

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	30	31	35	36	40	41	45	46	+5	
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1												

INTERACTION RESULTS TABLE

Result Points	Intimidate/ Test	Taunt/ Trick	Interrogate	Charm/ Persuade	Maneuver
S	Stymied	Stymied	Enemy	Loyal	Fatigued
1	Stymied	Stymied	Enemy	Friendly	Fatigued
2	Stymied	Stymied	Enemy	Friendly	Fatigued
3	Stymied	Stymied	Hostile	Neutral	Fatigued
4	Stymied	Stymied	Hostile	Neutral	Fatigued
5	Unskilled	Unskilled	Hostile	Neutral	Stymied
6	Unskilled	Unskilled	Hostile	Neutral	Stymied
7	Unskilled	Unskilled	Neutral	Hostile	Stymied
8	Unskilled	Unskilled	Neutral	Hostile	Stymied
9	Unskilled	Unskilled	Neutral	Hostile	Stymied
10	Setback	Setback	Neutral	Hostile	Unskilled
11	Setback	Setback	Neutral	Hostile	Unskilled
12	Setback	Setback	Friendly	Enemy	Unskilled
13	Setback	Setback	Friendly	Enemy	Unskilled
14	Setback	Setback	Friendly	Enemy +1	Unskilled
15	Break	Up/ Setback	Loyal	Enemy +1	Setback/ Fatigued
+2	Player's Call	Player's Call	Loyal	Enemy +1	Player's Call

COMBAT RESULTS TABLE

	Ords	Possibility-rated
s	1	1
1	O 1	1
2	K 1	O 1
3	O 2	K 1
4	K 2	2
5	Knockdown O 3	O 2
6	Knockdown K 3	Knockdown K 2
7	Knockdown K/O 4	Knockdown O 3
8	Wnd KO 4	Knockdown K 3
9	Wnd K/O 5	Knockdown K/O 3
10	Wnd KO 5	Wnd K/O 4
11	2Wnd K/O 6	Wnd K/O 4
12	2Wnd KO 6	Wnd KO 4
13	3Wnd K/O 7	2Wnd K/O 5
14	3Wnd KO 7	2Wnd KO 5
15	4Wnd KO 8	3Wnd KO 5
+2	+1Wnd +1 shock	+1Wnd +1 shock

GENERAL AND PUSH RESULTS TABLE

	Success	Speed	Power	Storm
S	Minimal	0	+1(3)	-1
1	Average	+1(6)	+1(2)	-1
2	Average	+1(5)	+1(1)	-2
3	Good	+1(4)	+2(4)	-2
4	Good	+1(3)	+2(3)	-2 Storm x2
5	Good	+1(2)	+2(2)	-3 Storm x2
6	Good	+1(1)	+3(5)	-3 Storm x5
7	Superior	+2(10)	+3(4)	-4 Storm x2
8	Superior	+2(9)	+3(3)	-4 Storm x5
9	Superior	+2(8)	+4(6)	-5 Maelstrom
10	Superior	+2(7)	+4(5)	-6 Maelstrom
11	Superior	+2(6)	+4(4)	-7 Maelstrom
12	Spectacular	+2(5)	+5(7)	-8 Maelstrom
13	Spectacular	+2(4)	+5(6)	Transform (5)
14	Spectacular	+2(3)	+5(5)	Transform (5)
15	Spectacular	+2(2)	+6(8)	Transform (5)
+2		+0(-1)	+0(-1)	

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	30	31	35	40	41	45	46	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	13	13	13	13	13	13	13	13	13	13	+1

TORG BENCHMARK CHART

Value	Time	Weight	Distance
0	Second	1 Kilogram	1 Meter
2			Tallest Human
3		Human Baby	Tallest Giant
5	<i>Torg Round</i>		
9	Minute	Human Female	
10		Human Male	Football Field
11		Lion	City Block
12		Brown Bear	
15		Small Car	Kilometer
16		Large Car	Mile
17		Elephant	
18	Hour		
20		Empty Truck	
22		APC	
23			Marathon Race
24	Day	Blue Whale	
27		Boeing 747	
28		CSA Galaxy	
29	Week	Tramp Freighter	
30		Destroyer	Length of Great Britain
32	Month	Six-flat Building	Paris to Moscow
33		Fully Loaded Train	New York to LA
34			New York to London
35			London to Tokyo
38	Year		Circumference of Earth
39		Battleship	
41		Aircraft Carrier	
45		Loaded Oil Tanker	

