LESS MATH PBTA RESOLUTION *!*

In those many games that are using the same underlying mechanic as Apocalypse World, task resolution is done by rolling two six-sided dice and then adding or subtracting a modifier. We can get rid of most of the math at the table but still keep the hands-on-ness and tension that dice provide, while also keeping nearly the same probabilities of results.

INSTRUCTIONS: At the bottom of this page are the chits. **Cut** each one out along the **dotted** lines, and *fold* along the *solid* line.

Each chit should have a symbol, a number, a word, and be folded in half.

After each chit is folded, put them in a hat or a bag—something that keeps you from peepin' at the results. When it is time to roll dice you'll pull chits out instead, and the number of chits you pull is the same as your modifier. For example, if you have a modifier of three you would pull three chits.

If your modifier is a positive number, or has a plus sign beside it, your roll will be the highest chit you pull. If your modifier is negative, with a minus sign, your roll will be the lowest result. For example, if your modifier is minus three, you would pull three chits and your result is the lowest number. Fold and put chits back as you use them.

–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
2 Bad	2 Bad	2 Bad	3 Bad	3 Bad	3 Bad	3 Bad	3 Bad	4 Bad	4 Bad	4 Bad	4 Bad	4 Bad	4 Bad	4 Bad	4 Bad
–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
5 Bad	5 Bad	5 Bad	5 Bad	5 Bad	5 Bad	5 Bad	5 Bad	5 Bad	5 Bad	5 Bad	6 Bad	6 Bad	6 Bad	6 Bad	6 Bad
–	–	–	–	–	–	–	–	–+	–+	–+	–+	–+	–+	–+	–+
6 Bad	6 Bad	6 Bad	6 Bad	6 Bad	6 Bad	6 Bad	6 Bad	7 Good	7 Good	7 Good	7 Good	7 Good	7 Good	7 Good	7 Good
–+	–+	–+	–+	–+	–+	–+	–+	–+	–+	–+	–+	–+	–+	–+	–+
7 Good	7 Good	7 Good	7 Good	7 Good	7 Good	7 Good	7 Good	8 Good	8 Good	8 Good	8 Good	8 Good	8 Good	8 Good	8 Good
–+	–+	–+	–+	–+	–+	–+	–+	–+	–+	–+	–+	–+	–+	–+	–+
8 Good	8 Good	8 Good	8 Good	8 Good	9 Good	9 Good	9 Good	9 Good	9 Good	9 Good	9 Good	9 Good	9 Good	9 Good	9 Good
+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+
10 Great	10 Great	10 Great	10 Great	10 Great	10 Great	10 Great	10 Great	11 Great	11 Great	11 Great	11 Great	11 Great	12 Great	12 Great	12 Great