

# The Chart

-3	-2	-1	0	1	2	3	5	7	10	13	17	22	28	35	50	70	100	150	250	375	600	1000	1600	2500
100	100	100	100	100	100	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	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	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	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	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	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	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	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	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	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	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	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	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	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	150	250	375	600	1000	1600	2500
1	2	3	5	7	10	13	17	22	28	35	50	70	100	150	250	375

## 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.
- Spend 1 kismet to add one point to your initiative for one round.
- Spend 2 kismet to add 1 to another's die roll after the die is rolled.
- Spend 2 kismet to add 2 to another's die roll before the die is rolled.
- Spend 5 kismet to reroll your die result.
- Spend 10 kismet to force someone else to reroll their die result.

## Notes

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