# ASYLUM STATISTICS

This chart indicates the probability that a character will succeed at a test given their training and whether or not they have a specialty die. Untrained characters are assumed to have an attribute of 2 or 3 for this chart.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Difficulty Level | Untrained | Trained | Expert | Master |
| Easy (DL 6) | 60% | 80% | 90% | 90% |
| Moderate (DL 8) | 40% | 60% | 80% | 90% |
| Hard (DL 10) | 20% | 40% | 60% | 70% |
| Elite (DL 12) | 0% | 20% | 40% | 50% |
| With Specialty Dice | |  |  |  |
| Easy (DL 6) | 84% | 96% | 99% | 99% |
| Moderate (DL 8) | 64% | 84% | 96% | 99% |
| Hard (DL 10) | 36% | 64% | 84% | 91% |
| Elite (DL 12) | 0% | 36% | 64% | 75% |

## PARTY APPROPRIATE CHALLENGES

The Narrator doesn’t always know every character’s capabilities all of the time. Most Narrators have to plan and improvise based on various assumptions about the party of characters. This chart gives a rough estimate of any random character’s chances of success based on the generalized talents of the entire party.

A party is considered weak when none of its members are masters and several characters are untrained. Parties are proficient when most members are either trained or expert in the skills associated with the challenge. Specialized parties will have a mix of both masters and untrained characters. Finally, a party is considered prepared if everyone is at least trained and several members are masters or have Aspects well suited for the challenge.

Most parties are expected to be specialized or at least proficient in skills and challenges, but every party can have its particular strengths and weaknesses. If you’re the Narrator, you can determine where the party is weak and what they’re prepared for based on which skills most of the characters leave untrained and which skills and abilities they have Aspects and Knacks associated with.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Difficulty Level | Weak | Proficient | Specialized | Prepared |
| Easy (DL 6) | 70% | 80% | 82% | 90% |
| Moderate (DL 8) | 50% | 66% | 72% | 83% |
| Hard (DL 10) | 33% | 46% | 55% | 64% |
| Elite (DL 12) | 12% | 24% | 36% | 41% |