

# Glowing Portal Cheat Sheet - 1/2

Character: \_\_\_\_\_ Player: \_\_\_\_\_

Varied Rolling System	
Roll Needed	Chance To Roll Equal To Or More
≥ 3	100 %
≥ 4	99.5 %
≥ 5	98.1 %
≥ 6	95.3 %
≥ 7	90.7 %
≥ 8	83.8 %
≥ 9	74.1 %
≥ 10	62.5 %

Roll Needed	Chance To Roll Equal To Or More
≥ 11	50 %
≥ 12	37.5 %
≥ 13	25.9 %
≥ 14	16.2 %
≥ 15	9.2 %
≥ 16	4.6 %
≥ 17	1.8 %
≥ 18	0.4 %

Consistent Rolling System	
Roll Needed	Chance To Score Equal To Or More
≥ 8	99.6 %
≥ 9	97.2 %
≥ 10	91.6 %
≥ 11	83.3 %
≥ 12	72.2 %
≥ 13	58.3 %

Roll Needed	Chance To Score Equal To Or More
≥ 14	41.6 %
≥ 15	27.8 %
≥ 16	16.6 %
≥ 17	8.3 %
≥ 18	2.8 %

Task difficulty	Target
Fairly basic task	8
Mediocre task	13
<b>Professional task</b>	<b>17</b>
Difficult task	20
Very difficult task	22
Extremely difficult (needs a real expert)	25
Few humans could pull this off	28
<b>Limits of human ability</b>	<b>35</b>

Jumping (horizontal): \_\_\_\_\_', (With run): \_\_\_\_\_',  
 Jumping (vertical): \_\_\_\_\_', (With run): \_\_\_\_\_',  
 Lifting ability: \_\_\_\_\_ lbs. (Over head): \_\_\_\_\_ lbs.  
 Throwing distance: \_\_\_\_\_ yards

# Glwing Portal Cheat Sheet - 2/2

Target Size	DV
Side of a barn	8
Car	9
<b>Human</b>	<b>13</b>
Child	14
Lamp	16
Human head	19
Beer can	20
Baseball	24
Insect	28

Distance	Penalty
3' or less	+4
4' - 10'	+2
<b>11' - 50'</b>	<b>+/- 0</b>
51' - 100'	-4
101' - 300'	-8

Location	Damage
Super vital (head, heart, spine, glowing power supply)	200% (MDmg * 2) 200% (SDMG * 2)
Vital (lungs, throat, secondary CPU)	150% (Mdmg * 1.5) 150% (SDMG * 1.5)
Sensitive (groin, kneecap)	150% (SDmg * 1.5)

Dmg	Target Value
<b>10</b>	<b>16</b>
20	19
30	22

Dmg	Target Value
40	25
50	28
60	31

Armor	Protection
leather jacket	1 DF, 1 armor
leather (biker) armor	2 DF, 1 armor
chain mail	3 DF, 2 armor
kevlar vest	5 DF, 4 armor
SWAT team full body armor	8 DF, 5 armor

<b>Initiative Score</b>	<b>PCs</b>	<b>NPCs</b>
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		
36		
37		
38		