



Appendix A. Fumbles & Criticals

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Example. *Tweak, the nihilistic Vampire Hunter, is preparing to fire a crossbow bolt into*

the chest of a bloodsucker. He points and fires. Unfortunately for tweak, the player rolls a natural [2] on 2D6—a fumble.

The player rolls a [6] on table A1. Fumbles and finds that he has just screwed his nearest friend..

The nearest player-character to Tweak is Mortimer.

Tweak's player rolls again on the fumble to determine what has happened to Mortimer and rolls a [3] for Impairment and [6] for Blinded. The ref rules that Tweaks crossbow bolt veers off course, ricocheting off a nearby wall and cutting across Mortimer's eyes. Mortimer is now partially blinded for the next several days.

a1. Combat Review

Combat in GE RPG is just another form of *Success Test* with an unmodified success level (SL) of [12] on 2D6. Character's can use whichever *attribute bonus* is appropriate for the attack though agility is the most common. Certain weapons, items, or talents /Spells can add additional bonuses or change the Attribute Bonus (A,K,P) used in the attack.

A character can have varying levels of success in their attack from obliterating their opponent in a single shot to permanently injuring their comrades. Below is a summary of combat results:

Table A1. Combat Results. When a character attacks another character refer to the following table for special results.

Dice Roll (2D6)	Result
2 (Natural 2)	Fumble: Consult Appendix A. Table A: Fumbles
3-11 (w/bonus)	Miss: Attacking character misses without further misadventure.
12 (Natural)	Critical: Consult Appendix A. Table A4: Critical Hits
12-14 (w/bonus)	Successful Attack
15-17 (w/bonus)	Well-Struck! Attacking character can choose hit location.
18-19+ (w/bonus)	Power-Hit! Attacking character can double their normal damage roll.
20+ (w/bonus)	Critical: Consult Appendix A. Table A4: Critical Hits

**Table A1. Fumbles.** When a character rolls a natural [2] on 2D6, they are considered to fumble and can refer to the following table for the catastrophic results.

1-2	Damage Self	1	Knocked Senseless: Character manages to bash themselves in the head and is incapacitated for DAM = # Rounds.
		2	Hit Self. Roll for normal damage.
		3	Stunned. Character is numbed at suffers -1 Initiative for the remainder of the combat.
		4	Maximum Impact. Smack yourself for maximum damage.
		5	Wrench Shoulder. Randomly determine which arm is now immobilized for the remainder of the day.
		6	Dislocate Knee. Randomly determine which leg is injured; the character's movement rate drops to one until the end of combat then 1/2 normal for the remainder of the day.
3	Impairment	1-2	Twist Ankle. Speed reduced by -1 for the remainder of combat.
		3	Fall. Character loses next defense or attack and must spend one movement round attempting to stand.
		4	Vision impaired. All actions reduced by -1 Agility till end of combat.
		5	Hearing Impaired. All actions requiring hearing at -1 Perception for the remainder of the day.
		6	Blinded. Character manages to blind themselves. All Agility and Perception tests will be halved for DAM = # Days.
4	Item Misfortune	1-2	Drop Item. Character loses all items being carried and must spend a round collecting them.
		3-4	Item Knocked Away. Character's items are knocked 2D6 spaces away and must be retrieved.
		5-6	Item Shattered. Item in character's hand is shattered and rendered unusable (if nothing in hand, then one random item on character's person).
5	Combat's Going to Suck	1-2	Lose Next Attack. Character loses the next 1D3+1 attacks.
		3-4	Wide Open. Character is rendered defenseless and the next attack will automatically land.
		4	Turtle. Character falls to the ground, arms and legs flailing. For the remainder of the turn, foes attacking the character have a +3 chance to hit.
		5	Disoriented. Your continued failure disorients you so much that you lose all initiatives for the remainder of the combat.
6	Screw Your Friend.	1-6	Roll on the table, but your fumble results in your nearest friend suffering the catastrophe.



a2. Fumbling Spell and Talents

Casting spells and using super powers are dangerous and unpredictable acts. Not only do those brave characters who use such powers risk the normal affects of fumbling in combat, they also risk the Spell / Talent Fumble Table.

Step 1. When a character fumbles a spell or talent use, roll on Table A3 to determine who the catastrophe will affect.

Step 2. After determining who will be affected, roll on Table A4 to determine exactly how badly they are about to be screwed.

Step 3. The fumbling player hides face in shame as other players laugh.

Table A3. Fumble Focus. Roll on the following table to determine who the fumble result effects.

1-3	Self
4	Friend
5	Foe
6	Area

Table A4. Spell / Talent Fumble. When a character is casting a spell or using a talent, but rolls a natural [2] on 2D6, they are considered to fumble and can refer to the following table for the catastrophic results.

