**SKILL AND TASK RESOLUTION**

Skill ranks have a range of 0 to 20. Technically, there is no limit of increase to the level of a skill. However, the character point cost of higher levels makes 20 the practical limit for specializations and general skills become cost-prohibitive by rank 8 or 9. Most characters will likely not try to raise most general skills higher than 5 or 6 or specializations higher than 7 or 8; the exceptions will be the 8 specialization skills the character focuses on that must be raised for the character to gain an increase in experience circles.

**Skill Resolution Tests**

Skills are used by adding the rating of the skill in question to a D20 roll. Each skill has a governing attribute (dexterity for lock picking, as an example), which adds its bonus/penalty. Bonuses and penalties will apply to skills depending on a character’s Advantages and Disadvantages, and based on circumstances. Talents, advantages, disadvantages, and other bonuses/penalties are added or subtracted from the skill roll. Any die resulting in a maximum is re-rolled and the results are added to the original roll; continue to re-roll any maximum results. (Yes, it is possible to roll extremely high numbers, but it is highly improbable.)

**Attribute Tests**

A zero in a skill means that the character has had no training/experience in the ability in question. Some skills may be used untrained and the resolution of the attempt to use the ability would default back to the governing attribute listed on the skill table. The character may attempt to make an action by rolling a D20 and the bonus/penalty for the governing attribute for that skill with an additional penalty of -1 for being untrained. In addition, each skill prerequisite that the character is missing would add an additional -1penalty, to a maximum of -4. This is also the same process used when a situation calls for a character to make an Attribute Test. For example, a character needs to jump over a chasm and has no athletics or jumping skill; the character would use his Agility or Strength bonus (the GM may decide one is more appropriate than the other) plus a D20 against whatever target number is set by the GM.

However, some skills cannot be used without training/experience. Surgery, auto repair, and many others would fall in this category.

[*Example: The character has no unarmed combat skills, and has no weapon, but would like to attempt to strike his opponent. This would default to Agility, as anyone who is physically capable may attempt to strike another.*] [*Example: If the character had no skill in computer programming, he could not use Intelligence as a default. In this case, until training is received, the task would be impossible to perform.*]

**Starting Skills**

## As described in the *Starting A Character* section, a beginning character’s initial skills are purchased using the beginning character points.

## Improvement

Skills maybe improved as discussed in the *Character Improvement* section.

## Tools

Some skills require tools to use the skill. A character with a rank 20 skill in automobile mechanic cannot replace the spark plugs without a socket wrench. In addition, the GM may rate the tools available. A few miscellaneous tools might be sufficient to do the job, but the GM may rule that they are not the exact tools, and so give a –2 penalty to the test roll. The correct tools would give no bonus or penalty. Conversely, an extra spiffy tool set might provide a +1, +2, or +3 bonus, if the GM so rules. In addition, the quality of tools may also provide bonuses or penalties. A cheap tool set made of low quality materials may just not work as well, giving an intrinsic –1 penalty; additionally, the tools may break if a difficulty result less than required is rolled. High quality tools may be rated at +1, and be less likely to break if a critical failure is rolled. Note that weapons are tools, and these rules may be applied to weapons, as well.

ACTION RESOLUTION SYSTEM

**Skill/Action Test:** This is the skill or action being resolved. Did you re-program the computer, pick the lock, hit your target, dodge the crazy driver, or rescue the princess? The action tests will determine this.

**The Dice:** One 20-sided die plus the skill rank plus the governing attribute bonus/penalty plus any other bonuses minus any other penalties will be used to determine successful use of a skill. In the case of attribute tests, it works the same except there will not be a skill rank involved. Note that when a one is rolled, no matter what the bonuses to the attempt, it is a failure. Conversely, any time a maximum is rolled on a die, re-roll and add the numbers together. Continue to re-roll any subsequent maximums. *[Example: Hammer shoots at an opponent. He rolls a 20 on his D20, re-rolls a 20, and re-rolls a 5, for a total of 45, plus any bonuses/penalties.]* If the character chooses to spend character points or karma points, then any additional die is also re-rolled if it is a maximum. [*Example: Using the previous example, Hammer is outnumbered and decides to make sure this shot counts. He spends a character point and adds a D6 to his test roll (Hammer is a rank 2 character). This time, Hammer rolls a 20 on the D20 and a 6 on the D6, and re-rolls each, this time rolling a 20 on the D20 and a 5 on the D6, and finally re-rolls the D20 for a 5, for a total of 55, which is added to his bonuses/penalties).*]

