Success at Difficulty Levels

Difficulty	0	+1	+2	+3
Trivial (-3)	98.8%	100.0%	100.0%	100.0%
Simple (-2)	93.8%	98.8%	100.0%	100.0%
Easy (-1)	81.5%	93.8%	98.8%	100.0%
Basic (0)	61.7%	81.5%	93.8%	98.8%
Challenging (+1)	38.7%	61.7%	81.5%	93.8%
Difficult (+2)	18.5%	38.7%	61.7%	81.5%
Formidable (+3)	6.2%	18.5%	38.7%	61.7%
Arduous (+4)	1.2%	6.2%	18.5%	38.7%
Extreme (+5)	-	1.2%	6.2%	18.5%
Legendary (+6)	-	-	1.2%	6.2%
Impossible (+7)	-	-	-	1.2%

Damage

Expected Damage in One Round

Attacker - Defender	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
Expected Damage	0.0365	0.108	0.260	0.530	0.950	1.53	2.26	3.07	3.92	4.74	5.46

Expected Rounds to Accumulate 7+ Damage

Attacker - Defender	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
Expected Rounds	210.5	89.3	40.3	19.3	11.1	5.5	3.8	2.8	2.3	1.9	1.6