

## Example of Play

### Players:

Crystal as the Game Master (GM)  
 Allie as Zahara the Lemarian Gunslinger  
 Jarold as Raelim the Uldrisian Privateer  
 Leon as Gerroth the Caledonian Exile

### Setup:

In the previous session, the company was ambushed by pirates and taken prisoner. They have just broken out of their prison and subdued the guard but are still trapped in the pirates' island lair. They need to find their gear and escape before anyone notices they are missing.

### Play:

**Crystal [GM]:** You enter a sandstone maze of dead ends and circular halls that twist and wind in random directions. Even though it's late morning, sola lamps still light the deepest parts of the cave system.

**Allie [Zahara]:** Is there anyone around? Are there any guards?

**Crystal [GM]:** Roll a Perception Task.

**Allie [Zahara]:** Let's see. I have a 38 in Perception. (rolls) A 26. So that means I get +1 to my Perception SR of 3.

---

*Allie's character, Zahara, has a Perception stat of 38. This also gives her a Success Rating (SR) of 3 based on the tens digit of her stat. Allie rolls her d100 dice and reveals a 26. She compares the rolled number to her Perception stat of 38. For every 10 degrees below her stat, she gains +1 to her SR. If she rolled higher her stat, she suffers -1 to her SR for every 10 degrees above her stat. These are known as degrees of success (DoS) and degrees of failures (DoF).*

*Since her roll was a 26, she gained +1 DoS. This +1 is added to her 3 SR from Perception to a total of 4 SR just for this Task.*

*However, prior to Allie rolling, the GM secretly set the Task's Difficulty Rating (DR) at 4. To succeed on a Task, a character's final SR result must equal or exceed the Task's DR. Allie has a total of 4 SR, so her character succeeds.*

---

**Crystal [GM]:** What is your Total SR?

**Allie [Zahara]:** 4 SR.

**Crystal [GM]:** It's very faint, but you think you hear voices echoing from down the northern tunnel.

**Allie [Zahara]:** I whisper the information to the rest of the group.

**Jarold [Raelim]:** "Let's head south, then. Hopefully our gear is nearby."

**Leon [Gerroth]:** "And our money."

**Jarold [Raelim]:** I take point.

**Crystal [GM]:** You lead the group away from the voices, the sunlight growing brighter here, holes in the roof of the cave letting in pools of light. After searching around for a little less than an hour, you stumble across a small, door-less room containing paintings, crates, candlesticks... and your gear.

**Leon [Gerroth]:** Yuss!

**Allie [Zahara]:** Is all of it here?

**Crystal [GM]:** You notice all of your weapons and armor are here, but Gerroth—

**Leon [Gerroth]:** Hm?

**Crystal [GM]:** You don't see your money pouch anywhere.

**Leon [Gerroth]:** "Nooo! Guys, we have to find it."

**Jarold [Raelim]:** I ignore him and put on my armor.

**Allie [Zahara]:** "We lost money too, Gerroth."

**Leon [Gerroth]:** "But, it was 400 drakes! I was saving up to get a kinetic module for my great hammer." (to GM) Is there any money or anything valuable in this room?

**Crystal [GM]:** Roll a Perception Task.

*Leon's character, Gerroth, has a Perception stat of 28 meaning he has an SR of 2. He rolls an 82. He ends up with -5 DoF meaning his SR temporarily decreases from 2 to -3.*

**Crystal [GM]:** What was your SR?

**Leon [Gerroth]:** ...Minus 3.

**Crystal [GM]:** You look around the room in a huff trying to find your money pouch, making a lot of noise.

**Jarold [Raelim]:** I see Gerroth and decide to help him so he isn't so noisy. Can I use my Search Skill to see if the pouch is here?

**Crystal [GM]:** You may.

*All Tasks given by the GM will be related to a specific stat (e.g. Perception). Players can ask to use a related Skill instead to overcome the Task (e.g. Search). In this case, it makes perfect sense to use the Search Skill rather than Perception to look amongst the crates. When rolling for Skill SR, dice are still rolled against the stat to determine DoS or DoF. The resulting DoS or DoF, if any, is applied to the Skill's SR value.*

*Jarold's character, Raelim, has a Perception stat of 42 and the Search Skill at 8 SR. He rolls a 55, giving his character -1 DoF. This alters his Search SR from 8 to 7.*

**Crystal [GM]:** What is your Total SR?

**Jarold [Raelim]:** 7.

**Crystal [GM]:** Your character finds some paintings, a few candlesticks made of silver, and several wooden crates that are locked.

