

## Greetings, Salutations and How-Do-You-Do's

Welcome to the Lucky Number System. Hope that you enjoy it, if for no other reason than the novelty value. This is pretty much a beta product with abso-freakinlutely no play-testing guaranteed (My dogs aren't big gamers). So if you find huge gaping flaws and things that I would, could, and should have done better, don't be surprised or outraged. This system was created for use with Parliamentary! A Game of Politics, but feel free to slap it on anything you feel appropriate (not however to be used as a divinatory aid except in the most dire of circumstances).

Thanks and Enjoy, Tom Ayers

### Why? The brief answer is "Why not?"...

Because it seems a bit silly you say... (AHEM) The answer started when I decided to learn about probability and dice rolls in game design. The idea of a median limit was planted by the suggestions on many topical message boards which paraphrase as "How come nobody has developed a game system that uses median values as the high end?".

I considered and investigated this question and came up with several reasons. The first answer is conceptual; the middle is safe, not particularly conducive to the heroic genres that most RPGs embrace. The second is psychological; almost every gamer loves to roll that "natural 20". I don't know why but we do. The final answer I came up with is mechanical. The terminal limit system has an inherent difficulty level built in as well as allowing gamers to overcome extreme odds.

The reasons I continued to develop this system are as an intellectual exercise and because I live in the middle of nowhere and development is my only gaming outlet.

(Sob!) cue up the tiny violins for the pity party).

#### What is it? A capricious, mercurial whim ...

I know a bit redundant; also a lot of work to be a whim. But I work hard at having fun. The Lucky Number System is a median limit gaming system. That means that the object is to roll the middle value instead of the extreme values (a terminal limit system).Lucky Number can be used as a system for role playing, strategic, board, or any combination thereof.

The basic components of this system are the result of the dice roll, the character's level of skill, and the difficulty of the task which measure the success of a given action. The other elements that make up the Lucky Number System are types of roll (personal, contested, and group) and Foils/Trumps.

All of this and more will be discussed in the How? section.

### How does it work? With panache and Swiss accuracy...

Okay, more like Swiss cheese and pancakes. The most basic mechanic of the Lucky Number System is a simple Pass/Fail challenge based on a roll of the dice. The pass/fail ratio is approximately a fifty-fifty chance leaning slightly to the failure side in most cases. This is for a task or challenge of absolutely average difficulty.

#### **Basics**

The chance of success is modified by the external factors of Skill (positive) and Difficulty (negative). Skill encompasses natural ability, knowledge (practical and theoretical), proper tools and preparation with ability and knowledge being most consistent. Difficulty can arise from environment, time limitations, and the requirements of the task itself (e.g. any fool can blast open a safe with enough dynamite, but it is much harder to do it without destroying the priceless vase inside, not to mention said fool).

The pure mechanics of this method rest on the foundation of the roll. This roll is the base level of success or Rank. The Rank is then increased by Skill and/or decreased by Difficulty.

The dice combinations used in the Lucky Number System are two six sided dice (2d6), two ten sided dice (2d10), and/or two twelve sided dice (2d12). The median limits for the various dice are seven for 2d6, eleven for 2d10, and thirteen for 2d12. The median also spawns titles for the die varieties: Lucky 7 (2d6), Lucky 11 (2d10), and Lucky 13 (2d12). These titles are not necessary, but it is a lot more fun to say "PlayerX, roll a Lucky 7", rather than plain old vanilla 2d6 (blech!). The choice of which die type (or combination of them) to use is purely one of preference. Here are a few notes on the various types to aid in your decision: Lucky 7 (2d6) is down and dirty, with the least flexible in outcome; the basic roll. Lucky 11 (2d10) is the worker. It is the median between flexibility and ease. Lucky 13 (2d12) is the most flexible, but the most involved. Great for big events. The use of two dice gives a linear graph (like a pyramid) instead of the nice bell curve of three dice. I like the bell curve, but Lucky 10.5 (3d6) doesn't have the same ring. Not to mention the fact a 10.5 can not be rolled on 3d6. The Skill modifier components of ability (or attribute), knowledge, tools, and preparation are all different ways of looking at Skill. Ability (Attribute) is the inherent capabilities of a character and Knowledge represents the character's learned capabilities. They are similar in that they are always present (barring amnesia, illness or some other unfortunate development). They may be synonymous depending on the depth of the game being played or combined to create the RPG standard character (abilities and skills). The decision of which is more important (Ability or Knowledge) must be considered when combining the two. The lower die type for the one of lesser importance.



