

Tales From the Fallen empire

Judge's Reference Screen

COMPATIBLE WITH
**DCC
RPG**

CHAPTER **13** PRESS

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Table 4-1: Attack Roll Modifiers		
Condition	Attack Roll Modifier	Missile Fire
<i>Missile fire range is...</i>		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
<i>Attacker is...</i>		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
<i>Defender is...</i>		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

* And 50% chance of "friendly fire" if attack misses. See page 96.



Table 4-2: Fumbles	
Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untying them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.



Table 5-6: Generic Spell Misfire	
D8	Result
1	Nearest ally is partially transformed into an animal (Will save to resist; DC = 10 + (2x spell level)). Roll 1d6 to determine body part: 1 = arms; 2 = legs; 3 = skin; 4 = head; 5-6 = body. Roll 1d8 for animal type: 1 = chicken; 2 = gorilla; 3 = cow; 4 = lizard; 5 = snake; 6 = horse; 7 = dragon; 8 = eagle. The duration of this effect is 1d7 days. On a roll of 7, re-roll as 1d7 weeks. On a second 7, re-roll as 1d7 months.
2	Different spell effect! The wizard inadvertently channels the wrong spell energies. Randomly determine a different spell of the same level. Have the wizard make a spell check roll for that spell. If the spell check is a failure, nothing happens. If it is a success, follow the results.
3	Rain! But it's not water. The wizard inadvertently causes a torrential downpour of (roll 1d6): 1 = flower petals; 2 = garden snails; 3 = cow dung; 4 = rotten vegetables; 5 = iron ingots; 6 = snakes (5% chance they are poisonous).
4	Explosion centered on nearest creature! That creature takes 1d3 damage per spell level.
5	Transformation! One randomly determined creature among the six closest is transformed into (roll 1d6): 1 = stone; 2 = crystal; 3 = earth; 4 = iron; 5 = water; 6 = fire. (Will save to resist, DC = 10 + (2x spell level)). There is a 10% chance the transformation is permanent; otherwise, the creature returns to normal in 1d7 days.
6	Inadvertent corruption! Roll d12+5 on the minor corruption table and apply the result to one randomly determined creature among the six closest (no Will save to resist).
7	Fireworks! Brilliant colored lights explode all around the caster, creating thundering booms. This effect deals no damage but draws attention to the caster.
8	Cloud of ash! Everyone within 20' of the caster is coated in fine ash.

Crit Table I: All o-Level Characters and All Wizards	
Roll	Result
0 or less	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.
7	Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.
9	Smash foe's nose. Inflict +2d4 damage with this strike and blood streams down the enemy's face.
10	Foe trips on his own feet and falls prone for the remainder of the round.
11	Piercing strike. Inflict +2d4 damage with this strike.
12	Strike to groin. The foe must make a DC 15 Fort save or spend the next two rounds retching.
13	Blow smashes foe's ankle; his movement speed is reduced by half.
14	Strike grazes temple; blood blinds the foe for 1d3 rounds.
15	Stab enemy's weapon hand. The weapon is lost and knocked 1d10+5 feet away.
16	Narrowly avoid foe's counterstrike! Inflict normal damage and make another attack roll. If the second attack hits, you inflict an additional +1d6 damage.
17	Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
18	Foe falls into your attack. He takes +2d6 damage from the strike and curses your luck.
19	Miracle strike. The foe must make a DC 20 Fort save or fall unconscious.
20+	Lucky blow dents foe's skull! Inflict +2d6 damage with this strike. If the foe has no helm, he suffers a permanent loss of 1d4 Int.

Crit Table II: All Thieves and Elves	
Roll	Result
0 or less	Miss! Hesitation costs you the perfect strike!
1	Strike misses critical organs. Inflict a paltry +2d3 damage with this strike.
2	Slashes to head removes foe's ear. Inflict +1d6 damage with this strike and leave the enemy with a nasty scar.
3	Clean strike to back. Inflict +2d6 damage with this strike.
4	Blow to chest staggers foe. You can make an immediate free attack.
5	Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is stunned for 1 round.
6	Foe dazed by ferocious attack; his speed and actions are reduced by half.
7	Strike to chest grazes vital organ. Inflict +3d4 damage with this strike.
8	Strike cuts a line down foe's face. He is blinded by blood for 1d4 rounds.
9	Foe stumbles over his own limbs, falling prone. Make another attack.
10	Masterful strike! Inflict +2d6 damage with this strike.
11	Strike severs larynx. Foe is reduced to making wet fish noises.
12	Savage strike! Foe must succeed on a Fort save (DC 10 + PC level) or faint from the pain.
13	Foe disoriented by quick strikes. Foe suffers a -4 penalty to attack rolls for 1d4 rounds.
14	Strike to head. Foe must make a Fort save (DC 10 + PC level) or fall unconscious.
15	Blow drives foe to ground. Inflict +2d6 damage with this strike, and the enemy is knocked prone.
16	Lightning-fast shot to the face pops the foe's eye like a grape. Foe is permanently blinded in one eye and can take no actions for 1d3 rounds.
17	Strike pierces lung. Inflict +2d6 damage with this strike, and the foe can take only one action on his next turn.
18	Devastating strike to back of head. Inflict +1d8 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious.
19	Attack severs major artery. Inflict +1d10 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious from shock and massive blood loss.
20	Throat slashed! Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
21	Strike pierces spinal column. Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.
22	Chest skewered, spearing a variety of organs. Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
23	Strike through ear canal enters the brain. Ear wax instantly removed, and the foe must make a Fort save (DC 15 + PC level) or die instantly. Inflict an extra +2d6 damage on successful save.
24+	Strike through heart! Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die instantly.

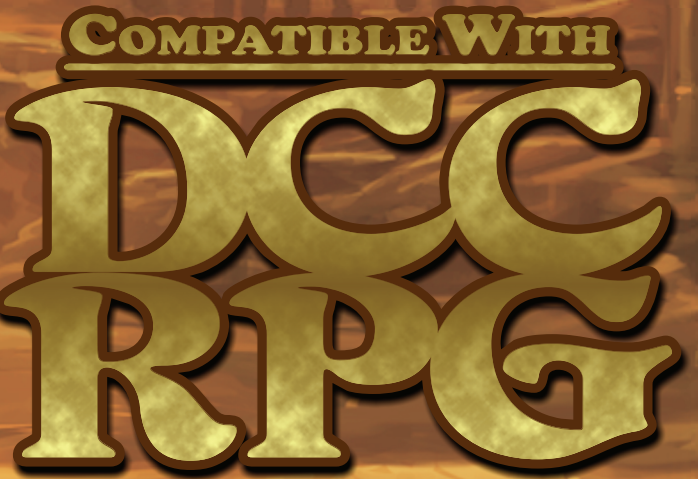


Table 4-3: Two-Weapon Attacks			
Agility	Primary Hand	Off Hand	Critical Hits*
3-8	-3 dice	-4 dice	cannot crit fighting two-handed
9-11	-2 dice	-3 dice	cannot crit fighting two-handed
12-15	-1 die	-2 dice	cannot crit fighting two-handed
16-17	-1 die	-1 die	primary hand crits on max die roll (e.g. 16 on a d16) that also beats defender's AC (no automatic hit)
18+	Normal die	-1 die	primary hand crits as normal

* Warriors and others with improved crit threat ranges (i.e., those who can crit on 19-20 or better) lose that ability when fighting two-handed.



Crit Table III: Clerics, Halflings, Level 1-2 Warriors, and Level 1-3 Dwarves	
Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +1d12 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.**
1	Savage attack! Inflict +1d6 damage with this strike.
2	Attack sweeps foe off his feet. Next round, the enemy is prone.
3	Foe steps into attack. Inflict +1d8 damage with this strike.
4	Powerful strike hammers foe to his knees. Make another attack.
5	Smash foe's nose in an explosion of blood. Inflict +1d6 damage with this strike, and the foe loses his sense of smell for 1d4 hours.
6	Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers multiple broken ribs.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.
8	Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this strike.
9	Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of movement until healed.
10	Sunder foe's weapon! Shards of metal fill the air.*
11	Strike hammers foe's belly causing massive internal bleeding. Unless he receives magical healing, the foe dies in 1d5 hours.
12	Blow to cranium staggers foe. The foe must make a Fort save (10 + PC level) or sink to floor, unconscious.
13	Strike breaks foe's jaw. Blood and shattered teeth ooze down the foe's face. Inflict +1d8 damage with this strike.
14	Attack hammers foe's torso. Inflict +2d8 damage with this strike.
15	Strike dislocates shoulder! Inflict +1d8 damage and shield arm hangs loosely by muscle and skin; no AC bonus from shield.
16	Attack reduces foe's attack hand to formless tissue; -4 penalty to future attacks.
17	Furious blows hammer target prone. Make another attack.
18	Blow hammers shards of bone into foe's forebrain; gray matter oozes out. Inflict +1d8 damage with this strike, and the foe suffers 1d4 points of Int and Per loss.
19	Devastating strike to the chest. Inflict +2d8 damage with this strike.
20	Chest strike stuns foe for 1d3 rounds. Inflict +1d8 damage with this strike.
21	Strike to leg shatters femur, knocking foe to the ground. Foe's movement drops by half. Inflict +2d8 damage with this strike and make another attack.
22	Weapon arm sundered by strike. The weapon is lost along with any chance of making an attack with this arm.
23	Blow craters skull. Inflict +2d8 damage with this strike, and the target permanently loses 1d4 Int and Per.
24	Masterful strike to throat. Inflict +2d8 damage with this strike and the foe staggers about gasping for air for 1d4 rounds.
25	Attack punches shattered ribs through lungs. Foe loses 50% of his remaining hit points and vomits copious amounts of blood.
26	Attack shatters foe's face, destroying both eyes. Inflict +2d8 damage with this strike, and the foe is permanently blinded.
27	Crushing blow hammers chest. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or be knocked unconscious.
28+	Blow destroys spinal column. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.



