

SKILLS

❑ VALUE ENHANCEMENT

[Skills 7]

By Bill Gant, June 1998

Successes and Failures can have different outcomes depending on the character's skill level. The higher the skill level, the more the beneficial effects of a success are enhanced and the detrimental effects of a failure are minimised.

The following General Outcome table can be used in conjunction with the Value Enhancement Table, to help describe the level of success of a Craft skill achieved by the character:

SI	GENERAL OUTCOME			
	CS	MS	MF	CF
0	Very Poor	Terrible	Terrible	Disaster
1	Poor	Terrible	Terrible	Disaster
2	Average	Very Poor	Terrible	Disaster
3	Average	Very Poor	Terrible	Disaster
4	Good	Poor	Terrible	Disaster
5	Good	Average	Terrible	Disaster
6	Very Good	Average	Terrible	Disaster
7	Very Good	Good	Very Poor	Disaster
8	Very Good	Good	Very Poor	Terrible
9	Excellent	Good	Poor	Terrible
10	Excellent	Very Good	Poor	Terrible
11	Flawless	Very Good	Average	Terrible
12	Flawless	Very Good	Average	Terrible

General Outcome:

Disaster	The work is a complete failure. Any materials used in the process that could be destroyed have been destroyed or reduced in value; indestructible materials retain their base value.
Terrible	The work is a failure, ruined by total incompetence and/or sheer misfortune. The quality of the work is so awful that no value is added whatsoever.
Very Poor	The work is very unsatisfactory, with many serious flaws that overshadow any redeeming characteristics.
Poor	The work is of inferior quality. It would be barely passable but for a number of very obvious, significant flaws.
Average	The work is only marginally acceptable, showing basic competence but no more. There are still some minor yet obvious flaws in the quality.
Good	The work is accomplished satisfactorily and to a professional standard. There are still a few very minor flaws evident, although nothing important.
Very Good	The work is accomplished very competently and to a high standard. It delivers all that was expected and hence brings no cause for complaint.
Excellent	The work is of superior quality, displaying a very high level of mastery. It delivers all that was expected and more.
Flawless	The work is a masterpiece. It is a perfect demonstration of the technical brilliance of the master craftsman who produced this outstanding product.

ADDITIONAL RULES (Adapted from Chivalry & Sorcery 3rd Edn)

The General Outcome table can be tailored to suit specific skills, such as Oratory, Singing and Cookery. See below for examples:

PERFORMANCE VALUE ENHANCEMENT

Applies to: *Acrobatics, Dancing, Acting, Musician, Singing*. Note that Substantial Successes and Failures can be used when determining the value enhancement rating for performances.

SI	PERFORMANCE OUTCOME					
	CS	SS	MS	MF	SF	CF
0	Very Poor	Very Poor	Terrible	Terrible	Terrible	Abysmal
1	Disappointing	Very Poor	Terrible	Terrible	Terrible	Abysmal
2	Barely Satisfactory	Disappointing	Very Poor	Terrible	Terrible	Abysmal
3	Average	Barely Satisfactory	Poor	Terrible	Terrible	Abysmal
4	Average	Average	Disappointing	Terrible	Terrible	Abysmal
5	Average	Average	Barely Satisfactory	Terrible	Terrible	Abysmal
6	Solid	Average	Average	Terrible	Terrible	Abysmal
7	Very Fine	Solid	Average	Very Poor	Terrible	Abysmal
8	Very Fine	Very Fine	Average	Poor	Very Poor	Terrible
9	Magnificent	Very Fine	Solid	Disappointing	Very Poor	Terrible
10	Magnificent	Very Fine	Solid	Disappointing	Poor	Terrible
11	Outstanding	Magnificent	Very Fine	Barely Satisfactory	Disappointing	Terrible
12	Outstanding	Magnificent	Very Fine	Barely Satisfactory	Disappointing	Terrible

Performance Outcome:

Abysmal	The character fails dismally, is booed, pelted with rotten fruit and vegetables, etc. He definitely will not receive any monetary remuneration and will be lucky if he isn't tossed in the moat!
Terrible	This miserable effort hardly qualifies even as a performance worthy of a rank amateur. The character will not be asked for an encore. Payment will be a mere pittance. Endure the boos and catcalls.
Very Poor	The performance is seriously flawed and has left a great deal to be desired. The audience is dissatisfied. If the performer wishes to win back favour, his next effort had better be above average or he will receive well below the usual fee.
Poor	The performance is flawed and substandard. The audience is decidedly unhappy. The performer had better be successful with his next effort or he will lose considerable face and a good part of his fee as well.
Disappointing	The performance is below average and definitely wasn't what the audience expected from a good amateur, let alone a professional. Polite, tolerant and brief applause is forthcoming. Do better next time or the fee will not be the usual amount.
Barely Satisfactory	The performance is somewhat below average but is marginally acceptable. The audience is neither enthusiastic nor disapproving at this point. If he is to improve their opinion of him and show his talent isn't mediocre, he must do better next time.
Average	While the performance is far from brilliant, it is satisfactory and of a professional standard. It earns sufficient applause to show that the performer had entertained and diverted his audience.
Solid	The performance is above average. The performer earns a good round of applause. If he can equal or better his effort, he is assured of receiving more than the usual fee.
Very Fine	The performance is of a decidedly superior quality and it rouses the delighted audience to prolonged applause. There are requests for an encore which, if successful, will be at least a Solid performance (unless a better outcome is achieved). The performer will receive well over the usual fee.
Magnificent	The performance is deeply moving. The audience is overawed by the performer's great talent and skill. Applause is long and enthusiastic. Encores, if at all successful, will be rated at least as a Solid performance (unless a better outcome is achieved). The performer will receive double his usual fee.
Outstanding	The performance is spectacular, and the audience is left stunned and silent for a time. Applause is in the form of a standing ovation. An encore will not only be successful, it cannot be less than a Magnificent performance. The performer receives triple his usual fee.

