

# Custom House Rules for Palladium Fantasy RPG

## Damage Distribution for Roll to Strike

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