

Grim's value unless stated in the text.

Grim's Rolled	Character Generation		Special Skills	Action Rolls	Damage Rolls
	1 Die	2 Dice Total			
	1 Die	2 Dice Total	Bonus Roll	Total	Total
1	4	1	1	7	1
2	N/A	11	N/A	2	9
3	N/A		N/A	Awesome	Awesome

Action Rolls

Grim's Rolled	Action Value (Total)	Optional Rules
1	7	N/A
2	2 (Critical)	Lucky Day
3	Awesome	See Awesome Results

Critical rolls usually succeed, but should the total rolled be more than the skill checked against this would be a critical fail! See Critical/Awesome table.

Awesome Rolls are always AWESOME!

Damage Table

Grim's Rolled	Damage Value	Special Effect
1	1	N/A
2	9 (Critical)	Target suffers damage rolled and is unconscious (possibly fatal for NPC).
3	Awesome	See Awesome Results.

Critical/Awesome Table

Roll Type	Critical	Awesome
Action Roll	A dramatic success, or failure, depending on the total rolled.	Spectacular success! The character makes it look easy.
Damage Roll	See Player/NPC type below.	
Player/Major NPC	Character is unconscious and can take no further part in the combat.	Character is unconscious, requiring urgent medical attention or will die!
General NPC	Character is unconscious, requiring urgent medical attention or will die!	Character is killed in a spectacular fashion, Player or GM should describe the gory details!

Awesome results at the end of a scenario or campaign could result in the death of Major NPCs or Player Characters at the discretion of the GM.