**Base Target Number:** This will be 16 unless the GM determines a different number. In other words, if no modifiers are present, the skill test must result in a 16 or better to succeed. Attacks are made against the defending character’s combat or spell/psychic defense values (see the *Character Attributes* Section) and the attacking player must equal or exceed that number to strike the defender. Modifiers may make the target number lower or higher. Circumstances may give the character bonuses or penalties to his die roll. [*Example: Hammer is shooting at an opponent who has a +2 defensive bonus, and rolls 18 on his defensive test, making the target number 18. Hammer has a smartgun link (+2) and shoots at a stationary target after taking 4 actions to aim (+4). Hammer decides to make a called shot (-4). Hammer rolls his skill test with a +2 to the total for the smartgun link. The aiming and the called shot have canceled each other out. Hammer adds +2 for the circumstance; Hammer rolls his dice and adds 2 to the result.*]

**Difficulty Level:** Difficulty levels may be used by the GM instead of taking the time to add up a number of penalties. Normally, the difficulty level will be “average,” or +0. The difficulty of an action acts as a direct modifier to target numbers. Tests that are more difficult are simulated by increasing the difficulty level. Each difficulty level adds 5 to the target number (but negative difficulty levels are on a floating scale). A difficulty level task will require that a success be rolled in accordance with the modified base target number indexed on the Skill Resolution Table to the difficulty level to produce a new target number. The GM may assign a difficulty number from -3 to +5 to any action. *[Example: Hammer is severely wounded and is hanging from his parachute that is caught in a tree, which causes him to swing and rotate in the stiff breeze. He attempts to shoot his attacker, and the GM states that, due to his wound and the other situational modifiers, the difficulty is adjusted to Demanding or +4. Cross-referencing a target of 16 with difficulty +4 on the task resolution table yields a target number of 36. Hammer must roll 36 or more in order to hit his attacker.]* Alternatively, the GM could simply have added up the various penalties and added them to the target number of 16.

**Immediate Tasks:** Any task that takes one round or less to accomplish is an immediate task. Combat actions are normally immediate tasks. The action test is made and all results are immediately applied. In non-combat situations, extra successes will qualify how well the action went. *[Hammer is rock climbing and needs to swing over an overhang. The GM determines this is a difficulty +3 action, giving a target number of 19. Hammer rolls a 34, which is 3 extra success levels. The three additional successes might indicate that Hammer is just very efficient in overcoming this obstacle, or it might mean that he hotdogs it and pulls off making a showy stunt of swinging up and over.]* In combat, (or if recording effect dice for non-combat skills) additional successes will be added to the damage (effect) dice. *[Example: Hammer cuts loose with his M-16 and scores 3 extra successes. Therefore, three additional dice are added to the damage roll.]*

**Extended Actions or Extended Tasks:** Skill tests for tasks that take longer than one round to complete are referred to as Extended Tasks. The GM will assign a base time to complete the task. The character may choose to take additional time and gain adjustments to the difficulty number at the rate of 1 per increment of base time, to a maximum of 2. Also, the character may hurry through the task and take less time, but have increased difficulty; divide the normal time by the hurried time, no maximum. *[Example: Hammer is working on his bike and decides to take extra time for the task. The repair would normally take an hour, but Hammer decides to take three hours. Hammer cross-references a difficulty of 16 to –2 difficulty level (times three is two additional time increments, so the column is shifted two to the left), and receives a target number of 8.] [Example: Hammer is hot-wiring a car in an attempt to make an escape. The bad guys are not far behind, so Hammer decides to hurry the attempt. The target is 19 and the normal time for the task is one minute, but Hammer decides to do it in 15 seconds. Dividing 60 seconds by 15 seconds results in 4. Hammer will have to hotwire the car with a difficulty level of +4 for a target number of 39.]*

