

More Granular Skills

Extra Dice Granularity

Effect of rule:

- Skills have more granularity.

Level of change: Local

Summary: Characters that miss a skill roll by 1 succeed if they can roll \leq excess points in attribute.

Impacts:

- Skills have more granularity.

Playtest Reviews: None

Details: When calculating a skill roll, the 'excess' points in an attribute should be remembered.

For example:

att skill excess

- 8 11- 0
- 9 11- 1
- 10 11- 2
- 11 11- 3
- 12 11- 4
- 13 12- 0

When a character fails a roll by 1, they may roll another d6. If they roll equal or less than their excess, they succeed anyway (but a marginal success).

Mathematically the character should roll on a d5 for true accuracy - but d6 should be close enough.

Temporary Bonus

Effect of rule:

- Skills have more granularity.

Level of change: Local

Summary: Characters may add 1 to their skill roll each adventure for each excess points in attribute.

Impacts:

- Skills have more granularity.

Playtest Reviews: Suggested on [the Hero Boards \(post #2\)](#)

Details: When calculating a skill roll, the 'excess' points in an attribute should be remembered.

For example:

att skill excess

- 8 11- 0
- 9 11- 1
- 10 11- 2
- 11 11- 3
- 12 11- 4
- 13 12- 0

The character can raise their skill roll by 1 for a single roll a number of times per adventure equal to the excess

Redefine Attributes to change Skills

Effect of rule:

- Skills have more granularity.
- Attributes have a larger range.

Level of change: Local

Summary: Normal Characteristic Maxima becomes 30. Average human stat is now 15. Skill formula is “((ATT/5)+6) or less”.

Impacts:

- Skills have more granularity.
- Attributes have a larger range.
- Will need to refactor Strength to lifting chart.

Playtest Reviews: Suggested on [the Hero Boards \(post #9\)](#)

Details: Normal Characteristic Maxima becomes 30. This is the normal human maximum attribute.

Average human stat is redefined as 15.

Skill formula is changed to “((ATT/5)+6) or less”.

Everyman skills may need to be altered to 6-

Unless the average human can lift 200Kg, and the strongest human can lift 1.6 tons, it will be necessary to refigure the strength chart. This may well have flow on effects.

It may be desirable to alter the Secondary Characteristic Formulae.

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