

**CRAWLING  
UNDER A  
BROKEN MOON  
PRESENTS...**



**UX01:**

# **High Caliber Hijinks**



**New Fumble tables and  
Critical tables for a Weird  
Post Apocalyptic World**

COMPATIBLE WITH  
**DCC  
RPG**



2.5D Print & Paste Tiles

designed by Frank Turfler

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contributor of art for  
**Crawling Under A Broken Moon**



When it's your  
turn in the  
riddle contest,  
don't ask her  
what's in your  
pocket.

**TOMB of SHMELERAK**

Coming soon from the dude that brought you  
the Wizardarium of Calabraxis

**CRAWLING UNDER A BROKEN MOON PRESENTS...**



**Umerican Extras 01:**

# **High Caliber Hijinks**

**New Fumble and Critical tables for a Weird Post Apocalyptic World**



I am happy to present the first in a new line of supplements for adventuring in the twisted post-apocalyptic lands of Umerica. Here you will find full Fumble and Critical Tables I through V for the following:

- ▶ Firearms of all sorts!
- ▶ Grenades and Thrown Bombs!
- ▶ Alien and Weird Weapons that defy logical explanation!
- ▶ Also included are Critical tables for Aliens and Robots that you can inflict upon your players.

May all of your crits be kills.

*Reid "Reidzilla" San Filippo*



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## **Submission Guidelines**

Original submissions are welcome. Anything published will belong to the author, artist, and creator. For art submissions, please send a link to some samples. Old school style black and white line art is preferred. Anything post apocalyptic is always welcome. All contributors will get a free print copy of the zine. Email: [crawlingunderabrokenmoon@gmail.com](mailto:crawlingunderabrokenmoon@gmail.com)

# How to use these tables

These tables are meant to be used in place of the Fumble table, DCC rulebook pg. 80, and the Critical Hits tables, DCC rulebook pg. 82-86, when dealing with Firearms, Grenades, and Alien weaponry.

To best use the tables in this book you will need to reference the Firearms and Grenade rules in *Crawling Under a Broken Moon* issues 1 & 2.

## Summary of Common Damage Effects

**Battle Rage:** A PC overcome by battle rage may temporarily expend points of his Personality or Intelligence score to enhance the damage on his critical hit. For every ability point he expends, he adds +1d12 to his damage roll.

Ability scores lost in this way return as the PC heals. Each day thereafter where he does not succumb to battle rage,

he recovers 1 point of the affected ability score. This rate is doubled if the character rests.

**Bleeding Out:** Loses an additional 1d3-1 hp per round for the duration of the effect. Magical healing will cure this condition.

**Blinded:** Suffers a -4 penalty to attack rolls and may only move at half speed.

**Burning:** A character who catches fire suffers 1d6 damage per round. He can put out the fire by spending an entire round doing "stop, drop, and roll," which grants him an opportunity to make a DC 10 Reflex save to put out the fire.

**Dazed:** -2 to all rolls for the duration of the effect.

**Drowning:** Drowning creatures take 1d6 points of Stamina damage per round and die when Stamina reaches 0; lost Stamina is restored in 1d6 turns after they can breath normally.

**Entangled:** Cannot move and suffers -2 to attacks and -2 to AC.

**Stunned:** Can move at half speed but can perform no other actions.

# Character Crit Table/Die by Class

## Base DCC classes

Lvl	Warrior	Cleric	Thief	Wizard	Dwarf	Elf	Halfling
1	III/d12	III/d8	II/d10	I/d6	III/d10	II/d6	III/d8
2	III/d14	III/d8	II/d12	I/d6	III/d12	II/d8	III/d8
3	IV/d16	III/d10	II/d14	I/d8	III/d14	II/d8	III/d10
4	IV/d20	III/d10	II/d16	I/d8	IV/d16	II/d10	III/d10
5	V/d24	III/d12	II/d20	I/d10	IV/d20	II/d10	III/d12
6	V/d30	III/d12	II/d24	I/d10	V/d24	II/d12	III/d12
7	V/d30	III/d14	II/d30	I/d12	V/d30	II/d12	III/d14
8	V/2d20	III/d14	II/d30+2	I/d12	V/d30	II/d14	II/d14
9	V/2d20	III/d16	II/d30+4	I/d14	V/2d20	II/d14	III/d16
10	V/2d20	III/d16	II/d30+6	I/d14	V/2d20	II/d16	III/d16

## Crawling Under a Broken Moon classes

Lvl	Technologist	Mutant	Robot*	Aetherian Hero	Petrol Head	Cyborg
1	II/d8	III/d8	I/d6	III/d10	II/d10	III/d10
2	II/d8	III/d8	I/d6	III/d12	II/d12	III/d12
3	II/d10	III/d10	I/d8	III/d14	II/d14	III/d14
4	II/d10	III/d10	I/d8	IV/d16	II/d16	III/d16
5	II/d12	III/d12	I/d10	IV/d20	II/d20	III/d20
6	II/d12	III/d12	I/d10	IV/d24	II/d24	IV/d24
7	II/d14	III/d14	I/d12	V/d24	II/d30	IV/d24
8	II/d14	III/d14	I/d12	V/d30	II/d30+2	IV/d30
9	II/d16	III/d16	I/d14	V/d30	II/d30+4	IV/2d16
10	II/d16	III/d16	I/d14	V/d30	II/d30+6	IV/2d20

\*By Paul Wolfe/Mystic Bull Games: <http://mysticbull.blogspot.com/2014/04/robot.html>

# FIREARMS FUMBLE TABLE

Roll	Result
0	You accidentally flipped the safety on. No shot, no foul.
1	Your shot ricochets wildly for a few moments but amazingly caused no significant damage.
2	Sweaty palms. You must make a Ref save DC 10 or drop the weapon.
3	The recoil leaves you off balance. You take a -1d3 penalty to your next attack roll.
4	Clean Misfire! Must manually clear round from the chamber, Agi check DC 9.
5	The recoil leaves you off balance. You take a -1d4 penalty to your next attack roll.
6	Dirty Misfire! Must manually clear round from the chamber, Agi check DC 12.
7	You lose your grip on the weapon and drop it.
8	Something broke! Fumble range is increased by 1d3 until the weapon is repaired.
9	The recoil leaves you off balance. You take a -1d5 penalty to your next attack roll.
10	You should have maintained your weapon better! The weapon jams and must be cleared to fire again. Takes 1d3 rounds and an Agi check DC 12.
11	You've got something in your eye. You take a -1d7 penalty to your next attack roll.
12	Your aim slips and you shoot at a random ally. Make an attack roll against that ally using the same attack die you just attempted to use.
13	Recoil torques your wrist for 1 Agi damage and you must make a Ref save DC 10 or drop the weapon.
14	Due to poor grip position you take 1d3 Agi damage from recoil and drop the weapon.
15	You manage to shoot yourself for 1 die of damage.
16+	You accidently shot yourself for 2 dice of damage and the weapon is jammed, Agi check DC15 to clear.





