

FAIL						SUCCEED				
	CATASTROPHIC (CA) 1	PATHETIC (PA) 2-3	FEEBLE (FE) 4-5	INFERIOR (IN) 6-7	POOR (PR) 8-9	PASSABLE (PS) 10-12	GOOD (GD) 13-15	GREAT (GR) 16-19	SUPERIOR (SU) 20-24	AWESOME (AW) 25
1	1-30	31-56	57-73	74-86	87-95	96-97	98	99	00	-
2	1-20	21-48	49-66	67-80	81-90	91-93	94-96	97-98	99	00
3	1-15	16-39	40-59	60-74	75-85	86-90	91-94	95-97	98-99	00
4	1-12	13-29	30-52	53-68	69-80	81-87	88-93	94-97	98-99	00
5	1-10	11-24	25-45	46-62	63-75	76-84	85-91	92-96	97-99	00
6	1-9	10-22	23-36	37-56	57-70	71-80	81-88	89-94	95-98	99-00
7	1-8	9-19	20-32	33-50	51-65	66-76	77-85	86-92	93-97	98-00
8	1-7	8-17	18-29	30-43	44-60	61-72	73-82	83-90	91-96	97-00
9	1-6	7-15	16-26	27-39	40-55	56-68	69-79	80-88	89-95	96-00
10	1-6	7-14	15-24	25-36	37-50	51-64	65-76	77-86	87-94	95-00
11	1-5	6-12	13-21	22-32	33-46	47-61	62-75	76-86	87-94	95-00
12	1-5	6-11	12-19	20-29	30-42	43-58	59-73	74-84	85-93	94-00
13	1-4	5-10	11-17	18-26	27-38	39-55	56-71	72-83	84-93	94-00
14	1-4	5-9	10-16	17-24	25-35	36-51	52-69	70-82	83-93	94-00
15	1-3	4-8	9-15	16-22	23-32	33-47	48-66	67-80	81-92	93-00
16	1-3	4-7	8-13	14-20	21-29	30-43	44-63	64-78	79-91	92-00
17	1-3	4-7	8-12	13-18	19-26	27-39	40-55	56-76	77-90	91-00
18	1-2	3-5	6-10	11-16	17-23	24-35	36-50	51-72	73-89	90-00
19	1-2	3-4	5-8	9-13	14-20	21-31	32-45	46-68	69-86	87-00
20	1	2-3	4-6	7-11	12-17	18-27	28-40	41-61	62-85	86-00
21	1	2	3-5	6-9	10-14	15-23	24-35	36-56	57-82	83-00
22	1	2	3-4	5-7	8-11	12-19	20-30	31-50	51-78	79-00
23	-	1	2-3	4-5	6-8	9-16	17-26	27-45	46-71	72-00
24	-	-	1	2-3	4-5	6-12	13-22	23-40	41-66	67-00
25	-	-	-	1	2	3-9	10-18	19-36	37-61	62-00
	CATASTROPHIC (CA) 1	PATHETIC (PA) 2-3	FEEBLE (FE) 4-5	INFERIOR (IN) 6-7	POOR (PR) 8-9	PASSABLE (PS) 10-12	GOOD (GD) 13-15	GREAT (GR) 16-19	SUPERIOR (SU) 20-24	AWESOME (AW) 25
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Assigning the Roll Required

- Catastrophic (CA)**- The action is so routine that it is automatically successful. There is no reason for the player to make an ability roll.
- Pathetic (PA)**- The action is almost automatic, but the narrator feels there is a small chance of failure.
- Feeble (FE)**- The action requires only nominal ability to accomplish.
- Inferior (IN)**- The action is very easy.
- Poor (PR)**- The action is easy
- Passable (PS)**- The action is moderate. This is the default for all rolls, and most rolls will be at Passable.
- Good (GD)**- The action is fairly difficult.
- Great (GR)**- The action is difficult.
- Superior (SU)**- The action is very difficult.
- Awesome (AW)**- The action is almost impossible.
- Inhuman**- The action is impossible. There is no reason for the character to make an ability roll. He has no chance of success.

Interpreting the Result

- 4 columns over the RR (AW)**-The action is 200% accomplished.
- 3 columns over the RR (SU)**- The action is 150% accomplished.
- 2 columns over the RR (GR)**- The action is 100% accomplished.
- 1 column over the RR (GD)**- The action is 90% accomplished.
- 0 columns over the RR (PS)**- The action is 75% accomplished.
- 1 column under the RR (PR)**- The action is 40% accomplished.
- 2 columns under the RR (IN)**- The action is 25% accomplished.
- 3 columns under the RR (FE)**- 100% failure.
- 4 columns under the RR (PA)**- 150% failure.
- 5 columns under the RR (CA)**- 200% failure.