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Crit Table IV: Level 3-4 Warriors, and Level 4+ Dwarves	
Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +2d8 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.**
1	Herculean blow. Inflict +2d12 damage with this strike.
2	Ferocious strike leaves foe's weapon hand dangling from the stump of a wrist. Inflict +1d12 damage with this strike.
3	Strike sweeps foe to the ground. Inflict +1d12 damage with this strike and make another attack on prone enemy.
4	Hammering blow drives nose cartilage into brain. Inflict +1d12 damage with this strike, and the foe suffers 1d6 Int loss.
5	Foe's weapon shattered.* If the foe has no weapon, inflict +2d12 damage with this strike.
6	Strike shatters foe's breastbone. The foe must make a Fort save (DC 15 + PC level) or fall unconscious as his internal organs collapse.
7	Foe driven back by furious assault. Inflict +2d12 damage with this strike, and the foe forgoes his next attack.
8	Concussive strike leaves foe dazed. Inflict +1d8 damage with this strike and make a second attack.
9	Blow to throat carries through to spinal column, reducing everything in between to pasty mush. Inflict +2d12 damage with this strike, and the foe loses speech for 1d4 weeks.
10	Blow craters temple. The foe must make a Fort save (DC 15 + PC level) or be blinded by pain and blood for 1d4 rounds.
11	Strike reduces face to a formless mass of flesh and bone fragments. Inflict +2d12 damage with this strike, and the foe has trouble making hard consonants.
12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage!*
13	Hammering strike to torso crushes lesser organs into paste. Inflict +2d12 damage with this strike.
14	Blow to spinal column numbs lower limbs. The foe suffers a -4 penalty to AC as he learns to walk again.
15	Fearsome strike drives enemy to the bloodsplattered floor. Foe cowers in fear, prone, for 1d4 rounds.
16	Blow shatters shield. Inflict +1d12 damage with this strike. If the foe has no shield, he is stunned by pain for 1d4 rounds.
17	Foe's kneecap explodes into red mist. Foe's movement drops to 0', and you make another attack.
18	Frontal lobotomy. Inflict +1d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer amnesia. The foe is stunned for 1d4 rounds, regardless.
19	Strike to weapon arm. Foe takes triple damage from his own weapon as it is hammered into his face. Foe drops weapon in dumbfounded awe.
20	Blow crushes spinal cord. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer permanent paralysis.
21	Blow reduces internal organs to jelly. Death is inevitable in 1d8 rounds.
22	Target is disemboweled, spilling his entrails onto the ground. The foe dies of shock in 1d6 rounds.
23	Strike to chest explodes heart. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or die instantly.
24+	Skull crushed like a melon. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die in 1d3 rounds.

Table 4-4: Turn Unholy Result by HD										
Check 1-11	Turn Range	Holy Smite	1HD NE	2HD NE	3-4HD NE	5-6HD NE	7-8HD NE	9-10HD NE	11-12HD NE	
12-13	30'	-	T1	NE	NE	NE	NE	NE	NE	
14-17	30'	-	T1d3+CL	NE	NE	NE	NE	NE	NE	
18-19	30'	-	T1d4+CL	T1	NE	NE	NE	NE	NE	
20-23	60'	-	T1d6+CL	T1d3+CL	T1	NE	NE	NE	NE	
24-27	60'	Beam, 60' 1d3 dmg	T1d8+CL (no save)	T1d4+CL	T1d3+CL	T1	NE	NE	NE	
28-29	60'	Cone, 30' 1d4 dmg	T2d6+CL (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE	NE	
30-31	120'	Cone, 60' 1d5 dmg	K1d8+CL (no save)	T1d8+CL D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE	
32+	240'	Cone, 120' 1d6 dmg	K2d6+CL (no save)	D1d4 (no save)	T2d6+CL D1d4 (no save)	T1d8+CL	T1d6+CL	T1d4+CL	T1d3+CL	T1

NE = no effect, T = turn, D = damage to each creature turned, K = destroy Will Save DC = Spell Check Result, Turned creatures flee or cower for 3d10 min. or until attacked.

Crit Table V: Level 5+ Warriors	
Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +3d8 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.
1	Foe's weapon shattered.* If the foe has no weapon, inflict +3d12 damage with this strike.
2	Furious assault hurls foe back 1d10'. Any adjacent foes accidentally strike the target for damage.
3	Blow to skull destroys ear. Inflict +1d12 damage with this strike, and the foe suffers permanent deafness.
4	Strike to gut! The foe must make a Fort save (DC 20 + PC level) or spend the next 2 rounds retching bile from a ruptured stomach.
5	Foe casts weapon away and wails for mercy. Inflict +1d12 damage with this strike and make another attack.
6	Strike scalps foe. Blood courses down his face, and the foe is effectively blinded until healed.
7	Foe entangled on your weapon, reducing his AC by -6 while caught. Make another attack.
8-12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage!*
13-14	Strike to weapon arm. Foe takes quadruple damage from his own weapon as it is hammered into his face. Foe drops weapon in dumbfounded awe.
15	Blow sunders shield. Inflict +2d12 damage with this strike. If the foe has no shield, he must make a Fort save (DC 20 + PC level) or be knocked unconscious from the pain.
16	Strike to top of skull shortens spinal column, shortening foe by 6". Resulting nerve damage reduces foe's AC by -4.
17	Target is disemboweled, spilling his entrails onto the ground. Foe dies instantly of shock.
18	Blow destroys target's face. Foe is immediately rendered blind and deaf and is now capable of only wet, gurgling sounds.
19	Strike removes crown of target's skull. Foe dies from exposed brain matter in 3d3 rounds.
20	Blow severs shield arm. Inflict +2d12 damage with this strike. Foe's hopes of two-handed weapon mastery dashed.
21	Godly attack. Inflict +3d12 damage with this strike. If the target dies, move up to 10' and make another attack on any foe within 10'.
22	Blow severs leg. Inflict +2d12 damage with this strike, and the foe's movement drops to zero. Foe does nothing but wail in agony for 1d4 rounds.
23	Strike to skull stuns foe for 1d4+1 rounds and permanently reduces Int by 1d12. Make another attack on your inert foe.
24	Strike severs weapon arm. Inflict +2d12 damage with this strike, and the foe is disarmed, literally and figuratively.
25	Devastating strike to torso voids foe's bowels and crushes organs into paste. Foe loses 50% of current hit points and all dignity.
26	Strike crushes throat. Foe begins drowning in his own blood and expires in 1d4 rounds.
27	Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers permanent paralysis.
28+	Foe decapitated with a single strike. You are Death incarnate. Continue to make attacks against any foes within 10' until you miss.



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Table 5-3: Minor Corruption

D10	Result
1 or less	Character develops horrid pustules on his face. These pustules do not heal and impose a -1 penalty to Personality.
2	Character's skin on one random portion of his body appears to melt. Like wax, it flows and reforms into odd puddles and shapes. This is an ongoing, constant motion that itches constantly and repulses others. Determine location randomly (1d6): (1) face; (2) arms; (3) legs; (4) torso; (5) hands; (6) feet.
3	One of the character's legs grows 1d6". Character now walks with an odd gait.
4	Eyes affected. Roll 1d4: (1) eyes glow with unearthly color; (2) eyes gain light sensitivity (-1 to all rolls in daylight); (3) character gains infravision (sees heat signatures at range of 100'); (4) eyes become large and unblinking, like a fish.
5	Character develops painful lesions on his chest and legs and open sores on his hands and feet that do not heal.
6	Ears mutate. Roll 1d5: (1) ears become pointed; (2) ears fall off (character still hears normally); (3) ears enlarge and look like an elephant's; (4) ears elongate and look like a donkey's (character also gains braying laugh); (5) ears shrivel and fold back.
7	Chills. Character shakes constantly and cannot remain quiet due to chattering teeth.
8	Character's facial appearance is permanently disfigured according to the magic that was summoned. If fire magic was used, his eyebrows are scorched and his skin glows red; if cold magic was used, his skin is pasty white and his lips are blue. If ambiguous magic was used, his appearance grows gaunt and he permanently loses 5 pounds.
9	Character's hair is suffused with dark energy. Roll 1d4: (1) hair turns bone white; (2) hair turns pitch black; (3) hair falls out completely; (4) hair sticks straight up.
10+	Character passes out. He is unconscious for 1d6 hours or until awakened by vigorous means.

Corruption Roll: 1d10 - Spell Level + Luck Mod.

Luck to avoid corruption: A wizard that suffers corruption may burn a point of Luck to avoid the corruption. The Luck can be burned after the player rolls to determine the specific corruption result. Note that Luck cannot be burned to avoid a spell misfire, only to avoid corruption. Patron taint is considered corruption for these purposes.



Table 5-4: Major Corruption

D10	Result
1 or less	Febrile. Character slowly weakens over 1d4 months, suffering a -1 penalty to Strength for each month.
2	A duplicate of the character's face grows on his back. It looks just like his normal face. The eyes, nose, and mouth can be operated independently.
3	Consumption. Character's body feeds on its own mass. Character loses 2d10 pounds in one month and suffers a -1 penalty to Stamina.
4	Corpulence. Character gains 6d12 pounds in one month. The weight gain imposes a -1 penalty to Agility, and the character's speed is reduced by 5'.
5	Character crackles with energy of a type associated with the spells he most commonly casts. The energy could manifest as flames, lightning, cold waves, etc.
6	Character's height changes by 1d20-10 inches. There is no change in weight; the character's body grows thin and tall or short and fat.
7	Demonic taint. Roll 1d3: (1) character's fingers elongate into claws, and he gains an attack for 1d6 damage; (2) character's feet transform into cloven hoofs; (3) character's legs become goat-like.
8	Character's skin changes to an unearthly shade. Roll 1d8: (1) albino; (2) pitch black; (3) clear; (4) shimmering quality; (5) deep blue; (6) malevolent yellow; (7) ashen and pallid; (8) texture and color of fishy scales; (9) thick bear-like fur; (10) reptilian scales.
9	Small horns grow on the character's forehead. This appears as a ridge-like, simian forehead for the first month; then buds for the second month; goat horns after the third month; and finally, bull horns after six months.
10+	Character's tongue forks and his nostrils narrow to slits. The character is able to smell with his tongue like a snake.



