

Critical Hits and Misses - Original 1e Chart The Dragon Vol. V, No.1 Pages 34 & 35 July 1980 Written By: Carl Parlagreco		Missile Weapons		Critical vs. Animals	
d%	Result	d%	Result	d%	Result
01-34	Double (x2) Damage	01-29	Double (x2) Damage	01-29	Double (x2) Damage
35-70	Triple (x3) Damage	30-58	Triple (x3) Damage	30-58	Triple (x3) Damage
71-72	Shield Arm struck; useless (No effect if shielded)	59-60	Limb removed at body; speed halved	59-60	Limb removed at body; speed halved
73-74	Shield Arm struck; useless	61-62	Limb removed at midpoint, speed halved	61-62	Limb removed at midpoint, speed halved
Slashing Weapons		75-76	Weapon arm struck; -2 to hit for 1-4 rds.	63-64	Limb removed at midpoint, -2 to hit
d%	Result	77-78	Weapon arm struck; -4 to hit for 1-4 hours	65-66	Limb removed at body; -4 to hit
01-31	Double (x2) Damage	79-80	Weapon arm stuck; no attacks until fully healed	67-68	Limb removed at body; speed halved, -2 to hit
32-62	Triple (x3) Damage	81-82	Abdominal injuries; death in 1-6 days unless healed	69-70	Limb removed at midpoint, speed halved, -4 to hit
63	Shield Destroyed (No effect if no shield)	83-84	Chest injuries; death in 1-4 days unless healed	71-72	Throat cut immediate death
64	Shield Destroyed (Roll again if no shield)	85-86	Abdominal injuries; death in 2-12 turns unless healed	73-74	Decapitated; immediate death
65	Helm Removed (If no helm loose ear, stunned for 1-6 rds.)	87-88	Chest injuries; death in 2-8 turns unless healed	75-76	Abdominal injuries; immediate death
66	Helm Removed (loose ear, stunned for 1-6 rds.)	89-90	Abdominal injuries; immediate death	77-78	Abdominal injuries; death in 2-12 turns unless healed
67	Voice Box Punctured, no talking (no effect if helmed)	91-92	Chest injuries; immediate death	79-80	Abdominal injuries; death in 1-6 days unless healed
68-69	Ear Removed (No effect if helmed)	93	Eye Removed (No effect if helmed)	81-82	Chest injuries; immediate death
70	Ear Removed (Also helm removed if helmed)	94	Eye Removed	83-84	Chest injuries; death in 2-8 turns unless healed
71-72	Eye Removed (No effect if helmed)	95	Voice Box Punctured, no talking (no effect if helmed)	85-86	Chest injuries; death in 1-4 days unless healed
73	Eye Removed	96	Voice Box Punctured, no talking	87-90	Snout struck; immediate retreat
74	Knee Split; movement halved	97	Struck in head; lose 1-3 INT (No effect if helmed)	91-94	Snout struck; -2 to hit for 1-4 rds.
75	Knee Split; no movement	98	Struck in head; lose 1-4 INT	95-98	Snout struck; -4 to hit for 1-4 rds.
76	Fingers Removed; dexterity reduced by 1-3	99	Struck in head; immediate death (No effect if helmed)	99	Head struck; stunned for 1-6 rds.
77	Leg removed at ankle	00	Struck in head; immediate death	00	Head struck; immediate death
78	Leg removed at knee	Blunt Weapons		Fumble Effects	
79	Leg removed at him	d%	Result	d%	Result
80	Shield arm removed at wrist (No effect if shield)	01-31	Double (x2) Damage	01-19	Slip; roll DEX or less or fall and stunned for 1-4 rds.
81	Shield arm removed at elbow (No effect if shield)	32-64	Triple (x3) Damage	20-33	Stumble; roll DEX or less or fall and stunned for 1-6 rds.
82	Shield arm removed at shoulder (No effect if shield)	65-66	Shield Destroyed (No effect if no shield)	34-39	Trip and fall; stunned for 1-6 rds.
83	Shield arm removed at wrist	67-68	Shield Destroyed (Roll again if no shield)	40-44	Off balance; roll DEX or less or no action next round
84	Shield arm removed at elbow	69-70	Shield Arm struck; useless for 1-6 rds.	45-49	Lose grip on weapon; roll DEX or less or no action next round
85	Shield arm removed at shoulder	71-72	Shield Arm struck; broken; lose shield	50-54	Lose grip on weapon; roll DEX or less or drop weapon
86	Weapon arm removed at wrist	73-74	Weapon arm struck; -2 to hit until healed	55-59	Lose grip; Drop weapon
87	Weapon arm removed at elbow	75-76	Weapon arm struck; -4 to hit until healed	60-61	Shield becomes tangled with opponent (no effect if no shield)
88	Weapon arm removed at shoulder	77-78	Weapon arm broken; no attacks until fully healed	62-63	Shield becomes tangled with opponent; no action for either next rnd.
89	Abdominal injuries; carrying capacity halved	79-80	Hand struck; DEX reduced by 1-3 until healed	64-65	Weapon tangled with opponent; no attack next rnd.
90	Chest injuries; carrying capacity halved	81-82	Hand struck; DEX reduced by 1-3 permanently	66-69	Weapon knocked out of hand; d8 for direction d10 for dist. in feet
91	Abdominal injuries; death in 1-6 days unless healed	83-84	Chest Struck; stunned for 1-6 rds..	70-74	Weapon breaks; 100% chance -20% for each + of weapon
92	Chest injuries; death in 1-4 days unless healed	85-86	Chest Struck; lungs punctured by ribs; no movement until healed	75-77	Hit self; half damage
93	Abdominal injuries; death in 2-12 turns unless healed	87-88	Chest Struck; heart punctured by ribs; immediate death	78-79	Hit self; normal damage
94	Chest injuries; death in 2-8 turns unless healed	89-90	Leg Struck; Fall to ground	80	Hit self; double damage
95	Abdominal injuries; immediate death	91-92	Leg Struck; movement halved until healed	81-83	Hit friend; half damage
96	Chest injuries; immediate death	93-94	Leg Struck; broken; no movement until healed	84-85	Hit friend; normal damage
97	Throat cut; immediate death unless helmed	95	Head struck; lose 1-3 INT (no effect if helmed)	86	Hit friend; double damage
98	Throat cut; immediate death	96	Head struck; lose 1-3 INT	87-88	Critical hit, self
99	Decapitated; immediate death (No effect if helmed)	97	Head struck; lose 2-8 INT; INT no lower then 3 (no effect if helmed)	89-90	Critical hit, friend
00	Decapitated; immediate death	98	Head struck; lose 2-8 INT; INT no lower then 3	91-92	Twist ankle; half move for 1 turn; DEX or less on d20 or fall
		99	Skull crushed; dead (No effect if helmed)	93-95	Helm slips; -4 to hit until fixed; DEX or less on d20 to fix
		00	Skull crushed; dead	96-97	Helm slips; no attacks until fixed; DEX or less on d20 to fix
				98	Distracted; opponent +3 to hit on next attack
				99	Roll twice ignoring rolls of 99 or 00
				00	Roll three times ignoring rolls of 99 or 00