

Chart Sheet Six

Weapon Fumble Charts and Training/Research Table

Combined Melee Weapons and Parry Fumble Table

D100	Nature of Fumble; effect on fumbler
01-10	Lose next available action, unless that action is a dodge.
11-15	Lose next two actions, unless that action is a dodge.
16-20	Lose next two actions.
21-25	Lose next 1d3 actions.
26-30	Lose next 1d6 actions.
31-35	Shield strap breaks, shield immediately falls. If the character has no shield, re-roll.
36-40	As above, plus lose one action. If no shield then re-roll <i>and</i> lose next action.
41-45	Armour strap breaks off; roll for hit location where armour fell off.
46-50	Armour strap breaks off, as above. Also, lose next two actions, unless those actions are a dodge.
51-55	Fall; lose next parry and dodge this round, and take 1d3 MR to get back up.
56-60	Twist ankle; half Move rate for next 5d10 MR.
61-63	Twist ankle and fall; apply both 51-55 and 56-60 above.
64-67	Vision impaired; until it is fixed you fight at -25% attack and parry until fixed. Requires 1d3 unengaged MR to fix.
68-70	As above, except fight at -50% and it takes 1d6 MR to fix the impairment.
71-72	Vision blocked; must fight blind – it requires 1d6 unengaged MR to fix.
73-74	Distracted; foes at +25% to hit next round.
75-78	Attack- Weapon dropped; recover in 1d2 MR. Parry- Parrying weapon or shield dropped; recover in 1d2 MR.
79-82	Attack- Weapon knocked away. Recovery time is 1d3+1 MR. Parry- Parrying weapon or shield knocked away. Recovery time is 1d3+1 MR.
83-86	Attack- Weapon shattered. 100% chance if unenchanted, subtract 10% per point of magic upon the weapon. Parry- As above, except for parrying weapon or shield.
87-89	Attack- Hit nearest friend for rolled damage. Hit self if there is no friend. Parry- Wide open; next attack next round, foe automatically hits for rolled damage.
90-91	Attack- Hit nearest friend for maximum rolled damage. Hit self if there is no friend. Parry- As 87-89.
92	Attack- As 90-91, except ignore all armour. Parry- As 87-89.
93-95	Attack- Hit self. Do rolled damage. Parry- As 87-89.
96-97	Attack- Hit self for maximum rolled damage. Parry- As 87-89.
98	Attack- Hit self, do maximum rolled damage and ignore all armour. Parry- Wide open; next attack next round foe automatically hits for a critical success.
99	Bad luck. Roll twice on this table and apply both results.
00	GM's Delight. Roll three times on this table and apply all three results. Mal's character suffers incontinence for next 1d6 days.

Missile Weapon Fumbles

D100	Result
01-10	Lose next action, unless that action is a dodge.
11-20	Lose next 1d4 actions, unless those actions are a dodge.
21-30	Cannot do <i>anything</i> for 1d3 MR.
31-40	Weapon strap breaks, lose melee weapon.
41-50	Armour strap breaks; roll hit location for which piece.
51-60	As above and lose next two actions unless they are dodges.
61-65	Fall to ground.
66-70	Vision impaired; lose 50 percentiles from all attacks for 1d3 MR.
71-73	Vision blocked, cannot see for 1d3 MR.
74-80	Drop weapon, takes 1d3 MR to recover.
81-85	Weapon shatters. 100% chance if unenchanted, minus 10% per intensity of magic cast upon it.
86-89	Hit nearest friend for normal damage. If there is no friend then apply 81-85 as above.
90-92	As 86-89 but apply special effect damage such as impale.
93-94	As 86-89 above, except apply critical damage.
95-98	Blow it badly, Roll twice and apply both results.
99-00	GM's Heaven. Roll three times and apply all results. Mal's character loses 1d10 POW.

Natural Weapons Fumble

D100	Results
01-05	Lose next action.
06-10	Lose next action, unless it was a dodge.
11-15	Lose next two actions.
16-20	Lose next three actions.
21-25	Cannot do anything but dodge for 1d3 MR.
26-30	Lose next 1d6 actions, unless those actions are dodges.
31-35	Armour or clothing strap breaks. Roll to determine hit location.
36-40	As above plus apply entry 21-25.
41-50	Fall, lose next two actions.
51-60	Fall and twist ankle, lose 1m of Move for 5d10 MR.
61-70	Vision impaired for 1d3 MR (requires no attention). Lose 25 percentiles from all actions.
71-73	Vision impaired for 1d4 MR (no attention required). Lose 50% off of all actions.
74-75	Vision blocked. Cannot see for 1d3 MR.
76-80	Distracted. All foes at +25 to hit next round.
81-85	Miss an action, and strain a muscle for 1 hit point in the attacking limb.
86-90	Hit nearest friend and do rolled damage. If there is no friend apply entry 81-85 instead.
91-94	As above, but inflict maximum rolled damage.
95-96	As above, but for critical damage.
97-98	Hit self, do maximum rolled damage.
99	Blow it badly; roll twice on this table and apply both results.
00	The anti-Malcolm's-Panther roll. Roll three times on this table and apply all three results.

Skill Training/Research Table		
Easy	Medium	Hard
Boat Climb Drive (vehicle) Elfsense (Elf only) First Aid Hide Juggle Jump Poetry Ride Skate Ski Sleight Sneak Speak Own Swim Swim Quietly Tea Ceremony Throw Track Following weapons attacks and parries: Dagger, 1H Hammer, 1H Mace, Natural Weapons, Shield Parry, Sickle, Bow, Sling, Throwing Javelin, Thrown Axe, Throwing Knife, all Dragonewt weapons if you are a Dragonewt.	Balance Bargain Binding Breakfall Breed [insect] Brew [substance] Ceremony Conceal Courtesan Craft (specific) Dodge Drive Evaluate Fast Talk Kuschile Horse Archery Insect Care Knot Writing Lawspeaking Listen Lores (most) Orate Play Instrument Read/Write (known language) Running Scan Search Shiphandling Sing Speak Other Spirit Dance Stellar Blessing Treat Poison/Disease Tumble Wrestling All secondary magical arts Following weapons attacks and parries: 1H Axe, Maul, Rapier, Shortsword, Spear, Staff, 1H Sword, Kenjutsu, Tools, Bows, Crossbows, Blowgun, Dart, Lasso.	Arrow Cutting Assassinate Bat Mastery Berserking Blind Fighting Bribery Chaotic Wisdom Charismatic Wisdom Concentration Craft (general) Devise Disguise Enchant Escape Feign Death Intensity Intimidation Lip read Martial Arts Multispell Nawanukejutsu/Escape Numeracy Range Read/Write (unknown language) Recognise Witch Refine Medicine Scent/Taste Seduction Sense [Special] Speak (obscure language) Spirit Combat Summon Swordsmithing Understand Beast Speech Ventriloquism Ward Spirit Yogen Following weapons attacks and parries: Shield Attack, 2H Axe, 2H Hammer, 2H Sword, Chains, Flails, Staff, Boomerang, Bolas, Whip, Quarterstaff, all Dragonewt weapons if you are not a dragonewt.
Training/Research Rules		
You must train or research for an amount of hours equal to the skill. You can only be trained by people with a higher skill than you, research <i>non-tickable</i> skills if using a source of high enough quality or a <i>tickable</i> skill to 75%.		
Easy skills increase by 1d8-2% (or 3%) Medium skill increase by 1d6-2% (or 2%) Hard skills increase by 1d5-2% (or 1%)		

Skill Training/Research Table