Notes on the Probability Charts

· The percentages are rounded to a single decimal point and list the odds of rolling the **exact** number shown in the leftmost column with a number of dice equal to the skill, and with an attribute of 0.

· Unskilled rolls are under "Skill 0"

· To calculate the percentage chance of **beating** a Threshold, find the Threshold in the leftmost column and add up all percentages below it in the appropriate column. I.e. assuming skill 1 and a Threshold 4 (needing a 5 or higher to succeed), you would add the percentages under Skill 1 for values 5 and below. In this case, 16.7+16.7, or about 33.4%. To account for modifiers (like Attributes), apply the modifier to the Threshold.

· The **AVG** row on each chart is the average roll for that many dice.

Silhouette CORE Probabilities and Alternate Dice

Probabilities for rolling six-sided dice in Silhouette. Additional Sixes adding +1 to the total:

	Skill					
	0	**1**	**2**	**3**	**4**	**5**
1	30.6%	16.7%	2.8%	0.5%	0.1%	0.0%
2	25.0%	16.7%	8.3%	3.2%	1.2%	0.4%
3	19.4%	16.7%	13.9%	8.8%	5.0%	2.7%
4	13.9%	16.7%	19.4%	17.1%	13.5%	10.0%
5	8.3%	16.7%	25.0%	28.2%	28.5%	27.0%
6	2.8%	16.7%	27.8%	34.7%	38.6%	40.2%
7	0.0%	0.0%	2.8%	6.9%	11.6%	16.1%
8	0.0%	0.0%	0.0%	0.5%	1.5%	3.2%
9	0.0%	0.0%	0.0%	0.0%	0.1%	0.3%
10	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
AVG	2.53	3.50	4.50	5.04	5.39	5.67

Probabilities for rolling six-sided dice in Silhouette with additional Fives and Sixes adding +1 to the total. (Cinematic RDL rule):

	Skill					
	0	**1**	**2**	**3**	**4**	**5**
1	30.6%	16.7%	2.8%	0.5%	0.1%	0.0%
2	25.0%	16.7%	8.3%	3.2%	1.2%	0.4%
3	19.4%	16.7%	13.9%	8.8%	5.0%	2.7%
4	13.9%	16.7%	19.4%	17.1%	13.5%	10.0%
5	8.3%	16.7%	22.2%	22.2%	19.8%	16.5%
6	2.8%	16.7%	30.6%	38.9%	42.0%	41.2%
7	0.0%	0.0%	2.8%	8.8%	16.0%	22.6%
8	0.0%	0.0%	0.0%	0.5%	2.4%	5.9%
9	0.0%	0.0%	0.0%	0.0%	0.1%	0.7%
10	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
AVG	2.53	3.50	4.53	5.12	5.54	5.90

Optional Rule: Adding +1 for multiples of the highest die.

A house rule that's been around for a while is to have multiples of the highest die add +1 to the total. This is similar to the Cinematic rule featured earlier. This has the effect of slightly increasing the average roll.

Probabilities for six-sided dice, with multiples adding +1 to the total:

	Skill					
	0	**1**	**2**	**3**	**4**	**5**
1	30.6%	16.7%	2.8%	0.5%	0.1%	0.0%
2	25.0%	16.7%	5.6%	1.4%	0.3%	0.1%
3	19.4%	16.7%	13.9%	6.9%	2.9%	1.2%
4	13..9%	16.7%	19.4%	15.7%	10.5%	6.4%
5	8.3%	16.7%	25.0%	26.9%	24.6%	20.5%
6	2.8%	16.7%	30.6%	40.7%	47.0%	49.7%
7	0.0%	0.0%	2.8%	7.4%	12.9%	18.3%
8	0.0%	0.0%	0.0%	0.5%	1.6%	3.5%
9	0.0%	0.0%	0.0%	0.0%	0.1%	0.3%
10	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
AVG	2.53	3.50	4.61	5.21	5.60	5.89

Optional Rule: Adding +1 for multiples of any die.

