



Dice

The Dice Charts reflect the statistical details of dice rolls. Using these charts, any player or referee can understand the probability that any specific dice roll will succeed.

Dice-1

1D ONE DIE ($6^1 = 6$ outcomes; range 1-6)

Roll	N	N%	N -	N -%	N+	N+%
0	0	no	0	no	6	100%
1	1	17%	1	17%	6	100%
2	1	17%	2	33%	5	83%
3	1	17%	3	50%	4	67%
4	1	17%	4	67%	3	50%
5	1	17%	5	83%	2	33%
6	1	17%	6	100%	1	17%
7	0	no	6	100%	0	no

There are 6 possible outcomes ranging from 1 to 6.
Outcomes are equally possible; the average is 3.5 (3 or 4).

2D TWO DICE ($6^2 = 36$ outcomes; range 2-12)

Roll	N	N%	N -	N -%	N+	N+%
1	0	no	0	no	36	100%
2	1	3%	1	3%	36	100%
3	2	6%	3	8%	35	97%
4	3	8%	6	17%	33	92%
5	4	11%	10	28%	30	83%
6	5	14%	15	42%	26	72%
7	6	17%	21	58%	21	58%
8	5	14%	26	72%	15	42%
9	4	11%	30	83%	10	28%
10	3	8%	33	92%	6	17%
11	2	6%	35	97%	3	8%
12	1	3%	36	100%	1	3%
13	0	no	36	100%	0	no

There are 36 possible outcomes ranging from 2 to 12.
The most probable roll is 7 (17%).

3D THREE DICE ($6^3 = 216$ outcomes; range 3-18)

Roll	N	N%	N -	N -%	N+	N+%
1	0	no	0	100%	216	100%
2	0	no	0	100%	216	100%
3	1	<1%	1	<1%	216	100%
4	3	1%	4	2%	215	>99%
5	6	3%	10	5%	212	98%
6	10	5%	20	9%	206	95%
7	15	7%	35	16%	196	91%
8	21	10%	56	26%	181	84%
9	25	12%	81	38%	160	74%
10	27	13%	108	50%	135	63%
11	27	13%	135	63%	108	50%
12	25	12%	160	74%	81	38%
13	21	10%	181	84%	56	26%
14	15	7%	196	91%	35	16%
15	10	5%	206	95%	20	9%
16	6	3%	212	98%	10	5%
17	3	1%	215	>99%	4	2%
18	1	<1%	216	100%	1	<1%
19	0	no	216	no	0	no

There are 216 possible outcomes ranging from 3 to 18.
The most probable roll is 10 or 11 (equally at 13% each).

4D FOUR DICE ($6^4 = 1296$ outcomes; range 4 - 24)

Roll	N	N%	N -	N -%	N+	N+%
0	0	no	0	no	1296	100%
1	0	no	0	no	1296	100%
2	0	no	0	no	1296	100%
3	0	no	0	no	1296	100%
4	1	<1%	1	<1%	1296	100%
5	4	<1%	5	<1%	1295	>99%
6	10	<1%	15	1%	1291	>99%
7	20	2%	35	3%	1281	99%
8	35	3%	70	5%	1261	97%
9	56	4%	126	10%	1226	95%
10	80	6%	206	16%	1170	90%
11	104	8%	310	24%	1090	84%
12	125	10%	435	34%	986	76%
13	140	11%	575	44%	861	66%
14	146	11%	721	56%	721	56%
15	140	11%	861	66%	575	44%
16	125	10%	986	76%	435	34%
17	104	8%	1090	84%	310	24%
18	80	6%	1170	90%	206	16%
19	56	4%	1226	95%	126	10%
20	35	3%	1261	97%	70	5%
21	20	2%	1281	99%	35	3%
22	10	<1%	1291	>99%	15	1%
23	4	<1%	1295	>99%	5	<1%
24	1	<1%	1296	100%	1	<1%
25	0	no	1296	100%	0	no
26	0	no	1296	100%	0	no
27	0	no	1296	100%	0	no

There are 1296 possible outcomes ranging from 4 to 24.
The most probable roll is 14 (11.3%).