Coinage

The value of Ceramic (cp), Brass (bp), Iron (ir), Obsidian (op), and Silver (sp):

10 cp = 1 bp
 100 cp = 10 bp = 1 ir
 1,000 cp = 100 bp = 10 ir = 1 op
 10,000 cp = 1,000 bp = 100 ir = 10 op = 1 sp



Table 5-5: Greater Corruption

D10	Result
1 or less	A sliver of soul energy is claimed by a demon lord. Character experiences unearthly pain, suffering 3d6 damage, a permanent -2 penalty to all ability scores, and an additional -2 penalty to Luck.
2	Decay. Character's flesh falls off in zombie-like chunks. Character loses 1d4 hp per day. Only magical healing can stave off the decay.
3	Character's head becomes bestial in a painful overnight transformation. Roll 1d6: (1) snake; (2) goat; (3) bull; (4) rat; (5) insect; (6) fish.
4	Character's limbs are replaced by suckered tentacles. One limb is replaced at random each month for four months. At the end of four months, it is impossible to hide the character's inhuman nature.
5	Small tentacles grow around the character's mouth and ears. The tentacles are maggot-sized at first, but grow at rate of 1" per month to a mature length of 12".
6	Third eye. Roll 1d4 for location: (1) middle of forehead; (2) palm of hand; (3) chest; (4) back of head.
7	Fingers on one hand fuse while the thumb enlarges. After one week, the hand has transformed into a crab claw. Character gains a natural attack for 1d6 damage and can no longer grasp normal weapons and objects.
8	Character grows a tail over 1d7 days. Roll 1d6: (1) scorpion tail that can attack for 1d4 damage plus poison (DC 10 Fort save or target loses 1d4 Str permanently); (2) scaly snake tail; (3) forked demon tail (grants +1 Agility); (4) fleshy tail ending in a useable third hand; (5) fused cartilaginous links ending in spiked stump that can attack for 1d6 damage; (6) bushy horse's tail.
9	Bodily transformation. Roll 1d6: (1) character grows scales across his entire body; (2) character grows gills; (3) character sprouts feathers; (4) character develops webbed toes and feet.
10+	Character grows a beak in place of his mouth. Transformation starts as a puckering of the lips that slowly turns into a full-fledged bird or squid beak over the next 1d12 months. Character gains a bite attack for 1d3 damage.

Table 5-6: Generic Spell Misfire

D8	Result
1	Nearest ally is partially transformed into an animal (Will save to resist; DC = 10 + (2x spell level)). Roll 1d6 to determine body part: 1 = arms; 2 = legs; 3 = skin; 4 = head; 5-6 = body. Roll 1d8 for animal type: 1 = chicken; 2 = gorilla; 3 = cow; 4 = lizard; 5 = snake; 6 = horse; 7 = dragon; 8 = eagle. The duration of this effect is 1d7 days. On a roll of 7, re-roll as 1d7 weeks. On a second 7, re-roll as 1d7 months.
2	Different spell effect! The wizard inadvertently channels the wrong spell energies. Randomly determine a different spell of the same level. Have the wizard make a spell check roll for that spell. If the spell check is a failure, nothing happens. If it is a success, follow the results.
3	Rain! But it's not water. The wizard inadvertently causes a torrential downpour of (roll 1d6): 1 = flower petals; 2 = garden snails; 3 = cow dung; 4 = rotten vegetables; 5 = iron ingots; 6 = snakes (5% chance they are poisonous).
4	Explosion centered on nearest creature! That creature takes 1d3 damage per spell level.
5	Transformation! One randomly determined creature among the six closest is transformed into (roll 1d6): 1 = stone; 2 = crystal; 3 = earth; 4 = iron; 5 = water; 6 = fire. (Will save to resist, DC = 10 + (2x spell level)). There is a 10% chance the transformation is permanent; otherwise, the creature returns to normal in 1d7 days.
6	Inadvertent corruption! Roll d12+5 on the minor corruption table and apply the result to one randomly determined creature among the six closest (no Will save to resist).
7	Fireworks! Brilliant colored lights explode all around the caster, creating thundering booms. This effect deals no damage but draws attention to the caster.
8	Cloud of ash! Everyone within 20' of the caster is coated in fine ash.

Pact Negotiation Modifiers

Conditions Agreed to or Affecting the Proposed Pact	Personality Check Modifier
Caster sacrifices a living creature with 1 HD or level per demon's Type at the time the pact is made	+1
Caster agrees to shed blood (his own or another's) each time the item is used to invoke its power	+1
Caster forever forswears love and compassion towards others	+1
The object the demon is to be bound to is of exceptional beauty or quality	+1 for each additional 1,000 gp spent in the creation of the object
Caster permanently sacrifices a portion of his physical form to the demon (Strength, Agility or Stamina)	+1 for each point sacrificed
Caster agrees to limitations regarding under which conditions the item functions (object only works in darkness, outdoors, underground, etc.)	+1 to +3 depending on the frequency of the imparted condition
Caster's player role-plays the negotiation extremely well	+1 to +3 at judge's discretion
Caster agrees to destroy a person, organization or institution hated by the demon	+1 to +5 depending on the strength/size of the target
Caster agrees on a limited number of times during a specific period that the object will function	+1 for 3 times/day; +2 for 1 time/day; +3 for once a week; +4 for once a month; +5 for once a Year
Caster agrees to bind the demon to the item for a limited duration (one year, until the death of a specific individual, the caster's lifetime, etc.)	+2 to +4 depending on duration
Caster agrees to suffer the effects of Corruption each time he calls upon the demon to use the object	+3 for Minor Corruption effects/+5 for Major Corruption effects/+7 for Greater Corruption effects
Caster agrees to slay a loved one	+5
Caster pledges his soul to the demon	+10
Caster's player role-plays the negotiation extremely poorly	-1 to -3 at judge's discretion
The demon is more powerful than necessary to empower the object	-2 for each point of difference between the object's rating and the demon's type (e.g. making a pact with a type V demon to empower an object rated "3" would suffer a -4 penalty to the roll)
The demon is of a different alignment than the caster and does not serve the same patron	-3 for each step (Lawful -> Neutral -> Chaotic) difference between the caster's and demon's alignments



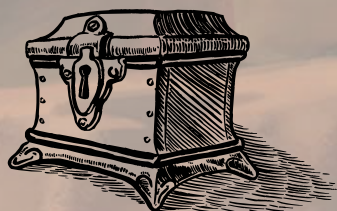
Table 4-4: Turn Unholy Result by HD

Check	Turn Range	Holy Smite	1HD	2HD	3-4HD	5-6HD	7-8HD	9-10HD	11-12HD
1-11	-	-	NE	NE	NE	NE	NE	NE	NE
12-13	30'	-	T1	NE	NE	NE	NE	NE	NE
14-17	30'	-	T1d3+CL	NE	NE	NE	NE	NE	NE
18-19	30'	-	T1d4+CL	T1	NE	NE	NE	NE	NE
20-23	60'	-	T1d6+CL	T1d3+CL	T1	NE	NE	NE	NE
24-27	60'	Beam, 60' 1d3 dmg	T1d8+CL (no save)	T1d4+CL	T1d3+CL	T1	NE	NE	NE
28-29	60'	Cone, 30' 1d4 dmg	T2d6+CL (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE	NE
30-31	120'	Cone, 60' 1d5 dmg	K1d8+CL (no save)	T1d8+CL D1d4(no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE
32+	240'	Cone, 120' 1d6 dmg	K2d6+CL (no save)	T2d6+CL D1d4(no save)	T1d8+CL D1d4(no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1

NE = no effect, T = turn, D = damage to each creature turned, K = destroy Will Save DC = Spell Check Result; Turned creatures flee or cower for 3d10 min. or until attacked.

Derangements & Afflictions

Dice Roll	Derangement	Affliction
00-08	Anxiety	Chronic Cough
09-12	Agliophobia (pain)	Light Sensitivity
13-16	Agoraphobia (open spaces)	Albinism
17-20	Astraphobia (lightning and storms)	Bestial Looks
21-24	Agoraphobia (open spaces)	Fangs or Canines
25-28	Addiction	Chronic Flatulence
29-32	Arachnophobia (Spiders and Scorpions)	Unnatural Hair Color
33-36	Acrophobia (Heights)	Unnatural Eye Color
37-40	Delusional	Chronic Halitosis
41-44	Depravity	Chronic Body Odor
45-48	Depression	Leprosy
49-52	Sadism	Brittle Bones
53-56	Obsessive Compulsive Disorder	Weight Gain 1d3 x10 lbs
57-60	Hypochondria	Weight Loss 1d3 x10 lbs
61-64	Mania	The Pox
65-68	Pyrophobia	Hair Loss
69-72	Hydrophobia	Loss of voice
73-76	Ophidiaphobia (Snakes)	Blindness
77-80	Pathophobia (Germs)	Deaf
81-84	Hematophobia (Blood)	Limb Paralysis
85-88	Nyctophobia (the dark)	Forgetful
89-92	Entomophobia (bugs)	The Shakes
93-96	Monophobia (Alone)	Visual Hallucinations
97-99	Ocholophobia (crowds)	Audio Hallucinations



Damage to Ships

Each 10% of hull damage reduces the ship's speed by 10% until the ship is repaired in port.