## Basics (continued)

Tools and preparation are no substitute for good old know-how, but can be used as an aid for those without it. Those characters in the know rarely get a bonus, because the proper equipment and knowing how to prepare are part of Skill. Relying on tools instead of Knowledge is also a good way to get caught with your pants down. The unschooled character with the wrong information and/or gear is out of luck. The Skilled character at least has the ability to improvise.

Difficulties, as was stated, are those factors that complicate a task beyond its original complexity. They can also be indicators of the effort beyond the basic Skill to complete. Respective examples of this are running down an icy road and climbing a mountain. Running down the road is pretty basic, it is the ice that makes it a challenge. Mountain climbing is hard. Period. No ifs, ands, or buts about it. There is no disparity between the two in the mechanical side of it, but I felt a need to separate the two from a storytelling viewpoint.

## Challenges

Now that we know about the Roll, Skills, and Difficulties lets put it all in the pot and see what pops out.

The Roll for any challenge is first, determining the Rank of success. The Rank is then shifted up and/or down on the Scale by the Skill and Difficulties ratings to see whether or not it was a success. *(Hey! wait a second... Scale?!)* Err... yep Scale. It is just the chart of the various die type rolls. It includes the Roll result Rank, percentage, ratio, and even a verbal description of the level of success. The Scale is found toward the end along with some help for determining Difficulties and a few other things. The charts are because the mechanics aren't strictly additive/subtractive, and the visual aide helps to clarify the Roll, shift, and resultant Rank. (see Below for Scale, Difficulties, and Tools/Preparation)

*Default/ Zero Variant!* Occasionally a character will be faced with a challenge with no relevant skills. The player may default to a logical lower die type or roll with a 0 skill bonus, if there is no level of default. This is a logical role; CharacterX could figure out a fellow worker's computer password, but is not going to be hacking anything. Likewise, CharacterX can try to jump across a rooftop gap and not be killed, yet will never come close to a credible competitive broad jump. Hopefully, CharacterX will leave coworkers' computers alone after having to leap from the roof to escape.

*Positive/Negative Variant!* The use of Skills and Difficulties basically are positive and negative modifiers, respectively (Ha! Take that Mr. Gygax). The Positive/ Negative Variant offers a choice of having the skill but not being very good at it. This means that a character could have a negative modifier from a skill. The logic behind this is to more accurately simulate the characters chance of success. The Skill level can be noted in descriptive terms and the modifier or just the modifier.



## Types of Challenges

The next items on the subject of challenges are Sustained, Collaborative, and Opposed Rolls. Sustained and Collaborative tasks are determined the same as the basic challenge: the Roll is modified by Skills and Difficulties. Sustained Rolls require that the player make multiple, consecutive successes to fully complete the task. Collaboration accomplishes the task by with multiple successes as well. This is achieved by multiple characters rolling individually, usually at the same time.

Opposed rolls come in two basic flavors: Adversarial and Competitive. Competitive challenges are focused on multiple characters trying to surpass each other at a given task. The mechanics are the basic challenge, with the character with the highest successful (or not) result. Ties are resolved in favor of the character with the higher Skill. A tie of Skills is decided with a straight Roll with no modifiers (Skill and Difficulty) until one comes closer to the median than the other or by the higher Monitor Value rating.

Adversarial challenges concern characters in interactive conflict (such as fisticuffs). The Skill of the opposing character is applied as Difficulty with each character rolling a basic challenge. This challenge can result in both, one, or neither succeeding. Apply commonsense approach to the actual result; e.g. both characters with successes result in wounding the opponent in a knife fight, yet while grappling for a gun it remains a stalemate. Alternately the Skill as Difficulty can be changed to half Skill (rounded up) added to an environmental Difficulty. (Or not halving Skill as both characters decide there is no percentage in fighting on the icy and precarious cliff's edge.)

