

Critical hit Table(Crits on natural 20 on a **d20**)

<b>3d6</b>	Result	Damage
3	Brain penetrated, immediate death.	<b>4d8</b>
4	Impalement, weapon stuck.	<b>3d24</b>
5	<b>1d6</b> ribs broken.	<b>1d3</b> per rib
6	Leg artery cut , die in <b>1d10</b> Rounds.	<b>1d8</b>
7	Arm artery cut, die in <b>1d12</b> Rounds.	<b>1d6</b>
8	Lose fingers <b>1d10/2 (1to5 R / 6to10 L)</b>	1 per finger
9	Lose toes <b>1d10/2 (1to5 R / 6to10 L)</b>	1 per toe
10	Badly Stunned <b>1d10</b> melee Turns, no fighting	<b>1d2</b>
11	Stunned <b>1d6</b> Rounds no fighting	<b>1d4</b>
12	Minor concussion, <b>1d10</b> Rounds as above	<b>1d6</b>
13	Cut Throat, die in <b>1d6/2</b> Turns	<b>1d8</b>
14	Heart pierced, die immediately.	<b>1d10</b>
15	Guts ripped out 20% chance of tangling feet, die in <b>1d10</b> Rounds	<b>2d8</b>
16	Head torn off, immediate death	<b>5d10</b>
17	Body split down the middle, immediate death.	<b>10d10</b>
18	Entire head pulped and splattered. Unresurrectable death.	Total

Fumble Table (Fumbles on natural 1 and 3 on a **d20**)

<b>3d6</b>	Result	Damage
3	Hit yourself	50% normal damage
4	Weapon slips	Lose weapon, retrieval is <b>1d6/2</b> Rounds
5	Normal weapon shatters	25% normal damage
6	Weapon knocked from grasp	As above but <b>1d6</b> Rounds
7	Bump an Ally	Each makes SAVE or loses attack.
8	Bump an enemy	As above
9	Toot Slips	Make SAVE or fall for <b>1d6</b> Rounds
10	Off Balance	SAVE, or no attack.
11	Twist ankle	Lose first attack and half DEX for 5 Rounds
12	Hit wrong target	75% of actual damage
13	Hit yourself	Lose next attack
14	Magic weapon breaks	100% for +3 and below, decreasing 25% per "Plus"
15	Hit and stun nearest ally!	50% normal damage stunned for <b>1d10</b> Rounds
16	Critically hit nearest ally!	Friendly Fire.
17	Critical hit yourself!	Butter Fingers.
18	Roll on the table above 3 times.	Accept all 3 results.