

# Melee with Weapon

D100

- 01 – 05 • *Slipped*.** You must make a successful DC 10 DEX Save or immediately fall prone.
- 06 – 09 • *Pulled up lame*.** You must make a successful DC 10 CON save or your speed is halved until the encounter ends..
- 10 • *Something in your eye*.** Your melee attacks only do half damage for the remainder of the encounter.
- 11 - 15 • *Wicked backswing*.** You strike yourself slightly on your backswing and take 1d8 damage.
- 16 – 19 • *Wind knocked out of you*.** You become exhausted to level 1 of that condition.
- 20 • *Loss of confidence*.** You gain disadvantage for your attacks against this opponent for the remainder of the encounter.
- 21 – 25 • *Shook yourself up*.** You are stunned for 1 rd.
- 26 - 29 • *Give them hope*.** Your target's allies within 30 feet gain a d6 inspiration die that can be used during this encounter.
- 30 • *Panic attack*.** You must make a successful DC 10 WIS Save or become frightened for the remainder of the encounter.
- 31 – 35 • *Dropped weapon*.** You drop your weapon and it falls 10' from your location in a random direction.
- 36 – 39 • *Discombobulated*.** You become incapacitated for 1 rd.
- 40 • *You've fallen and you can't get up*.** You immediately fall prone and lose all movement this round.
- 41 – 45 • *Bad timing*.** You drop to last in the imitative order for the combat but do not act again this turn.
- 46 – 49 • *Broken bone*.** You break a bone in your hand. You suffer disadvantage for the rest of the encounter and take 1d6 damage every rd. until healed.
- 50 • *Easy prey*.** Allies of the target within 20' will attack you with their next turn, unless they would suffer an Attack of Opportunity to do so.
- 51 - 55 • *Exposed defenses*.** Your swing unbalances you so much that your target may take one melee attack against you as a reaction.
- 56 – 59 • *Your own worst enemy*.** You suffer the effects of a bane spell for the remainder of the encounter.
- 60 • *Unguarded*.** All adjacent allies of your target may immediately take an attack of opportunity against you.
- 61 – 65 • *Costly mistake*.** Your target may reroll all 1s and 2s on the damage roll for his next successful melee attack vs. you.
- 66 - 69 • *Revealed intentions*.** You and your allies all suffer disadvantage for your next attack.
- 70 • *Wrong target*.** You mistakenly strike an ally adjacent to you with your attack.
- 71 – 75 • *Lodged weapon*.** Your weapon becomes stuck in the floor or a nearby object. You must make a DC 14 STR check to remove it as an action.
- 76 – 79 • *Devastating error*.** Your opponent may immediately make one melee attack with advantage against you as a reaction.
- 80 • *Shattered*.** Your weapon breaks if it is non-magical. Enchanted weapons must make a DC 8 Save and get a +1 to their roll for every + of the weapon.
- 81 – 85 • *Thrown weapon*.** You lose your grip and throw your weapon. It lands 30' from your location in a random direction.
- 86 – 89 • *Panic attack*.** You immediately suffer the effects of the Confusion spell for 1 rd.
- 90 • *Horrible aftermath*.** Roll twice on this chart and apply both effects to yourself.
- 91 - 95 • *Self-inflicted wound*.** Your attack ricochets back and you hit yourself. Roll your damage as if you had hit your target and apply it to yourself.
- 96 – 99 • *Did you see that?*** Your attack ricochets back and you hit yourself. Apply the maximum damage to yourself as if you had hit your target.
- 100 • *No!*** Your attack ricochets back and you hit yourself. Apply the maximum critical damage to yourself as if you had hit your target.