THE AXIOMS OF THE COSMS

	Magic	Social	Spirit	Tech
Aysle	18	18	16	15
Core Earth	7	21	9	23
Cyberpapacy	10	18	14	26
Land Below	12	8	17	10
Living Land	0	7	24	7
Nile Empire	12	20	17	21
Nippon Tech	2	22	8	24
Orrorsh	15	20	17	19
Space Gods	7	27	13	30
Tharkold	12	20	17	26
Tz'Ravok	7	18	17	12

DIFFICULTY NUMBER SCALE

Description	Difficulty Odds	Modifier
Very Easy	3	80% -5
Easy	5	75% -3
Average	8	50% 0
Complicated	10	30% +2
Difficult	12	20% +4
Hard	13	15% +5
Very Hard	15	5% +7
Extremely Hard	18	- +10
Incredible	22	- +14
Nearly Impossible	25	- +17

LIMIT VALUES

Activity	All Humans	Edeinos	Stalenger	Dwarf	Elf	Giant	Gudasko	Larendi	Lorbaat	Draygaak	Technodemon	Ravagon
Running	9	11	9	8	10	10	10	9	10	9	9	9
Swimming	6	8	7	6	7	6	7	7	7	6	5	5
Long Jumping	3	5	3	2	4	4	4	4	3	3	3	3
Climbing	3	4	4	4	3	6	4	4	5	5	6	6
Lifting	9	10	9	10	9	12	10	9	11	11	11	11
Hold Breath	10	12	11	11	10	12	11	10	11	10	12	11
Flying	—	—	11	—	—	—	—	13	—	—	10	13

TORG VALUE CHART

Value	Measure	Value	Measure	Value	Measure	Value	Measure
0	1	26	150,000	52	25 billion	78	4 quadrillion
1	1.5	27	250,000	53	40 billion	79	6 quadrillion
2	2.5	28	400,000	54	60 billion	80	10 quadrillion
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7	25	33	4 million	59	600 billion	85	100 quadrillion
8	40	34	6 million	60	1 trillion	86	150 quadrillion
9	60	35	10 million	61	1.5 trillion	87	250 quadrillion
10	100	36	15 million	62	2.5 trillion	88	400 quadrillion
11	150	37	25 million	63	4 trillion	89	600 quadrillion
12	250	38	40 million	64	6 trillion	90	1 quintillion
13	400	39	60 million	65	10 trillion	90	1.5 quintillion
14	600	40	100 million	66	15 trillion	92	2.5 quintillion
15	1,000	41	150 million	67	25 trillion	93	4 quintillion
16	1,500	42	250 million	68	40 trillion	94	6 quintillion
17	2,500	43	400 million	69	60 trillion	95	10 quintillion
18	4,000	44	44 600 million	70	100 trillion	96	15 quintillion
19	6,000	45	1 billion	71	150 trillion	97	25 quintillion
20	10,000	46	1.5 billion	72	250 trillion	98	40 quintillion
21	15,000	47	2.5 billion	73	400 trillion	99	60 quintillion
22	25,000	48	4 billion	74	600 trillion	100	100 quintillion
23	40,000	49	6 billion	75	1 quadrillion		
24	60,000	50	10 billion	76	1.5 quadrillion		
25	100,000	51	15 billion	77	2.5 quadrillion		

When trying to find the value of measures that fall in between the cracks on the Value Chart, the listed measure is the upper bound for that value. For instance, a value of 10 has a measure of 100, while a value of 11 has a measure of 150. All measures greater than 100 and less than or equal to 150 have a value of 11.

Reconnection Difficulty Chart

		Character is in:										
		Aysle	Core Earth	Cyberpapacy	Land Below	Living Land	Nile Empire	Nippon Tech	Orrorsh	Space Gods	Tharkold	Tz'Ravok
Character is from:	Aysle	0	14	7	13	20	8	17	6	13	8	14
	Core Earth	11	0	6	15	18	6	8	8	3	4	14
	Cyberpapacy	12	9	0	17	21	8	12	9	17	3	8
	Land Below	4	11	7	0	15	3	12	3	17	3	8
	Living Land	10	16	12	9	0	9	16	9	12	9	10
	Nile Empire	10	11	8	14	16	0	12	5	8	3	13
	Nippon Tech	11	5	7	16	19	7	0	8	3	5	15
	Orrorsh	8	11	8	15	17	6	15	0	11	6	12
	Space Gods	16	12	12	22	25	12	10	13	0	10	20
	Tharkold	14	12	6	17	21	8	14	9	8	0	17
	Tz'Ravok	6	10	7	12	15	3	12	3	8	3	0