FLUX TWO DICE -7 ($6^2 = 36$ outcomes; - 5 to +5)

Roll	N	N%	N -	N -%	N+	N+%
- 6	0	no	0	no	36	100%
- 5	1	3%	1	3%	36	100%
-4	2	6%	3	8%	35	97%
-3	3	8%	6	17%	33	92%
-2	4	11%	10	28%	30	83%
-1	5	14%	15	42%	26	72%
0	6	17%	21	58%	21	58%
+1	5	14%	26	72%	15	42%
+2	4	11%	30	83%	10	28%
+3	3	8%	33	92%	6	17%
+4	2	6%	35	97%	3	8%
+5	1	3%	36	100%	1	3%
+6	0	no	36	100%	0	no

There are 36 possible outcomes ranging from - 5 to +5.
The most probable roll is 0 (17%).

Flux introduces additional variation into dice rolls. It offers the opportunity for an additional modification up to 5 points in the player's favor, but at the risk of receiving instead up to 5 points negatively.





Dice

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Dice-2

5D FIVE DICE ($6^5 = 7776$ outcomes; range 5 - 30)

Roll	N	N%	N -	N -%	N+	N+%
0	0	no	0	no	7776	100%
1	0	no	0	no	7776	100%
2	0	no	0	no	7776	100%
3	0	no	0	no	7776	100%
4	0	no	0	no	7776	100%
5	1	<1%	1	<1%	7776	100%
6	5	<1%	6	<1%	7775	>99%
7	15	<1%	21	<1%	7770	>99%
8	35	<1%	56	<1%	7755	>99%
9	70	<1%	126	2%	7720	>99%
10	126	2%	252	3%	7650	98%
11	205	3%	457	6%	7524	97%
12	305	4%	762	10%	7319	94%
13	420	5%	1182	15%	7014	90%
14	540	7%	1722	22%	6594	85%
15	651	8%	2373	31%	6054	78%
16	735	9%	3108	40%	5403	69%
17	780	10%	3888	50%	4668	60%
18	780	10%	4668	60%	3888	50%
19	735	9%	5403	69%	3108	40%
20	651	8%	6054	78%	2373	31%
21	540	7%	6594	85%	1722	22%
22	420	5%	7014	90%	1182	15%
23	305	4%	7319	94%	762	10%
24	205	3%	7524	97%	457	6%
25	126	2%	7650	98%	252	3%
26	70	<1%	7720	>99%	126	2%
27	35	<1%	7755	>99%	56	<1%
28	15	<1%	7770	>99%	21	<1%
29	5	<1%	7775	>99%	6	<1%
30	1	<1%	7776	100%	1	<1%
31	0	no	7776	100%	0	no
32	0	no	7776	100%	0	no
33	0	no	7776	100%	0	no
34	0	no	7776	100%	0	no
35	0	no	7776	100%	0	no
36	0	no	7776	100%	0	no
37	0	no	7776	100%	0	no

There are 7776 possible outcomes ranging from 5 to 30.
The most probable roll is 17 or 18 (equally at 10% each).

6D SIX DICE ($6^6 = 46,656$ outcomes; range 6 - 36)

