

D100 CRITICAL FAILURE CHARTS



ABSTRACT

What's that? A player rolled a 1 on an attack roll? Really? Oh joy! Here is the list of ridiculous things that can happen should a Player Character make a critical failure:

@Carpe Magica

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D100 Critical Failure Charts*

What's that? A player rolled a 1 on an attack roll? Really? Oh joy! Here is the list of ridiculous things that can happen should a Player Character make a critical failure:

*This list is intended for use with D20 games. It should be generic enough to use with any D20 game.

Melee Critical Failure

1. For 1d4₈ rounds₅ your weapon spontaneously animates. It does nothing but sing show tunes.
2. Your opponent thinks you want to dance, so he/she/it grabs your flailing arms and waltzes with you momentarily. You must choose to Fight or Dance.
 - a. If you fight, then he/she/it turns that motion into a Grapple₆ with a +5₇.
 - b. If you dance with him/her/it for 1d4₈ rounds₅, it will not attack you, bows politely afterwards, and walks away.
3. It turns out you are not holding your weapon, but rather, an angry crab. Make a REFLEX SAVE₁ DC₄ 17 or take 1d4₈ points of damage from the claw before dropping it and watching it scuttle away. Your weapon is on the ground next to you and can be picked up on your next round₅.
4. You miss so hard that your attack travels through time and assassinates a future Person of Great Importance causing an apocalyptic event.
5. You lose your grip on your weapon. It flies through the air and hits (roll d100₈):
 - a. 1-50 the nearest enemy. Roll for normal damage.
 - b. 51-100 nearest friendly. Roll for normal damage.
6. You fail so badly that you can do nothing but swear in every language you know for the remainder of the round₅.
7. You flail wildly, inadvertently giving yourself a new haircut. Fabulous!
8. You hit yourself in the larynx. Your voice is now two octaves lower for 1d6 hours₁₁ or until you are *Healed*₉. Speak in a squeaky voice until the DM₁₀ tells you the time has passed.
9. You trip and fall. Take 1d6 falling damage and you are prone₁₄.

10. Being confident is one thing. Being so cocky you yell "I am INVINCIBLE" as you attack your enemy – providing him ample warning to get out of the way – is quite another. You miss.
11. Your shoelace is untied! No, it isn't, dummy. Looking at your foot did cause you to miss, though.
12. Your aim is forced wildly off the mark when you suddenly hiccup in mid-swing. You accidentally attack the wrong target (Nearest allies or Enemies from target. If more than one are the same distances, roll to determine who's getting the attack.) Roll a $d20_8$ attack again to see if the attack is landing. If there are no other targets in range, nothing happens.
13. Your weapon, bored of the routine, decides to stop existing for $1d4_8$ rounds₅.
14. In an attempt to feint you put your left foot in then take your left foot out, then put your left foot back in and shake it all about. This fails.
15. You trip, start to fall, recover by doing a forward flip. Oh! That's how it's done? Gain a rank₁₂ in an Acrobatics type skill. (Not to exceed skill maximum)
16. Your enemies pity your failure and walk away. Get a free attack of opportunity.
17. You slip on a bar of soap. It flies across the room, catching air, ricochets off a few walls and then hits <determine person randomly> in the face stunning them for $1d4_8$ rounds₅.
18. Your opponent smacks you. No damage, except for your pride.
19. Your weapon turns into a can of spinach. If you can manage to open the can and eat the spinach, you gain +10 to strength. Now, if only you could open the can! You spend the next $1d4_8$ rounds₅ looking for a can opener before you realize it's a hallucination. Must have been the mushrooms in your salad.
20. The PC slowly starts to realize a conspiracy involving the number 15. Any time anyone rolls a 15 for any roll, on a $d20_8$ or higher, the character becomes insane (as if effected by the confusion spell) for $1d4_8$ rounds₅.
Roll Percentiles.
 - a. 1-20 Act normally
 - b. 21-50 Do nothing but babble incoherently
 - c. 51-70 Flee at top possible speed
 - d. 71-100 Attack nearest creatures (familiars don't count) take a -10 to the attack because you're nuts
21. You are distracted by a parade of clowns.
22. You suddenly think you're a monkey and your opponent is a banana. You bite your opponent and do biting damage instead of a normal attack, unless you have a bite attack, in which case you do biting damage as the attack but only get one attack. Otherwise do $1d4_8$ points of damage to your opponent.

23. You stumble over an invisible, LIVE, irritable turtle, which in turn bites your foot for $1d4_8$ points of damage. Your next attack is at -2 due to distraction.
24. You and your opponent both try to head-butt each other at the same time. You both spend the rest of the round₅ rubbing your sore noses.
25. You take a strong stance, brace yourself... and accidentally break wind, very loudly. All creatures within a 20-foot radius must roll a WILL SAVE₁ DC₄ (PC level+10) or spend a round laughing hysterically. 1% chance of soiling yourself. Roll percentiles.
26. You stretch your legs too far and rip a big hole in your pants. Who knew you wore pink undies with red hearts on them!
27. Your belt comes loose and your pants fall down around your ankles. Spend a move action to get them back up and your opponent will get an attack of opportunity if you do.
28. You become nauseated and projectile vomit all over your opponent. He gets grossed out and becomes nauseated. He must make a FORTITUDE SAVE₁ DC₄ 28 or lose his lunch too.
29. A very large bug flies up your nose. It distracts you and your opponent must make a DC₄ 25 WILL SAVE₁ to avoid laughing hysterically and losing his next turn.
30. Oh no! Now look what you did! You chipped a nail and you just got a manicure. There's another 10 [insert relevant monetary note] down the drain! You are distracted by this catastrophe and lose your turn.
31. Your pathetic attempt at an attack makes even the gods cry (or laugh) ... and it rains, just on you, for the rest of this battle, wherever or however you move.
32. Commercial break. All Real Life players are required to stand up and do something else for $2d4$ minutes.
33. Your attack just knocked over a bookcase. All librarians now hate you on site and will attack you.
34. Your character is now deathly allergic to fish.
35. Your weapon becomes glued/stuck to your hand (i.e. Sovereign glue). Remove curse spell or a strong solvent/glue remover will get rid of it. Otherwise, be very careful what you do with that hand now!
36. You are so lucky! Your mad flailing has your opponent so confused that in their attempt to defend against you, they (roll 1d6):
 - a) (1) Drop their weapon
 - b) (2) Hit themselves (max damage)
 - c) (3) Hit themselves & knock themselves out cold
 - d) (4) Hit one of their own peers (if no other opponents, then their weapon goes sailing off at least 10 feet away from them)

- e) (5) They are confused (NOT like the spell) and cannot take an action this round as they try to figure out What the Heck you just tried to do.
- f) (6) They roll a percentile dice against this same chart!

