

Difficulty Table

The attempted action is:	Difficulty Adjustment Add to your ability before rolling
Easy	+5
Routine	+4
Tricky	+3
Hard	+2
Daring	+1
Reckless	+0
Foolhardy	-1
Desperate	-2

Wound Table

Code	Severity	Special Effect
L	Light	A mere scratch or bruise.
M	Medium	A deep cut or contusion.
H	Heavy	Suffer 1dp on your next turn.
S	Severe	Lose your next turn while you recover.
C	Critical	Lose your next turn and suffer 1dp on all actions until you are healed.
D	Deadly	You are knocked unconscious.

Action Results Table (ART)

Roll	Result	Description	Assist	Impede	Suspect		Detective Damage			
					Damage	H	S	C	D	
0	Catastrophic	CT	Complete disaster	Catastrophic!	No effect	--	H	S	C	D
1	Pathetic	PT	Blunder	3dp	No effect	--	M	H	S	C
2	Feeble	FB	Mistake	2dp	No effect	--	M	M	H	S
3	Poor	PR	Setback	1dp	No effect	--	L	L	M	M
4	Mixed	MX	Stymied	No effect	No effect	L	L	L	L	L
5	Passable	PS	Complication	+1½	1dp	L	--	--	--	--
6	Good	GD	Incomplete	+1	2dp	M	--	--	--	--
7	Great	GT	Solid success	+1½	3dp	H	--	--	--	--
8	Super	SP	Quick work	+2	4dp	S	--	--	--	--
9	Awesome	AW	Bonus	+2½	5dp	C	--	--	--	--
10	Inspired	IN	Advancement	+2½	5d6	C	--	--	--	--
11+	Perfect	PF	Player's call	Perfect!	6dp	D	--	--	--	--

Outcome of Ability Roll

Catastrophic: Complete disaster. The worst thing possible happens. Your screw up causes significant problems, possibly even physical harm. Things are much worse than when you started.
Pathetic: Blunder. You failed completely, and looked foolish in the process. Your best efforts accomplished nothing and things are worse than when you started.
Feeble: Mistake. You made a terrible mistake. You only did a small fraction of what you intended and much of what you accomplished has been done wrong.
Poor: Setback. You failed more than you succeeded, and most of what you tried to do is left unfinished.
Mixed: Stymied. Your current tactics have brought you to the edge of success, but something is preventing you from fully realizing your intentions. There is failure mixed with your success. The narrator might break it to you this way, "I've got some good news and some bad news..."
Passable: Complication. With considerable difficulty, you finish most of what you wanted, but there is much left that you simply cannot do. Your workmanship is shoddy and will not last long. There may be a complication that will have to be resolved.
Good: Incomplete. Your work is good, but you cannot do everything you intended. There is some small part left undone that leaves a feeling of incompleteness.
Great: Solid success. With an effort, you barely accomplish everything you intended. Nothing fancy, just solid success.
Super: Quick work. You succeed completely, efficiently and looked good doing it.
Awesome: Bonus. The results exceed all reasonable expectations. Not only did you accomplish everything you wanted, you gained an unexpected benefit in the process.
Inspired: Advancement. This is the same as an Awesome result, but you also get to increase your ability by half a point.
Perfect: Player's call. Since this is the best possible outcome, the player who made the roll gets to narrate the results. The narrator may add additional details. Some players don't enjoy interpreting their rolls, so they are free to ask the narrator to do it for them.