

FUMBLE TABLE

Roll %	Impact	Damage Effect	Other Symptoms
01-05	Weapon entangled in armor/clothes	Use next round to get unstuck. No other penalties.	Tangled
06-10	Face slap	Hit yourself in the face with your arm. No actions for 2 rounds. No other penalties	Dazed
11-15	Loose grip	You drop your weapon and shield	unarmed
16-20	Off balance	Loose Dexterity bonus to armor this round and next round	Flat footed
21-25	Weapon malfunction	Weapon handle breaks – useless until repaired	
26-30	Armor malfunction	Armor damaged. Armor rating reduced by 3 until repaired.	
31-35	Disoriented	Loose all Dexterity and shield bonus for this and next round	Disoriented
36-40	Knock-down	-4 to attack and -4 to AC. Use one round to stand up. Provokes attack of opportunity	Target knocked prone
41-45	Illness	-2 to attack and saves for 12 Hours.	Shaken
46-50	Breathing difficulties	No actions for 1d4 rounds. No other penalties	Dazed
51-54	Strained muscle in leg	Movement speed halved for 24 hours. -3 to Reflex Saves, initiative rolls and AC	Difficulty moving
55-58	Abdominal pains	Carrying capacity halved for 24 hours. -3 to Fortitude saves and skill checks based on CON	Difficulty carrying
59-62	Dirt in eyes	Vision halved for 24 hours. -4 to attack rolls, Reflex saves, initiative, Physical Skills checks that require vision/orientation	Difficulty seeing
63-66	Temporary deafness	Cannot hear for 24 hours. Automatically fails listen checks. 20% spell failure when casting verbal spells	Deafened
67-70	Throat stun	You damage your throat with the back of the weapon handle. Cannot speak for 1 hour. Cannot cast verbal spells	Silenced
71-74	Weapon hand injury	You damage your hand by accident. -4 penalty to attack and damage when using that hand for 2d4 rounds	Injured
75-76	Head blow	Hit your head with weapon handle. Stunned and no actions for 3 rounds. -2 to AC and loose all DEX bonus to AC. Drops all held items	Stunned
77-78	Sudden illness	Fall down prone. Knocked out for 1d4 rounds. No actions. -2 to AC and loose all DEX bonus to AC. Drops all held items. An attacker can use full round action to deliver “Coup De Grace”	Unconscious
79-80	Light wound	Cut your self - bleeding (2HP/rd) until successful DC20 Heal check	Bleeding
81-82	Wound	Cut your self - bleeding (3HP/rd) until successful DC20 Heal check	Bleeding
83-84	Severe wound	Cut your self - bleeding (4HP/rd) until successful DC20 Heal check	Bleeding
85-86	Hit friend - half	Hit friend – roll damage and apply effect to random party member within range. If no one within range roll again twice.	Hit Friend
87-88	Hit self - half	Hit self – roll damage and apply effects on yourself as if you was the target	Hit Self
89-90	Hit friend - full	Hit friend – roll damage add 50% and apply effect to random party member within range. If no one within range roll again twice.	Hit Friend
91-92	Hit self - full	Hit self – roll damage add 50% and apply effects on yourself as if you was the target	Hit Self
93-94	Hit friend - double	Hit friend – roll double damage and apply effect to random party member within range. If no one within range roll again twice.	Hit
95-96	Hit self - double	Hit self – roll double damage and apply effects on yourself as if you was the target	Hit
97-98	Hit friend - Critical	Critical hit friend – roll on critical table and apply effect to random party member within range. If no one within range roll again twice.	Critical hit
99-00	Hit self - Critical	Critical hit self – roll on critical table and apply effect to yourself	Critical hit