37. For whatever reason, your opponent reminds you of someone (roll 1d4₈):

- a) (1) You tear up thinking of your dear mother (gods bless her soul) - take a -1 penalty on any action that requires you to see whatever you're doing for 1 round₅.
- b) (2) Your heart burns in fear and anger as images of your hard-nosed, penny-pinching, never-gave-you-a-thing-but-beatings father – momentary “rage” gives you a +1 to your Attack rolls (+2 if you Charge immediately) for 1 round₅.
- c) (3) Memories of your wise maternal grandfather, including how he saved you once from that gang of young thugs (who knew Gramps was a Soldier!) This gives you a +1 bonus on your next WISDOM-based roll.
- d) (4) Your stomach churns at the ... ahem, “creative”... dishes your paternal grandmother used to make (this clearly explains your father’s anger at the world!) – take a -1 penalty on any motion or magic action for 1 round, but also take a +1 bonus on your next CONSTITUTION-based roll (you learned to swallow a lot of bad things in this world from dear old Grams)(one time, but can be used anytime that same “day”).

38. Your opponent becomes mad with power, thinking that you missed because he has been touched by the divine and fated to rule the world. He immediately leaves the battle and goes to plan how to take over the world.

39. Your character suddenly realizes that he/she/it doesn’t really exist. He/she/it is now ethereal until he/she/it thinks he/she/it does exist (DC₄ 15 INTELLIGENCE check per round until success). Your character then becomes material again.

40. You and your entire party suddenly realize that you guys aren’t really the chosen ones fated to save the world. You have no idea who they really are. You and your group were just in the right place at the right time. The party suddenly becomes less confident. -1 to attack until someone in the party makes a critical hit.

41. Your attack breaks the time-space barrier. It deals normal damage to your target (or whoever occupies that space), 1d6 rounds₅ later.

42. You fail so spectacularly that you make a Critical hit. Roll damage. <What is the answer to life? 42>

43. Your character now has access to the “Manliness” skill and gains a maximum of 5 ranks/relevant skill level in it. Your character cannot get any more points in this skill (unless this is rolled again by the same PC). The manliness skill can be used as an added bonus for anything that may be deemed “Badass” or “Manly”. Or the character can use this skill to instantaneously grow a beard or mustache of the player’s choice. Note: This skill is also useable by female characters. ***

44. You trip over an imaginary dead turtle. Don't you feel silly?
45. Your fancy weapon work fails to harm your opponent, but the precise combination of motions and seemingly-incoherent gibberish turns out to be the somatic and verbal components to an otherwise-unknown spell. Roll on a "Random Spell Effects Chart". **
46. The enemy taunts you so cunningly that it haunts you until your very death. "You fight like a dairy farmer."
47. Your character has a bard's curse placed onto him/her/it. The player using the cursed PC must now speak in Rhyme or else anything he/she/it says is to be ignored by the DM₁₀, until the curse is lifted. (Note: Bad rhyming is not only accepted but encouraged.)
48. Someone in a distant land curses your name for giving them bad directions to your house. You sneeze and provoke an Attack of Opportunity from the enemy you were attacking.
49. An old man appears from nowhere and hands your character a handful of sage. You sink slightly into the ground until your next turn.
50. A spider lands on your opponent who is terrified of spiders. He/she/it starts dancing around madly and screaming like a banshee. You miss because you are laughing so hard you can't seem to attack. Everyone else must make a DC₄ 27 WILL SAVE₁ or become distracted and lose a round (opponents included).
51. A book appears out of nowhere and hits you on the head. Your character now hates librarians and will attack them on sight.
52. Your character is now an atheist. He will now actively deny belief in all Gods, Clerics, Paladins, and Bards with divine spells, and polar bears. He's not quite sure why polar bears, but he doesn't believe in them. (PCs with characters that cast divine spells are immune to this effect and will instead just disbelieve in polar bears).
53. Your character now has a phobia. Roll d100₈ on a list of 100 Phobias. **
54. Name the first animal that pops into your head. (DM₁₀ Wait until an animal is named before continuing to read this) That species is now completely extinct because of your great incompetence. And every single Druid/Nature enthusiast on the planet is aware that it was your fault. If there is a druid/nature enthusiast (or druid subtype like Wild Shifter) in your party, he/she/it now hates you and will not assist you in any way until you perform some very embarrassing and ridiculous rites of Atonement (to be determined by the player whose character you have so greatly offended).
55. You are overwhelmed by a sense of déjà vu and are stunned for 1d4₈ rounds₅ by it.
56. You, and everyone around you, friend and foe, break out into dance, complete with 50's juke box music. However, you are still fighting. Think "Westside Story".

57. Your target and you are both charmed as per the spell. You two become lifelong buddies. He/she/it will now fight on your side.

58. Your weapon becomes sentient, and you alone, are able to detect its thoughts. However, every time your weapon strikes something or blocks something it screams in a chilling, high-pitched, blood-curdling scream of agony in your head and after every battle, when you sheath the weapon, you can hear it softly crying and begging to be destroyed. (The DM₁₀ may now hand you snarky remarks being thought by your sword from time to time). **

59. The closest party member suddenly decides that now would be the best time to reveal to you that they've slept with your significant other. Twice. On your birthday.

60. In mid swing you suddenly realize how heroic you look. You hold the pose for a round for your imaginary adoring fans. The enemy you were attacking gets an attack of opportunity.

61. The next door you come across and its key both become sentient. However, the key refuses to enter the door under the context that they're divorced and he wants nothing to do with that Capital B. Gods help you if you force them together.

62. You strike a passing butterfly. Immediately, a corpulent time traveler from the future appears before you and informs you that the death of that butterfly causes a chain reaction that makes it rain apple pies every day in the place where you currently stand. Your name is forever associated with fat, pudgy, overindulgent pie-eaters. Suffer a -4 penalty to all Intimidate checks.

63. A monster, as the spell Summon Monster x-1(minimum 1) is summoned. (X being the highest level of spell any caster in the party is able to cast). Roll to determine who it attacks.

64. A flock of rabbits fly by. Yes, rabbits. With wings. They fly in the air past you.

65. AWKWARD! In the heat of massive fumbling, you momentarily lose all inhibitions and unintentionally mention something extremely awkward and otherwise unknown by members in the party (truth about a lie, a secret, something embarrassing, etc.) The DM₁₀ makes this up. **

66. TEAPOT! Character fumbles so bad it inadvertently offends the gods! Character must atone by singing one round of "I'm a little teapot"

67. Character's fumble causes damage to environment! Furniture is smashed, door is bashed in, floor is scuffed, ceiling bumped, plant life crushed, off-the-cuff remark causes waiter to drop tray, etc.

68. Your opponent swings his/her/its hips seductively, She/he/it licks his/her/its finger and touches your clothes and then asks if you want to go back to his/her/its place and get out of those wet clothes. You're so disgusted you must make a DC₄ 25 FORTITUDE SAVE₁ to avoid becoming nauseated for 1d4₈ rounds₅.