**Leon [Gerroth]:** I take the candlesticks. And I smash the crates.

**Allie [Zahara]:** Leon!

**Jarold [Raelim]:** "Gerroth, someone might hear us."

**Leon [Gerroth]:** ... I. Smash. The crates.

**Crystal [GM]:** (rolls)

*The GM often rolls for other characters, random occurrences, or, quite simply, to keep the players on their toes. In this case, the GM is rolling to see if any nearby pirates heard the noise. This can be a simple pass/fail roll on a d100. In this case, the GM rolls to see if the result is below 50. They got a 32, meaning the sound did alert someone.*

**Crystal [GM]:** A gush of red bursts forth from the shattered crate, spilling all over the ground.

**Allie [Zahara]:** "Oh my gods, you killed someone!"

**Crystal [GM]:** As you take a closer look, you realize it's wine.

**Allie [Zahara]:** "Oh..."

**Leon [Gerroth]:** I grab a wine bottle.

**Jarold [Raelim]:** "Come on, Gerroth. We need to leave."

**Crystal [GM]:** Everyone roll Perception.

**Allie [Zahara]:** Oh my God.

**Jarold [Raelim]:** Can I use my Search Skill again?

**Crystal [GM]:** Nope.

**Jarold [Raelim]:** (rolls) Damn. 1 SR.



**Allie [Zahara]:** (rolls) 3 SR.

**Leon [Gerroth]:** (rolls) 0 SR.

**Crystal [GM]:** Allie, Zahara hears footsteps approaching outside the doorway leading into this room.

**Allie [Zahara]:** Crap. (to Jarold and Leon) "Someone is approaching. We need to hide."

**Crystal [GM]:** As all of you take cover and hide behind various crates, a pirate enters the room.

**Jarold [Raelim]:** I motion to give the "be quiet" symbol.

**Crystal [GM]:** The pirate walks up to the broken crate with the spilled wine. (as the pirate) "Anyone in here?" (as GM) What is everyone's Notoriety?

**Jarold [Raelim]:** Mine's 27.

**Allie [Zahara]:** (groans) 33.

**Leon [Gerroth]:** 25.

*The GM rolls a d100 once and compares it against each character's Notoriety. The number of times it is rolled is determined by the GM. If the number revealed is less than any of the characters' Notoriety, something tips off the NPC in the characters' general vicinity. This could be due to footprints, a strange sound, a gut feeling, etc. However, it **does not** mean the character is spotted.*

*The GM rolls a 29. The pirate notices the soft glow of a tech battery illuminating part of the wall near Allie. The other two characters do not give away any hints of their presence.*

**Crystal [GM]:** (as pirate) "What's that?" (as GM) Allie, the pirate comes closer to your character. What do you do?

**Allie [Zahara]:** I shift over behind another crate to hide from the approaching pirate.

*This is a good instance for the GM to roll Notoriety again to see if Allie's movement to another crate alerts the pirate. The GM reveals a 72, so the pirate fails to notice her change in placement.*

*If the pirate had successfully detected the move, the GM would have rolled against their Perception or Search Skill SR (if applicable) while the player would be asked to roll for their character's Agility or Stealth Skill SR (if applicable). If the pirate's SR meets or beats the character's SR, the character would have been spotted, triggering a Narrative Round before combat.*

**Crystal [GM]:** The pirate continues to walk and looks around the crate you were just behind. (as pirate) "Hmm. Must have been nothing. Damn crate probably wasn't stacked right. Why can't anybody do their jobs? I'll get someone else to clean it up." (as GM) The pirate turns and walks out of the room. However, you notice the crate you are currently hiding behind has a unique marking of a lightning bolt.

**Allie [Zahara]:** I take a look inside.

**Crystal [GM]:** You find two storm shells.

**Allie [Zahara]:** Awesome. I take them when the coast is clear.

**Crystal [GM]:** Alright, add that to your inventory.

**Allie [Zahara]:** (as Zahara) "Let's get out of there before someone else comes back to clean this up."

**Leon [Gerroth]:** "What about my money?"

**Jarold [Raelim]:** "Just sell those candlesticks."

**Leon [Gerroth]:** "Fine. Fine. So where do we go?"

**Allie [Zahara]:** "The pirate guard we tied up told us to head south."

**Jarold [Raelim]:** "So we keep going south."

**Crystal [GM]:** (to everyone) As you head south, you finally come to an opening.

Through it, you see the edge of the island and the ocean beyond. Waves roar as they

crash against the cliffs below, while wyverns ride the thermals above. A rocky path descends along the cliff, zig-zagging until it comes to the edge of an airship platform. The pirate's ship, *Riptide*, and a couple of small skimmers are currently berthed at the dock.

