Petals to the Metal

Episode 1 (3 rolls)

- 13 + 0 Wisdom save for Stephen
- 17 + 0 Investigation check
- 4 + 2 Dexterity save

Episode 2 (8 rolls)

- 16 + 7 Melee attack
- 16 + 7 Melee attack (w/ advantage, never heard second roll)
- 18 + 7 Melee attack
- 4 + 2 Dexterity Check to open lock
- 11 + 4 Strength Check to open lock
- 16 + 2 Constitution Check to open lock
- 13 + 7 Athletics Check
- 11 + 4 Strength check

Episode 3 (10 non-joke rolls)

- 14 + the secret (joke roll)
- 13 + 7 Strength Check
- 7 + 5 Constitution Check
- 13 + 0 Perception Check
- 8 + 7 Athletics Check
- 15 + 7 Melee Attack (Phantom Fist)
- 0 + 0 (joke roll)
- 17 + 2 Initiative Check
- 9 + 5 Constitution Save
- 15 + 7 Melee Attack w/ Disadvantage
- 13 + 7 Melee Attack w/ Disadvantage
- 17 + 2 Sleight of Hand

Episode 4 (2 non-joke rolls)

- 16 + 0 Insight Check
- 4 + 0 Wisdom Save vs. Zone of Truth
- 10 + 2 Sleight of Hand (joke roll)

Episode 5 (3 rolls)

- 9 + 2 Initiative
- 13 + 7 Melee Attack
- 12 + 2 Stealth Check

Episode 6 (3 rolls)

3 + 2 Initiative

- 14 + 7 Melee Attack
- 17 + 7 Melee Attack

Episode 7 (12 rolls)

- 15 + 2 Initiative
- 19 + 7 Melee Attack
- 16 + 2 Dexterity Save
- 12 + 0 Perception Check
- 11 + 7 Athletics Check
- 16 + 7 Athletics Check
- 9 + 2 Dexterity Save
- 15 + 7 Melee Attack
- 13 + 7 Melee Attack
- 6 + 7 Melee Attack
- 7 + 6 Strength Save w/ Advantage
- 18 + 6 Strength Save w/ Advantage

Episode 8 (8 rolls)

- 7 + 6 Strength Save w/ Advantage
- 16 + 6 Strength Save w/ Advantage
- 12 + 7 Athletics Check
- 13 + 7 Athletics Check
- 14 + 7 Melee Attack
- 16 + 7 Strength Check w/ Advantage
- 16 + 7 Strength Check w/ Advantage
- 11 + 7 Melee Attack

Episode 9 (8 rolls)

- 20 (Natural, as far as I could tell) Strength Check
- 10 + 7 Strength Check w/ Advantage
- 20 + 7 Strength Check w/ Advantage
- 13 + 7 Melee Attack
- 12 + 7 Melee Attack
- 13 + 7 Melee Attack
- 15 + 7 Melee Attack
- 12 + 7 Melee Attack

Episode 10 (6 non-joke rolls)

- 12 + 0 Wisdom Save
- 13 + 2 Dexterity Save
- 14 + 2 Initiative
- 15 + 2 Sleight of Hand
- 19 + 7 Strength Check

16 + 7 Melee Attack

15 + 7 to punch Taako (joke roll) [Edit: In retrospect this should not have been considered a joke roll as it was to stop Taako from being overtaken by a Grand Relic, but I already made the graph so I'll leave it as-is.]

Episode 11: (0 counted rolls) 20 Gashopon Roll

Total non-joke rolls: 63

Rolls 10 or below: 14 (23%) Rolls 11 or above: 49 (77%)