**Player Winning Diagram (Player Actions vs. NPC Actions)**

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| --- | --- | --- | --- | --- | --- |
|  | Mock | Intimidate | Beg | Reason | Brag |
| Mock | The player gains some ground if they are respected.  +1 \* Respect of NPC towards player | **More:**  Player is respected by NPC  +2 \* NPC's Respect for player  **Less:**  NPC is powerful  -1 \* Power of NPC | **More:**  Meter is on player's side  +1 per 10 points  NPC is afraid  +2 \* Fear of NPC |  |  |
| Intimidate |  | The player gains some ground if they are respected.  +1 \* Respect of NPC towards player  The player loses some ground if the NPC is powerful.  -1 \* Power of NPC | **More:**  NPC is afraid  +2 \* Fear of NPC  NPC respects player  +1 \* NPC's Respect for Player  **Less:**  NPC is powerful  -1 \* Power of NPC | **More:**  NPC is afraid  +2 \* Fear of NPC  NPC respects Player   +1 \* NPC's Respect for Player  **Less:**  NPC is powerful  -1 \* Power of NPC |  |
| Beg |  |  | The player gains some ground if the NPC is powerful  +1 \* Power of NPC  The player loses some ground if they are respected  -1 \* Respect of NPC towards player | **More:**  NPC likes winner   +2 \* Disposition of NPC towards Player  Meter is on NPC's side  +1 for each 10 points | **More:**  NPC likes winner  +2 \* Disposition of NPC towards Player |
| Reason | **More:**  Meter is on player's side  +1 for each 10 points  NPC respects the player   +1 \* Loser's Respect for Winner |  |  | The player and NPC gain more from a higher skill  +3 per player's Reason skill  -3 per NPC's Reason skill | **More:**  Meter is on player's side  +1 for each 10 points  **Less:**  NPC is powerful  -1 \* Power of NPC |
| Brag | **More:**  NPC respects player  +1 \* NPC's Respect for player | **Less:**  NPC is powerful   -1 \* Power of NPC |  |  | The player loses some ground if the NPC is powerful  -1 \* Power of NPC |

**Important Information:**

Meter -100 (NPC wins) to 100 (player wins)

Meter Shrinks by 5 points (on both ends) after each round

All Matchups (Player Wins): +20, +5 per player's skill, -2 per NPC's skill

All Matchups (Player Loses): -20, -5 per NPC's skill, +2 per player's skill

All Matchups (Tie): +5 per player's skill, -5 per NPC's skill

Minimum: After all modifiers, the winner of a matchup always wins by at least 5