



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

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-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.