69. You shake your hips seductively, catching the eye of your opponent who leers at you and asks if your daddy was a baker because you sure have nice buns. Gain a rank₁₂ in Profession Seducer/Seductress. (Ranks may be added to this skill during normal level ups, not to exceed character's current Skill maximum.)
70. SHINY! Character prepares to do the action, but is suddenly distracted by shiny something until next round! Character is not allowed to make attacks of opportunity until next round but does not lose his/her/its ability to dodge.
71. Bits of ceiling fall into your character's eyes causing him/her to fumble! Character is dazed for one round.
72. The fickle finger of fate is amused at the character's antics and lets you roll again! Don't fumble or something bad may happen.
73. A rabbit appears nearby and follows you around. For 1d4₈ days, every 1d12 hours, another one appears and joins the first.
74. It's your lucky day! Stumble 5 feet in a random direction.
75. OFF BALANCE - You are flat footed₁₃ until the beginning of your next turn.
76. Butterfingers: drop one random item from your possessions.
77. Here! Use mine. Opponent can try to disarm PC.
78. Capes foiled again! Entangled: You need to spend a standard action to get unentangled from your clothing.
79. Your attack misses your foe and hits the ceiling. Everyone in a 10-foot radius must make a REFLEX SAVE₁ or get hit by a piece of the ceiling that your attack dislodged. DC₄ 20 REFLEX or take 1d6 damage.
80. A passing god is so incensed at your pathetic failure that he sends a lightning bolt doing 2D6 damage to teach you a lesson. (PCs cannot be knocked below 0 HP due to an action from this list.)
81. Somehow a famous bard finds out about your failure. He decides to memorialize the worst failure in history and writes a song about it. It is heard by everyone and you gain infamy as a bumbling incompetent. Permanent -2 to intimidate checks.
82. Your failure is so great that D4 dead family members come back from the dead to publicly chastise you.
83. A Succubus begins to follow your character around, under the impression that your character's first-born male child will become a nexus of power so great, that he'll rule the world, and she wants to bear him for a seat of power. If the Succubus is successful, then exactly 1 year later, she tracks down the character. The child was born female, and the Succubus is mad as hell.
84. The area around you changes itself to a zone of truth.
85. You stub your toe, trip and end up with your opponent's nasty foot in your mouth. Take 1d4₈ points of poison damage.

86. Wanted posters of your character are put up everywhere. Except your character is naked in every single poster.
87. The nearest spell caster PC now has the ability "Nerd Rage". If anyone offends or upsets them, they can now Rage like a Barbarian, and will immediately attack that target, friend or foe. (Note: See rules on Barbarian Rage or similar ability in relevant player manual.)
88. A random party member and a party member's pet exchange bodies for $1d4_8$ hours. If there is no pet, the party member stands blankly mesmerized for $1d4_8$ rounds₅.
89. You think you're a fish for $1d4_8$ rounds₅ and gasp for air. You are unable to take any actions until the rounds₅ are up, but you are not flat footed₁₃.
90. You feel compelled to ring a bell. No other actions may be taken until you can ring a bell.
91. You fail so spectacularly that the nearest god decides your party needs some help. All magic items on all party members are fully charged.
92. You are so embarrassed by your failure that somehow you will yourself invisible for $1d4_8$ rounds₅. (Greater invisibility)
93. Your character becomes blinded by his/her failure and can't see for $1d4_8$ rounds₅. Unless character has the feat blind-fight the character suffers a 50% chance of missing his target until the rounds₅ are up.
94. You accidentally forgot to swing your weapon and instead punch your opponent in the face for full normal unarmed damage.
95. Instead of hitting your opponent you hit yourself in the head and for the next $1d4_8$ minutes everything anyone says sounds like "Moo, moo, moo" instead of anything actually intelligible.
96. Your weapon spins wildly through the air and you accidentally catch it in a visually spectacular manner. You can't believe you just did something so awesome that you're stunned for one round.
97. You lose your grip on your weapon. Your opponent accidentally catches your weapon dropping his/her/its own. You are unarmed, and your opponent is confused and loses his/her/its round.
98. Roll Percentiles: A pillow (25% or less), small wooden table (26% to 50%), or anvil (51% or greater) appears above the target's head, and falls. The target must make a REFLEX SAVE₁ at -10 to avoid the object, otherwise it is struck. The pillow does nothing but annoy; the table causes $1d6$ points of damage; and the anvil deals $3d10$ points of damage, and the target must make a CONSTITUTION check/FORTITUDE SAVE₁ at -10 or fall unconscious for $2d6$ rounds₅. (Note: character may not fall below 0 hit points due to this chart.)
99. You are distracted by a noise in your backpack. Huh? Is there something alive in your backpack? It takes you a moment to realize that one of opponents is

throwing his voice and making it sound like it's coming from your backpack. Lose your turn.

100. Time stops, except for you, your opponent turns into a bear eating a beehive. He's very friendly and teaches you all about the "bear" necessities of life. Gain a +1 permanent stat boost to your Wisdom stat. You can attack normally on your next turn.

Spell Critical Failure

1. For $1d4_8$ rounds₅ you can do nothing but sing show tunes.
2. Your opponent thinks you want to dance, so he/she/it grabs your flailing arms and waltzes with you momentarily. You must choose to Fight or Dance.
 - a. If you fight, then he/she/it turns that motion into a Grapple₆ with a +5.
 - b. If you dance with him/her/it for $1d3_8$ rounds₅, it will not attack you, bows politely afterwards, and walks away.
3. It turns out you are holding an angry crab. Make a REFLEX SAVE₁ DC₄ 17 or take $1d4_8$ points of damage from the claw before dropping it and watching it scuttle away.
4. You miss so hard that your attack travels through time and assassinates a future Person of Importance.
5. You lose your grip on the ground. You fly through the air and hit someone. Roll d100₈:
 - a. 1-50 the nearest opponent. Roll 1d6 for damage.
 - b. 51-100 nearest friendly. Roll 1d6 for damage.
6. You fail so badly that you can do nothing but swear in every language you know for the remainder of the round.
7. A real, permanent, and ordinary watermelon appears in your hands.
8. You hit yourself in the larynx. Your voice is now two octaves lower for 1d6 hours or until you are *Healed*. Speak in a squeaky voice until the DM₁₀ tells you the time has passed.
9. You trip and fall. Take 1d6 falling damage and you are prone.
10. Being confident is one thing. Being so cocky you yell “I am INVINCIBLE” as you attack your enemy – providing him ample warning to get out of the way – is quite another. You miss.
11. Your shoelace is untied! No, it isn’t, dummy. Looking at your foot did cause you to miss, though.
12. Intended effect happens, but affects everything within 10 feet of the target, regardless of its normal area of effect.
13. You become bored of the routine and decide to stop existing for $1d4_8$ rounds₅.
14. In an attempt to feint you put your left foot in then take your left foot out, then put your left foot back in and shake it all about. This fails.
15. You trip, start to fall, recover by doing a forward flip. Oh! That’s how it’s done? Gain a rank₁₂/level/10% points in an Acrobatics type skill. (Not to exceed skill maximum)
16. Your enemies pity your failure and walk away. Get a free attack.