Additional successes over and above those necessary to complete a task will reduce the time required for the task. *[Example: Hammer is working on his cycle and using his auto mechanics skill 7, with a target of 16, and rolls 36. Cross-referencing on the task resolution table shows that the task will take six-tenths the normal time. The base time for the repair is multiplied by .6. Hammer expects this repair to take an hour, but immediately recognizes the problem, has the proper parts/tools, and is able to get the bike running in only 36 minutes.]*

**Effect Tests:** If a character’s skill/action result indicates a success, the action is successful. Most actions will be simply adjudged a success and the game moves on. Some actions (especially, but not limited to, combat actions) require the character to roll effect dice upon a successful skill/action test. Effect dice will normally be D6 (re-roll each 6). The result of the effect dice are tallied and compared to the total effect points required to complete the task. When the effect points exceed the target points, the task is then successful. In combat, this will be when the opponent’s hit points bring him to unconsciousness or death (he may run away prior to that). In a task, typically an extended task, the GM assigns the point total to complete the task. If using the point goals, ignore the time adjustments on the Skill Resolution Table.

Additional successes will be added to the damage (effect) dice, and the bonus (effect) dice will increase in die type based on the level of success. Sub-par test results will result in one die changing to a lesser die. [*Example: Angus is rebuilding the hyperspace generator on his starship. The GM rules that Angus can have a skill roll each hour of work, and that it will take 100 points for the generator to be rebuilt. Angus is using good tools that provide no bonus or penalty. Angus rolls a D6 for each successful skill use. Note that at this rate it will take about 32 hours to complete the task. In the third test, Angus rolls a Heroic skill test result and adds five dice to his effect roll. In the sixth hour, Angus rolls a Poor result and the effect die becomes a D3. In the seventh hour, Angus does better but still only achieves a Close level of success and one effect die becomes a D4. In the tenth hour, Angus rolls a critical failure, and shorts out the generator; the GM rules he has lost all his accumulated work and must start all over.*]

**Option: Different Effect Dice**

The Effect Adjustment Dice Type lines in the Skill/Task Resolution Table represent two different ways to reward extra success levels. The first (standard) way in BLUE gives an additional D6 to the effect test at each success level. For example, if an excellent success is the result, then three additional D6 will be rolled for the effect test.

The second (optional) way in RED gives an additional different die at each success level. Using the example above of an excellent success, the effect test would add 1D8, 1D10, and 1D12 to the effect test. Note that these additional larger dice will tend to inflate the test results: at the extreme success level, rolling five additional D6 on average is 18 compared to adding 1D8, 1D10, 1D12, AND 2D20 is an average of 38, and this does not include rolling maximums and getting rerolls. If the PCs get this option, so should any opposing forces, as it can add significantly to damage rolls.

**Option: Secret Tests**

As an option to ensure that the players do not know how successful they are at completing extended tasks, the GM may choose to make these rolls for the characters. Additionally, the GM may choose to roll an Information Test, using the same dice as the character’s test dice. The GM will tell the character how well he has performed the task, based on the information test:

* 0 or average success level – the GM will flat out lie about the character’s performance, claiming success for failure and failure for success. [*Example: Gee, Hammer. It doesn’t look like you have tightened the lug nuts enough.*]
* +2 to +3 success level – the GM will give partial truths or misleading information. [*Example: You’re just not sure that everything is fixed. The lug nuts look okay, but did you check the camber? And what about the alignment?*]
* +4 to +5 success level – the GM will give full and true information about the completion of the task.

This process can be tedious, so should only be used when a character is in a serious or critical situation. Did the hurried repair on the hyperdrive turn out okay or will the ship not jump and be in danger of capture? Did the electronics roll successfully circumvent the alarm or is a silent alarm bringing the cops down on the team? If a character is working on his car on the weekend, just let the player roll the tests.

**Resisted Actions:** Confrontative situations have an attacker and a defender. The defender rolls a defense or resistance test, depending on the nature of the confrontation. In physical combat, the defender rolls a Defense test if in full defensive mode to see if he avoids being hit. In magical combat, defending against physical effects requires a Physical Resistance test. In situations defending against mental effects (this could be magical attacks or psychic attacks) the defender makes a Mental Resistance test. In all of these cases, the attacker’s test must equal or exceed the defender’s test for the attack to succeed. This is akin to a saving throw in other game systems.

