

# Wendy and Richard Pini's ELFQUEST

## Reference Sheets

For easy reference, the charts and tables most essential to the *Elfquest* game are reproduced in this section. Both the players and the gamemaster will find useful information here.

### Wolfrider Characteristics Rolls

| characteristic     | roll  | average |
|--------------------|-------|---------|
| STR (Strength)     | 2D6+2 | 9       |
| CON (Constitution) | 2D6+6 | 13      |
| SIZ (Size)         | 2D3+1 | 5       |
| INT (Intelligence) | 3D6   | 10-11   |
| POW (Power)        | 2D6+6 | 13      |
| DEX (Dexterity)    | 2D6+9 | 16      |
| APP (Appearance)   | 2D6+6 | 13      |



### Derived Characteristics

**Damage Bonus:** STR + SIZ    bonus

|          |           |
|----------|-----------|
| 01-06    | -1D3      |
| 07-24    | 0         |
| 25-32    | +1D3      |
| 33-48    | +1D6      |
| each +16 | +1D6 more |

**Experience Bonus:** INT/2

**Hit Points:** (CON + SIZ)/2

**Magic Points:** POW

**Movement Rate:** 4 yards per strike rank

**Normal Wolfrider Magic:** Magic Feeling, Sending, Wolf-Bonding

**Wolfrider Extra Magic (POW x 1% chance):** Animal (non-wolf) Bonding, Healing, Plant-Shaping

### Age Factor Table

| age     | factor | honorific |
|---------|--------|-----------|
| 01-20   | x2     | child     |
| 21-100  | x3     | youth     |
| 101-400 | x4     | adult     |
| 401-800 | x5     | elder     |
| 801+    | x6     | ancient   |

### Wolfrider Initial Skill Table

| Skill                           | initial ability       |
|---------------------------------|-----------------------|
| attack w/any one melee weapon   | (STR + DEX) x 2       |
| attack w/any one missile weapon | (STR + DEX) x 2       |
| attack w/any other weapon       | STR + DEX             |
| Climb                           | (STR + DEX - SIZ)     |
| Communication                   | INT + APP             |
| Dodge                           | (INT + DEX) x 2       |
| Jump                            | (STR + DEX) x 2       |
| Lore, Animal                    | INT x 2               |
| Lore, Elf                       | INT x 3               |
| Lore, Healing                   | INT x 2               |
| Lore, Human                     | INT x 2               |
| Lore, Language                  | INT x 2               |
| Lore, Mechanical                | INT/2                 |
| Lore, Mineral                   | INT/2                 |
| Lore, Plant                     | INT x 2               |
| Lore, Troll                     | INT                   |
| Magic Feeling                   | POW                   |
| Magic (other power)             | POW                   |
| Manipulation                    | STR + DEX             |
| parry w/any one weapon          | (POW + DEX) x 2       |
| parry w/any other weapon        | POW + DEX             |
| Perception                      | (INT + POW) x 2       |
| Ride Wolf                       | DEX x 4               |
| Sending                         | POW x 4               |
| Stealth                         | (INT + DEX - SIZ) x 2 |
| Swim                            | STR + DEX             |
| Throw                           | STR + DEX             |
| Wolf Bonding                    | POW x 5               |

### Special Attributes and Disabilities Table

#### D100 ability or disability

|       |   |
|-------|---|
| 01    | roll twice, subtracting 50 from rolls over 50 (if 01 or less is rolled, roll again)         |
| 02-10 | increased sense (sight, hearing, smell, etc.) +20% to Perception rolls based on that sense. |
| 11-25 | increased sense (sight, hearing, smell, etc.) +10% to Perception rolls based on that sense. |
| 26-35 | exact sense of direction  |
| 36-40 | special affection for a particular species (such as cats) or activity such as star watching |
| 41-42 | +1D3 POW and +20% to one magic power  |
| 43-44 | +1D3 POW  |
| 45-46 | +1D3 STR  |
| 47    | +20% overall Perception   |
| 48    | +20% with one weapon attack   |

