**SIMPLE CONTEST/RESOLUTION POINTS**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Critical** | **Success** | **Failure** | **Fumble** |
| **Critical** | Marginal\*1 RP | Minor2 RP | Major3 RP | Complete5RP |
| **Success** | Minor2 RP | Marginal\* | Minor2 RP | Major3 RP |
| **Failure** | Major3 RP | Minor2 RP | Marginal\* | Minor2 RP |
| **Fumble** | Complete5 RP | Major3 RP | Minor2 RP | TieN/A |

\*Marginal victory goes to the character with the highest result.

**SIMPLE CONTEST CONSEQUENCES**

|  |  |  |
| --- | --- | --- |
| Victory/Defeat | Lingering Benefit | State of Adversity |
| Marginal | - | Hurt (-3) |
| Minor | +3 | Impaired (-6) |
| Major | +6 | Injured (-M\*) |
| Complete | +9 | Dying |

\*Contest of Wherewithal to participate in contest

**GROUP SIMPLE CONTEST CONSEQUENCES**

|  |  |  |
| --- | --- | --- |
| RP Difference | Winner’s Victory | Winner Consequences |
| 0 | Tie | - |
| 1 | Marginal | Hurt |
| 2 | Minor | - |
| 3-4 | Major | - |
| 5+ | Complete | - |

Group Simple Contest results may be boosted by 1 or 2 levels by spending Hero Points: 1 for 1-3 PCs; 2 for 4-6 PCs.

**EXTENDED CONTEST CONSEQUENCES**

**Rising Action**

|  |  |  |  |
| --- | --- | --- | --- |
| Difference | LoserConseq. | Winner Conseq. | Victory Level |
| 1 | Hurt | Hurt | Marginal |
| 2 | Hurt | - | Marginal |
| 3 | Impaired | - | Minor |
| 4 | Impaired | - | Minor |
| 5 | Injured | - | Major |
| 6 | Injured | - | Major |
| 7 | Dying | - | Complete |
| 8 | Dead | - | Complete |
| 9 | Dead | - | Complete |

**Risky Gambits:** +1 RP if win, +2 to opponent if lose. If both risking, +2 to winner

**Defensive Responses:** -2 RP if win, -1 RP if lose.

**Parting Shot:** In the round after defeating an opponent, with the intention of worsening consequences.

**Climactic**

|  |  |
| --- | --- |
| RPs Scored Against\* | Consequences |
| 1 | Dazed |
| 2 | Hurt |
| 3 | Hurt |
| 4 | Impaired |
| 5 | Impaired |
| 6 | Injured |
| 7 | Injured |
| 8 | Dying |
| 9+ | Dead |

\*Losers add 1 to the total of RPs scored against them.

**Climactic Victory Level**

Use Consequences of 2nd worst state among defeated party.

|  |  |
| --- | --- |
| Consequences | Victory Level |
| Hurt | Marginal |
| Impaired | Minor |
| Injured | Major |
| Dead or Dying | Complete |

**PYRRHIC VICTORY CONSEQUENCES**

|  |  |
| --- | --- |
| Outcome | Consequence |
| Any Defeat | Dead |
| Marginal Victory | Dead |
| Minor Victory | Dying |
| Major Victory | Injured |
| Complete Victory | Impaired |

+ M to all abilities used in Contest

**BASE RESISTANCES**

|  |  |  |
| --- | --- | --- |
| Sessions | Base Value | Augment Value |
| 1 – 2 | 14 | 14 |
| 3 – 4 | 15 | 14 |
| 5 – 6 | 16 | 15 |
| 7 – 8 | 17 | 15 |

**PASS/FAIL RESISTANCES**

|  |  |
| --- | --- |
| Previous 2 Contests | Resistance |
| 3-4 Defeats | **Very Low** |
| 2 Defeats | **Low** |
| 2 Ties | **Low** |
| 1 Defeat, 1 Victory/Tie | **Moderate** |
| 2 Victories, 0 Defeats | **High** |
| 3-4 Victories, 0 Defeats | **Very High** |

**RESISTANCE CLASSES**

|  |  |
| --- | --- |
| Class | Value |
| Near Impossible | Base + M2 |
| Very High | Base + 9 |
| High | Base + 6 |
| Moderate | Base |
| Low | Base – 6 |
| Very Low | Base – M or 6 |

**MODIFIERS**

**Specific Abilities:** -3 to -6 if any other PC has a more specifically-applicable Ability.

**Stretches:** -6 if an Ability use is Credible, but not wholly appropriate.

**Situational:** -6 to +6 to reflect circumstances, including relative advantages in weapons or armour.

**Multiple Opponents:** -3 per additional opponent

**AUGMENTS**

|  |  |
| --- | --- |
| Contest Outcome | Augment |
| Complete Victory | +M |
| Major Victory | +9 |
| Minor Victory | +6 |
| Marginal Victory | +3 |
| Defeat | 0 |
| Complete Defeat | -3 |

**LINGERING BENEFITS**

|  |  |
| --- | --- |
| Victory Level | Lingering Benefit |
| Marginal | - |
| Minor | +3 |
| Major | +6 |
| Complete | +9 |

**STATES OF ADVERSITY**

|  |  |
| --- | --- |
| State | Effect |
| Hurt | -3 |
| Impaired | -6 |
| Injured | -M\* |

\*Contest of Wherewithal to participate in contest

**ASSISTS (Extended Contests)**

|  |  |
| --- | --- |
| Contest Outcome | Change to RP Score |
| Complete Victory | -4 |
| Major Victory | -3 |
| Minor Victory | -2 |
| Marginal Victory | -1 |
| Marginal Defeat | 0 |
| Minor Defeat | +1 |
| Major Defeat | +2 |
| Complete Defeat | +3 |

**HEALING RESISTANCES**

|  |  |
| --- | --- |
| State of Adversity | Resistance |
| Hurt | Low |
| Impaired | Moderate |
| Injured | High |
| Dying | Very High |

1 level is healed for each level of victory. A Major Defeat increases the level by 1, Complete by 2.

**COMMUNITIES**

**Resource Depletion**

|  |  |
| --- | --- |
| Contest Outcome | Depletion Penalty |
| Complete Victory | 0 |
| Other Victory | -3 |
| Other Defeat | -6 |
| Complete Defeat | -9 |

These *replace* standard penalties for defeat rather than adding to them. These last until the end of the current interval.

**Resource Fluctuation**

Simple Contest of each resource against a resistance of the average value of all resources.

|  |  |
| --- | --- |
| Contest Outcome | Depletion Penalty |
| Complete Victory | +9 |
| Major Victory | +6 |
| Minor Victory | +3 |
| Marginal Victory/Defeat | 0 |
| Minor Defeat | -3 |
| Major Defeat  | -6 |
| Complete Defeat | -9 |

If negative, conduct a *Crisis Test* against the same resistance to see if the community suffers visibly.

**BASE RESISTANCES**

Augment

Base

**CHARACTER NOTES (Lingering Benefits, etc.)**

**PASS/FAIL CYCLE**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
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|  |  |  |  |  |  |  |  |  |  |  |

**EXTENDED CONTEST TRACK**