



## **Exalted 3e combat**

Combat 301 By Mengtzu Table of Contents Cube Pools and Difficulty Actions, Penalties, Specialties and Willpower Advanced Actions and Stunting Defence Decisive Attacks, Health Damage and Death Initiative Changes and Taking Close Turn Disengage and Crashing Yourself Movement, Aim, Taking Cover and Ranged Attacks Aim, Rush and Tied Rolls Initiative Break Immunity, Withdraw and Extreme Range Bands Ammunition Attacking Battlegroups - Withering Joining a Battle in Progress, Giving Orders and Delaying Delaying and Mobility Penalties Full Defence and Battle Attackinggroups Crashed Targets Crash Recovery and Stemming Ambush and Surprise Attacks Supplemental Charms, Peripheral Motes and Anima, Overwhelming and Anima, Overwhelming and Anima, Martial Arts, Defending Other Combat Attacks, Identical Weapons Experienced Exalts, Multiple Attacks Dice Pools and Difficulty Tsune had heard of cities where climbing on a gate to look to the other side does not involve at least a twenty-metre rise and the risk of death through spontaneous opening; terribly boring places to be safe. But this is not the first time she has prayed to nameless gods to make her a better climber. To take an action in sublime where the result is doubtful, her player assembles a cube pool based on her properties and tries to roll a series of achievements that match or are higher in the difficulty of the action. A cube pool is always based on an attribute and an ability, sometimes with bonuses of other properties or equipment. Tsune tries to climb a gigantic gate, so she will use her skill of 2 and her athleticism of 3 to put her pool together, which gives her 5 dice. The gate is frighteningly high, but the intricate reliefs carved into its metal surface and the chains that close it give many handles. The storyteller thinks this is a difficult task for a normal person, so it's difficult for an ordinary person, they wouldn't even ask Tsune's players to roll; Sublime is a heroic game and no dice are thrown for trivial matters. Tuns player rolls five ten-sided dice and gets 2, 3, 6, 9 and 10. All dice that show 7 or higher are a success, and a 10 counts as two achievements. Tsune gets a success for 9 and two for their 10, for 3 in total. That surpasses the difficulty, so she climbs the gate! Counteractions, penalties, specialties and willpower The stalls and wagons that filled the Meander Bridge were abandoned; with south and under Dentoren closed no through traffic came from the north. Should the South open you not able to move here for people, but for now there was only Hikari, white hair catching the first of dawn, eating an apple that she had not paid for. Tsune tried a very bad imitation of anger. You have taken the best way! How should I get up here in time with only old noses to support my feet? Follow me instead of making everything last thing a race? Hikari has shunned another apple in the hope that the prospect of a breakfast would suppress Tuns' haste. It was caught and actually tried until the bridge raged with the closure of the north gate. This is a race. Quite nice. The girls must (or want) cross the bridge and through the north gate before it closes. This is also a skill and athletics role, and this time the storyteller decides on the obstacles of cars and stands, and the fast-closing gate would increase the difficulty to 2. But what really concerns the girls (or, more precisely, Tsune) is who gets through first, so this is an opposite action. Instead of setting a difficulty, a role is made for both characters and wins with the most successes. If the difficulty is already set, or based on the role of another character, complicated circumstances become a dice penalty, so Tsune and Hikari take two dice from their pools before rolling. Hikara's dexterity is 5 and her athleticism is 5. She also has a specialty in The Athletics of Running, which makes a bonus die here because... it is running. You can never apply more than one specialty in The Athletics of Running, which makes a bonus die here because... it is running. You can never apply more than one specialty to a role. unlikely to beat Hikari, so she spends a point on Willpower, giving her a bonus. Her Willpower rating is 5, so she starts with 5 points and will drop to 4 points. You can't spend everything to match their character's sheer bloody mindset. With Dexterity 2, Athletics 3 and no applicable specialty, Tsune has 5 dice as before, minus 2 for the penalties, for a total of 3: 2, 4, 4 She has no successes, plus one for issuing willpower, for a total of 1. Once again, Tsune is run over by her fast companion. Extended actions and stunts Hikari jumped on her heel as she cleared the gate, stretched out a hand and Tsune was to be faster. She grabbed the slower girl's fingers the second they were within reach and pulled her into a hug as the metal doors slammed. My apple was still whole, your siner was eaten! How can I not lose in such a handicap? I still carry this apple in my stomach, it didn't disappear when it was swallowed, as the roast last night. Maybe A few fewer portions and less life risk for bootless pride? Tsune smiled instead of making a false promise or starting another argument. Hikari let go of her body, but not her hand. Contrary to the expectations of the Scavenger Quarter children, whom she idolized so much, escapades were not romantic. Keeping hands on a roof would slow both down, kissing during a heist meant that no one would watch for soldiers, and a hug during a fight would be ill-advised for those who preferred their ribs un-heavy. Hikari took the moments she could. We should stay on the move, love. The soldiers will... Tsune started and looked around the square. A few workers had breakfast on their balconies, as if they were considering a way to work or a valid excuse for slowness. But the guards were empty; no one stood next to the dragon bells. ... are not present. Come on, we can use their elevator to lift the Denandsor! Hikari pouted a little on the long ropes dangling in front of the always closed gate at the back of the square, and the pulleys far, far up. As always, when you fail with speed, you will find an excuse to turn to strength. I regret both apples. The girls want to use a strangely abandoned military lift to reach further heights. This uses a lever/crank system based on raw muscle strength instead of agility, so the pool will be strength and athleticism, much to the delight of Tsunes players. The storyteller calls for an expanded role that allows characters to reach their goal through multiple roles (and a decision that allows them both to contribute to the common task). They will clearly come out on top in the end, but they are considered to have failed. It decides that they need a total of 12 achievements, which is called the target number of the action. Finally, she explains that each role takes two minutes in the game world - that's the interval of actions, advanced actions have difficulty. Achievements that reach or exceed the difficulty count towards the target number. The storyteller thinks that the lack of experience Girls with this gear increased the difficulty to 2, so only their second and subsequent achievements on each roll count on the sum. Both players opt for stunt. Stunting only means describing your character's action in a way that is not repeated and more interesting than a basic declaration of intent, while it is still short and snippy. This gives bonuses for your role and sometimes restored Points that essentially reward you for contributing to the game by hitting a low but fun role-playing game that would have included stunting for the earlier actions. Tsune's player says: Tsune pumps to her side of the lever with