Free-for-all! This occurs when all characters are more or less out for themselves in a challenge. There can be loose associations of characters who desire the same outcome to the challenge (like Republicans and Democrats) or it can be a competition which only one can win (like a race). The mechanics used can be either Competitive or Adversarial. The best idea in this is to set up (or have handy) a nice chart to record the outcome of the multiple rolls. There is a nice example of this in the *Below* section.

#### Trumps

An option with concern to the Opposed challenge is the idea of Trumps. This is especially useful in situations where the character statistical information is minimal. An example of this is a character template with only three Abilities or Skills. The basic concept of Trumps is that one Skill or Ability "trumps" another in a round-robin manner. This means that one Skill is more effective when used against another particular Skill, with the result of the "trumped" challenge roll receiving an additional Difficulties shift. Every Skill will have a corresponding Trump Skill. Skill A trumps Skill B, Skill B trumps Skill C, and Skill C trumps Skill A to continue the previous example. Trumps adds a measure (a small dollop) of strategy to the game and is ideal when dealing with warfare and like subjects. (see Below for Trump examples)

## Challenges (Initiative)

The question of who acts first in an opposed challenge (or "initiative" as it is quaintly known) is pretty flexible. The question to ask is: who is ready to act? Multiple affirmatives (that is those keeping watch versus those grubbing for treasure ...ummm investigating) result in an initiative procedure. This procedure may be formalized (the eldest citizen speaking first), based on a set value (the character with the highest Paranoia Attribute value), or an arbitrary roll of the dice (closest to median wins, with ties being simultaneous).

### Challenges (Combat)

Well, the mechanics and initiative are in place. A closer look at combat is probably warranted. The roll for combat is either opposed, for hand to hand, or a general challenge, for ranged. Weapons in melee combat add a bonus to the challenge roll, the difference in the rolls is the damage level.

*Ranged Combat*, particularly firearms, is nasty in the damage department. It is static damage and lots of it. The Value for firearm damage is based on the Health Value. It should be greater than the Health for heavy Caliber Weapons (.44, shotgun slugs, etc.),  $\frac{1}{2}$  to  $\frac{3}{4}$  that value for lighter firearms (.22, birdshot, etc.). The only damage reduction for ranged weapons is armor, chain mail, bulletproof vest, etcetera. Evasive action and cover are figured into the Difficulties of the roll. The successful areas of the scale can be marked as light, medium, or heavy damage (noting location more than anything else), if the vaporization rate is too high with just plain old static damage.

*Armor*, now that it has been mentioned, needs a bit more explanation. Armor does not alter the success of an attack, it just reduces the damage of a successful attack. The Value of the armor subtracted from Damage Value. Optionally the damage shouldn't be reduced lower than a bruise wound. The negative of armor is weight, bulk, and/or lack of comfort. The effectiveness also deteriorates through use, until it can be repaired or replaced. Shields can alter the damage value or the attack. The case can be made for either interpretation. The only rule for shields is choose one option and stick with it.

This is really basic and if the game world you are playing in requires more in depth fire combat, I must admit this isn't it. Fortunately, there are lots of really good products out there that do a great job of gun battles. The Lucky Number System actually kind of discourages it. A good fisticuff dust-up of a brawl can make for a great interlude. The gunslinger and even gun-fu mentality will run smoothly for a storyline because they can be administered like melee combat, if a little more deadly.



## Challenges (Defaulting)

The use of multiple die types will periodically require that a challenge is between two different die types (or Defaulting). This is resolved by the use of the higher die type. The player defaulting (with the lower die type) uses the lower die type Attribute/Skill value with the higher type roll. An additional Difficulties penalty may be assessed in the process. An Example of defaulting: Player A is attacking Player B with a boxing skill rating of 4. Poor Player B is possessed of no combative skills whatsoever. Player B relies on a natural quickness of 3 instead. In this instance Attributes (quickness) is a Lucky7 and Skills (boxing) uses Lucky11. Both Players would roll Lucky11. This really only favors the non-defaulting player in the upper levels of skill. This also supposes Player B is only trying to escape, if Player B tries to go 12 rounds, let Player A pummel Player B gleefully.