Each 10% loss of rowers reduces a ship's rowed speed by 10% also. When the ship has suffered 75% of its hull points in damage, the ship is dead in the water; it cannot move until at least makeshift repairs are made. When the ship has taken all its hull points in damage, it sinks, and repairs are no longer possible.

Unless noted otherwise, giant sea creatures and magic attacks inflict 1 point of hull damage for every 5 points of normal damage.

Ship Evasion Table

Evading Ship's Speed (Per Round)	Chance of Evasion
Faster than Pursuer	80%
0'-30' slower	50%
31'-60' slower	40%
61'-90' slower	35%
91'-120' slower	25%
121' + slower	10%

Naval Combat

Naval combat between water vessels follow the below combat actions:

1. Movement
2. Missile fire (Ramming if applicable*)
3. Magic



*A ship with a ram can do special damage to other ships and large monsters. The ship's Captain makes an opposing skill roll vs. the NPC Captain. The higher roll performs actions first.

Ram Attacks Table

Vessel	Opponent	Damage
Small Galley	Ship	1d4+1 x 10
	Creature	3d8
Large/War Galley	Ship	1d6+5 x 10
	Creature	6d6



Weapons of the Fallen Empire

Weapon	Damage	Range	Cost
Bastard Sword***	1d8/1d10	-	25 ir
Bolas	1d3 § ?	20/40/60	5 bp
Broad Sword	1d6+1	-	20 ir
Bullwhip	1d6 § ?	5/10/15	3 ir
Gauntlet	1d3	-	N/A
Greatclub*	1d8	-	5 ir
Hand Crossbow	1d4	30/60/90	10 ir
Heavy Crossbow*	1d8	80/160/240	50 ir
Heavy Flail*	1d8	-	10 ir
Hunga Munga	1d6+2 §	20/40/80	10 ir
Khopesh	1d8?	-	10 ir
Lasso*	None ?	5/10/15	10 cp
Maul*	1d10	-	8 ir
Net	None ?	5/10/15	1 ir
Scimitar	1d6	-	15 ir
Scourge	1d6 §	-	2 ir
Shield Bash	1d3	-	N/A
+ Shield Spikes	1d6	-	+10 ir
Throwing Stick	1d4	20/40/60**	5 bp
Tiger Claws	1d4	-	1 ir

* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.

** Strength modifier applies to damage with this weapon at close range only.

*** Can be used one or two handed

? These weapons entangle (DCC, pg. 78) on a successful attack if the target fails to make a successful DC 14 Reflex save. An entangled victim can attempt to escape once per round by making a Reflex saving throw versus DC 14. Alternatively, a character or monster can destroy the entangling weapon to escape by dealing damage greater than or equal the maximum damage the entangling weapon inflicts. Cutting a lasso or bolas requires at least 3 points of damage and a net at least 6. Cut weapons are destroyed in the process.

§ These weapons do not apply a character's Strength modifier to damage.

Idiosyncrasies

Lucidity	Example Idiosyncrasy	Die Roll	Effect
D3	unbalanced	1-17	No effect
D4	neurotic	18-19	temporary affliction
D5	phobic	20-23	temporary derangement
D6	irrational		
D7	delusional	24-30	permanent affliction
D8	deranged		
D10	manic	30+	permanent derangement
D12	crazy		
D14	delirious		
D16	mad		
D20	insane		
D24	psychotic		



Lore Effects

Circles of Power

Roll	Result	Effect
1	Failure	Ritual must be started again (corruption rules apply to the helper)
2-11	Circle Broken	Caster loses -2 to the spell check
12-13	Lost Focus	Caster loses -1 to the spell check
14-17	Positive Energy	Caster gains +1 to the spell check
18-20	Beacon of Power	Caster gains +2 to the spell check

Magic using classes (Sorcerer and Witch) can roll a spell check along with the caster, and then compare their rolls to the following chart to find the total bonus added to the spell.

For every increment of 10 (30, 40, etc.) the caster gains another +1 to the spell check. Each bonus (negative or positive) is cumulative. Non spell casting classes must roll a d10 to make the spell check. Barbarians cannot participate in the circle of power.

Tales From the Fallen empire Judge's Reference Screen

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"Conan's manner of fighting was unorthodox, but instinctive and natural as that of a timber wolf."
-- Robert E. Howard, The Pool of the Black One

Tales From the
Fallen empire
Judge's Reference Screen







Table 4-1: Attack Roll Modifiers

Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is...		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker is...		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender is...		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

* And 50% chance of "friendly fire" if attack misses. See page 96.

Coins

Coins can be spent by the player at any time to gain the one of the following benefits:

Second Chance: By spending a coin, the player may re-roll any one die roll. Second chance can be combined with one other benefit such as Dauntless Act or Battle Lust.

Battle Lust: By spending a coin, the player may add a flat +1 bonus to any one combat check. This can be used with a melee, missile, or magical attack. Multiple coins can be spent to raise this bonus. This benefit may be used after the roll was made.

I Have Just the Thing: By spending a coin, the player can reach into a container and materialize one common piece of equipment. The equipment cannot be magical in nature, nor can a weapon be brought into play in this fashion.

Dauntless Act: By spending two coins, the player can add a +5 bonus to a single skill check. The skill check cannot be combat or magic related and must be announced before the roll is made. If the roll is failed, the Benefit is lost and a second Benefit cannot be used to perform a re-roll.

Cunning Evasion: By spending two coins, the character will take ½ damage from any one attack. This Benefit can only be used once to half damage taken in a single attack. This Benefit can be used again on subsequent attacks if character is attacked again later in the same combat.

Paying the Ferryman: Once a character's death has occurred, the player may spend two coins (a coin for each eye) to bribe death. During a campaign the Judge should disallow this Benefit being used more than once.

Peripeteia: 5 coins gives the player a chance to embellish on the Judge's story to add a plot twist, alternate route, or red herring. Coins spent in this manner are not lost if the Judge vetos the plot twist.

Table 4-2: Fumbles

Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untying them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.

Crit Table 1: All 0-Level Characters and All Wizards

Roll	Result
0 or less	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.
7	Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.
9	Smash foe's nose. Inflict +2d4 damage with this strike and blood streams down the enemy's face.
10	Foe trips on his own feet and falls prone for the remainder of the round.
11	Piercing strike. Inflict +2d4 damage with this strike.
12	Strike to groin. The foe must make a DC 15 Fort save or spend the next two rounds retching.
13	Blow smashes foe's ankle; his movement speed is reduced by half.
14	Strike grazes temple; blood blinds the foe for 1d3 rounds.
15	Stab enemy's weapon hand. The weapon is lost and knocked 1d10+5 feet away.
16	Narrowly avoid foe's counterstrike! Inflict normal damage and make another attack roll. If the second attack hits, you inflict an additional +1d6 damage.
17	Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
18	Foe falls into your attack. He takes +2d6 damage from the strike and curses your luck.
19	Miracle strike. The foe must make a DC 20 Fort save or fall unconscious.
20+	Lucky blow dents foe's skull! Inflict +2d6 damage with this strike. If the foe has no helm, he suffers a permanent loss of 1d4 Int.



Crit Table II: All Thieves and Elves

Roll	Result
0 or less	Miss! Hesitation costs you the perfect strike!
1	Strike misses critical organs. Inflict a paltry +2d3 damage with this strike.
2	Slashes to head removes foe's ear. Inflict +1d6 damage with this strike and leave the enemy with a nasty scar.
3	Clean strike to back. Inflict +2d6 damage with this strike.
4	Blow to chest staggers foe. You can make an immediate free attack.
5	Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is stunned for 1 round.
6	Foe dazed by ferocious attack; his speed and actions are reduced by half.
7	Strike to chest grazes vital organ. Inflict +3d4 damage with this strike.
8	Strike cuts a line down foe's face. He is blinded by blood for 1d4 rounds.
9	Foe stumbles over his own limbs, falling prone. Make another attack.
10	Masterful strike! Inflict +2d6 damage with this strike.
11	Strike severs larynx. Foe is reduced to making wet fish noises.
12	Savage strike! Foe must succeed on a Fort save (DC 10 + PC level) or faint from the pain.
13	Foe disoriented by quick strikes. Foe suffers a -4 penalty to attack rolls for 1d4 rounds.
14	Strike to head. Foe must make a Fort save (DC 10 + PC level) or fall unconscious.
15	Blow drives foe to ground. Inflict +2d6 damage with this strike, and the enemy is knocked prone.
16	Lightning-fast shot to the face pops the foe's eye like a grape. Foe is permanently blinded in one eye and can take no actions for 1d3 rounds.
17	Strike pierces lung. Inflict +2d6 damage with this strike, and the foe can take only one action on his next turn.
18	Devastating strike to back of head. Inflict +1d8 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious.
19	Attack severs major artery. Inflict +1d10 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious from shock and massive blood loss.
20	Throat slashed! Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
21	Strike pierces spinal column. Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.
22	Chest skewered, spearing a variety of organs. Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
23	Strike through ear canal enters the brain. Ear wax instantly removed, and the foe must make a Fort save (DC 15 + PC level) or die instantly. Inflict an extra +2d6 damage on successful save.
24+	Strike through heart! Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die instantly.

Table 4-3: Two-Weapon Attacks

Agility	Primary Hand	Off Hand	Critical Hits*
3-8	-3 dice	-4 dice	cannot crit fighting two-handed
9-11	-2 dice	-3 dice	cannot crit fighting two-handed
12-15	-1 die	-2 dice	cannot crit fighting two-handed
16-17	-1 die	-1 die	primary hand crits on max die roll (e.g. 16 on a d16) that also beats defender's AC (no automatic hit)
18+	Normal die	-1 die	primary hand crits as normal

* Warriors and others with improved crit threat ranges (i.e., those who can crit on 19-20 or better) lose that ability when fighting two-handed.

