



Nineteen faces include the 20 (Critical), and only one includes an, ahem, 1 (Fumble!) Why not all 20s? We find the Overkill more interesting this way, and more practical. If there's never a chance for a Fumble, why roll? This document is intended to be used more as a guide/inspiration than anything else, as only you know what works best for your campaign setting. What follows are several ideas for fun and practical ways you can incorporate the Overkill into your games:

1. Story-Based Consequences

Sure, on a 20 something good happens - maybe make it an automatic hit, as opposed to a Critical. Then, make the Fumble (1) be a story-based consequence—perhaps tie the Fumble into the current or future storyline and make the consequence more interesting—something inconvenient, but story-driven.

What if the power backfires on a Fumble, forcing the PC to undergo a quest or do a favor without reward? i.e. The PC rolls a Fumble and can't sleep until he/she finds the nearest authority figure (A King, a dungeon lord, whoever) and offers to go on a quest for them. Another example would be to run an errand for an important local NPC or join their cause. Hence, the consequence would be different every time and would be tied to the location of the PC when the Fumble takes place.

2. Healing Sub System

Make Healing cooler by adding a slight chance for an interesting mishap! Add a bit of spice to your Healing spells and healing items by including a 5% chance that something will go horribly, or only amusingly, wrong.

There are two ways to handle this. Either rolling a "1" becomes a simple fail (with or without the loss of a spell slot/spell, potion dose, etc.) or more interestingly, the 1 means something special whether you choose to have the healing succeed on a 1 or not (See chart below.) That's a decision for the DM/GM. We find it's usually more interesting to not have something fail completely, but rather elicit a negative, but interesting outcome.

If an Overkill Fumble is given serious consequences, perhaps grant the PC a special bonus whenever a Fumble is rolled resulting in something significantly unfortunate, such as granting +1 Action Point/Drama Point/Benny.)

Here's a sample Fumble Chart for use with the Overkill:

Once a 1 is rolled, roll a mundane D20 and consult the chart below (or make your own):

Result:	Consequences:
1	Ravenous: Eat a snack within 5 minutes or suffer -2 penalty on skill checks until you do (Distracted)
2	Tattoo: A strange, cool tattoo appears (If a spell, perhaps the symbol of the healer's god or an unfamiliar symbol—it could even be tied to an upcoming adventure)
3	Physical: Gain an odd food addiction, annoying tick or odd, but not overly alarming habit for 24 hours
4	Light Sensitivity: (You must shade your eyes outdoors or suffer -1 on rolls requiring sight for 24 hours)
5	Eyes: Your eyes begin to glow X color for 24 hours
6	Rapid and extreme hair growth: (Your hair looks like it has been 3 months since you've shaved or cut it)
7	Rapid fingernail and toenail growth: (possibly allowing minor claw damage and -1 Charisma)
8	Voice changes: (High/low) Becoming impressively deep or piercingly high for 24 hours
9	Voice changes: Voice changes to match an important NPC or famous movie celebrity for 24 hours
10	Color changes: Skin or hair color changes significantly for 24 hours
11	Hair Loss: Patches of your hair fall out. A high-level spell would result in baldness for 24 hours)
12	Teeth Fall out: 1 of your teeth falls out for each spell level (they grow back within 24 hours)
13	Large tusks/fangs: These grow in rapidly and enable a bite attack (i.e. 1d4 damage), vanishing in 24 hours
14	Aging: You age 10 years
15	Resistance: The healing works, but the target gains Resist Healing and cannot be healed again for an hour.
16	Sores: The healing works, but everyone you touch takes 2 points of damage per spell level. Even objects are adversely affected. i.e. a 4th level healing spell would cause 8 point sores
17	Glowing: The target's body begins glowing, making sneaking around (and perhaps sleep) impossible
18	Heal Thine Enemy: Your healing affects both the intended target and a random, nearby enemy
19	Random Teleportation: The target randomly teleports 30', arriving dizzy and covered in dimensional slime
20	Mutation! The creature temporarily morphs partially or fully (think a blood-thirsty zombie or the Hulk, gaining 1 or more minor benefits/penalties, like a taste for flesh) or something far less drastic/more practical, like growing a huge horn, prehensile tail, wings, a third eye or leathery/otherworldly, sculpted skin. i.e. +1 AC, but -2 Charisma. Have fun with it, after all, it's only temporary

Who is Affected?

At the DM's discretion, these sample effects consistently apply to either the healer, the target of the healing, or both (Discretion should be used when applying effects—if it would upset a player or somehow drastically effect the current storyline, we recommend opting for a different effect.)