Roll	N	N%	N -	N -%	N+	N+%
0	0	<1%	0	no	46656	100%
1	0	<1%	0	no	46656	100%
2	0	<1%	0	no	46656	100%
3	0	<1%	0	no	46656	100%
4	0	<1%	0	no	46656	100%
5	0	<1%	0	no	46656	100%
6	1	<1%	1	<1%	46656	100%
7	6	<1%	7	<1%	46655	>99%
8	21	<1%	28	<1%	46649	>99%
9	56	<1%	84	<1%	46628	>99%
10	126	<1%	210	<1%	46572	>99%
11	252	<1%	462	<1%	46446	>99%
12	456	<1%	918	2%	46194	>99%
13	756	2%	1674	4%	45738	98%
14	1161	2%	2835	6%	44982	96%
15	1666	4%	4501	10%	43821	94%
16	2247	5%	6748	14%	42155	90%
17	2856	6%	9604	21%	39908	86%
18	3431	7%	13035	28%	37052	79%
19	3906	8%	16941	36%	33621	72%
20	4221	9%	21162	45%	29715	64%
21	4332	9%	25494	55%	25494	55%
22	4221	9%	29715	64%	21162	45%
23	3906	8%	33621	72%	16941	36%
24	3431	7%	37052	79%	13035	28%
25	2856	6%	39908	86%	9604	21%
26	2247	5%	42155	90%	6748	14%
27	1666	4%	43821	94%	4501	10%
28	1161	2%	44982	96%	2835	6%
29	756	2%	45738	98%	1674	4%
30	456	<1%	46194	>99%	918	2%
31	252	<1%	46446	>99%	462	<1%
32	126	<1%	46572	>99%	210	<1%
33	56	<1%	46628	>99%	84	<1%
34	21	<1%	46649	>99%	28	<1%
35	6	<1%	46655	>99%	7	<1%
36	1	<1%	46656	100%	1	<1%
37	0	no	46656	100%	0	no

There are 46,656 possible outcomes ranging from 6 to 36.
The most probable roll is 21 (9.3%).

READING THE DICE CHARTS

The Dice Charts show the possible outcomes of dice from 1D (a single six-sided die) to 10D (ten six-sided dice). These charts are not used directly in the course of play; instead, a player or referee can consult the charts to determine the likelihood of specific outcomes. For example, if rolling two six-sided dice, the 2D Chart shows: 36 possible outcomes ranging from 2 to 12; a 7 is possible 6 (N=6) out of 36 times, or 17% (N%= 17%); a 4 or less is possible 6 (N= 6) out of 36 outcomes.

Results are rounded to even percent except at the ends of the scales.

<1%. The result has a probability of less than 1%. There is less than one chance in 100 that this result will occur.

>99%. The result has a probability of greater than 99%. There is less than one chance in 100 that this result will not occur.

N. The number of times the die roll result will occur in all possible outcomes.

N%. The percentage chance of this die roll result occurring. Calculated as N / Outcomes.

N- (N minus). The number of times this die roll or less result will occur in all possible outcomes.

N-. The percentage chance of this die roll result or less occurring. Calculated as N- / Outcomes.

N+ (N plus). The number of times this die roll result or more will occur in all possible outcomes.

N+%. The percentage chance of this die roll result or more occurring. Calculated as N+ / Outcomes.





Dice

The Dice Charts reflect the statistical details of dice rolls. Using these charts, any player or referee can understand the probability that any specific dice roll will succeed.

Dice-3

7D SEVEN DICE ($6^7 = 279,936$ outcomes; 7 - 42)

