# The different Scales available for game design.

The ability scale is divided into categories ranging from none to mega-being with 5 categories for children, 5 categories for elderly/senior, 5 categories for average adults, 3 categories for exceptional adults in their prime, 5 categories for believable human heroes, 1 category for super heroic human ability, 1 category for mega-being. The scales are named using the number which signifies what is the height of human potential or unique prodigy.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Human Ability and Skill Rank Scales** | | | | | | |
| **Rank Scale** | | | | **Description** | | |
| **10** | **20** | **30** | **50** | **Ability** | **Skill** | **Group** |
| **0** | **0** | **0** | **0** | **None** | **No Training** | No Faculty / Infants / Elderly |
| **1** | **1-2** | **1-3** | **1-5** | **Extremely Poor** | **Minimal Training** | Toddlers / Elderly |
| **2** | **3-4** | **4-6** | **6-10** | **Very Poor** | **Basic Training** | Toddlers / Young Children / Adult / Senior / Elderly |
| **3** | **5-6** | **7-9** | **11-15** | **Poor** | **Training** | Young Children / Young Teen / Adult / Senior |
| **4** | **7-8** | **10-12** | **16-20** | **Below Average** | **Advanced Training** | Adult / Teen / Senior |
| **5** | **9-10** | **13-15** | **21-25** | **Average** | **Proficient** | Adult |
| **6** | **11-12** | **16-18** | **26-30** | **Above Average** | **Expert** | Adult |
| **7** | **13-14** | **19-21** | **31-35** | **Great** | **Senior Expert** | Adult-Prime |
| **8** | **15-16** | **22-24** | **36-40** | **Exceptional** | **Master** | Adult-Prime |
| **9** | **17-18** | **25-27** | **41-45** | **Elite** | **Senior Master** | Adult-Prime |
| **10** | **19-20** | **28-30** | **46-50** | **Unique Prodigy** | **Grand Master** | Height of Human Potential / Unique Human Being |
| **11** | **21-22** | **31-33** | **51-55** | **Minor Heroic** | **Minor Heroic Master** | Any Believable Heroic Human |
| **12** | **23-24** | **34-36** | **56-60** | **Lesser Heroic** | **Lesser Heroic Master** |
| **13** | **25-26** | **37-39** | **61-65** | **Heroic** | **Heroic Master** |
| **14** | **27-28** | **40-42** | **66-70** | **Major Heroic** | **Major Heroic Master** |
| **15** | **29-30** | **43-45** | **71-75** | **Greater Heroic** | **Greater Heroic Master** |
| **16-30** | **31-60** | **46-90** | **76-150** | **Super Heroic** | **Class S Master** | Super Heroic Human / Unbelievable Human |
| **31+** | **61+** | **91+** | **151+** | **Mega-Being** | **Class M Master** | Any Being Beyond All Belief |

|  |  |  |
| --- | --- | --- |
| **Human Ability and Skill Rank Scales** | | |
| **Rank** | **Ability** | **Group** |
| **0** | **None** | No Faculty / Infants / Elderly |
| **1** | **Extremely Poor** | Toddlers / Elderly |
| **2** | **Very Poor** | Toddlers / Young Children / Adult / Senior / Elderly |
| **3** | **Poor** | Young Children / Young Teen / Adult / Senior |
| **4** | **Below Average** | Adult / Teen / Senior |
| **5** | **Average** | Adult |
| **6** | **Above Average** | Adult |
| **7** | **Great** | Adult-Prime |
| **8** | **Exceptional** | Adult-Prime |
| **9** | **Elite** | Adult-Prime |
| **10** | **Unique Prodigy** | Height of Human Potential / Unique Human Being |
| **11** | **Minor Heroic** | Any Believable Heroic Human |
| **12** | **Lesser Heroic** |
| **13** | **Heroic** |
| **14** | **Major Heroic** |
| **15** | **Greater Heroic** |
| **16-30** | **Super Heroic** | Super Heroic Human / Unbelievable Human |
| **31+** | **Mega-Being** | Any Being Beyond All Belief |