17. You slip on a bar of soap. It flies across the room, catching air, ricochets off a few walls and then hits <determine person randomly> in the face stunning them for 1d4₈ rounds₅.
18. You can automatically identify one item within the next 24 hours. There is no casting time, and you do not need to prepare the spell, use a spell slot or make a skill check for it.
19. You're suddenly holding a can of spinach. If you can manage to open the can and eat the spinach, you gain +10 to strength. Now, if only you could open the can! You spend the next 1d4₈ rounds₅ looking for a can opener before you realize it's a hallucination. Must have been the mushrooms in your salad.
20. The PC slowly starts to realize a conspiracy involving the number 15. Any time anyone rolls a 15 for any roll, on a D20 or higher, the character becomes insane (as if effected by the confusion spell) for 1d4₈ rounds₅.

Roll Percentiles.

- a. 1-20 Act normally
- b. 21-50 Do nothing but babble incoherently
- c. 51-70 Flee at top possible speed
- d. 71-100 Attack nearest creatures (familiars don't count) take a -10 to the attack because you're nuts

21. You are distracted by a parade of clowns.
22. You suddenly think you're a monkey and your opponent is a banana. You bite your opponent and do biting damage instead of a normal attack, unless you have a bit attack, in which case you do biting damage as the attack but only get one attack. Otherwise do 1d4₈ damage to your opponent.
23. You stumble over an invisible, LIVE, irritable turtle, which in turn bites your foot for 1d4₈ points of damage. Your next attack is at -2 due to distraction.
24. Intended effect happens, but doesn't actually "go off" until you cast another spell. Before then, it appears to have failed.
25. You take a strong stance, brace yourself... and accidentally break wind, very loudly. All creatures within a 20-foot radius must roll a WILL SAVE₁ DC₄ (PC level+10) or spend a round laughing hysterically. 1% chance of soiling yourself.
Roll percentiles.
26. You stretch your legs too far and rip a big hole in your pants. Who knew you wore pink undies with red hearts on them!
27. Your belt comes loose and your pants fall down around your ankles. Spend a move action to get them back up and your opponent gets an attack of opportunity.
28. You become nauseated and projectile vomit all over your opponent. He gets grossed out and becomes nauseated. He must make a FORTITUDE SAVE₁ DC₄ 28 or lose his lunch too.

29. A very large bug flies up your nose. It distracts you and your opponent must make a DC₄ 25 WILL SAVE₁ to avoid laughing hysterically and losing his next turn.

30. Intended effect happens, but the area of effect is doubled, and you may choose to retarget it before it goes off. If the area of effect was a single subject, even if you are the only legal subject, you may choose another subject to affect as well.

31. Your pathetic attempt at an attack makes even the gods cry (or laugh) ... and it rains, just on you, for the rest of this battle, wherever or however you move.

32. Commercial break. All Real Life players are required to stand up and do something else for 2d4 minutes.

33. Your attack just knocked over a bookcase. All librarians now hate you on site and will attack you.

34. Your character is now deathly allergic to fish.

35. A potato becomes sovereign-glued to your hand. Remove curse or the sovereign glue remover stuff will get rid of it. Otherwise, be very careful what you do with that hand now! Of course, you could eat the potato, raw...

36. You are so lucky! Your mad flailing has your opponent so confused that in their attempt to defend against you, they (roll 1d6):

- (1) Drop their weapon
- (2) Hit themselves (max damage)
- (3) Hit themselves & knock themselves out cold
- (4) Hit one of their own peers (if no other opponents, then their weapon goes sailing off at least 10 feet away from them)
- (5) They are confused (NOT like the spell) and cannot take an action this round as they try to figure out What the Heck you just tried to do.
- (6) They roll a percentile dice against this same chart!

37. For whatever reason, your opponent reminds you of someone (roll 1d4₈):

- You tear up thinking of your dear mother (gods bless her soul) - take a -1 penalty on any action that requires you to see whatever you're doing for 1 round.
- Your heart burns in fear and anger as images of your hard-nosed, penny-pinching, never-gave-you-a-thing-but-beatings father – momentary “rage” gives you a +1 to your Attack rolls (+2 if you Charge immediately) for 1 round.
- Memories of your wise maternal grandfather, including how he SAVE₁ d you once from that gang of young thugs (who knew Gramps was a Soldier of the Realm!) – gives you a +1 Wisdom-based gain on your next roll.
- Your stomach churns at the ... ahem, “creative”... dishes your paternal grandmother used to make (this clearly explains your father’s anger at the

world!) – take a -1 penalty on any motion or magic action for 1 round, but also take a +1 bonus on your next WILL-based roll (you learned to swallow a lot of bad things in this world from dear old Grams)(one time, but can be used anytime that same “day”).

38. Your opponent becomes mad with power, thinking that you missed because he has been touched by the divine and fated to rule the world. He immediately leaves the battle and goes to plan how to take over the world.
39. Your character suddenly realizes that he doesn't really exist. He is now ethereal until he thinks he does exist (DC₄ 15 INT check per round). He then becomes material again.
40. You and your entire party suddenly realize that you guys aren't really the chosen ones fated to SAVE₁ the world. You have no idea who they really are. You and your group were just in the right place at the right time. The party suddenly becomes less confident. -1 to attack until someone in the party makes a critical hit.
41. Your attack breaks the time-space barrier. It deals normal damage to your target (or whoever occupies that space), 1d6 rounds₅ later.
42. You fail so spectacularly that you make a Critical hit. Roll damage. <Insert Hitchhikers Guide quotes here>
43. Your character now has access to the “Manliness” skill and gains 5 ranks in it. Your character cannot get any more points in this skill (unless this is rolled again by the same PC). The manliness skill can be used as an added bonus for anything that may be deemed “Badass” or “Manly”. Or the character can use this skill to instantaneously grow a beard or mustache of the player's choice. Note: This skill is useable by female characters. ***
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47. Your character has a bard's curse placed onto him. The player using him must now speak in Rhyme or else anything he says is to be ignored by the DM₁₀, until the curse is lifted.
48. Someone in a distant land curses your name for giving them bad directions to your house. You sneeze and provoke an Attack of Opportunity from the enemy you were attacking.
49. An old man appears from nowhere and hands your character a handful of sage. You sink slightly into the ground until your next turn.
50. A spider lands on your opponent who is terrified of spiders. He/she starts dancing around madly and screaming like a little girl. You miss because you are

laughing so hard you can't seem to attack. Everyone else must make a DC₄ 27 WILL SAVE₁ or become distracted and lose a turn (monsters included).

