"Rules Poster"

Change SELF IMAGE

STABILITY – 10 + Referee's Mods = CHART NUMBER → SUCCESS NUMBER
Roll 2d6. Number of FAILURE GRADES is the MAXIMUM change in the SELF IMAGE.

To Increase or Decrease a TIE/ANTIPATHY

STABILITY – 10 = CHART NUMBER → SUCCESS NUMBER
Roll 2d6. Number of FAILURE GRADES is the change to the TIE.

Establish Leadership "TIE"

Leader's SELF IMAGE (modified by LEADERSHIP SKILL) – Follower's Stability = CHART NUMBER → SUCCESS NUMBER
Roll 2d6. Leadership Tie is modified by the RESULT GRADES (Success ↑, Failure ↓)

Request A "Favor"

TIE Strength of NPC – Request DIFFICULTY + Persuasion Modifiers = CHART NUMBER → SUCCESS NUMBER

Sample Request Difficulties:

Simple Favor, Social Nicety	2
Major Favor, Difficult To Perform	10
Very Difficult and Dangerous	20

Persuasion Modifiers:

Character is recognized authority figure	+2
Character is tied to NPC/group and is acknowledged as its leader	+5
Character's LEADERSHIP is higher than target's SELF IMAGE	+5
Favor asked is imoral or socially repugnant	-5
Favor asked goes against character's DISPOSITION	-5

Result Grades

Compare Roll to SUCCESS NUMBER:

Natural 2	"The Tops"	(5)
6 or more below	Excellent success	(4)
4-5 below	Very good success	(3)
2-3 below	Good success	(2)
Success Number or 1 below	Close success	(1)
1-2 above	Close failure	(1)
3-4 above	Bad failure	(2)
5-6 above	Very bad failure	(3)
7-8 above	Abysmal failure	(4)
Natural 12	"The Pits"	(5)

NOTE: A natural 2 is only "The Tops" if the SUCCESS NUMBER is greater than 2.