

Beating height

Height	Dice Rolled								
	2	3	4	5	6	7	8	9	10
1	10,00%	28,00%	49,60%	69,76%	84,88%	93,95%	98,19%	99,64%	99,96%
2	9,00%	25,20%	44,91%	63,95%	79,22%	89,53%	95,40%	98,24%	99,41%
3	8,00%	22,40%	40,16%	57,89%	72,96%	84,13%	91,45%	95,75%	98,04%
4	7,00%	19,60%	35,35%	51,56%	66,08%	77,71%	86,19%	91,89%	95,46%
5	6,00%	16,80%	30,48%	44,98%	58,58%	70,23%	79,47%	86,37%	91,25%
6	5,00%	14,00%	25,55%	38,13%	50,45%	61,62%	71,14%	78,88%	84,90%
7	4,00%	11,20%	20,56%	31,02%	41,68%	51,84%	61,06%	69,10%	75,88%
8	3,00%	8,40%	15,51%	23,66%	32,26%	40,84%	49,06%	56,68%	63,57%
9	2,00%	5,60%	10,40%	16,03%	22,18%	28,57%	34,99%	41,28%	47,32%
10	1,00%	2,80%	5,23%	8,15%	11,43%	14,97%	18,69%	22,52%	26,39%

At least one match

Dice	Chance
1	0.00%
2	10.00%
3	28.00%
4	49.60%
5	69.76%
6	84.88%
7	93.95%
8	98.19%
9	99.64%
10	99.96%
11	100.00%

Expert die
Master die

Set before rolling
Set after rolling

Combat round

1. Declare
2. Roll
3. Resolve

Roll	Hit Location
1	Left leg
2	Right leg
3-4	Left arm
5-6	Right arm
7-9	Torso
10	Head

Spell Intesity	Detection radius
First	-
Second	Five feet
Third	Ten feet
Fourth	Fifty feet
Fifth	Thousand feet
Sixth	A mile
Seventh	10 miles
Eighth	25 miles
Ninth	50 miles
Tenth	100 miles

Getting sets

[illegible]