51. A book appears out of nowhere and hits you on the head. Your character now hates librarians and will attack them on sight.
52. Your character is now an atheist. He will now actively deny belief in all Gods, Clerics, Paladins, and Bards with divine spells, and polar bears. He's not quite sure why polar bears, but he doesn't believe in them. (PCs with characters that cast divine spells are immune to this effect and will instead just disbelieve in polar bears).
53. Your character now has a phobia. Roll d100₈ on the Phobias list.
54. Name the first animal that pops into your head. (DM₁₀ Wait until an animal is named before continuing to read this) That species is now completely extinct because of your great incompetence. And every single Druid/Nature enthusiast on the plant is aware that it was your fault. If there is a druid/nature enthusiast (or druid subtype like Wild Shifter) in your party, he/she now hates you and will not assist you in any way until you perform some very embarrassing and ridiculous rites of Atonement (to be determined by the player whose character you have so greatly offended).
55. You are overwhelmed by a sense of déjà vu and are stunned for 1d4₈ rounds₅ by it.
56. You, and everyone around you, friend and foe, break out into dance, complete with 50's juke box music. However, you are still fighting. Think "Westside Story".
57. Your target and you are both charmed as per the spell. You two become lifelong buddies. He/she will now fight on your side.
58. You gain a minor magical item** of the DM's choice. That magical item becomes sentient and only you can hear its voice in your head. The DM₁₀ may now hand you notes from time to time with snarky comments that your item is making.
59. The closest party member suddenly decides that now would be the best time to reveal to you that they've slept with your significant other. Twice. On your birthday.
60. In mid cast you suddenly realize how heroic you look. You hold the pose for a round for your imaginary adoring fans. The enemy you were attacking gets an attack of opportunity.
61. The next door you come across and its key both become sentient. However, the key refuses to enter the door under the context that they're divorced and he wants nothing to do with that Capital B. Gods help you if you force them together.
62. You strike a passing butterfly. Immediately, a corpulent time traveler from the future appears before you and informs you that the death of that butterfly causes a chain reaction that makes it rain apples pies every day in the place where you currently stand. Your name is forever associated with fat, pudgy, overindulgent pie-eaters. Suffer a -4 penalty to all Intimidate checks.

63. Instead of the spell you were attempting, you cast the spell Summon Monster x-1(minimum 1) is summoned. (X being the highest level of spell any caster in the party is able to cast). Roll to determine who it attacks. It doesn't matter if you have access to this spell normally.
64. A flock of rabbits fly by. Yes, rabbits. With wings. They fly in the air past you.
65. AWKWARD! In the heat of massive fumbling, you momentarily lose all inhibitions and unintentionally mention something extremely awkward and otherwise unknown by members in the party (truth about a lie, a secret, something embarrassing, etc.) The DM₁₀ makes this up. (Will consider making a list of embarrassing things).
66. TEAPOT! Character fumbles so bad it inadvertently offends the gods! Character must atone by singing one round of "I'm a little teapot"
67. Character's fumble causes damage to environment! Furniture is smashed, door is bashed in, floor is scuffed, ceiling bumped, plant life crushed, off-the-cuff remark causes waiter to drop tray, etc.
68. Your opponent swings his/her hips seductively, She/he licks his/her finger and touches your clothes and then asks if you want to go back to his/her place and get out of those wet clothes. You're so disgusted you must make a DC₄ 25 FORTITUDE SAVE₁ to avoid becoming nauseated for 1d4₈ rounds₅.
69. You shake your hips seductively, catching the eye of your opponent who leers at you and asks if your daddy was a baker because you sure have nice buns. Gain a rank₁₂ in Profession Seducer/Seductress. (Ranks may be added to this skill during normal level ups)
70. SHINY! Character prepares to do the action, but is suddenly distracted by shiny something until next round! Character is not allowed to make attacks of opportunity until next round.
71. Bits of ceiling fall into your character's eyes causing him/her to fumble! Character is dazed for one round.
72. The fickle finger of fate is amused at the character's antics and lets you roll again! Don't fumble or something bad may happen.
73. A rabbit appears nearby and follows you around. For 1d4₈ days, every 1d12 hours, another one appears and joins the first.
74. It's your lucky day! Stumble 5 feet in a random direction.
75. OFF BALANCE - You are flat footed₁₃ until the beginning of your next turn.
76. Butterfingers: drop one random item from your possessions.
77. Somehow your spell turns into a healing spell and heals the monster for 1d8+4 HP₁₄.
78. Capes foiled again! Entangled: Need to spend a standard action to get out.

79. Your attack misses your foe and hits the ceiling. Everyone in a 10-foot radius must make a REFLEX SAVE₁ or get hit by a piece of the ceiling that your attack dislodged. DC₄ 20 ref or take 1d6 damage.
80. A passing god is so incensed at your pathetic failure that he sends a lightning bolt doing 2D6 damage to teach you a lesson.
81. Somehow a famous bard finds out about your failure. He decides to memorialize the worst failure in history and writes a song about it. It is heard by everyone and you gain infamy as a bumbling incompetent. Permanent -2 to intimidate checks.
82. Your failure is so great that D4 dead family members come back from the dead to publicly chastise you.
83. A Succubus begins to follow your character around, under the impression that your character's first-born male child will become a nexus of power so great, that he'll rule the world, and she wants to bear him in order to gain a seat of power when he is born. If the Succubus is successful, then exactly 1 year later, she tracks down the character. The child was born female, and the Succubus is mad as hell.
84. The area around you changes itself to a zone of truth.
85. You stub your toe, trip and end up with your opponent's nasty foot in your mouth. Take 1d4₈ points of poison damage.
86. Wanted posters of your character are put up everywhere. Except your character is naked in every single poster.
87. You now have the ability "Nerd Rage". If anyone offends or upsets them, they can now Rage like a Barbarian, and will immediately attack that target, friend or foe. (Note: See rules on Barbarian Rage or similar ability in relevant player manual.)
88. A random party member and a party members pet change body for 1d4₈ hours. If there is no pet, the party member stands blankly mesmerized for 1d4₈ rounds₅.
89. You think you're a fish for 1d4₈ rounds₅ and gasp for air. You are unable to take any actions until the rounds₅ are up, but you are not flat footed₁₃.
90. You feel compelled to ring a bell. No other actions may be taken until you can ring a bell.
91. You fail so spectacularly that the nearest god decides your party needs some help. All magic items on all party members are fully charged.
92. You are so embarrassed by your failure that somehow you will yourself invisible for 1d4₈ rounds₅. (Greater invisibility)
93. Your character becomes blinded by his/her failure and can't see for 1d4₈ rounds₅. Unless character has the feat blind-fight the character suffers a 50% chance of missing his target until the rounds₅ are up.
94. You accidentally forgot to cast your spell and instead punch your opponent in the face for full normal unarmed damage.