Roll	N	N%	N -	N -%	N+	N+%
0	0	<1%	0	no	279936	100%
1	0	<1%	0	no	279936	100%
2	0	<1%	0	no	279936	100%
3	0	<1%	0	no	279936	100%
4	0	<1%	0	no	279936	100%
5	0	<1%	0	no	279936	100%
6	0	<1%	0	no	279936	100%
7	1	<1%	1	<1%	279936	100%
8	7	<1%	8	<1%	279935	>99%
9	28	<1%	36	<1%	279928	>99%
10	84	<1%	120	<1%	279900	>99%
11	210	<1%	330	<1%	279816	>99%
12	462	<1%	792	<1%	279606	>99%
13	917	<1%	1709	<1%	279144	>99%
14	1667	<1%	3376	1%	278227	>99%
15	2807	1%	6183	2%	276560	99%
16	4417	2%	10600	4%	273753	98%
17	6538	2%	17138	6%	269336	96%
18	9142	3%	26280	9%	262798	94%
19	12117	4%	38397	14%	253656	91%
20	15267	5%	53664	19%	241539	86%
21	18327	7%	71991	26%	226272	81%
22	20993	7%	92984	33%	207945	74%
23	22967	8%	115951	41%	186952	67%
24	24017	9%	139968	50%	163985	59%
25	24017	9%	163985	59%	139968	50%
26	22967	8%	186952	67%	115951	41%
27	20993	7%	207945	74%	92984	33%
28	18327	7%	226272	81%	71991	26%
29	15267	5%	241539	86%	53664	19%
30	12117	4%	253656	91%	38397	14%
31	9142	3%	262798	94%	26280	9%
32	6538	2%	269336	96%	17138	6%
33	4417	2%	273753	98%	10600	4%
34	2807	1%	276560	99%	6183	2%
35	1667	<1%	278227	>99%	3376	1%
36	917	<1%	279144	>99%	1709	<1%
37	462	<1%	279606	>99%	792	<1%
38	210	<1%	279816	>99%	330	<1%
39	84	<1%	279900	>99%	120	<1%
40	28	<1%	279928	>99%	36	<1%
41	7	<1%	279935	>99%	8	<1%
42	1	<1%	279936	100%	1	<1%
43	0	no	279936	100%	0	no
44	0	no	279936	100%	0	no
45	0	no	279936	100%	0	no
46	0	no	279936	100%	0	no
47	0	no	279936	100%	0	no
48	0	no	279936	100%	0	no
49	0	no	279936	100%	0	no

There are 279,936 possible outcomes ranging from 7 to 42. The most probable roll is 24 or 25 (equally at 9% each).

8D EIGHT DICE ($6^8 = 1,679,616$ outcomes; 8 - 48)

Roll	N	N%	N -	N -%	N+	N+%
0	0	no	0	no	1679616	100%
1	0	no	0	no	1679616	100%
2	0	no	0	no	1679616	100%
3	0	no	0	no	1679616	100%
4	0	no	0	no	1679616	100%
5	0	no	0	no	1679616	100%
6	0	no	0	no	1679616	100%
7	0	no	0	no	1679616	100%
8	1	<1%	1	<1%	1679616	100%
9	8	<1%	9	<1%	1679615	>99%
10	36	<1%	45	<1%	1679607	>99%
11	120	<1%	165	<1%	1679571	>99%
12	330	<1%	495	<1%	1679451	>99%
13	792	<1%	1287	<1%	1679121	>99%
14	1708	<1%	2995	<1%	1678329	>99%
15	3368	<1%	6363	<1%	1676621	>99%
16	6147	<1%	12510	<1%	1673253	>99%
17	10480	1%	22990	1%	1667106	>99%
18	16808	1%	39798	2%	1656626	99%
19	25488	2%	65286	4%	1639818	98%
20	36688	2%	101974	6%	1614330	96%
21	50288	3%	152262	9%	1577642	94%
22	65808	4%	218070	13%	1527354	91%
23	82384	5%	300454	18%	1461546	87%
24	98813	6%	399267	24%	1379162	82%
25	113688	7%	512955	31%	1280349	76%
26	125588	7%	638543	38%	1166661	69%
27	133288	8%	771831	46%	1041073	62%
28	135954	8%	907785	54%	907785	54%
29	133288	8%	1041073	62%	771831	46%
30	125588	7%	1166661	69%	638543	38%
31	113688	7%	1280349	76%	512955	31%
32	98813	6%	1379162	82%	399267	24%
33	82384	5%	1461546	87%	300454	18%
34	65808	4%	1527354	91%	218070	13%
35	50288	3%	1577642	94%	152262	9%
36	36688	2%	1614330	96%	101974	6%
37	25488	2%	1639818	98%	65286	4%
38	16808	1%	1656626	99%	39798	2%
39	10480	<1%	1667106	>99%	22990	1%
40	6147	<1%	1673253	>99%	12510	<1%
41	3368	<1%	1676621	>99%	6363	<1%
42	1708	<1%	1678329	>99%	2995	<1%
43	792	<1%	1679121	>99%	1287	<1%
44	330	<1%	1679451	>99%	495	<1%
45	120	<1%	1679571	>99%	165	<1%
46	36	<1%	1679607	>99%	45	<1%
47	8	<1%	1679615	>99%	9	<1%
48	1	<1%	1679616	100%	1	<1%
49	0	<1%	1679616	100%	0	no

There are 1,679,616 possible outcomes ranging from 8 to 48. The most probable roll is 28 (8%).





