### 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.