

Protections

When it says that a character or creature has some form of Blunt weapon-Protection, Damage-Protection, Magic-Protection, Spiritual-Protection, Pain-Protection, etc., it will give a number% (i.e., 05%, 10%, 15%, 20%, etc.). This will indicate the % chance to repel, turn away, such an attack or offensive ability. It also indicates the amount of damage or effect that will be lessened and/or negated.

Examples:

Damage-Protection (D.Prot.): If a character has a 15% D.Prot. against physical damage, when he or she is struck in the flesh by a weapon, or takes damage to the body due to a fall, a roll of 86+ will indicate that NO DAMAGE has occurred. That character has been spared from injury.

See: “Percentage rolls, Understanding:” in the P section of this book.

Note: Damage-Protection is NOT Protection. See: “Protections” in the P section of this book.

Pain-Protection (P.Prot.): If a creature has 50% Pain-Protection and is wounded, the pain will not effect it in the least if a 51+ is rolled on the percentage dice. In other words, if 51+ is rolled after being wounded, no initiative has to be rolled (each time a wound is inflicted on a creature it must roll initiative and win, or lose the next offensive attack).