|       |  |
|-------|--|
| 49    | +20% with one Lore   |
| 50    | +20% with Manipulation   |
| 51-55 | -1D3 POW   |
| 56-60 | hatred for a particular species, such as trolls, or for a particular activity, like growing plants   |
| 61-75 | no sense of direction  |
| 76-90 | decreased sense (sight, hearing, smell, etc.) -15% from Perception rolls based on that sense   |
| 91-99 | preoccupation—concern with one activity or power to the exclusion of almost anything else (dreamberries, continual rock-shaping, welfare lifemate, etc.) |
| 00    | roll twice, adding 50 to rolls under 51  |

If the attribute concerns a sense, the player may pick the particular sense with the approval of the gamemaster. Monomania, or liking, or hatred, should be appropriate for the elf.

## Elfquest Magic Powers

### Telekinetic Powers

#### Anti-Healing

prerequisite power: Healing  
found among: any healers  
range: 10 yards

#### Fire-Starting

found among: High Ones  
range: 3 yards

#### Flesh-Shaping

prerequisite power: Healing  
found among: all healers  
range: Touch

#### Healing

dependent powers: Anti-Healing, Flesh-Shaping, Shielding  
found among: High Ones, Gliders, Wolfriders, Sun Folk  
range: touch

#### Levitation (Gliding)

found among: Gliders (most), High Ones, Sun Folk (Rayek)  
range: 30 yards

#### Plant-Shaping (Tree-Shaping)

found among: Wolfriders (few), other forest-dwellers, Plains-runners, High Ones  
range: 30 yards

#### Rock-Shaping

found among: High Ones (some), Sun Folk, Desert Elves, Gliders (several specialized members)  
range: 30 yards

#### Shape-Change

found among: High Ones  
range: self only

### Telepathic Powers

#### Animal Bonding

found among: all tribes  
range: 30 yards

#### Astral Projection

prerequisite power: Sending  
found among: Sun Folk (Savah), Gliders, High Ones  
Range: 100,000 yards per magic point used

#### Finding (Dowsing)

found among: Desert Elves, Sea Elves, High Ones  
range: 300 yards per magic point used

#### Hypnosis (Mind-Stun)

prerequisite power: Sending  
found among: Sun Folk, Gliders, High Ones  
range: 10 yards

#### Magic-Feeling

found among: all tribes  
range: variable, see description

#### Sending (Telepathy)

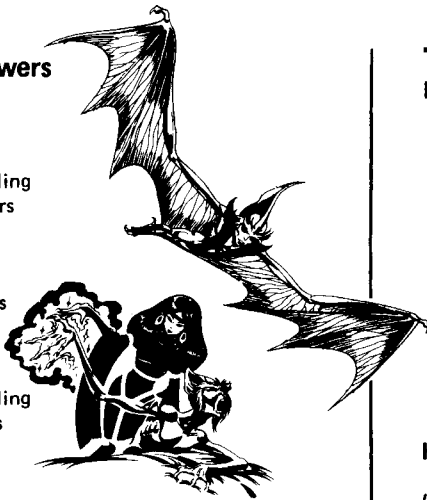
found among: all tribes  
range: 1000 yards per magic point used

#### Shielding

prerequisite power: Healing  
found among: Sun Folk, Gliders, High Ones  
range: touch

#### Tapping

prerequisite power: Sending  
found among: Gliders, High Ones  
range: touch

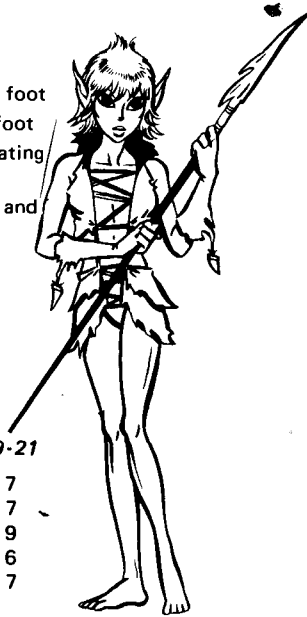


## Humanoid Hit Point Location Table

| D20   | Specific Area | Description                         |
|-------|---------------|-------------------------------------|
| 01-03 | right leg     | right leg from hip to foot          |
| 04-06 | left leg      | left leg from hip to foot           |
| 07-10 | abdomen       | hip to just under floating ribs     |
| 11-15 | chest         | floating ribs to neck and shoulders |
| 16-17 | right arm     | entire right arm                    |
| 18-19 | left arm      | entire left arm                     |
| 20    | head          | neck and head                       |

