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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | 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 pointsNPC is afraid +2 \* Fear of NPC |  |  |
| Intimidate |  | The player gains some ground if they are respected. +1 \* Respect of NPC towards playerThe player loses some ground if the NPC is powerful. -1 \* Power of NPC | **More:**NPC is afraid +2 \* Fear of NPCNPC respects player +1 \* NPC's Respect for Player**Less:**NPC is powerful -1 \* Power of NPC | **More:**NPC is afraid +2 \* Fear of NPCNPC 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 NPCThe player loses some ground if they are respected -1 \* Respect of NPC towards player | **More:** NPC likes winner  +2 \* Disposition of NPC towards PlayerMeter 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 pointsNPC 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