Dice

The Dice Charts reflect the statistical details of dice rolls. Using these charts, any player or referee can understand the probability that any specific dice roll will succeed.

Dice-4

9D NINE DICE ($6^9 = 10,077,696$; range 9 - 56)

Roll	N	N%	N -	N -%	N+	N+%
8	0	no	0	no	10077696	100%
9	1	no	1	no	10077696	100%
10	9	no	10	no	10077695	100%
11	45	no	55	no	10077686	100%
12	165	no	220	no	10077641	100%
13	495	no	715	no	10077476	100%
14	1287	no	2002	no	10076981	100%
15	2994	no	4996	no	10075694	100%
16	6354	no	11350	no	10072700	100%
17	12465	no	23815	no	10066346	100%
18	22825	no	46640	no	10053881	100%
19	39303	no	85943	1%	10031056	100%
20	63999	1%	149942	1%	9991753	99%
21	98979	1%	248921	2%	9927754	99%
22	145899	1%	394820	4%	9828775	98%
23	205560	2%	600380	6%	9682876	96%
24	277464	3%	877844	9%	9477316	94%
25	359469	4%	1237313	12%	9199852	91%
26	447669	4%	1684982	17%	8840383	88%
27	536569	5%	2221551	22%	8392714	83%
28	619569	6%	2841120	28%	7856145	78%
29	689715	7%	3530835	35%	7236576	72%
30	740619	7%	4271454	42%	6546861	65%
31	767394	8%	5038848	50%	5806242	58%
32	767394	8%	5806242	58%	5038848	50%
33	740619	7%	6546861	65%	4271454	42%
34	689715	7%	7236576	72%	3530835	35%
35	619569	6%	7856145	78%	2841120	28%
36	536569	5%	8392714	83%	2221551	22%
37	447669	4%	8840383	88%	1684982	17%
38	359469	4%	9199852	91%	1237313	12%
39	277464	3%	9477316	94%	877844	9%
40	205560	2%	9682876	96%	600380	6%
41	145899	1%	9828775	98%	394820	4%
42	98979	1%	9927754	99%	248921	2%
43	63999	1%	9991753	99%	149942	1%
44	39303	no	10031056	100%	85943	1%
45	22825	no	10053881	100%	46640	no
46	12465	no	10066346	100%	23815	no
47	6354	no	10072700	100%	11350	no
48	2994	no	10075694	100%	4996	no
49	1287	no	10076981	100%	2002	no
50	495	no	10077476	100%	715	no
51	165	no	10077641	100%	220	no
52	45	no	10077686	100%	55	no
53	9	no	10077695	100%	10	no
54	1	no	10077696	100%	1	no
55	0	no	10077696	100%	0	no

There are 10,077,696 possible outcomes ranging from 9 to 54. The most probable roll is 31 or 32 (equally probable at 8% each).

10D TEN DICE ($6^{10} = 60,466,176$; range 10 - 60)