As you can see from the list, the effects become more severe the further down the list you go. Again, these are just examples, but another way of handling the chart is by spell level (add 1 to the roll for each spell/item level above 1.) That way, more powerful spells/items have an opportunity to do more harm on an Overkill Fumble.

Whatever effects are rolled (or chosen) should never create a serious, lasting detriment (unless the campaign is very gritty, of course), but instead be used to enhance the story and excitement, and bear in mind the tone of the gaming session.

Effect Duration

We recommend the duration be tied to the severity, but perhaps a default of 24 hours. Ideally, the duration would be tied to the storyline (if it is a visual consequence and the PC is out in the middle of nowhere, it might not have any impact unless the character returns to the city, for example. It's no fun if it doesn't have an impact. Imagine a Fumble in which the PC's eyes begin to glow blue, the same

color as a much-hated NPC group. That might be a good thing if the PC is trying to infiltrate them and accomplish something fast, or a really bad thing if such individuals are being hunted. The duration could also be tied to the next time the PC lies, drinks alcohol, receives another injury, or simply succeeds with another use of a healing spell/item.

3. Percent Overkill

Anytime you need or simply want a 5% chance of something happening, just roll the Overkill.

Okay, this one was too easy, but there are times when it would be handy, and you might as well roll it in style!

4. Extreme Drama

Make an Overkill D20 the special feature for a magic item, augment (mutant) power, ancient artifact, or advanced technology! Care should be used when implementing such a game device. Making instant death the penalty for a Fumble whenever you roll the Overkill would be a serious consequence. Other extreme consequences could involve the party being plane-shifted to a super dungeon cell, Hell or some other nasty location they'd have to fight their way out of. It would be more thematic for Fumbles to always teleport the party to the same location, but it might be more interesting to make it random, based on location. It's usually best to set up even severe consequences in a way that makes for an exciting story, and possibly even potential for a good outcome, after loads of inconvenience.

5. Rare Power (Perhaps the object/supernatural power was forged for a king, but was flawed or cursed (hence the "1"). Whatever form the power resides in, it has been stolen numerous times (whether a power like the Force in Star Wars or a superhero power that changes hosts or embedded in a rare magic item.) Rumors have been spreading that the power has returned and everyone and their brother is on a hunt for it, and more than likely are willing to do whatever it takes to acquire it.

Perhaps there is a flaw in the power, or maybe it was intentional—the creator's dirty little secret! Surely being in possession of such power would make the wielder a huge target (depending on the story and genres present, that could mean being hunted by those who want the power, or scientists who desire to dissect the object or wielder to see how the power works.)

6. Frequency or Circumstance-Activated Power

Perhaps such a power or magic item can only be used during a full moon, when one is in love, once per game session, or even once per level, unless a very high cost or sacrifice is made. This might cause an obsessed wielder to make questionable decisions as the lust for power grows. If your game uses some form of Action Points, Drama Points or Bennies, you might consider incorporating one into the cost of activating the power each time or assign another requirement that would help limit how often it is used. If desired, the cost might be reimbursed in whole or in part if a 1 is rolled, since a Fumble has its own consequences.

Other cost factors could be assigned, if Action Points and the like are not used, such as making exotic requirements to access the power (A blood sacrifice, sacrificing a minor magic item, rare, mundane item or doing something dangerous or foolhardy like allowing an NPC to propose a dare that must be completed in order to unlock the power.) Other, interesting requirements could be used, such as betraying a friend or denying oneself access to a talent, item or power or other benefits (Perhaps the power is sentient and jealous, wanting you to prove yourself, or to deny yourself certain pleasures or

access to certain talents or magic items. The sacrifice shouldn't be too extreme, or the power will never be used. After all, the die does have a built in Fumble, and it can be a doozy to compensate for the unlikelihood of rolling one!

In conclusion, criticals and fumbles have always been some of the most memorable and exciting parts of our adventures these past forty years, not just because they were significant, but because they were tied to dynamic stories. The most significant and pleasant memories were forged not by merely rolling on some chart for a generic result, but by tying that result in with the story in meaningful and creative ways, causing the event to live on, both in the campaign setting and more importantly, in the memories of the players!

7. KISS Principle

The Overkill can simply be used to startle and impress friends that don't know you own it. Our recommendation is to take it a step or three further than that. (And we weren't kidding about simply sitting there rolling the Overkill just to lighten your mood, knowing what that casual 20 you just rolled would've meant in a live game! Don't leave home without it! Every time we roll a 20, we're reminded of great things that happened during our gaming sessions over the years.

With a bit of forethought and care, the Overkill D20 can be added to your gaming sessions to good effect, helping to forge memorable stories. Building meaningful effects and consequences that resonate with your gaming group is the key to success with the Overkill D20 and with gaming in general!