1	Odd	Ouch!	Random Damage. Character receives damage equal to the casting/ power level of the attempt.
1	Even		Backlash. Character and nearest other character receive damage equal to the casting/power level of the attempt.
2	Odd		Explosive Mix. Attempt causes an explosion of power that affects everyone within the blast radius (rolled damage -1 per space outward from attempting character.)
2	Even		Mental Strain. The attempt fails but causes a 'mental strain' that reduces the character's mind points equal to spell/power level.
3	Odd	Burn Out!	Burn Out. Spell / Talent is temporarily burned out of the character and cannot be used for a number of rounds equal to the casting / power level of the attempt.
3	Even		Max Power. Spell / Talent uses the maximum power allowed then burns out for the remainder of the combat. Roll 2D6: on 7 or 11 the power is burned out for the remainder of the day.
4	Odd		Power Drain. All Spells / Talents possessed by the character are temporarily drained including special items. They cannot be recharged until the end of combat.
4	Even	Wild Power	Domino Effect. Fumble sets off a chain event in which each character and NPC must make a 2D6 roll of 7 or greater. If they fail, then a random spell or talent automatically 'fires' with uncontrollable results.
5	Odd		Replicates. Spell / Talent continues to fire until a control roll is successful. Each round the spell / talent is fired, character must make a roll: 7 or 11 on 2D6 and they take 1D3 points of mind damage from fatigue.
5	Even		Misfire. The wrong (randomly determined) spell / talent is used.
6	Odd		AAGH! All spells / talents suddenly 'fire'.
6	Even	Ugh!	Random Temporary Mutation.



a3. Not Screwing Up: Going Critical on Somebody

When an attacking character rolls a natural [12] on 2D6, they are considered to have landed a particularly devastating blow known as a *Critical Hit*. Critical Hits carry additional damage that is either lasting (sprained ankle) or permanent (such as severed limb). Below are the codes for Table A5.

Duration of the Impairment	Values indicate the severity of the impairment
a. Skill inhibited for the remainder of combat	1. -(1D3+1)
b. Skill inhibited until healed	2. -(1D6+1)
c. Skill permanently lowered	3. -(2D3+1)
	4. Skill reduced to zero
	5. Skill is lowered to -(5)

Severed: Limb is removed and requires extreme medical attention/healing to reattach.

Hit Artery/ Bleeding: Character will continue to lose 1 Health per turn.

Broken: Limb is useless and must heal over time.

Crushed: Area requires advanced medical repair and will remain useless until fixed. Character's must make a Body roll with SL [10+damage] or pass out from pain.

Table A4. Critical Hits. When a character rolls a natural [12] on 2D6, they are considered to have *Critically Hit* an opponent and can refer to the following table for the catastrophic results.

1	Head	1-2	Face ^c : [1] Eye Ruined, [2] Nose Ruined, [3] Ear Ruined, [4] Face Disfigured, [5] Scalped
		3	Neck: [1-2] Throat Cut-bleeding ^{b4} , [3-5] Voice Box Crushed ^c
		4-6	Head: [1] Concussion ^{b1} , [2] Skull Fractured ^{b1} , [3] Unconscious ^{a5} , [4-5] Stunned ^{a4}
2-3	Arms	1	Fingers: [1-4] Broken ^b , [5-6] Severed ^c
		2-3	Hand: [1-2] Broken ^{b1} , [3] Severed ^{c2} , [4] Wrist Broken ^{b3} , [5] Artery Hit (bleeding) ^b
		4-6	Arm: [1] Broken ^{b2} , [2] Shoulder Dislocated ^{b2} , [3] Elbow Crushed ^{b3} , [4] Artery Hit ^b , [5] Severed ^{c3}
4-5	Legs	1	Toes: [1-4] Broken ^b , [5-6] Severed ^c
		2-3	Foot: [1-3] Broken ^{b1} , [4] Severed ^{c2} , [5] Ankle Broken ^{b3}
		4-6	Leg: [1] Broken ^{b3} , [2] Hamstrung ^{b3} , [3] Hip/ Knee dislocated ^{a3} [4] Pelvis Crushed ^{b4} , [5] Artery Hit ^b
6	Torso	1-3	Chest: [1] Guttred ^{b4} , [2] Lung Punctured ^{b1} , [3] Ribs Crushed ^{b1} , [4] Heart Bruised ^{b1} , [5] Organ Burst-bleeding ^b
		4-5	Crotch: [1-4] Genitals Crushed ^{a4} , [5-6] Genitals Severed ^{c3}
		6	Back: [1] Spine Crushed ^{b5} , [2] Disc Ruptured ^{b4} , [3] Vertebrae Crushed ^{b1} , [4] Shoulder Crushed ^{b4}