

SIMPLE CONTEST/RESOLUTION POINTS

	Critical	Success	Failure	Fumble
Critical	Marginal* 1 RP	Minor 2 RP	Major 3 RP	Complete 5RP
Success	Minor 2 RP	Marginal*	Minor 2 RP	Major 3 RP
Failure	Major 3 RP	Minor 2 RP	Marginal*	Minor 2 RP
Fumble	Complete 5 RP	Major 3 RP	Minor 2 RP	Tie N/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	Loser Conseq.	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

RP's 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 RP's 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

Base

Augment

CHARACTER NOTES (Lingering Benefits, etc.)

PASS/FAIL CYCLE

EXTENDED CONTEST TRACK