elite

These are the static benchmarks which must be met in order to succeed at a specific task difficulty. Needs Recalculating it is a mess.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Skill and Ability Static Difficulty Benchmark By Scale** | | | | | |
|  | **Rank Scale** | | | | |
| **Difficulty** | **10** | **20** | **30-S** | **30-C** | **50** |
| **Trivial** | 4 | 4 | 4 | 5 | 10 |
| **Extremely Easy** | 6 | 6 | 6 | 10 | 15 |
| **Very Easy** | 8 | 8 | 8 | 15 | 20 |
| **Easy** | 10 | 10 | 12 | 20 | 25 |
| **Easy Average** | 14 | 15 | 16 | 25 | 30 |
| **Average** | 18 | 20 | 20 | 30 | 35 |
| **Hard Average** | 22 | 25 | 25 | 40 | 40 |
| **Hard** | 26 | 30 | 30 | 50 | 50 |
| **Very Hard** | 30 | 36 | 35 | 60 | 60 |
| **Extremely Hard** | 34 | 44 | 40 | 70 | 75 |
| **Nearly Impossible** | 38 | 54 | 50 | 80 | 90 |
| **Impossible** | 40 | 62 | 60 | 90 | 100 |
| **Heroic** | 41-80 | 63-180 | 61-180 | 91-270 | 101-300 |
| **Miraculous** | 81 | 181 | 181 | 271 | 301 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Simplified Difficulty Benchmark By Scale** | | | | | |
|  | **Rank Scale** | | | | |
| **Difficulty** | **10** | **20** | **30 S** | **30 C** | **50** |
| **Trivial** | 5 | 5 | 5 | 5 | 10 |
| **Easy** | 10 | 10 | 12 | 20 | 25 |
| **Average** | 20 | 20 | 20 | 30 | 35 |
| **Hard** | 25 | 30 | 30 | 50 | 50 |
| **Extremely Hard** | 35 | 44 | 40 | 70 | 75 |
| **Nearly Impossible** | 38 | 54 | 50 | 80 | 90 |
| **Impossible** | 40 | 62 | 60 | 90 | 100 |
| **Heroic** | 41-80 | 63-180 | 61-180 | 91-270 | 101-300 |
| **Miraculous** | 81 | 181 | 181 | 271 | 301 |

50-S has the most balanced range between difficulty it is perhaps the best choice for paper and pencil with a balance of simple die count for rolling and an ability range that allows for a lot of granularities between different characters.

|  |  |  |
| --- | --- | --- |
| **Reading the Difficulty Scale** | | |
| **Difficulty** | **Description** | |
| **Trivial** | Mundane | It is always possible for almost any person to do under normal circumstances. |
| **Easy** | Not Difficult at All | It is almost always possible for an average person with average ability and skill to do. |
| **Very Easy** | Not Difficult | It is extremely easy for an average person with average skill to do. |
| **Easy Average** | Not Very Difficult | It is easy for an average person with average skill to do. |
| **Average** | Kind of Difficult | It is possible for an average person with average skill to do on average. |
| **Hard Average** | Difficult | It is hard for an average person with average skill to do. |
| **Hard** | Kind of Very Difficult | It is nearly impossible for an average person with average skill to do. |
| **Very Hard** | Very Difficult | It is impossible for an average person with average skill to do. |
| **Extremely Hard** | Incredibly Difficult | It takes an unusually gifted and skilled individual to do. |
| **Nearly Impossible** | Unbelievably Difficult | It is nearly impossible for any human to do. Requires a lot of luck for the best human with the highest skill do. |
| **Impossible** | Impossibly Difficult | It is impossible for a normal human of any ability or skill to do. Requires the best of the best doing a perfect job. |
| **Heroic** | Hero Difficult | It takes a hero to do. Only human heroes of legend could do this. |
| **Miraculous** | Miracle Difficult | It takes a mega-being to perform miracles. |