# FIREARMS CRIT TABLE 1

(0-level characters, Wizards, Robots)

Roll	Result
0	Do +1d10 additional damage and then the weapon jams. It takes 1d3 rounds to clear it.
1	Fair shot. Inflict +1d3 damage with this shot.
2	Foe must make Will save DC 10 or be unable to attack next round.
3	Foe stunned by shot. Will act last in Initiative order for the next 1d3 rounds.
4	Painful hit. Inflict +1d4 damage with this shot and reduce the foe's movement by -10 feet until healed.
5	Organ strike. Inflict 1 Sta damage with this shot.
6	Pinned down. Everyone gets free Aim action on this foe next round.
7	Disarming shot. Knocks weapon out of foe's hand. 25% chance hand is useless until healed.
8	Painful hit. Foe unable to act until after next round.
9	Artery hit. Foe is bleeding out for the next 2d4 rounds.
10	Foe knocked prone by the shot.
11	Organ strike. Inflict 1d3 Sta damage with this shot.
12	Nerve hit. Foe must make a DC 15 Fort save or spend the next two rounds dazed due to spasming.
13	Joint hit. Foe's movement speed is reduced by half.
14	Ringing hit. Shot fills foe's ears with dull ringing making them deaf for 2d6 minutes.
15	Disarming shot. Knocks weapon out of foe's hand. 50% chance hand is useless until healed.
16	Double Tap. Immediately make an additional attack which inflicts +1d8 damage if it hits.
17	Throat shot. Foe cannot speak or act for 1d3 rounds as he gags.
18	Foe walked into the shot. Inflicts +2d8 damage.
19	Spine hit. The foe must make a DC 15 Fort save or be paralyzed until healed.
20+	Head shot. Inflicts +2d10 damage and 1d4 Int damage.





# FIREARMS CRIT TABLE II

*(Thieves, Elves, Technologists, Petrol Heads)*

Roll	Result
0	Dud round. Requires Agi check DC 5 to clear.
1-2	Good hit! Shot inflicts +2d3 damage
3	Blows off foe's ear. Inflicts +1d6 damage and foe suffers -4 to all hearing checks.
4	Clean through and through. Inflicts +2d5 damage.
5	Double Tap. Immediately make an additional attack against this foe.
6	Organ strike. Inflicts +3d3 damage with this shot and the foe is stunned for 1 round.
7	Foe dazed by shot. Foe's speed is reduced by 50% and his action die is reduced by two steps for 2d3 rounds.
8	Organ strike. Inflicts +3d4 damage with this shot and causes bleeding out for 1d3 rounds.
9	Head shot! Foe is temporarily blinded and stunned for 1d3 rounds.
10	Foe falls prone. Immediately make an additional attack against this foe.
11	Organ strike. Inflicts +4d4 damage with this shot and causes bleeding out for 1d4 rounds.
12	Nerve strike! Foe must make a Fort save (DC 12 + PC Luck Mod) or pass out from pain.
13	Foe disoriented and suffers a -1d5 penalty to attack rolls for 1d5 rounds.
14	Nerve strike! Foe must make a Fort save (DC 15 + PC Luck Mod) or pass out from pain.
15	Shot brings foe to the ground. Inflicts +2d6 damage with this shot and the foe is knocked prone.
16	Shot to the eye! Foe is permanently blinded in one eye and can take no actions for 1d3 rounds.
17	Shot to the lung! Reduce foe's action die by one step and foe is bleeding out until healed.
18	Nerve strike! Inflicts +1d8 damage with this shot and foe must make a Fort save (DC 10 + PC Luck Mod) or pass out from pain.
19	Major artery hit. Inflict +1d4 Sta damage and foe is bleeding out for the next 2d7 rounds.
20	Vitals strike! Inflicts +1d10 damage with this shot and foe must make a Fort save (DC 10 + PC Luck Mod) or die in 1d5 rounds.
21	Spinal cord hit! Inflicts +2d6 damage, 1d4 Agi damage, and foe must make a Fort save (DC 14 + PC Luck Mod) or suffer total paralysis.
22	Major vitals strike! Inflicts +2d8 damage with this shot and foe must make a Fort save (DC 14 + PC Luck Mod) or die in 1d5 rounds.
23	Brain hit! Inflicts +1d10 damage, 1d7 Int damage, and foe must make a Fort save (DC 15 + PC Luck Mod) or die instantly
24+	Severe vitals strike! Inflicts +4d4 damage, 1d7 Sta & Str damage, and foe must make a Fort save (DC 20 + PC Luck Mod) or die instantly.

# FIREARMS CRIT TABLE III

(Warriors 1-2, Clerics, Dwarves 1-3, Halflings, Mutants, Aetherian Heroes 1-3, Cyborgs 1-5)

Roll	Result
0	Not so lucky shot. Does +1d10 damage to foe but also ricochets into ally, doing 1d6 damage. You fly into a state of battle rage.
1	Nice shot! inflicts +1d6 damage.
2	Shot knocks foe to the ground. Foe is prone until his next action.
3	Foe walked into the bullet. Inflicts +2d4 damage.
4	Double Tap. Immediately make an additional attack against this foe.
5	Blows off foe's nose. Inflicts +1d6 damage and foe suffers -3 to all smell checks.
6	Torso hit! Inflicts +2d4 damage and foe is bleeding out for 1d4 rounds.
7	Disarming shot. Knocks weapon out of foe's hand. 25% chance hand is useless until healed.
8	Shot bounces off foe's skull! Inflicts +1d6 damage and +1d3 Int damage.
9	Painful hit. Inflict +3d4 damage with this shot and reduce the foe's movement by -10 feet until healed.
10	Shot shatters foe's weapon! Foe must make a Ref save DC10 or suffer 1d5 damage.
11	Gut shot! Foe will die in 1d3 hours due to internal bleeding unless he receives medical attention.
12	Head shot! Foe must make a Fort save (DC 10 + PC Luck Mod) or pass out.
13	Face hit! Inflicts +1d8 damage and +1d3 Per damage.
14	Nice shot! inflicts +2d8 damage.
15	Shoulder hit! Inflicts +1d8 damage and foe must make a Fort save (DC10) or arm is useless.
16	Shot blows off foe's primary hand/limb! Foe suffers a -4 penalty to future attacks.
17	Shot knocks foe to the ground. Immediately make an additional attack against this foe.
18	Shot bounces off foe's skull! Inflicts +1d10 damage plus 1d5 Int and Per damage.
19	Torso hit! Inflicts +4d4 damage and 1d4 Sta damage.
20	Vitals hit! Inflicts 1d4 Sta damage and foe stunned for 1d5 rounds.
21	Pelvis hit. Inflict +4d4 damage with this shot and reduce the foe's movement by 50% until healed. Immediately make an additional attack against this foe.
22	Shot breaks foe's weapon and arm! Foe must make a Fort save (DC18) or his arm is useless.
23	Skull hit! Inflicts +2d10 damage plus 1d5 Int and Per damage.
24	Vitals hit! Foe loses 50% of his remaining hit points, suffers 1d4 Sta damage, and vomits copious amounts of blood.
25	Brain hit! Inflicts +3d6 damage, 2d4 Int damage, and foe must make a Fort save (DC 15 + PC Luck Mod) or die instantly
26+	Spinal cord hit! Inflicts +3d6 damage, 1d4 Agi & Sta damage, and foe must make a Fort save (DC 16 + PC Luck Mod) or suffer total paralysis.

