

Crypt Crawl

Terrible Twos, Optional Problems, Basic Chart:

When the Terrible Two's appear, life has found a way to mess with you. Normally we let the players and GM entertain themselves with descriptions of their problems. But sometimes it is more fun to let the players roll some dice to find out what has randomly happened to them. This is the first "Optional Terrible Two Chart." You, of course, are welcome to make up new charts, we will.

The chart uses 2d6 rolled one die at a time. The first d6 gives you the column and the second d6 determines the row. Where the two cross is your Terrible Two result.

Wherever the chart states "Just Stunned" the GM is encouraged to create their own description of the Terrible Two results.

| First Roll → Second Roll ↓ | 1 | 2 | 3 | 4 | 5 | 6 |
|-------------------------------|--|--|--|-------------------------------------|----------------------------------|-----------------------------------|
| 1 | Stumble and Fall. | Just Stunned. | Fall face first take 2d6+4 attack, no Armor. | Stumble and Fall. | Just Stunned. | Rrip. Storage item is torn open. |
| 2 | Just Stunned. | Stumble and fall. take 2d6 attack, no Armor. | Just Stunned. | Just Stunned. | Rrip. Storage item is torn open. | Just Stunned. |
| 3 | Stumble and fall. take 2d6 attack, no Armor. | Just Stunned. | Stumble. Break a weapon. | Clothing. Tear a piece off. | Just Stunned. | Stumble. Break piece of armor. |
| 4 | Break a non-combat item. | Just Stunned. | Clothing. Tear a piece off. | Stumble. Break piece of armor. | Just Stunned. | Break an Arm. You are one handed. |
| 5 | Just Stunned. | Stumble. Break a weapon. | Just Stunned. | Just Stunned. | Oops. Attack Yourself. | Just Stunned. |
| 6 | Stumble. Break piece of armor. | Just Stunned. | Break a non-combat item. | Twist an ankle. -1 Move, 10 rounds. | Just Stunned. | Errr, Attack a Friend. |