

		Ease Factor (BEF + Modifiers)																		
		0.25	0.5	1	2	3	4	5	6	7	8	9	10	11	12	13	14			15
Ability Score	1	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	2	QR1	
		0	0	0	0	0	1	1	1	1	1	2	2	2	2	3	3	3	QR2	
	2	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR3
		0	0	0	0	0	1	1	2	2	3	3	4	4	4	5	5	6	6	QR4
	3	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR1
		0	0	0	0	1	1	2	2	3	4	4	5	5	6	7	7	8	8	QR2
	4	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR3
		0	0	0	0	1	1	2	2	3	4	5	5	6	6	7	7	8	8	QR4
	5	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR1
		0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR2
	6	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR3
		0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR4
	7	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR1
		0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR2
	8	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR3
		0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR4
	9	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR1
		0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR2
	10	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR3
		0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR4
11	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR1	
	0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR2	
12	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR3	
	0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR4	
13	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR1	
	0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR2	
14	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR3	
	0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR4	
15	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR1	
	0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR2	
16	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR3	
	0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR4	
17	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR1	
	0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR2	
18	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR3	
	0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR4	
19	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR1	
	0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR2	
20	0.25	0	0.5	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	QR3	
	0	0	0	0	1	1	2	2	3	4	5	6	6	7	7	8	8	9	QR4	

Using This Table

Find the row corresponding to the ability score you are using
Move across it to the final Ease Factor of the task you are attempting
The numbers are the rolls you need to get to achieve a QR1, QR2, QR3, and QR4

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