all her power, but every time Hikari seems to have the weight of the thing, she takes a hasty and chaotic bite of apple. Hikari's player says: Hikari isn't nearly as strong, but it's easy for her to keep a smooth movement so she can apply the power she has. She loses herself a little when she watches Tunson's muscles, but that only helps the pumping trance. The Storyteller characters are both a point stunts, which means that both characters roll two extra dice. There are two- and three-point stunts, but are rarer rewards that are usually reserved for more dramatic moments. She also rules that the stunts cover all roles in the extended action, as the fictitious situation will not change during the action and there is no point in asking players to keep finding new ways to describe how they continue to pump a lever. Tsun's strength is 5 and her athleticism is 3, plus two for the stunt for a total of 10 dice. Your first role is: 2, 2, 3, 4, 4, 5, 7, 8, 10, 10 Which are 6 achievements (remember 10s count twice)! With difficulty 2, this means that 5 count on the target. Almost halfway through thanks to their strong muscles. Hicari's strength is 3 and her athleticism is 5, plus the 10 dice for stunt. Your first role is: 3, 3, 4, 5, 5, 6, 7, 7, 8, 8 4 achievements! With difficulty 2, which adds another 3, so that the girls are a total of 8. Tsunes player rolls again: 2, 4, 4, 5, 5, 6, 7, 8, 9, 10, 10 An amazing 7 achievements, adding 6 to the total. This increases them to 14, exceeds the target number and thus beat the end point handy. For three roles, these are three intervals that have elapsed for six minutes of playtime. The storyteller gives players additional information when they reach the top: the banners on the ships they will see will still be visible. Far above the square, the city was unveiled as an island, a labyrinth of gates surrounded by a shallow blue sea. Even such intrepid climbers rarely looked over the walls; to see the dawn over the water made their young hearts sing. Tsune... not all your ideas are completely bad. I know I'm brilliant! Feel the breeze! Ocean to the south, north... uh, boats. Is that... all boats? Ships, dear. Fine, she large enough to see at this distance, i.e. ships. Heading... Way? Peleps. Mnemon. Ragara. The dragons have gone? With every last of their soldiers. There will be looters over everything like flies when the news is out. Italic Text Hikari took the arms of the bigger girl and took her gaze from the horizon to herself. The beginning begins and will end worse. We all need to get away, and there are not enough ships for the refugees of a city. Truth. But we will do even worse to wash ourselves as beggars on the coast of someone. If there is to be looting, let us plunder and be gone the quickest. Let's plunder more courageously. Tsune turned to a part of the city that was even higher than its sublime perk, where large flagpoles stood free from their dragon banners. The Forbidden Quarter. No bloody dragon in my city? This smells like opportunities before a gloriously terrible crisis. The captain's flawless mirror lied about the impoverishment of her villa, as surely as her careful braiding of her hair lied to her sartorial eccentricities. Cathak banners are still flying, ma'am. Mari says she saw a V'neef flag. What about it? The two together could not muster enough strength to wake the drunks from a tavern in this city. Speaking of which, get every damn woman out of her bed, sore heads or no. The work is underway and I want them to do something that doesn't work for me. Sugira's head hurt worse than any bandit, for all the comfort of silk leaves and down pillows. She felt hands on her shoulders, shook them, but even the discipline of a soldier and Dragon Blooded did not allow her to wake up as quickly as she was used to. Sugira! Hesiesh's mercy, wake up! I am... Awake... Technically. What did this fucking Mnemon vixen put into my drink last night? I haven't been hungry since i finished 12th. V'neef Anisa slowly dissolved when Sugira reluctantly opened his eyes. The green hair of the wood aspect, if not nothing else, was unmistakable even through the blurred eyes. Betrayal and a triple dose of all sedatives have got the rest of us. They're gone, Sugira. Mnemon, Peleps, every one. Every dragon's blood, every ship. They left us here at Mela, what. Cathak Sugira reached to her friend's shoulders and pulled upright, her eyes on the soothing power of her armor and her daiclave. At least they didn't have the bile to leave them defenseless. I suppose the wedding is over. She remembered her duty. It doesn't matter. That cannot matter. We keep this city. Join Battle Tsune slid around the corner of a narrow wooden house against an imperishable stone wall and drove towards the Arjuf Gate in the hope that it had decided to open. Hikari followed attentively and jumped over the roofs of old people's homes before the girls were born, but much younger than the bones of the city. Since no soldiers sneaked by, they relied entirely on Not fast enough - the Arjuf was open, the Forbidden Quarter revealed itself, but blood was already running over the stone in front of it. Three fresh corpses bled on silk and silver, which the dragons did not want to take with them, while two laughing bandits cleaned their blades with the rags that had carried their victims. Both women wore dressed in armor with colorful, rough tattoos that tell the story of their trade. Your little girl also comes to try your luck? Terrible day for that, we are not in humour to tolerate competition. Tsune didn't want to go for Bravado, switching from a run to a swagger as she got closer. There will be more than any of us can carry, let us through and we will stay away from your goals. We can all be rich women. Oh, but darling, everything is our goal. Especially fools without the sense of cutting themselves apres a messers. Then we come through you. Hikari landed in a squat, hand on sword help, eyes passionate. They lack the numbers to worry us. Poor little slum girl can't count that I see? The bandit's laughter revealed poor dental hygiene; Tsune wondered if it was wrong to feel the threat of violence justified for this reason. Two adult women against two teenagers with a sword between them? You need at least twenty. Tsune pulled over a rude gesture on a weighted glove as Hicari's blade jumped into a willing posture as if by itself. And she only has this Schweinsteiger because she can't hit as hard as I can. Like many games, Sublime begins the fight with a role to determine the order in which the fighters are in turn. This is the Join Battle role, with Wits and Awareness for the pool. The initiative of a character is their successes on this role, plus three. Tsune has Wits 2, Awareness 3, plus a one-point stunt for 7 dice. She rolls 3, 3, 4, 5, 7, 8, 10 For four achievements, plus three, for an initiative total 7. Hikari has Wits 5, Awareness 5 and a specialty of Join Battle, for 11 dice, plus a one-point stunt for 13 dice. It rolls 2, 3, 4, 5, 5, 5, 6, 7, 8, 8, 10 For five successes plus three, for an initiative total 8. Each of the bandits has Wits 2, Awareness 2 for a total of 4 dice. They roll 2, 3, 3, 10 and 1, 3, 8, 8 for two successes plus three each, and are therefore on 5 initiative. Hikari acts first, followed by Tsune and then both bandits. Withering Attacks and Defence Hikari allowed the bandit to see only the first moment of their movement before throwing a bloody silk bolt thrown over the enemy's face by one of the unfortunate looters. She swept out her sword to separate the entangled head.. A detractable attack is the most common combat action in Sublime. Mechanically, it's an attempt to gain the upper hand in battle role - it's not just the establishment of Turn Order, it's the seed capital for the economy of the In the fiction of the game, a refining attack can be a deliberate fine, a serious attack that the character expects the enemy to avoid at the expense of his position, or a committed attempt to kill. We know that a verifiable attack will not harm the target, an attack, they do not understand the mechanical distinction. They understand the various factors that are abstraction - who has the upper hand, who is in a good position, compared to whom, which could cost the momentum and advantage of blocking an attack. Watch every cinematic fight, and see the many, many attacks that are presumably intended to kill by the characters who don't connect but still materially influence the drama of the fight - these are decaying attacks. For example, watch this Fate Stay/Night video in which Saber and Lancer launch many, many brutal attacks that clearly aim to destroy their enemy. Not a single one of them hits. But it's a dramatic scene where the advantage goes back and forth between the two fighters. Most table games have no way of depicting this, but in sublimely spoiled attacks capture this kind of drama. This gives us a lot of flexibility for our stunts. In our case, Hikari would understand throwing the silk as they give their advantage, but their actual attack was the beheading blow. We know the bandit won't die, but we can see how the stunt that matches Hikari prevails and exposes the enemy - if their attack is successful. A character can only take one action per combat, usually a single attack. A spoiled attack is a skill + suitability check against a difficulty determined by the opponent's defensive abilities. Weapons have an accuracy value that contributes bonus dice to spoiling attacks. Hikari uses a sword, so she will form a pool with her melee ability. Her dexterity is 5, her melee ability. Her dexterity is 5, her melee is 5, she has a specialty of swords and the accuracy value that contributes bonus dice to spoiling attacks. player has already written this sum on her character sheet, it's not intended that you do the math every time). The bandit's defense is based on her ability to parry - her parry is her skill + melee (she swings a sword), divided by two and rounded up. Here is the 3 skill + 2 melee, rounded up to 3 for 2.5. She gets another +1 for the defense stats of her sword, for a total of 4. Hikari rolls against this defense as her difficulty: 1, 2, 5, 5, 6, 6, 7, 7, 7, 8, 8, 9, 9, 9, 10 These are 10 achievements, far above the difficulty. Hicari's attack is successful. Soak, Initiative Break The Bandit hurled backwards, rolled and crawled to detach from the silk. You without dignity, but with a head, the better end of a trade to which she had not been prepared. She wondered how she could have been so blind that she missed the ice in this girl's eyes; She may be young, but she had killed before. But not as many as the captain. Better a risky fight than disobedience, today. Hikari advanced, Sword hovered back into a ready position, breathing perfectly even. Even. Bandit felt her feet not obeyhering her and unnecessarily giving her ground until her back found the large hinge of The Arjuf. She mocked bravados, but couldn't find her voice. You get a point of initiative from defender to attacker. To calculate how much, we set a dice pool for the damage of the attack, subtract the value of the defender and count achievements. Damage is Strength + Weapon Damage + Additional Achievements on the Attack Role. Hicari's strength is 3, the damage of her sword is 9 and she scored 6 more achievements than the 4 she needed to hit. 3 + 9 + 6 is 18 dice. While a cube pool, damage is not an action and is not affected by the normal bonuses and penalties -Hicari's stunt does not apply, she can not spend Willpower for success etc. Soak is Stamina + the Soak Stat of the Defender's Armor. The bandit has Stamina 2 and her light armor has Soak 3, for a total of 5. 18 - 5 is 13 total damage cubes. 1, 2, 3, 4, 5, 6, 6, 7, 7, 8, 8, 8, 10 7 achievements. Hikari wins so much initiative, goes to 16. The bandit loses the same amount, from 5 to -2 There are no limits to the initiative. it can go as low negative or as high as it needs. If a character falls on 0 initiative break bonus of 5 initiative break bonus of 5 initiative increases to 21. The bandit is completely unscathed, but Hicari's slight lead from 8 to 3 increased to 21 to -2 immediately puts her in firm control of the fight. The bandit is in great trouble; while she will be able to attack Hikari freely, it will be very difficult for her to close this big gap, even if she hits. Weapon Tags and Prone Tsune did not start the fight with Hicari's fast silver speed, but when she did, her opponent no longer saw a shrill girl learning a deadly lesson, but an earthquake in human form. She jumped and shot a left jab in the bandit's face; When this was hurriedly blocked, came the real attack, a right-handed hiton on the forehead with all The Tuns' weight and momentum. All breaths left the bandit behind as she slammed into the stone amid the bodies of her youngest victims. Tsune makes a spoiling attack with a Cestus that uses the Brawl ability. As a light weapon, she actually has identical values to her unarmed attack, but she has the smashing tag that it allows to make a special attack called a smash. A smash costs 2 initiative to try, drop Tsune to 5, and lower their defense by one to their next turn, but when it hits, the enemy can fall or go. Tuns Attack Pool is her skill (2) + brawl (4) + + + (Punching) + Weapon Accuracy (4) + Stunt (2 dice) for a total of 13. Your opponent is identical to Hikari and has 4 defenses. 1, 1, 2, 3, 4, 5, 5, 6, 8, 8, 10, 10, 10 8 achievements, a solid hit. Your damage pool is their strength (5) + Weapon Damage (7) + additional achievements (4), for a total of 16. The bandit has Soak 5, just like her friend, and so the final damage is 16 - 5 or 11 dice. 1, 1, 1, 1, 3, 4, 5, 5, 7, 7, 10 4 successes - Tsune is unlucky that she narrowly misses her opponent. She gets 1 initiative for hits, plus 4 of her successes, from 5 to 10. Your target loses 4 initiate, from 5 to 1. Since this was a devastating attack that was successful, Tsune can knock the enemy back or down. Since everyone here is a hand-to-hand fighter and likes to mix it up, Tsun's player doesn't want to push her opponent away and puts her on the ground. The bandit is in a vulnerable state - she has -1 to her evasion (defensive score based on dodging instead of parrying) and -3 to attacks until she gets up, and the only movement she can make is trying to get up. This is a bad place to be when a surprisingly heroic young woman pummels her. Flurries, Rising from Prone and stunting Defence Although her head rang and her lungs played a desperate catch-up, the bandit was not as scared as her companion. But she was very convinced that she no longer wanted to be on the ground, and she did not want this excessively strong sea urchin to beat her again. She jumped out of the stones in an explosion of movement that, although not as graceful as it imagined, was effective; Tsune took two quick steps back from the bandit's alarming smear blade and her flesh. You know, a fall would have dramatically reduced your chances of being stabbed by my girlfriend. Just another bad life decision for you, yes? The Bandit Tsune hit is on 1 initiative, and so it's her turn in front of her poor boyfriend -2. Normally, a character takes only one combat action per round. Resurrecment of Prone is a combat action so that the bandit can't attack tsune if it does. With a Flurry, you can perform two battles. Certain combat action so that the bandit can't