**Jarold [Raelim]:** (to GM) Do we see any pirates?

**Crystal [GM]:** At the center of the dock you see two pirates sitting around a box. They appear to be playing cards.

**Allie [Zahara]:** "We can take on two."

**Jarold [Raelim]:** (to GM) Is there any way to sneak down without them spotting us?

**Crystal [GM]:** (shakes head) The path down is bare.

**Leon [Gerroth]:** "What if we have one of us pretend to call for help? They'll run up here and then we jump them."

**Allie [Zahara]:** "Would they buy it?"

**Jarold [Raelim]:** "I don't know. Maybe if we—"

**Crystal [GM]:** At this point, you hear a shrill whistle echo through the caves. It continues, sounding over and over like an alarm.

**Allie [Zahara]:** "They must have found the guy we tied up!"

**Jarold [Raelim]:** "Okay, if we wait, the pirates might leave—"

**Leon [Gerroth]:** "Time's up. Let's do this!" (to GM) Gerroth runs down the hill screaming, "Gerrooooooth Krasgaaar!"

**Jarold [Raelim]:** "Oh my god."

**Allie [Zahara]:** I chase after him.

**Crystal [GM]:** Okay, well the pirates, who had their weapons ready and were already on alert, look up and see a burly Caledonian running down the hill toward them with a great hammer. This starts the Narrative Round. Everyone, including the pirates, gets one free Action.

---

*The Narrative Round is less formal than Combat Rounds. It gives characters a chance to position themselves or to do something before the fighting truly begins. Narrative Rounds do not always happen*

*before Combat Rounds, but they are a good way to help GMs and players transition from narrative to combat play.*

---

**Crystal [GM]:** Because of the alarm and seeing Gerroth racing towards them, we'll start with the pirates and then go around the table. Pirate #1 loads a bullet into her steam long gun and vents it at Gerroth. Since you're a moving target higher up, you'll be harder to hit. Would you like to use a Reaction?

**Leon [Gerroth]:** I want to use the Dodge Reaction.

---

*Each character has a limited pool of Reactions they can use to avoid or mitigate potential damage each Round. If a character uses a Reaction, both the attacker and defender should roll at the same time. This helps simulate the split-second decisions made while under duress. Once the pool of Reactions is exhausted, the default DR the attacker needs to overcome is 0. This value can change based on range and GM discretion.*

---

**Crystal [GM]:** Roll against your Agility and tell me what your SR will be. If you have the Evade Skill, use that SR value instead of your Agility SR. (rolls for the Pirate #1 with a -2 SR penalty to hit) 2 Total SR.

**Leon [Gerroth]:** I got 3 SR.

**Crystal [GM]:** Lucky for you, she missed. The other pirate also aims her steam pistol at you and vents.

**Leon [Gerroth]:** Can I use one of my Reactions to Parry it?

**Crystal [GM]:** No. It's a Physical Ranged attack. The only equipment that can do that is a shield. Also, you're wielding a great hammer. You can still attempt to Dodge. What is your SR?

**Leon [Gerroth]:** (rolls) 2 SR.



**Crystal [GM]:** (rolls) 4 SR. Pirate #2 hits you... (rolls a d10 for Hit Location) ... in the left leg for 4 Piercing damage.

---

*After successfully hitting a Target, the attacker rolls for the Hit Location. Each Hit Location on the body corresponds to a number on a d10. In this case, the GM revealed a 9, which represents the Left Leg. If a Target is Defenseless or Vulnerable, the attacker can choose where they hit.*

---

**Crystal [GM]:** Do you have armor on your left leg?

**Leon [Gerroth]:** Yeah, basic armor which has 4 AV. Ha! No damage.

---

*Armor can reduce the amount of damage a character takes. Armor Value (AV) varies depending on the type, material, and quality.*

---

**Crystal [GM]:** Alright, Gerroth is up next. What does he do?

**Leon [Gerroth]:** He charges at the pirate that hit him.

**Crystal [GM]:** Alright, Gerroth makes it down to the bottom of the pathway. (to Allie) Zahara, what are you doing?

**Allie [Zahara]:** I throw one of the storm shells down at the pirates, but I make sure to aim it away from Gerroth.

**Crystal [GM]:** Alright, your Strength SR is 3. So, your optimal range is 30 feet. It will reach. Roll to see if it lands at the intended point using your Ranged Stat since you don't have the Throw [Weapon] Skill. Anything less than 0 SR on the Task will result in the object rolling in a different direction.

**Allie [Zahara]:** 1 SR.

**Crystal [GM]:** The storm shell lands and rolls between the two pirates. They both

spend a Reaction to Scatter away from the blast of electricity. One of the pirates is up against the ledge, the other is closer to the airship. Raelim?

