

Skill Rating					
Action/Situation	Unskilled (0)	Semi-Skilled (01-10)	Qualified (10-39)	Professional (40-79)	Expert (80-99)
	Success Determination/ Percent Failure				
Routine	LUC score*	1d10	Automatic	Automatic	Automatic
Non-Critical	LUC score*	40-Skill Rating	40-Skill Rating	Automatic	Automatic
Critical	LUC score*	80-Skill Rating	80-Skill Rating	80-Skill Rating	Automatic
Dire	LUC score*	100-Skill Rating	100-Skill Rating	100-Skill Rating	100-Skill Rating

*The gamemaster can allow a character at any time to make a LUC saving roll to determine success when using a skill in which a character has no training. This LUC saving roll can be modified as the gamemaster sees fit by adding or subtracting modifiers to a character's LUC score. This LUC saving roll can also apply to any character, any situation and any skill level at the gamemaster's discretion, including after failing a skill roll.

General Procedure:

- 1.) The gamemaster determines the difficulty of a situation by applying one of four descriptors to the situation: Routine, Non-Critical, Critical and Dire. If the outcome of a situation is uncertain, a skill roll is required. A Routine or Non-Critical situation's outcome may be certain at times and not require a roll, but Critical and Dire situations and their outcomes are inherently uncertain.
- 2.) Any modifiers to a situation are applied to the character's skill rating, and not the die roll. This better simulates the effect those modifiers have on a character's attempt at using a skill. Remember that a situation may remain the same (Routine, Non-Critical, etc.), but certain aspects of the situation may cause modifiers to be applied (low light, disposition of a character, quality of equipment, etc.) Example: a character who has a professional rating of 48 in Shuttlecraft Operation decides to fly the shuttle at high speed right above the treetops of a forest. Since the action is a Non-Critical situation where the outcome is uncertain, the character has no possibility of failure. However, if the character was being chased by an enemy shuttlecraft trying to destroy the character, the situation evolves into a Critical situation where the outcome is uncertain. The gamemaster also determines a modifier of -20 to the character's skill rating due to the low altitude, high-speed flying. The character must now roll to see if he is successful, using his newly modified skill rating (48-20= 28), giving the character a 52% chance of failure (Critical situation, modified skill rating of 28 gives us 80-28= 52%). If the character pulled up to a higher altitude, the -20 would be dropped entirely and the new percent chance of failure would be 32% (80-48=32%).
- 3.) Modifiers may move a character's skill rating to a new column left or right (Unskilled, Semi-Skilled, Skilled, Professional, and Expert) and force the character to roll for an action or give a character better odds or even automatic success. For example, a character has a skill rating of 37 in Life Sciences, Biology. While studying an unknown organism for signs of resistance to a particular disease, he uses the ship's laboratory resources. Time is not of the essence, and so the gamemaster determines a +15 bonus is added to the character's skill rating, making it 52. In this Non-Critical situation where the outcome is uncertain, the character has no chance of failure. He can determine with confidence whether the organism has the certain disease resistance. Example 2: A character with a 45 in Sports, Swimming is swimming in a lake in a race: a Non-Critical situation where the outcome is uncertain. Suddenly, he is bitten by a snake. The character is shaken-up by the event, and his leg begins to swell. The gamemaster decides to apply a -10 to the character's skill rating making it a 35. The situation has not changed (Non-Critical, outcome uncertain), but the character's skill has changed. The character now has a 5% chance of failure (failure being defined in this case by the gamemaster: cramping, slowed to ½ speed, etc.)
- 4.) For determining success for a Semi-Skilled character in a Routine situation, roll 1d10 and compare it to the character's skill rating to determine success.
- 5.) The gamemaster can use a successful skill roll result to determine quality of success, the length of time needed to complete the test, etc. based on that character's skill level. For example, if a character with a 20 in Vehicle Operation, Ground Car attempted to traverse difficult terrain and succeeded, the gamemaster could then determine that the trip, although successful, took twice as long as it would have taken a Professional level character with a skill rating of 40. When rolling to determine success or failure, the gamemaster can choose to rule that the higher the roll, the more success a character has in achieving a desired outcome. If a character has a 28% chance of failure for a given task, and that character rolls 90% on percentile dice, that character has had "better" success (quality, quantity, time, etc.) than if he had rolled only 29% on percentile dice.