

table, with the result adjusted by the attacker's Luck modifier. Unarmored characters roll 1d4; others roll according to armor as indicated on table 3-3.

A natural roll of 20 is a critical hit. For some classes, other die rolls may also result in critical hits. See below for more details.

A higher-level character with multiple attacks may roll an action die other than 1d20. Similarly, a character attacking with two weapons may roll a die other than 1d20. A critical hit still requires a result of a natural 20 *or* the character's threat range, as detailed below – secondary dice results do not score critical hits as often.

## ATTACK ROLL MODIFIERS

Attack roll modifiers come in two types. Some modifiers reduce the die type used to attack. These are noted as "-1d." The die types follow the dice chain. For example, a character attacking with a d20 die suffering a modifier of -1d would reduce his die type to d16. If a character has multiple active impacts on die type, follow the dice chain. For example, a character with a modifier of -1d using his second action die of d16 would attack with a d14.

## FUMBLES

A natural roll of 1 is a fumble. Fumbles automatically miss, and the attacker must roll on the fumble table. Because "lower is better" on fumble table rolls, the roll is modified by *the reverse* of the character's Luck. For example, a +1 Luck modifier becomes -1 on the fumble table roll. The type of die rolled is determined by the attacker's armor, as follows.

Warriors and dwarves, and *only* warriors and dwarves, may burn 1 point of Luck to cancel a roll on table 4-2: Fumbles. The natural 1 still results in a miss but by burning a point of Luck they can avoid any further negative effects.

**Heavy armor:** If a character is wearing banded mail, half-plate, or full plate mail, he rolls 1d16 on the table, with the result adjusted by his Luck modifier.

**Moderate armor:** If a character is wearing hide armor, scale mail, or chainmail, he rolls 1d12 on the table, with the result adjusted by his Luck modifier.

**Light armor:** If a character is wearing padded, leather, or studded leather, or carrying only a shield, he rolls 1d8 on the table, with the result adjusted by his Luck modifier.

**No armor:** If a character is wearing no armor, including no shield, he rolls 1d4 on the table, with the result adjusted by his Luck modifier.



**TABLE 4-2: FUMBLES**

Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untangling them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.



## CRITICAL HITS

On a d20 roll, a natural roll of 20 is a critical hit. A natural 20 automatically hits and the attacker must roll his crit die on the appropriate critical hit table, with the result adjusted by his Luck modifier.

Crit dice and table are determined by class and level; refer to the character class tables. All 0-level characters roll 1d4 on crit table I.

Note that while higher-level warriors threaten critical hits on rolls other than 20, only a natural 20 is an automatic hit. Strikes that fail to hit do not incur critical hits. For example, a warrior with a threat range of 19-20 rolls a natural 19 against a foe with AC 21. If the warrior's deed die rolls a 1, the total attack is a result of 20, less than the AC, so this attack does not hit. It thus does not score a critical hit, even though it is within the threat range. If the deed die is a 2 or higher, the total attack roll is at least 21, so the attack hits and due to the natural 19 it counts as a critical hit.

When rolling dice greater than d20, a crit occurs based on the die's highest possible results. For example, when attacking with a d24, a crit occurs on a 24. A warrior with an improved threat range adjusts accordingly. For example, a threat range of 19-20 while rolling on a d24 becomes 23-24, with only the result of 24 being an automatic hit.

Given the wide range of foes encountered by the PCs, the judge should always adjust the description of the critical hit to suit the foe and the PC's weapon. If a result is completely inapplicable, use the next lower (less harmful) result on the table. Similarly, critical hits scored by monsters should be narrated in accordance to the monster's chosen attack.