**Jarold [Raelim]:** Will my Line of Wind spell reach them?

**Crystal [GM]:** What is the range of it?

**Jarold [Raelim]:** 15 feet.

**Crystal [GM]:** They are about 30 feet away from you. Plus, if you use it, your allies will be in its Area of Effect.

**Jarold [Raelim]:** Okay, I'll cast Bolt of Wind then at the one next to the ledge. That has a range of 30 feet. I want to increase the spell's Intensity to 2. Since my Magic SR is high enough, I won't have to perform a Strain Action.

**Crystal [GM]:** How much flux do you gain for casting the spell?

**Jarold [Raelim]:** Normally, it's 10. Since I increased the Intensity, double that for 20 flux.

**Crystal [GM]:** Pirate #1 sees you up on the hill voicing the Words of power to create a Bolt of Wind. She tries to perform a Dodge Reaction. Roll to see if you hit with your Wisdom Stat or Cast Skill.

---

*The Bolt of Wind spell has a Willpower DR of 4. Raelim has a Magic Skill of 8 SR. A caster can increase the Intensity of a spell for every 3 DR over a spell's base DR. Because the spell's Intensity increased, Jarold chooses to boost its damage and knockback.*

---

**Jarold [Raelim]:** I shout, "Isros kadim!" and a blast of air shoots from my hand at Pirate #1. (rolls) 10 SR to hit.

**Crystal [GM]:** They got 4 SR on their Reaction. The spell hits. Roll location and damage.

**Jarold [Raelim]:** Rolled a 5 which is the torso. I got a 2 and a 3 for damage. Total of 5 Impact Damage. It also does Knockback (2).





**Crystal [GM]:** The pirate gets struck in the chest with the wind damage. Their armor soaks up most of it. However, the strike was enough to push her over the edge of the cliff and into the water below. Everyone, roll Initiative, and Jarold, keep track of your flux.

---

*Initiative determines the order of play, from highest to lowest. It is calculated by rolling a 1d10 and adding a character's Agility or Wisdom SR. The Initiative order is as follows: Raelim (13), Pirate #2 (12), Zahara (10), and Gerroth (4).*

---

**Crystal [GM]:** Raelim, you're first.

**Jarold [Raelim]:** I have 12 AP. I use 5 AP to move 25 feet down the hill and then fire off a Bolt of Darkness spell at the remaining pirate for 5 AP.

---

*All participating characters within the Combat Encounter have a certain amount of Action Points (AP). Different Actions require differing amounts of AP. For this instance, Jarold is expending 5 AP to move closer to the airship and an additional 5 AP to launch a Bolt of Darkness spell. AP resets after each Round.*

---

**Crystal [GM]:** Pirate #2 is going to try to Dodge this one. (rolls) 5 SR.

**Jarold [Raelim]:** (rolls) 4 SR — it misses.

**Crystal [GM]:** What is your Flux Threshold?

---

*Characters gain flux when they use magic. Each character has a certain limit of flux they can gain before triggering a Flux Event. This limit is called the Flux Threshold. Once this limit is met or exceeded when a spell is cast, a Flux Test is rolled immediately after resolving the effects of the spell.*

---

*Flux Threshold can be increased either by increasing the character's Will SR, gaining Talents, or gaining Ranks as an Awakened. Since Raelim is a Rank One Awakened, he has yet to increase his threshold from 30.*

*An Awakened is someone who trained under a sanctioned master and has greater control over their magic. Those who are not Awakened are called Wilders.*

---

**Jarold [Raelim]:** Um, my Flux Threshold is 30. Oh no! That spell took me up to 40 flux.

**Crystal [GM]:** Roll a Flux Test.

**Jarold [Raelim]:** (rolls a d100) I got a 17. So that's a difference of 23.

---

*Since Raelim exceeded his Flux Threshold after casting a spell, Jarold must roll a d100 after resolving the spell. The number revealed is 17. Because the rolled number is lower than his current flux amount, the revealed number becomes Raelim's new flux amount. The difference between the old flux amount versus the rolled number determines how much flux is being released in the form of a Flux Event (the GM can reference the Flux Chart the appropriate effect). In this case, the difference is 23.*

*If the number that had been rolled on the d100 was greater than Raelim's current flux amount, nothing would have happened, and his flux amount remains unchanged. This means the very next spell will have him roll another Flux Test until his current flux is below his threshold. The greater the amount of flux that accumulates, the greater the potential for more hazardous Flux Events to occur.*

---

**Crystal [GM]:** After the Bolt of Darkness misses, the Flux Event is triggered. An unnatural fog envelops the area (rolls a d10) for 35 feet around him.

**Jarold [Raelim]:** I'll use my last 2 AP to do a Defensive Stance Action.

**Crystal [GM]:** Seeing magic being used and the sudden fog appearing around Raelim, the pirate moves back towards the airship and shoots. (rolls)

**Jarold [Raelim]:** Raelim dodges. (rolls) 1 SR, with the +2 SR from Defensive Stance making it 3 SR.

**Crystal [GM]:** (rolls) 3 SR. It still hits, unfortunately. You take 6 Piercing Damage to the left leg. What is your AV?

