

EARTHDAWN - POOR ATTACK TEST TABLE

D4 / D6 MISFORTUNE ROLL

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1 / 1	2 / 1	3 / 1	4 / 1
<p><u>Snake Eyes</u></p> <p>Just a short moment of unawareness. The Gods of Fortune smile upon you. Reroll the attack.</p>	<p><u>Embarrassed</u></p> <p>The enemy smiles at you. You receive -2 penalty to attack rolls vs. the target until you successfully hit the target with an attack.</p>	<p><u>Rage</u></p> <p>A surge of anger fills you you gain +3 to all attack- and damagetests but also a penalty of -5 to all your defenses. Lasts 2 rounds.</p>	<p><u>Hamstring</u></p> <p>You receive a crippling blow and get a -4 penalty on your initiative step for the next two rounds.</p>
1 / 2	2 / 2	3 / 2	4 / 2
<p><u>Confusion</u></p> <p>Gaining your balance back leaves you blind to other attackers. You count as surprised for the rest of the turn.</p>	<p><u>No tactic at all</u></p> <p>You loose the battle overview and count as harried for the next two rounds.</p>	<p><u>Unfixed</u></p> <p>Armor piece gets knocked off, strap cut, belt cut, clothes torn. You loose 4 points of Physical Armor until it's fixed.</p>	<p><u>Eye Gouge</u></p> <p>The attacker is blinded until the end of the next turn. -5 steps on all actions</p>
1 / 3	2 / 3	3 / 3	4 / 3
<p><u>Twisted ankle</u></p> <p>Your movement is reduced to half until the end of the fight.</p>	<p><u>Numbness</u></p> <p>The opponents parry hits your funny bone in the weapon arm. Damage is reduced by 3 steps for 3 rounds.</p>	<p><u>Deep Cut</u></p> <p>Your suffer a bleeding cut of your own attack. Take 1D4 damage each round until the cut is treated. No armor counts.</p>	<p><u>Double Effort</u></p> <p>Its hard for you to stay focused while fighting. The cost of strain doubles for the next 2 rounds.</p>
1 / 4	2 / 4	3 / 4	4 / 4
<p><u>Vulnerable</u></p> <p>While fighting, the opponent steps on your foot. In the next round you are the last to act.</p>	<p><u>Pigheaded</u></p> <p>Your stubbornness takes over, you keep attacking the same target for the next three rounds, or until the target is dead.</p>	<p><u>Pulled Muscle</u></p> <p>You are weakened for the next 2 rounds. Roll a step 4 to set the penalty for the attackers strength step.</p>	<p><u>Lost Balance</u></p> <p>You get out of balance, stumble and fall. Knocked Down, all actions end for this round.</p>
1 / 5	2 / 5	3 / 5	4 / 5
<p><u>Bad Position</u></p> <p>Your poor attack brings you in a bad positioning. You receive a -5 penalty on the Physicaldefense for this round.</p>	<p><u>Lost Magic</u></p> <p>Suddenly you cant concentrate on your combatactions. For this and the following round, the use of karma is impossible.</p>	<p><u>Butter Fingers</u></p> <p>You throw your main hand weapon or implement 1d6 squares in a random direction.</p>	<p><u>Counter Attack</u></p> <p>Your bad movement leaves you unprotected. The target immediately gains a free attack, which cant be avoided by talents.</p>
1 / 6	2 / 6	3 / 6	4 / 6
<p><u>Weapon Stuck</u></p> <p>Main hand weapon gets stuck, make a strength test against 9 each round, or use a whole turn to free it for sure.</p>	<p><u>Slippery Surface</u></p> <p>You step into a puddle of sweat and slip. Barely standing you get a penalty of -4 to Physical- and Spelldefense for 2 rounds.</p>	<p><u>Friendly Fire</u></p> <p>The attacker hits the closest ally with an unmodified attack. He hits himself, if there is noone close.</p>	<p><u>Suicide Strike</u></p> <p>The player crits himself with the same attack he fumbled on, receiving all negative conditions and effects of the attack.</p>