# FIREARMS CRIT TABLE IV

(Warriors 3-4, Dwarves 4-5, Aetherian Heroes 4-6, Cyborgs 6+)

Roll	Result
0	Not so lucky shot. Does +2d10 damage to foe but also ricochets into ally, doing 1d8 damage. You fly into a state of battle rage.
1	Nice shot! Inflicts +1d24 damage.
2	Foe's hand is permanently crippled by shot. Inflicts +1d12 damage.
3	Shot knocks foe to the ground. Inflicts +1d12 damage and immediately make an additional attack against this foe.
4	Skull hit! Inflicts +2d6 damage plus 1d4 Int damage. Foe stunned for 1d3 rounds.
5	Great shot! Inflicts +1d24 damage and foe's weapon is sundered.
6	Vitals strike! Foe must make a Fort save (DC 15 + PC Luck Mod) or fall unconscious and die in 1d4 minutes.
7	Awesome shot! Inflicts +1d24 damage and foe cannot attack for 1d3 rounds.
8	Skull hit! Foe is dazed and moves at half speed for 1d3 rounds. Inflicts +1d12 damage and immediately make an additional attack against this foe.
9	Throat hit! Foe must make a Fort save (DC 16 + PC Luck Mod) or begin to drown in his own blood.
10	Eye shot! Foe dazed and blinded by pain and blood for 1d3 rounds.
11	Foe's face is horribly disfigured by the shot. Inflict 2d3 permanent Per damage.
12	Overcome by fury! You fly into a battle rage and inflict +1d6 on all attacks against this foe.
13	Gut shot! Inflicts +1d24 damage. Foe will die in 1d5 hours due to internal bleeding unless he receives medical attention.
14	Spinal hit! Reduce foe's AC by 1d3+3 due to limbs going numb.
15	Foe's life flashes before his eyes. He is prone and stunned by fear for 1d4 rounds.
16	Shot sunders whatever foe was carrying in his hands. Inflicts +1d24 damage.
17	Knee shot! Foe's movement is reduced to 0 and immediately make an additional attack against this foe.
18	Brain hit! Inflicts +1d24 damage and is stunned for 1d6 rounds. Foe must make a Fort save (DC 16 + PC Luck Mod) or suffer total amnesia.
19	Nerve hit! Inflicts +3d10 damage and one random limb is numb and useless.
20	Major spinal hit! Inflict +3d12 damage with this shot, and the foe must make a Fort save (DC 17 + PC Luck Mod) or suffer permanent paralysis.
21	Major vitals hit! Foe will die in 1d6 rounds.
22	Shot to the heart! Inflict +3d12 damage with this shot, and the foe must make a Fort save (DC 20 + PC Luck Mod) or die instantly.
23	Major brain damage! Inflict +4d12 damage with this shot and 2d6 Int damage. Foe must make a Fort save (DC 20 + PC Luck Mod) or die instantly.
24+	One shot, one kill. Foe is dead.

# FIREARMS CRIT TABLE V

(Warriors 5+, Dwarves 6+, Aetherian Heroes 7+)

Roll	Result
0	Not so lucky shot. Does +3d10 damage to foe but also ricochets into ally, doing 1d10 damage. You fly into a state of battle rage.
1	Great shot! Inflicts +3d12 damage and foe's weapon is sundered.
2	Shot knocks foe prone. All adjacent foes must make a Ref save (DC 20 + PC Luck Mod) or be knocked prone as well.
3	Blows off foe's ear. Inflicts +1d14 damage and foe is permanently deaf.
4	Gut hit! Inflicts +2d6 damage and foe is dazed from retching for 1d3 rounds.
5	Foe is stunned with terror. Inflicts +1d12 damage and immediately make an additional attack at +2 to hit.
6	Vitals strike! Foe must make a Fort save (DC 16 + PC Luck Mod) or fall unconscious and die in 1d4 minutes.
7	Foe knocked into awkward position, reducing his AC by 6. Immediately make an additional attack.
8-12	Overcome by fury! You fly into a battle rage and inflict +1d14 on all attacks against this foe.
13-15	Nerve hit! Inflicts +2d20 damage and one random limb is numb and useless.
16	Shot sunder whatever foe was carrying in his hands. Inflicts +1d30 damage.
17	Nerve hit! Inflicts 2d4 Agi damage and foe is dazed for 1d3 turns.
18	Shot destroys target's face. Foe is immediately rendered blind and deaf. Foe permanently loses 1d6+4 Per .
19	Shot blows skull open! Foe is stunned and dies in 3d3 rounds.
20-21	Joint hit! Inflicts +3d10 damage and one random limb is limp and useless.
22	Perfect shot. Inflicts +2d20 damage and if the foe is killed immediately make an additional attack at +2 to hit.
23	Shot destroys foe's leg. Inflicts +3d10 damage, foe's movement is reduced to 0, and they may take no actions for 1d4 rounds due to the pain.
24	Skull hit! Inflicts 1d12 Int damage and foe is stunned for 1d5+1 rounds. Immediately make an additional attack against this foe.
25	Vital hit! Foe loses 50% of current hp and is stunned for 2d4 rounds.
26	Throat hit! Foe begins to drown in his own blood and noisily expires in 1d3 rounds.
27	Crippling shot to the spine. Inflict +2d30 damage and 3d3 permanent Agi damage.
28-29	Messy hit! Inflicts +3d20 damage and all adjacent foes must make a Ref save (DC 20 + PC Luck Mod) or be blinded by gore for 1d3 rounds.
30+	One shot, one kill. Foe is dead. Immediately make an additional attacks with this firearm until you miss or you run out of ammo.

# GRENADE/THROWN BOMB FUMBLE TABLE

Roll	Result
0	You forgot to pull the pin, no boom.
1	Very bad throw. It scatters in a random direction for 3d10 feet from the intended target. 75% chance it will not go off.
2	You must make a Ref save DC 10 or drop the grenade. It scatters in a random direction for 2d10 feet. 50% chance it will not go off.
3	Overthrown by 3d10 feet from the intended target, scatters 1d10 feet in a random direction. 45% chance it will not go off.
4	Scatters in a random direction for 3d10 feet from the intended target. Seems like a dud but will go off in 2d4 rounds.
5	Underthrown by 3d10 feet from the intended target, scatters 1d10 feet in a random direction. 40% chance it will not go off.
6	Fuse failed! Dud until repaired. DC 12 to fix, fumble means auto result of 16.
7	Overthrown by 3d6 feet from the intended target, scatters 1d6 feet in a random direction. 35% chance it will not go off.
8	You drop the grenade. It scatters in a random direction for 2d6 feet. 30% chance it will not go off.
9	Underthrown by 3d6 feet from the intended target, scatters 1d6 feet in a random direction. 25% chance it will not go off.
10	It scatters in a random direction for 2d24 feet. Seems like a dud but will go off in 2d30 minutes.
11	Fuse failed! Dud until repaired. DC 12 to fix, failure means auto result of 16.
12	It goes off 2d24 feet away in a random direction. All targets in range take normal damage.
13	It goes off 2d10 feet away in a random direction. All targets in range take normal damage.
14	It goes off 2d10 feet away in a random direction. All targets in range take normal damage.
15	It goes off in your hand. You take Point Blank damage. All others in range take normal damage.
16+	It goes off in your face. You take double Point Blank damage (usually 8 damage dice). All others in range take normal damage.



