

D100	Crush Crit	Slash Crit	Puncture Crit	Fumble
01 - 05	Weak grip. No additional effect.	Weak strike. No additional effect.	Glancing blow. No additional effect.	Lost your grip. Turn ends.
06 - 20	Minor fracture of ribs. -2 to rolls. (save ends.)	Minor calf wound. Ongoing 5 damage (save ends.)	Glancing blow to side. Ongoing 5 damage (save ends.)	You slip and drop your weapon.
21 - 35	Blow to side. Weakened until end of next turn.	Blow to upper leg. Slowed until end of next turn. If no leg armor, ongoing 5 damage (save ends.)	High strike. Slowed until end of next turn. If no leg armor, ongoing 5 damage (save ends.)	You strain yourself for 1D6 damage. (Increase by D6 per tier.)
36 - 50	Blow to forearm. Weakened until end of next turn. If no armor, Stunned until end of next turn.	Minor chest wound. Weakened until end of next turn. If no armor, ongoing 5 damage (save ends.)	Minor forearm wound. Dazed until end of next turn.	You drop your weapon and kick it 1D6 squares away.
51 - 65	Blow to shield sholder breaks non-magic shields. Dazed until end of next turn. If no shield, attacker's Str vs. Fort: shoulder broken.	Minor forearm wound. Dazed until end of next turn. Ongoing 5 damage (save ends.)	Strike along side of chest. Stunned until end of next turn. Ongoing 5 damage (save ends.)	You lose your wind. Dazed until end of next turn.
66 - 79	Blow breaks bone in leg. Slowed until end of encounter.	Medium thigh wound. Slowed until end of encounter.	Strike to lower leg. Slowed until end of encounter.	You stumble and are knocked prone.
80	Strike to forehead. +1[W] and Stunned until end of next turn. If no helm: Blinded (save ends.)	Neck strike. +1[W] and ongoing 10 damage (save ends.)	Strike to neck. +1[W] and ongoing 10 damage (save ends.)	Incredibly inept. 1[W] to yourself and roll a Crush Crit.
81 - 86	Blow to weapon arm. Dazed (save ends.) If no arm armor, attacker's Str vs. Fort: shoulder broken.	Slash weapon arm. Ongoing 5 damage (save ends.) If no arm armor, attacker's Str vs. Fort: shoulder broken.	Strike to weapon arm. Ongoing 5 damage (save ends.) If no arm armor, attacker's Dex vs. Fort: drop weapon.	Bite your tongue. Stunned until end of next turn.
87 - 89	Shatter knee. Knocked prone and Stunned until end of next turn. Slowed until end of encounter.	Strikes one eye. Stunned until end of next turn. Ongoing 5 damage (save ends.) -10 to Perception until end of encounter.	Strike through lower leg. Stunned until end of next turn. Slowed until end of encounter.	Overextend yourself. You grant combat advantage until the end of next turn.
90	Blow to back of neck paralyzes. +1[W] and Stunned (save ends.)	Strike to bowels. +1[W] and weapon stuck. Make Str vs. Fort or Dex vs. Refl as a standard action to pull weapon free: Target is Stunned until end of next turn and ongoing 10 damage (save ends.)	Strike through lungs. +1[W] and Unconscious (save ends.)	Poor execution. 1[W] to yourself and roll a Slash Crit.
91 - 96	Blow to side of head. Stunned (save ends.) If no helm, Unconscious (save ends.)	Strike to side of head. Stunned (save ends.) If no helm, Unconscious (save ends.)	Strike to side of head. Stunned (save ends.) If no helm, Unconscious (save ends.)	Unbelievable mishandling. Strike a nearby ally for 1[W]. If there are no adjacent allies, your weapon is flung at the nearest.
97 - 99	Blast to chest sends rib in lungs. Ongoing 5 damage (save ends.) Weakened until end of encounter.	Nearly sever lower legs. Ongoing 5 damage (save ends.) Slowed until end of encounter.	Strike through neck. Ongoing 10 damage and Dazed (save ends.)	Pull a muscle. Slowed until end of next turn.
100	1D20:	1D20:	1D20:	1D20:
	1 - 6: Blow breaks hip. Knocked prone, Stunned until end of next turn. Slowed and Weekend until end of encounter.	1 - 6: Major abdominal wound. Stunned until end of next turn. Ongoing 5 damage and Weakened until end of encounter.	1 - 6: Major abdominal wound. Stunned until end of next turn. Ongoing 5 damage and weekend until end of encounter.	1 - 6: Fall on your weapon. Knocked prone and take 2[W].
	7 - 9: Neck strike crushes throat. Stunned until end of next turn. Can not breath (save ends.)	7 - 9: Strikes weapon arm. Stunned until end of next turn. Drops weapon. Can not use weapon arm (save ends.)	7 - 9: Nailed in lower back. Knocked prone, Stunned until end of next turn. Slowed until end of encounter.	7 - 9: Non-magic weapon breaks. Magic weapon somehow ends up in an enemy's hands.
	10: Crushed hips. Stunned until end of next turn. Immobilized until end of encounter.	10: Sucking chest wound. Immobilized until end of next turn. Weakened and Slowed until end of encounter.	10: Heart struck. Unconscious and ongoing 10 damage (save ends both.)	10: Hit yourself with full force. Take 2[W] and roll a Puncture Crit.
	11 - 16: Shatter elbow in weapon arm. Stunned until end of next turn. Weekend until end of encounter.	11 - 16: Sever finger. Ongoing 10 damage (save ends.) Weekend until end of encounter.	11 - 16: Strike through leg. Ongoing 10 damage (save ends.) Slowed until end of encounter.	11 - 16: Your opponent turns you around. You are Dominated by a nearby opponent until the end of next turn.
	17 - 19: Blow to side crushes chest cavity. Stunned until end of next turn. Dazed until end of encounter.	17 - 19: Spinal damage. Stunned until end of next turn. Dazed until end of encounter.	17 - 19: Strike through organ. Stunned until end of next turn. Dazed until end of encounter.	17 - 19: Smash yourself in the face. You are Stunned until the end of next turn. You are Dazed and Slowed (save ends.)
	20: Blast to chest destroys heart. Immediately dropped to 0 HP.	20: Impaled. Immediately dropped to 0 HP.	20: Shot through ear. Immediately dropped to 0 HP.	20: You plant your weapon squarely in your head. Immediately drop to 0 HP.