### CRIT TABLE I: ALL 0-LEVEL CHARACTERS AND ALL WIZARDS

Roll	Result		
0 or less	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.	15	Stab enemy's weapon hand. The weapon is lost and knocked 1d10+5 feet away.
1	Opportunistic strike. Inflict +1d3 damage with this strike.	16	Narrowly avoid foe's counterstrike! Inflict normal damage and make another attack roll. If the second attack hits, you inflict an additional +1d6 damage.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.	17	Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.	18	Foe falls into your attack. He takes +2d6 damage from the strike and curses your luck.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.	19	Miracle strike. The foe must make a DC 20 Fort save or fall unconscious.
5	Solid strike to torso. Inflict +1d6 damage with this strike.	20+	Lucky blow dents foe's skull! Inflict +2d6 damage with this strike. If the foe has no helm, he suffers a permanent loss of 1d4 Int.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.		
7	Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.		
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.		
9	Smash foe's nose. Inflict +2d4 damage with this strike and blood streams down the enemy's face.		
10	Foe trips on his own feet and falls prone for the remainder of the round.		
11	Piercing strike. Inflict +2d4 damage with this strike.		
12	Strike to groin. The foe must make a DC 15 Fort save or spend the next two rounds retching.		
13	Blow smashes foe's ankle; his movement speed is reduced by half.		
14	Strike grazes temple; blood blinds the foe for 1d3 rounds.		



*These footnotes apply to crit tables where indicated:*

\* Magical weapons never break due to critical fumbles. The target is disarmed instead, the weapon landing 1d10+5 feet away.

\*\* A PC overcome by battle rage may temporarily expend points of his Personality or Intelligence score to enhance the damage on his critical hit. For every ability point he expends, he adds +1d12 to his damage roll.

Ability scores lost in this way return as the warrior heals. Each day thereafter where he does not succumb to battle rage, he recovers 1 point of the affected ability score. This rate is doubled if the character rests.


## CRIT TABLE II: ALL THIEVES AND ELVES

Roll	Result		
0 or less	Miss! Hesitation costs you the perfect strike!	18	Devastating strike to back of head. Inflict +1d8 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious.
1	Strike misses critical organs. Inflict a paltry +2d3 damage with this strike.	19	Attack severs major artery. Inflict +1d10 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious from shock and massive blood loss.
2	Slashes to head removes foe's ear. Inflict +1d6 damage with this strike and leave the enemy with a nasty scar.	20	Throat slashed! Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
3	Clean strike to back. Inflict +2d6 damage with this strike.	21	Strike pierces spinal column. Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.
4	Blow to chest staggers foe. You can make an immediate free attack.	22	Chest skewered, spearing a variety of organs. Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
5	Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is stunned for 1 round.	23	Strike through ear canal enters the brain. Ear wax instantly removed, and the foe must make a Fort save (DC 15 + PC level) or die instantly. Inflict an extra +2d6 damage on successful save.
6	Foe dazed by ferocious attack; his speed and actions are reduced by half.	24+	Strike through heart! Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die instantly.
7	Strike to chest grazes vital organ. Inflict +3d4 damage with this strike.		
8	Strike cuts a line down foe's face. He is blinded by blood for 1d4 rounds.		
9	Foe stumbles over his own limbs, falling prone. Make another attack.		
10	Masterful strike! Inflict +2d6 damage with this strike.		
11	Strike severs larynx. Foe is reduced to making wet fish noises.		
12	Savage strike! Foe must succeed on a Fort save (DC 10 + PC level) or faint from the pain.		
13	Foe disoriented by quick strikes. Foe suffers a -4 penalty to attack rolls for 1d4 rounds.		
14	Strike to head. Foe must make a Fort save (DC 10 + PC level) or fall unconscious.		
15	Blow drives foe to ground. Inflict +2d6 damage with this strike, and the enemy is knocked prone.		
16	Lightning-fast shot to the face pops the foe's eye like a grape. Foe is permanently blinded in one eye and can take no actions for 1d3 rounds.		
17	Strike pierces lung. Inflict +2d6 damage with this strike, and the foe can take only one action on his next turn.		