# GRENADE/THROWN BOMB CRIT TABLE 1

(0-level characters, Wizards, Robots)

Roll	Result
0	The explosion does an additional +1d6 damage to everyone in range but a stray piece of shrapnel hits a random ally for 1d3 damage.
1-2	Nice Throw! Inflicts an additional +1d3 damage to all in range.
3	Shell shock! Inflicts +1d3 damage and all foes damaged fall to the bottom of the initiative count next round.
4	All foes hit must make a Fort save (DC 10 + PC Luck Mod) or have their movement reduced by 50% due to vertigo.
5	Nice Throw! Inflicts an additional +1d5 damage to all in range.
6	Shell shock! Inflicts +1d3 damage and all foes damaged are knocked prone and dazed for 1d3 rounds.
7	All foes hit must make a Ref save (DC 12 + PC Luck Mod) or be blinded for 1d3 rounds.
8	All foes hit must make a Fort save (DC 12 + PC Luck Mod) or drop whatever they are holding due to disorientation.
9	Nice Throw! Inflicts an additional +1d7 damage to all in range.
10	All foes hit must make a Fort save (DC 14 + PC Luck Mod) or be stunned for one round.
11	Nice Throw! Inflicts an additional +2d4 damage to all in range.
12	All foes hit must make a Fort save (DC 12 + PC Luck Mod) or spend the next 1d3 rounds vomiting due to vertigo.
13	All foes hit have their movement reduced by 50% due to vertigo.
14	All foes hit are deafened for 1d3 minutes.
15	All foes hit drop whatever they are holding due to disorientation.
16	All foes hit are stunned and you may take an immediate additional action against them.
17	All foes hit spend the next 1d3 rounds vomiting due to vertigo.
18	Nice Throw! Inflicts an additional +2d6 damage to all in range.
19	All foes hit must make a Fort save (DC 14 + PC Luck Mod) or be knocked unconscious.
20+	Organs ruptured! All foes hit must make a Fort save (DC 16 + PC Luck Mod) or die in 1d4 hours due to internal bleeding.



# GRENADE/TROWN BOMB CRIT TABLE II

(Thieves, Elves, Technologists, Petrol Heads)

Roll	Result
0	All foes that survive the blast enter battle rage!
1	Perfect throw! Inflicts an additional +2d3 damage to all in range.
2	All foes hit take an additional +1d3 damage and must make a Ref save (DC 10 + PC Luck Mod) or be deafened for 1d3 minutes.
3	Perfect throw! Inflicts an additional +2d5 damage to all in range.
4	All foes hit are stunned for the rest of the round and you may take an immediate additional attack against them.
5	All foes hit take an additional +2d4 damage and must make a Fort save (DC 12 + PC Luck Mod) or spend the next round vomiting due to vertigo.
6	All foes hit must make a Fort save (DC 13 + PC Luck Mod) or be dazed and have their movement reduced by 50% due to vertigo.
7	Perfect throw! Inflicts an additional +3d5 damage to all in range.
8	All foes hit must make a Ref save (DC 14 + PC Luck Mod) or be blinded for 1d4 rounds.
9	Shell shock! Inflicts +1d5 damage and all foes damaged are knocked prone and dazed for 1d4 rounds.
10	Perfect throw! Inflicts an additional +2d6 damage to all in range.
11	All foes hit spend the next round vomiting due to vertigo.
12	All foes hit must make a Fort save (DC 12 + PC Luck Mod) or be knocked unconscious.
13	All foes hit are dazed for 1d3 rounds.
14	Brainbuster! Inflicts 1d3 temporary Int damage to all in range.
15	Shell shock! Inflicts +2d5 damage and all foes damaged are knocked prone.
16	Internal damage! Inflicts +2d7 damage and all foes hit lower their action dice by one die type.
17	All foes hit are dazed for 3d3 rounds.
18	All foes hit are knocked prone and must make a Fort save (DC 14 + PC Luck Mod) or be knocked unconscious.
19	Internal damage! Inflicts +1d10 damage and all foes hit are bleeding out for 1d5 rounds.
20	Organs ruptured! Inflicts +2d5 damage and all foes hit must make a Fort save (DC 14 + PC Luck Mod) or die in 3d14 minutes due to internal bleeding.
21	All foes hit are knocked prone and must make a Fort save (DC 14 + PC Luck Mod) or be paralysed.
22	Organs ruptured! Inflicts +2d7 damage and all foes hit must make a Fort save (DC 14 + PC Luck Mod) or die in 3d10 minutes due to internal bleeding.
23+	Brainbuster! Inflicts +2d8 damage and all foes hit must make a Fort save (DC 14 + PC Luck Mod) or die instantly.



# GRENADE/THROWN BOMB CRIT TABLE III

(Warriors 1-2, Clerics, Dwarves 1-3, Halflings, Mutants, Aetherian Heroes 1-3, Cyborgs 1-5)

Roll	Result
0	The explosion does an additional +1d12 damage to everyone in range but a stray piece of shrapnel hits a random ally for 1d4 damage.
1	Perfect throw! Inflicts an additional +1d5 damage to all in range.
2	All foes hit are knocked prone.
3	Perfect throw! Inflicts an additional +1d7 damage to all in range.
4	All foes hit are stunned for the rest of the round and you may take an immediate additional attack against them.
5	Shell shock! All foes hit take an additional 1d5 damage and must make a Fort save (DC 14 + PC Luck Mod) or be deafened for 2d4 turns.
6	All foes hit must make a Fort save (DC 14 + PC Luck Mod) or drop whatever they are holding due to disorientation.
7	Perfect throw! Inflicts an additional +1d10 damage to all in range.
8	Shell shock! All foes hit take 1d3 Int damage and must make a Fort save (DC 14 + PC Luck Mod) or be deafened for 3d30 hours.
9	All foes hit take an additional 1d10 damage and must make a Fort save (DC 13 + PC Luck Mod) or be dazed and have their movement reduced by 20% due to vertigo.
10	All foes must make a luck roll. Failure indicates their weapon/limb was damaged by the blast and is useless until repaired/healed.
11	All foes hit must make a Fort save (DC 14 + PC Luck Mod) or die in 1d4 hours due to internal bleeding.
12	All foes hit must make a Fort save (DC 14 + PC Luck Mod) or be knocked unconscious.
13	Perfect throw! Inflicts an additional +1d12 damage to all in range.
14	Shell shock! All foes hit take an 1d3 Sta damage and must make a Fort save (DC 14 + PC Luck Mod) or bleed out for 2d6 rounds.
15	All foes hit must make a Fort save (DC 15 + PC Luck Mod) or a random limb is severed and they will bleed out until they receive medical aid or magic healing.
16	Shell shock! All foes hit suffer -4 to all actions due to disorientation for 2d14 rounds.
17	All foes hit are stunned for the round. You may make an immediate additional attack against them.
18	Shrapnel storm! All foes hit take an additional 1d10 damage and 1d4 Per damage.
19	Organ damage! Inflicts an additional +2d10 damage to all in range.
20-22	Shell shock! All foes hit suffer +1d10 damage and are stunned for 1d4 rounds.
23-25	All foes hit take an additional 2d8 damage and have their movement reduced by 50% due to vertigo.
26+	All foes hit suffer +3d8 damage and will die in 2d3 turns due to internal bleeding.