**Opposed Actions:** Sometimes there are opposing actions where two characters are trying to achieve the same goal. Opposing actions are resolved by both characters rolling against a target number to determine who is successful. The GM may require that simply rolling a success is not sufficient, and require that the first character to achieve a certain number of successes will prevail. *[Example: Hammer and an opponent each dive for a gun laying on the floor. The GM determines that both arrive at the same instant, and so requires a Manual Dexterity roll from each character to determine if either gets their hands on the weapon. Both succeed, and now the GM has them both roll Strength tests with the other character’s strength as the test number. Hammer rolls a 4 on his effect test and his opponent rolls a 3. Hammer pulls the gun away from the other character! Alternatively, the GM may decide that the first character to achieve 10 points on strength effect tests will control the weapon, and in this case, the wrestling for the gun will continue at least into the next round.]*

**Option**

**Oops!:** If a task roll results in less than the target number, it normally means the action has failed. If the D20 roll results in one, the action has certainly failed. However, if the result number is equal to or less than the –2 difficulty number (Poor column), then something bad has happened. The GM will determine the specifics (unless something is listed in a skill description). Generally, the die roll will determine the degree of the nastiness of the results. If the Oops! range is 1-4, for instance, while in melee or unarmed combat, on a 4 your character may slip, reducing defensive capability and making it easier for your opponent to strike you, on a 3 your character might lose his weapon, on a 2 your character may fall down, further reducing defensive capability until the character can stand up, and on a 1, your character may fall down, land on his sword, and damage himself. In fire combat, the character may have a jam or have fouled his weapon on an Oops!, or have his weapon explode on a critical failure.

In completing tasks, Oops! failures would indicate an error in the proper completion of the task. The patch on the tire may not have been properly applied and the tire goes flat after a short time, or the tire was not placed properly on the rim and causes a blowout, or the character forgot to tighten the lug nuts properly and the wheel comes off at a critical juncture.

Alternatively, the GM may wish to use the following tables to randomly determine the effect of the Oops! When a critical failure or bad result occurs, the GM should simply roll percentile dice on the table most appropriate for the situation and use that result.

[*Example: Flynn makes a melee attack on an opponent using his broadsword. Flynn rolls 1D20 plus 10 for his sword skill and the result is 11 compared to his opponent’s puny physical defense of 11. This is a successful hit, despite Flynn rolling a 1. Had the opponent’s physical defense been 21 or greater, the result would have been an Oops! and the GM would determine the extent of the failure.]*]

The same process is followed for tasks, using the Task Resolution Chart. Using the same overall net results as the above example, the result would be that major progress was made in accomplishing the task (6 of 16 boxes checked off).

|  |  |  |
| --- | --- | --- |
| **Table 10 -1**  **Critical Failure: Melee and Throwing Weapons** | | |
| Poor Result | Bad Result | Effect |
| 01-40 | ---- | Normal Miss |
| 41-57 | 01-29 | Slip, Lose Action |
| 58-74 | 30-58 | Slip, Lose This and Next Action |
| 75-91 | 59-85 | Drop Weapon |
| 92-94 | 86-90 | Break Weapon |
| 95-97 | 91-95 | Hit Friend |
| 98-100 | 96-100 | Hit Self |

|  |  |  |
| --- | --- | --- |
| **Table 10-2**  **Critical Failure: Bows, Crossbows, Slings, Blowguns, and Bolas** | | |
| Poor Result | Bad Result | Effect |
| 01-40 | ---- | Normal Miss |
| 41-57 | 01-29 | Slip, Lose Action |
| 58-74 | 30-58 | Drop Weapon |
| 75-91 | 59-85 | String Breaks |
| 92-94 | 86-90 | Weapon Breaks |
| 95-97 | 91-95 | Hit Friend |
| 98-100 | 96-100 | Hit Self |

|  |  |  |
| --- | --- | --- |
| **Table 10-3**  **Critical Failure: Firearms** | | |
| Poor Result | Bad Result | Effect |
| 01-40 | ---- | Normal Miss |
| 41-57 | 01-29 | Slip, Lose Action |
| 58-74 | 30-58 | Drop Weapon |
| 75-91 | 59-85 | Firearm Jams |
| 92-94 | 86-90 | Firearm Breaks |
| 95-97 | 91-95 | Hit Friend |
| 98-100 | 96-100 | Hit Self |

