

FUMBLE RESULTS TABLE

ROLL	RESULT
01	Roll d4: 1 = Bad wrist break, -7 to hit, -4 AC 2 = Simple wrist break, -5 to hit, -2 AC 3 = Bad arm break, -9 to hit, -5 AC 4 = Simple arm break, -7 to hit, -4 AC
02 - 10	Weapon twists in hand(s), lose 1 MR
11 - 20	Weapon tangles, lose 1 MR
21 - 29	Weapon slips from grasp, lose 1 MR, retrieve in 1-3, adj. *
30 - 34	Weapon knocked from grasp, lose 1 MR, retrieve in 1-6, adj. *
35 - 39	Weapon wrenched from grasp, lose 1 MR, draw new weapon in 1-3, adj. *
40	Sprain wrist, lose 1 MR, -25% to hit, -5% Def. for 1-4 hours
41 - 50	Foot slips, fall for 1-6 MR, adj.*
51	Roll d4: 1=Bad ankle break, can only crawl, -6 AC 2=Simple ankle break, hurts to walk, -3 AC 3=Bad leg break, can not move, great pain, -8 AC 4= Simple leg break, can not walk, -4 AC
52 - 56	Twist ankle, lose 1 MR, -3 to hit, -1 AC for 1-6 hours
57 - 60	Sprain ankle, lose 1 MR, -4 to hit, -1 AC for 1-6 hours
61 - 70	Bump ally, each roll dex or lose 1 MR**
71 - 75	Stumble into ally, each roll dex or lose 1-6 MR**
76 - 78	Normal weapon shatters, lose 1 MR, draw new weapon in 1-3, adj.*
79 - 80	Magic weapon +1 shatters (100% -25% per additional plus), lose 1 MR, draw new weapon in 1-3, adj.*
81	Magic weapon +3 shatters (100% -25% per additional plus), lose 1 MR, draw new weapon in 1-3, adj.*
82 - 86	Hit nearest ally, 1/2 damage
87 - 88	Hit nearest ally, full damage
89 - 90	Hit nearest ally, 1/2 damage and stun for 1-10 MR
91	Hit nearest ally, critical hit
92 - 96	Hit self, 1/2 damage
97 - 98	Hit self, full damage
99	Hit self, critical hit
00	Roll d6: 1-5=Roll twice above 6 = Roll three times above, take all results
* adj. - Adjusted for dex, -1 from roll for each point above 14 dexterity. Note: loss of 1 MR is not affected. ** roll dex - Roll 3d6. If roll is less than dexterity score, no effect results.	

Table from ancient type-written chart, origin unknown, formatted by Mark A. Thomas (thomas@pbegames.com)

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