Crit Table III: Clerics, Halflings,
Level 1-2 Warriors, and Level 1-3 Dwarves

Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +1d12 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.**
1	Savage attack! Inflict +1d6 damage with this strike.
2	Attack sweeps foe off his feet. Next round, the enemy is prone.
3	Foe steps into attack. Inflict +1d8 damage with this strike.
4	Powerful strike hammers foe to his knees. Make another attack.
5	Smash foe's nose in an explosion of blood. Inflict +1d6 damage with this strike, and the foe loses his sense of smell for 1d4 hours.
6	Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers multiple broken ribs.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.
8	Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this strike.
9	Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of movement until healed.
10	Sunder foe's weapon! Shards of metal fill the air.*
11	Strike hammers foe's belly causing massive internal bleeding. Unless he receives magical healing, the foe dies in 1d5 hours.
12	Blow to cranium staggers foe. The foe must make a Fort save (10 + PC level) or sink to floor, unconscious.
13	Strike breaks foe's jaw. Blood and shattered teeth ooze down the foe's face. Inflict +1d8 damage with this strike.
14	Attack hammers foe's torso. Inflict +2d8 damage with this strike.
15	Strike dislocates shoulder! Inflict +1d8 damage and shield arm hangs loosely by muscle and skin; no AC bonus from shield.
16	Attack reduces foe's attack hand to formless tissue; -4 penalty to future attacks.
17	Furious blows hammer target prone. Make another attack.
18	Blow hammers shards of bone into foe's forebrain; gray matter oozes out. Inflict +1d8 damage with this strike, and the foe suffers 1d4 points of Int and Per loss.
19	Devastating strike to the chest. Inflict +2d8 damage with this strike.
20	Chest strike stuns foe for 1d3 rounds. Inflict +1d8 damage with this strike.
21	Strike to leg shatters femur, knocking foe to the ground. Foe's movement drops by half. Inflict +2d8 damage with this strike and make another attack.
22	Weapon arm sundered by strike. The weapon is lost along with any chance of making an attack with this arm.
23	Blow craters skull. Inflict +2d8 damage with this strike, and the target permanently loses 1d4 Int and Per.
24	Masterful strike to throat. Inflict +2d8 damage with this strike and the foe staggers about gasping for air for 1d4 rounds.
25	Attack punches shattered ribs through lungs. Foe loses 50% of his remaining hit points and vomits copious amounts of blood.
26	Attack shatters foe's face, destroying both eyes. Inflict +2d8 damage with this strike, and the foe is permanently blinded.
27	Crushing blow hammers chest. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or be knocked unconscious.
28+	Blow destroys spinal column. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.



Crit Table IV: Level 3-4 Warriors,
and Level 4+ Dwarves

Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +2d8 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.**
1	Herculean blow. Inflict +2d12 damage with this strike.
2	Ferocious strike leaves foe's weapon hand dangling from the stump of a wrist. Inflict +1d12 damage with this strike.
3	Strike sweeps foe to the ground. Inflict +1d12 damage with this strike and make another attack on prone enemy.
4	Hammering blow drives nose cartilage into brain. Inflict +1d12 damage with this strike, and the foe suffers 1d6 Int loss.
5	Foe's weapon shattered.* If the foe has no weapon, inflict +2d12 damage with this strike.
6	Strike shatters foe's breastbone. The foe must make a Fort save (DC 15 + PC level) or fall unconscious as his internal organs collapse.
7	Foe driven back by furious assault. Inflict +2d12 damage with this strike, and the foe forgoes his next attack.
8	Concussive strike leaves foe dazed. Inflict +1d8 damage with this strike and make a second attack.
9	Blow to throat carries through to spinal column, reducing everything in between to pasty mush. Inflict +2d12 damage with this strike, and the foe loses speech for 1d4 weeks.
10	Blow craters temple. The foe must make a Fort save (DC 15 + PC level) or be blinded by pain and blood for 1d4 rounds.
11	Strike reduces face to a formless mass of flesh and bone fragments. Inflict +2d12 damage with this strike, and the foe has trouble making hard consonants.
12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage!***
13	Hammering strike to torso crushes lesser organs into paste. Inflict +2d12 damage with this strike.
14	Blow to spinal column numbs lower limbs. The foe suffers a -4 penalty to AC as he learns to walk again.
15	Fearsome strike drives enemy to the bloodsplattered floor. Foe cowers in fear, prone, for 1d4 rounds.
16	Blow shatters shield. Inflict +2d12 damage with this strike. If the foe has no shield, he is stunned by pain for 1d4 rounds.
17	Foe's kneecap explodes into red mist. Foe's movement drops to 0', and you make another attack.
18	Frontal lobotomy. Inflict +1d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer amnesia. The foe is stunned for 1d4 rounds, regardless.
19	Strike to weapon arm. Foe takes triple damage from his own weapon as it is hammered into his face. Foe drops weapon in dumbfounded awe.
20	Blow crushes spinal cord. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer permanent paralysis.
21	Blow reduces internal organs to jelly. Death is inevitable in 1d8 rounds.
22	Target is disemboweled, spilling his entrails onto the ground. The foe dies of shock in 1d6 rounds.
23	Strike to chest explodes heart. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or die instantly.
24+	Skull crushed like a melon. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die in 1d3 rounds.



Crit Table V: Level 5+ Warriors

Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +3d8 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.
1	Foe's weapon shattered.* If the foe has no weapon, inflict +3d12 damage with this strike.
2	Furious assault hurls foe back 1d10'. Any adjacent foes accidentally strike the target for damage.
3	Blow to skull destroys ear. Inflict +1d12 damage with this strike, and the foe suffers permanent deafness.
4	Strike to gut! The foe must make a Fort save (DC 20 + PC level) or spend the next 2 rounds retching bile from a ruptured stomach.
5	Foe casts weapon away and wails for mercy. Inflict +1d12 damage with this strike and make another attack.
6	Strike scalps foe. Blood courses down his face, and the foe is effectively blinded until healed.
7	Foe entangled on your weapon, reducing his AC by -6 while caught. Make another attack.
8-12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage!***
13-14	Strike to weapon arm. Foe takes quadruple damage from his own weapon as it is hammered into his face. Foe drops weapon in dumbfounded awe.
15	Blow sunders shield. Inflict +2d12 damage with this strike. If the foe has no shield, he must make a Fort save (DC 20 + PC level) or be knocked unconscious from the pain.
16	Strike to top of skull shortens spinal column, shortening foe by 6". Resulting nerve damage reduces foe's AC by -4.
17	Target is disemboweled, spilling his entrails onto the ground. Foe dies instantly of shock.
18	Blow destroys target's face. Foe is immediately rendered blind and deaf and is now capable of only wet, gurgling sounds.
19	Strike removes crown of target's skull. Foe dies from exposed brain matter in 3d3 rounds.
20	Blow severs shield arm. Inflict +2d12 damage with this strike. Foe's hopes of two-handed weapon mastery dashed.
21	Godly attack. Inflict +3d12 damage with this strike. If the target dies, move up to 10' and make another attack on any foe within 10'.
22	Blow severs leg. Inflict +2d12 damage with this strike, and the foe's movement drops to zero. Foe does nothing but wail in agony for 1d4 rounds.
23	Strike to skull stuns foe for 1d4+1 rounds and permanently reduces Int by 1d12. Make another attack on your inert foe.
24	Strike severs weapon arm. Inflict +2d12 damage with this strike, and the foe is disarmed, literally and figuratively.
25	Devastating strike to torso voids foe's bowels and crushes organs into paste. Foe loses 50% of current hit points and all dignity.
26	Strike crushes throat. Foe begins drowning in his own blood and expires in 1d4 rounds.
27	Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers permanent paralysis.
28+	Foe decapitated with a single strike. You are Death incarnate. Continue to make attacks against any foes within 10' until you miss.





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Table 4-4: Turn Unholy Result by HD

Check	Turn Range	Holy Smite	1HD	2HD	3-4HD	5-6HD	7-8HD	9-10HD	11-12HD
1-11	-	-	NE	NE	NE	NE	NE	NE	NE
12-13	30'	-	T1	NE	NE	NE	NE	NE	NE
14-17	30'	-	T1d3+CL	NE	NE	NE	NE	NE	NE
18-19	30'	-	T1d4+CL	T1	NE	NE	NE	NE	NE
20-23	60'	-	T1d6+CL	T1d3+CL	T1	NE	NE	NE	NE
24-27	60'	Beam, 60' 1d3 dmg	T1d8+CL (no save)	T1d4+CL	T1d3+CL	T1	NE	NE	NE
28-29	60'	Cone, 30' 1d4 dmg	T2d6+CL (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE	NE
30-31	120'	Cone, 60' 1d5 dmg	K1d8+CL (no save)	T1d8+CL D1d4(no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE
32+	240'	Cone, 120' 1d6 dmg	K2d6+CL (no save)	T2d6+CL D1d4(no save)	T1d8+CL D1d4(no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1

NE = no effect, T = turn, D = damage to each creature turned, K = destroy Will Save DC = Spell Check Result; Turned creatures flee or cower for 3d10 min. or until attacked.