### Challenges (Defaulting)

"Lucky Number!!" Yes, now we get to the part where the Lucky # System gets its name. The mechanics of a Lucky Number require a median roll (7, 11, or 13). The roll must furthermore be of a predetermined number combination. This combination is ideally corresponded to a particular die, e.g. a 4 on the red die and 3 on the blue die. Which statistically makes it the most difficult. However, the group and or/storyteller should feel free to just make it the combination or even several combinations of the median number. *A note of warning*: the more combinations you have the higher the statistical chance of rolling a Lucky Number.

What a Lucky Number means is variable. It could just be a critical success (natural 20!), a signal to the Storyteller that something weird and wonderful has occurred, or nothing at all. The type of result should be agreed on by the players and storyteller.

### Characters

The game mechanics are used through the medium of Character or Persona. The Character is described by Abilities and/or Skills, Monitor values, and/or general role playing data and errata. These decision as to which of these elements depict the character is by consensus.

The application of Abilities and Skills have been pretty well explained, but not at how these values are reached. This is a function of the die type used and of the number of Attributes/Skills a character to possesses. The die type determines the maximum possible value of an Attribute/Skill: Lucky7 is 4, Lucky11 is 6, and Lucky13 is 7, with a minimum of 1. The values of Attribute/Skills is by straight point allocation. The points are determined by the number of Skills times value for each die type. This can also be varied for the type of game being played. The maximum starting value of Attributes/Skills will also be dependent on the game type. One shot and static games will necessarily have higher values versus a RPG where developing a character overtime generally means a lower entry level.



### Characters (continued)

*Optional Zero Rule!* This rule calls for a minimum starting value of 0, when there is no default value and more than three Attributes. The zero being an absolutely average (or lower if that tickles your fancy) citizen. This applies to Attributes only; a character can have absolutely no skill at subterfuge, yet would be incapable of anything with no intelligence.

*Monitor Values* give information about the current state of the character, rather than describing capabilities. This information can be comprised of items such as health, sanity, and popularity (or whatever seems appropriate). There are several types: General, Focus, and Record Values The game being played will determine what Monitor Values are used.

The ways in which Monitor Values are used can vary. The most obvious is combat. Character B takes a pummeling from Character A. The Health Value is the record of that pummeling. It describes whether Character B has a bloody nose or a ruptured spleen and the effect of the damage. This is a General Monitor Value. Monitor Values can also be seen as a measure of success (a Record Value). The elevation of a character's wealth, popularity, or social standing may be a indicator of success and development within the game structure.

The Value may also become the primary focus of a game. Sanity is a good example of this. A game with a Hitchcockian concept will focus around deceit, horror, fear, and gas-lighting. The Sanity Value is the focus, with Attributes and/or Skills being methods to affect the other player's state of mind.

Characters will not be called to roll using a Monitor Value except under certain circumstances, such as whether or not a character slips into shock after being shot. The exception to this is when the Value is the primary focus. The Sanity of the character will often be tested and abused in the gas-lighting game, requiring the player to roll with it just as often.

The starting point for Monitor Values usually is static, with no need to put points into. Everyone should start at the same level, particularly with regards to Values like Health and Sanity. The Values that can be cashed in or bolstered are usually items such as Wealth, Prestige, Popularity, and other non-inherent traits. This can only be done for the primary challenge tools, Abilities or Skills. The exchange rate is dependent on the die type.

The rating for Monitor Values should generally be in line with a die-type. A good example of this is Health. I ascribe a Health Value of seven levels. This would be used with Lucky7 roll. The reasoning behind this that there wouldn't be any need to roll until several of these levels had been knocked off. This is in line with the minimum/maximum ratings of the Lucky7 roll.