# Melee unarmed or natural weapons

D100

- 01 – 05 • *Slipped.*** You must make a successful DC 10 DEX Save or immediately fall prone.
- 06 – 09 • *Pulled up lame.*** You must make a successful DC 10 CON save or your speed is halved until the encounter ends..
- 10 • *Something in your eye.*** Your melee attacks only do half damage for the remainder of the encounter.
- 11 - 15 • *Wicked backswing.*** You strike yourself slightly on your backswing and take 1d8 damage.
- 16 – 19 • *Wind knocked out of you.*** You become exhausted to level 1 of that condition.
- 20 • *Loss of confidence.*** You gain disadvantage for your attacks against this opponent for the remainder of the encounter.
- 21 – 25 • *Shook yourself up.*** You are stunned for 1 rd.
- 26 - 29 • *Give them hope.*** Your target's allies within 30 feet gain a d6 inspiration die that can be used during this encounter.
- 30 • *Panic attack.*** You must make a successful DC 10 WIS Save or become frightened for the remainder of the encounter.
- 31 – 35 • *Bruised.*** You injure yourself slightly; you take 1d6 damage every round until healed.
- 36 – 39 • *Discombobulated.*** You become incapacitated for 1 rd.
- 40 • *You've fallen and you can't get up.*** You immediately fall prone and lose all movement this round.
- 41 – 45 • *Bad timing.*** You drop to last in the initiative order for the combat but do not act again this turn.
- 46 – 49 • *Broken bone.*** You break a bone in your hand. You suffer disadvantage for the rest of the encounter and take 1d6 damage every rd. until healed.
- 50 • *Easy prey.*** Allies of the target within 20' will attack you with their next turn, unless they would suffer an Attack of Opportunity to do so.
- 51 - 55 • *Exposed defenses.*** Your attack unbalances you so much that your target may take one melee attack against you as a reaction.
- 56 – 59 • *Your own worst enemy.*** You suffer the effects of a bane spell for the remainder of the encounter.
- 60 • *Unguarded.*** All adjacent allies of your target may immediately take an attack of opportunity against you.
- 61 – 65 • *Costly mistake.*** Your target may reroll all 1s and 2s on the damage roll for his next successful melee attack vs. you.
- 66 - 69 • *Revealed intentions.*** You and your allies all suffer disadvantage for your next attack.
- 70 • *Wrong target.*** You mistakenly strike an ally adjacent to you with your attack.
- 71 – 75 • *Stuck!*** Your foot becomes lodged in the floor or a nearby object. You are restrained. You must make a DC 14 STR check to remove it as an action.
- 76 – 79 • *Devastating error.*** Your opponent may immediately make one melee attack with advantage against you.
- 80 • *Collision.*** You collide with an adjacent ally, knocking you both prone.
- 81 – 85 • *Thrown into chaos.*** You crash into all adjacent allies; you are all knocked prone and lose all movement this round.
- 86 – 89 • *Panic attack.*** You immediately suffer the effects of the Confusion spell for 1 rd.
- 90 • *Horrible aftermath.*** Roll twice on this chart and apply both effects to yourself.
- 91 - 95 • *Self-inflicted wound.*** Your missed attack is costly. Roll your damage as if you had hit your target and apply it to yourself.
- 96 – 99 • *Did you see that?*** Your missed attack is costly. Apply the maximum damage to yourself as if you had hit your target.
- 100 • *No!*** Your missed attack is costly. Apply the maximum critical damage to yourself as if you had hit your target.

# Ranged attack with weapon

D100

- 01 – 05 • *Slipped.*** You must make a successful DC 10 DEX Save or immediately fall prone.
- 06 – 09 • *Pulled up lame.*** You must make a successful DC 10 CON save or your speed is halved until the encounter ends..
- 10 • *Something in your eye.*** Your melee and ranged attacks only do half damage for the remainder of the encounter.
- 11 - 15 • *Whiplashed.*** Your weapon kicks back, striking you slightly and you take 1d8 damage.
- 16 – 19 • *Wind knocked out of you.*** You become exhausted to level 1 of that condition.
- 20 • *Loss of confidence.*** You gain disadvantage for your attacks against this opponent for the remainder of the encounter.
- 21 – 25 • *Shook yourself up.*** You are stunned for 1 rd.
- 26 - 29 • *Give them hope.*** Your target's allies within 30 feet gain a d6 inspiration die that can be used during this encounter.
- 30 • *Panic attack.*** You must make a successful DC 10 WIS Save or become frightened for the remainder of the encounter.
- 31 – 35 • *Dropped weapon.*** You drop your weapon and it falls 10' from your location in a random direction.
- 36 – 39 • *Discombobulated.*** You become incapacitated for 1 rd.
- 40 • *You've fallen and you can't get up.*** You immediately fall prone and lose all movement this round.
- 41 – 45 • *Bad timing.*** You drop to last in the initiative order for the combat but do not act again this turn.
- 46 – 49 • *Broken bone.*** You break a bone in your hand. You suffer disadvantage for the rest of the encounter and take 1d6 damage every rd. until healed.
- 50 • *Easy prey.*** Allies of the target within 20' will attack you with their next turn, unless they would suffer an Attack of Opportunity to do so.
- 51 - 55 • *Exposed defenses.*** Your attack unbalances you so much that your target may take one attack against you as a reaction.
- 56 – 59 • *Your own worst enemy.*** You suffer the effects of a bane spell for the remainder of the encounter.
- 60 • *Unguarded.*** All adjacent allies of your target may immediately take an attack of opportunity against you.
- 61 – 65 • *Costly mistake.*** Your target may reroll all 1s and 2s on the damage roll for his next successful attack vs. you.
- 66 - 69 • *Revealed intentions.*** You and your allies all suffer disadvantage for your next attack.
- 70 • *Wrong target.*** You mistakenly strike an ally adjacent to you with your attack.
- 71 – 75 • *Lodged weapon.*** Your weapon becomes stuck in the floor or a nearby object. You must make a DC 14 STR check to remove it as an action.
- 76 – 79 • *Devastating error.*** Your opponent may immediately make one attack with advantage against you as a reaction.
- 80 • *Shattered.*** Your weapon breaks if it is non-magical. Enchanted weapons must make a DC 8 Save and get a +1 to their roll for every + of the weapon.
- 81 – 85 • *Thrown weapon.*** You lose your grip and throw your weapon. It lands 30' from your location in a random direction.
- 86 – 89 • *Panic attack.*** You immediately suffer the effects of the Confusion spell for 1 rd.
- 90 • *Horrible aftermath.*** Roll twice on this chart and apply both effects to yourself.
- 91 - 95 • *Self-inflicted wound.*** Your attack ricochets back and you hit yourself. Roll your damage as if you had hit your target and apply it to yourself.
- 96 – 99 • *Did you see that?*** Your attack ricochets back and you hit yourself. Apply the maximum damage to yourself as if you had hit your target.
- 100 • *No!*** Your attack ricochets back and you hit yourself. Apply the maximum critical damage to yourself as if you had hit your target.

