**VARIANT: CLOBBERED**

Ultimately, damage doesn’t matter until a character is unconscious or dead. It has no effect while she’s up and fighting. It’s easy to imagine, however, that she could be hit so hard that she’s clobbered, but not knocked unconscious or dead.

**Using this variant, if a character takes half her current hit points in damage from a single blow, she is clobbered. On her next turn, she can take only a standard action, and after that turn she is no longer clobbered.**

This variant will often lead to slightly faster fights, since taking damage would somewhat reduce the ability to deal damage. It would also increase randomness by increasing the significance of dealing substantial but less than lethal damage. It would also make hit points more important; clerics would want to cure fighters long before fighters are at risk of dying, because they might be at risk of being clobbered. Finally, it may be easier for a superior

combatant to get unlucky.

**VARIANT: CRITICAL MISSES (FUMBLES)**

Normally rolling a 1 in combat is an automatic miss. It also usually results in loss of any additional actions that the character may have taken that turn.

**Whenever a player rolls a 1 on his attack roll, he must also make a DC 10 Dexterity check. If he fails, his character fumbles.** GM decides what it means to fumble, but in general, that character should probably lose either a move action (next turn), a standard action (next turn), or a full turn of activity (next turn) – depending upon the severity and the actual situation, as he regains his balance, picks up a dropped weapon, clears his head, steadies himself, or whatever.