**Jarold [Raelim]:** 3. But it has Advantage against Piercing Damage.

*Some armors have Advantage against specific kinds of damage (Slashing, Piercing, Impact, Fire, and/or Electric). When an armor has Advantage, it reduces the incoming damage by half (round up) after AV is applied.*

**Crystal [GM]:** So you take 2 damage instead of 3. However, the bullets were serrated. Because you took damage, you are now suffering from the Bleeding (2) Condition. The pirate is out of AP. Zahara, you're next.

**Allie [Zahara]:** Ouch. Well, I am going to spend 5 of my AP to shoot the pirate. Since I have two steam pistols, I'm also going to spend 2 AP to use my off-hand bonus for +2 Damage and another 2 AP to use the Aim Action for +2 SR. (rolls)

**Crystal [GM]:** (rolls) 4 SR to Dodge.

**Allie [Zahara]:** 8 SR.

**Crystal [GM]:** They definitely do not Dodge. Roll for damage and location.

**Allie [Zahara]:** (rolls) 7 Piercing Damage to the torso.

**Leon [Gerroth]:** Nice shooting.

**Crystal [GM]:** Alright, anything else you want to do?

**Allie [Zahara]:** I have 2 AP left. Is there anything nearby I can hide behind?

**Crystal [GM]:** There is a crate about 10 feet away.

**Allie [Zahara]:** Alright, I'm going to head over there and take cover.

**Crystal [GM]:** Gerroth, it's your turn.

**Leon [Gerroth]:** I charge the pirate and swing my great hammer at her. (rolls)

**Crystal [GM]:** The pirate sees you charging at them and will use their last Reaction to Dodge. (rolls)

**Leon [Gerroth]:** You gotta be kidding me! 0 SR.

**Crystal [GM]:** Ha! 2 SR. The pirate sidesteps your attack, your great hammer whiffing just past her.

**Leon [Gerroth]:** Wait! I forgot to add my Charge bonus. +2 SR. I got 2 SR, that means I hit!

**Crystal [GM]:** Oof. Okay, roll for damage and location. This is going to hurt.

**Leon [Gerroth]:** 18 Impact Damage to the torso. Power Hit!

*Because Leon's Total Damage (18) exceeded the minimum damage threshold for the pirate (10 for normal-sized Targets), the attack triggers a Power Hit. Power Hits deal additional effects to Targets after a successful strike.*

**Crystal [GM]:** As you come barreling down towards the pirate, your great hammer slams into their gut, sending them flying back 10 feet. The initial 5 feet from the great hammer, and additional 5 feet from the Power Hit. (rolls) They also fail their Toughness Task and suffer 1 True Stamina Damage because your weapon has the Bludgeoning Trait.

**Leon [Gerroth]:** Awesome!

**Crystal [GM]:** The pirate is sprawled out on the ground and is not looking too good. Anything else?

**Leon [Gerroth]:** I'm out of AP.



**Crystal [GM]:** That ends Round 1. Raelim, it's your turn again. You take 2 True Damage from the Bleeding Condition.

---

*If a character starts their turn with a Condition, the Condition's effects are applied. Each Condition has a corresponding number representing stacks. The larger number of stacks will either increase how dangerous the Condition is or how difficult it is to remove. To remove a Condition is largely determined based on what kind of Condition the character is suffering.*

*In this case, Raelim starts with Bleeding (2) Condition meaning he will take 2 True Damage against his HP. With the Bleeding Condition, Raelim can expend 2 AP per stack. This will no doubt change whatever action Raelim had planned for their turn.*

*A lot of Conditions also deal True Damage. True Damage will bypass any AV a character might have at that location and can be assigned to being Slashing, Piercing, Impact, Fire, Electric.*

---

**Jarold [Raelim]:** I'll spend 4 AP to remove both stacks of Bleeding and then spend the rest of my AP to move to the bottom of the hill.

