

## Grim-n-Gritty Critical Hits Revised 1.3

If your attack roll beats your opponent's roll by a certain amount, usually 10 or more points, you may inflict a critical hit. Critical hits let you inflict special conditions on your target (see below), bypass armor bonuses, or disable body parts.

### Determining Critical Threat Range

In the revised Grim-n-Gritty system, your critical threat range is the amount your attack roll has to exceed your opponent's defense roll. If you reach this amount, you threaten a critical hit and roll to confirm it with a second attack v. defense roll. Use table below to determine a weapon's Grim-n-Gritty threat range.

Table below: Critical Threat Ranges

Original Threat Range	Grim-n-Gritty Threat Range
20	10 or more
19-20	9 or more
18-20	8 or more
17-20	7 or more
...	...
10-20	A successful hit

For example, you wield a two-handed sword. In the original rules, you would threaten a critical hit if you rolled a natural 19 or 20. In the Grim-n-Gritty system, you would threaten a critical hit if you rolled 9 or more points higher than your opponent's defense result.

### Advanced Wound Trauma

This variant rule replaces the standard Wound Trauma mechanic.

Whenever you lose Hit Points, you must immediately perform a Fortitude saving throw. If you fail this saving throw, you might become dazed or stunned by your injury.

The DC of your Fortitude save equals 10 + the damage you suffered. (For example, if you suffered 8 points of damage, you would have to save against DC 18.) Or with the less gritty version, set DC of the Fortitude save 5 + the damage suffered. If you fail the saving throw, you are *dazed* for one round. If you fail the save by 5 or more points, you are *stunned* for one round. If you fail by 10 or more points, you are *stunned* for 2d6 rounds.

### Critical Hit Effects

Critical hits are especially lethal if scored on called shots. You must declare a called shot before making an attack roll of course, and once you threaten a critical hit, you roll attack v. defense to confirm it. If you win the confirmation roll, a critical hit is scored and if your opponent fails his advanced wound trauma Fortitude save, he suffers the effect of the critical hit. A successful Fortitude save does not negate "bypass" effects.

For the Critical Hit Effects, consult the Called Shots table from the [Grim-n-Gritty Hit Point and Combat Rules 3.3](#).

To cause any effect other than a "bypass," your attack must inflict at least one point of damage to your target, after all damage reduction, energy resistance, armor rating, and other forms of protection are applied.

A critical hit may cause only one effect and it is in addition to any advanced wound trauma effect and damage taken.

### Critical Successes and Failures in Defense

If a natural 20 is rolled in defense, the attack is always considered a miss. If a natural 1 is rolled in defense however, the opponents hit is considered a critical threat, and defender has to roll again to unconfirm the critical. If opponent still hits, a critical hit is scored.

### Counterattack

If your defense roll beats your opponent's attack roll by 10 or more points, you may make a Counterattack against that opponent. Counterattack follows the standard rules of Attacks of Opportunity.

These rules were compiled by Ove & Higgins using different Grim-n-Gritty materials created by Kenneth S. Hood.