**Martial Crit and Fumbles Tables**

**Critical Success Table**

**Roll 1d6**

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|  | **Martial Critical Success** |
| **1** | **You doubly succeed or deal double damage** |
| **2** | **Knock your opponent prone** |
| **3** | **Cause bleeding -1hp/rnd** |
| **4** | **Add Proficiency to damage** |
| **5** | **Make another action** |
| **6** | **Cause instant death** |

**Critical Failure Table**

**Roll 1d6**

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|  | **Martial Critical Failure** |
| **1** | **Opponent gains the upper hand -2 on your next attack** |
| **2** | **Opponent punches you in the face, Stunned for 1 rnd** |
| **3** | **You Miss** |
| **4** | **You Miss** |
| **5** | **Make a DC 10 SAVE to avoid dropping your weapon** |
| **6** | **Make a DC 10 SAVE against Fear. If you fail, take 3 dmg of psychic damage.** |