

Sheet1

損傷力決定

威力 式	2	3	4	5	6	7	8	9	10	11	12
0 2d6/10	*	0	0	0	0	0	0	0	1	1	1
1 2d6*2/10	*	0	0	1	1	1	1	1	2	2	2
2 2d6*3/10	*	0	1	1	1	2	2	2	3	3	3
3 2d6*4/10	*	1	1	2	2	2	3	3	4	4	4
4 2d6*5/10	*	1	2	2	3	3	4	4	5	5	6
5 2d6*6/10	*	1	2	3	3	4	4	5	6	6	7
6 2d6*7/10	*	2	2	3	4	4	5	6	7	7	8
7 2d6*8/10	*	2	3	4	4	5	6	7	8	8	9
8 2d6*9/10	*	2	3	4	5	6	7	8	9	9	10
9 2d6-1	*	2	3	4	5	6	7	8	9	10	11
10 2d6	*	3	4	5	6	7	8	9	10	11	12
11 2d6/10*11	*	3	4	5	6	7	8	9	11	12	13
12 2d6/10*12	*	3	4	6	7	8	9	10	12	13	14
13 2d6/10*13	*	3	5	6	7	9	10	11	13	14	15
14 2d6/10*14	*	4	5	7	8	9	11	12	14	15	16
15 2d6/10*15	*	4	6	7	9	10	12	13	15	16	18
16 2d6/10*16	*	4	6	8	9	11	12	14	16	17	19
17 2d6/10*17	*	5	6	8	10	11	13	15	17	18	20
18 2d6/10*18	*	5	7	9	10	12	14	16	18	19	21
19 2d6/10*19	*	5	7	9	11	13	15	17	19	20	22
20 2d6*2	*	6	8	10	12	14	16	18	20	22	24

減少力決定

威力 式	2	3	4	5	6	7	8	9	10	11	12
1 2d6/10	*	0	0	0	0	0	0	0	1	1	1
2 2d6*2/10	*	0	0	1	1	1	1	1	2	2	2
3 2d6*3/10	*	0	1	1	1	2	2	2	3	3	3
4 2d6*4/10	*	1	1	2	2	2	3	3	4	4	4
5 2d6*5/10	*	1	2	2	3	3	4	4	5	5	6
6 2d6*6/10	*	1	2	3	3	4	4	5	6	6	7
7 2d6*7/10	*	2	2	3	4	4	5	6	7	7	8
8 2d6*8/10	*	2	3	4	4	5	6	7	8	8	9
9 2d6*9/10	*	2	3	4	5	6	7	8	9	9	10
10 2d6	*	3	4	5	6	7	8	9	10	11	12