95. Instead of targeting your opponent you target yourself instead. The spell you just cast only affects you regardless of what it was. It cannot kill you and you get to make all requisite SAVES to avoid damage or penalties.
96. While casting you become unbalanced which causes you to spin wildly through the air and you accidentally land on your feet in a visually spectacular manner. You can't believe you just did something so awesome that you're stunned for one round.
97. A pillow (25%), small wooden table (50%), or anvil (25%) appears above the target's head, and falls. The target must make a DEXTERITY SAVE₁ at -10 to avoid the object, otherwise it is struck. The pillow does nothing but annoy; the table causes 1d6 of damage; and the anvil deals 3d10 of damage, and the target must make a CONSTITUTION check / FORTUTIDE SAVE₁ at -10 or fall unconscious for 2d6 rounds₅.
98. You forget what spell you were going to cast and cast a random spell from your spell book (or spells known) instead.
99. You are distracted by a noise in your backpack. Huh? Is there something alive in your backpack? It takes you a moment to realize that one of opponents is throwing his voice and making it sound like it's coming from your backpack. Lose your turn.
100. Time stops, except for you, your opponent turns into a bear eating a beehive. He's very friendly and teaches you all about the "bear" necessities of life. Gain a point of Wisdom. You can attack normally on your next turn.

Ranged Critical Failure

1. For $1d4_8$ rounds₅ your weapon spontaneously animates. It does nothing but sing show tunes.
2. Your opponent thinks you want to dance, so he/she/it grabs your flailing arms and waltzes with you momentarily. You must choose to Fight or Dance.
 - a. If you fight, then he/she/it turns that motion into a Grapple₆ with a +5.
 - b. If you dance with him/her/it for $1d3_8$ rounds₅, it will not attack you, bows politely afterwards, and walks away.
3. It turns out you are not holding your weapon, but rather, an angry crab. Make a REFLEX SAVE₁ DC₄ 17 or take $1d4_8$ points of damage from the claw before dropping it and watching it scuttle away. Your weapon is on the ground next to you and can be picked up on your next turn.
4. You miss so hard that your attack travels through time and assassinates a future King.
5. You lose your grip on your weapon. It flies through the air and hits roll d100₈:
 - a. 1-50 the nearest enemy. Roll for normal damage.
 - b. 51-100 nearest friendly. Roll for normal damage.
6. You fail so badly that you can do nothing but swear in every language you know for the remainder of the round.
7. Your ranged ammunition (bullet, arrow, etc.) flies wildly through the air and bounces off of walls, armor, chairs, inadvertently giving yourself a new haircut. Fabulous!
8. You hit yourself in the larynx. Your voice is now two octaves lower for $1d6$ hours or until you are *Healed*. Speak in a squeaky voice until the DM₁₀ tells you the time has passed.
9. You trip and fall. Take $1d6$ falling damage and you are prone.
10. Being confident is one thing. Being so cocky you yell "I am INVINCIBLE" as you attack your enemy – providing him ample warning to get out of the way – is quite another. You miss.
11. Your shoelace is untied! No, it isn't, dummy. Looking at your foot did cause you to miss, though.
12. Your aim is forced wildly off the mark when you suddenly hiccup in mid-pull/throw. You made an attack on the wrong target (Nearest allies or Enemies from target. If more than one are the same distances, roll to determine who's getting the attack.) Roll a D20 attack again to see if the attack is landing. If there are no other targets in range, nothing happens.
13. Your weapon, bored of the routine, decides to stop existing for $1d4_8$ rounds₅.

14. In an attempt to feint you put your left foot in then take your left foot out, then put your left foot back in and shake it all about. This fails.
15. You trip, start to fall, recover by doing a forward flip. Oh! That's how it's done? Gain a rank₁₂ in Acrobatics. (Not to exceed maximum rank₁₂ per Level)
16. Your enemies pity your failure and walk away. Get a free attack of opportunity.
17. You slip on a bar of soap. It flies across the room, catching air, ricochets off a few walls and then hits <determine person randomly> in the face stunning them for 1d4₈ rounds₅.
18. The opponent smacks you. No damage, except for your pride.
19. Your weapon turns into a can of spinach. If you can manage to open the can and eat the spinach, you gain +10 to strength. Now, if only you could open the can! You spend the next 1d4₈ rounds₅ looking for a can opener before you realize it's a hallucination. Must have been the mushrooms in your salad.
20. The PC slowly starts to realize a conspiracy involving the number 15. Any time anyone rolls a 15 for any roll, on a D20 or higher, the character becomes insane (as if effected by the confusion spell) for 1d4₈ rounds₅.
Roll Percentiles.
 - a. 1-20 Act normally
 - b. 21-50 Do nothing but babble incoherently
 - c. 51-70 Flee at top possible speed
 - d. 71-100 Attack nearest creatures (familiars don't count) take a -10 to the attack because you're nuts
21. You are distracted by a parade of clowns.
22. You suddenly think you're a monkey and your opponent is a banana. You bite your opponent and do biting damage instead of a normal attack, unless you have a bit attack, in which case you do biting damage as the attack but only get one attack. Otherwise do 1d4₈ damage to your opponent.
23. You stumble over an invisible, LIVE, irritable turtle, which in turn bites your foot for 1d4₈ points of damage. Your next attack is at -2 due to distraction.
24. You and your opponent both try to head-butt each other at the same time. You both spend the rest of the turn rubbing your sore noses.
25. You take a strong stance, brace yourself... and accidentally break wind, very loudly. All creatures within a 20-foot radius must roll a WILL SAVE₁ DC₄ (PC level+10) or spend a round laughing hysterically. 1% chance of soiling yourself.
Roll percentiles.
26. You stretch your legs too far and rip a big hole in your pants. Who knew you wore pink undies with red hearts on them!

27. Your belt comes loose and your pants fall down around your ankles. Spend a move action to get them back up and your opponent gets an attack of opportunity.
28. You become nauseated and projectile vomit all over your opponent. He gets grossed out and becomes nauseated. He must make a FORTITUDE SAVE₁ DC₄ 28 or lose his lunch too.
29. A very large bug flies up your nose. It distracts you and your opponent must make a DC₄ 25 WILL SAVE₁ to avoid laughing hysterically and losing his next turn.
30. Oh no! Now look what you did! You chipped a nail and you just got a manicure. There's another 10 [insert relevant monetary type here] down the drain! You are distracted by this catastrophe and lose your turn.
31. Your pathetic attempt at an attack makes even the gods cry (or laugh) ... and it rains, just on you, for the rest of this battle, wherever or however you move.
32. Commercial break. All Real Life players are required to stand up and do something else for 2d4 minutes.
33. Your attack knocked over a bookcase. All librarians now hate you on site and will attack you.
34. Your character is now deathly allergic to fish.
35. Your weapon becomes sovereign-glued to your hand. Remove curse or the sovereign glue remover stuff will get rid of it. Otherwise, be very careful what you do with that hand now!
36. You are so lucky! Your mad flailing has your opponent so confused that in their attempt to defend against you, they (roll 1d6):
 - a) (1) Drop their weapon
 - b) (2) Hit themselves (max damage)
 - c) (3) Hit themselves & knock themselves out cold
 - d) (4) Hit one of their own peers (if no other opponents, then their weapon goes sailing off at least 10 feet away from them)
 - e) (5) They are confused (NOT like the spell) and cannot take an action this round as they try to figure out What the Heck you just tried to do.
 - f) (6) They roll a percentile dice against this same chart!
37. For whatever reason, your opponent reminds you of someone (roll 1d4₈):
 1. You tear up thinking of your dear mother (gods bless her soul) - take a -1 penalty on any action that requires you to see whatever you're doing for 1 round.
 2. Your heart burns in fear and anger as images of your hard-nosed, penny-pinching, never-gave-you-a-thing-but-beatings father – momentary “rage”

gives you a +1 to your Attack rolls (+2 if you Charge immediately) for 1 round.