## Humanoid Hit Points Per Location Table

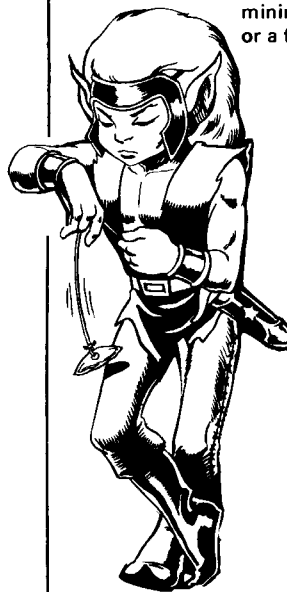
| location | total hit points |       |       |       |       |       |       |
|----------|------------------|-------|-------|-------|-------|-------|-------|
|          | 01-03            | 04-06 | 07-09 | 10-12 | 13-15 | 16-18 | 19-21 |
| each leg | 1                | 2     | 3     | 4     | 5     | 6     | 7     |
| abdomen  | 1                | 2     | 3     | 4     | 5     | 6     | 7     |
| chest    | 2                | 3     | 4     | 5     | 6     | 8     | 9     |
| each arm | 1                | 2     | 3     | 3     | 4     | 5     | 6     |
| head     | 1                | 2     | 3     | 4     | 5     | 6     | 7     |



## Skill Results Table

The following table provides a quick reference for determining if a roll is a critical success, a special success, a failure, or a fumble.

| skill roll | critical success | special success | fumble |
|------------|------------------|-----------------|--------|
| 01-05      | 01               | 01              | 96-00  |
| 06-10      | 01               | 01-02           | 96-00  |
| 11-15      | 01               | 01-03           | 97-00  |
| 16-20      | 01               | 01-04           | 97-00  |
| 21-25      | 01               | 01-05           | 97-00  |
| 26-30      | 01               | 01-06           | 97-00  |
| 31-35      | 01-02            | 01-07           | 98-00  |
| 36-40      | 01-02            | 01-08           | 98-00  |
| 41-45      | 01-02            | 01-09           | 98-00  |
| 46-50      | 01-03            | 01-10           | 98-00  |
| 51-55      | 01-03            | 01-11           | 99-00  |
| 56-60      | 01-03            | 01-12           | 99-00  |
| 61-65      | 01-03            | 01-13           | 99-00  |
| 66-70      | 01-04            | 01-14           | 99-00  |
| 71-75      | 01-04            | 01-15           | 00     |
| 76-80      | 01-04            | 01-16           | 00     |
| 81-85      | 01-04            | 01-17           | 00     |
| 86-90      | 01-05            | 01-18           | 00     |
| 91-95      | 01-05            | 01-19           | 00     |
| 96-00      | 01-05            | 01-20           | 00     |



## Strike Rank Table

| SIZ       | DEX       | Weapon               |
|-----------|-----------|----------------------|
| 1-8 = 3   | 1-8 = 4   | bite/fist/dagger = 3 |
| 9-14 = 2  | 9-14 = 3  | sword/axe = 2        |
| 15-18 = 1 | 15-18 = 2 | spear = 1            |
| 19+ = 0   | 19+ = 1   | arrow/javelin = 0*   |

## List of Natural Weapons

| weapon    | damage           | SR |
|-----------|------------------|----|
| claw      | 1D6 (usually)    | 3  |
| fist      | 1D3              | 3  |
| grapple   | immobilize/throw | 3  |
| head butt | 1D3              | 3  |
| kick      | 1D3+1            | 3  |