Roll	N	N%	N -	N -%	N+	N+%
9	0	no	0	no	60466176	100%
10	1	no	1	no	60466176	100%
11	10	no	11	no	60466175	100%
12	55	no	66	no	60466165	100%
13	220	no	286	no	60466110	100%
14	715	no	1001	no	60465890	100%
15	2002	no	3003	no	60465175	100%
16	4995	no	7998	no	60463173	100%
17	11340	no	19338	no	60458178	100%
18	23760	no	43098	no	60446838	100%
19	46420	no	89518	no	60423078	100%
20	85228	no	174746	no	60376658	100%
21	147940	no	322686	1%	60291430	100%
22	243925	no	566611	1%	60143490	99%
23	383470	1%	950081	2%	59899565	99%
24	576565	1%	1526646	3%	59516095	98%
25	831204	1%	2357850	4%	58939530	97%
26	1151370	2%	3509220	6%	58108326	96%
27	1535040	3%	5044260	8%	56956956	94%
28	1972630	3%	7016890	12%	55421916	92%
29	2446300	4%	9463190	16%	53449286	88%
30	2930455	5%	12393645	20%	51002986	84%
31	3393610	6%	15787255	26%	48072531	80%
32	3801535	6%	19588790	32%	44678921	74%
33	4121260	7%	23710050	39%	40877386	68%
34	4325310	7%	28035360	46%	36756126	61%
35	4395456	7%	32430816	54%	32430816	54%
36	4325310	7%	36756126	61%	28035360	46%
37	4121260	7%	40877386	68%	23710050	39%
38	3801535	6%	44678921	74%	19588790	32%
39	3393610	6%	48072531	80%	15787255	26%
40	2930455	5%	51002986	84%	12393645	20%
41	2446300	4%	53449286	88%	9463190	16%
42	1972630	3%	55421916	92%	7016890	12%
43	1535040	3%	56956956	94%	5044260	8%
44	1151370	2%	58108326	96%	3509220	6%
45	831204	1%	58939530	97%	2357850	4%
46	576565	1%	59516095	98%	1526646	3%
47	383470	1%	59899565	99%	950081	2%
48	243925	no	60143490	99%	566611	1%
49	147940	no	60291430	100%	322686	1%
50	85228	no	60376658	100%	174746	no
51	46420	no	60423078	100%	89518	no
52	23760	no	60446838	100%	43098	no
53	11340	no	60458178	100%	19338	no
54	4995	no	60463173	100%	7998	no
55	2002	no	60465175	100%	3003	no
56	715	no	60465890	100%	1001	no
57	220	no	60466110	100%	286	no
58	55	no	60466165	100%	66	no
59	10	no	60466175	100%	11	no
60	1	no	60466176	100%	1	no
61	0	no	60466176	100%	0	no

There are 60,466,176 possible outcomes ranging from 10 to 60. The most probable roll is 35 (7%)..





Dice

The Dice Charts reflect the statistical details of dice rolls. Using these charts, any player or referee can understand the probability that any specific dice roll will succeed.