PERSUASION VALUE ENHANCEMENT

Applies to: *Oratory, Rhetoric.*

SI	PERSUASION OUTCOME			
	CS	MS	MF	CF
0	Unconvincing	Unreasonable	Unreasonable	Ridiculous
1	Unpersuasive	Unreasonable	Unreasonable	Ridiculous
2	Satisfactory	Unconvincing	Unreasonable	Ridiculous
3	Satisfactory	Unconvincing	Unreasonable	Ridiculous
4	Persuasive	Unpersuasive	Unreasonable	Ridiculous
5	Persuasive	Satisfactory	Unreasonable	Ridiculous
6	Convincing	Satisfactory	Unreasonable	Ridiculous
7	Convincing	Persuasive	Unconvincing	Ridiculous
8	Convincing	Persuasive	Unconvincing	Unreasonable
9	Compelling	Persuasive	Unpersuasive	Unreasonable
10	Compelling	Convincing	Unpersuasive	Unreasonable
11	Mesmeric	Convincing	Satisfactory	Unreasonable
12	Mesmeric	Convincing	Satisfactory	Unreasonable

Persuasion Outcome:

Ridiculous	The character failed dismally in his attempt to influence another, who has become rigidly and implacably opposed. In some circumstances, he may even be offended, angered, outraged, etc. Don't pursue the matter any farther, for you will only make matters worse.
Unreasonable	The character has been heavy-handed and too obvious in his attempt to exert influence. He has aroused a strong and disgusted reaction to his ideas, request, etc. Any further attempts at persuasion carry an EML -35 special penalty.
Unconvincing	The character's attempt to exert influence failed. His ideas, request, etc, is regarded with doubt and even with some suspicion. Further attempts at persuasion carry an EML -25 special penalty.
Unpersuasive	The character has failed to present his case well enough to merit serious consideration right at this moment. Further attempts at persuasion carry an EML -15 special penalty.
Satisfactory	The character has made his case, but not well enough to rouse enthusiasm or dispel some of the reservations about the matter which are yet held by the one he is attempting to win over. The other is prepared to go along with the request or idea, but only for the moment. If anything arises to sway him, he may withdraw his approval.
Persuasive	The character has swayed others with the force of his arguments, and they accept his requests, ideas, etc. at face value. While not especially enthusiastic, neither are they dubious about the matter and are prepared to go along with it and give their support to the character.
Convincing	The character has won enthusiastic support for his requests, ideas, etc. Those he has won over will need considerable reason to turn aside from giving him their aid and assistance now.
Compelling	The character has made a deep impression and has fully convinced others to give their support to the matter without reservations. Action on their part will be unhesitating and unstinting.
Mesmeric	The character has virtually "converted" others to his point of view. He need not worry about their support, for they will pursue his desires as if they were their own. They will eagerly try to convince others of the merits of his ideas and to win them over as well!

CULINARY VALUE ENHANCEMENT

Applies to: *Cookery*.

SI	CULINARY OUTCOME			
	CS	MS	MF	CF
0	Unappetising	Awful	Awful	Inedible
1	Substandard	Awful	Awful	Inedible
2	Average	Unappetising	Awful	Inedible
3	Average	Unappetising	Awful	Inedible
4	Tasty	Substandard	Awful	Inedible
5	Tasty	Average	Awful	Inedible
6	Delicious	Average	Awful	Inedible
7	Delicious	Tasty	Unappetising	Inedible
8	Delicious	Tasty	Unappetising	Awful
9	Excellent	Tasty	Substandard	Awful
10	Excellent	Delicious	Substandard	Awful
11	Masterpiece	Delicious	Average	Awful
12	Masterpiece	Delicious	Average	Awful

Culinary Outcome:

Inedible	The food is practically inedible! Even an old, starving Nolah wouldn't touch a mess of foul garbage like this! Food this bad can cause a riot – the cook had better watch out. (–25% to income.)
Awful	This slop is fit for pigs! Even the stout soul with a stomach of cast-iron can just barely get the meal down by successfully making a 3d6 END test modified by SML (SML 3=+0; 4-5=-1; 6-8=-2; 9-12=-3; 13-15=-4; 16-17=-5; 18=-6; 19=-7; 20=-8; 21=-9). Dark looks and much grumbling are directed towards the cook. (–20% to income.)
Unappetising	Something is very wrong with the food – it doesn't look, taste or smell right, or may be burned, scorched, overdone or underdone, too salty, insipid, etc. It may be eaten by anyone able to make a 3d6 END test modified by SML (SML 3=+3; 4-5=+2; 6-8=+1; 9-12=+0; 13-15=-1; 16-17=-2; 18=-3; 19=-4; 20=-5; 21=-6) to control the gag reflex! (–15% to income.)
Substandard	The food is not up to scratch. Complaints are definitely in order, and only a hungry man wouldn't hesitate before asking for seconds. (–10% to income.)
Average	The food is passable. There are no complaints, but no compliments either. (Normal income.)
Tasty	The food is tasty and satisfying fare that is worthy of seconds. (+5% to income.)
Delicious	The food is very good, the kind of fare that will bring eager pleas for seconds. The cook receives a hearty slap on the back and is told what a grand fellow he is. (+15% to income.)
Excellent	The food is fit for a feast and the cook deserves much high praise for his effort. (+25% to income.)
Masterpiece	The food is superb haute cuisine worthy of a Royal Table! (+35% to income.)