

REJUVENATION

“Malgor was tired after a long day’s adventure. He had cast several powerful spells during the past hours and felt severely exhausted. He needed rest. Real rest. A warm bed in a safe place, not a hole in the ground under pouring rain.”

This skill represents the ability to regain power points faster. Everyone with power points has a normal recovery depending on the Realm Stat, but a character may try to enhance his recovery rate with Rejuvenation.

Only one attempt is allowed per recovery period (i.e per 24 hours) and the result from the static maneuver table is *added* to the normal recovery rate. There is a slight risk involved in using the Rejuvenation skill; in the case of Spectacular Failure no power points are regained at all and with the Absolute Failure only half of the normal recovery is regained.

A normal sleep cycle equals 8 hours and it is only through sleep or meditation PP can be regained. Resting without sleeping does *not* give any PP back. A Rejuvenation skill roll will add to the characters regained PP if successful.

Normal recovery		
Realm stat	PP/hour	PP/Sleep Cycle
01-24	0	0
25-59	1	8
60-74	1,5	12
75-89	2	16
90-95	3	24
96-99	3,5	28
100	4	32
101	4,5	36
102	5	40

For every step above 102 the PP/hour increases by 0,5.

Rejuvenation Static Maneuver Table SM-10.1.8	
-26 down Spectacular Failure	Bad sleep. Nightmares torture you during this sleep period and you regain no power points at all (not even the normal recovery).
-25 – -04 Absolute Failure	Bad sleep. You regain only half of your normal recovery rate.
05 – 75 Failure	You regain power points at your normal recovery rate.
UM 66 Unusual Event	When you wake up, you have regained your normal amount of power points, but your body and mind has changed. You have aged 15 years during the night (greying hair, pale skin etc). Roll a Stat Gain Roll for your primary Realm stat (adding the number) and another for Strength and Constitution (subtracting the number). Your dabbling in magic has taken its toll.
76 – 90 Partial Success	Add 1 PP per hour of sleep to your normal recovery.
UM 100 Unusual Event	During your hours of comfortable rest you have regained all lost power points. In addition, you feel so rejuvenated that all spells cast the forthcoming day will only draw half the normal PP (round up). You are on top of the world!
91 – 110 Near Success	Add 2 PP per slept hour to your normal recovery.
111 – 175 Success	Add 3 PP per hour of sleep to your normal recovery.
176 – 225 Absolute Success	Add 4 PP per hour of sleep to your normal recovery.
226 up Remarkable Success	Add 5 PP per hour of sleep to your normal recovery.

Static maneuver modifications:
Open-ended d100 roll
- 20 for sleeping in a hole in the ground under pouring rain.
- 10 per hour of lost sleep (i.e sleeping only 5 hours instead of the required 8 hours will give a -30 penalty).
+20 for a Meditation roll reaching Success or higher.