**Crystal [GM]:** The pirate, still severely wounded from the great hammer, stands and draws her hand axe. She attacks Gerroth. (rolls)

**Leon [Gerroth]:** I Dodge. (rolls) 3 SR.

**Crystal [GM]:** 2 SR. You manage to avoid her swing. So, she attacks a second time. Do you use another Reaction?

**Leon [Gerroth]:** Yes. (rolls) 4 SR. Ha! I'm on a...roll.

**Everyone:** (groans)

**Crystal [GM]:** She will attack a third time.

**Leon [Gerroth]:** What? How? She still has AP left?

---

**Crystal [GM]:** She is using Overdraw to grant additional AP at the cost of her Stamina.

---

*Overdrawing can happen when a character does not have enough AP or has used up all of their AP but wants to complete an Action during their current turn. In this case, the pirate sacrifices 1 Stamina Point (SP) to gain AP equal to their character's Toughness SR (3).*

*Each character has a total number of SP separate from their HP total. SPs are used to perform extra or bonus maneuvers.*

---

**Crystal [GM]:** Do you have any more Reactions?

**Leon [Gerroth]:** Crap. I'm out.

**Crystal [GM]:** Okay, that means you're Defenseless. She swings, aiming for your head because you aren't wearing a helmet. (rolls) She hits. Since this is also a Quick weapon, her 1d5 Damage Die becomes a 1d10. (grins)

---

*Because Leon's character, Gerroth, is out of Reactions, he is considered a Defenseless Target. The GM only must get a total of 0 SR or higher to hit them and gets to choose a location to hit.*

---

**Leon [Gerroth]:** You are trying to kill my character, aren't you?

**Crystal [GM]:** No, you just hit her with a great hammer. She is simply returning the favor. (rolls) 6 Slashing Damage to the head.

**Leon [Gerroth]:** That's going to leave a scar.

**Crystal [GM]:** Zahara, your turn.

**Allie [Zahara]:** I move closer and shoot once at the pirate. (rolls) Aw, -1 SR.

---





**Crystal [GM]:** (rolls) 1 SR. You miss. Gerroth, you are up.

**Leon [Gerroth]:** Alright! Let's end this. I move in and swing. (rolls)

**Crystal [GM]:** She attempts to Parry as a Reaction. (rolls) 7 SR.

**Leon [Gerroth]:** 0 SR. Ugh. Can I swing again?

**Crystal [GM]:** How much AP do you have left?

**Leon [Gerroth]:** That attack costs me 8 AP. I have 4 AP left.

*Each weapon is granted a trait to determine the AP cost to attack with. Smaller and quicker weapons will cost less AP than larger and bulkier weapons. Zahara's pistol from earlier has the Quick Trait allowing her to discharge her weapon at the cost of 5 AP, whereas Leon's great hammer has the Unwieldy Trait which costs him a hefty 8 AP to strike.*

**Crystal [GM]:** With your Toughness SR being 4, you can Overdraw to gain 4 more AP. It will cost you 1 Stamina though.

**Leon [Gerroth]:** Let's do it. I attack again. (rolls)

**Crystal [GM]:** She parries again. 5 SR.

**Leon [Gerroth]:** 0 SR. Ah!

**Allie [Zahara]:** The dice gods have abandoned you.

**Leon [Gerroth]:** I want to trade dice.

**Crystal [GM]:** The pirate guides your wild swing away. That's the end of Round 2. Raelim, you are up but don't do anything yet. (to everyone) At that moment, you hear shouts from up the hill and see several more pirates descending toward the airship dock. What do you do?

**Jarold [Raelim]:** "We need to get out of here. Zahara, Gerroth, get to the skimmer!" I use all my AP to make it to the skimmer.

**Crystal [GM]:** Alright, Pirate #2, invigorated by the sight of her comrades, slashes at Gerroth again.

**Leon [Gerroth]:** I Parry with my great hammer. (rolls) 6 SR.

**Crystal [GM]:** (rolls) 4 SR. She misses. She swings again. (rolls) 6 SR.

**Leon [Gerroth]:** (rolls) Ugh, 2 SR! (grumbles)

**Crystal [GM]:** She hits. (rolls) You take 8 Slashing Damage to the left arm.

**Leon [Gerroth]:** My armor mitigates 4 damage, but I still take 4. That took me below 0 HP, and I have 2 Death Points now. I'm getting hurt here, guys.

*Death Points (DP) accrue once a character's Health Points (HP) reach 0. Any damage remaining after the character reaches 0 HP is immediately converted into DP at the location that was struck. DP represents serious or fatal injuries. After a character gains DP, the GM and players consult the Death Chart. The Death Chart lists out effects based on Hit Location and the type of damage dealt.*

**Allie and Jarold [Raelim]:** Death Chart! Death Chart! Death Chart!

**Crystal [GM]:** So 2 DP from slashing against your left arm results in...(refers to the chart) "The Target grimaces as a deep gash is scored across their arm." Nothing crazy happens, but you still have 2 Total DP from that attack.

**Leon [Gerroth]:** How much until my character dies?

**Crystal [GM]:** The most DP your character can take before dying is equal to their Total HP. Alright, Zahara, you are up next.

