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identification division.
    program-id. qdrpm.

environment division.
configuration section.

data division.
working-storage section.
01 d-six pic 9.
01 three-d-six pic 99.
01 seed-num pic 99999999.
01 target pic 9999.
01 skill pic 999.
01 safe-threshold pic 999.
01 skill-above-21 pic 999.
01 roll-mod pic S999.
01 target-div-thresh pic 999V99.
01 num-times pic 999.
01 left-over pic V99.
01 success-check-roll pic 999.
01 quirk-check-roll pic 999.
01 quirks pic V99.
01 effective-skill pic 999.
01 qdyn pic 9.

procedure division.
move 1 to qdyn.
perform quick-dirty-charm-check until qdyn = 0.
perform program-end.

quick-dirty-charm-check.
perform initialize-variables.
compute d-six = function random(seed-num).
perform get-the-skill.
perform get-the-threshold.
perform get-the-target.
if safe-threshold = 0
    display "Skill to Low.".
if safe-threshold > 0
    perform get-roll-mod
    perform success-check.
if success-check-roll <= 15
    perform quirk-check.
display "Another?  Enter 0 if No."
accept qdyn.

initialize-variables.
MOVE FUNCTION CURRENT-DATE (9:6) TO seed-num.
move 0 to d-six.
move 0 to three-d-six.
move 0 to success-check-roll.
move 0 to roll-mod.
move 0 to safe-threshold.
move 0 to target-div-thresh.
move 0 to num-times.
move 0 to left-over.
move 0 to quirks.

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move 0 to quirk-check-roll.
move 0 to effective-skill.

roll-three-d-six.
move 0 to three-d-six.
compute d-six = function random() * 6 + 1.
add d-six to three-d-six giving three-d-six.
compute d-six = function random() * 6 + 1.
add d-six to three-d-six giving three-d-six.
compute d-six = function random() * 6 + 1.
add d-six to three-d-six giving three-d-six.

get-the-skill.
display "Enter the skill: ".
accept skill.

get-the-target.
display "Enter the target Ambient Energy: ".
accept target.

get-the-threshold.
if skill < 7 then move 0 to safe-threshold.
if skill = 7 then move 1 to safe-threshold.
if skill = 8 then move 2 to safe-threshold.
if skill = 9 then move 3 to safe-threshold.
if skill = 10 then move 4 to safe-threshold.
if skill = 11 then move 5 to safe-threshold.
if skill = 12 then move 6 to safe-threshold.
if skill = 13 then move 7 to safe-threshold.
if skill = 14 then move 9 to safe-threshold.
if skill = 15 then move 11 to safe-threshold.
if skill = 16 then move 15 to safe-threshold.
if skill = 17 then move 29 to safe-threshold.
if skill = 18 then move 42 to safe-threshold.
if skill = 19 then move 55 to safe-threshold.
if skill = 20 then move 65 to safe-threshold.
if skill = 21 then move 75 to safe-threshold.
if skill > 21 then
    subtract 21 from skill giving skill-above-21
    compute safe-threshold = 75 + skill-above-21 * 10.
display "Safe Threshold: " safe-threshold.

get-roll-mod.
divide target by safe-threshold giving target-div-thresh.
display target-div-thresh.
if target-div-thresh = 0 move -2 to roll-mod
else if target-div-thresh < .5 move -1 to roll-mod
else if target-div-thresh <= 1 move 0 to roll-mod
else if target-div-thresh <= 2 move 1 to roll-mod
else if target-div-thresh <= 3 move 2 to roll-mod
else divide target-div-thresh by 1 giving num-times
remainder left-over
    if left-over = 0
        compute roll-mod = num-times - 1
    else if left-over > 0
        compute roll-mod = num-times.

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display "Roll Mod: " roll-mod.

success-check.
perform roll-three-d-six.
display "Dice roll for success check: " three-d-six.
compute success-check-roll = three-d-six + roll-mod.
display "Success Check Roll: " success-check-roll.
if success-check-roll <= 15
    display "Success."
else if success-check-roll = 16
    display "Crit Fail. 50% energy."
else if success-check-roll >= 17
    display "Crit Fail, 100% energy." .

quirk-check.
perform roll-three-d-six.
display "Dice roll for quirk check: " three-d-six.
compute effective-skill = skill - roll-mod.
display "Effective Skill: " effective-skill
if three-d-six <= effective-skill
    move 0 to quirks
else if three-d-six >= effective-skill
    compute quirks = (three-d-six - effective-skill)/2 + 1.
Display "Quirks: " quirks.

program-end.
stop run.

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