CONCEALMENT AND COVER CHART

Concealment is:	Defense Modifier:
One-Quarter Hidden	+2
One-Half Hidden	+4
Three-Quarters Hidden	+5
Completely Hidden	+7
Complete Plus	+10
Type of Cover	Armor
Soft	+3
Medium	+5
Hard	+8
Very Hard	+10
"Impenetrable"	+15

MIRACLE MODIFIER CHART

Conditions	Modifier
Target of miracle not providing the <i>faith</i> skill	+3
Target of miracle an enemy of the <i>focus</i> character's mythos	+adds of enemy's <i>faith</i> skill
Miracle defends faithful against an enemy of the mythos	-3
Need for miracle is urgent or lives of the faithful are threatened	-3
Need for miracle is not immediate	+5
Miracle stretches or violates tenets of either the <i>faith</i> or <i>focus</i> character's religion	+15
Miracle stretches or violates tenets of both the <i>faith</i> and <i>focus</i> characters' religions	+17
Ritual performed in a disruptive environment	+5

MANY ON ONE CHART

Characters	Modifier	Successes
1	—	DN
2	+2	DN+2
3-4	+3	DN+4
5-6	+4	DN+6
7-10	+5	DN+8
11-15	+6	DN+10

ONE ON MANY CHART

Actions	Modified Difficulty	Toughness Increase
1	DN +2-	-
2	DN +4	+2
3-4	DN +6	+3
5-6	DN +8	+4
7-10	DN +10	+5
11-15	DN +12	+6

COMBAT OPTION CHART

Option	Action Modifier	Damage Modifier	Other Effects
Non-Lethal Attack	—	—	wound levels reduced
Knockout Attack	—	—	extra non-wound damage done
Knockdown Attack	-2	-2	automatic Knockdown result
Point-Blank Range	—	—	minimum +1 bonus number
Short Range	—	—	—
Medium Range	-3	-3	—
Long Range	-5	-5	—
Single Fire as Multi	—	+3	—
Burst Fire as Single Shot	—	-3	—
Full Auto	+3	+3	weapons that only fire at full auto get +3/+0
Aiming	+3	—	attack made on the aiming character are +3/+3
Vital Blow	-2	+1	may be applied multiple times to a maximum of -8/+4
Vital Block	—	—	reduces defense value but raises armor value
All-Out Attack	+3	+1	attacks made on this character are +3/+3
Sweep Attack	+5	-5	—
Suppressive Fire	—	—	acts as an <i>intimidation</i>
Opportunity Attack	-3	-3	—
Location Attack	—	—	must attack first target that presents itself at location
Grappling Attack	-4	-2	target may be restrained
Disarm	-2	—	target may lose grip on item
Aggressive Defense	-4	-4	-2 to active defence total
Blindside Attack	+3	+3	—
Partial Surprise	+2	+2	surprised target limited in possible actions
Complete surprise	+4	+4	surprised target cannot take any actions

CLIMBING CHART

Condition	Modifier
Ladder	-5
Tree, rough surface with plenty of handholds	-3
Cracked wall, lots of handholds	+0
Wall with handholds, natural rock	+2
Flat but not smooth surface	+4
Smooth stone, metal surface	+7
Less than 90-degree angle	-2
Less than 60-degree angle	-4
Less than 45-degree angle	-6
Darkness	+2
Slick surface	+2
Rain	+4
Ice-covered	+5
Character is pushing speed	+2
Character is being careful	-2 Per -1 speed value
Climbing equipment (ropes, pitons, etc.)	-1 To -5

DEMOLITIONS CHART

Target	Difficulty
Familiar object (tree, wall, rock)	8
Moderately familiar object (tank, bridge support, armored bulkhead)	10
Unfamiliar object (building of unknown but familiar construction, a familiar object of unknown construction)	12
Completely unknown object (doesn't know what it is or what it's made of)	15
Object has a mostly inconsistent structure (made out of two dissimilar materials like wood and stone)	+2 To +5