# GRENADE/THROWN BOMB CRIT TABLE IV

(Warriors 3-4, Dwarves 4-5, Aetherian Heroes 4-6, Cyborgs 6+)

Roll	Result
0	The explosion does an additional +2d8 damage to everyone in range but a stray piece of shrapnel hits a random ally for 1d5 damage.
1	Organ damage! Inflicts an additional +2d10 damage to all in range.
2	All foes hit must make a Fort save (DC 14 + PC Luck Mod) or a random limb is severed and they will bleed out until they receive medical aid or magic healing.
3	Big boom! All foes hit are stunned and knocked prone for the round. You may make an immediate additional attack against them.
4	Brainbuster! Inflicts an additional +1d10 damage and 1d4 Int damage to all in range.
5	Shell shock! All foes hit take an additional +1d8 damage and drop whatever they are holding due to disorientation.
6	All foes hit bleed out for 2d4 rounds and must make a Fort save (DC 14 + PC Luck Mod) or be knocked unconscious.
7	Shell shock! All foes hit take an additional +2d10 damage and are stunned for 1d3 rounds.
8	Big boom! All foes hit are dazed and take an additional +1d10 damage. You may make an immediate additional attack against them.
9	All foes hit take an additional +2d8 damage and spend the next 2d6 rounds vomiting due to vertigo.
10	Shell shock! All foes hit are blinded and deafened for 2d4 rounds.
11	Shrapnel storm! All foes hit take an additional 2d10 damage and 1d4 Per damage.
12	Blood everywhere! All foes hit take an additional 1d10 damage and you are overcome by battle rage!
13	Organ damage! Inflicts an additional +2d12 damage to all in range.
14	Shell shock! All foes hit suffer -4 to all actions and AC due to disorientation for 3d10 rounds.
15	All foes hit are knocked prone and are stunned with fear for 1d5 rounds.
16	Big boom! All foes hit take an additional +2d12 damage, are knocked prone, and drop whatever they are holding due to disorientation.
17	All foes hit are knocked prone and have their movement reduced to 0 due to vertigo. You may make an immediate additional attack against them.
18	Brainbuster! All foes hit suffer +1d12 damage, are stunned for 1d4 rounds, and must make a Fort save (DC 16 + PC Luck Mod) or suffer amnesia.
19	Big boom! All foes hit take an additional +3d12 damage, are knocked prone, and drop whatever they are holding due to disorientation.
20	Vertabreaker! All foes hit suffer +1d12 damage, 1d6 Agi damage, and must make a Fort save (DC 16 + PC Luck Mod) or suffer total paralysis.
21+	Explosion reduces all foes' internal organs to jelly. Death is inevitable in 1d6 rounds.

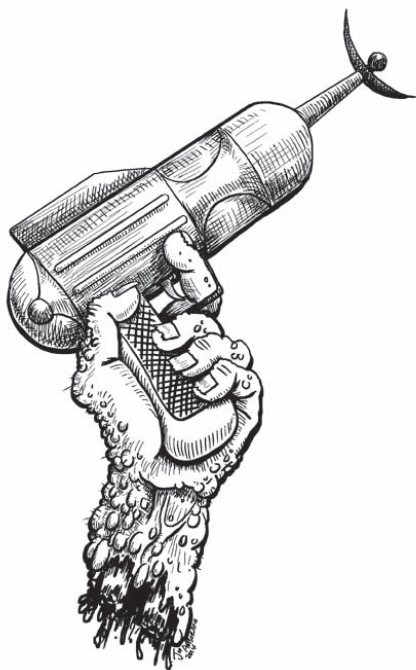
# GRENADE/THROWN BOMB CRIT TABLE V

(Warriors 5+, Dwarves 6+, Aetherian Heroes 7+)

Roll	Result
0	The explosion does an additional +3d8 damage to everyone in range but a stray piece of shrapnel hits a random ally for 1d6 damage.
1	All foes hit suffer +2d12 damage and must make a luck roll. Failure indicates their weapon/limb was damaged by the blast and is useless until repaired/healed.
2	Big Boom! All foes hit suffer +1d12 damage, are thrown back 2d6 feet, and are knocked prone.
3	Shrapnel storm! All foes hit take an additional 1d10 damage and are permanently blinded.
4	All foes hit take an additional +2d8 damage and spend the next 2d6 rounds vomiting due to vertigo.
5	Shell shock! All foes hit suffer +1d10 damage and are stunned for 2d4 rounds. You may make an immediate additional attack against them.
6	Big boom! All foes hit are permanently deafened and dazed.
7	All foes hit are impaled on or entangled in the surrounding terrain. They suffer -6 to AC and you may make an immediate additional attack against them.
8-12	Blood everywhere! All foes hit take an additional 1d14 damage and you are overcome by battle rage!
13-15	Big boom! All foes hit take an additional +4d10 damage, are knocked prone, and drop whatever they are holding due to disorientation.
16	Organ damage! Inflicts an additional +4d12 damage to all in range.
17	Heartstopper! All foes must make a Fort save (DC 20+ PC Luck Mod) or instantly die of shock.
18	Shrapnel storm! All foes hit take an additional 1d10 damage and are permanently blinded and deafened.
19	Brainbuster! All foes die in 3d3 rounds due to cranial hemorrhaging.
20	All foes hit must make a Luck roll or a random limb is severed and they will bleed out until they receive medical aid or magic healing.
21	Big boom! Inflicts an additional +3d12 damage to all in range. All other foes must make a Will save (DC 15+ 1 per foe killed in the blast) or flee in terror.
22	All foes hit suffer +2d12 damage, are knocked prone, and have their movement reduced to 0 due to vertigo.
23	Brainbuster! All foes hit are stunned for 2d3 rounds and suffer 2d5 Int damage. You may make an immediate additional attack against them.
24	All foes hit suffer 1d6 Sta damage and a random limb is severed. They will bleed out until they receive medical aid or magic healing.
25	All foes hit lose 50% of their hp and spend the next 2d10 rounds vomiting due to vertigo.
26	Burst lungs! All foes hit begin to drown in their own blood until they receive medical aid or magic healing.
27+	All foes hit suffer +5d12 damage and are permanently blind, deaf, and dazed.

# ALIEN/WEIRD WEAPON FUMBLE TABLE

Roll	Result
0	The weapon gives off a barrage of warning alerts but no other effect.
1	The weapon makes a very LOUD noise.
2	The weapon begins to vibrate. You must make a Ref save DC 10 or drop the weapon.
3	The weapon begins moving on its own. You take a -2 penalty on your next attack roll.
4	The weapon goes into maintenance mode and ceases to function for 1d3 rounds.
5	Weapon throws you to the ground. You are prone and must use an action to stand next round.
6	Weapon increases your local gravity by two-fold. Minus 1 to AC and Ref save for 1d14 rounds.
7	Weapon grows unbearably hot for 1d3 rounds. Attempting to wield it will cause 1 Agi damage per round.
8	A random, non-magical object you carry turns to dust.
9	Your bones temporarily grow soft. Minus 1d4+1 to Str for 1 round.
10	The weapon goes into maintenance mode and ceases to function for 1d5 rounds.
11	The weapon consumes 1d3 points of Luck from you.
12	You take 1d4 damage as the weapon bursts into rainbow fire and you also must roll on Table 5-3: Minor Corruption, pg 116 in the DCC rulebook.
13	The weapon consumes 1d3 points of Sta from you.
14	You take 2d4 damage as the weapon bursts into rainbow fire and you also must roll on Table 5-4: Major Corruption, pg 118 in the DCC rulebook.
15	The weapon consumes 1d3-1 hp per round for the next 1d14 rounds.
16+	You take 3d4 damage as the weapon bursts into rainbow fire and you also must roll on Table 5-5: Greater Corruption, pg 119 in the DCC rulebook.



