

## Task Difficulty Levels

|                    |    |
|--------------------|----|
| Trivial            | 2  |
| Easy               | 3  |
| Basic              | 5  |
| Average            | 7  |
| Tricky             | 9  |
| Difficult          | 11 |
| Very Difficult     | 15 |
| Next to Impossible | 17 |
| Miraculous         | 25 |



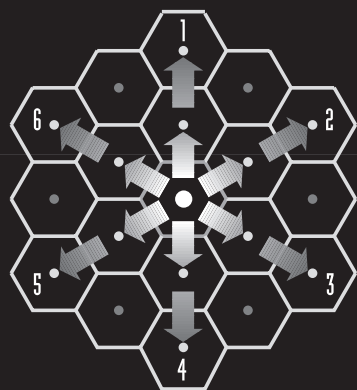
## GM Reference Sheet

## Task Resolution Interpretations

|                          |                     |
|--------------------------|---------------------|
| roll failed by 6 or more | Critical Failure    |
| roll failed by 4 or 5    | Significant Failure |
| roll failed by 2 or 3    | Normal Failure      |
| roll failed by 1         | Marginal Failure    |
| roll made by 0 or 1      | Marginal Success    |
| roll made by 2 or 3      | Normal Success      |
| roll made by 4 or 5      | Significant Success |
| roll made by 6 or more   | Critical Success    |

## Hit Diagram

- Marginal Success [-2 Dam]
- Normal Success
- Significant Success
- Critical Success [+2 Dam]



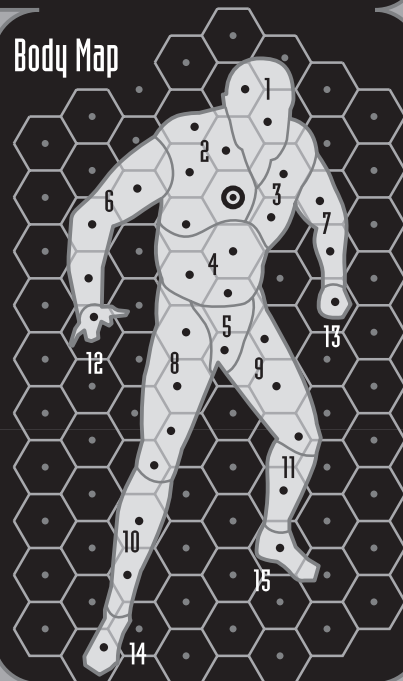
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## Immediate Effects Table

Top Result ▶ Stun Number  
Bottom Result ▶ Imm. Impair.

| Location                                | 1-6    | 7-10    | 11-13   | 14-15   | 16+     |
|---|--------|---------|---------|---------|---------|
| <b>Head (1)</b>                         | 2<br>0 | 4<br>2  | 6<br>4  |         |         |
| <b>Torso or Thigh (2, 3, 8, or 9)</b>   | —<br>0 | -2<br>2 | 2<br>2  | 2<br>4  |         |
| <b>Vitals or Groin (4 or 5)</b>         | —<br>0 | 2<br>2  | 4<br>4  |         |         |
| <b>Arm or Leg (6, 7, 10, or 11)</b>     | —<br>0 | 0<br>0  | 0<br>2  | 0<br>4  | 0<br>4  |
| <b>Hand or Foot (12, 13, 14, or 15)</b> | —<br>0 | —<br>0  | -2<br>2 | -2<br>4 | -2<br>4 |

## Body Map



## Final Effects Table

| Location                          | 1  | 2 | 3 | 4 | 5 | 6 | 7 | 8   | 9   | 10  | 11 | 12  | 13  | 14 | 15+ |    |   |
|-----------------------------------|----|---|---|---|---|---|---|-----|-----|-----|----|-----|-----|----|-----|----|---|
| <b>Head (1)</b>                   | 2  |   |   |   |   |   |   | 240 | 180 | 120 | B  | 80  | 60  | 35 | 15  | 12 |   |
| <b>Torso (2 or 3)</b>             | 0  |   |   |   |   |   |   |     |     |     | B  | 240 | 130 | 70 | 25  | 4  |   |
| <b>Vitals/Groin (4 or 5)</b>      | 2  |   |   |   |   |   |   |     |     |     |    |     |     | E  | 20  | 8  | 4 |
| <b>Arm (6 or 7)</b>               | -1 |   |   |   |   |   |   |     |     |     |    |     |     |    |     |    |   |
| <b>Thigh (8 or 9)</b>             | 0  |   |   |   |   |   |   |     |     |     |    |     |     |    |     |    |   |
| <b>Leg (10 or 11)</b>             | 0  |   |   |   |   |   |   |     |     |     |    |     |     |    |     |    |   |
| <b>Hand/Foot (12, 13, 14, 15)</b> | -2 |   |   |   |   |   |   |     |     |     |    |     |     |    |     |    |   |
| <b>Dam. Type</b>                  |    |   |   |   |   |   |   |     |     |     |    |     |     |    |     |    |   |
| <b>Impact</b>                     | -3 | 0 | 0 | 0 | 0 | 0 | 1 | 1   | 1   | 1   | 1  | 2   | 3   | 3  | 5   | 6  |   |
| <b>Cut</b>                        | 0  | 1 | 1 | 1 | 1 | 1 | 1 | 2   | 2   | 2   | 3  | 3   | 4   | 4  | 5   | 6  |   |
| <b>Burn</b>                       | -5 | 1 | 1 | 1 | 1 | 1 | 1 | 2   | 2   | 2   | 3  | 3   | 4   | 5  | 6   | 6  |   |
| <b>CS</b>                         | 3  | 1 | 1 | 1 | 1 | 2 | 2 | 2   | 3   | 3   | 3  | 4   | 4   | 5  | 6   | 6  |   |
| <b>PP</b>                         | -1 | 1 | 1 | 1 | 2 | 2 | 3 | 3   | 3   | 4   | 4  | 4   | 5   | 5  | 6   | 6  |   |
| <b>Heal Time</b>                  |    | 1 | 1 | 1 | 1 | 1 | 1 | 2   | 2   | 2   | 3  | 3   | 4   | 6  | 8   |    |   |
| <b>Decline Time</b>               |    |   |   |   |   |   |   |     |     |     |    |     | 10  | 4  | 1   |    |   |