

-3	-2	-1	0	1	2	3	5	7	10	13	17	22	28	35	50	70	100
100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99
97-98	97-98	97-98	97-98	97-98	97-98	97-98	97-98	97-98	97-98	97-98	97-98	97-98	97-98	97-98	97-98	97-98	97-98
64-96	64-96	64-96	64-96	64-96	64-96	64-96	64-96	64-96	64-96	64-96	64-96	64-96	64-96	64-96	64-96	64-96	64-96
42-63	42-63	42-63	42-63	42-63	42-63	42-63	42-63	42-63	42-63	42-63	42-63	42-63	42-63	42-63	42-63	42-63	42-63
29-41	29-41	29-41	29-41	29-41	29-41	29-41	29-41	29-41	29-41	29-41	29-41	29-41	29-41	29-41	29-41	29-41	29-41
21-28	21-28	21-28	21-28	21-28	21-28	21-28	21-28	21-28	21-28	21-28	21-28	21-28	21-28	21-28	21-28	21-28	21-28
16-20	16-20	16-20	16-20	16-20	16-20	16-20	16-20	16-20	16-20	16-20	16-20	16-20	16-20	16-20	16-20	16-20	16-20
11-15	11-15	11-15	11-15	11-15	11-15	11-15	11-15	11-15	11-15	11-15	11-15	11-15	11-15	11-15	11-15	11-15	11-15
8-10	8-10	8-10	8-10	8-10	8-10	8-10	8-10	8-10	8-10	8-10	8-10	8-10	8-10	8-10	8-10	8-10	8-10
5-7	5-7	5-7	5-7	5-7	5-7	5-7	5-7	5-7	5-7	5-7	5-7	5-7	5-7	5-7	5-7	5-7	5-7
3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4	3-4
2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

Legend

Infrared	3 ▶
Hyper-Red	2 ▶
Red	1 ▶
Orange	-
Yellow	◀ 1
Green	◀ 2
Cyan	◀ 3
Blue	◀ 4
Purple	◀ 5
Ultraviolet	◀ 6
White	FAIL
Light Grey	◀ 1 Next Roll
Dark Grey	◀ 2 Next Roll
Black	Critical Fail

Taking a Blue Quick Reference

7	10	13	17	22	28	35	50	70	100
1	2	3	5	7	10	13	17	22	28

Kismet

Spend 1 kismet to add to a roll after the roll is performed.

Spend 1 kismet to add two to the roll before the die are rolled.

Notes
