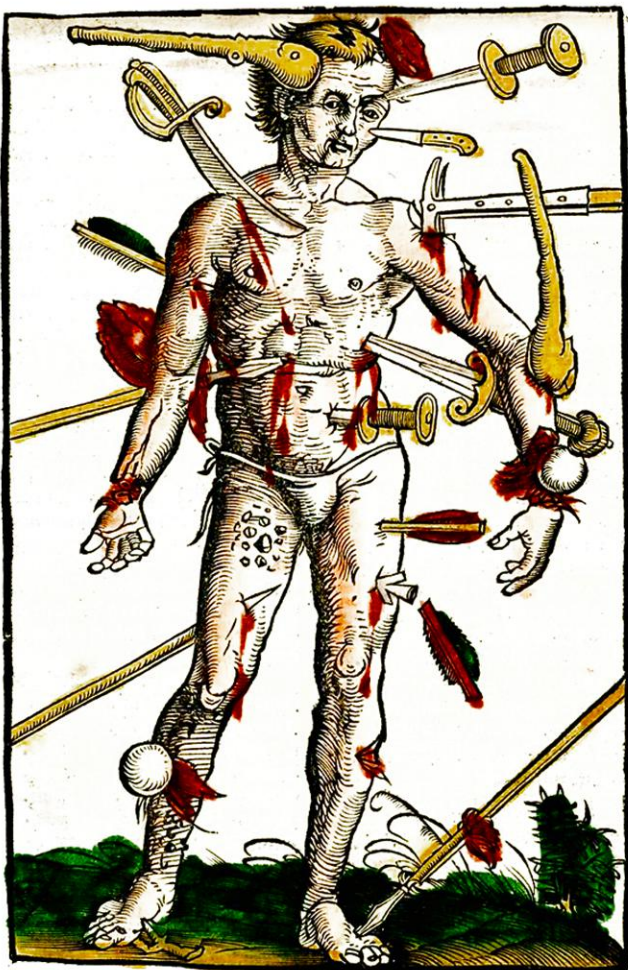


Critical Hit & Fumble Tables for
Lamentations
— of the —
Flame Princess



Mêlée Criticals

When a player rolls a successful critical hit {natural d20} in combat, roll a d12 and consult the following chart:



Mêlée Attack Result:

1. +1d4 damage. However, the blow jars the weapon from your grasp and you are disarmed.
2. Bloodlust. Inflict an additional +1d6 damage on the foe, as well as 1d4 on your closest ally.
3. Your devastating strike renders the enemy prone, providing an additional attack.
4. Attack crushes the foe's main offense (hand, jaw, etc.) applying -4 to all future attacks.
5. Blow crushes their kneecap, inflicting a -40' movement on them for 1d4 rounds.
6. A violent blow unhinges the jaw. Inflicts +1d6 damage and renders the enemy mute.
7. Attack shatters the enemy's face, inflicting +1d6 damage and rendering them blind.
8. Strike pierces a lung. Enemy vomits blood for 1d4 rounds and takes +1d6 damage.
9. Your attack tears a limb from the body. Roll 1d4 to determine:
(1) right leg, (2) right arm, (3) left leg, (4) left arm
10. Your weapon severs the enemies spine. +1d8 damage and they are paralyzed permanently.
11. A crushing strike to the throat collapses the foe, as they fatally suffocate for 1d4 rounds.
12. Violent decapitation! A mighty hit rends the enemies head from their body. Death is instant.

Note: These effects assume the enemy is humanoid in appearance and susceptible to all damage any man or woman could take. Transcendent foes can render these effects invalid. The referee should modify the tables to fit accordingly.



Ranged Criticals

When a player rolls a successful critical hit {natural d20} in combat, roll a d12 and consult the following chart:



Ranged Attack Result:

1. +1d4 damage, but a mishap renders your weapon defective for one round.
2. Additional +1d6 damage on the enemy. However, the ammo pierces their body and inflicts 1d4 damage on the nearest ally.
3. Your devastating shot stuns the enemy, granting a free attack for the nearest ally.
4. Attack cripples the foe's main offense (hand, jaw, etc.) applying -4 to all future attacks.
5. Shot blows their kneecap, inflicting a -40' movement on them for 1d4 rounds.
6. A deadly shot tears off the jaw. Inflicts +1d6 damage and renders the enemy mute.
7. Attack destroys the foe's eye, inflicting +1d6 damage rendering them blind in that eye. Roll a 1d6 to determine which. (A short ranged firearm always destroys both eyes.)
(1-2) left eye, (3-4) right eye, (5-6) both eyes).
8. Ammunition pierces a lung. Enemy vomits blood for 1d4 rounds and takes +1d6 damage.
9. The shot severs the enemy's spine. +1d8 damage and they are paralyzed permanently.
10. Your shot severs an artery. Target bleeds to death in 1d6 rounds.
11. A violent shot to the throat collapses the foe, as they fatally suffocate for 1d4 rounds.
12. Dead eye! The shot pierces an eye and embeds itself in the brain. Death is instant.

Note: These effects assume the enemy is humanoid in appearance and susceptible to all damage any man or woman could take. Transcendent foes can render these effects invalid. The referee should modify the tables to fit accordingly.



Fumbles

When a player rolls a 1 on a d20 in combat, they fail spectacularly. Roll a d8 and consult the following chart:



Fumble Result:

1. Your attack misses wildly and the force sends you to the ground for 1 round.
2. Through sheer ineptitude, you miss and strike the nearest ally for 1d4 damage.
3. Your weapon misses and also breaks (broken hilt or bowstring, jams, etc.) in the process. It is useless the rest of combat, but can be repaired in 8 uninterrupted rounds.
4. Your failed attack sends you off balance, applying a -4 to your next attack roll.
5. Panic sets: you drop your weapon and lose the attack that round. -2 to attack rolls for 1d4 rounds.
6. The terror of combat hits you. Uncontrollably vomit for 1d4 rounds and cannot attack.
7. You manage to strike yourself, by ricochet or deflection, for the weapon's damage +1.
8. The attack ricochets and severs an artery. Bleed to death in 1d6 rounds unless healed.

