Regular test matrix

Easy (6–12)

- Full Failure: **< 6**
- Success w/ Complication: **6–8**
- Clean Success: **≥ 9**

Challenging (7–12)

- Full Failure: **< 7**
- Success w/ Complication: **7–9**
- Clean Success: **≥ 10**

Hard (8–12)

- Full Failure: **< 8**
- Success w/ Complication: **8–10**
- Clean Success: **≥ 11**

Difficulty	Dice Pool	Full Failure	Success w/ Complication	Clean Success	Total Success
Easy (6–12)	1d12	**41.67**	25.00	33.33	**58.33**
	2d6	**27.78**	44.44	27.78	**72.22**
	3d4	**15.62**	53.12	31.25	**84.38**
Challenging (7–12)	1d12	**50.00**	25.00	25.00	**50.00**
	2d6	**41.67**	41.67	16.67	**58.33**
	3d4	**31.25**	53.12	15.62	**68.75**
	1d12	**58.33**	25.00	16.67	**41.67**

	Dice	Full Failure	Success w/ Complication	Clean Success	Total Success
Hard (8–12)	2d6	**58.33**	33.33	8.33	**41.66**
	3d4	**50.00**	43.75	6.25	**50.00**

Regular test matrix (with sub-attribute bonuses)

Easy (6-8 / ≥ 9)

Dice	Bonus	Full Failure	Success w/ Complication	Clean Success	Total Success
1d12	+1	**33.33**	25.00	41.67	**66.67**
2d6	+1	**16.67**	41.67	41.67	**83.33**
2d6	+2	**8.33**	33.33	58.33	**91.67**
3d4	+1	**6.25**	43.75	50.00	**93.75**
3d4	+2	**1.56**	29.69	68.75	**98.44**
3d4	+3	**0.00**	15.62	84.38	**100.00**

Challenging (7-9 / ≥ 10)

Dice	Bonus	Full Failure	Success w/ Complication	Clean Success	Total Success
1d12	+1	**41.67**	25.00	33.33	**58.33**
2d6	+1	**27.78**	44.44	27.78	**72.22**
2d6	+2	**16.67**	41.67	41.67	**83.33**
3d4	+1	**15.62**	53.12	31.25	**84.38**
3d4	+2	**6.25**	43.75	50.00	**93.75**
3d4	+3	**1.56**	29.69	68.75	**98.44**

Hard (8-10 / ≥ 11)

Dice	Bonus	Full Failure	Success w/ Complication	Clean Success	Total Success

1d12	+1	**50.00**	25.00	25.00	**50.00**
2d6	+1	**41.67**	41.67	16.67	**58.33**
2d6	+2	**27.78**	44.44	27.78	**72.22**
3d4	+1	**31.25**	53.12	15.62	**68.75**
3d4	+2	**15.62**	53.12	31.25	**84.38**
3d4	+3	**6.25**	43.75	50.00	**93.75**

Average Damage Matrix – Heroes & Realms (1-Hit Expectations)

All values use the official means in the reference draft:
3d4 ≈ 7.5   •   2d6 ≈ 7.0   •   1d12 ≈ 6.5

1. Gross Average Damage per Weapon Tag

Weapon Tag	Dice	Mean Roll	Mean Bonus	Avg Raw Damage
Simple Main	3d4	7.5	—	**7.5**
	2d6	7.0	—	**7.0**
	1d12	6.5	—	**6.5**
Simple Sub	3d4 + Sub	7.5	**+2.0**	**9.5**
	2d6 + Sub	7.0	**+1.5**	**8.5**
	1d12 + Sub	6.5	**+1.0**	**7.5**
Dual Sub	3d4 + 2 Subs	7.5	**+4.0**	**11.5**
	2d6 + 2 Subs	7.0	**+4.0**	**11.0**

	1d12 + 2 Subs	6.5	**+4.0**	**10.5**
	3d4+2d6	14.5	—	**14.5**
Dual Main	2d6+1d12	13.5	—	**13.5**
	1d12+3d4	14.0	—	**14.0**