3. Memories of your wise maternal grandfather, including how he SAVE₁ d you once from that gang of young thugs (who knew Gramps was a Soldier of the Realm!) – gives you a +1 Wisdom-based gain on your next roll.
4. Your stomach churns at the ... ahem, “creative”... dishes your paternal grandmother used to make (this clearly explains your father’s anger at the world!) – take a -1 penalty on any motion or magic action for 1 round, but also take a +1 bonus on your next WILL-based roll (you learned to swallow a lot of bad things in this world from dear old Grams)(one time, but can be used anytime that same “day”).
38. Your opponent becomes mad with power, thinking that you missed because he has been touched by the divine and fated to rule the world. He immediately leaves the battle and goes to plan how to take over the world.
39. Your character suddenly realizes that he doesn’t really exist. He is now ethereal until he thinks he does exist (DC₄ 15 INT check per round). He then becomes material again.
40. You and your entire party suddenly realize that you guys aren’t really the chosen ones fated to SAVE₁ the world. You have no idea who they really are. You and your group were just in the right place at the right time. The party suddenly becomes less confident. -1 to attack until someone in the party makes a critical hit.
41. Your attack breaks the time-space barrier. It deals normal damage to your target (or whoever occupies that space), 1d6 rounds₅ later.
42. You fail so spectacularly that you make a Critical hit. Roll damage. <Insert Hitchhikers Guide quotes here>
43. Your character now has access to the “Manliness” skill and gains 5 ranks in it. Your character cannot get any more points in this skill (unless this is rolled again by the same PC). The manliness skill can be used as an added bonus for anything that may be deemed “Badass” or “Manly”. Or the character can use this skill to instantaneously grow a beard or mustache of the player’s choice. Note: This skill is also useable by female characters.
44. You trip over an imaginary dead turtle. Don’t you feel silly?
45. Your fancy shooting work fails to harm your opponent, but the precise combination of motions and seemingly-incoherent gibbering turns out to be the somatic and verbal components to an otherwise-unknown spell. Roll on the Random Spell Effects Chart.
46. The enemy taunts you so cunningly that it haunts you until your very death. “You fight like a dairy farmer.”

47. Your character has a bard's curse placed onto him. The player using him must now speak in Rhyme or else anything he says is to be ignored by the DM₁₀, until the curse is lifted.

48. Someone in a distant land curses your name for giving them bad directions to your house. You sneeze and provoke an Attack of Opportunity from the enemy you were attacking.

49. A troll appears from nowhere and hands your character a handful of sage. You sink slightly into the ground until your next turn.

50. A spider lands on your opponent who is terrified of spiders. He/she starts dancing around madly and screaming like a little girl. You miss because you are laughing so hard you can't seem to attack. Everyone else must make a DC₄ 27 WILL SAVE₁ or become distracted and lose a turn (monsters included).

51. A book appears out of nowhere and hits you on the head. Your character now hates librarians and will attack them on sight.

52. Your character is now an atheist. He will now actively deny belief in all Gods, Clerics, Paladins, and Bards with divine spells, and polar bears. He's not quite sure why polar bears, but he doesn't believe in them. (PCs with characters that cast divine spells are immune to this effect and will instead just disbelieve in polar bears).

53. Your character now has a phobia. Roll d100₈ on a Phobias list. **

54. Name the first animal that pops into your head. (DM₁₀ Wait until an animal is named before continuing to read this) That species is now completely extinct because of your great incompetence. And every single Druid/Nature enthusiast on the planet is aware that it was your fault. If there is a druid/nature enthusiast (or druid subtype like Wild Shifter) in your party, he/she now hates you and will not assist you in any way until you perform some very embarrassing and ridiculous rites of Atonement (to be determined by the player whose character you have so greatly offended).

55. You are overwhelmed by a sense of déjà vu and are stunned for 1d4₈ rounds₅ by it.

56. You, and everyone around you, friend and foe, break out into dance, complete with 50's juke box music. However, you are still fighting. Think "Westside Story". Roll Damage as normal.

57. Your target and you are both charmed as per the spell. You two become lifelong buddies. He/she will now fight on your side.

58. Your weapon becomes sentient, and you alone, are able to detect its thoughts. However, every time ammunition from your weapon strikes something it screams in a chilling, high-pitched, blood-curdling scream of agony in your head and after every battle, when you put the weapon away, you can hear it softly crying and begging to be destroyed. (The DM₁₀ may now hand you snarky remarks being thought by your sword from time to time*).

59. The closest party member suddenly decides that now would be the best time to reveal to you that they've slept with your significant other. Twice. On your birthday.
60. In mid shot/throw you suddenly realize how heroic you look. You hold the pose for a round for your imaginary adoring fans. The enemy you were attacking gets an attack of opportunity.
61. The next door you come across and its key both become sentient. However, the key refuses to enter the door under the context that they're divorced and he wants nothing to do with that Capital B. Gods help you if you force them together.
62. You strike a passing butterfly. Immediately, a corpulent time traveler from the future appears before you and informs you that the death of that butterfly causes a chain reaction that makes it rain apples pies every day in the place where you currently stand. Your name is forever associated with fat, pudgy, overindulgent pie-eaters. Suffer a -4 penalty to all Intimidate checks.
63. A monster, as the spell Summon Monster x-1(minimum 1) is summoned. (X being the highest level of spell any caster in the party is able to cast). Roll to determine who it attacks.
64. A flock of rabbits fly by. Yes, rabbits. With wings. They fly in the air past you.
65. AWKWARD! In the heat of massive fumbling, you momentarily lose all inhibitions and unintentionally mention something extremely awkward and otherwise unknown by members in the party (truth about a lie, a secret, something embarrassing, etc.) The DM₁₀ makes this up. (Will consider making a list of embarrassing things).
66. TEAPOT! Character fumbles so bad it inadvertently offends the gods! Character must atone by singing one round of "I'm a little teapot"
67. Character's fumble causes damage to environment! Furniture is smashed, door is bashed in, floor is scuffed, ceiling bumped, plant life crushed, off-the-cuff remark causes waiter to drop tray, etc.
68. Your opponent swings his/her hips seductively, She/he licks his/her finger and touches your clothes and then asks if you want to go back to his/her place and get out of those wet clothes. You're so disgusted you must make a DC₄ 25 FORTITUDE SAVE₁ to avoid becoming nauseated for 1d4₈ rounds₅.
69. You shake your hips seductively, catching the eye of your opponent who leers at you and asks if your daddy was a baker because you sure have nice buns. Gain a rank₁₂ in Profession Seducer/Seductress. (Ranks may be added to this skill during normal level ups)
70. SHINY! Character prepares to do the action, but is suddenly distracted by shiny something until next round! Character is not allowed to make attacks of opportunity until next round.
71. Bits of ceiling fall into your character's eyes causing him/her to fumble! Character is dazed for one round.