Dice that come up the same value (not only 6s) are counted as +1 to the die total for that number. Thus, a character rolling a 5, 5, 5, 2 would have a total score of (5+1+1)=7. A character rolling 2, 2, 2, 6 would still have a score of 6, as it remains the highest possible value of the die roll (2+1+1 = 4 vs 6). This has the effect of raising the average die roll, while still requiring that multiple 6s be rolled for the highest successes. It also prevents a case where a player rolls 5, 5, 5, 5, a very, very small statistical chance (and thus 'lucky' roll) and gain nothing from it but a 5.

Optional Rules: Using Eight or Ten Sided Dice

Some people feel limited by the choice of the classic six-sided die, and prefer to use larger die types. Silhouette was designed to use six-sided dice, and as such using larger die types alters some things and requires the GM to make a few changes based on these changes and the feel of the campaign.

Using Larger dice increases the randomness of tests and decreases the importance of Attributes and other modifiers. It also makes combat potentially more lethal, due to the possibility of a larger Margin of Success. The larger dice types result in higher rolls, thus requiring larger thresholds.

If you like using larger die types, but find the results too random, you can institute either of the optional dice rolling methods from the previous section. Either of them should reduce the randomness of larger die types

Probabilities for rolling eight-sided dice in Silhouette. Additional Eights adding +1 to the total:

	Skill					
	0	**1**	**2**	**3**	**4**	**5**
1	23.4%	12.5%	1.6%	0.2%	0.0%	0.0%
2	20.3%	12.5%	4.7%	1.4%	0.4%	0.1%
3	17.2%	12.5%	7.8%	3.7%	1.6%	0.6%
4	14.1%	12.5%	10.9%	7.2%	4.3%	2.4%
5	10.9%	12.5%	14.1%	11.9%	9.0%	6.4%
6	7.8%	12.5%	17.2%	17.8%	16.4%	14.2%
7	4.7%	12.5%	20.3%	24.8%	27.0%	27.6%
8	1.6%	12.5%	21.9%	28.7%	33.5%	36.6%
9	0.0%	0.0%	1.6%	4.1%	7.2%	10.5%
10	0.0%	0.0%	0.0%	0.2%	0.7%	1.5%
11	0.0%	0.0%	0.0%	0.0%	0.0%	0.1%
12	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
AVG	3.19	4.50	5.83	6.51	6.94	7.25

Probabilities for rolling ten-sided dice in Silhouette. Additional Tens adding +1 to the total:

To convert Thresholds from standard Silhouette for use with d8's or d10's, follow this chart. Note that the thresholds do not map neatly, and as such, the odds of beating a given threshold will vary between die types.

Skill

	0	1	2	3	4	5
1	19.0%	10.0%	1.0%	0.1%	0.0%	0.0%
2	17.0%	10.0%	3.0%	0.7%	0.2%	0.0%
3	15.0%	10.0%	5.0%	1.9%	0.7%	0.2%
4	13.0%	10.0%	7.0%	3.7%	1.8%	0.8%
5	11.0%	10.0%	9.0%	6.1%	3.7%	2.1%
6	9.0%	10.0%	11.0%	9.1%	6.7%	4.7%
7	7.0%	10.0%	13.0%	12.7%	11.1%	9.0%
8	5.0%	10.0%	15.0%	16.9%	17.0%	16.0%
9	3.0%	10.0%	17.0%	21.7%	24.7%	26.3%
10	1.0%	10.0%	18.0%	24.3%	29.2%	32.8%
11	0.0%	0.0%	1.0%	2.7%	4.9%	7.3%
12	0.0%	0.0%	0.0%	0.1%	0.4%	0.8%
13	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
14	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%
AVG	3.85	5.50	7.16	8.00	8.52	8.88

d6	Type	d8	d10
1	Effortless	1	1
2	Routine	2	3
3	Easy	4	5
4	Moderate	5	7
5	Challenging	7	8
6	Difficult	8	9
7	Very Difficult	9	10
8	Extremely Difficult	10	11
10	Near Impossible	13	14
12+	Pray for Divine intervention!	15+	16+

Threshold Conversion

If you find that the amount of Damage being dealt is too high, you may wish to institute one or both of these options:

- Maximum MoS equal to the number of sides on the die type used
- Multiply Weapon DM's by 0.75 (75%) for eight-sided dice, and by 0.6 (60%) for ten-sided dice.