2. Net Average Damage vs. Armor

Weapon Tag	Armor Tag (Mean Absorption)		
	Light (2)	Medium (5)	Heavy (8)
Simple Main			
3d4	**5.5**	**2.5**	**0.0**
2d6	**5.0**	**2.0**	**0.0**
1d12	**4.5**	**1.5**	**0.0**
Simple Sub			
3d4	**7.5**	**4.5**	**1.5**
2d6	**6.5**	**3.5**	**0.5**
1d12	**5.5**	**2.5**	**0.0**
Dual Sub			
3d4	**9.5**	**6.5**	**3.5**
2d6	**9.0**	**6.0**	**3.0**
1d12	**8.5**	**5.5**	**2.5**
Dual Main			
3d4+2d6	**12.5**	**9.5**	**6.5**
2d6+1d12	**11.5**	**8.5**	**5.5**
1d12+3d4	**12.0**	**9.0**	**6.0**

Contested Rolls

Attacker \ Defender	3d4	2d6	1d12
3d4	Win 42.9 % Tie 14.2 % Lose 42.9 %	**Win 50.0 %** Tie 12.2 % Lose 37.8 %	**Win 54.2 %** Tie 8.3 % Lose 37.5 %
2d6	Win 37.8 % Tie 12.2 % **Lose 50.0 %**	Win 44.4 % Tie 11.3 % Lose 44.4 %	**Win 50.0 %** Tie 8.3 % Lose 41.7 %
1d12	Win 37.5 % Tie 8.3 % **Lose 54.2 %**	Win 41.7 % Tie 8.3 % **Lose 50.0 %**	Win 45.8 % Tie 8.3 % Lose 45.8 %

1. Attacker 3d4 vs. Defender 3d4

Bonus	0	1	2	3
0	42.9	29.7	19.1	11.0
1	57.1	42.9	29.7	19.1
2	68.9	57.1	42.9	29.7
3	78.9	68.9	57.1	42.9

2. Attacker 3d4 vs. Defender 2d6

Bonus	0	1	2
0	50.0	37.8	26.6
1	62.2	50.0	37.8
2	73.4	62.2	50.0
3	82.8	73.4	62.2

3. Attacker 3d4 vs. Defender 1d12

Bonus	0	1
0	54.2	41.7
1	66.7	54.2
2	77.8	66.7
3	85.5	77.8

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4. Attacker 2d6 vs. Defender 3d4

Bonus	0	1	2	3
0	37.8	29.7	20.8	12.9
1	50.0	37.8	29.7	20.8
2	62.2	50.0	37.8	29.7

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5. Attacker 2d6 vs. Defender 2d6

Bonus	0	1	2
0	44.4	33.3	23.5
1	55.6	44.4	33.3
2	66.7	55.6	44.4

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6. Attacker 2d6 vs. Defender 1d12

Bonus	0	1
0	50.0	38.2
1	61.8	50.0
2	72.0	61.8

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7. Attacker 1d12 vs. Defender 3d4

Bonus	0	1	2	3

0	37.5	29.3	21.5	14.5
1	45.8	37.5	29.3	21.5

8. Attacker 1d12 vs. Defender 2d6

Bonus	0	1	2
0	41.8	33.3	25.6
1	50.0	41.8	33.3

9. Attacker 1d12 vs. Defender 1d12

Bonus	0	1
0	45.8	37.5
1	54.2	45.8

Key Insights

1. **Bonus Power:** Every +1 pip swings odds about **12–13 percentage points** regardless of pools.

2. **Pool Reliability:** *3d4* consistently outperforms *1d12* by ~17 pp at equal bonuses.

3. **Balanced vs. Reliable:** *2d6* lags behind *3d4* but exceeds *1d12*.

4. **Table Use:** GMs can eyeball whether NPCs need bonuses or Luck to challenge PCs with larger pools.