Table 5-3: Minor Corruption

D10	Result
1 or less	Character develops horrid pustules on his face. These pustules do not heal and impose a -1 penalty to Personality.
2	Character's skin on one random portion of his body appears to melt. Like wax, it flows and reforms into odd puddles and shapes. This is an ongoing, constant motion that itches constantly and repulses others. Determine location randomly (1d6): (1) face; (2) arms; (3) legs; (4) torso; (5) hands; (6) feet.
3	One of the character's legs grows 1d6". Character now walks with an odd gait.
4	Eyes affected. Roll 1d4: (1) eyes glow with unearthly color; (2) eyes gain light sensitivity (-1 to all rolls in daylight); (3) character gains infravision (sees heat signatures at range of 100'); (4) eyes become large and unblinking, like a fish.
5	Character develops painful lesions on his chest and legs and open sores on his hands and feet that do not heal.
6	Ears mutate. Roll 1d5: (1) ears become pointed; (2) ears fall off (character still hears normally); (3) ears enlarge and look like an elephant's; (4) ears elongate and look like a donkey's (character also gains braying laugh); (5) ears shrivel and fold back.
7	Chills. Character shakes constantly and cannot remain quiet due to chattering teeth.
8	Character's facial appearance is permanently disfigured according to the magic that was summoned. If fire magic was used, his eyebrows are scorched and his skin glows red; if cold magic was used, his skin is pasty white and his lips are blue. If ambiguous magic was used, his appearance grows gaunt and he permanently loses 5 pounds.
9	Character's hair is suffused with dark energy. Roll 1d4: (1) hair turns bone white; (2) hair turns pitch black; (3) hair falls out completely; (4) hair sticks straight up.
10+	Character passes out. He is unconscious for 1d6 hours or until awakened by vigorous means.

Corruption Roll: 1d10 - Spell Level + Luck Mod.

Luck to avoid corruption: A wizard that suffers corruption may burn a point of Luck to avoid the corruption. The Luck can be burned after the player rolls to determine the specific corruption result. Note that Luck cannot be burned to avoid a spell misfire, only to avoid corruption. Patron taint is considered corruption for these purposes.



Table 5-4: Major Corruption

D10	Result
1 or less	Febrile. Character slowly weakens over 1d4 months, suffering a -1 penalty to Strength for each month.
2	A duplicate of the character's face grows on his back. It looks just like his normal face. The eyes, nose, and mouth can be operated independently.
3	Consumption. Character's body feeds on its own mass. Character loses 2d10 pounds in one month and suffers a -1 penalty to Stamina.
4	Corpulence. Character gains 6d12 pounds in one month. The weight gain imposes a -1 penalty to Agility, and the character's speed is reduced by 5'.
5	Character crackles with energy of a type associated with the spells he most commonly casts. The energy could manifest as flames, lightning, cold waves, etc.
6	Character's height changes by 1d20-10 inches. There is no change in weight; the character's body grows thin and tall or short and fat.
7	Demonic taint. Roll 1d3: (1) character's fingers elongate into claws, and he gains an attack for 1d6 damage; (2) character's feet transform into cloven hoofs; (3) character's legs become goat-like.
8	Character's skin changes to an unearthly shade. Roll 1d8: (1) albino; (2) pitch black; (3) clear; (4) shimmering quality; (5) deep blue; (6) malevolent yellow; (7) ashen and pallid; (8) texture and color of fishy scales; (9) thick bear-like fur; (10) reptilian scales.
9	Small horns grow on the character's forehead. This appears as a ridge-like, simian forehead for the first month; then buds for the second month; goat horns after the third month; and finally, bull horns after six months.
10+	Character's tongue forks and his nostrils narrow to slits. The character is able to smell with his tongue like a snake.

Idiosyncrasies

Lucidity	Example Idiosyncrasy
D3	unbalanced
D4	neurotic
D5	phobic
D6	irrational
D7	delusional
D8	deranged
D10	manic
D12	crazy
D14	delirious
D16	mad
D20	insane
D24	psychotic

Lore Effects

Die Roll	Effect
1-17	No effect
18-19	temporary affliction
20-23	temporary derangement
24-30	permanent affliction
30+	permanent derangement



Table 5-5: Greater Corruption

D10	Result
1 or less	A sliver of soul energy is claimed by a demon lord. Character experiences unearthly pain, suffering 3d6 damage, a permanent -2 penalty to all ability scores, and an additional -2 penalty to Luck.
2	Decay. Character's flesh falls off in zombie-like chunks. Character loses 1d4 hp per day. Only magical healing can stave off the decay.
3	Character's head becomes bestial in a painful overnight transformation. Roll 1d6: (1) snake; (2) goat; (3) bull; (4) rat; (5) insect; (6) fish.
4	Character's limbs are replaced by suckered tentacles. One limb is replaced at random each month for four months. At the end of four months, it is impossible to hide the character's inhuman nature.
5	Small tentacles grow around the character's mouth and ears. The tentacles are maggot-sized at first, but grow at rate of 1" per month to a mature length of 12".
6	Third eye. Roll 1d4 for location: (1) middle of forehead; (2) palm of hand; (3) chest; (4) back of head.
7	Fingers on one hand fuse while the thumb enlarges. After one week, the hand has transformed into a crab claw. Character gains a natural attack for 1d6 damage and can no longer grasp normal weapons and objects.
8	Character grows a tail over 1d7 days. Roll 1d6: (1) scorpion tail that can attack for 1d4 damage plus poison (DC 10 Fort save or target loses 1d4 Str permanently); (2) scaly snake tail; (3) forked demon tail (grants +1 Agility); (4) fleshy tail ending in a useable third hand; (5) fused cartilaginous links ending in spiked stump that can attack for 1d6 damage; (6) bushy horse's tail.
9	Bodily transformation. Roll 1d6: (1) character grows scales across his entire body; (2) character grows gills; (3) character sprouts feathers; (4) character develops webbed toes and feet.
10+	Character grows a beak in place of his mouth. Transformation starts as a puckering of the lips that slowly turns into a full-fledged bird or squid beak over the next 1d12 months. Character gains a bite attack for 1d3 damage.

Naval Combat

Naval combat between water vessels follow the below combat actions:

1. Movement
2. Missile fire (Ramming if applicable*)
3. Magic

*A ship with a ram can do special damage to other ships and large monsters. The ship's Captain makes an opposing skill roll vs. the NPC Captain. The higher roll performs actions first.

Ram Attacks Table

Vessel	Opponent	Damage
Small Galley	Ship	1d4+1 x 10
	Creature	3d8
Large/War Galley	Ship	1d6+5 x 10
	Creature	6d6

Pact Negotiation Modifiers

Conditions Agreed to or Affecting the Proposed Pact	Personality Check Modifier
Caster sacrifices a living creature with 1 HD or level per demon's Type at the time the pact is made	+1
Caster agrees to shed blood (his own or another's) each time the item is used to invoke its power	+1
Caster forever forswears love and compassion towards others	+1
The object the demon is to be bound to is of exceptional beauty or quality	+1 for each additional 1,000 gp spent in the creation of the object
Caster permanently sacrifices a portion of his physical form to the demon (Strength, Agility or Stamina)	+1 for each point sacrificed
Caster agrees to limitations regarding under which conditions the item unctons (object only works in darkness, outdoors, underground, etc.)	+1 to +3 depending on the frequency of the imparted condition
Caster's player role-plays the negotiation extremely well	+1 to +3 at judge's discretion
Caster agrees to destroy a person, organization or institution hated by the demon	+1 to +5 depending on the strength/size of the target
Caster agrees on a limited number of times during a specific period that the object will function	+1 for 3 times/day; +2 for 1 of time/day; +3 for once a week; +4 for once a month; +5 for once a year
Caster agrees to bind the demon to the item for a limited duration (one year, until the death of a specific individual, the caster's lifetime, etc.)	+2 to +4 depending on duration
Caster agrees to suffer the effects of Corruption each time he calls upon the demon to use the object	+3 for Minor Corruption effects/+5 for Major Corruption effects/+7 for Greater Corruption effects
Caster agrees to slay a loved one	+5
Caster pledges his soul to the demon	+10
Caster's player role-plays the negotiation extremely poorly	-1 to -3 at judge's discretion
The demon is more powerful than necessary to empower the object	-2 for each point of difference between the object's rating and the demon's type (e.g. making a pact with a type V demon to empower an object rated "3" would suffer a -4 penalty to the roll)
The demon is of a different alignment than the caster and does not serve the same patron	-3 for each step (Lawful->Neutral->Chaotic) difference between the caster's and demon's alignments

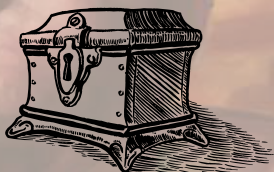


Sailing Vessels

Vessel Type:	Cost:	Oarsmen:	Sailors:	Marines:	Cargo units:*	Miles/Day (sail):	Miles/Day (rowed):	Ft Move/Round (sail):	Ft Move/Round (rowed):	Hull Points:	Armor Class:	Old Name:
River Runner	4,000	8	2		4,000		50		100	20-40	12	River Runner
Trireme	10,000	170	10	20	4,000	30	60	60	120	80-100	12	Trireme
Turtle Ship	60,000	70	30	125	8,000	25	50	50	100	150-200	14	War Galleon
Longship	15,000		75***		3,000	120	70	240	140	60-80	12	Drekar
Raft	1/sq. ft.				1,000	10		20		5	11	Raft
Penteconter	20,000	50	10	20	4,000	30	90	60	180	50-70	11	Penteconter
Cog	5,000		20	25	10,000	80		160		60-90	12	Corvette
Hulk	20,000		30	50	30,000	60		120		120-180	13	Carrack

Derangements & Afflictions

Dice Roll	Derangement	Affliction
00-08	Anxiety	Chronic Cough
09-12	Agliophobia (pain)	Light Sensitivity
13-16	Agoraphobia (open spaces)	Albinism
17-20	Astraphobia (lightning and storms)	Bestial Looks
21-24	Agoraphobia (open spaces)	Fangs or Canines
25-28	Addiction	Chronic Flatulence
29-32	Arachnophobia (Spiders and Scorpions)	Unnatural Hair Color
33-36	Acrophobia (Heights)	Unnatural Eye Color
37-40	Delusional	Chronic Halitosis
41-44	Depravity	Chronic Body Odor
45-48	Depression	Leprosy
49-52	Sadism	Brittle Bones
53-56	Obsessive Compulsive Disorder	Weight Gain 1d3 x10 lbs
57-60	Hypochondria	Weight Loss 1d3 x10 lbs
61-64	Mania	The Pox
65-68	Pyrophobia	Hair Loss
69-72	Hydrophobia	Loss of voice
73-76	Ophidiophobia (Snakes)	Blindness
77-80	Pathophobia (Germs)	Deaf
81-84	Hematophobia (Blood)	Limb Paralysis
85-88	Nyctophobia (the dark)	Forgetful
89-92	Entomophobia (bugs)	The Shakes
93-96	Monophobia (Alone)	Visual Hallucinations
97-99	Ochophobia (crowds)	Audio Hallucinations