# Spell Attack

D100

- 01 – 05 • *Slipped*.** You must make a successful DC 10 DEX Save or immediately fall prone.
- 06 – 09 • *Pulled up lame*.** You must make a successful DC 10 CON save or your speed is halved until the encounter ends..
- 10 • *Something in your eye*.** Your attacks only do half damage for the remainder of the encounter.
- 11 - 15 • *Oops!*** You clonk your head on something, take 1d8 damage.
- 16 – 19 • *Wind knocked out of you*.** You become exhausted to level 1 of that condition.
- 20 • *Loss of confidence*.** You gain disadvantage for your attacks against this opponent for the remainder of the encounter.
- 21 – 25 • *Shook yourself up*.** You are stunned for 1 rd.
- 26 - 29 • *Give them hope*.** Your target's allies within 30 feet gain a d6 inspiration die that can be used during this encounter.
- 30 • *Panic attack*.** You must make a successful DC 10 WIS Save or become frightened for the remainder of the encounter.
- 31 – 35 • *Lose your grip*.** Your drop anything you had in hand and it falls 10' from your location in a random direction.
- 36 – 39 • *Discombobulated*.** You become incapacitated for 1 rd.
- 40 • *You've fallen and you can't get up*.** You immediately fall prone and lose all movement this round.
- 41 – 45 • *Bad timing*.** You drop to last in the imitative order for the combat but do not act again this turn.
- 46 – 49 • *Broken bone*.** You break a bone in your hand. You suffer disadvantage for the rest of the encounter and take 1d6 damage every rd. until healed.
- 50 • *Easy prey*.** Allies of the target within 20' will attack you with their next turn, unless they would suffer an Attack of Opportunity to do so.
- 51 - 55 • *Exposed defenses*.** Your attack unbalances you so much that your target may take one attack against you as a reaction.
- 56 – 59 • *Your own worst enemy*.** You suffer the effects of a bane spell for the remainder of the encounter.
- 60 • *Unguarded*.** All adjacent allies of your target may immediately take an attack of opportunity against you.
- 61 – 65 • *Costly mistake*.** Your target may reroll all 1s and 2s on the damage roll for his next successful attack vs. you.
- 66 - 69 • *Revealed intentions*.** You and your allies all suffer disadvantage for your next attack.
- 70 • *Wrong target*.** You mistakenly strike an ally adjacent to you with your attack.
- 71 – 75 • *Lodged weapon*.** Your weapon becomes stuck in the floor or a nearby object. You must make a DC 14 STR check to remove it as an action.
- 76 – 79 • *Devastating error*.** Your target may immediately make one attack with advantage against you as a reaction.
- 80 • *Shattered*.** Your weapon breaks if it is non-magical. Enchanted weapons must make a DC 8 Save and get a +1 to their roll for every + of the weapon.
- 81 – 85 • *Thrown weapon*.** You lose your grip on whatever you had in hand. It lands 30' from your location in a random direction.
- 86 – 89 • *Panic attack*.** You immediately suffer the effects of the Confusion spell for 1 rd.
- 90 • *Horrible aftermath*.** Roll twice on this chart and apply both effects to yourself.
- 91 - 95 • *Self-inflicted wound*.** Your attack ricochets back and you hit yourself. Roll your damage as if you had hit your target and apply it to yourself.
- 96 – 99 • *Did you see that?*** Your attack ricochets back and you hit yourself. Apply the maximum damage to yourself as if you had hit your target.
- 100 • *No!*** Your attack ricochets back and you hit yourself. Apply the maximum critical damage to yourself as if you had hit your target.