|  |  |  |
| --- | --- | --- |
| **Table 10-4**  **Critical Failure: Psionics/Magic** | | |
| Poor Result | Bad Result | Effect |
| 01-40 | ---- | Normal Miss |
| 41-57 | 01-29 | Lose Concentration and Lose Action |
| 58-74 | 30-58 | Lose Concentration and 2 Actions |
| 75-91 | 59-85 | Random Person in Range is Struck |
| 92-94 | 86-90 | Internalize Energy at Normal Value |
| 95-97 | 91-95 | Internalize Energy Times 1.5 |
| 98-100 | 96-100 | Internalize Energy Times 2 |

|  |  |  |
| --- | --- | --- |
| **Table 10-5**  **Critical Failure: Non-Combat Tasks** | | |
| Poor Result | Bad Result | Effect |
| 01-40 | ---- | Normal Failure, Try Again |
| 41-57 | 01-29 | Failure. Start Task Over |
| 58-74 | 30-58 | Drop Tool |
| 75-91 | 59-85 | Break Tool |
| 92-100 | 86-100 | Break Item |

|  |  |
| --- | --- |
| **Table 10-6**  **Explanation of Critical Failure Results** | |
| Break Item | The item being worked on is broken. The lock, the engine, etc. must be replaced for the item to work. |
| Break Tool | The tool used in the task is broken and must be repaired or replaced. GM assigns a penalty for repaired tools. |
| Break Weapon | The weapon in use breaks and must be repaired before it can be used again. Alternatively, the GM may rule the weapon may still be used, but a penalty on the skill test and damage test will be assessed. |
| Drop Tool | The tool in use for the task is dropped and falls behind or under something. It will take 2D6 rounds to recover the tool. |
| Drop Weapon | The weapon slips from the hands of the user. The weapon may be picked up and used in the user’s next action on a successful Agility test target 15, and the attack in that action will be at -5 to the skill test. Otherwise, the weapon may be picked up and readied for use in one full action. |
| Failure. Start Task Over | In a task, all prior successful test results from the task are negated. The task must be started over from the beginning. Example, the firing of the pottery causes it to break; all the preceding successes of shaping and decorating are ruined. |
| Firearm Breaks | The firearm explodes doing damage to the user equal to the point-blank range damage of the weapon. |
| Firearm Jams | The firearm jams or malfunctions, but may be cleared for use in 1D3 actions. |
| Hit Friend | A friend who is close by in melee, or in the general line of fire in distance combat, is struck for normal damage. |
| Hit Self | The user hits self and does normal damage. |
| Internalize Energy | The psionic/magic user internalizes the spell energy, and takes damage dice equal to the spell energy (not the spell effect rating). |
| Lose Concentration | The psionic/magic user loses concentration and fails to bring the spell or power into being. On the bright side, no depletion test is needed since the spell/power never happened. |
| Normal Failure | In a task, the current test fails, but the preceding work is not ruined, and the character may attempt the test again after the requisite amount of time passes. |
| Normal Miss | In combat, the miss is not a critical miss, and other than not striking the opponent, no penalties are assessed. |
| Slip, Lose Action | The character slips and loses his attack. The character must make an Agility test target 15 or be at -5 on defense until his next action. |
| Slip, Lose This and Next Action | As “Slip, Lose Action,” but the character must make an Agility test 20 in this action or be at -10 on defense until his next action. On the next action, he must make an Agility test 15 or be at -5 on defense until his next (3rd) action. |
| String Breaks | The bowstring, crossbow string, bola thong, or sling thong breaks. The string or thong must be replaced before the weapon may be used again. For blowguns, treat this result a Break Weapon. |

**The Skill/Action Resolution Table:** This table puts the rules of the target number and difficulty numbers together. Note that the second and third columns are not used in resolving combat. To use the table, determine the base Target Number for the task. Then, determine the Task Difficulty Level. Next, cross index the task difficulty with the base target number to determine the final target number. Make the test roll, and using the Routine task column (i.e. shift up or down to the final target number), index the final target number with the test roll result to determine the effect modifier, if any. Tally any maximum results, then re-roll and add to the previous total. [*Example: The Black Mask swings his war hammer at an opponent. The target number to hit this particular opponent is 14. However, because the Black Mask is hanging to a rope (attached to a grappling hook that is stuck in the rail of a ship during a storm) the GM determines this is a Heroic task. The Mask must roll a 39 to hit his opponent at all. He must roll 44 or greater to get any effect adjustment to his advantage, and if he rolls 10 or less (critical failure for a target 39), he suffers a critical failure, and likely will lose his grip on the rope and fall.*]