## Die Rolls

|  |  |
| --- | --- |
| **10 Scale Rank Die Roll** | |
| **Rank** | **Die Roll** |
| **1-15** | 2d10 |
| **16-30** | 1d10 + 1d20 or 3d10 |
| **31+** | 2d20 or 4d10 |

|  |  |
| --- | --- |
| **30 and 50 Simplified Rank Die Roll** | |
| **Rank** | **Die Roll** |
| **1-10** | 1d10 |
| **11-20** | 2d10 |
| **21-30** | 3d10 |
| **31-40** | 4d10 |
| **41-50** | 5d10 |
| **51-60** | 6d10 |
| **61-70** | 7d10 |
| **71-75** | 8d10 |

|  |  |
| --- | --- |
| **20 and 30 Complex Rank Die Roll** | |
| **Rank** | **Die Roll** |
| **1-3** | 2d4 |
| **4-6** | 3d4 |
| **7-9** | 3d6 |
| **10-12** | 3d8 |
| **13-15** | 3d10 |
| **16-18** | 3d12 |
| **19-21** | 3d10 + 1d12 |
| **22-24** | 4d12 |
| **25-27** | 3d10 + 2d12 |
| **28-30** | 6d10 |
| **31-35** | 4d20 |
| **36-40** | 4d20 + 1d10 |
| **41-45** | 5d20 |
| **46-50** | 5d20 + 1d10 |

|  |  |
| --- | --- |
| **Modified 20, 30-C, 50-C** | |
| **Rank** | **Die Roll** |
| **1-5** | 1d4 |
| **6-10** | 2d4 |
| **11-15** | 3d4 |
| **16-20** | 3d6 |
| **21-25** | 3d8 |
| **26-30** | 3d10 |
| **31-35** | 3d12 |
| **36-40** | 3d10 + 1d12 |
| **41-45** | 4d12 |
| **46-50** | 3d10 + 2d12 |
| **51-55** | 6d10 |
| **56-60** | 4d20 |
| **61-65** | 4d20 + 1d10 |
| **66-70** | 5d20 |
| **71-75** | 5d20 + 1d10 |

|  |  |
| --- | --- |
| **Advanced 30 Rank Scale** | |
| **Rank** | **Die Roll** |
| **1** | 1d2 |
| **2** | 1d4 |
| **3** | 1d6 |
| **4** | 2d4 |
| **5** | 1d4 + 1d6 |
| **6** | 3d4 |
| **7** | 2d4 + 1d6 |
| **8** | 1d4 + 2d6 |
| **9** | 3d6 |
| **10** | 2d6 + 1d8 |
| **11** | 1d6 + 2d8 |
| **12** | 3d8 |
| **13** | 2d8 + 1d10 |
| **14** | 1d8 + 2d10 |
| **15** | 3d10 |
| **16** | 2d10 + 1d12 |
| **17** | 1d10 + 2d12 |
| **18** | 3d12 |
| **19** | 3d10 + 1d8 |
| **20** | 4d10 |
| **21** | 3d10 + 1d12 |
| **22** | 2d10 + 2d12 |
| **23** | 1d10 + 3d12 |
| **24** | 4d12 |
| **25** | 5d10 |
| **26** | 4d10 + 1d12 |
| **27** | 3d10 + 2d12 |
| **28** | 2d10 + 3d12 |
| **29** | 1d10 + 4d12 |
| **30** | 6d10 |
| **31** | 5d10 + 1d12 |
| **32** | 4d10 + 2d12 |
| **33** | 3d10 + 3d12 |
| **34** | 2d10 + 4d12 |
| **35** | 1d10 + 5d12 |
| **36** | 6d12 |
| **37** | 5d10 + 2d12 |
| **38** | 4d10 + 3d12 |
| **39** | 3d10 + 4d12 |
| **40** | 2d10 + 5d12 |
| **41** | 1d10 + 6d12 |
| **42** | 7d12 |
| **43** | 5d10 + 3d12 |
| **44** | 4d10 + 4d12 |
| **45** | 3d10 + 5d12 |
| **46** | 2d10 + 6d12 |
| **47** | 1d10 + 7d12 |
| **48** | 8d12 |
| **49** | 5d10 + 4d12 |
| **50** | 4d10 + 5d12 |