back. Check Dooms, supplies, and ammo. Raise Hazard. Reveal a threat, trap, foe, monster, adverse detail, back. Check Dooms, supplies, and ammo. Raise Hazard. RT RT	
	GOOD (15–20) Reveal an opportunity, useful information, clue, detail, helpful NPC, observation, or other benefit. Cut Hazard on 20.
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ENCOUNTER	CAMPAIGN
BAD $(1-14)$ Reveal a threat, trap, foe, monster, adverse detail, or setback. Check Dooms, supplies, and ammo. Raise Hazard.	GOOD (15–20) Reveal an opportunity, useful information, clue, detail, helpful NPC, observation, or other benefit. Cut Hazard on 20.
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