Skill Use

To determine how well (or poorly) a skill is used, one must compare the result of a d100 roll to the appropriate skill value after it has been modified by the game master for the specific situation.

There are six categories used to describe how well a skill is used. They are **critical**, **special**, **success**, **failure**, **botch**, and **fumble** in order from best used to worst. To determine the category of the result of the d100 use the following two definitions and compare the d100 result to the chart. Many lines on the chart may describe the d100 result, but the line that is closest to the bottom that is true yields the proper result.

Chance is the value of the skill after appropriate modifications. *Failure* is the greater of the two values: 5 and (100 - *chance*). For example, if the skill is 63% the *chance* is 63 and the *failure* is 37 (since 37 is greater than 5). If the skill is 104% the *chance* is 104 and the *failure* is 5 (since 5 is greater than -4).

d100 comparison	**Skill category**
$\leq$ *chance*	**success**
$\leq$ (*chance* / 5)	**special**
$\leq$ (*chance* / 20)	**critical**
= 1	**critical**
$\geq$ 101 - *failure*	**failure**
$\geq$ 101 - (*failure* / 5)	**botch**
$\geq$ 101 - (*failure* / 20)	**fumble**
= 100	**fumble**

For example, a skill of 63% yields the following results with the appropriate d100 rolls: **critical** 01 - 03; **special** 04 - 13; **success** 14 - 63; **failure** 64 - 93; **botch** 94 - 98; **fumble** 99 - 00.

A skill of 104% yields the following result with the appropriate d100 rolls: **critical** 01 - 05; **special** 06 - 21; **success** 22 - 95; **failure** 96 - 99; **fumble** 00.

Increasing a Skill Value

There are three methods to change a skill's value: experience, training and research. The game master indicates when a character earns a chance of increasing a skill by experience.

To determine if a creature has learned by experience, compare the results of a d100 roll added to the appropriate **Tertiary Characteristic** to the *chance* of skill use. If the combined number is greater than *chance* or if the combined number is greater than 100, the skill has increased. The amount of increase is either 3 or the result of 1d6, but the player must choose which method to use prior to rolling the 1d6.

Training costs time and also has the needed requirement of needing knowledge from some source, more than likely a teacher. The amount of time needed is equivalent to the current skill value in hours. At the end of that time, the skill has changed, either up by 1 or the result of 1d6 -2 points. Of course, the player must decide which method to use prior to rolling the 1d6.

Research costs time and has the requirement for it to succeed of passing the experience roll that is involved in increasing by experience. At the end of the amount of time that is involved in training the same roll that is made for experience is rolled. If that succeeds, then the player can choose to increase the skill by 1 or modify the skill by the result of 1d6 -2 points. Of course, the player must decide which method to choose prior to rolling the 1d6.

Note that some skills cannot be increased through experience and others can only be increased through experience.

During an adventure a number of skills may be used repetitively. At the game master's option experience checks may be given in a manner such that subsequent experience checks are equivalent to research hours in the subject area.