# ALIEN/WEIRD WEAPON CRIT TABLE 1

(0-level characters, Wizards, Robots)

Roll	Result
0	The weapon crackles with energy. Your foe suffers +1d6 damage and you drop the weapon with a yelp of pain.
1	Solid hit! Inflict +1d3 damage with this attack.
2	Foe loses 1d5 teeth and is dazed for 1d3 rounds.
3	Foe's skin erupts with boils. Foe drops to the bottom of the initiative order as he wails.
4	Foe suffers +1d4 damage and his movement is reduced by 20% as his toenails forcibly eject from his toes, ruining any footwear worn.
5	Solid hit! Inflict +1d4 damage with this attack and +1 to hit on next attack.
6	Due to a small hiccup in time you may make an immediate additional attack against your current foe.
7	Inflict +1d5 damage with this attack and your foe suffers -2 to all attacks as a few fingers on his weapon hand rapidly wither up and drop off.
8	Foe is caught in a tiny time distortion pocket and cannot act next round.
9	Inflict +1d5 damage with this attack and your foe is dazed by the fact that blood starts pouring out of his (roll 1d4: 1-teeth, 2-groin, 3-hair, 4-eyes).
10	Foe suffers massive vertigo and is prone until his action next round.
11	Foe begins to belch up ants! Inflict +2d4 damage with this attack.
12	Foe's AC drops by 2 for 1d3 rounds as smoke begins to bellow from every orifice.
13	Foe's movement is reduced by 50% due to a random foot turning to stone.
14	Foe's eyes temporarily teleport to the astral plane. He is blind for 1d3 rounds.
15	Foe's weapon teleports 3d6 feet away in a random direction.
16	You see a moment into the future. Make another attack roll immediately. If the second attack hits, you inflict an additional +1d6 damage.
17	Foe forgets how to speak and understand languages for 1d3 rounds.
18	Inflict +2d5 damage with this attack and steal one point of Luck from your foe.
19	Foe must make a Fort save (DC 20+ PC Luck Mod) or be frozen in time for 1d6 turns. While in stasis he cannot be communicated with, moved, or harmed in any way.
20+	Inflict +2d8 damage with this attack and 1d4 points of damage to a random attribute.

# ALIEN/WEIRD WEAPON CRIT TABLE II

(Thieves, Elves, Technologists, Petrol Heads)

Roll	Result
0	Your weapon reboots and you miss.
1	Nice hit! Inflict +2d3 damage.
2	Foe's ears relocate to a different part of his body. Inflict +1d6 damage.
3	Bone spikes burst forth from the foe's flesh! Foe suffers +2d6 damage.
4	Due to a small hiccup in time you may make an immediate additional attack against your current foe.
5	The flesh around the wound freezes in an instant causing +3d3 damage. Foe is stunned for 1 round as he thaws.
6	Foe is knocked into a slower time stream, all movements and actions are reduced by half.
7	Foe bursts into flames and is now burning.
8	Foe's eyes temporarily teleported to the astral plane. Foe is blind for 1d4 rounds.
9	Foe temporarily loses muscle control and is now prone. You may make an immediate additional attack against him.
10	Foe's skin violently explodes with pustules. Inflict +2d6 damage.
11	Foe forgets how to speak or communicate in any way for 1d3 days.
12	Foe must succeed on a Fort save (DC 12 + PC Luck mod) or immediately fall asleep.
13	Foe knocked into a dimensional distortion pocket. -4 to all actions for 1d4 rounds.
14	Foe must make a Fort save (DC 12 + PC Luck mod) or immediately change sex.
15	Foe's bones momentarily turn to gelatin. Inflict +2d6 damage and foe becomes prone.
16	One of the foe's eye's violently explodes doing 2d4 damage to the foe and 1d4 damage to everyone within 5 feet. The foe is now partially blind.
17	The foe's muscles partially calcify. All action dice are reduced by two steps.
18	Foe suffers +1d8 damage and must succeed on a Fort save (DC 14 + PC Luck mod) or immediately fall asleep.
19	Foe suffers +1d6 damage and loses 1hp per round as blood trickles out of every pore for 1d20 rounds.
20	Foe suffers +2d6 damage as insects teleport into his chest cavity. Foe must succeed on a Fort save (DC 14 + PC Luck mod) or die in 1d4 rounds
21	Foe suffers +3d6 damage as his spine is pulled into a different dimension. Foe must succeed on a Fort save (DC 14 + PC Luck mod) or suffer paralysis.
22	Foe must succeed on a Fort save (DC 16 + PC Luck mod) or begin melting and die in 1d3 rounds.
23+	A resonance wave begins in the foe's skull. He suffers +2d6 damage and must succeed on a Fort save (DC 18+ PC Luck mod) or his brain explodes, doing 2d6 damage to all within 5 feet.

# ALIEN/WEIRD WEAPON CRIT TABLE III

(Warriors 1-2, Clerics, Dwarves 1-3, Halflings, Mutants, Aetherian Heroes 1-3, Cyborgs 1-5)

Roll	Result
0	Energy arcs from the weapon, striking your foe for +1d12 damage and a random ally for 1d4 damage.
1	Forceful hit! Inflict +1d6 damage.
2	Foe temporarily loses muscle control and is now prone.
3	The flesh around the wound melts causing +1d8 damage.
4	Due to a small hiccup in time you may make an immediate additional attack against your current foe.
5	Foe suffers +1d6 damage and he loses a random sense for 1d4 hours.
6	Foe bursts into flames and is now burning.
7	Foe's weapon teleports 3d6 feet away in a random direction.
8	Foe suffers +1d6 damage and he loses a random sense for 1d4 days.
9	Foe's suffers +2d6 damage and movement is reduced by 50% due to a random leg turning to stone.
10	Foe's weapon turns to dust. If unarmed, foe suffers 2d8 damage as a limb turns to dust.
11	Foe's liver is teleported to another dimension. Unless magical healing is received, the foe dies in 1d5 hours.
12	Foe must succeed on a Fort save (DC 14 + PC Luck mod) or fall asleep.
13	Foe suffers +1d8 damage and all of his teeth fall out.
14	Foe violently bursts into flames. Foe suffers +2d6 damage and is now burning.
15	Foe suffers +1d8 damage and one random limb rapidly shrivels up, useless.
16	The foe's muscles partially turn to wood. Foe suffers -4 to all actions.
17	Due to a small hiccup in time you may make an immediate additional attack against your current foe with a +2 to hit.
18	Inflict +1d8 damage with this attack and 1d4 points of damage to two random attributes.
19	Inflict +2d8 damage with this attack and foe's skin shifts to a new color (Roll 1d6: 1 - Red, 2 - Orange, 3 - Yellow, 4 - Green, 5 - Blue, 6 - Purple).
20	Foe suffers massive disorientation as they receive alien radio signals. He is stunned for 1d3 rounds and suffers 1d4 points of damage per round.
21	Foe suffers +2d8 damage and movement is reduced by 50% due to a random leg turning to crystal. You may make an immediate additional attack against him.
22	Foe suffers 2d8 damage as his weapon, and the arm wielding it, melts away.
23	Inflict +2d8 damage with this attack and 1d4 points of damage to two random attributes.
24-26	Foe suffers +2d8 damage. If this kills the foe, permanently increase the damage die of the weapon by one step.
27+	Foe suffers +3d8 damage from random organs disappearing and he will bleed out until receiving magic healing.