### Characters (continued)

The rating for Focus Values should be multiplied (2x or 3x) to get the level. Character C (Sanity Value of 13) is awakened by the voices of long dead relatives. The character goes to the bathroom to splash away the nightmare with cold water. The faces of Uncle Al and Aunt Ida confront the character in the cabinet mirror. The player is called upon to make a Lucky13 roll with the rating of 7 (13 divided by 2 is 6.5, rounded up) the maximum for such a challenge.

There isn't a maximum rating for Monitor Values as records of success or amount. Such Values usually only affect a roll in the event of a tie. Two kids are vying to be President of the Debate Club. After a lively debate the monitors decide it is too close to call (a tie on the debate skill roll) and call for a consensus from the Club. Kid B's Popularity Value is higher than Kid A's, thus edging out a victory. These Values may never even involve the roll, being a only a record of the character's activity. Citizen Q embarks on an involved project of commodities investment. This will raise or lower Citizen Q's wealth dependent on success.

A possible way to use the Record Monitor Value is to have them reflect a multiple of a die type (like the Focus Value). So the record Value could be used in a roll if it seems reasonable.

#### (see Below for Monitor Value examples)

Optional Background Skills! This is for filling out a character and rarely has any consequence to the game. Such as Player B has a limited knowledge of French cuisine, and is a connoisseur of Idaho wines (!?). Background Skills can be noted by a descriptor or adjective rather than a numerical value (thanks Scott!).

### Magic and Miracles

The Paranormal and Mystical are part of many RPGs. How this is handled is dependent on the theme of the game being played. They will either be Skills or Monitor Values. The Supernatural occurs as a Skill in a setting where magic or extrasensory perception are viable tools to the world at large (most swords and sorcery type venues). The use of a Monitor Value to measure the paranormal is when the idea of awe, wonder, and even fear is meant to be the most basic element. The biggest difference is really in the story being told. In the magic Skill world the character would visit the local temple to remove that embarrassing rash. The rash would require visiting a desolate hilltop at midnight to be rubbed all over with toads by some Oldster in the other.

The use of *Trumps* is fantastic (ha!) for setting up parameters in regards to the supernatural. The group decides to divide magic into Trumps A, B, and C. Each Trump would also have its own particular use e.g. Trump A for Spirit (healing), B for Mind (divination and illusions), and C for Body (curses). The Skills view would break each into their own individual magic ability, while they would all be part of one Value in the Monitor scheme.

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## Magic and Miracles (continued)

This is a good time to differentiate between magic and miracles. Magic is applied and poof, there is a result, maybe not exactly what was had in mind, but close enough. A Miracle is a real unknown, if the character gets a result, it is more likely to be what is needed versus what is wanted. Even then the result is likely to be obscure and circuitous in arriving. The upside to a Miracle is scale. The result of a Miracle can be greater than a troupe of wizards working double-shifts, if the need is there and the Grantor is agreeable.

### Expanding Beyond the Character

The characters may belong to Noble Families of the Outer Spheres, A great Renaissance Trading House, a particular Mystic Order, or whatever can be imagined. These organizations may have resources that a character can draw upon. Determine what aspects of the organization may be relevant to the game, such as House Troops, Trading Vessels, or Oracles. Give the particular Aspect several Abilities (3-5) and relevant Monitor Values. The Dragoons of the Third House of Europa exist primarily for combat, conquest, and protection. The Dragoons could have Abilities of Tactics, Discipline, and Equipment with Monitor Values of Strength and Renown. The three Abilities generally describing their capability in warfare. Strength is a Health-like Monitor Value, and Renown is a measure of their success. Strength differs from Health in that it is not as rigid a value.

This expansion may continue to where the players are playing their organization as much as a Character. The Third House of Europa could be as well defined as the starting Character (or even more so).

### So now what?...

Now its all plug and play. Decide what type of game is to be played, plug in the relevant information, and Huzzah! The game is ready to play. Here is a list to help get started:

- 1. Decide on the type of game to be played; RPG, strategy, or whatever.
- 2. Determine the theme, goals, and elements of this game.
- 3. Add Abilities, Skills and/or other Values as desired and necessary.
- 4. Make characters and play.