attack tsune if it does. With a Flurry, you can perform two battles. same action twice, but in a case like this, it is useful to attack and do something else. Both actions take a penalty of 3 dice, and the character's defense is reduced by one until their next turn. Rising prone usually does not matter, but when an enemy is engaged (in Case Tsune stand above it) it is a difficulty 2 skill + dodge roll. The skill of the bandit is 3 and their Dodge is 2 for five dice, but with the -3 dice for a tide that is only 2 dice. She spends one of her meager willpower a success, and rolls 3, 7 A success plus one of willpower is 2, just enough to meet the difficulty. She gets up! Their second action in the flood is a coronial attack on Tsune. Their dice pool for attack is their skill (3) + their melee (2) + the accuracy of their weapon (2), minus 3 for the Flurry: 4 dice. Tsun's defense is her Parry: Skill (2) + Brawl (4) + Specialty divided by 2: 3.5, rounded up to 4. Her smashed attack reduced this by one to 3, but the storyteller counts her wit and her description of using her cestus defensively as a stunt. Stunts can't give dice to an unrolled total, so they increase them by one point per stunt point. Tunsun's one-point stunt gives her a defensive point and brings her back to 4. Your weapon has a defense bonus of 0, so the last difficulty of the attack is 4. 1, 7, 7, 8 A role of superlatives under the given circumstances, but not good enough (it probably should have spent a different willpower). Tunson's stunt saved her from being hit. Originally posted by stunting and NPCs, any action can be stunted regardless of who accepts it. In previous editions of Sublime, certain characters may get lesser benefits from stunting or may not be able to stunt at all. Hikari and Tsune, as unusually qualified young women but still human, would be considered heroic mortals and would receive fewer rewards through stunting than a sublime character. Their unnamed bandit opponents would not be considered heroic and could not stunt. Stunts are an incentive mechanism for players to add a small but constant amount of new detail to the fiction of the game by riffing on each other to build a great scene piece by piece. A storyteller is not associated with a character as a player is, and in addition, he is the judge of stunt quality; there is a lot of tension in their use of mechanics that would solve different groups in different ways. The first edition storytelling chapter advises the ST only stunt for their main NPCs and either let the players judge their stunts or be as unfriendly as possible with themselves. In this third edition of the game, many forces interact with stunts, and stunts have become more powerful and require a more subjective stunt and what they get for it have disappeared. It is clear that some antagonists are stunting, but it is arguably gauche for the ST to give their NPCs two points or higher stunts. This tutorial takes over the only award stunts to the main NPCs - those that would be completely outsourced instead of using Quick Character templates. You will only get one point stunts at a time. Onslaught Penalty Hicari's opponent decided that her main problem was Hicari's opponent; she didn't like it, it didn't favor her, it would end badly. you Passing the young swordswoman, a golden chalice crushed into the blood as she rolled over it, and fell on a terrified Tsune. The bat blocked the bandit's opponent decided that her main problem was Hicari's opponent; she didn't like it, it didn't favor her, it would end badly. you Passing the young swordswoman, a golden chalice crushed into the blood as she rolled over it, and fell on a terrified Tsune. momentum, but his desperate force pushed her back another awkward stride and opened her posture. While the fight began with two pairs of opponents competing against each other, there is nothing in the rules that requires things to be resolved in neat little duels. Tsune hits hard, but her defence is not as good as Hikari's and is currently diminished by her smash attack, making her look like a better target, and the second bandit decides to launch a weaved attack against her. In some games, it is difficult or dangerous to move away from an opponent who engages you in melee combat. This is actually true in sublime, but the game only tracks distance in large relative range bands, so that the small role and stroke of the bandit is only a narrative flower everyone here is still close enough to beat each other. Whenever a character is attacked, she takes a cumulative one-point penalty. As Hikari and Tsune attacked separate bandits, both inflicted a point on their targets, but there was no one to benefit from them by making a subsequent attack. Since Tsune was attacked by both bandits, she suffers a one-point penalty against the defense in this second attack, and so on. The bandit's cube pool is 7, as her friend would have been without the flood penalty. Tuns' defense is 4, reduced to 3 by the one point onslaught penalty. 2, 3, 4, 4, 9, 8, 10 4 wins against 3 Defence is a hit with an added success. The Bandit has Strength 2 and its Sword is Damage 9 plus a Success is 12 Raw Damage. 1, 2, 3, 4, 5, 6, 7, 10 3 achievements - the bandit wins 1 initiative of hitting plus 3 for its achievements, bringing it from -2 to 1 initiative. It is no longer considered to have crashed because it is above 0. Tsune loses 3 initiative of the successes to lower it from 10 to 7. The round ends with the bandits ripping back a little ground but not building an advantage against Tsune, while Hikari has decisive control of the fight. Originally posted of Letting Stunts ride you can perform any action stunt, and you can wither your defense. So if a figure Attacking in a round and often being attacked is the incentive for her player to come out with many stunts, talk more and take more table time than her teammates. Traditionally, different tables have had different conventions for the graceful handling of them. This tutorial assumes that the have a player once for the attack and once for the defense, and then enjoy the bonus on everything that is relevant to the round (just as the girls' stunts to pump the lifting lever benefited their entire extended action). In this case, Tsune benefits from the defensive bonus she withered when she was first attacked, although we don't hear much about her in the italic text. Decisive attacks, damage to health and death In a duel Hikari was cheerful and graceful. When she defended Tsune, she was a wind of blades. The bandit had no feeling of moving from where she had attacked Tsune, but she felt the first stab of Hicari's sword slip through her spine into her heart, but then all feeling was gone... To hurt someone, spend your bank initiative making a decisive attack. You can only make a decisive attack if you are not in a crash (i.e. You have 1 or more initiative). A decisive attack does not use your weapon's statistics in any way. It may seem as if a rusty spoon has no chance of injuring a fully armored dragon blood warrior, but this difficulty is encapsulated in the difficulty of how hard it is to get a lot of initiative out of it, with spoiled attacks; Since you actually establish enough the eye slit of your helmet. Likewise, if you're swinging Cloud Divider, Thrice-Blessed Spear of the First Titans layer, you can't automatically hurt enemies with crucial attacks, but your persecuting attacks will be so powerful that you'll almost certainly have the initiative to do so. Hikari has the highest initiative and comes first. She decides on a decisive attack against the bandit she originally attacked and who has just hit Tsune. She doesn't benefit from weapon accuracy, so her pool is Dex 5 + melee 