Dice-5

C+S ONE THROUGH EIGHT DICE

Hasty	-	-	EAS	AVE	DIF	FOR	STA	HOP	IMP
Cautious	EAS	AVE	DIF	FOR	STA	HOP	IMP	BEY	-
Task	-	EAS	AVE	DIF	FOR	STA	HOP	IMP	BEY
C+S	0D	1D	2D	3D	4D	5D	6D	7D	8D
0	100%	no	no	no	no	no	no	no	no
1	100%	17%	no	no	no	no	no	no	no
2	100%	33%	3%	no	no	no	no	no	no
3	100%	50%	8%	<1%	no	no	no	no	no
4	100%	67%	17%	2%	<1%	no	no	no	no
5	100%	83%	28%	5%	<1%	<1%	no	no	no
6	100%	100%	42%	9%	1%	<1%	<1%	no	no
7	100%	100%	58%	16%	3%	<1%	<1%	<1%	no
8	100%	100%	72%	26%	5%	<1%	<1%	<1%	<1%
9	100%	100%	83%	38%	10%	2%	<1%	<1%	<1%
10	100%	100%	92%	50%	16%	3%	<1%	<1%	<1%
11	100%	100%	97%	63%	24%	6%	<1%	<1%	<1%
12	100%	100%	100%	74%	34%	10%	2%	<1%	<1%
13	100%	100%	100%	84%	44%	15%	4%	<1%	<1%
14	100%	100%	100%	91%	56%	22%	6%	1%	<1%
15	100%	100%	100%	95%	66%	31%	10%	2%	<1%
16	100%	100%	100%	98%	76%	40%	14%	4%	<1%
17	100%	100%	100%	>99%	84%	50%	21%	6%	1%
18	100%	100%	100%	100%	90%	60%	28%	9%	2%
19	100%	100%	100%	100%	95%	69%	36%	14%	4%
20	100%	100%	100%	100%	97%	78%	45%	19%	6%
21	100%	100%	100%	100%	99%	85%	55%	26%	9%
22	100%	100%	100%	100%	>99%	90%	64%	33%	13%
23	100%	100%	100%	100%	>99%	94%	72%	41%	18%
24	100%	100%	100%	100%	100%	97%	79%	50%	24%
25	100%	100%	100%	100%	100%	98%	86%	59%	31%
26	100%	100%	100%	100%	100%	>99%	90%	67%	38%
27	100%	100%	100%	100%	100%	>99%	94%	74%	46%
28	100%	100%	100%	100%	100%	>99%	96%	81%	54%
29	100%	100%	100%	100%	100%	>99%	98%	86%	62%
30	100%	100%	100%	100%	100%	100%	>99%	91%	69%
31	100%	100%	100%	100%	100%	100%	>99%	94%	76%
32	100%	100%	100%	100%	100%	100%	>99%	96%	82%
33	100%	100%	100%	100%	100%	100%	>99%	98%	87%
34	100%	100%	100%	100%	100%	100%	>99%	99%	91%
35	100%	100%	100%	100%	100%	100%	>99%	>99%	94%
36	100%	100%	100%	100%	100%	100%	100%	>99%	96%
37	100%	100%	100%	100%	100%	100%	100%	>99%	98%
38	100%	100%	100%	100%	100%	100%	100%	>99%	99%
39	100%	100%	100%	100%	100%	100%	100%	>99%	>99%
40	100%	100%	100%	100%	100%	100%	100%	>99%	>99%
41	100%	100%	100%	100%	100%	100%	100%	>99%	>99%
42	100%	100%	100%	100%	100%	100%	100%	100%	>99%
43	100%	100%	100%	100%	100%	100%	100%	100%	>99%
44	100%	100%	100%	100%	100%	100%	100%	100%	>99%
45	100%	100%	100%	100%	100%	100%	100%	100%	>99%
46	100%	100%	100%	100%	100%	100%	100%	100%	>99%
47	100%	100%	100%	100%	100%	100%	100%	100%	>99%
48	100%	100%	100%	100%	100%	100%	100%	100%	100%
Default	-	-	EAS	AVE	DIF	FOR	STA	HOP	IMP
Hasty	-	-	-	EAS	AVE	DIF	FOR	STA	HOP
Cautious	-	EAS	AVE	DIF	FOR	STA	HOP	IMP	BEY

READING THE C+S CHART

This table shows the chance of rolling less than the number C+S (Skill + Characteristic).

For example, if (in resolving a 3D Difficult task), the skill level is 4 and the characteristic is 7, then C+S = 11. The chance of rolling 11 or less on 3D is 63%.

100%: The result is automatic or 100% probable.

No: The result is not possible; zero percent probability.

<1%. The result has a probability of less than 1%. There is less than one chance in 100 that this result will occur.

>99%. The result has a probability of greater than 99%. There is less than one chance in 100 that this result will **not** occur.

DIFFICULTY HEADERS

Abbrev	Description
EAS	Easy
AVE	Average
DIF	Difficult
FOR	Formidable
STA	Staggering
HOP	Hopeless
IMP	Impossible
BEY	Beyond Impossible

The columns on the C+S Chart are labeled with the typical difficulty for tasks.

For example, the standard for an AVE Average Task is 2D. A Hasty AVE Average Task is one level of difficulty more difficult, which is 3D; a Cautious AVE Average Task is one level of difficulty easier, which is 1D. The headings on the C+S Chart reflect these considerations.