**"I don't care about the delicate ecosystem. just kill the darn thing!"**

### CRIT TABLE III: CLERICS, HALFLINGS, LEVEL 1-2 WARRIORS, AND LEVEL 1-3 DWARVES

Roll	Result		
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +1d12 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.**	13	Strike breaks foe's jaw. Blood and shattered teeth ooze down the foe's face. Inflict +1d8 damage with this strike.
1	Savage attack! Inflict +1d6 damage with this strike.	14	Attack hammers foe's torso. Inflict +2d8 damage with this strike.
2	Attack sweeps foe off his feet. Next round, the enemy is prone.	15	Strike dislocates shoulder! Inflict +1d8 damage and shield arm hangs loosely by muscle and skin; no AC bonus from shield.
3	Foe steps into attack. Inflict +1d8 damage with this strike.	16	Attack reduces foe's attack hand to formless tissue; -4 penalty to future attacks.
4	Powerful strike hammers foe to his knees. Make another attack.	17	Furious blows hammer target prone. Make another attack.
5	Smash foe's nose in an explosion of blood. Inflict +1d6 damage with this strike, and the foe loses his sense of smell for 1d4 hours.	18	Blow hammers shards of bone into foe's forebrain; gray matter oozes out. Inflict +1d8 damage with this strike, and the foe suffers 1d4 points of Int and Per loss.
6	Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers multiple broken ribs.	19	Devastating strike to the chest. Inflict +2d8 damage with this strike.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.	20	Chest strike stuns foe for 1d3 rounds. Inflict +1d8 damage with this strike.
8	Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this strike.	21	Strike to leg shatters femur, knocking foe to the ground. Foe's movement drops by half. Inflict +2d8 damage with this strike and make another attack.
9	Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of movement until healed.	22	Weapon arm sundered by strike. The weapon is lost along with any chance of making an attack with this arm.
10	Sunder foe's weapon! Shards of metal fill the air.*	23	Blow craters skull. Inflict +2d8 damage with this strike, and the target permanently loses 1d4 Int and Per.
		24	Masterful strike to throat. Inflict +2d8 damage with this strike and the foe staggers about gasping for air for 1d4 rounds.
		25	Attack punches shattered ribs through lungs. Foe loses 50% of his remaining hit points and vomits copious amounts of blood.
		26	Attack shatters foe's face, destroying both eyes. Inflict +2d8 damage with this strike, and the foe is permanently blinded.
11	Strike hammers foe's belly causing massive internal bleeding. Unless he receives magical healing, the foe dies in 1d5 hours.	27	Crushing blow hammers chest. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or be knocked unconscious.
12	Blow to cranium staggers foe. The foe must make a Fort save (10 + PC level) or sink to floor, unconscious.	28+	Blow destroys spinal column. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.



### CRIT TABLE IV: LEVEL 3-4 WARRIORS, AND LEVEL 4-5 DWARVES

Roll	Result		
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +2d8 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.**	13	Hammering strike to torso crushes lesser organs into paste. Inflict +2d12 damage with this strike.
1	Herculean blow. Inflict +2d12 damage with this strike.	14	Blow to spinal column numbs lower limbs. The foe suffers a -4 penalty to AC as he learns to walk again.
2	Ferocious strike leaves foe's weapon hand dangling from the stump of a wrist. Inflict +1d12 damage with this strike.	15	Fearsome strike drives enemy to the blood-splattered floor. Foe cowers in fear, prone, for 1d4 rounds.
3	Strike sweeps foe to the ground. Inflict +1d12 damage with this strike and make another attack on prone enemy.	16	Blow shatters shield. Inflict +2d12 damage with this strike. If the foe has no shield, he is stunned by pain for 1d4 rounds.
4	Hammering blow drives nose cartilage into brain. Inflict +1d12 damage with this strike, and the foe suffers 1d6 Int loss.	17	Foe's kneecap explodes into red mist. Foe's movement drops to 0', and you make another attack.
5	Foe's weapon shattered.* If the foe has no weapon, inflict +2d12 damage with this strike.	18	Frontal lobotomy. Inflict +1d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer amnesia. The foe is stunned for 1d4 rounds, regardless.
6	Strike shatters foe's breastbone. The foe must make a Fort save (DC 15 + PC level) or fall unconscious as his internal organs collapse.	19	Strike to weapon arm. Foe takes triple damage from his own weapon as it is hammered into his face. Foe drops weapon in dumbfounded awe.
7	Foe driven back by furious assault. Inflict +2d12 damage with this strike, and the foe forgoes his next attack.	20	Blow crushes spinal cord. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer permanent paralysis.
8	Concussive strike leaves foe dazed. Inflict +1d8 damage with this strike and make a second attack.	21	Blow reduces internal organs to jelly. Death is inevitable in 1d8 rounds.
9	Blow to throat carries through to spinal column, reducing everything in between to pasty mush. Inflict +2d12 damage with this strike, and the foe loses speech for 1d4 weeks.	22	Target is disemboweled, spilling his entrails onto the ground. The foe dies of shock in 1d6 rounds.
10	Blow craters temple. The foe must make a Fort save (DC 15 + PC level) or be blinded by pain and blood for 1d4 rounds.	23	Strike to chest explodes heart. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or die instantly.
11	Strike reduces face to a formless mass of flesh and bone fragments. Inflict +2d12 damage with this strike, and the foe has trouble making hard consonants.	24+	Skull crushed like a melon. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die in 1d3 rounds.
12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage!***		



