

## MENU OF KRATER OUTCOMES



Treat these multiple as a single .



Treat the token as a , , , or , your choice, and if appropriate, one of your abiding or essential gifts is involved in how things play out.



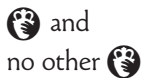
A possible truth.



A truth.



Your efforts change the mind of the opposition.



Treat as a if you had no in your supply prior to this inflection.



You act with physical confidence or skill for a dramatic outcome in your favor and get a and one player token left in the Krater



You act with physical confidence or skill for a dramatic outcome in your favor.



A likely threat or opposition ducks out or doesn't materialize.



Your cleverness brings an outcome in your favor, and get a .



Your cleverness brings an outcome in your favor, and get a .



You come to a compromise with the opposition.



An abiding gift and a .



You are harmed directly or from betrayal by a Voice.



If you had no in your supply prior to the inflection, then death; otherwise your caution, fear, inability, or self-doubt brings an unfavorable outcome.



The outcome is humiliating, decrease your number by one.



You are reckless, decrease your number by one.



One of your abiding gifts becomes an essential gift.



A momentary delay as you and the opposition learn to respect each other.



Treat as a if you've been impressive in a dangerous or contentious inflection recently; otherwise you sustain a grievous or permanent injury.



You make a dramatic mistake, an error.