

# Critical Hits

On a natural roll of 20, the player may **choose** to perform one of the below dramatic feats. NPCs and foes roll a random result (at GM's discretion). The term "Attacker" or "Caster" is the one who rolled the critical hit. The term "Opponent" or "Target" is the one that the attacker is hitting. Crit is chosen before damage is rolled; unless stated otherwise below, there are no critical effects that negate or reduce the damage inflicted.

Crit_Weapon		Mechanics...
1	Precision strike	Called shot. A specific location has been hit by the attack.
2	Distract	Opponent's is unable to use Maneuvers until the end of their next turn..
3	Followup	Attacker immediately gains an <i>attack of opportunity</i> on their opponent
4	Tactical positioning	Attacker can move themselves and/or their opponent a total of 10 feet. If both are used to step away from each other, then that is treated as a disengage. This can also be used to get behind their opponent or swap positions with them.
5	Unstoppable	Ignore damage resistance.
6	Inspire fear	Opponent must make a Maneuver save or be frightened.
7	Faint	Until the end of the opponents next turn they are susceptible to weapon attack for sneak attacks or maneuvers that rely on advantage/disadvantage conditions.
8	Savage advance	The attacker pushes opponent backwards 15 feet in a straight line. If attacker chooses to follow they do not take opportunity attacks.
9	Bleeding Wound	Opponent takes 1d4 bleeding damage every subsequent turn until combat ends.
10	Disarm	Opponent must make a Maneuver saving throw to keep hold of item in one hand. The item drops to the floor within 5 feet at the attackers choice.
Crit_Unarmed		
1	Precision strike	Called shot. A specific location has been hit by the attack.
2	Distract	Opponent's is unable to use Maneuvers until the end of their next turn.
3	Followup	Attacker immediately gains an <i>attack of opportunity</i> on their opponent
4	Push	Attacker can push their opponent up to 10 feet backwards. If attacker is currently grappled then that is treated as a disengage. (No attack of opportunity can be taken)
5	Assert Dominance	Swap places in the Initiative order with your opponent.
6	Setup	The next Maneuver save by the opponent is at disadvantage.
7	Faint	Until the end of the opponents next turn they are susceptible to unarmed strikes for sneak attacks or maneuvers that rely on advantage/disadvantage conditions.
8	Judo Chop	Opponent must make a Maneuver save or be Confused until the end of their next turn.
9	Pinned	Opponent must make a Maneuver save or be grappled.
10	Stunned	Opponent must make a Maneuver save or be stunned.
Crit_Range		
1	Precision strike	Called shot. A specific location has been hit by the attack.
2	Chink in defenses	Target's AC is penetrated and reduced by 1 point until the armour is repaired.
3	Followup	Attacker immediately gains an <i>attack of opportunity</i> on the target
4	Misdirection	Trajectory of missile is impossible to gauge by target. Attacker does not break hiding. Target remains unaware of the attacker.
5	Weak spot	Damage from the attack is bypasses any resistances.
6	Marked	All further attacks by the attacker on the target are at advantage until you miss the current target or new target is taken.
7	Marksman	The next attack made by the attacker ignores any cover the opponent is behind.
8	Cripple	The target's movement his halved until they gain 5hp of healing to remove this condition.
9	Spurting wound	Target takes 1d4 bleeding damage every subsequent to every subsequent turn until combat ends.
10	Disarm	Opponent must make a Maneuver saving throw to keep hold of item in one hand. The item drops to the floor within 5 feet at the attackers choice.
Crit_Magic		
1	Empowered	The spell is cast at one level higher while still using the same spell slot as intended.
2	Dominating	Any saving throws induced by the spell are at disadvantage.
3	Quickened	The caster's bonus action can be used to cast any single action spell that they know as long as it is of equal or lower level than the original spell.
4	Cloaked	The spell is cast in such a way that the caster's location is impossible to determine.
5	Supercharged	Any damage dice rolls of 1 count as 2 count or the duration of the spell is doubled if there are no dice.
6	Instant recall	The casting of the spell does not use that spell slot (not applicable for spells cast through an object or magic item)
7	Wild Surge	The spell triggers a wild surge but you can modify the roll +/- 1.
8	Forked	The spell has a 50% chance to affect another target adjacent to the original target. This does half damage. This only affect damaging spells.
9	Intimidating	Any physical attacks against the caster made by any foes witnessing the spell are at disadvantage. This lasts until the caster takes damage.
10	Inspire fear	Target must make a CHA saving throw be <i>frightened</i> of the caster.

# Critical Fumbles

On a natural roll of 1, the player, NPCs and foes roll a random result (at GM's discession). If the result is not applicable, re-roll.  
The term "Attacker" or "Caster" is the one who rolled the fumble. The term "Opponent" or "Target" is the one that the attacker was attempting to hit.  
Unless stated otherwise below,no damage is inflicted on the opponent/target on a fumble.

