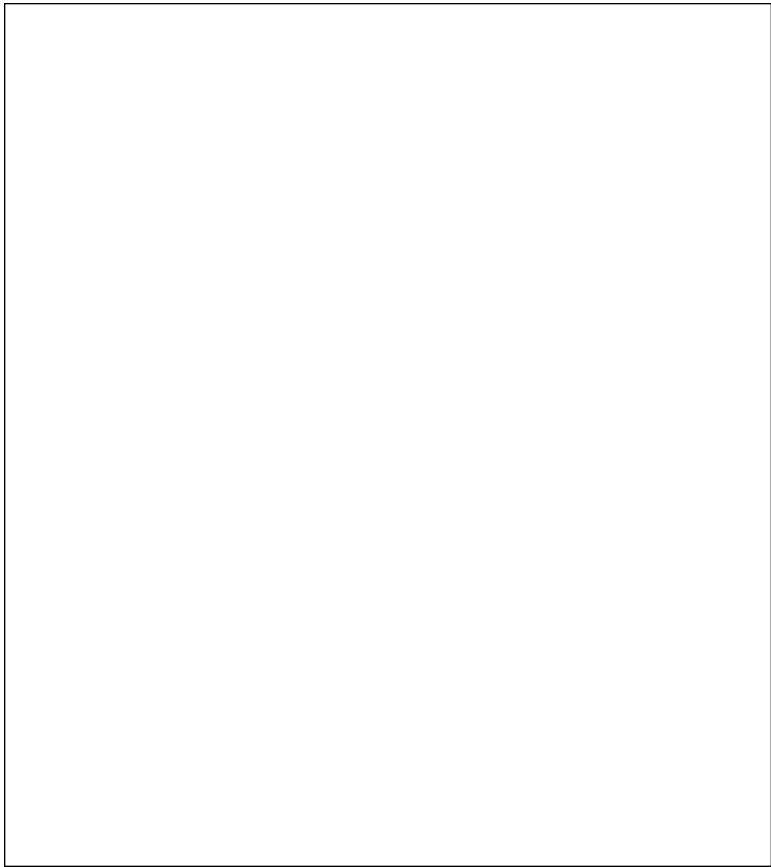


EQUIPMENT**NOTES****CAMPAIGN****DATE CREATED**

Hard & Easy

Triple Easy = +3
Double Easy = +2
Easy = +1
Hard = -1
Double Hard = -2
Triple Hard = -3

High Risk

1d20

Med Risk

2d10

Low Risk

3d6

Crash

Small = 3
Middling = 2
Devastating = 1

Challenges

Offense vs Defense
*Offense needs to beat
Defense by 1 point
or nothing happens.*

Damage

Sharp = 1 wear
Mixed = 2 wear
Blunt = 4 wear
Impact = 8 wear

6 or Less

0 Failure

7 - 10

½ Little

11 - 14

1 Average

15 - 18

2 Great

19 - 22

3 Terrific

23 - 26

4 Incredible

27 - 30

5 Fantastic

31 - 34

6 Amazing

35 - 38

7 Stellar

39 - 42

8 BOOM!

