

CONDITIONS AND CRITICAL HITS

The critical hit mechanism in the core rules, along with the associated status tracks, are intended not to be too punishing. However, some people prefer their critical effects more up front and center. This article presents an alternate system of conditions designed to be a little more deadly, but also a little faster in play.

CRITICAL HITS

As before, a critical hit takes place when triple-sixes are rolled. This automatically inflicts a temporary condition on the target and makes the damage roll explode.

Each condition has two effects. In the lists below, the first time a condition is inflicted, the target suffers from the effect in the first bullet-point. If they are affected twice by a condition, the second bullet-point is used.

Rolling more than triple-sixes does not have any additional effect.

SHAKING OFF TEMPORARY CONDITIONS

Shaking off temporary conditions is simple: just roll 1d6. On a roll of 4 or more, the condition is removed.

Shaking off a condition takes one action, and can only be attempted once per turn. Conditions which do not allow you to take actions still allow you to try to shake off conditions.

Additionally, at the GM's discretion, suitable methods can be used to end a condition (diving into water when on fire, for example).

SEVERE CONDITIONS

Some conditions are more serious than others. A condition described as severe can only be shaken off by rolling a 6.

PERSISTENT CONDITIONS

Some conditions cannot be shaken off. Persistent conditions are not cleared until the creature gets a full night's rest. Some conditions cannot be persistent (these would kill any creature long before the day was out). These are marked with an asterisk.

DAMAGE TYPES

Each damage type inflicts a specific condition. This should be noted on the character sheet so that it does not need to be looked up each time.

Acid	Pain
Ballistic	Bleeding
Blunt	Dazed
Cold	Slowed
Electricity	Dazed
Heat/Fire	Burning
Holy	Blind
Ion	Fatigued
Light	Blind
Necrotic	Fatigued
Piercing	Bleeding
Poison	Poisoned
Psionic/Psychic	Dazed
Radiation	Sick
Slashing	Bleeding
Sonic/Sound	Deaf
Unholy	Sick

AFRAID

- You cannot approach the source of your fear.
- You must flee the source of your fear, or simply cower if that is not possible.

ANGRY

- You cannot take any non-attack actions other than moving directly towards an enemy.
- You must attack the nearest foe. If none are available, you must attack the nearest ally.

BLEEDING*

- You take 1d6 damage at the start of your turn.
- You take 2d6 damage at the start of your turn.

BLIND

- Your vision is limited to 30', and you move at half SPEED.
- You cannot see, cannot use ranged weapons, move at half SPEED, and suffer -2d6 to all sight-based actions.

BURNING*

- You take 1d6 fire damage per round. Clothes are ruined.
- You take 2d6 fire damage per round. Clothes, hair, and eyebrows are ruined.

CHARMED

- You will not attack the source of the charm, nor will you willingly allow harm to come to them.
- You will obey commands which do not overly conflict with your nature or which are obviously harmful to you.

CONFUSED

- You drop any items you are holding and cannot tell friend from foe.
- Roll 1d6 to determine your condition each turn: (1) afraid, (2) angry, (3) forgetful, (4) manic, (5) drunk, (6) dazed.

DAZED

- You can only take one action per round.
- You cannot take any actions.

DEAF

- You cannot hear sounds more than 30' away and suffer -1d6 to PERCEPTION and INITIATIVE.
- You cannot hear anything and suffer -2d6 to PERCEPTION and INITIATIVE.



DRUNK

- You cannot move more than once in a round.
- You cannot move, but at the start of your turn you wander 1d6 squares in a random direction.

FATIGUED

- You can only take one action per round and your carry increment is halved.
- Your maximum HEALTH is halved, in addition to the above effects.

FORGETFUL

- You cannot use any of your skills or spells.
- You cannot remember anything, including who you are or who your allies are.

IMMOBILIZED

- You cannot move from your current square.
- You cannot take any actions, and your physical DEFENSEs drop to 10.

MANIC

- You cannot take hostile or aggressive actions.
- You are convulsed with laughter and can take no other actions.

PAIN

- You take 1d6 damage if you take a second action in a turn.
- You take 1d6 damage if you take any actions.

POISONED

- You cannot heal wounds.
- You cannot heal wounds and take 1d6 poison damage at the start of each turn.

SICK

- You cannot jump and you can only take one action per round.
- You suffer -2d6 to all attribute checks, as well as the above effects.

TRANSLATING FROM THE CORE RULES

There are situations in the core rules which need slight changes to come inline with these new rules. The following changes apply:

- Environments, as before, can inflict persistent conditions. An hourly attribute check is required to avoid being subject to a condition.
- Spells which inflict conditions only use the Moderate (2 MP) and Extreme (4 MP) costs, which inflict the first and second bullet-pointed conditions respectively.
- Compulsion spells can cause Charmed.
- Enchantment spells can cause Afraid, Angry, Confused, Forgetful, Manic, Sleeping.
- Infliction spells can cause Blind, Deaf, Fatigued, Forgetful, Sick.
- Some abilities of effects might say "*the target is rendered Terrified [16]*" or similar. Ignore the number; it's now just a 50% chance. The actual condition may have changed name, but should be easy to match up.

SLEEPING

- You are drowsy and lethargic. You may only act once each turn.
- You are asleep, and cannot be woken.

SLOWED

- Your SPEED scores are halved and you suffer -4 to physical DEFENSEs.
- Your SPEED scores are halved, your physical DEFENSEs become 10, and you can only take one action per turn.

THE ODDS

Below you will find the chances of rolling three or more sixes on various sized dice pools. For comparison, 1-in-20 (a critical hit in the d20 System) is 5%, placing it between 5d6 and 6d6 on the probability curve.

Dice Pool	Probability of 3 Sixes	Roughly
3d6	0.46%	1 in 200
4d6	1.62%	1 in 60
5d6	3.55%	1 in 30
6d6	6.23%	1 in 16
7d6	9.58%	1 in 10
8d6	13.48%	1 in 7
9d6	17.83%	1 in 6
10d6	22.48%	1 in 5
11d6	27.32%	1 in 4
12d6	32.26%	1 in 3
13d6	37.19%	1 in 3
14d6	42.05%	1 in 2
15d6	46.78%	1 in 2
16d6	51.32%	1 in 2
17d6	55.65%	1 in 2
18d6	59.73%	2 in 3
19d6	63.57%	2 in 3
20d6	67.13%	2 in 3

In context, this means that a party of four rolling 6d6 will get one critical hit every other round if they each make only one attack per round. Between 7d6 and 8d6 that increases to one every round. If they are making two attacks each, then these rates double, of course.

As the PC advance, critical hits become a

If you enjoy playing with the odds, here are the chances when you make critical hits occur on double-sixes instead, as some exploits allow.

Dice Pool	Probability of 2 Sixes	Roughly
3d6	7.47%	1 in 13
4d6	13.19%	1 in 8
5d6	19.62%	1 in 5
6d6	26.32%	1 in 4
7d6	33.02%	1 in 3
8d6	39.53%	1 in 3
9d6	45.73%	1 in 2
10d6	51.55%	1 in 2
11d6	56.93%	1 in 2
12d6	61.87%	1 in 2
13d6	66.35%	2 in 3
14d6	70.40%	2 in 3
15d6	74.04%	3 in 4
16d6	77.28%	3 in 4
17d6	80.17%	3 in 4
18d6	82.72%	4 in 5
19d6	84.98%	4 in 5
20d6	86.96%	4 in 5