

Alternative Damage System – ORE

This alternative rule grants groups the ability to remove hit locations and use the height of an attack to determine the severity of the wound caused.

In the Alternate Damage system for ORE, height is used to represent the severity of the wound, rather than the hit location. In this system, location is not tracked (unless the player chooses to sacrifice a limb to the damage, see below). There would be four wound severities: Superficial, Serious, Critical, and Mortal. The heights and number of wound boxes are as follows:

Mortal	10	□□□□	Right Arm	Left Arm
Critical	8 – 9	□□□□□	□	□
Serious	5 – 7	□□□□□□□□	Right Leg	Left Leg
Superficial	1 – 4	□□□□□□□□	□	□

Characters suffer the following penalties when they have all damage boxes in the appropriate category filled. These penalties are cumulative, so a character with all of their Superficial and Critical boxes filled with Killing would be knocked unconscious and suffer a -1d to physical actions if someone were to revive them.

- **Mortal:** Unconscious* (Shock) / Dead (Killing)
- **Critical:** Unconscious (Shock) / Dying** (Killing)
- **Serious:** -1d to concentration actions (Shock) / Unconscious (Killing)
- **Superficial:** -1d to physical actions (Either Shock or Killing)

Damage rolls up the chart, so a character that takes 6 killing and 6 Shock Superficially would fill in six killing and use four points of Shock to fill the last two boxes in Superficial (since the Shock would “double up” and turn into Killing). The remaining two Shock would be placed in the Serious damage line. This character would suffer a -1d penalty to all physical actions from having all of their Superficial boxes filled with Killing.

* = An Unconscious character will be completely unconscious for a minimum of 8 minutes minus their Body Attribute. They can be revived sooner with rudimentary medical care or a successful Command check by a team mate.

** = A Dying character will hold on for a number of rounds equal to their Body or Willpower stat (GM’s choice). If they do not receive some kind of medical care in that time, they will die. Willpower points can be spent to double the amount of time the character lies dying.

Damage Modification

This modification requires that players switch Weapon Damage to a flat scale rather than one based off of Width. The simplest manner to achieve this would be to assume all attacks to simply have a Width of 2, and use the weapon damages as listed in the Rules as Written (RaW). This means a W+2 SK weapon now does 4SK every attack while the W-1 S punch now deals 1S on a successful it.

Random Damage

Some groups may still want a little randomness in their damage. This can be achieved with Loose dice in pools. Simply take the lowest Loose die in the pool. If the lowest Loose Die is greater than 5, then have the attack deal +1 Damage. If the lowest Loose Die is a 10, have the attack deal +2 Damage. Of course, if a roll has no Loose Dice, then no extra damage can be dealt. Moreover, matched, but unused dice cannot be counted as Loose dice (i.e. a 2x10 and 3x8 are rolled, but damage is taken, knocking the 2x10 to 1x10, the 1x10 is not considered a Loose Die).

Sacrifice

Players can "sacrifice" a limb rather than taking damage from an attack. The first time a particular limb is sacrificed, mark the box with Shock damage. Treat the limb as if it were filled with Shock damage in the rules as written. Limbs sacrificed once will heal over time and regain functionality.

Limbs can be sacrificed twice each, the second time, mark it with Killing damage. At this level the limb is mangled or even removed (i.e. will never heal or function properly again; treat as if filled entirely with Killing damage from the rules as written).