72. The fickle finger of fate is amused at the character's antics and lets you roll again! Don't fumble or something bad may happen.
73. A rabbit appears nearby and follows you around. For $1d4_8$ days, every $1d12$ hours, another one appears and joins the first.
74. It's your lucky day! Stumble 5 feet in a random direction.
75. OFF BALANCE - You are flat footed₁₃ until the beginning of your next turn.
76. Butterfingers: drop one random item from your possessions.
77. Here! Use mine. Opponent can try to disarm.
78. Capes foiled again! Entangled: Need to spend a standard action to get out.
79. Your attack misses your foe and hits the ceiling. Everyone in a 10-foot radius must make a REFLEX SAVE₁ or get hit by a piece of the ceiling that your attack dislodged. DC₄ 20 ref or take $1d6$ damage.
80. A passing god is so incensed at your pathetic failure that he sends a lightning bolt doing $2D6$ damage to teach you a lesson
81. Somehow a famous bard finds out about your failure. He decides to memorialize the worst failure in history and writes a song about it. It is heard by everyone and you gain infamy as a bumbling incompetent. Permanent -2 to intimidate checks.
82. Your failure is so great that D4 dead family members come back from the dead to publicly chastise you.
83. A Succubus begins to follow your character around, under the impression that your character's first-born male child will become a nexus of power so great, that he'll rule the world, and she wants to bear him for a seat of power. If the Succubus is successful, then exactly 1 year later, she tracks down the character. The child was born female, and the Succubus is mad as hell.
84. The area around you changes itself to a zone of truth.
85. You stub your toe, trip and end up with your opponent's nasty foot in your mouth. Take $1d4_8$ of poison damage.
86. Wanted posters of your character are put up everywhere. Except your character is naked in every single poster.
87. The nearest spell caster PC now has the ability "Nerd Rage". If anyone offends or upsets them, they can now Rage like a Barbarian, and will immediately attack that target, friend or foe. (Note: See rules on Barbarian Rage or similar ability in relevant player manual.)
88. A random party member and a party members pet change body for $1d4_8$ hours. If there is no pet, the party member stands blankly mesmerized for $1d4_8$ rounds₅.
89. You think you're a fish for $1d4_8$ rounds₅ and gasp for air. You are unable to take any actions until the rounds₅ are up, but you are not flat footed₁₃.
90. You feel compelled to ring a bell. No other actions may be taken until you can ring a bell.

91. You fail so spectacularly that the nearest god decides your party needs some help. All magic items on all party members are fully charged.
92. You are so embarrassed by your failure that somehow you will yourself invisible for $1d4_8$ rounds₅. (Greater invisibility)
93. Your character becomes blinded by his/her failure and can't see for $1d4_8$ rounds₅. Unless character has the feat blind-fight the character suffers a 50% chance of missing his target until the rounds₅ are up.
94. You accidentally forgot to discharge your weapon and instead punch your opponent in the face for full normal unarmed damage.
95. Instead of hitting your opponent your shot ricochets off the ground and strikes you in the head and for the next $1d4_8$ minutes everything anyone says sounds like "Moo, moo, moo" instead of anything actually intelligible.
96. Your weapon's ammunition flies wildly through the air and you accidentally catch it in a visually spectacular manner. You can't believe you just did something so awesome that you're stunned for one round.
97. A randomly chosen, small, hand-held item on the target's person (or within 10 feet of the target otherwise) animates, sprouts wings, and attacks enemies for $2d4$ rounds₅ before turning back to normal and falling inert. The object strikes at +6, has your AC, and does damage as the DM₁₀ decides. It cannot be targeted.
98. A pillow (25%), small wooden table (50%), or anvil (25%) appears above the target's head, and falls. The target must make a DEXTERITY check at -10 to avoid the object, otherwise it is struck. The pillow does nothing but annoy; the table causes $1d6$ of damage; and the anvil deals $3d10$ of damage, and the target must make a CONSTITUTION check at -10 or fall unconscious for $2d6$ rounds₅.
99. You are distracted by a noise in your backpack. Huh? Is there something alive in your backpack? It takes you a moment to realize that one of opponents is throwing his voice and making it sound like it's coming from your backpack. Lose your turn.
100. Time stops, except for you, your opponent turns into a bear eating a beehive. He's very friendly and teaches you all about the "bear" necessities of life. Gain a point of Wisdom. You can attack normally on your next turn.

Translations of terms into other RPG systems

1. REFLEX SAVE – Also known as DEXTERITY CHECK/SAVE in other systems such as D&D 5E.
2. FORTITUDE SAVE – Also known as CONSTITUTION CHECK/SAVE in other systems such as D&D 5E.
3. WILL SAVE – Also known as WISDOM CHECK/SAVE in other systems such as D&D 5E.
4. DC – Difficulty condition that must be overcome. For instance – DC 17 is a Roll on a D20 + any modification for the type of save/check being made against the condition.
5. Round – A definition of time usually referring to 6 seconds or 1 single turn for a Player Character (PC).
6. Grapple – an attempt to grasp, grab, or otherwise prevent another character from doing an action such as an attack, fleeing, etc.
7. +X – is a bonus given to the Player to add to his/her D20 roll along with other bonuses the player would usually have.
8. dX – such as d100, refers to a (d)ice with (X) number of sides.
9. Text in Italics – Usually refers to an action accomplished with a Spell, such as *Healed* which refers to the spell “Heal”.
10. DM – or GM refers to Dungeon Master or Game Master. i.e. the person running the game. Also, most likely, the person who is using this list.
11. Hours – Refers to imaginary “In Game” time determined by the GM.
12. Rank – Refers to the level of a skill that the PC has, usually used in Pathfinder and D&D.
13. Flat Footed – Refers to Armor class – DEXTERITY bonus
14. Prone – Refers to a PC or NPC who is flat on his/her/its back on the ground. i.e. someone who’s been knocked off their feet.
15. INITIATIVE – Order in which PCs and NPCs take turns during combat/activity in which order matters.

**Additional useful lists found on RPGNow:

“100 Snarky Comments for Every Occasion” by @CarpeMagica

“D-Percent - 100 Phobias” by Black Falcon Games LLC

“D100 Random Magical Effects” by @CarpeMagica

“D30 Minor Magical Item Lists” by @CarpeMagica

*** The “Manliness” skill is intentionally making fun of the idea that being “Manly” is “badass” and somehow better than being “Womanly”.