90
90
90 } 270
90 } ÷ 90

3d6 → max of 18
avg of 9

Attributes   } Improve through Improvement Points (IP)
Combat Attributes } improve through Att
Skills   } Improve through success / failure thresholds

Affects
- Att range 1-20   Skill Att-check → 3d20 → max of 60 / avg of 30
- CAtt range 1-100   CAtt-check → 1d100 → max of 100 / avg of 50
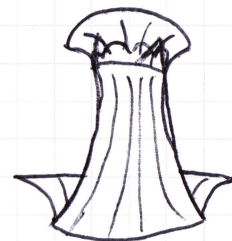- Skill range 0-100   Skill-check → 1d100 → max of 100

| 1d20 + 1 = 2-21 (+1) |
| 1d20 + 10 = 10-30 (+10) |
| 1d20 + 20 = 20-40 (+20) |

AH → Mod
      or
Skill → Mod

Att range 1-100   100
CAtt range 1-100   100 →
Sk range 1-100   100

Initiative = Int + Spd + Perc = max of 60
                              median of 30