

Critical Fumble Chart. (roll 1d8)

Dice Roll	What Happens	Effect
1	Drop Item (Butterfingered Twat)	Roll on the Butterfingered Twat Table.
2	Break Weapon (Rex Everything)	Roll d6 & d20 for breakage.
3	Damage Armour (Wardrobe Malfunction)	-2 to AC & Dex mod till fixed.
4	Entangle with Foe (Romantic Entanglement)	Become grappled at -2
5	Fall (Stack It)	Become prone.
6	Hit Former Friend	Make attack against ally in range.
7	Hit Self (In ya face)	Make attack against self.
8	Stupid Egret	Roll twice or DM's spectacular.

Butterfingered Twat: Roll a d4.

Dice Roll	Effect
1	You drop your weapon at your feet and have to spend a minor action to retrieve it. (Locked Gauntlets or tied weapons protect against this).
2	Drop your weapon 1d4 squares away in a random direction. (Locked Gauntlets, or tied weapons prevent this).
3	Throw your weapon 1d4 squares away in a random direction, anyone in the path is subject to a missile attack with your weapon at -2 to hit and damage. (If you have a tied weapon, roll again on fumble chart and +1 to the roll).
4	Your weapon goes down a pot hole, or behind some debris kicked up by the battle, treat as above, but you have to make a spot check (dc: 15 while in combat) to find the damn thing... (if you have a locked weapon, roll again on the fumble chart adding one to the roll and treat as break weapon as well!)

Rex Everything: Roll a d6. Now roll a d20 plus any magical pluses on your weapon (maximum one counts, so if +2, +4 vs trolls add +4), if your modified roll is equal or under your d6 roll your weapon snaps, breaks, chips or is damaged to make it more or less useless in the fight..

Wardrobe Malfunction: Somehow you've got tangled in your armour, unhooking a strap or getting something twisted. Reduce your dex mod by 2 and your ac by 2 until you give an action up to sort it all out.

Romantic Entanglement: You've overshot your blow, and your foe has had an easy chance to grab you, as you've got your weapon entangled with him. You are now grappled by your foe, who has a +2 bonus to his grapple checks for the next turn. You suffer penalties for grappling with anything larger than a small weapon (-4), but if your weapon is not tied you can drop it as a free action. If it is tied, sorry, your getting the penalty.

Stack It: Your attack is somewhat over eager, and loose ground or your own feet conspire to put you on the floor at your enemies feet. Make a reflex save (dc 15) or lose your weapon, and you are prone.

Hit Former Friend: If there is a ally within range make a basic attack against him, as your foe dodges, or you just plain fuck it up. If your fumble again, it counts as a critical against your ally.

In ya Face: How did you do this? You are a spanner. Same as hit ally, just on you.

Stupid Egret: Roll twice on the table or pick something nasty story based, DM's choice.