DISGUISE MODIFIERS

Circumstance	Modifier
A specific person	-5
Opposite sex	-3
Different race/skin color	-3
Different species, close resemblance (human as elf, etc.)	-4
Different species, some resemblance	-6
Different species, little resemblance (human as edeinos, etc.)	-10 Or more
Great age difference (+/- 30 years)	-3
Much larger build	-3
Much smaller build	-5
Character already bears a resemblance	+3
Good disguise kit	+5
No disguise kit	-5
Using <i>disguise</i> on another character	-2

DIRECTION SENSE MODIFIERS

Condition	Modifier
Clear day	+0
Darkness (night)	+2
Overcast skies	+3
Surroundings obscure the view (forest, jungle, etc.)	+3
In the living land	+3
Traveling by vehicle	+2
Traveling on foot or mount	+0
Character familiar with area	-3
On minor roadway (back roads, rural areas, etc.)	-3

EVIDENCE ANALYSIS CHART

Physical evidence	Difficulty
Object is familiar or evidence is fairly clear (a knife at a murder scene, lock picks near an open door)	8
Object is somewhat familiar or evidence is only partly clear (a bloodstain near a closet where a body is hidden)	10
Evidence is reasonably obscure (water stains on a carpet forming a faint trail from the door to the window)	12
Evidence is unusual or not obviously related (humming refrigerator indicating that someone opened it recently)	15

ESCAPE ARTIST CHART

Restraint	Difficulty number
Ropes	10
Chains	12
Handcuffs	13
Straitjacket	15
Multiple bindings	+2 To highest dn
Size of space compared to character	
Three-quarters	13
One-half	18
One-quarter	25

FALLING CHART

Distance fallen	Difficulty #
1 Story (15 feet)	3
2 Stories (16-30 feet)	8
5 Stories (31-100 feet)	12
Over 5 stories	15

FIRST AID CHART

Wound level	Difficulty
Shock damage only	8
K, o, ko condition	10
Wound	12
Heavy wound	13
Mortal wound	15*
Dead (four wounds)	18*
Dead (five or more wounds)	<i>First aid not possible</i>

*These two conditions can be treated in round play.

FORGERY CHART

Condition	Modifier
Forger is very familiar with item or has a sample to work from	+5
Forger is somewhat familiar with item	+3
Forger has seen item often	+0
Item has only been described	-2
Forger is blindly guessing	-7
Forger has all the necessary tools and materials	+1 To +5
Forger is missing tools or supplies	-1 To -5
Primitive document	+3*
High-tech document	-3*

* Relative to the tech axiom of the forger.

HEALING CHART

Wound Level	Difficulty	Time
Wounded	8	one day
Heavily Wounded	12	three days
Mortally Wounded	15	seven days

LINGUISTICS CHART

Relationship	Difficulty
Different dialect of known language	3
Language is derived a common source (e.G., Understanding spanish if you understand french)	10
Completely foreign language (e.G., Chinese to english)	13
Alien language (e.G., Language from another cosm)	22*

*Note that many of the cosms in the possibility wars have languages similar to languages in core earth, in which case one of the other relationships should be used instead of this one.

LOCK PICKING CHART

Sample locks	Difficulty
Typical interior residential door	5
Typical interior office door	8
Padlock, exterior door	10
Wall safe/deadbolt	13
Bank vault	18
Modifiers	
Poorly constructed lock	-3
Well constructed lock	+2
High-security lock	+4
No short time limit	-3
Blueprints and diagrams	-3
Specialized tools	-1 To -5

LONG JUMPING MODIFIERS

Condition	Modifier
Flat surface to flat surface	+0
Unlimited landing area	-2
Limited landing area	+2
Very small landing area	+4
Rough/unsteady terrain	+2 Or more
Downhill landing site	-2
Uphill landing site	+4
Carrying a heavy load	+2 Or more

MEDICINE CHART

Wound level	Difficulty #
Wound	10
Heavy wound	12
Mortal	15

PRESTIDIGITATION CHART

Situation	Modifier
Watchful target ready to catch the prestidigitator	+4
Suspicious target	+2
Confused or distracted target	-3
Oblivious target (such as someone who's asleep)	-5
Difficult act (picking a zipped pocket, concealing a large or bulky object)	+1 To +5
Easy act (palming a small object, sliding a hand into one's own pocket unnoticed)	-1 To -5

