	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 A has minor victory					
Fumble	Contestant B has complete victory	Contestant B has major victory	Contestant B has minor victory	Tie*					

* In a group simple c	ontest (see p. 32), the	Narrator may declare	that both contestants s	uffer a marginal defeat	to indicate
although their results	cancel out with respe	ect to each other, their s	situation worsens com	pared to other contestar	nts.

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							

RESOLUTION POINT TABLE										
		Level of Success								
Level of Success	Critical	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				

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

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						

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						
<u>-</u>	and so on	·						

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PASS/FAIL RESISTANCE ASSIGNMENT TABLE								
Previous Two Results	Resistance for 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 CONSEQUENCE TABLE		
Total RPs Scored 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	Manainal	
2	Hurt	Unharmed	Marginal	
3	Impaired	Unharmed	Minor	
4	Impaired	Unharmed	Minor	
5	Injured	Unharmed	Major	
6	Injured	Unharmed	Major	
7	Dying	Unharmed		
8	Dead	Unharmed	Complete	
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



