

Shazbot!!! I Rolled A "1"!!!

Melee (d20)

- (1) Bad Move – The attacker makes a tactical mistake, drawing an AOO from their intended target ONLY.
- (2) Hurl – A bad swing causes the attacker's weapon to be thrown in a random direction (1d8 Clockwise from face) for a distance of (1d4 -1) squares/hexes.
- (3) Bop – Attacker bops self upside the head and may take no action next round, except the 5-Foot.
- (4) Harakiri – The attacker manages to smack themselves with their weapon, causing 1d2 HP damage.
- (5) Trip - Way to go, Fancy Pants! A poorly timed and executed maneuver lands the attacker prone. (-4 Att., -4 AC from melee, +4 AC from missiles, Move EQ to stand back up.)
- (6-7) Fumble – Oopsie! Attacker drops their weapon and must spend a full round action to pick it up if in a threatened area, otherwise it's a move EQ action.
- (8) Chang! – A goofy connect leaves the attacker's offending appendage useless for the next round. They can grip things, but not attack/throw (if it's an arm).
- (9-10) Stinger – A strange block numbs the attacker's arm/arms. Next round, attacks are made at -4 with that arm.
- (11-12)Clutz – The attacker made some bad moves and loses any additional movement this round, INCLUDING their 5-foot.
- (13) Cramp! – Attacker's leg cramps up, reducing movement by ½ next round.
- (14-15)Bobble – The Attacker ALMOST loses their grip. May only EITHER attack (standard action) OR move next round. Gets 5-Foot in either case.
- (16-20)Look Stupid - For the next round, the attacker merely looks ungainly and silly in combat as they recover.

Bow (d12)

- (1-2) Snap String – Attacker snaps string. Takes 1 full rd to repair. May take 5-Foot.
- (3-4) 'Splode! – Arrow locks inside the bow and explodes, causing 1d2 damage.
- (5-6) Wrister – The bow's string smacks the attacker's wrist causing the off-hand to be useless for one round.
- (7) Drop – Attacker somehow drops their bow. It is a full round action to pick it back up and knock it again, causing a loss of action next turn, except for 5-Foot.
- (8-9) Stinger – A goofy throw leaves the attacker a little numb, causing a -4 to attack rolls next round.
- (10) Thwip – Arrow simply falls down on the ground.
- (11-12)Shprong! – Arrow flies off in random direction (1d8 Clockwise).

Fists of Fury (d12)

- (1) Bad Move – The attacker makes a tactical mistake, drawing an AOO from their target ONLY.
- (2) Bop – Attacker bops self upside the head and may take no action next round, except the 5-Foot.
- (3) Trip - Way to go, Bruce Lee! A poorly timed and executed maneuver lands the attacker prone. (-4 Att., -4 AC from melee, +4 AC from missiles, Move EQ to stand back up.)
- (4) Funny Bone! – A goofy connect leaves the attacker’s offending appendage useless for their next round. They can grip things, but not attack/throw (if it’s an arm).
- (5-6) Clutz – The attacker made some bad moves and loses any additional movement this round INCLUDING their 5-foot.
- (7-8) Chi Burn – The attacker taps an inner strength they could never have imagined! Unfortunately, it’s so intense that they just stand there instead of attacking, awed by their potential. The next round, ANY attacks are made at –4 while they shake off a nasty headache.
- (9) Cramp! – Despite the attacker’s vigorous exercise regimen, that last attack pushed their ability too far. The attacker’s leg cramps up, reducing movement to ½ (rounded down) for next round.
- (10-12) Look Stupid - For the next round, the attacker merely looks ungainly and silly in combat as they recover.

Hurled (d12)

- (1-2) Flagellation – The attacker manages to smack themselves with their weapon, causing 1d2 HP damage.
- (3) Snag – The missile gets hooked up in the attacker causing the loss of action for 1 round, except 5-Foot.
- (4) Bop – Missile bounces off of attacker’s head, causing the loss of action next round, except 5-Foot.
- (5-6) Cramp! – Despite the attacker’s vigorous exercise regimen, that last attack pushed their ability too far. Your arm is gimped up for the next round.
- (7) “Sling Elbow” – Attacker’s arm is useless for next round.
- (8) Stinger – A goofy throw leaves the attacker a little numb, causing a –4 to attack rolls next round.
- (9) Trip – The attacker either tries too hard, or not hard enough and lands prone, (-4 Att., -4 AC from melee, +4 AC from missiles, Move EQ to stand back up.)
- (10) Shprong! - Missile flies off in random direction (1d8 Clockwise).
- (11-12) Butta-Finga! – Missile falls right at attacker’s feet.