RUNNING MODIFIERS

Condition	Modifier
Smooth track	-2
Rough/uneven terrain	+2 Or more
Yielding obstructions (tall grass, brush)	+2
Unyielding obstructions (boulders, trees)	+4
Uphill, gentle grade	+3
Uphill, steep grade	+5
Downhill, steep grade	+2

SCIENCE CHART

Difficulty	Examples
Easy	Basic principles (gravity), very simple mechanisms with few or no moving parts
Average	Basic principles in detail (newton's laws of gravity), simple mechanisms
Complicated	Advanced principles (einstein's theories of relativity), complex mechanisms, simple electronic devices
Difficult	Advanced principles in detail (curvature of space-time), mechanisms with many integrated systems, complex electronics
Hard	Highly specialized principles (gravity waves), complex electronics with many integrated systems
Very hard	Mechanisms with hundreds of integrated systems, simple devices utilizing advanced principles
Extremely hard	Electronics with hundreds of integrated systems, simple devices utilizing highly specialized principles
Incredible	Complex devices utilizing advanced principles
Nearly impossible	Complex devices utilizing highly specialized principles

Situation	Modifier
Prototype device, theoretical model	+3
Production model, tested theory	+0
Lower tech axiom than scientist's	-5
Tech axiom greater than scientist's by no more than three points	+5
Tech axiom greater than scientist's by more than three points	+10
Related information resources available	-1 To -5
Consultation with other scientists	Use many on one rules

SCHOLAR CHART

Success level	Information level
Minimal	General information known to most scholars (elven monks belong to a small sect of Elmiir worshippers.)
Average	More specific information but nothing obscure (some of the restrictions the elven monks must follow.)
Good	A decent amount of obscure information (the tenets of the path of true knowledge that the monks follow.)
Superior	Detailed information known only to experts in the field (the special abilities elven monks gain from their <i>faith</i> .)
Spectacular	Highly specific information known only by a few (the secret location of the Temple of True Knowledge.)

STEALTH CHART

Condition	Modifier
Rain, sleet, snow	-1
Dawn or dusk, fog, trees, crowd, etc.	-2
Night	-3
Inattentive guards	-3
Dense concealment (jungle, large crowd)	-5
Attentive guards	+2*
Open terrain	+3
Broad daylight, brightly lit area	+4

*This includes guards who are actively searching for the character.

STREETWISE CHART

Condition	Difficulty/modifier
Large city	8
Small city	10
Town	12
Small town	13
Very small town	15
Legal information (directions to nearest soup kitchen)	-5
Semi-legal (asking how strictly local laws are enforced)	-2
Illegal, but generally inoffensive (asking how big of a bribe is appropriate for local law enforcement)	+0
Illegal (seeking out a pickpocket)	+2
Very illegal (seeking out a safecracker)	+4
Highly illegal (seeking an arms smuggler)	+7
Strict law enforcement	+5
Moderate law enforcement	+4
Light law enforcement	+2
Little enforcement of the law	+0
Corrupt law enforcement	-2 To -5

SURVIVAL CHART

Wilderness type	Difficulty
Easy environment (woods, grasslands)	3
Moderate environment (aquatic, swamps)	5
Moderately difficult (mountains, ghost town)	8
Difficult environment (high mountains)	10
Barren environment (desert)	12
Inhospitable environment (tundra)	13
Hostile environment (arctic)	15

SWIMMING MODIFIERS

Condition	Modifier
Calm water	-2
Rough water	+2
Strong undercurrent	+2
Dangerous undercurrent	+4
Inappropriately dressed	+2
Carrying a heavy load	+2 Or more
Swimming equipment (fins, water wings, etc.)	-1 To -5*
Character can breathe water	-5

TRACKING CHART

Situation	Modifier
Trail is a day old	+2
Trail is a few days old	+5
Trail is a week old	+8
Trail passes through a trafficked area	+2 To +10
Tracking during inclement weather	+5
Tracking over a hard surface (cement, rock)	+10
Per person being tracked	-1
Tracking through mud or snow	-5
Tracking a vehicle	-5
Per vehicle	-2

VAULTING/SPRINGING CHART

Obstacle	Difficulty #
Hopping a fence	3
Swinging on a rope	5
Grabbing an overhang and swinging over a pit	8
Vaulting or swinging over a tricky obstacle	10
Performing a backflip	12
Bouncing off an awning during a free fall to reach a specific destination	15

