



<http://www.enworld.org/forum/showthread.php?448675-What-do-you-think-of-these-dice&goto=newpost>

Criticals: I added in critical successes and failures, but I suppose you could say 3+ successes or failures result in a critical as a rule making critical successes more likely with a difficulty that has a lot of green dice and a critical failure more likely with red dice; or perhaps a critical is only possible with either a green or red die in the mix and showing up as a success/failure, and the 3+ rule (or whatever number is appropriate for your system).

Green (*easy difficulty or very little danger*)

1	l leg	?critical success?	plus
2	r leg	success	plus
3	l arm	success	plus
4	r arm	success	plus
5	body	failure	neutral
6	body	failure	minus

Blue (*moderate difficulty or some danger*)

** meaning left or right (choice)*

reducing the max of the die roll (assuming that higher is better)

1	* leg	success	plus
2	* arm	success	plus
3	body	success	neutral
3	body	failure	neutral
4	body	failure	minus
5	head	failure	minus

Red (*severe difficulty or significant danger*)

** meaning left or right (choice)*

reducing the max of the die roll (assuming that higher is better)

1	* leg/arm	success	plus
1	body	success	neutral
2	body	failure	minus
2	body	failure	minus
3	head	failure	minus
4	head	?critical failure?	minus