UNIVERSAL TABLE

	Blunt Attack **BA** Fighting	Edged Attack **EA** Fighting	Shoot **Sh** Agility	Throw Edged **TE** Agility	Throw Blunt **TB** Agility	Energy **En** Agility	Force **Fo** Agility	Grapple **Gp** Strength	Grab **Gb** Strength	Escape **Es** Strength	Charge **Ch** End.	Dodge **Do** Agility	Evade **Ev** Fighting	Block **Bl** Strength	Catch **Ca** Agility	Stun? **St** End.	Slam? **Sl** End.	Kill? **Ki** End.
White	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	None	Autohit	-6 CS	Autohit	1-10	Gr Slam	En Loss
Green	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Miss	Take	Miss	Hit	-2 CS	Evasion	-4 CS	Miss	1	1 area	E/S
Yellow	Slam	Stun	Bullseye	Stun	Slam	Bullseye	Bullseye	Partial	Grab	Escape	Slam	-4 CS	+1 CS	-2 CS	Damage	No	Stagger	No
Red	Stun	Kill	Kill	Kill	Stun	Kill	Stun	Hold	Break	Reverse	Stun	-6 CS	+2 CS	+1 CS	Catch	No	No	No

	0 Shift **0**	**Fe** Feeble **2**	**Pr** Poor **4**	**Ty** Typical **6**	**Gd** Good **10**	**Ex** Excellent **20**	**Rm** Remark-able **30**	**In** Incre-dible **40**	**Am** Amazing **50**	**Mn** Monst-rous **75**	**Un** Unear-thly **100**	**X** Shift **150**	**Y** Shift **200**	**Z** Shift **500**	**1000** Class **1000**	**3000** Class **3000**	**5000** Class **5000**	**B** Beyond **∞**
	0	**1-2**	**3-4**	**5-7**	**8-15**	**16-25**	**26-35**	**36-45**	**46-62**	**63-87**	**88-125**	**126-175**	**176-350**	**351+**				
01																		
02-03																		
04-06																		
07-10																		
11-15																		
16-20																		
21-25																		
26-30																		
31-35																		
36-40																		
41-45																		
46-50																		
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71-75																		
76-80																		
81-85																		
86-90																		
91-94																		
95-97																		
98-99																		
100																		