Fumble_Weapon		Mechanics...
1	Over reach	Opponet gains advantage on the next strike at the attacker.
2	Misjudge distance	Opponet has an opportunity to disengage and they also have advantage on the next strike at the attacker.
3	Lose balance	Attacker is unable to take any further attacks or actions this round (including attacks of opportunity or any bonus actions).
4	Slip	Attacker must make a Maneuver save or become prone.
5	Juggle Weapon	Attacker's next strike at the opponent is at a disadvantage and cannot employ any feats or class abilities with the strike.
6	Butter Fingers	Attacker must make a Maneuver save or drop their weapon.
7	Crisis of confidence	Attacker must make a CHR save or become <i>frightened</i> of their opponent.
8	Collide	Opponent gains an immediate attack of opportunity that must be a Unarmed Attack.
9	Over thinking	You second guessed your decision to attack and suffer analysis paralysis. You are imobalised until the end of your next turn.
10	Strained	Attacker takes 1d4 muscle damage.
Fumble_Unarmed		
1	Over reach	Opponet gains advantage on the next blow against the attacker.
2	Misjudge distance	Opponet has an opportunity to disengage and they also have advantage on the next blow against the attacker.
3	Lose balance	Attacker is unable to take any further attacks or actions this round (including attacks of opportunity or any bonus actions).
4	Slip	Attacker must make a DEX save or become prone.
5	Walk into it	Attacker must make a Maneuver save or be <i>stunned</i> .
6	Painful impact	Both attacker and target take half damage from the strike.
7	Crisis of confidence	Attacker must make a CHR check or become <i>frightened</i> of their opponent.
8	Collide	Opponent gains an immediate chance to grapple the attacker with advantage as an <i>attack of opportunity</i> .
9	Walked right into it	The Opponent gains an immediate attack of opportunity on the attacker.
10	Strained	Attacker takes 1d4 muscle damage.
Fumble_Range		
1	Off target	Shot goes wide and any targets (allies or foes) adjacent to the intended target must make a DEX save to get out the way or become the new target for this shot. Attacker rolls a new attack against this target.
2	Distracted	Shot goes wide and the attacker stands agog at their failure. The attacker can make no further actions, bonus actions or reactions this turn and can only move half their movement.
3	Snagged	Attacker's clothing gets caught and pulls the shot wide. Attacker is considered <i>restrained</i> by their own weapon until the end of their next turn.
4	Slip	Attacker must make a DEX save or become prone as the shot goes way above target. Success means that the attacker's movement is halved, they can make no further actions, bonus actions or reactions this turn.
5	Sweaty palms	The shot goes wide and the grip of the weapon (or method of projection) gets slippery. The next attack made with this weapon is at disadvantage.
6	Damaged	The weapon gets damaged, sending the shot wide. All future attacks using this weapon are at half range until the attacker takes a short rest to repair. If the weapon is thrown, the attacker also takes 1d4 muscle damage.
7	Break	Weapon gets caught and breaks sending the shot wide. Attacker cannot use this weapon until they repair it (half range until a short rest is taken to fully repair). If the weapon is thrown, the attacker takes half the weapon damage.
8	Crisis of confidence	The shot is so wide of the target that during this combat all further attacks using this weapon are at disadvantage until blood is drawn with it.
9	Spill ammo	Shot goes wide and all carried ammo is spilled on the ground. You lose 1d6 pieces of ammunition until the end of combat.
10	Strained	Attacker takes 1d4 muscle damage as the shot goes wide of the target.
Fumble_Magic		
1	Fizzle	The spell apears to be cast as normal, however as it travels to the target it goes out and there are no actual effects and no damage is delt.
2	Drained	The spell acts as normal but takes a higher level spell slot to cast (If unavailable, then the spell slot used as intended as well as the next lowest spell slot available).
3	Short circuit	The spell is cast, however this spell inflicts 1 point of psychic damage per level of the spell to the caster (save for half damage).
4	Feeble	The spell is cast as normal, however the effects are halved- either in damage or duration as applicable.
5	Mirror feedback	The energy committed is split between target and caster with each suffering half the effects and taking half damage or half duration as applicable. The caster can attempt to make a spell saving throw to avoid the effects.
6	Misguided	The spell avoids the intended target and jumps to the nearest random (valid) target instead. If there are no valid targets, the spell effects become inverted. The caster can attempt to make a sucessful saving throw to cancel the spell before it's release (spell slot still used up).
7	Crisis of confidence	All future spells cast are at a dissadvantage until one requiring a roll succeeds.
8	Unstable	The fumble chance increases by 2 for all future spells. This increase lasts until the next short rest.
9	Blowback	he spell is cast as normal, but does 1D4 psychic damage per level of the spell to the caster and the target as energy bounces between them while being released. Caster can roll a spell save to reduce this damage by half.
10	Surge	A tear in the magic fabric causes a Wild Surge.