The Points for Skills/Abilities are determined by the die type used for each Value, number of Skills/Abilities and the maximum starting Value. Whether or not the characters are static or they grow determines the maximum starting value in regard to the die type. The formula for this is 3/5 the Max Starting Value times the number of Skills/Abilities Monitor Values are generally set at the beginning, and don't require points be put into them.

	Lucky7	Lucky11	Lucky13
Static	3	5	6
Growth	3	3	4



## So Now What? ... (continued)

Notes on game creation. This is the most exciting part of a game outside of actual game play. The primary step is figuring out what sort of game to play. "Wouldn't it be cool if...?" player A starts the ball rolling. "Yeah, but imagine if it happened (place/ time/conditions)..." pipes in player B. Everyone adding a little more or even just shining up one persons great idea. The concepts and themes of the game fall into place. The type of game it is becomes clear, as the goals coalesce. Finally, the necessary implements of Skills and such complete the picture. Poof! You have a game, not only that, but you just completed a difficult task: a group directed creative effort. Holy Monkeys on a Trampoline!

### Oh Yeah... Making Characters

This is simple after what the group just did.

First, get an idea for a character that will fit in with the game.

Second, assign points to the character's Abilities and/or Skills. Point for Point. Third, fill in Monitor Values as required.

Lastly, add all the color and background information to get started. This is really part of the first step in that this information is part of the character idea, but making it concrete is the final piece.

Nifty Step-by-Step Character Directions

- 1. Character Concept
- 2. Assign Points to Abilities/Skills (point for point)
- 3. Fill in Monitor Values
- 4. Color and background information

Option: Non-essential Monitor Values (wealth/ position/ sanity) can be raised or lowered by exchange (within a reasonable limit). 1 Monitor point for 1 Abilities/Skills point per 3 Abilities/Skills. Examples, a total of 3 Abilities can exchange 1 Ability point for 1 Monitor point, a total of 9 Skills requires 3 Skill points per 1 Monitor point, conversely 1 Monitor point equals 3 Skill points.

## So Who's Going to Run the Game?

This is a few notes for the individual running the game, be the position be called GM, Storyteller, or even the Grand Poobah. You, oh great and illustrious Grand Poobah, are in charge. You help direct the action by giving the characters scenarios in which to play (act, pretend, ham it up, or whatever). Bringing to life the antagonists and locales of the game. It is also the duty of the Storyteller to keep records, arbitrate disputes, fudge the rules occasionally, and reward and penalize players for their game play. (Note: if you have to fudge more than occasionally, There's lots of advise and help on Game Mastering, so I won't bore you with another recitation. Three things do need to be reiterated. Be Prepared. Be Flexible. Be Fair. Don't be afraid to change the rules.)



## StoryTelling (Rewards)

Rewards can be experience points, success points, or even running the next game. The difference between experience and success points is how they are achieved and what they can be used for. Experience points are gained just by participation in a game. This should be a base number, with awards and penalties for good and poor game play (roleplaying, general participation, and ingenuity). These points can be used to improve Skills and Abilities. Success points are awarded for succeeding at particular tasks or an overall goal. Which can be used to bolster Monitor Values (wealth, popularity, sanity, and so on). These points can be tallied to also determine a successor in games where the GM changes. How many points are awarded are a reflection of the game and how fast you want characters to progress. Here are some ideas on how characters progress:

#### Possible Rules of Progression

- 1. The cost of advancing should be either an additive or multiple of the present level and the aspired level of Abilities/Skills.
- 2. Points should only be allowed to advance those Abilities or Skills that were used during the game. This can be through witnessing, using, or having the Ability or Skill used on the character.
- 3. A character with both Abilities and Skills may raise an Ability only once.
- 4. Success points should be used to raise relevant Monitor Values. Relevant meaning any Value the player can make a plausible case for.
- 5. Success Points can be used to lower relevant Monitor Values of an enemy or adversary. Said Adversary must have been part of the story. Only a tangential portion of the game needs the Adversary attached to it. The Adversary's amount of involvement does dictate how much a character can lower a Monitor Value.