**Allie [Zahara]:** I take Aim and shoot at the pirate's head. (rolls)

**Crystal [GM]:** The pirate will try to Dodge. (rolls) 2 SR.

**Allie [Zahara]:** 5 SR! So, that's 5 damage to the head.

**Crystal [GM]:** You see the pirate grimace in pain as the bullet cuts across her face.

**Allie [Zahara]:** I use my remaining AP to run for the skimmer.



**Crystal [GM]:** Gerroth, you see more and more pirates exiting the hideout heading towards y'all. You're up.

**Leon [Gerroth]:** I want to finish off this pirate. I am swinging my great hammer at her. (rolls)

**Crystal [GM]:** The pirate tries to Parry. 4 SR.

**Leon [Gerroth]:** (rolls and the d100 reveals a 3) I rolled a 3! A crit!

*Different weapons have varying critical ranges. An attack's Critical Percentage (Crit %) range is determined by the weapon's Critical Percentage plus their 1/3 Wisdom SR. A resulting Critical Hit doubles an attacker or defender's Total SR. If the attacker's Total SR overcomes the defender's, the weapon deals Max Damage while also ignoring any Advantages the armor might grant.*

*With Leon's great hammer having a critical percentage of 3% and his Wisdom SR of 3, his attack's Critical Percentage would be 4%. Since the d100 he rolled revealed a value between 1-4, he scored a Critical Hit.*

**Crystal [GM]:** Okay, your Total SR will double and your weapon, the great hammer, does Max Damage.

**Leon [Gerroth]:** So, the SR would be 9. Double that, 18 SR.

**Crystal [GM]:** Where does it hit?

**Leon [Gerroth]:** The torso again, haha! Max damage is 26.

**Crystal [GM]:** Ouch! Your swing caves in the pirate's chest. You can hear the ribs crack from the force of the impact. She crumples to the ground, dead. Are you using the rest of your AP to head to the skimmer as well?

**Leon [Gerroth]:** I rejoin the group.

**Crystal [GM]:** That ends direct combat as the three of you get to the skimmer. Does anyone know how to pilot an airship?

**Allie [Zahara]:** I do! Zahara jumps into the front seat and starts the engines.

**Jarold [Raelim]:** Raelim makes sure there aren't any locks or ropes holding us to the landing platform.

**Crystal [GM]:** You cast off, bullets striking the hull of the ship. The pirate horde is now reaching the bottom of the hill, a line of them aiming their steam long guns at you.

**Leon [Gerroth]:** "Faster, guys, faster!"

**Allie [Zahara]:** Zahara guns it, full throttle! "Woooo!"

**Crystal [GM]:** Do you have the Pilot Skill?

**Allie [Zahara]:** Yep. (rolls) 10! That means I got 8 SR total.

**Crystal [GM]:** Jarold, Leon, make an Agility roll.

**Jarold [Raelim]:** (rolls) 4 SR.

**Leon [Gerroth]:** (rolls) ... I got 3 SR.

**Crystal [GM]:** The skimmer rockets forward, Gerroth nearly falling out as it dives down toward the ocean.

**Leon [Gerroth]:** He's flailing and cursing. "Aaaah!"

**Crystal [GM]:** Fortunately, Zahara levels the skimmer out, Gerroth falls back in, and you all make your getaway. The pirates on the edge of the cliff slowly fade into a hazy blur.

**Jarold [Raelim]:** I put on my seatbelt. Just in case.

**Crystal [GM]:** Good idea. However, you manage to make it to the Uldrisi mainland but have yet to find any sign of civilization. You settle in for the night on a hill overlooking the beach and marshland. Zahara, since you used your pistols, you need to roll your Supply Die for your bullets.

*Rations, ammunition, and other groups of identical items are tracked using a Supply Die. Each level of Supply Dice represents a range of supplies available. For example, a character has a d12 amount of Supplies. When Supplies are used, they roll a 1d12; if they do roll a 1, the Supply Die is reduced to a d10. Otherwise, it is unchanged.*



**Allie [Zahara]:** I have a d6 Supply. (rolls) 1. Crap. That means my bullets go down to a d4 Supply. Looks like I might have to buy more.

**Crystal [GM]:** What are you two doing?

**Jarold [Raelim]:** I'll patch Gerroth up, I guess. Raelim points at him and then gestures to the ground. "Sit."

**Leon [Gerroth]:** Can you get rid of my Death Points?

**Jarold [Raelim]:** Maybe. "Honestly, Gerroth, you shouldn't go rushing into danger."

**Allie [Zahara]:** "Yeah, you're lucky you didn't get hurt worse."

**Jarold [Raelim]:** "Hold still while I try to stitch you up."

**Leon [Gerroth]:** My character winces and starts whining 'cause he doesn't like needles.

**Crystal [GM]:** How many Recoveries do you have Leon?

**Leon [Gerroth]:** I have four left still. Haven't used them since last night.

---

*Each day, a character begins with a set number of Recoveries. These can be used in several ways. The most common method is to restore HP and SP. Another way to use Recoveries is to remove DP but the character does not gain either HP or SP back.*

---

**Crystal [GM]:** Well, remove one for this attempt. And Jarold, make an Intelligence Task of 2 since you are using Emergency Aid to remove a DP.

