

Critical Miss Chart

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Sometimes you want to add a little flavor to your Cresthaven RPG game when your characters roll a critical fail (1 on d20) in combat. Use this handy-dandy chart to quickly add it! Note the Critical Miss Chart is optional.

Simple d4 Chart

1d4	Effect
1	Hit self (roll normal damage)
2	Hit friend (roll normal damage)
3	Break weapon
4	Drop weapon (no attack next round)

Extended d20 Chart

d20 roll	Effect
1	Trip; DEX check (DC15), or -2 to combat rolls for 1d4 rounds
2	Stumble; DEX check (DC20), or -1 to combat rolls for 1d4 rounds
3	Fall: DEX check (DC25), or no attack next round and attacker gains Advantage
4	Knocked prone in current space taking 1d6 damage, no attack next round and attacker gains Advantage
5	DEX check (DC15), or no attack next round and attacker gains Advantage
6	DEX check (DC20), or no attack next round and attacker gains Advantage
7	Drop weapon, no attack next round
8	Weapon breaks
9	Hit Self: roll for half damage
10	Hit Self: roll for normal damage
11	Hit Self: critical (double damage)
12	Hit Ally: roll for half damage
13	Hit Ally: roll for normal damage
14	Hit Ally: critical (double damage)
15	Hit Ally: roll for half damage
16	Twist ankle; Half movement
17	Off balance next round and attacker gains Advantage
18	Weapon thrown in random direction 1d6 rounds to recover
19	Self: Knocked uncounscious
20	Self: Death Blow