### Fumbled Melee Weapon Attacks Table

| D100  | result   |
|-------|--|
| 01-15 | lose next melee round, effectively helpless                      |
| 16-25 | lose next 1D3 melee rounds, effectively helpless                 |
| 26-40 | fall   |
| 41-50 | drop weapon  |
| 51-60 | toss weapon 1D10 yards away                                      |
| 61-65 | lose 1D10 points off armor points of weapon                      |
| 66-75 | vision obscured, lose 30% on all skills for 1D3 melee rounds     |
| 76-85 | hit nearest friend, normal damage; use 51-60 if no friend near   |
| 86-90 | hit nearest friend, critical damage; use 61-65 if no friend near |
| 91-98 | blow it, roll twice  |
| 99-00 | blow it badly, roll thrice                                       |

### Fumbled Missile Weapon Attacks Table

| D100  | result  |
|-------|---|
| 01-15 | lose next possible attack or other activity   |
| 16-25 | lose next 1D3 melee rounds for any activity   |
| 26-40 | fall  |
| 41-55 | vision impaired, subtract 30% from attack chance, takes 1D3 melee rounds of uninterrupted activity to fix |
| 56-65 | drop weapon 1D6-1 yards off   |
| 66-80 | do 1D6 damage to armor points of weapon (if the weapon has no armor points, use 81-85)                    |
| 81-85 | break weapon  |
| 86-90 | hit nearest friend, do regular damage; use 56-65 if no friend near  |
| 91-95 | hit nearest friend, do impaling damage; use 66-80 if no friend near                                       |
| 96-98 | hit nearest friend, do critical damage; use 81-85 if no friend near                                       |
| 99    | blow it, roll twice   |
| 00    | blow it badly, roll thrice  |

### Fumbled Natural Weapon Attacks and Parries Table

| D100  | results  |
|-------|--|
| 01-25 | lose next melee round (or this one if nothing done as yet)                   |
| 26-30 | lose next 1D3 melee rounds (includes this one if nothing done as yet)        |
| 31-50 | fall   |
| 51-60 | fall, twist ankle, lose 1 yard/strike rank of movement for 5D10 melee rounds |
| 61-75 | vision impaired, lose 30% effectiveness for 1D3 melee rounds                 |
| 76-85 | miss and strain something, lose 1 hit point in attacking limb                |
| 86-90 | hit nearest friend, do regular damage; use 76-85 if no friend near           |
| 91-94 | hit nearest friend, do critical hit; use 76-85 if no friend near             |
| 95-98 | hit hard surface, do normal damage to attacking limb                         |
| 99    | blow it, roll twice  |
| 00    | blow it badly, roll thrice   |

### Fumbled Melee Weapon Parries Table

| D100  | result  |
|-------|---|
| 01-20 | lose next melee round (or this one if nothing done as yet), helpless                  |
| 21-40 | fall  |
| 41-50 | drop weapon   |
| 51-60 | toss weapon 1D10 yards away   |
| 61-75 | vision obscured, lose 30% from all skills, take 1D3 melee rounds uninterrupted to fix |
| 76-85 | wide open, foe automatically hits with normal hit                                     |
| 86-90 | wide open, foe automatically hits with special hit                                    |
| 91-93 | wide open, foe automatically hits with critical hit                                   |
| 94-98 | blow it, roll twice   |
| 99-00 | blow it badly, roll thrice  |

### Attack Chance Modifiers Table

#### positive

|      |   |
|------|---|
| +20% | target helpless   |
| +20% | target surprised during non-combat or knocked down                |
| +10% | target surprised during combat                                    |
| +10% | attacking from target's back                                      |
| +10% | prepared missile attack (one melee round delay to aim just right) |
| +10% | attacking from above target                                       |
| +05% | per 10 SIZ points or fraction thereof the target is over 20.      |

#### negative

|      |  |
|------|--|
| -75% | attacker in absolute darkness                      |
| -50% | attacker is human in near-absolute darkness        |
| -25% | attacker is elf or troll in near-absolute darkness |
| -20% | attacker has been knocked down                     |
| -10% | target moving                                      |
| -10% | attacker is riding a moving animal/vehicle         |
| -10% | target is above attacker                           |
| -10% | per SIZ point target is below 4                    |

These effects are cumulative. No matter how many negative modifiers apply, the attack chance is never reduced below 5%.