**Jarold [Raelim]:** I have the Medicine Skill.

**Crystal [GM]:** That works as well.

**Allie [Zahara]:** Can I help too?

**Crystal [GM]:** Yes, you can add in ½ your Intelligence SR as a bonus. Or ½ the SR if you have the Medicine Skill. However, if you do help with this, you cannot use your own Recovery for Downtime just yet.

**Allie [Zahara]:** My character doesn't have Medicine. So +2 to SR for you, Jarold. We

can try to help Gerroth as much as possible until we find a better place.

**Crystal [GM]:** Alright, then. Raelim has a bonus of +2 from Zahara.

**Jarold [Raelim]:** (takes a deep breath and rolls) Yes, 7 SR. You can remove 1 DP.

**Crystal [GM]:** Actually, 2 DP since Zahara helped. (to Leon) You are at 0 DP.

---

*Jarold used his Medicine Skill to perform Emergency Aid and remove one of Leon's DP. The Task Difficulty is equal to the total DP of the character. In Leon's case, the Task Difficulty was 2 DR. Because Allie helped, the amount of DP that could be removed was increased by one.*

---

**Leon [Gerroth]:** "Whew, thanks bud. I barely felt a thing."

**Crystal [GM]:** After cleaning up and putting away your gear, you finally notice your stomachs growling.

**Allie [Zahara]:** "Hmm, I *think* we might be hungry guys." Zahara gets out her rations.

**Jarold [Raelim]:** Raelim is going to go meditate by the beach to get rid of his extra flux.

**Crystal [GM]:** Very well, Raelim walks off a short distance. Gerroth, what are you doing?

**Leon [Gerroth]:** Gerroth pulls out a bottle of wine. "Drinks on me!"

**Allie [Zahara]:** (laughs) "Did you steal that too?"

**Leon [Gerroth]:** "Yep!"

**Crystal [GM]:** So, Zahara and Gerroth dig into their rations—

**Leon [Gerroth]:** And drink!

**Crystal [GM]:** —and drink. Everyone gains HP equal to their Toughness SR and one SP. It costs one Recovery. What kind of rations do you have?



---

*Downtime is important for characters to heal after a struggle. This is the most common way to regain health and stamina. Additional gear or supplies like Rations can help increase the amount of SP gained during Downtime.*

---

**Allie [Zahara]:** Standard. An extra +2 SP.  
**Crystal [GM]:** Alright, mark that down on your characters. (to Jarold) Raelim finds a nice place next to the landed airship. A bit of the small craft is dinged up from the rounds impacting when y'all escaped. Alongside the beach, a small breeze calms you.  
**Jarold [Raelim]:** Raelim sits and meditates. "That Gerroth is going to be the death of me. Alright, calm yourself and let the flux go." How much flux do I release again?  
**Crystal [GM]:** While meditating, you can release 2 times your Wisdom SR per hour if you are Awakened.

---

*As an alternative to Flux Events, characters can release flux when they meditate or sleep. For each hour of meditation, Awakened casters release flux equal to 2 times their Wisdom SR, whereas Wilder casters release flux equal to their Wisdom SR. Each hour of sleep removes ½ Wisdom SR in flux regardless if you are an Awakened or a Wilder.*

*Raelim has a Wisdom SR of 4 and is Awakened. He can release 8 flux per hour. With his current flux at 17, he would need at least three hours to get his flux amount down to 0.*

---

**Jarold [Raelim]:** So 8 flux per hour. Alright, he will begin to meditate away the remaining amount.

**Crystal [GM]:** Very well, an hour has passed. (to Allie and Leon) Zahara and Gerroth share rations and wine around a small fire as the sun sets. Both moons are out. Chima is above and nearly full, while Gyokara is a fragmented crescent closer to the horizon, emanating an ominous orange glow. (to Jarold) Raelim, make a Perception Task.

**Jarold [Raelim]:** What?

**Allie [Zahara]:** Oh no.

**Jarold [Raelim]:** (rolls) I got an 18, so 4 SR.

**Crystal [GM]:** At the start of your second hour of meditating, something feels off to you. You open your eyes, and you notice movement on the horizon beneath the second moon. Light glints off of metal, and you catch the faint blue glow of flux engines rippling low over the waves. Whatever is coming, it's headed directly for y'all. What do you do?