

Breeding Rolls								
Breeding Type	Two Parent Breeding		Three Parent Breeding			Kit Number Rolls		
Number of Parents with Trait Present	1/2	2/2	1/3	2/3	3/3	1-15 [15%]	1 kit	
Standard	60/100	autopass	60/150	120/150	autopass	16-55 [40%]	2 kits	
Common	50/100	autopass	50/150	100/150	autopass	56-90 [35%]	3 kits	
Uncommon	30/100	autopass	30/150	60/150	autopass	91-100 [10%]	4 kits	
Rare	10/100	autopass	15/150	30/150	autopass			
Legendary	1/100	10/100	1/100	10/100	15/100			
Notes								
<p><b>Non Rarity Edits:</b> Non rarity edits do not automatically pass down to kits. Edits such as sclera color and heterochromia may be used on the kits at the artists' discretion. Weight edits are only rolled for if a user indicates on their form they would like them rolled for. Even if both parents have a weight edit, it will not autopass. Tattoos do not pass at all, and users must have a separate reference for the parents they are breeding without tattoos.</p> <p><b>Weight Edits:</b> If a user indicates they would like an artist to roll for weight, first roll a 50/100 chance for each individual kit to determine if they receive a weight edit. If the kit does receive a weight edit, roll 50/50 for skinny vs chubby.</p> <p><b>Autopass Items:</b> When an autopass item is used, one kit in the batch automatically receives whichever edit is indicated on the form. Any other kits in the batch are rolled at a 50/100 chance to receive that edit.</p> <p><b>Mutation Rollers:</b> When using a mutation roller, first roll the edits of a batch normally. Then roll every edit rare and under for each kit individually, that they did not already receive. Use the same chance as you would in a 1/2 Parent Breeding, regardless of how many parents are present.</p> <p><b>Kit Number Select:</b> When using a kit number select, the user may indicate the number of kits they wish to receive in the batch [any amount between 1 and 4], removing the need to roll for the kit amount.</p>								