Had this been a task resolution, such as making repairs to a spar in a storm, while hanging on the rope, a roll of 35-38 would allow the Mask to roll a repair effect at –1 die (while taking twice as long as he thought it would). A roll of 20-34 would allow the Mask to roll the repair effect at –4 dice (while taking four times as long as normal to complete the task. A roll from 11-19 would indicate failure to make any progress, and a roll of 10 or less, as indicated in the prior example, would constitute a critical failure.

**Armor Defeating Hits:** In combat (or other situations where armor is a factor), a skill test result of 20+ greater than the target number will result in an armor-defeating hit. Any armor the target is wearing is ignored and the full effect test is applied as damage to the target. This is in addition to the increased damage dice received for the extra success levels. Such an attack is adjudged to some how hit an unarmored location or strike a location where armor is weak.

[*Example: Flynn makes a melee attack on an opponent using his broadsword. Flynn rolls 1D20 plus 10 for his sword skill and the result is 26 compared to his opponent’s physical defense of 16. This is a successful hit, in fact a Superior hit. Flynn rolls 4D6 for the sword, adds 4 for his high strength, and rolls 2D6 for the Superior result for a result of 30 (he got two 6s and rerolled them). The sword is magical and rated for +5 damage, so 5 is added to the total for 35. Flynn’s opponent is wearing hardened leather armor and carrying a footman’s shield, so 9 is subtracted from the damage leaving 26. The opponent’s damage resistance is 22, which leaves him dead).*]

The same process is followed for tasks, using the Task Resolution Chart. Using the same overall net results as the above example, the result would be that major progress was made in accomplishing the task (6 of 16 boxes checked off).

