

Melee Critical Misses

1d100	Event	Result
1 - 10	Awful Fumble	Loose all actions next round
11 - 20	Drop Weapon	Lands 1d2 spaces away
21 - 30	Swing into adjacent space	1/2 damage; See Directional Chart
31 - 35	Swing into adjacent space	Normal damage; See Directional Chart
36 - 40	Swing into adjacent space	2x damage; See Directional Chart
41 - 50	Hit self	1/2 damage
51 - 55	Hit self	Normal Damage
56 - 60	Hit self	2x Damage
61 - 70	Weapon strikes floor/Object	Weapon suffers 1d4 damage
71 - 75	Weapon Strikes Floor/Object hard	10% chance weapon breaks, 1d4 * 1.5 damage if it does not
76 - 80	Bump into person in adjacent square	-5 to their next attack roll, no chance for critical hit. less than 0 is a critical miss. Disrupts spell casting.
81 - 90	Knock over a nearby object	Near by objects fall over, disrupting all attacks/spells in their area. Everyone that it falls towards makes a reflex check or suffer Damage from falling object table
91 - 95	Trip	Fall Prone
95 - 97	Hard Block, Stumble	Loose 1 action next round (Movement or Action; players choice)
98	Wild Swing	Provides an opportunity of attack for adjacent enemies
99	Hit Self	loose a limb from limb table
100	Swing into adjacent space	victim (See Directional Chart) loses limb from Limb table

Ranged Critical Misses

1d100	Event	Result
1 - 10	Awful Fumble	Loose all actions next round
11 - 20	Drop Weapon	Lands 1d2 spaces away
21 - 30	Strike adjacent space	1/2 damage; See Directional Chart
31 - 35	Strike adjacent space	Normal damage; See Directional Chart
36 - 40	Strike adjacent space	2x damage; See Directional Chart
41 - 50	Weapon Snaps/Breaks/Cuts self	1d4 / 2 damage
51 - 55	Weapon Snaps/Breaks/Cuts self	1d4 damage
56 - 60	Weapon Snaps/Breaks/Cuts self	1d4 x 2 damage
61 - 70	Missile Strikes floor	Missile suffers 1d4 damage; Snaps if wooden arrow
71 - 75	Weapon Strikes Floor/Object hard	10% chance weapon breaks, 1d4 * 1.5 damage if it does not
76 - 80	Missile flies above the battle striking	Missile strikes wall 10 feet behind battle, or floor 20 feet behind battle
81 - 90	Missile strikes and Knocks over a nearby object	Near by objects fall over, disrupting all attacks/spells in their area. Everyone that it falls towards makes a reflex check or suffer Damage from falling object table
91 - 95	Trip	Fall Prone
95 - 97	Distracted, Missile falls to feet	Loose 1 action next round (Movement or Action; players choice)
98	Wild Shot	Provides an opportunity of attack for adjacent enemies
99	Weapon breaks in hand/slips if thrown	loose an eye; 1d6: even = right, odd = left
100	shoots into adjacent space	victim (See Directional Chart) loses an eye; 1d6: even = right, odd = left