

## CRITICAL HITS

[Attack Roll = Natural 20, or victim is completely helpless]

Most player-characters, most non-player characters, and all unnamed monsters roll 1d12 on the table below. Fighters, named non-player characters with notable martial prowess, and named monsters with notable martial prowess roll 1d20 on the table below. A successful saving throw versus death reduces the critical hit to a normal hit. On a critical hit, the attack's base damage is multiplied by the value given, and a specific injury occurs at the referee's discretion. Effects in brackets provide a simpler alternative to the given specific injury. Some creatures may be immune to certain specific injuries at the referee's discretion. When a specific injury is negated by armor or a shield, the item must pass an item saving throw (typically versus crushing blow) or be damaged and rendered useless. The item may be repaired at the referee's discretion.

D12 or D20	Damage	Specific Injury Effect (round up)
01-03	x 2	Serious torso wound. The victim's Str is halved [or damage rolls suffer a -2 penalty] until healed of all hit point damage. This effect is negated by worn torso armor, but the torso armor may be damaged.
04-06	x 2	Serious arm wound. The victim's Dex is halved [or AC is worsened by +2] until healed of all hit point damage. This effect is negated by a slung shield, but the shield may be damaged.
07-09	x 2	Serious leg wound. The victim's Move is halved until healed of all hit point damage. This effect is negated by worn leg armor, but the leg armor may be damaged.
10-12	x 2	Serious head wound. The victim is knocked out. This effect is negated by worn head armor, but the head armor may be damaged.
13-14	x 3	Grievous torso wound. The victim is knocked out and his Str is halved [or damage rolls suffer a -2 penalty] permanently. This effect is reduced to Serious (as 01-03) by worn torso armor, but the torso armor may be damaged.
15-16	x 3	Grievous arm wound. The victim is knocked out and his Dex is halved [or AC is worsened by +2] permanently. This effect is reduced to Serious (as 04-06) by a slung shield, but the shield may be damaged.
17-18	x 3	Grievous leg wound. The victim is knocked out and his Move is permanently halved. This effect is reduced to Serious (as 07-09) by worn leg armor, but the leg armor may be damaged.
19-20	x 3	Grievous head wound. The victim is killed instantly. This effect is reduced to Serious (10-12) by worn head armor, but the head armor may be damaged.

## FUMBLES

[Attack Roll = Natural 1]

Most player-characters, most non-player characters, and all unnamed monsters roll 1d20 on the table below. Fighters, named non-player characters with notable martial prowess, and named monsters with notable martial prowess roll 1d12 on the table below.

D12 or D20	Fumble Effect
01-03	The character drops his melee weapon or spills his missile ammunition. The weapon or ammunition comes to rest at his feet. If the attacker was unarmed, he instead suffers a +1 penalty to AC and a -1 penalty to all attack rolls until his next round ends.
04-06	The character suffers a +1 penalty to his AC until his next round ends.
07-09	The character suffers a -1 penalty to attack rolls until his next round ends.
10-12	The character's shield strap breaks, rendering the shield useless until repaired. If he had no slung shield, he instead suffers a +1 penalty to AC and a -1 penalty to all attack rolls until his next round ends.
13-14	The character strikes himself with a melee weapon for normal damage. If the character was not wielding a melee weapon, he instead suffers a +1 penalty to AC and a -1 penalty to all attack rolls until his next round ends.
15-16	The character strikes an adjacent ally (within 5-6 feet) for normal damage. If there is no adjacent ally, the character instead suffers a +1 penalty to AC and a -1 penalty to all attack rolls until his next round ends.
17-18	The character's weapon breaks unless an item saving throw versus normal blow is passed. Regardless, he suffers a +1 penalty to AC and a -1 penalty to all attack rolls until his next round ends.
19-20	The character drops his melee weapon or spills his missile ammunition. The weapon or ammunition comes to rest 5-6 feet away. If the attacker was unarmed, he instead suffers a +1 penalty to AC and a -1 penalty to all attack rolls until his next round ends.