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Skill/Task Resolution Table** | | | | | | | | | |
| using open ended dice rolls | | | | | | | | | |
|  |  |  |  |  |  |  |  |  |  |
| **Task Difficulty** | **-** | **Simple** | **Easy** | **Routine** | **Challenging** | **Hard** | **Tough** | **Demanding** | **Heroic** |
| **Success Level** | **Bad** | **Poor** | **Close** | **Routine** | **Good** | **Superior** | **Excellent** | **Extraordinary** | **Extreme** |
| **Effect Adjustment** | **Critical Failure** | **-4D** | **-1D** | **None** | **+1D** | **+2D** | **+3D** | **+4D**  **(Armor** | **+5D Defeating)** |
| **Dice Type** | **Oops** | **D3** | **D4** | **D6** | **D8** | **D10** | **D12** | **D20** | **D20** |
| **Time Adjustment** | **Infinite** | **X 4** | **X 2** | **X 1** | **X .9** | **X .8** | **X .7** | **X .6** | **X .5** |
|  |  |  |  |  |  |  |  |  |  |
| **Target** |  |  |  |  | **Total Adjusted Dice Result** | | | | |
| **Number** | **X .25** | **X .5** | **X .9** | **X 1** | **+ 5-9** | **+ 10-14** | **+ 15-19** | **+ 20-24** | **+ 25 or >** |
| **2** | 0 | 1 | - | 2 | 7 | 12 | 17 | 22 | 27 |
| **3** | 1 | 2 | - | 3 | 8 | 13 | 18 | 23 | 28 |
| **4** | 1 | 2 | 3 | 4 | 9 | 14 | 19 | 24 | 29 |
| **5** | **1** | **3** | **4** | **5** | **10** | **15** | **20** | **25** | **30** |
| **6** | 2 | 3 | 5 | 6 | 11 | 16 | 21 | 26 | 31 |
| **7** | 2 | 4 | 6 | 7 | 12 | 17 | 22 | 27 | 32 |
| **8** | 2 | 4 | 7 | 8 | 13 | 18 | 23 | 28 | 33 |
| **9** | 2 | 5 | 8 | 9 | 14 | 19 | 24 | 29 | 34 |
| **10** | **3** | **5** | **9** | **10** | **15** | **20** | **25** | **30** | **35** |
| **11** | 3 | 6 | 10 | 11 | 16 | 21 | 26 | 31 | 36 |
| **12** | 3 | 6 | 11 | 12 | 17 | 22 | 27 | 32 | 37 |
| **13** | 3 | 7 | 12 | 13 | 18 | 23 | 28 | 33 | 38 |
| **14** | 4 | 7 | 13 | 14 | 19 | 24 | 29 | 34 | 39 |
| **15** | **4** | **8** | **14** | **15** | **20** | **25** | **30** | **35** | **40** |
| **16** | 4 | 8 | 14 | 16 | 21 | 26 | 31 | 36 | 41 |
| **17** | 4 | 9 | 15 | 17 | 22 | 27 | 32 | 37 | 42 |
| **18** | 5 | 9 | 16 | 18 | 23 | 28 | 33 | 38 | 43 |
| **19** | 5 | 10 | 17 | 19 | 24 | 29 | 34 | 39 | 44 |
| **20** | **5** | **10** | **18** | **20** | **25** | **30** | **35** | **40** | **45** |
| **21** | 5 | 11 | 19 | 21 | 26 | 31 | 36 | 41 | 46 |
| **22** | 6 | 11 | 20 | 22 | 27 | 32 | 37 | 42 | 47 |
| **23** | 6 | 12 | 21 | 23 | 28 | 33 | 38 | 43 | 48 |
| **24** | 6 | 12 | 22 | 24 | 29 | 34 | 39 | 44 | 49 |
| **25** | **6** | **13** | **23** | **25** | **30** | **35** | **40** | **45** | **50** |
| **26** | 7 | 13 | 23 | 26 | 31 | 36 | 41 | 46 | 51 |
| **27** | 7 | 14 | 24 | 27 | 32 | 37 | 42 | 47 | 52 |
| **28** | 7 | 14 | 25 | 28 | 33 | 38 | 43 | 48 | 53 |
| **29** | 7 | 15 | 26 | 29 | 34 | 39 | 44 | 49 | 54 |
| **30** | **8** | **15** | **27** | **30** | **35** | **40** | **45** | **50** | **55** |
| **31** | 8 | 16 | 28 | 31 | 36 | 41 | 46 | 51 | 56 |
| **32** | 8 | 16 | 29 | 32 | 37 | 42 | 47 | 52 | 57 |
| **33** | 8 | 17 | 30 | 33 | 38 | 43 | 48 | 53 | 58 |
| **34** | 9 | 17 | 31 | 34 | 39 | 44 | 49 | 54 | 59 |
| **35** | **9** | **18** | **32** | **35** | **40** | **45** | **50** | **55** | **60** |
| **36** | 9 | 18 | 32 | 36 | 41 | 46 | 51 | 56 | 61 |
| **37** | 9 | 19 | 33 | 37 | 42 | 47 | 52 | 57 | 62 |
| **38** | 10 | 19 | 34 | 38 | 43 | 48 | 53 | 58 | 63 |
| **39** | 10 | 20 | 35 | 39 | 44 | 49 | 54 | 59 | 64 |
| **40** | **10** | **20** | **36** | **40** | **45** | **50** | **55** | **60** | **65** |
| **41** | 10 | 21 | 37 | 41 | 46 | 51 | 56 | 61 | 66 |
| **42** | 11 | 21 | 38 | 42 | 47 | 52 | 57 | 62 | 67 |
| **43** | 11 | 22 | 39 | 43 | 48 | 53 | 58 | 63 | 68 |
| **44** | 11 | 22 | 40 | 44 | 49 | 54 | 59 | 64 | 69 |
| **45** | **11** | **23** | **41** | **45** | **50** | **55** | **60** | **65** | **70** |
| **46** | 12 | 23 | 41 | 46 | 51 | 56 | 61 | 66 | 71 |
| **47** | 12 | 24 | 42 | 47 | 52 | 57 | 62 | 67 | 72 |
| **48** | 12 | 24 | 43 | 48 | 53 | 58 | 63 | 68 | 73 |
| **49** | 12 | 25 | 44 | 49 | 54 | 59 | 64 | 69 | 74 |
| **50** | **13** | **25** | **45** | **50** | **55** | **60** | **65** | **70** | **75** |