

ZUPPIE'S FUMBLE TABLES FOR DCC RPG

In my opinion the fumble table in DCC RPG does not list the results in an ascending & logical order of severity. Hence my re-arrangement & partial rewrite of them, and the addition of Missile and Monster fumbles.

Instead of the fumble dice types listed in the rulebook, use the following: No Armor=d6, Light Armor=d12, Medium Armor=d16, Heavy Armor=d20. Rolls adjusted by the Luck modifier as usual.

MELEE WITH WEAPON

<0	<i>Slipped on filth.</i> You must make a DC 11 Ref Save or fall prone.
1	<i>Get a grip!</i> Your weapon shifts in your hand; take your next attack at a -2 penalty.
2	<i>Off balance.</i> Take your next attack at a -4 penalty.
3	<i>Exposed defenses!</i> Your opponent gets a +2 bonus for its next attack.
4	<i>Discombobulated.</i> Your opponent gets a +4 bonus for its next attack.
5	<i>Something in your eye.</i> Your attacks only do half damage against your current opponent.
6	<i>Weak fingers.</i> You drop your weapon; pick it up or draw a new one on your next action.
7	<i>Clumsy!</i> Your weapon flies off d10' in a random direction, possibly hitting something (or - one) for half damage.
8	<i>Breakage.</i> Your weapon comes apart somehow. 10 minutes to repair, useless for now.
9	<i>Fail.</i> Your weapon strikes at a bad angle, gets fractured and deals only half damage until mended.
10	<i>Shatter!</i> You manage to break your weapon into pieces; it is quite useless until mended.
11	<i>Easy prey.</i> You incompetently become Entangled in your armor for d3 rounds.
12	<i>Sitting duck.</i> You are Entangled in your armor until you succeed in a DC 15 Agi check made at the end of each of your turns.
13	<i>Cover blown.</i> A piece of your armor falls off; 10 minutes to fix, for now reduce your AC by d2.
14	<i>Striptease.</i> Pieces of your armor fall off; 10 minutes to fix, for now reduce your AC by d2+1.
15	<i>Grinding halt!</i> Your armor seizes up for d3 rounds, rendering you Helpless for the duration.
16	<i>Jammed straps.</i> You remain Helpless until you succeed in a DC 17 Str check made at the end of each of your turns.
17	<i>Shoddy donning!</i> Your entire armor falls off suddenly and comically, tripping you prone.
18	<i>Are you alright?</i> You hit the nearest ally (or yourself if no ally) for normal damage and fall prone.
19	<i>What ails thee?</i> You hit yourself for normal damage +1 and fall prone.
20+	<i>Vulgar display of blunder!</i> You hit yourself for maximum damage and fall prone.

MISSILE WEAPONS

<0	<i>Klutz!</i> Your missile falls to the ground. Pick it up or load another on your next action.
1	<i>Substandard.</i> You drop all of the ammunition; d3 rounds to pick it all up or take your turn last in the Init order for the rest of this battle.
2	<i>Pay attention!</i> Take your next attack at a -2 penalty.
3	<i>Trembling hands.</i> Take your next attack at a -4 penalty.
4	<i>Pain rain.</i> You slip and shoot almost straight upwards; make a DC 11 Ref Save or fall prone. Your missile may land at the start of the next round, hitting something (or -one) for normal damage.
5	<i>Weak grip.</i> You drop your weapon; pick it up or draw a new one on your next action.
6	<i>Tear!</i> A crack appears in your weapon; unless mended, there is a 20% chance that it will break every time you use it with the results described for 8 below.
7	<i>Dismantlement.</i> Your weapon comes apart somehow. 10 minutes to repair, useless for now.
8	<i>Weakening.</i> Due to over-tension your weapon deals only half damage until mended.
9	<i>Break!</i> You manage to break your weapon into pieces; it snaps in your face for d2 damage (avoided with a helmet). Your weapon is obviously useless until mended.
10	<i>Tragic missile.</i> You slip and fall prone onto your ammunition; d50+50% of it breaks. Lose d5 HP.
11	<i>Useless.</i> You incompetently become Entangled in your armor for d3 rounds.
12	<i>Scarecrow.</i> You are Entangled in your armor until you make a DC 15 Agi check at your turns' end.
13	<i>Cover blown.</i> A piece of your armor falls off; 10 minutes to fix, for now reduce your AC by d2.
14	<i>Striptease.</i> Pieces of your armor fall off; 10 minutes to fix, for now reduce your AC by d2+1.
15	<i>Statuesque.</i> Your armor seizes up for d3 rounds, rendering you Helpless for the duration.
16	<i>Stuck up.</i> You remain Helpless until you make a DC 17 Str check at your turns' end.
17	<i>Shoddy donning!</i> Your entire armor falls off suddenly and comically, tripping you prone.
18	<i>Friendly fire.</i> You hit an ally (or yourself if no ally) for normal damage.
19	<i>Death wish.</i> You somehow hit yourself for normal damage +1 and fall prone.
20+	<i>Arghery!</i> You skewer your foot for maximum damage and fall prone.

NON-HUMANOID MONSTER FUMBLES ROLL (D7 + TARGET PC'S LUCK MODIFIER)

<0	The monster must make a DC 11 Ref Save or fall prone.
1	The monster trips and falls prone.
2	The monster's next attack is at a -2 penalty.
3	The monster's next attack is at a -4 penalty.
4	The monster's opponent gets a +2 bonus for his next attack.
5	The monster's opponent gets a +4 bonus for his next attack.
6	One of the monster's appendages is damaged; all attacks are at a -2 penalty until healed.
7	The monster trips and falls prone hard, suffering d4 damage.
8	The monster hits its ally within range (or self if no ally) for normal damage.
9	The monster wounds itself for normal damage +1 and falls prone.
10+	The monster wounds itself for maximum damage and falls prone.