5 + success. That leaves Hikari with 12 successes. Every success is seen as a wound on the health trail of the goal Like most people, the bandit has seven rooms on her health trail. A weapon dictates the type of damage dealt by a decisive attack - swords have the Lethal Tag, so they deal deadly damage marked with an X on the track. The storyteller marks all seven slots with an X. This leaves five damage levels, but that doesn't matter if the character's last health box is filled with deadly damage, she is dead (or dies, according to the storyteller's option). Since the storyteller has no special plans or ties to this unnamed bandit, she likes to declare dead. After a successful decisive attack, the character's initiative is reset to 3. Hikari cannot launch two such deadly blows in a row, she must regain her control with further debilitating attacks if she wants to be safe from crash with her next decisive attack or cause great damage. If you miss a decisive attack, your initiative is 11 years old or more, you will lose 3 initiative. If it's less, you lose 2 (it's possible to make yourself a decisive attack at 1 or 2 initiative). Hikari, 21, would have dropped to 18 if she missed. Gambit's Tsune was a veteran of the most dangerous city for all her tender years; She fought countless times alongside Hikari and saw friends and become one with the sword in the truest sense of the word, an instrument that was only suitable for killing. She stretched out the prosecution with her cestus and grabbed the sword of her surviving opponent and snwere disused it like a toy. Run. Tsune on 7 Initiative is next. Your player tends to be merciful when you consider how badly the heroes surpass the rest, and decides to take a chance at disarming. A disarming is solved with a gambit, a special kind of decisive attack that offers a catch-all resolution mechanism for special combat that anyone can try without special forces, but does not fit into an ordinary denial or decisive attack. The standard gambits are disarming, deciphering, distracting and grabbing. Tsune rolls the same crucial attack pool she would normally have - skill (2) + brawl (4) + specialty (it's a punching disarm, I think) + stunt (2) for 9 dice. The bandit's defense is 4 as normal. 2, 2, 3, 4, 8, 8, 9, 9, 9, 9 that's a hit with 5 hits against 4 defense. As with a normal decisive attack, we don't worry about additional achievements, only that the attack meets the difficulty. Gambits also use the attacker's initiative as a cube pool overall, but instead of inflicting damage, this role tries to meet the difficulty of the gambit - for disarming, that's 3. 10s do not count for two successes. Tsune's initiative is 7, so it rolls many dice: 1, 2, 4, 5, 8, 10, 10 Three achievements just to meet the difficulty. Your opponent is disarmed and Tsune can throw away a spacer. Gambits do not reset initiative, but have an initiative costing their difficulty +1, whether the initiative Roll is successful or fails. For a disarmament that is 4, so Tsune falls from 7 to 3 initiative. When a character misses the decisive attack. Since Tsune has less than 11 initiative, she would have lost 2 if she had missed and dropped from 7 to 5. Initiative Changes and Taking Your Turn Initiative sets Turn Order, but also dramatic changes during the round. Hikari and Tsune started the round on 3 before the surviving bandit has theirs on 2. The short version is that you get exactly one round per round, regardless of Shenanigan's initiative. If your initiative is dropped before it's your turn, take the position that indicates your new initiative, but don't lose it. If it is raised to the point where you should have had a turn earlier, but not, take it to the next tick (e.B. Hikari uses the distract gambit on initiative tick 6 to increase Tsune's initiative from 4 to 8. Tsune takes tick 5) turn. The next character to act is the surviving bandit, on Tick 2. Disengage and Crashing Yourself The bandit did not see her boyfriend die - to hear that it was enough. When her weapon was ripped out of her grasp, she also lost the ability to consider her fear of her distant captain to be relevant to the current threat posed by these deadly young women. Her legs began to pump to the other side of the square, away from the Forbidden Quarter and the promise of death. Their thoughts turned to the docks and the hope of slipping over the waves in chaos. But in her peripheral view, white hair was walled and the shiny bow of a raised blade... So far, in this example, everyone has contented themselves with staying close - the band where hand-to-hand fighters can easily attack each other. This is no longer a happy place for our last bandit, so she wants to go into the short distance, into the next range band and into the distance in which she can't be stung. Because it is a short distance, into the next range band and into the distance with enemy targets that they want to stop (in this case Hikari; Tsune likes to let her go, she has to carry out the combat action Disengage to achieve this. She might like rising out vulnerable and an attack before, but it's the only thing she wants to do and she has no interest in taking the tide punishment. Disengage costs 2 initiative penalty, put it on -5. In addition, the storyteller can award the initiative break bonus to the character she holds most responsible for the provocation. In If she decides that while Tsune's disarming effectively ended the battle for this bandit, Hikari's opposition makes this a retreat rather than the end of the scene, and grants Hikari 5 initiative. It rises to 8. Disengage is a Dexterity + Dodge opposite role against which the + Athletics role of anyone who tries to prevent withdrawal. The skill of the bandit is 3 and Dodge is 2 for five dice: 5, 7, 7, 9, 10 Five achievements! There is hope! But Hicari's dexterity (5) + athletics (5) + specialty (running, applicable for closing and preventing escape) + stunt (2) is 13 dice... 2, 3, 3, 3, 5, 5, 7, 7, 8, 9, 10 Six achievements. The bandit's dream of escaping is dead. If she had succeeded, she would have moved in the short distance in relation to the girls. In addition, hikari would have moved towards her to close the gap in the next bend again, if she had moved reflexively again and kept the relative distance short. She didn't, so everyone stays up close. ST Mercy serbar the sword fell; a head followed him. Why... I'll let them go! Hikari, she ran, unarmed, no threat to anyone! Why should you kill them? The white-haired sword girl seemed to be snatching out of her killing trance, terrified by the anger and disappointment in Tunson's voice. You... she would have found twenty? She would have found twenty? A few quick tears were wiped away; the ice returned. We have awakened to a bloody and merciless day. Look - there is the fate that the looters inflict on each other, there will be few survivors among those whose thoughts turn to profit before fleeing. I will do everything I can to make sure you are one of them. We are just like them. How could anyone say that we only want enough to keep refugee children alive and to feed them? Who is to say that they wanted otherwise? The three victims of the bandits did not look rough; they may have been merchants or civil servants on another day. There's enough here. A bit of blood on the silk, the cup is crushed, but these are weeks of eating. Let's take it and bring our stations to the docks. Tsune looked down to the water. Anyone who knew about the situation in the city would depend on the whims of the gates, but the docks... they would know at the docks. The dragons, their soldiers and bureaucrats, their concubines and slaves, everyone must have seen this procession. In the