



	Situation / Task Descriptor																						
	ROUTINE/EASY	NON-CRITICAL/CHALLENGING	CRITICAL/DIFFICULT	DIRE/NEARLY IMPOSSIBLE			ROUTINE/EASY	NON-CRITICAL/CHALLENGING	CRITICAL/DIFFICULT	DIRE/NEARLY IMPOSSIBLE	ROUTINE/EASY		NON-CRITICAL/CHALLENGING	CRITICAL/DIFFICULT	DIRE/NEARLY IMPOSSIBLE	ROUTINE/EASY	NON-CRITICAL/CHALLENGING		CRITICAL/DIFFICULT	DIRE/NEARLY IMPOSSIBLE			
SKILL RATING	0	LUC	3/4 LUC	1/2 LUC	1/4 LUC		25	A	85	45	25		50	A	A	70	50		75	A	A	95	75
	1	1d10	3/4 LUC+1	1/2 LUC+1	1/4 LUC+1		26	A	86	46	26		51	A	A	71	51		76	A	A	96	76
	2	1d10	3/4 LUC+2	1/2 LUC+2	1/4 LUC+2		27	A	87	47	27		52	A	A	72	52		77	A	A	97	77
	3	1d10	3/4 LUC+3	1/2 LUC+3	1/4 LUC+3		28	A	88	48	28		53	A	A	73	53		78	A	A	98	78
	4	1d10	3/4 LUC+4	1/2 LUC+4	1/4 LUC+4		29	A	89	49	29		54	A	A	74	54		79	A	A	99	79
	5	1d10	3/4 LUC+5	1/2 LUC+5	1/4 LUC+5		30	A	90	50	30		55	A	A	75	55		80	A	A	A	80
	6	1d10	3/4 LUC+6	1/2 LUC+6	1/4 LUC+6		31	A	91	51	31		56	A	A	76	56		81	A	A	A	81
	7	1d10	3/4 LUC+7	1/2 LUC+7	1/4 LUC+7		32	A	92	52	32		57	A	A	77	57		82	A	A	A	82
	8	1d10	3/4 LUC+8	1/2 LUC+8	1/4 LUC+8		33	A	93	53	33		58	A	A	78	58		83	A	A	A	83
	9	1d10	3/4 LUC+9	1/2 LUC+9	1/4 LUC+9		34	A	94	54	34		59	A	A	79	59		84	A	A	A	84
	10	A	70	30	10		35	A	95	55	35		60	A	A	80	60		85	A	A	A	85
	11	A	71	31	11		36	A	96	56	36		61	A	A	81	61		86	A	A	A	86
	12	A	72	32	12		37	A	97	57	37		62	A	A	82	62		87	A	A	A	87
	13	A	73	33	13		38	A	98	58	38		63	A	A	83	63		88	A	A	A	88
	14	A	74	34	14		39	A	99	59	39		64	A	A	84	64		89	A	A	A	89
	15	A	75	35	15		40	A	A	60	40		65	A	A	85	65		90	A	A	A	90
	16	A	76	36	16		41	A	A	61	41		66	A	A	86	66		91	A	A	A	91
	17	A	77	37	17		42	A	A	62	42		67	A	A	87	67		92	A	A	A	92
	18	A	78	38	18		43	A	A	63	43		68	A	A	88	68		93	A	A	A	93
	19	A	79	39	19		44	A	A	64	44		69	A	A	89	69		94	A	A	A	94
	20	A	80	40	20		45	A	A	65	45		70	A	A	90	70		95	A	A	A	95
	21	A	81	41	21		46	A	A	66	46		71	A	A	91	71		96	A	A	A	96
	22	A	82	42	22		47	A	A	67	47		72	A	A	92	72		97	A	A	A	97
	23	A	83	43	23		48	A	A	68	48		73	A	A	93	73		98	A	A	A	98
	24	A	84	44	24		49	A	A	69	49		74	A	A	94	74		99	A	A	A	99

 : Unskilled

 : Professional

 : Semi-Skilled

 : Expert

 : Qualified

NOTES:

1.) To use this chart, simply find the Skill Rating of a certain skill and cross-reference it with the Situation/Task descriptor. This number or less must be rolled on a d100 for success. "1d10" indicates success results in a roll on a 1d10 of the Skill Rating or lower. "A" stands for automatic success.

2.) The Gamemaster can allow a character to make a LUC saving roll to determine success when using a skill in which a character has no training (Unskilled=0). The LUC saving roll can be modified by adding or subtracting modifiers to the character's LUC score, as determined by the Gamemaster. This LUC saving roll can also apply to any character, any situation and any skill level at the Gamemaster's discretion, including after failing a skill roll.

Skill Resolution Chart for FASA's Star Trek: RPG- Version 2.0 by Lee Wood (http://games.groups.yahoo.com/group/Morena_Shipyards/)