

Alternative Critical Hit Main Chart More Similar To Original Rulebook Chart

CRITICAL HIT ROLLS (Ascending version):

#	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
01-07	1	2	4	5	7	8	8	10	11	12
08-14	1	3	5	6	8	9	9	11	12	12
15-21	2	4	6	7	9	10	10	12	12	13
22-28	2	4	7	8	9	11	11	12	13	13
29-35	3	5	7	8	10	11	12	13	13	13
36-42	3	5	8	9	10	12	13	13	13	14
43-49	3	6	8	10	11	12	13	14	14	14
50-56	4	6	9	10	11	13	14	14	14	14
57-63	4	7	9	11	12	13	14	14	14	15
64-70	4	7	10	12	13	14	14	14	15	15
71-76	5	8	11	13	14	14	14	15	15	15
77-82	5	9	12	13	14	14	15	15	15	15
83-88	6	10	12	14	14	15	15	15	15	15
89-94	6	11	13	14	15	15	15	15	15	15
95-00	7	12	14	15	15	15	15	15	15	15

CRITICAL HIT ROLLS (Descending version):

#	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
01-07	7	12	14	15	15	15	15	15	15	15
08-14	6	11	13	14	15	15	15	15	15	15
15-21	6	10	12	14	14	15	15	15	15	15
22-28	5	9	12	13	14	14	15	15	15	15
29-35	5	8	11	13	14	14	14	15	15	15
36-42	4	7	10	12	13	14	14	14	15	15
43-49	4	7	9	11	12	14	14	14	14	15
50-56	4	6	9	10	12	13	14	14	14	14
57-63	3	6	8	10	11	13	13	14	14	14
64-70	3	5	8	9	11	12	13	13	13	14
71-76	3	5	7	8	10	11	12	13	13	13
77-82	2	4	7	8	9	11	11	12	13	13
83-88	2	4	6	7	9	10	10	12	12	13
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Comments On The Alternative Main Chart:

- The original rulebook chart was considerably “steeper” in its escalation of injury seriousness per point of Critical Value than my own chart, where chance plays a much greater roll. Some people have commented that with my charts battles take too long because several critical hits are often needed.
- I have therefore made this alternative chart where the higher Critical Values become very serious very quickly, leaving little to chance. Without quick access to medical aid a character is unlikely to survive a Critical Value of +6 or higher, and even a +3 has a good chance of either killing or permanently crippling the victim.
- Any critical result of 5 or less does not earn the character any IP. No more than one IP is gained for each combat unless a particular result says so. When using Sudden Death you count any result of 8 or more as the victim being slain while any result of 7 or less counts as no effect. (Note that this is different from my other main chart where a kill is any result of 10 or more.)
- For more comments, see my other main chart.