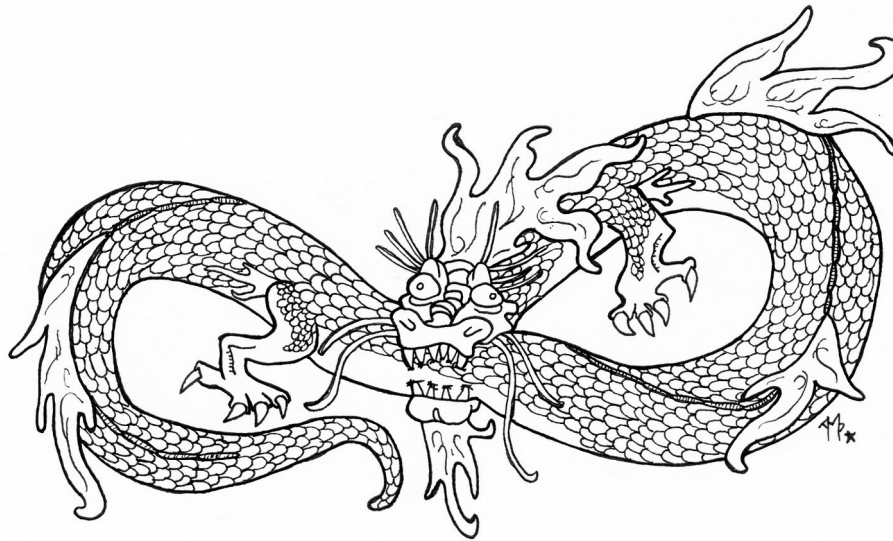


This document contains alternate fumble rules for monsters in DCC.



Monstrous Fumble Dice

Description: The below rules replace the armor based fumble die rules for monsters - after all, most monsters do not wear armor, but would still seem capable of fumbling disastrously based on their size and general agility (or lack thereof). The fumble dice values given below attempt to take this into account, or in some cases the opposite, as some monsters gain in skill as they grow more dangerous.

If a creature is wearing armor, always use the higher fumble die value. Some monster types have additional caveats listed at the end of the table. Swarms, oozes and such cannot fumble at all. If the creature has a bonus listed in its hit die (for example, hit die listed as 2d8+2), add the bonus as you would a negative Luck modifier (so a hobgoblin with a hit die of 2d8+2 would roll a fumble die of d20+2 even while unarmored).

| Monster HD | Monstrous humanoids | Animals* | Magical beasts* | Mindless undead | Sapient undead | Ogres, trolls & giants | Demons** | Dragons* |
|------------|---------------------|----------|-----------------|-----------------|----------------|------------------------|----------|----------|
| 1 or less | d20 | d6 | d6 | d12 | d10 | d12 | d16 | d8 |
| 2 | d20 | d6 | d6 | d12 | d10 | d14 | d16 | d8 |
| 3 | d16 | d6 | d8 | d12 | d10 | d14 | d14 | d10 |
| 4 | d16 | d8 | d8 | d14 | d8 | d16 | d14 | d10 |
| 5 | d14 | d8 | d10 | d14 | d8 | d16 | d12 | d12 |
| 6 | d14 | d10 | d10 | d14 | d8 | d12 | d12 | d12 |
| 7 | d10 | d10 | d12 | d16 | d6 | d20 | d10 | d14 |
| 8 | d10 | d12 | d12 | d16 | d6 | d24 | d10 | d14 |
| 9 | d8 | d12 | d14 | d16 | d6 | d24 | d8 | d16 |
| 10+ | d8 | d14 | d14 | d20 | d4 | d30 | d8 | d16 |

* :Can never break or damage their natural weapons, revert such results to next highest applicable effect.

** :Always hurt allies instead of themselves if possible, revert self-damaging results to nearest applicable one.