### Armor Points Table

| armor                    | points     |
|--------------------------|------------|
| clothes                  | 0          |
| soft leather/light furs  | 1          |
| stiff leather/thick furs | 2          |
| metal ornament           | variable * |
| metal armor †            | 6          |



\* item's armor points, 1D6-1, should be rolled for when obtained.

† Two-Edge manufacture

### List of Melee Weapons

| category    | weapon               | damage  | STR/<br>DEX | armor<br>points | SR |
|-------------|----------------------|---------|-------------|-----------------|----|
| axe, 1H     | battleaxe            | 1D6+2   | 9/7         | 8               | 2  |
|             | hatchet              | 1D6     | -/7         | 6               | 2  |
|             | troll axe            | 1D10+1  | 13/7        | 10              | 2  |
| axe, 2H     | battleaxe            | 1D6+2   | 7/9         | 8               | 2  |
|             | troll axe            | 1D10+1  | 11/9        | 10              | 2  |
| dagger *    | dagger               | 1D3+2   | -/7         | 6               | 3  |
|             | "fist" fighting claw | 1D3+2   | -/9         | -               | 3  |
| mace, 1H    | heavy mace           | 1D10    | 13/-        | 10              | 2  |
|             | light mace           | 1D6+1   | 7/-         | 6               | 2  |
|             | wooden club          | 1D6     | -/7         | 4               | 2  |
| mace, 2H    | heavy mace           | 1D10    | 9/7         | 10              | 2  |
|             | quarterstaff         | 1D6     | 9/9         | 10              | 1  |
| shield      | shield               | 1D3+1   | 9/-         | 12              | 2  |
|             | spear, 1H *          | javelin | 1D6+1       | 7/7             | 8  |
| spear, 2H * | short spear          | 1D6+2   | 7/7         | 10              | 2  |
|             | long spear           | 1D10+1  | 9/7         | 10              | 1  |
| sword, 1H   | short spear          | 1D6+2   | -/7         | 10              | 2  |
|             | shortsword *         | 1D6+1   | 7/9         | 10              | 2  |
| sword, 2H   | troll sword          | 1D10+1  | 13/9        | 12              | 2  |
|             | troll sword          | 1D10+1  | 11/7        | 12              | 2  |
| tools †     | hoe (2H)             | 1D6     | 7/7         | 8               | 1  |
|             | pick (2H) *          | 1D10    | 13/7        | 10              | 2  |
|             | spade (2H)           | 1D6     | 7/7         | 8               | 2  |

\* weapon can be used for impaling attack.

† unlike the other categories of weapons, expertise with one tool does not indicate ability with the other tools. Attacks and parries with each tool must be advanced separately.

