

Custom House Rules for Palladium Fantasy RPG

Damage Distribution for Roll to Strike

0		
To	Plus	Armor
Below A.R.	To	Piercing
At A.R.	Strike	Plus
Above A.R.	At	To
17 Double Damage	Or	Strike
18 If	Over	At
19 Natural Critical	A.R.	Or
20 Double Damage		Over
		A.R.

Miss
Damage to Armor S.D.C.
Damage to Physical S.D.C. Or to H.P. if S.D.C. Is Depleted
Damage straight to H.P.