Weapons of the Fallen Empire

Weapon	Damage	Range	Cost
Bastard Sword***	1d8/1d10	-	25 ir
Bolas	1d3 § ?	20/40/60	5 bp
Broad Sword	1d6+1	-	20 ir
Bullwhip	1d6 § ?	5/10/15	3 ir
Gauntlet	1d3	-	N/A
Greatclub*	1d8	-	5 ir
Hand Crossbow	1d4	30/60/90	10 ir
Heavy Crossbow*	1d8	80/160/240	50 ir
Heavy Flail*	1d8	-	10 ir
Hunga Munga	1d6+2 §	20/40/80	10 ir
Khopesh	1d8?	-	10 ir
Lasso*	None ?	5/10/15	10 cp
Maul*	1d10	-	8 ir
Net	None ?	5/10/15	1 ir
Scimitar	1d6	-	15 ir
Scourge	1d6 §	-	2 ir
Shield Bash	1d3	-	N/A
+ Shield Spikes	1d6	-	+10 ir
Throwing Stick	1d4	20/40/60**	5 bp
Tiger Claws	1d4	-	1 ir

* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.

** Strength modifier applies to damage with this weapon at close range only.

*** Can be used one or two handed

? These weapons entangle (DCC, pg. 78) on a successful attack if the target fails to make a successful DC 14 Reflex save. An entangled victim can attempt to escape once per round by making a Reflex saving throw versus DC 14. Alternatively, a character or monster can destroy the entangling weapon to escape by dealing damage greater than or equal the maximum damage the entangling weapon inflicts. Cutting a lasso or bolas requires at least 3 points of damage and a net at least 6. Cut weapons are destroyed in the process.

§ These weapons do not apply a character's Strength modifier to damage.

Table 5-6: Generic Spell Misfire

D8	Result
1	Nearest ally is partially transformed into an animal (Will save to resist; DC = 10 + (2x spell level)). Roll 1d6 to determine body part: 1 = arms; 2 = legs; 3 = skin; 4 = head; 5-6 = body. Roll 1d8 for animal type: 1 = chicken; 2 = gorilla; 3 = cow; 4 = lizard; 5 = snake; 6 = horse; 7 = dragon; 8 = eagle. The duration of this effect is 1d7 days. On a roll of 7, re-roll as 1d7 weeks. On a second 7, re-roll as 1d7 months.
2	Different spell effect! The wizard inadvertently channels the wrong spell energies. Randomly determine a different spell of the same level. Have the wizard make a spell check roll for that spell. If the spell check is a failure, nothing happens. If it is a success, follow the results.
3	Rain! But it's not water. The wizard inadvertently causes a torrential downpour of (roll 1d6): 1 = flower petals; 2 = garden snails; 3 = cow dung; 4 = rotten vegetables; 5 = iron ingots; 6 = snakes (5% chance they are poisonous).
4	Explosion centered on nearest creature! That creature takes 1d3 damage per spell level.
5	Transformation! One randomly determined creature among the six closest is transformed into (roll 1d6): 1 = stone; 2 = crystal; 3 = earth; 4 = iron; 5 = water; 6 = fire. (Will save to resist, DC = 10 + (2x spell level)). There is a 10% chance the transformation is permanent; otherwise, the creature returns to normal in 1d7 days.
6	Inadvertent corruption! Roll d12+5 on the minor corruption table and apply the result to one randomly determined creature among the six closest (no Will save to resist).
7	Fireworks! Brilliant colored lights explode all around the caster, creating thundering booms. This effect deals no damage but draws attention to the caster.
8	Cloud of ash! Everyone within 20' of the caster is coated in fine ash.

Damage to Ships

Each 10% of hull damage reduces the ship's speed by 10% until the ship is repaired in port.

Each 10% loss of rowers reduces a ship's rowed speed by 10% also. When the ship has suffered 75% of its hull points in damage, the ship is dead in the water; it cannot move until at least makeshift repairs are made. When the ship has taken all its hull points in damage, it sinks, and repairs are no longer possible.

Unless noted otherwise, giant sea creatures and magic attacks inflict 1 point of hull damage for every 5 points of normal damage.

Ship Evasion Table

Evading Ship's Speed (Per Round)	Chance of Evasion
Faster than Pursuer	80%
0'-30' slower	50%
31'-60' slower	40%
61'-90' slower	35%
91'-120' slower	25%
121' + slower	10%



Tales From the Fallen Empire Judge's Reference Screen

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"Conan's manner of fighting was unorthodox, but instinctive and natural as that of a timber wolf."

— Robert E. Howard, The Pool of the Black One

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Table 4-1: Attack Roll Modifiers

Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is...		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker is...		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender is...		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

* And 50% chance of "friendly fire" if attack misses. See page 96.

Table 4-2: Fumbles

Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untangling them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.

Coins

Coins can be spent by the player at any time to gain the one of the following benefits:

Second Chance: By spending a coin, the player may re-roll any one die roll. Second chance can be combined with one other benefit such as Dauntless Act or Battle Lust.

Battle Lust: By spending a coin, the player may add a flat +1 bonus to any one combat check. This can be used with a melee, missile, or magical attack. Multiple coins can be spent to raise this bonus. This benefit may be used after the roll was made.

I Have Just the Thing: By spending a coin, the player can reach into a container and materialize one common piece of equipment. The equipment cannot be magical in nature, nor can a weapon be brought into play in this fashion.

Dauntless Act: By spending two coins, the player can add a +5 bonus to a single skill check. The skill check cannot be combat or magic related and must be announced before the roll is made. If the roll is failed, the Benefit is lost and a second Benefit cannot be used to perform a re-roll.

Cunning Evasion: By spending two coins, the character will take ½ damage from any one attack. This Benefit can only be used once to half damage taken in a single attack. This Benefit can be used again on subsequent attacks if character is attacked again later in the same combat.

Paying the Ferryman: Once a character's death has occurred, the player may spend two coins (a coin for each eye) to bribe death. During a campaign the Judge should disallow this Benefit being used more than once.

Peripeteia: 5 coins gives the player a chance to embellish on the Judge's story to add a plot twist, alternate route, or red herring. Coins spent in this manner are not lost if the Judge vetos the plot twist.

Crit Table 1: All 0-Level Characters and All Wizards

Roll	Result
0 or less	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.
7	Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.
9	Smash foe's nose. Inflict +2d4 damage with this strike and blood streams down the enemy's face.
10	Foe trips on his own feet and falls prone for the remainder of the round.
11	Piercing strike. Inflict +2d4 damage with this strike.
12	Strike to groin. The foe must make a DC 15 Fort save or spend the next two rounds retching.
13	Blow smashes foe's ankle; his movement speed is reduced by half.
14	Strike grazes temple; blood blinds the foe for 1d3 rounds.
15	Stab enemy's weapon hand. The weapon is lost and knocked 1d10+5 feet away.
16	Narrowly avoid foe's counterstrike! Inflict normal damage and make another attack roll. If the second attack hits, you inflict an additional +1d6 damage.
17	Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
18	Foe falls into your attack. He takes +2d6 damage from the strike and curses your luck.
19	Miracle strike. The foe must make a DC 20 Fort save or fall unconscious.
20+	Lucky blow dents foe's skull! Inflict +2d6 damage with this strike. If the foe has no helm, he suffers a permanent loss of 1d4 Int.

Crit Table II: All Thieves and Elves

Roll	Result
0 or less	Miss! Hesitation costs you the perfect strike!
1	Strike misses critical organs. Inflict a paltry +2d3 damage with this strike.
2	Slashes to head removes foe's ear. Inflict +1d6 damage with this strike and leave the enemy with a nasty scar.
3	Clean strike to back. Inflict +2d6 damage with this strike.
4	Blow to chest staggers foe. You can make an immediate free attack.
5	Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is stunned for 1 round.
6	Foe dazed by ferocious attack; his speed and actions are reduced by half.
7	Strike to chest grazes vital organ. Inflict +3d4 damage with this strike.
8	Strike cuts a line down foe's face. He is blinded by blood for 1d4 rounds.
9	Foe stumbles over his own limbs, falling prone. Make another attack.
10	Masterful strike! Inflict +2d6 damage with this strike.
11	Strike severs larynx. Foe is reduced to making wet fish noises.
12	Savage strike! Foe must succeed on a Fort save (DC 10 + PC level) or faint from the pain.
13	Foe disoriented by quick strikes. Foe suffers a -4 penalty to attack rolls for 1d4 rounds.
14	Strike to head. Foe must make a Fort save (DC 10 + PC level) or fall unconscious.
15	Blow drives foe to ground. Inflict +2d6 damage with this strike, and the enemy is knocked prone.
16	Lightning-fast shot to the face pops the foe's eye like a grape. Foe is permanently blinded in one eye and can take no actions for 1d3 rounds.
17	Strike pierces lung. Inflict +2d6 damage with this strike, and the foe can take only one action on his next turn.
18	Devastating strike to back of head. Inflict +1d8 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious.
19	Attack severs major artery. Inflict +1d10 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious from shock and massive blood loss.
20	Throat slashed! Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
21	Strike pierces spinal column. Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.
22	Chest skewered, spearing a variety of organs. Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
23	Strike through ear canal enters the brain. Ear wax instantly removed, and the foe must make a Fort save (DC 15 + PC level) or die instantly. Inflict an extra +2d6 damage on successful save.
24+	Strike through heart! Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die instantly.



