

The Universal Standard

Die Code	Average Roll	Description
1D	3.5	Below Human average for an attribute.
2D	7.0	Human average for an attribute and many skills.
3D	10.5	Average level of training for a Human.
4D	14.0	Professional level of training for a Human.
5D	17.5	Above average expertise.
6D	21.0	Considered about the best in a city or geographic area. 1 in 100,000 people will have training to this skill level.
7D	24.5	Among the best on the continent. About 1 in 10,000,000 people will have training to this skill level.
8D	28.0	Among the best on a planet. About 1 in 100,000,000 people will have training to this skill level.
9D	31.5	One of the best of several systems in the immediate area. About 1 in a billion people have a skill at this level.
10D	35.0	One of the best in a sector.
11D	38.5	
12D	42.0	One of the best in a region.
13D	45.5	
14D+	49.0	Among the best in the galaxy.

Note: The wild die adds 0.7 to the average result.

Standard Difficulties

Difficulty	Target #	Description
Very Easy	2–5	Nearly everyone can do it. These checks should only be made if a success is critical to the scenario at hand.
Easy	6–10	Player characters will seldom have trouble with these tasks, but an untrained individual may find them challenging.
Moderate	11–15	Average characters have a reasonable chance of failing at this level. Consistent success often requires training in the skill or a high level of natural ability.
Difficult	16–20	Tasks at this level are truly challenging. To succeed, a character needs to be well skilled or very lucky.
Very Difficult	21–30	Challenges of this level fall into the domain of masters in the skill being used; few others will succeed at them.
Heroic	31+	These challenges are almost impossible. Only the very lucky or true masters can consistently succeed at them.