

## Attack vs % For Active Defense Matrix

	10	20	30	40	50	60	70	80	90
8	11	8	3						
9	12	10	7	3					
10	13	11	9	7	3				
11	13	12	10	9	7	5			
12	14	12	11	10	9	7	5		
13	14	12	11	10	9	8	7	5	
14	14	13	12	11	10	9	8	6	3
15	15	13	12	11	10	9	8	7	5
16	18	14	12	11	10	9	8	7	6

**How to Use This Table:** Attack values are listed on the left, percentages are along the top and each cell contains the Active Defense for the intersection. For example, a character with a 12 who wants to beat active defenses 30% of the time should face an creature with an active defense of 11. For Skills higher than 16, subtract 16 from their skill, divide it by 2, drop fractions and ADD that to the Active Defense in the Cell. So for an attack of 22 that will hit 40% of the time we add  $(22-16)/2 = 3$  to the intersection of 16 and 40% for an Active Defense of 14

## Damage Expectation Value Special Cases

	1.5	1	0.5	0
1D	-2	-3	-4	-5
2D	-6	-7	-8	-9
3D	-10	-11	-12	-13
4D	-14	-15	-16	-17
5D	-17	-18	-20	-21
6D	-21	-22	-24	-25
7D	-25	-26	-28	-29

**How to Use This Table:** The Expectation Value of Damage is normally calculated by taking Die x 3.5 + Adds - DR. For small expectation values, this isn't always accurate, this table lists the special cases. Base die of damage are on the left, Expectation values are along the top and the individual cells hold the Dice Adds-DR. So for example, someone who does 1D+3 damage facing a DR 5 opponent  $(3-5=-2)$  will only do an average of 1.5 damage after penetrating DR (But before applying wounding modifiers).

## Quick Contest Odds

N	W	T	L
8	96%	2%	2%
7	94%	2%	4%
6	90%	4%	6%
5	86%	5%	10%
4	79%	6%	14%
3	72%	7%	21%
2	64%	8%	28%
1	55%	9%	36%
0	45%	9%	45%

**How to Use This Table:** For a Quick contest find the difference between the higher value and the lower value. Find that Difference in the N column and reading to the right you Will find W-in, T-ie, and L-oose odds. For Example, if the contest is skill 16 vs skill 14, thats an N value of 2. That means that it is 64% chance the high skill will win, 6% it will tie and 28% it will loose.

**The Example Party:** When tweaking adventures to suit your group, you should use your Party Averages, but when Designing an Adventure for an unknown group, feel free to use these values. These are roughly the values for a beginning DF party. If your not writing a beginners module, DONT WORRY. The GM will be able to take THESE value and use them to balance HIS encounters based on HIS party averages using the Matrices above

Reference Party	Attack	DMG	DR	AD	HT	HP	FP
	16	1d+3	3	14	12	13	13

[For a More Complete Explanation: Of these ideas and the detailed spreadsheets that allow for even FINER tuning of encounters, visit http://sites.google.com/site/nymdokgurpsaddons/ and click on the GURPS and Game Balance Link.](http://sites.google.com/site/nymdokgurpsaddons/)