Selecting ally: for melee, determine number of adjacent allies and roll numbered die. For ranged, roll directional die and follow to closest ally.

Weapon targets: If attack doesn't involve weapon, reroll