Table 4-3: Two-Weapon Attacks

Agility	Primary Hand	Off Hand	Critical Hits*
3-8	-3 dice	-4 dice	cannot crit fighting two-handed
9-11	-2 dice	-3 dice	cannot crit fighting two-handed
12-15	-1 die	-2 dice	cannot crit fighting two-handed
16-17	-1 die	-1 die	primary hand crits on max die roll (e.g. 16 on a d16) that also beats defender's AC (no automatic hit)
18+	Normal die	-1 die	primary hand crits as normal

* Warriors and others with improved crit threat ranges (i.e., those who can crit on 19-20 or better) lose that ability when fighting two-handed.

Crit Table III: Clerics, Halflings, Level 1-2 Warriors, and Level 1-3 Dwarves

Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +1d12 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.**
1	Savage attack! Inflict +1d6 damage with this strike.
2	Attack sweeps foe off his feet. Next round, the enemy is prone.
3	Foe steps into attack. Inflict +1d8 damage with this strike.
4	Powerful strike hammers foe to his knees. Make another attack.
5	Smash foe's nose in an explosion of blood. Inflict +1d6 damage with this strike, and the foe loses his sense of smell for 1d4 hours.
6	Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers multiple broken ribs.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.
8	Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this strike.
9	Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of movement until healed.
10	Sunder foe's weapon! Shards of metal fill the air.*
11	Strike hammers foe's belly causing massive internal bleeding. Unless he receives magical healing, the foe dies in 1d5 hours.
12	Blow to cranium staggers foe. The foe must make a Fort save (10 + PC level) or sink to floor, unconscious.
13	Strike breaks foe's jaw. Blood and shattered teeth ooze down the foe's face. Inflict +1d8 damage with this strike.
14	Attack hammers foe's torso. Inflict +2d8 damage with this strike.
15	Strike dislocates shoulder! Inflict +1d8 damage and shield arm hangs loosely by muscle and skin; no AC bonus from shield.
16	Attack reduces foe's attack hand to formless tissue; -4 penalty to future attacks.
17	Furious blows hammer target prone. Make another attack.
18	Blow hammers shards of bone into foe's forebrain; gray matter oozes out. Inflict +1d8 damage with this strike, and the foe suffers 1d4 points of Int and Per loss.
19	Devastating strike to the chest. Inflict +2d8 damage with this strike.
20	Chest strike stuns foe for 1d3 rounds. Inflict +1d8 damage with this strike.
21	Strike to leg shatters femur, knocking foe to the ground. Foe's movement drops by half. Inflict +2d8 damage with this strike and make another attack.
22	Weapon arm sundered by strike. The weapon is lost along with any chance of making an attack with this arm.
23	Blow craters skull. Inflict +2d8 damage with this strike, and the target permanently loses 1d4 Int and Per.
24	Masterful strike to throat. Inflict +2d8 damage with this strike and the foe staggers about gasping for air for 1d4 rounds.
25	Attack punches shattered ribs through lungs. Foe loses 50% of his remaining hit points and vomits copious amounts of blood.
26	Attack shatters foe's face, destroying both eyes. Inflict +2d8 damage with this strike, and the foe is permanently blinded.
27	Crushing blow hammers chest. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or be knocked unconscious.
28+	Blow destroys spinal column. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.



Crit Table IV: Level 3-4 Warriors, and Level 4+ Dwarves

Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +2d8 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.**
1	Herculean blow. Inflict +2d12 damage with this strike.
2	Ferocious strike leaves foe's weapon hand dangling from the stump of a wrist. Inflict +1d12 damage with this strike.
3	Strike sweeps foe to the ground. Inflict +1d12 damage with this strike and make another attack on prone enemy.
4	Hammering blow drives nose cartilage into brain. Inflict +1d12 damage with this strike, and the foe suffers 1d6 Int loss.
5	Foe's weapon shattered.* If the foe has no weapon, inflict +2d12 damage with this strike.
6	Strike shatters foe's breastbone. The foe must make a Fort save (DC 15 + PC level) or fall unconscious as his internal organs collapse.
7	Foe driven back by furious assault. Inflict +2d12 damage with this strike, and the foe forgoes his next attack.
8	Concussive strike leaves foe dazed. Inflict +1d8 damage with this strike and make a second attack.
9	Blow to throat carries through to spinal column, reducing everything in between to pasty mush. Inflict +2d12 damage with this strike, and the foe loses speech for 1d4 weeks.
10	Blow craters temple. The foe must make a Fort save (DC 15 + PC level) or be blinded by pain and blood for 1d4 rounds.
11	Strike reduces face to a formless mass of flesh and bone fragments. Inflict +2d12 damage with this strike, and the foe has trouble making hard consonants.
12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage!*
13	Hammering strike to torso crushes lesser organs into paste. Inflict +2d12 damage with this strike.
14	Blow to spinal column numbs lower limbs. The foe suffers a -4 penalty to AC as he learns to walk again.
15	Fearsome strike drives enemy to the bloodsplattered floor. Foe cowers in fear, prone, for 1d4 rounds.
16	Blow shatters shield. Inflict +2d12 damage with this strike. If the foe has no shield, he is stunned by pain for 1d4 rounds.
17	Foe's kneecap explodes into red mist. Foe's movement drops to 0', and you make another attack.
18	Frontal lobotomy. Inflict +1d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer amnesia. The foe is stunned for 1d4 rounds, regardless.
19	Strike to weapon arm. Foe takes triple damage from his own weapon as it is hammered into his face. Foe drops weapon in dumbfounded awe.
20	Blow crushes spinal cord. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer permanent paralysis.
21	Blow reduces internal organs to jelly. Death is inevitable in 1d8 rounds.
22	Target is disemboweled, spilling his entrails onto the ground. The foe dies of shock in 1d6 rounds.
23	Strike to chest explodes heart. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or die instantly.
24+	Skull crushed like a melon. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die in 1d3 rounds.

Coinage

The value of Ceramic (cp), Brass (bp), Iron (ir), Obsidian (op), and Silver (sp):

10 cp	= 1 bp			
100 cp	= 10 bp	= 1 ir		
1,000 cp	= 100 bp	= 10 ir	= 1 op	
10,000 cp	= 1,000 bp	= 100 ir	= 10 op	= 1 sp



Crit Table IV: Level 5+ Warriors

Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +3d8 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.
1	Foe's weapon shattered.* If the foe has no weapon, inflict +3d12 damage with this strike.
2	Furious assault hurls foe back 1d10'. Any adjacent foes accidentally strike the target for damage.
3	Blow to skull destroys ear. Inflict +1d12 damage with this strike, and the foe suffers permanent deafness.
4	Strike to gut! The foe must make a Fort save (DC 20 + PC level) or spend the next 2 rounds retching bile from a ruptured stomach.
5	Foe casts weapon away and wails for mercy. Inflict +1d12 damage with this strike and make another attack.
6	Strike scalps foe. Blood courses down his face, and the foe is effectively blinded until healed.
7	Foe entangled on your weapon, reducing his AC by -6 while caught. Make another attack.
8-12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage!*
13-14	Strike to weapon arm. Foe takes quadruple damage from his own weapon as it is hammered into his face. Foe drops weapon in dumbfounded awe.
15	Blow sunder shield. Inflict +2d12 damage with this strike. If the foe has no shield, he must make a Fort save (DC 20 + PC level) or be knocked unconscious from the pain.
16	Strike to top of skull shortens spinal column, shortening foe by 6". Resulting nerve damage reduces foe's AC by -4.
17	Target is disemboweled, spilling his entrails onto the ground. Foe dies instantly of shock.
18	Blow destroys target's face. Foe is immediately rendered blind and deaf and is now capable of only wet, gurgling sounds.
19	Strike removes crown of target's skull. Foe dies from exposed brain matter in 3d3 rounds.
20	Blow severs shield arm. Inflict +2d12 damage with this strike. Foe's hopes of two-handed weapon mastery dashed.
21	Godly attack. Inflict +3d12 damage with this strike. If the target dies, move up to 10' and make another attack on any foe within 10'.
22	Blow severs leg. Inflict +2d12 damage with this strike, and the foe's movement drops to zero. Foe does nothing but wail in agony for 1d4 rounds.
23	Strike to skull stuns foe for 1d4+1 rounds and permanently reduces Int by 1d12. Make another attack on your inert foe.
24	Strike severs weapon arm. Inflict +2d12 damage with this strike, and the foe is disarmed, literally and figuratively.
25	Devastating strike to torso voids foe's bowels and crushes organs into paste. Foe loses 50% of current hit points and all dignity.
26	Strike crushes throat. Foe begins drowning in his own blood and expires in 1d4 rounds.
27	Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers permanent paralysis.
28+	Foe decapitated with a single strike. You are Death incarnate. Continue to make attacks against any foes within 10' until you miss.

Circles of Power

Roll	Result	Effect
1	Failure	Ritual must be started again (corruption rules apply to the helper)
2-11	Circle Broken	Caster loses -2 to the spell check
12-13	Lost Focus	Caster loses -1 to the spell check
14-17	Positive Energy	Caster gains +1 to the spell check
18-20	Beacon of Power	Caster gains +2 to the spell check

Magic using classes (Sorcerer and Witch) can roll a spell check along with the caster, and then compare their rolls to the following chart to find the total bonus added to the spell. For every increment of 10 (30, 40, etc.) the caster gains another +1 to the spell check. Each bonus (negative or positive) is cumulative. Non spell casting classes must roll a d10 to make the spell check. Barbarians cannot participate in the circle of power.





Tales From the
Fallen Empire
Judge's Reference Screen