# ALIEN/WEIRD WEAPON CRIT TABLE IV

(Warriors 3-4, Dwarves 4-5, Aetherian Heroes 4-6, Cyborgs 6+)

Roll	Result
0	Energy arcs from the weapon, striking your foe for +2d8 damage and a random ally for 1d5 damage.
1	Amazing hit! Inflict +2d12 damage with this strike.
2	Foe suffers +1d12 damage as his weapon hand rapidly shrivels up and falls off.
3	Due to a small hiccup in time you may make an immediate additional attack against your current foe at +5 to the attack and damage roll.
4	Inflict +1d12 damage with this attack and 1d6 points of damage to a random attribute.
5	Foe suffers +2d12 damage as his weapon, and weapon arm, rapidly corrodes and decays to uselessness.
6	Foe must succeed on a Fort save (DC 16 + PC Luck mod) or immediately fall asleep.
7	Foe suffers +2d12 damage and is knocked into a slower time stream. All movements and actions are reduced by half.
8	Due to a small hiccup in time you may make an immediate additional attack against your current foe at +7 to the attack and damage roll.
9	Foe suffers +2d12 damage and loses all ability to speak or communicate for 2d14 days.
10	Foe's eyes temporarily teleported to the astral plane. Foe is blind for 1d4 rounds.
11	Inflict +2d12 damage with this attack and 1d6 points of damage to a random attribute.
12	You are filled with cosmic hate! Inflict +1d12 damage with this attack and you enter battle rage.
13	Inflict +2d12 damage with this attack and foe's skin shifts to a new color (Roll 1d6: 1 - Red, 2 - Orange, 3 - Yellow, 4 - Green, 5 - Blue, 6 - Purple).
14	Foe's nervous system is rerouted. The foe suffers a -4 penalty to AC as he learns to walk again.
15	Foe's skeletal system turns to rubber for 1d4 rounds. Foe is stunned and prone during this time.
16	Foe's shield turns to dust. If he does not use a shield, foe suffers 2d8 damage as a limb turns to dust.
17	Foe's movement is reduced to 0 due to all legs turning to iron. You may attack again.
18	Foe suffers +1d12 damage and must succeed on a Fort save (DC 16 + PC Luck mod) or fly into battle rage and attack his former allies.
19-20	Amazing hit! Inflict +3d12 damage with this strike.
21-22	Foe violently bursts into flames. He suffers +2d12 damage and is burning.
23	Foe's internal organs are transformed into rocks. Death occurs in 1d8 rounds.
24+	Foe suffers +3d12 damage. If this kills the foe, permanently increase the damage die of the weapon by one step.

# ALIEN/WEIRD WEAPON CRIT TABLE V

(Warriors 5+, Dwarves 6+, Aetherian Heroes 7+)

Roll	Result
0	Energy arcs from the weapon, striking your foe for +3d8 damage and a random ally for 1d6 damage.
1	Foe's weapon turns to dust. If unarmed, foe suffers +3d12 damage as a limb turns to dust.
2	Foe teleports 3d10 feet in a random direction and suffers +2d12 damage.
3	Foe suffers +1d12 damage and randomly loses one of his senses permanently.
4	Foe must succeed on a Fort save (DC 20 + PC Luck mod) or spend the next 1d3 rounds vomiting up live spiders.
5	Foe suffers +1d12 damage and his weapon teleports 3d6 feet away in a random direction.
6	Foe's eyes temporarily teleported to the astral plane. Foe is blind until magically healed.
7	Foe's ligaments turn to iron, reducing his AC by -6. Make another attack.
8-12	You are filled with cosmic hate! Inflict +1d12 damage with this attack and you enter battle rage.
13-15	Foe suffers 4d10 damage as his weapon, and the arm wielding it, melts away.
16	Foe shrinks by 25%. Foe suffers -4 to all actions and AC due to disorientation.
17	Foe staggers about for one round and then explodes, dealing 1d12 damage to all within 10'.
18	Foe suffers +1d12 damage and loses 2 of his senses, at random, permanently.
19	A resonance wave begins in the foe's skull. He suffers +2d12 damage and must succeed on a Fort save (DC 20+ PC Luck mod) or his brain explodes doing 2d12 damage to all within 5 feet.
20	Foe suffers +2d12 damage and his weapon arm explodes in a shower of gore, doing 1d12 damage to all within 10 feet.
21-24	Foe suffers +3d12 damage. If this kills the foe, permanently increase the damage die of the weapon by one step.
25	Foe begins to melt! Foe loses 20% of his hp every round until dead or magically healed.
26	Rainbow colored sludge begins torrenting from the foe's mouth and he begins to drown. All movement within 10 feet of the foe is reduced by 50% due to slipperiness.
27	Foe suffers +4d12 damage. If this kills the foe, all other foes within 10 feet must succeed on a Fort save (DC 20 + PC Luck mod) or die as well.
28+	Your foe dies instantly and his violent death disrupts the flow of time. Continue to make attacks against any foes within 10' until you miss.