meantime, boats would leave, they could not leave early. No chance of a safe journey. The only advantage to be exploited was wealth; the rich could buy everything, even in extreme chaos. No. We need a better value for weight. We need the best of what the Dragons have left behind. I understand. I will follow you everywhere. Hikari touched Tsune's cheek all their normal tenderness, although the ice remained in their eyes. But do not scold me for the fate of those you deliver to my sword. In the next round, Hikari is the first on 8 initiative. That's probably only 3-4 levels of damage to kill in a crucial attack, not enough to kill. But the storyteller can explain that a crashed opponent It believes that the next successful cyberattack against her will no longer pose a threat to the PCs. Usually this is used to stop the players from the simple agriculture initiative by sending their weakest crashed opponent into ridiculous negatives, but is also useful when the mechanics of building initiative and then making crucial attacks do not correspond to the no-more cinematic process of sending a clearly defeated opponent. In this case, the storyteller decides that the last bandit is clearly mincemeat against Hikari and thinks that the drama of Hikari's murder against Tuns' mercy will be more fun now than after a few roles with predictable results. She invokes the rule and asks Hicari's players not to even deal with the atrophying attack. Movement, Target, Coverage, and Range Attacks The Forbidden Quarter had an excess of palaces that were impractical for the Dragon Bloods to steal by ship. These palaces were filled with treasures that were also too big, too fragile, or too well secured to be safely removed. Fortunately, the captain's girls had crow bars and no sentimental attachment to other people's furniture. Vases sailed out of the windows, some even landing on the bedding to catch them. An ironwood table lay in pieces, its golden hinges teared off the unbreakable wood slightly. Bandits crouched in dresses once worn by winglords and sorcerers, and a palpable fraction of the looted liquor found its way onto carts. The captain was reasonably happy with this sore mess given the material she had to hand over; Their band completely controlled this street, with only one gate currently open to be guarded. She expected to lose stragglers to other looters or angry cathaks, but this lot seemed likely that she would get at least some valuables to her ships or ships that would soon be hers. But no point in going after them. Aoi, get your crowd of sad drunks to remove these empty dragon nests and go. Someone will come through this neighborhood and kill anyone they eventually find, and when I come back to see more of my crew bathing on the street by wine barrels, it's me. Right, you're ma'am. Everything is going well? Floating. I have seen many corpses, not many belong to us. Whatever soldier girls are left here is thinner than we are distributed and I haven't seen a dragon. We will be away in half an hour, never think Hanako in her... Aoi spontaneously sproutandown an arrow into her neck and fatally complained about Hanako and the captain's thinking. A black door to the north, somehow overlooked despite its size, which had opened in complete silence - certainly not the deranged metaphor of an old architect. Two archers in cathak colors, one knocks second arrow, while the other aimed at the captain himself. You don't know who I am. You shot a pearl on Splendid Avarice and aoi yourself? Now you will die because you did not have the damn sense of putting an arrow in your death when she was not looking. Avarice began to drive towards her attackers, appearing shuds between her fingers. You keep working a lot, I'm going to kill them. Avarice broke into an erratic sprint, her enemies struggling to target the snarling bandits as she pondered how sophisticated a strategy she could have her band run without Aoi. But kill everyone else you see! They would deal with it. She jumped over one of the wine-soaked carriages and hurled a shower of Shuriken as the soldiers scattered and ducked behind the doors of the black gate. Aoi's death from an ambush was cinematic and signaled that Splendid Avarice Had to roll Avarice Join Battle instead of being treated mechanically himself. Normally, the storyteller should hesitate to kill the NPC employees of character characters without giving them the opportunity to do anything about it, but neither Avarice nor her player cares much about the lives of their subordinates. Avarices Join Battle Reel is Wits (4) + Awareness (4) + Stunt 2 for 10 Dice. 1, 2, 5, 6, 6, 7, 7, 10, 10, 10 8 achievements, plus the usual 3 launch initiative gives it an overall initiative of 5 and 4. The fight starts on a long distance. Both sides use long-range weapons, so unlike Hikari and Tsune, they don't have to be up close to attack. However, long-range weapons have maximum range, and while the soldier's composite bows can shoot at long distances, Avarice's shuriks are useless beyond short range. It must close the distance. The Range Bands are: Extreme (rarely used, since combat at this distance is not practical) Long Medium Short Close On its series, a character can take the move reflex effect in addition to their combat action to move a distance band to or from something. All range bands are relative; Technically, a character can change to another. But most combat situations are reasonably intuitive - Avarice is within reach of the soldiers and wants to be short. It has the first power-on-initiative tick 11 and uses Move to go into the middle range. She has no useful combat action to take (she could decide to use an influence action by using her excellent social either used on their followers or opponents, but this is outside the scope of this tutorial). On initiative tick 5 acts the first soldier, and she has a problem. While their arc can shoot to medium range, an attack in medium or long range requires a target action to before the attack. Target can't flurried and you can't move in the same round. Target usually grants a 3 dice bonus for the following attack, but the goal of qualifying for a medium- or long-range attack does not grant that bonus. It cannot attack Avarice on this turn because it has not carried out the required target action. When she takes this goal, she knows that Avarice will simply be close to short range in her next turn, which makes her unnecessary. If she moves away from Avarice to keep distance, she will still not be able to attack this round, but getting closer to the murderous brigades doesn't sound like a good idea. Instead, she uses the Take Cover combat action, which is a Dexterity + Dodge check against a difficulty set by the storyteller. Since the archers were standing directly at the gate, the storyteller. Since the archers were standing directly at the gate, the storyteller. Since the archers were standing directly at the gate, the storyteller. cover. The ST rules this is lightweight coverage that grants +1 defense. The second archer follows the next initiative tick: 1, 1, 4, 5, 7, 8 Also she succeeds and will enjoy a +1 bonus to defend. Without changing the initiative tick: 1, 1, 4, 5, 7, 8 Also she succeeds and will enjoy a +1 bonus to defend. attack on the archer with higher initiative. As with a hand-to-hand dispersal attack, the pool is skill (4) + combat ability (in this case thrown, 4) + specialty (Shuriken) + stunt (2) + weapon accuracy of the long-range weapons is not constant, but is based on range. Within a short distance, a thrown weapon has an accuracy of +3, so Avarice's total pool is 14. The soldier's defense is based on their evasion, which is their skill (3) + Dodge (3) divided by two and rounded up, for a total of 3. Usually a character uses their best defense from Evasion and Parry (Hikari, Tsune and their opponents used parry simply because it was better), but since long-range weapons cannot parry, long-range fighters will usually only use evasion. In this case it will receive an additional +1 for its coverage for a total of 4 defenses. 