

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 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 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 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 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.** You 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.