CRITICAL HIT CHART-- 1d20

1-3  Double Damage
4    Double Damage & Gain 1 permanent Hit Point
5    Double Damage & Gain Monster's XP value multiplied by 5
6    Double Damage + Critical Hit (Slices off an attack form)
7-8  Double Damage + Extra Attack
9    Double Damage + Fear (all opp. Save vs petrif or pralyz w/ fear for 1d4 rds)
10   Double Damage + Life Gain/Protection
11   Fatal Blow
12   Maximum Damage on all hits (DM decide length)
13   Maximum Normal Damage & +1 or +0.1 to random ability score
14   Maximum Normal Damage + Agility; AC drops by -5(DM decide length)
15   Maximum Normal Damage + Auto-Hit (DM decide length)
16   Maximum Normal Damage + Strength
17-18 Maximum Normal Damage + 1 point per level
19   Triple Damage
20   10 x 10 (Roll 10d10 for Damage)

MISFORTUNES

1  Armor Damage= Shield is destroyed(magical -1). If no shield then armor will be damaged and the character will lose 1 pt. of AC for each successful hit until destroyed. (Magical -1). If not wearing armor then normal clothes or robes are ripped.
2  Blister= Character gets a blister from his weapon and must switch hands.
   (-4 penalty until cured (-6 for 2 handed weapons) )
3  Cold Streak= Character is curse with a -5 to hit rolls until a remove curse is cast or a natural 20 is rolled.
4  Concussion= Character falls and hits head losing all memerized spells and must save vs paralysis (-2 pen) or be unconscious for 3-6 rounds.
5  Disarmed= Character's weapon lands behind opponent.
6  Disarmed= Character's weapon lands to the side of him.
7  Disarmed= Character's weapon lands behind himself.
9  Failure= The immortals are so disgusted that they take away 1 point from a random ability score; permanently
10  Freak Hit= Accidentally hits opponent for 1/4 damage.
11  Freak Hit= Accidentally hits self for 1/4 damage.
12  Illness= Character becomes light headed and then ill for 24 hours or until cured.
   (-6 strength, move at half speed, attacks do 1/2 damage)
13  Magical Damage= Magical Item breaks at random(not armor or weapons though)
14  Scarred= Permanently lose 1 H.P.
15  Stunned= The character misses and hits the ground or hits armor hard enough to send vibrations through the weapon and stunning them for 1 round. (No action)
16  Strain= Character pulls a muscle. -2 on hit and damage rolls for 1 day or until healed.
17  Treasure Damage= Random amount of gems, jewels, etc. become worthless or less valuable, stolen or lost.
18  Trip= Character trips and falls. Opponent +2 on attack and damage.
19  Weapon Damage= Normal weapons break in half and become worthless(magical -1)
20  Weakness= Take double damage from opponents attacks (DM decide length)