This file is for use with Rob's Dungeon Game:
http://wanderinghorse.net/gaming/robsdungeon/

See the different sheets for various charts and tables.

Attribute Values and Adjectives:

Value	Adjective
-5	Abysmal
-4	Negligible
-3	Terrible
-2	Poor
-1	Mediocre
0	Average
1	Good
2	Great
3	Superb
4	Amazing
5	Legendary

dHL (High/Low) Dice: 1d6 – 1d6

High:	Low: -1	-2	-3	-4	-5	-6
1	0	-1	-2	-3	-4	-5
2	1	0	-1	-2	-3	-4
3	2	1	0	-1	-2	-3
4	3	2	1	0	-1	-2
5	4	3	2	1	0	-1
6	5	4	3	2	1	0

Result	N:36	Percentile	N or Lower
-5	1	2.78	2.78
-4	2	5.56	8.33
-3	3	8.33	16.67
-2	4	11.11	27.78
-1	5	13.89	41.67
0	6	16.67	58.33
1	5	13.89	72.22
2	4	11.11	83.33
3	3	8.33	91.67
4	2	5.56	97.22
5	1	2.78	100

Mass Scales

Factor/Level: 1.5

Scale	*Approx.* Avg. Mass (kg)	Examples
-15	0.17	
-14	0.26	
-13	0.39	
-12	0.58	
-11	0.87	Big rat
-10	1.3	
-9	1.95	Tiny Winged Folk
-8	2.93	
-7	4.39	
-6	6.58	Large house cat
-5	9.88	Fox
-4	14.81	Badger
-3	22.22	Coyote
-2	33.33	Halfling, goblin, medium-sized hunting dog
-1	50	Elf, large goblin, large dog
0	75	Human, orc, dwarf, really big dog
1	112.5	Large orc
2	168.75	Small ogre, black bear, average troll
3	253.13	Ogre, large troll
4	379.69	Grizzly bear
5	569.53	Medium horse, Centaur, wagon
6	854.3	Carriage, large horse
7	1281.45	Great white shark, giant troll
8	1922.17	Killer whale
9	2883.25	Allosaurus
10	4324.88	
11	6487.32	Elephant
12	9730.98	

13	**14596.46**	
14	**21894.69**	
15	**32842.04**	

Movement Speed Scales

Factor/Level:	1.4				
Movement Scale	Meters/Second, casual speed	Meters/round	Meters/minute	Km/Hour	Miles/Hour
-11	0.04	0.37	2.22	0.13	0.08
-10	0.05	0.52	3.11	0.19	0.12
-9	0.07	0.73	4.36	0.26	0.16
-8	0.10	1.02	6.10	0.37	0.23
-7	0.14	1.42	8.54	0.51	0.32
-6	0.20	1.99	11.95	0.72	0.45
-5	0.28	2.79	16.73	1	0.62
-4	0.39	3.90	23.43	1.41	0.87
-3	0.55	5.47	32.80	1.97	1.22
-2	0.77	7.65	45.92	2.76	1.71
-1	1.07	10.71	64.29	3.86	2.4
0	1.50	15.00	90.00	5.4	3.36
1	2.10	21.00	126.00	7.56	4.7
2	2.94	29.40	176.40	10.58	6.58
3	4.12	41.16	246.96	14.82	9.21
4	5.76	57.62	345.74	20.74	12.89
5	8.07	80.67	484.04	29.04	18.05
6	11.29	112.94	677.66	40.66	25.26
7	15.81	158.12	948.72	56.92	35.37
8	22.14	221.37	1328.21	79.69	49.52
9	30.99	309.92	1859.49	111.57	69.33
10	43.39	433.88	2603.29	156.2	97.06
11	60.74	607.43	3644.61	218.68	135.88

Suggested XP per Hit Point for monsters

Factor/Level: 1.2

Scale	XP per HP	Scale	XP per HP
0	1	0	1
1	1.2	-1	0.83
2	1.44	-2	0.69
3	1.73	-3	0.58
4	2.07	-4	0.48
5	2.49	-5	0.4
6	2.99	-6	0.33
7	3.58	-7	0.28
8	4.3	-8	0.23
9	5.16	-9	0.19
10	6.19	-10	0.16
11	7.43	-11	0.13
12	8.92	-12	0.11
13	10.7	-13	0.09
14	12.84	-14	0.08
15	15.41	-15	0.06

The Generic List of Scale Factors

Scale	1.1	1.2	1.3	1.4	1.5
-15	0.24	0.06	0.02	0.01	0
-14	0.26	0.08	0.03	0.01	0
-13	0.29	0.09	0.03	0.01	0.01
-12	0.32	0.11	0.04	0.02	0.01
-11	0.35	0.13	0.06	0.02	0.01
-10	0.39	0.16	0.07	0.03	0.02
-9	0.42	0.19	0.09	0.05	0.03
-8	0.47	0.23	0.12	0.07	0.04
-7	0.51	0.28	0.16	0.09	0.06
-6	0.56	0.33	0.21	0.13	0.09
-5	0.62	0.4	0.27	0.19	0.13
-4	0.68	0.48	0.35	0.26	0.2
-3	0.75	0.58	0.46	0.36	0.3
-2	0.83	0.69	0.59	0.51	0.44
-1	0.91	0.83	0.77	0.71	0.67
0	1	1	1	1	1
1	1.1	1.2	1.3	1.4	1.5
2	1.21	1.44	1.69	1.96	2.25
3	1.33	1.73	2.2	2.74	3.38
4	1.46	2.07	2.86	3.84	5.06
5	1.61	2.49	3.71	5.38	7.59
6	1.77	2.99	4.83	7.53	11.39
7	1.95	3.58	6.27	10.54	17.09
8	2.14	4.3	8.16	14.76	25.63
9	2.36	5.16	10.6	20.66	38.44
10	2.59	6.19	13.79	28.93	57.67
11	2.85	7.43	17.92	40.5	86.5
12	3.14	8.92	23.3	56.69	129.75
13	3.45	10.7	30.29	79.37	194.62
14	3.8	12.84	39.37	111.12	291.93
15	4.18	15.41	51.19	155.57	437.89

How to read this chart:

1) Pick a Scale 0 value for whatever you are calculating. 150 pounds for Mass or 1.5 meters/second for Speed.

2) Pick a multiplier for each level of Scale. e.g. for Mass t is normally 1.5 and for Speed it is normally 1.2.

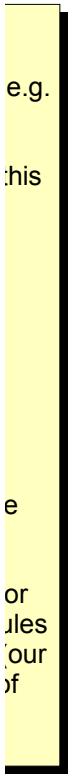
3) Find the relative scale level you are looking for in the column for your chosen multiplier.

4) Multiply the number from (1) by the value from (3).

Why would you want to do this? It's helpful when playing with different scaling factors for certain types of scale.

Optionally: simply replace the Scale 0 values in the abov chart to see the calculated value of each scale.

As a hypothetical example: "Intelligence Scale has a fact of 1.2, with Scale 0 equivalent to IQ 100". That's all the ru need to say. From there we can plug in the number 100 (Scale 0 base value) in the 1.2 (our scale factor) column c the above table, which will tell us the average IQ for any given IQ scale.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