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

* 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 +W 2 |
| Very High | Base +9 |
| High | Base +6 |
| Moderate | Base |
| Low | Base -6 |
| Very Low | Base $-W$ or 6, <br> whichever is lower |


| 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 <br> 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... |  |  |
|  |  |  |



PASS/FAIL RESISTANCE ASSIGNMENT TABLE

| Previous Two Results | Resistance for <br> Present Contest |
| :---: | :---: |
| 3-4 Defeats | Very Low |
| 2 Defeats | Low |
| 2 Ties | Low |
| 1 Defeat + 1 Victory or Tie | Moderate |
| 2 Victories, 0 Defeats | High |
| 3-4 Victories, 0 Defeats | Very High |


| CLIMACTIC SCENE VICTORY LEVEL TABLE |  |
| :---: | :---: |
| State of Adversity | Victory Level |
| Hurt | Marginal |
| Impaired | Minor |
| Injured | Major |
| Dead or Dying | Complete |


| CLIMACTIC SCENE <br> CONSEQUENCE TABLE |  |
| :---: | :---: |
| Total RPs Scored <br> against Character | State of Adversity |
| 0 | Unharmed |
| 1 | Dazed |
| 2 | Hurt |
| 3 | Hurt |
| 4 | Impaired |
| 5 | Impaired |
| 6 | Injured |
| 7 | Injured |
| 8 | Dying |
| $9+$ | Dead |


| RISING ACTION CONSEQUENCE TABLE |  |  |  |
| :---: | :---: | :---: | :---: |
| Difference between Results | Loser Negative Consequences | Winner Negative Consequences | Winner's Victory Level / Loser's Defeat Level |
| 1 | Hurt | Hurt | Marginal |
| 2 | Hurt | Unharmed |  |
| 3 | Impaired | Unharmed | Minor |
| 4 | Impaired | Unharmed |  |
| 5 | Injured | Unharmed | Major |
| 6 | Injured | Unharmed |  |
| 7 | Dying | Unharmed | Complete |
| 8 | Dead | Unharmed |  |
| 9 | Dead | Unharmed |  |


| RESOURCE DEPLETION TABLE |  |
| :---: | :---: |
| Contest Outcome | Depletion Penalty |
| Complete Victory | 0 |
| Major Victory | -3 |
| Minor Victory | -3 |
| Marginal Victory | -3 |
| Marginal Defeat | -6 |
| Minor Defeat | -6 |
| Major Defeat | -6 |
| Complete Defeat | -9 |


| RESOURCE FLUCTUATION TABLE |  |
| :---: | :---: |
| Contest Outcome | Depletion Penalty |
| Complete Victory | +9 |
| Major Victory | +6 |
| Minor Victory | +3 |
| Marginal Victory | 0 |
| Marginal Defeat | 0 |
| Minor Defeat | -3 |
| Major Defeat | -6 |
| Complete Defeat | -9 |

## Decision Tree: Choosing Your Contest Type

$\square$
$\square$