1, 2, 2, 3, 4, 4, 6, 6, 6, 7, 7, 8, 9, 9 5 achievements is a little on the bottom for the big pool, but it's a hit, with 1 extra success. The damage is calculated normally - (2) + Weapon Damage (7 for a Lightly Thrown Weapon) + Additional Achievements (1), for 10 Damage. The soldier has a soak of 6 from Stamina (3) + Light Armor Soak (3), so 4 damage will be rolled. 1, 8, 9, 10 Four achievements mean Avarice's goal into cover. A hastily shot arrow forced the bandits to jank sideways and break their run, but no second arrow came - the second archer aimed with the utmost care. Avarice rushed in, ignoring the soldier who had dared to shoot them into the meagre gap between the open gate and the wall, with the Shuriken boumming imperishable stone and black metal in equal measure. She had run down archery before, and by that point the game was usually up. An arc was difficult to use in the pointless area, which was optimal for their small thrown razors, and few had the discipline to aim with a swirling, swearing bandit that filled their eyes. You should have run with the rest of your Cur friends! Without the dragons, this city is a death trap for... An arrow ripped a long streak through her thigh and introduced far more pain and blood into her routine than the plan required. I wanted to let you go with a light killing, but now you get the special one of today. On the initiative of Tick 4, the second bandit takes the target action. Your next attack against Avarice will be at +3 dice. On Tick 1, it's her companion's turn to make a devastating attack on Avarice. Like thrown weapons, the accuracy 4 is 10 dice. Avarice's Evasion (she can't parry with shuriken) is (Dex 4 + Dodge 4 + Specialty (vs ranged) / 2) + 1 for her Avarice still has the highest initiative total and acts first. Their turn closes the distance to the near range, where their thrown weapon has an accuracy of +4, while the soldiers' bows have -2. If it can maintain its commitment in this area, it will be able to rely on hitting with corrupt attacks and being missed in return. She uses this by making her own refusing attack against the same

soldier as last time, hoping to get the crash in the previous round to which she was robbed. Your pool is thanks to its improved accuracy - 15, and the Soldier's Defense is still 4. 1, 1, 3, 3, 3, 4, 5, 6, 7, 8, 8, 9, 10, 10 8 achievements give her 4 additional achievements, which increases her base damage from 9 (Str 2 + Weapon 7) to 13. That's 7 cubes after the soldier's 6-soak. 2, 5, 6, 8, 8, 8, 10 5 achievements, giving you 6 initiative break and bring it to 23. The other Solderman seeks revenge on Tick 4 by making a decisive attack against the bandit. With only 4 initiative, there is no chance of killing Avarice, but as a crucial attack it does not use weapon accuracy, an advantage if accuracy is negative. Your pool is dexterity (3) + archery (3) + target (3) for 9 dice. She spends a willpower point and brings her to 2. Avarice's Defence is still 6, but if your goal in short range coverage benefits both parties. Instead of trying to shoot the gate at someone who is so close and struggling with Defence 7, the soldier simply breaks the cover (it moves one or two meters in fiction, doesn't change the range, or interacts with motion mechanics in other ways). 1, 1, 4, 5, 6, 8, 8, 10 5 successes + 1 of willpower meets the defense and thus hits. The damage is equal to initiative, in this case 4. 2, 3, 7, 7 Two deadly damage levels are inflicted. Avarice's player marks X in her two left health boxes. Health boxes have co-wounds to fines, and the maximum penalty is with a filled box. Almost all people have seven health boxes like this: -0, -1, -2, -2, -4, Incapacitation. So avarice -0 and first -1 box are filled, giving them a -1 penalty to take on all reels and static sums (such as defense). While she has suffered fatal damage and we therefore describe blood in fiction, Avarice does not need to worry about mechanical bleeding unless she at least takes her stamina in health levels in a single injury. Since her stamina is 3, this 2 level wound will not cause her to bleed. The shooter initiative is reset from 4 to 3. She didn't do much damage, but it cost her very little as her fighting action and pulled Avarice's superior cube pools down a little. Building a huge shop of Initiative for a one-hit kill isn't always the best tactic - it's useful to think about what your current initiative can achieve overall, no matter what it is. (again) Rush and Tied Rolls When splendid Avarice clung to her thigh, the archer she had teased simply screwed past her and scraped over low walls and prayer wheels as she made her way to the temple doors. That was unworthy of both of us! Didn't your Cathak Lizardlord or whatever she is called teach you to fight a beautiful battle? The eyes, which were closed on her fleeing quarry, Avarice involuntarily threw a Shuriken behind her and into The other soldier's lung before she went hunting. She didn't think of herself as an evil woman, but she took a certain satisfaction in the wet cough behind her. Even if she has a wound penalty, it is a loser for the soldiers to stay with Avarice in a short distance. They take advantage of their best advantage - they can split up so that at least one of them At initiative tick 0 it is the other soldier's turn. Since she is in close proximity to Avarice, who has no intention of letting her go, she has to use Disengage to get away. She could overdo this with an attack, but against a more experienced opponent, the dice pool and the defense penalty would be a terrible idea. Her dice pool is skill (3) + Dodge (3) for 6, and she spends a willpower, a total of 5. Avarice Pool is skill (4) + athletics (4) + stunt (2) - wound penalty (1) for 9. 1, 4, 5, 5, 5, 7, 7, 9, 9 only 4 achievements, so the withdrawal of the soldier is successful! She moves into the short distance, and when Avarice moves towards her next move, she reflexively moves another band away and stays short. On the other hand, trying a Disengage 2 initiative costs, and the soldier goes to -2. With 23, Avarice is far ahead of both opponents and takes her turn. Even with her wound punishment, she likes her chances of a flood. She intends to make a decisive attack on the soldier who wounded her, use her normal movement towards the fleeing and then take a rush action. Their crucial pool is Dex (4) + Thrown (4) + Speciality + Stunt (2) - Wound Penalty (1) - Flurry Penalty (-3) for a total of 7. The soldier left the cover to shoot, so is now at Defence 3. Avarice spends a willpower for a bonus success; Her rating is 7, so she brings it to 6 points. 