

TO HIT; roll less than your skill level minus your opponent's DB, if applicable.

TO CRIT; roll less than (or equal to) your skill level divided by 10. For example, if your Melee skill is 80, you will score a critical hit on an unmodified roll of 08 or less.

DEFENSIVE BONUS; equals $\frac{1}{4}$ your skill. A skill level 80 swordsman will have a 20 DB when he has a sword in his hand.

DAMAGE: 25% of damage from blunt weapons is "real," the rest heals at a rate equal to Healing Rate in hours. If you heal from normal (real) damage at 2 points a day, you will heal from blunt weapon damage at 2 points an hour. The 25% that is real heals at the normal Healing Rate.

If damage received in a single blow or round exceeds the recipient's stature, he or she is knocked down, or back, a number of feet equal to the excess damage. This is regardless of the hit location. The stature is the important stat for this.

If damage received in a single blow or round exceeds recipient's constitution, he or she is stunned for a number of rounds equal to the excess damage. The victim may parry only, and stun effects ARE concurrent, not cumulative.

NOTE: Armor DOES NOT change your stature. You may be knocked down or back even though your armor prevented you from taking damage.

HEALING RATE: (Fit+Con)/ 10=points per wound, per day. Example, if your fitness is 10 and your constitution is 10, you would heal at a rate of 2 pts per wound per day. There are modifiers, of course.

Full Bed Rest = No modifier

Travelling

Horse/Vehicle= -1 pr wnd/pr day

Walking = -2 pr wnd/pr day

Adventuring = -3 pr wnd/pr day*

*The "adventuring" must include some detrimental activity in order to interfere with healing. Running, scaling walls, fighting, etc. Majikal Combat would count, Majik Research would not.

SPELLCASTING: roll less than your skill level, minus 10 for each level that the spell is above First Circle. Example: An initiate of the Ninth Circle (skill=90+) would have to roll under 50 in order to successfully cast a Fifth Circle spell. An initiate of the Fifth Circle has a 50% chance to cast a First Circle spell.

Once the spell is cast, in most cases the effect must be rolled for as well. To an open-ended percentile, add dedicated power points (if any) and critical effects (if any). In the event of a crit, the player may choose a "called shot" effect and select the precise point of impact, or he/she may simply add 100 to the effect die roll. Noncombat results are worked out between the player's desired effect and the Referee's tolerance.

SKILL IMPROVEMENT: For each two (2) successful uses of a skill, or one critically successful roll, the player character may attempt to improve his skill. This is done in the real world by rolling a percentile roll; if the number rolled is lower than the target skill level, there is no change. If higher, the player may add 1D6 to his or her skill level. In the event a character's skill level is 95+, the roll only needs to exceed 95. A player with a 150 skill would still roll a 95 or higher to increase it.

FUMBLE: An initial roll of 96 or higher. Consult the appropriate chart and suck it up.