# CRIT TABLE AL: ALIENS

Roll	Result
1	Strange energy arcs around the wound. The PC suffers +1d8 damage.
2	A probe is injected. The PC permanently loses an additional 2 hit points.
3	An organ tissue sample is extracted. The PC suffers +1d10 damage.
4	A probe is injected. The PC permanently loses an additional 4 hit points.
5	Dimensional distortion! The PC takes on corruption, similar to a wizard casting spells. Roll 1d10 on a corruption table. If the alien has 5 HD or less, use the minor corruption table; if 6-10 HD, use the major corruption table; if 11+ HD, use the greater corruption table.
6	A bit of life force is collected for study. The PC ages 4d4 years instantly. If the PC suffers any other aging effects within a weeks time, all physical stats are lowered by -1.
7	Infected with a virulent xeno-disease! One random stat is lowered by 1d4 points for 2d7 days. Requires a 5 HD healing result to cure.
8	Genetic transmutation! The PC must roll on the Table Mu-2: Base Mutation Table in CUaBM issue #2, pg 4. This mutation is permanent.
9	A new persona is downloaded into the PC, erasing the old one. The PC's physical stats remain unchanged, but reroll a new Intelligence, Personality, and Luck with 3d6. All former memories are deleted and replaced with new ones. The alien repository where all persona data is kept must be discovered to retrieve the original persona.
10	Dimensional distortion! The PC takes on several corruptions, similar to a wizard casting spells. Roll 1d10 twice on a corruption table. If the alien has 5 HD or less, use the minor corruption table; if 6-10 HD, use the major corruption table; if 11+ HD, use the greater corruption table.
11	Infected with a virulent xeno-disease! One random stat is lowered by 1 point permanently. This cannot be cured by normal magical means.
12	A bit of destiny is collected for study. The PC loses 1 point of Luck permanently.
13	Genetic transmutation! The PC must roll twice on the Table Mu-2: Base Mutation Table in CUaBM issue #2, pg 4. These mutations are permanent.
14	The PC's persona is forcefully removed, leaving his body a living mindless shell. The alien repository where all persona data is kept must be discovered to retrieve the persona and a means found to reinsert it into his body.
15	The PC is teleported 3d30 miles in a random direction. He must make a Luck check to see if he arrives safely. A failed check results in taking 2d10 damage.
16	A large portion of life force is collected for study. The PC ages 4d8 years instantly and all physical stats are lowered by -1.
17	A large probe is injected. The PC permanently loses an additional 8 hit points.
18	Infected with a virulent xeno-disease! One random stat is lowered by 2d4 points for 2d14 days. Requires a 5 HD healing result to cure.
19	Roll again twice.
20+	Roll again three times.

# CIRIT' TABLE RO: ROBOTS

Roll	Result
1	The robot's hideous strength inflicts +1d6 damage on the PC.
2	The PC is flung 1d6 feet in a random direction and is now prone.
3	A mighty inhuman blow dazes the PC for 1d3 rounds.
4	The robot squeezes the PC's wrist, forcing him to drop his weapon from pain.
5	The robot forcefully strips the PC's shield off his arm. If no shield, this attack inflicts +1d6 damage.
6	With hideous inhuman strength the robot begins choking the PC. This inflicts 2d4 damage and causes suffocation. A Str check (DC 15) is required to break the robots grip and free the PC. The choking will continue even after the Robot is dead.
7	The robot's phenomenal strike inflicts +1d10 damage on the PC.
8	A mighty inhuman blow shatters the PC's forearm. This attack inflicts +1d8 damage, and the arm is useless until healed.
9	Crushing blow! The world spins as the cruel bot makes a second attack!
10	Strike torques the PC's spine. Movement is cut by half and this attack inflicts +1d10 damage.
11	The robot's hideous strength inflicts +2d6 damage on the PC.
12	With cruel monotone laughter the robot destroys the PC's weapon.
13	A merciless blow to the PC's torso crushes internal organs. This attack inflicts +1d12 damage and forces the PC to make Fort save (DC 15 + HD) to remain conscious through the pain.
14	The robot reveals a set of hidden weapons and makes another attack at +4 to hit and damage!
15	The robot's hideous strength inflicts +2d8 damage on the PC.
16	Robot seizes PC by a limb and locks its grip. This attack inflicts +1d12 damage and all future attacks against the held PC are at +4 to hit. A Str check (DC 12 + HD) is required to break free.
17	PC's legs are crushed. This attack inflicts +1d12 damage, the character's movement drops to 3', and the screaming can be heard for miles.
18-19	Terrifying inhuman blow crushes several important organs. The PC spends the next 1d4 days dying a slow, painful death. Powerful magic (healing by a cleric of level 3 or higher) can arrest the dying.
20-21	Crippling blow to cranium! This attack inflicts +1d20 damage and the PC must make a Fort save (DC 15 + HD) or fall unconscious.
22-23	One of the PC's limbs is torn forcefully from his body. This inflicts +2d12 damage plus he is dazed and bleeding out until medical/magical aid is received. PC must make a Fort save (DC 15 + HD) or fall unconscious.
24-25	Strike crushes throat. The PC drowns in his own blood for 6 rounds.
26-27	Terrible blow to the chest bursts the PC's heart, causing immediate death.
28+	Vicious methodical attack rips PC's body into small, bloody chunks and then the robot charges on to the next foe, making attacks until it misses.

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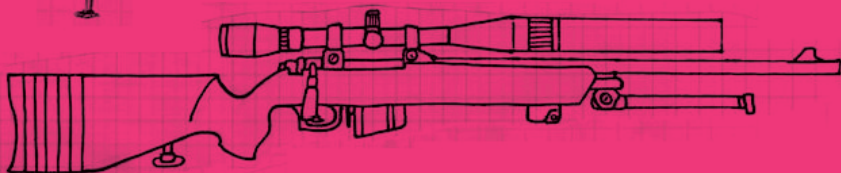
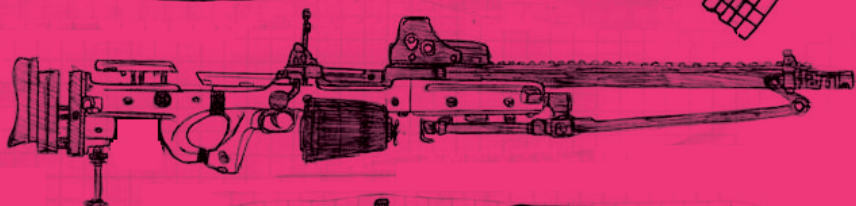
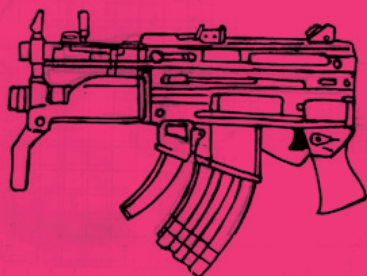
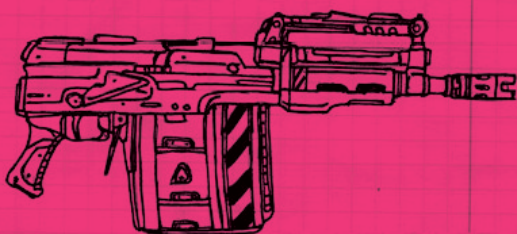
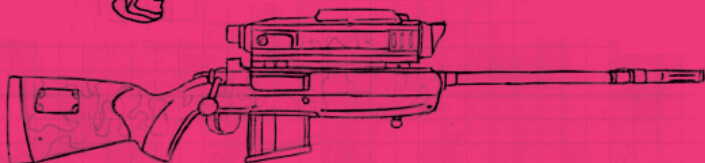
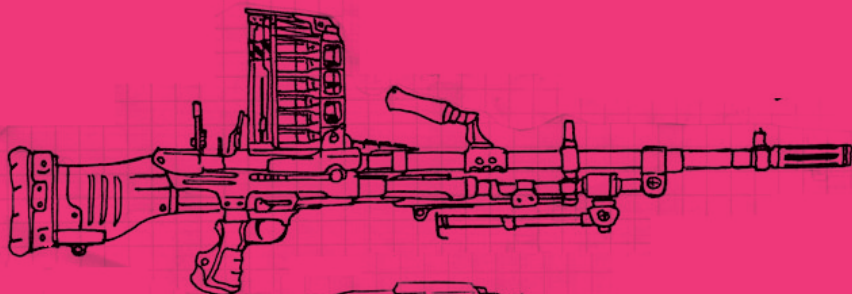
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