### Missiles and Missile Weapons Table

| name                | STR/DEX | damage | AP | effective range | maximum range | fire rate |
|---------------------|---------|--------|----|-----------------|---------------|-----------|
| atlatl/arrow whip * | 7/9     | +2     | 6  | +10             | +20           | 1/MR      |
| bow †               | 9/9     | 1D6+1  | 5  | 90              | 120           | 1/SR      |
| blowgun †           | -/11    | 1D3 ** | 4  | 30              | 30            | 1/MR      |
| crossbow †          | 11/9    | 2D6    | 8  | 120             | 200           | 1/3 MR    |
| sling †             | -/11    | 1D6    | -  | 100             | 100           | 1/MR      |
| boomerang, war      | 13/9    | 1D6    | 6  | 30              | 50            | 1/MR      |
| boomerang, hunting  | 9/11    | 1D3    | 3  | 50              | 50            | 1/SR      |
| dart †              | -/9     | 1D6    | 4  | 20              | 30            | 1/SR      |
| javelin †           | 9/9     | 1D6+1  | 8  | 20              | 50            | 1/SR      |
| short spear †       | 11/11   | 1D6+1  | 10 | 15              | 25            | 1/MR      |
| talon whip          | 7/13    | 1D2    | 6  | 20              | 20            | 1/MR      |
| throwing axe        | 9/11    | 1D6    | 6  | 20              | 20            | 1/SR      |
| throwing knife †    | -/11    | 1D3+1  | 4  | 20              | 20            | 1/SR      |
| thrown rock         | -/-     | 1D3    | -  | 20              | 20            | 1/SR      |
| combat net          | 12/10   | 1D3    | 6  | 20              | 20            | 1/MR      |
| pole lasso          | 9/9     | none   | 4  | 3               | 3             | 1/MR      |
| whip                | 9/9     | 1D3    | 6  | 5               | 5             | 1/MR      |

\* used with a dart or javelin to increase both range and damage.

† missile can impale.

\*\* generally used with a poison of potency 3D6

### Perception Terrain Modifiers Table

|       | light | medium | heavy |
|-------|-------|--------|-------|
| scrub | -5    | -10    | -15   |
| brush | -10   | -20    | -30   |
| trees | -10   | -20    | -50   |

if ground is broken, cut Perception skill by 1/2

### Stealth Terrain Modifiers Table

|       | light | medium | heavy |
|-------|-------|--------|-------|
| scrub | -5    | -10    | -15   |
| brush | -10   | -20    | -30   |
| trees | -10   | -20    | -50   |

if ground is broken, cut Perception skill by 1/2

### Movement Rates Table

| Type         | Notes  | Rate *       |
|--------------|--|--------------|
| hiking       | an average of 10 hours of steady walking on paths, without animals | 30 miles/day |
| riding       | moving at a walk, possibly accompanied by pack train.              | 25 miles/day |
| forced march | walking as fast as possible without collapsing                     | 40 miles/day |
| forced ride  | riding without pack train, walk-trot-walk pace                     | 50 miles/day |

### Distance of Missed Throws From Target

| distance thrown | multiply 1D3 by |
|-----------------|-----------------|
| 1 yard          | 1 inch          |
| 1-10 yards      | 1 foot          |
| 11-20 yards     | 1 yard          |
| 21-30 yards     | 2 yards         |
| etc.            | etc.            |

### Resistance Table

Take the active person's factor and find it on the upper, horizontal entry. Then find the passive person's or object's factor on the left-hand, vertical line. Cross-index them and you have the maximum number you can roll and still succeed in the task.

|         |    | Active |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|---------|----|--------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|         |    | 01     | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Passive | 01 | 50     | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 00 |
|         | 02 | 45     | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 |
|         | 03 | 40     | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 |
|         | 04 | 35     | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 |
|         | 05 | 30     | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 95 | 95 | 95 | 95 | 95 | 95 | 95 |
|         | 06 | 25     | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 95 | 95 | 95 | 95 | 95 | 95 |
|         | 07 | 20     | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 95 | 95 | 95 | 95 | 95 |
|         | 08 | 15     | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 95 | 95 | 95 | 95 |
|         | 09 | 10     | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 95 | 95 | 95 |
|         | 10 | 05     | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 95 | 95 |
|         | 11 | 05     | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 95 |
|         | 12 | 05     | 05 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 |
|         | 13 | 05     | 05 | 05 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 |
|         | 14 | 05     | 05 | 05 | 05 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 |
|         | 15 | 05     | 05 | 05 | 05 | 05 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 |
|         | 16 | 05     | 05 | 05 | 05 | 05 | 05 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 |
|         | 17 | 05     | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 |
|         | 18 | 05     | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 |
|         | 19 | 05     | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
|         | 20 | 05     | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 |
|         | 21 | 01     | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 05 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 |

For success, roll equal to or less than the indicated number.