### CRIT TABLE V: LEVEL 5+ WARRIORS, AND LEVEL 6+ DWARVES

Roll	Result		
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +3d8 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.	16	Strike to top of skull shortens spinal column, shortening foe by 6". Resulting nerve damage reduces foe's AC by -4.
1	Foe's weapon shattered.* If the foe has no weapon, inflict +3d12 damage with this strike.	17	Target is disemboweled, spilling his entrails onto the ground. Foe dies instantly of shock.
2	Furious assault hurls foe back 1d10'. Any adjacent foes accidentally strike the target for damage.	18	Blow destroys target's face. Foe is immediately rendered blind and deaf and is now capable of only wet, gurgling sounds.
3	Blow to skull destroys ear. Inflict +1d12 damage with this strike, and the foe suffers permanent deafness.	19	Strike removes crown of target's skull. Foe dies from exposed brain matter in 3d3 rounds.
4	Strike to gut! The foe must make a Fort save (DC 20 + PC level) or spend the next 2 rounds retching bile from a ruptured stomach.	20	Blow severs shield arm. Inflict +2d12 damage with this strike. Foe's hopes of two-handed weapon mastery dashed.
5	Foe casts weapon away and wails for mercy. Inflict +1d12 damage with this strike and make another attack.	21	Godly attack. Inflict +3d12 damage with this strike. If the target dies, move up to 10' and make another attack on any foe within 10'.
6	Strike scalps foe. Blood courses down his face, and the foe is effectively blinded until healed.	22	Blow severs leg. Inflict +2d12 damage with this strike, and the foe's movement drops to zero. Foe does nothing but wail in agony for 1d4 rounds.
7	Foe entangled on your weapon, reducing his AC by -6 while caught. Make another attack.	23	Strike to skull stuns foe for 1d4+1 rounds and permanently reduces Int by 1d12. Make another attack on your inert foe.
8-12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage!**	24	Strike severs weapon arm. Inflict +2d12 damage with this strike, and the foe is disarmed, literally and figuratively.
13-14	Strike to weapon arm. Foe takes quadruple damage from his own weapon as it is hammered into his face. Foe drops weapon in dumbfounded awe.	25	Devastating strike to torso voids foe's bowels and crushes organs into paste. Foe loses 50% of current hit points and all dignity.
15	Blow sunders shield. Inflict +2d12 damage with this strike. If the foe has no shield, he must make a Fort save (DC 20 + PC level) or be knocked unconscious from the pain.	26	Strike crushes throat. Foe begins drowning in his own blood and expires in 1d4 rounds.
		27	Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers permanent paralysis.
		28+	Foe decapitated with a single strike. You are Death incarnate. Continue to make attacks against any foes within 10' until you miss.