Master Skill List

Dexterity

Acrobatics+
Beast Riding
 Biotech Weapons
Dance
 Dodge
 Energy Weapons
Escape Artist
 Fire Combat
 Flight
Heavy Weapons*
Lock Picking+
 Long Jumping
 Maneuver
Martial Arts*
 Melee Weapons+
 Missile Weapons
Prestidigitation
 Running
 Stealth
 Swimming+
 Unarmed Combat+

Strength

Climbing
 Lifting

Toughness

Resist Pain

Perception

Air Vehicles
Alteration Magic
 Camouflage
 Computer Operations
Craftsman*
Cyberdeck Operations+
Direction Sense
Disguise
Divination Magic
Egyptian Religion
 Evidence Analysis
 Find
 First Aid
Forgery
Gambling
Hieroglyphics*
 Land Vehicles
Language*
Master Criminal
Nile Mathematics
Psionic Manipulation
Research
 Scholar*
Security
Space Vehicles
 Tracking
 Trick
 Water Vehicles

Mind

Apportation Magic
 Artist*
Biotech
Business
Computer Science
Conjuration Magic
Cybertech
Demolitions
Hypnotism
Linguistics
Medicine
Meditation
Mindsense
Nile Engineering
Occult
 Psionic Resistance
Psychology
Science*
Streetwise
Survival
 Test Of Wills
 Willpower
Weird Science

Charisma

Charm
 Performance Art*
 Persuasion
 Taunt
 Training

Spirit

Ayslish Corruption
Ayslish Honor
 Cyberpsyche
Faith*
Focus
Frenzy
 Intimidation
Occultech
Pain Weapon
Possibility Rip
Possibility Sense
Reality*
Shapeshifting
Spirit Medium
Swami
True Sight

No Attribute

Arcane Knowledges
Orrorshan Corruption
 Pulp Power Skill*
UltraCAD Operation

Skills listed in **boldface** are more difficult when used unskilled. Skills listed in boldface italics cannot be used unskilled. A cross (+) indicates a partial restriction on unskilled use. An asterisk (*) indicates a limited skill.

Die Roll	1	2	3	5	7	9	11	13									21	26	31	36	41	46
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1	

TORG VALUE CHART

Value	Measure	Value	Measure	Value	Measure	Value	Measure
0	1	26	150,000	52	25 billion	78	4 quadrillion
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15	1,000	41	150 million	67	25 trillion	93	4 quintillion
16	1,500	42	250 million	68	40 trillion	94	6 quintillion
17	2,500	43	400 million	69	60 trillion	95	10 quintillion
18	4,000	44	600 million	70	100 trillion	96	15 quintillion
19	6,000	45	1 billion	71	150 trillion	97	25 quintillion
20	10,000	46	1.5 billion	72	250 trillion	98	40 quintillion
21	15,000	47	2.5 billion	73	400 trillion	99	60 quintillion
22	25,000	48	4 billion	74	600 trillion	100	100 quintillion
23	40,000	49	6 billion	75	1 quadrillion		
24	60,000	50	10 billion	76	1.5 quadrillion		
25	100,000	51	15 billion	77	2.5 quadrillion		

When trying to find the value of measures that fall in between the cracks on the Value Chart, the listed measure is the upper bound for that value. For instance, a value of 10 has a measure of 100, while a value of 11 has a measure of 150. All measures greater than 100 and less than or equal to 150 have a value of 11.

Reconnection Difficulty Chart

Character is in:

	Aysle	Core Earth	Cyberpapacy	Land Below	Living Land	Nile Empire	Nippon Tech	Orrorsh	Space Gods	Tharkold	Tz'Ravok
Aysle	0	14	7	13	20	8	17	6	13	8	14
Core Earth	11	0	6	15	18	6	8	8	3	4	14
Cyberpapacy	12	9	0	17	21	8	12	9	17	3	8
Land Below	4	11	7	0	15	3	12	3	17	3	8
Living Land	10	16	12	9	0	9	16	9	12	9	10
Nile Empire	10	11	8	14	16	0	12	5	8	3	13
Nippon Tech	11	5	7	16	19	7	0	8	3	5	15
Orrorsh	8	11	8	15	17	6	15	0	11	6	12
Space Gods	16	12	12	22	25	12	10	13	0	10	20
Tharkold	14	12	6	17	21	8	14	9	8	0	17
Tz'Ravok	6	10	7	12	15	3	12	3	8	3	0