

SIMPLE CONTEST RESULTS TABLE				
	Contestant B			
Contestant A	Critical	Success	Failure	Fumble
Critical	Low roll has marginal victory, else tie	Contestant A has minor victory	Contestant A has major victory	Contestant A has complete victory
Success	Contestant B has minor victory	Low roll has marginal victory, else tie	Contestant A has minor victory	Contestant A has major victory
Failure	Contestant B has major victory	Contestant B has minor victory	Low roll has marginal victory, else tie	Contestant A has minor victory
Fumble	Contestant B has complete victory	Contestant B has major victory	Contestant B has minor victory	Tie*

GROUP SIMPLE CONTEST RESULTS TABLE		
Difference between Results	Winning Group's Victory Level	Winner Negative Consequences
0	No winner; result tied or inconclusive	
1	Marginal	Hurt
2	Minor	Unharmed
3-4	Major	Unharmed
5+	Complete	Unharmed

* In a group simple contest (see p. 32), the Narrator may declare that both contestants suffer a marginal defeat to indicate although their results cancel out with respect to each other, their situation worsens compared to other contestants.

CONSEQUENCES OF DEFEAT TABLE		
Defeat Level	State of Adversity	Penalty
Marginal	Hurt	-3 penalty to appropriate abilities
Minor	Impaired	-6 penalty to appropriate abilities
Major	Injured	Automatic bump down on uses of appropriate ability
Complete	Dying	No actions allowed

RESISTANCE CLASS TABLE	
Class	Value
Nearly Impossible	Base +W2
Very High	Base +9
High	Base +6
Moderate	Base
Low	Base -6
Very Low	Base -W or 6, whichever is lower

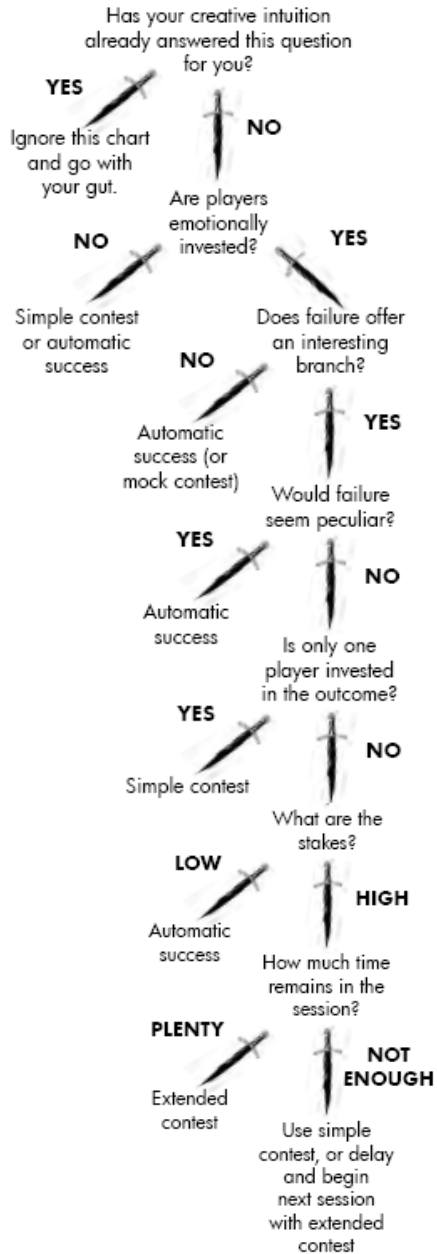
AUGMENT RESULTS TABLE	
Success Level	Bonus
Complete Victory	+W
Major Victory	+9
Minor Victory	+6
Marginal Victory	+3
Marginal Defeat	0
Minor Defeat	0
Major Defeat	0
Complete Defeat	-3

RESOLUTION POINT TABLE				
	Level of Success			
Level of Success	Critical	Success	Failure	Fumble
Critical	1	2	3	5
Success	2	1	2	3
Failure	3	2	1	2
Fumble	5	3	2	N/A

CONSEQUENCES OF VICTORY TABLE	
Victory Level	Bonus
Marginal	+0
Minor	+3
Major	+6
Complete	+9

BASE VALUES TABLE		
Sessions to Date	Base Value	Augment Value
1-2	14	14
3-4	15	14
5-6	16	15
7-8	17	15
9-10	18	16
11-12	19	16
13-14	20	17
15-16	21	17
17-18	22	18
and so on...		

Decision Tree: Choosing Your Contest Type



The Hero's Journey