### What else can the Lucky Number System do?

Well, there are several varieties of the Lucky Number System. The First is the Curve variant. This replaces the two dice with three, giving a graph a nice bell curve instead of a linear graph. The problem is that the median limit is a half number. The median limit rolls are a combination of two. A Lucky Number can still be designated. The dice for the Curve are 3d4 (Lucky7), 3d6 (Lucky11), and 3d8 (Lucky13). Another option is using different die types. The down side of this is odd median numbers. That is unless you have some weird (severely) dice and even then that skews the probabilities.

The final variant is the World Turned Upside Down. The extreme rolls are high and the median rolls are low. The Lucky# can be kept as 7, 11, or 13, but only one dice combination, so the probabilities don't become unbalanced. What this adds to the game is an easy way to measure level of success. See Below for charts and visuals of the variants.

### Below

Welcome to Below, a stygian landscape chock full of charts, tables, and visual aids to illustrate and explain certain elements of the Lucky Number System (concludes with Maniacal and Evil Laughter). Ahem! Sorry, no Boschian devils (they apparently find visual aids tedious and loathsome).



## Scales

Lucky7		Luck	cy11			Luck	cy13				
Va	alue	Roll	Pe rcentag e	Value	Roll	Per centage		Value	Roll	Percentage	
4	A	7	16.6% <mark>LM</mark>	A	11	10%	L	A	13	8%	L
	B∎	6/8	44.4% 🎛	B	1 0/12	28%	M	B∎	12/14	24%	Μ
-	$C\square$	5/9	66.6%	C	9/13	44%	H	C	11/15	36%	Μ
]	Dロ	4/10	83.3%	D	8/14	58%		D	10/16	50%	Η
	Ε□	3/11	94.4%	Ε□	7/15	70%		E	9/17	61%	
	F 🗖	2/12	100%	F 🗖	6/16	80%		F	8/18	71%	
				G□	5/17	88%		G□	7/19	79%	
		D P	ass	ΗD	4/18	94%		H	6/20	86%	
		EE	lail	Ι□	3/19	98%		I	5/21	91%	
		$\square \Gamma$	an	J 🗖	2/20	100%		J	4/22	96%	
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Skill C Over Skill				ter 🚽	- +2 -	- Fire		Drool	, Breath	e, Drool	$\Box_1$
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				¥ .			Outta the Carpet				
		+1	D	-1 <b>A</b>	Air	$\mathcal{L}^{\pm 1}$					

Positive/Negative Variant						
Lucky7 Skills/Abilities						
Rank	Value	Modifer	Des cription			
Α	1	-1	Poor			
В	2	0	Avenage			
С	3	+1	Good			
D	4	+2	Very Good			
Е	5	+3	Great			
Luc	ky 11 S	Skills/A	1 <i>bilities</i>			
Rank	Value	Modifer	Description			
Α	1	-2	Poor			
В	2	-1	Poor			
С	3	0	Avenage			
D	4	+1	Gœd			
E	5	+2	Gœd			
F	6	+3	Great			
Lucky13 Skills/Abilities						
Rank	Value	Modifier	Description			
А	1	-3	Very Poor			
В	2	-2	Poor			
С	3	-1	Poor			
D	4	0	Average			
E	5	+1	Avera ge			
F	6	+2	Goo d			
G	7	+3	Goo d			
Η	8	+4	Great			

# Bell Curve

	Dice	Median (actual)	Lucky#
Lucky7	3d4	7/8 (7.5)	7
Lucky11	3d6	10/11 (10.5)	11
Lucky 13	3d8	13/14 (13.5)	13

<u>Defaulting</u>					
Value	R.ol1				
Α	13				
В	12/14	Ro11			
С	11/15	11			
D	10/16	10/12			
E	9/17	9/13			
F	8/18	8/14	Ro11		
G	7/19	7/15	7		
H	6/20	6/16	6/8		
Ι	5/21	5/17	5/9		
J	4/22	4/18	4/10		
K	3/23	3/19	3/11		
L	2/24	2/20	2/12		

