| Temp |
|---|
| 59 0.00 0.01 0.21 60 0.00 0.00 0.11 61 0.00 0.06 62 0.00 0.03 63 0.00 0.01 64 0.00 0.01 65 0.00 0.00 66 0.00 0.00 67 0.00 0.00 68 0.00 0.00 69 0.00 0.00 70 0.00 0.00 |

Notes

Star Wars D6 1st Edition does **NOT** use the Wild Die!

The multiple 100s from 6D onward are, after the first, not actually 100s, but 99.x where x is small enough it rounds up to 100.00 when shown with two digits of precision.

The 0.00s that appear from 6D onwards are not 0.00, but numbers so small that they appear as 0.00 when expressed with two digits of precision.