3, 5, 8, 8, 9, 10, 10 7 achievements, plus 1 for willpower, but you have to spend it before you make the role, and her players can't predict her luck! Initiative is 23 1, 1, 1, 1, 2, 2, 2, 2, 2, 3, 3, 4, 5, 5, 5, 6, 6, 6, 7, 8, 8, 9, 10 Luck turns again, only 5 achievements (10s do not count twice for decisive damage, resulting in a -2-injured person. Since her stamina is 3, she begins to bleed when she takes a wound of 3 or more deadly levels, of which this certainly counts. This is usually not relevant in combat time, but results in them taking an extra deadly level every minute. She will be dead within two minutes unless she gets medical attention, which is unlikely, as the next first aid candidates are questionable sober bandits. The Avarice initiative is reset to 3. It moves close to the fleeing and brings them at a short distance to the wounded (who has no intention of stopping them and therefore does not require triggering). This causes the fleeing soldier to take advantage of the reflexive movement that has allowed her to successfully retreat, so that Avarice is now in opposite skill + athletics role that when successfully granted an effect similar to disengage - when the opponent moves away on their next move, the character reflexively moves on them, keeping the distance constant. Avarice Pool is skill (4) + athletics (4) + stunt (2) - wound penalty (3) for a total of 6. She spends a different willpower and brings her to 5 points (you can't spend willpower several times on a single role, but it's okay to do this on multiple roles in one turn). The soldier pool is skill (3) + athletics (3), also for a total of 6. She really wants to stay away, so she also spends a point of willpower (they are usually not on screen enough to manage it as a long-term resource like player characters), but this is clearly life and death for these soldiers. The storyteller has given them small pools with the expectation that they will be spent to offset these concerns. Avarice rolls 4, 5, 6, 8, 9, 10. The soldier rolls 2, 4, 6, 7, 7, 10. Both have 4 wins + 1 for willpower, a total of 5. It's a draw. Ties on opposite wheels are broken by the ST rating, which has the better stunt. With her convention that unimportant NPCs don't wither, that doesn't leave much room for you here - since Avarice has a stunt at all, she wins. Initiative Shift The bandit captain's bold line was made a little awkward by the temple's aesthetic and spiritual arrangements, exacerbated by a stumble as her wounded leg landed in an exquisite rock garden. But happiness was with her when an arrow went through from behind, where her head would have been to beat a prayer bell, as in the bell worship. If you could bleed faster, I would be right. She wasn't quite sure if the wounded archer could hear her ringing, but it was the goal of her pursuit that still wanted to intimidate her. The fleeing archer retreated to the main building of the temple and slipped under a lantern rack. Avarice followed her. She could not help but pause for a second to cross the threshold, for the temple was far from deserted. Rows and rows of monks, cross-legged, cheerful and quite dead. Each wore a series of onyx beads, as Avarice had never seen on a holy woman, with a white lily in her lap. Well, that's not terrifyingly scary, isn't it? Is that what the cousins of their bosses ran away from? Creepy monk murder, suicide, something... Avarice was Answered with an arrow, the soldier preferred unsportsmanlike not to bumle in desperate fear for their lives. The distracted bandit was forced to hurl himself into the ranks of the monks, scattering corpses and flowers in a shameful display. Worse, she was forced to use one of the cheerful dead as a shield against a quick-fired follow-up arrow; morally neutral, but ugly. Ugly. Initiative tick 3, Avarice has already acted, but the soldier who wounded her in the previous round did not. With the bandit from a short distance, she is in the previous round did not. With the bandit from a short distance, she is in the previous round did not. With the bandit from a short distance, she is in the previous round did not. With the bandit from her sucking chest wound). Skill (3) + Accuracy (4) - Wound Penalty (2) for 8 dice. Avarice's Defenceed her in the previous round did not. is her normal 6, less 1 for her wound penalty and 1 for her flood penalty, for a total of 4. 1, 4, 4, 5, 6, 7, 8, 8 3 successes, a failure. In initiative tick 0, the other soldier moves a band from Avarice has successfully rested, she moves reflexively and stays at a short distance. Since they moved away from the wounded archer, this now means that she is in medium range to Avarice. The retiring soldier did not improve her relative position, but pulled the bandit into a position, where she could not easily attack. It is in short range, so its pool is 10 as before. Since this is the second attack against them since their last round, Avarice suffers a 1-point penalty and brings her defense to 3. 1, 1, 3, 4, 4, 7, 8, 8, 9, 10 6 successes, so 3 additional achievements. Damage is Str (3) + Weapon Damage (+11) + Additional Achievements! The soldier receives 6 initiative and goes to 6. Avarice loses 5, falls from 3 to -2 and is crashed. This brings the soldier another 5, until 11. But if you crash the opponent that crashed you while you're still crashing yourself, you'll get a special bonus called Initiative to 3 if it is even lower (at 16, the soldier does not benefit from it), allows you to roll Join Battle again for additional initiative, and then take another turn. Each attack on this second turn must target the character you have moved against. The soldier's battle role is 4, 5, 7, 8, 8 - 3 achievements, plus 3 as usual, for 6 additional initiative. Her total is now 17, and she makes a decisive attack with a pool of 6 (her normal skill + archery). Avarice still hasn't had a turn since the last two attacks, so her defense is pulled down to 2 by Onslaught. She spends another willpower to increase it back to 3 and drop to 4 points. 4, 5, 6, 6, 6, 6 While the storyteller didn't really hope to kill Avarice, she can't help but be disappointed if she doesn't roll out successes. A mispass with two would be acceptable but these four sixes are particularly gallant. After missing a decisive attack with 11+ initiative, the soldier loses 3 initiative and drops to 14. Two point stunts It went badly. Avarice was sure of her abilities against the archers, but the temple had severely unnerved her; she had not allowed herself to think too deeply about what the dragon and all their forces could run away, but it was clearly a terror beyond the hope of mortals to resist. And reluctantly, she had to admit her own mortality. Best to share this surreal feeling of horror with the enemy. Avarice, who set off from the corpses, swung the large incense that hung from the roof into the armored lap of the rather dead Immaculate Abbess. She planted a long kiss on the warming lips of the rather dead Immaculate Abbess. She planted a long kiss on the warming lips of the rather dead Immaculate Abbess. She planted a long kiss on the warming lips of the dragon's blood corpse before shrugging her shoulders at the archers. The only chance I'll ever get, eh? The next shot went wild. Avarice is in big trouble. At the end of the initiative, she will be attacked at least once in this round before her onslaught penalty is reset, and this attack. Their pool is still only 6, but with a rush penalty of 3, wound penalty of 3, wound penalty of 1 and Flurry penalty of 1 Avarice mighty defense of 5 falls all the way to 0. She spends a willpower to increase that to 1 (and lower it to 3 points), but needs a better stunt bonus than her normal one - so her player pulls out something special. The storyteller is a bit unimpressed. You kiss the dead Immaculate? Really? I try to shock my opponent, and frankly I think it says something about my character. Maybe not something good, but it's one thing! Can I please have a two-point stunt? Okay, but let's not escalate our stunts in that direction. Two point stunts are said to be rare, assuming that a player gets two or three in a game session. They are awarded when the ST considers the normal 2 dice plus a highlight of the scene, and well, no one at the table will forget Avarice's corpse kissing. A two-point stunt awards the normal 2 dice plus a bonus success. When used in a static rating, it increases it by two points instead of one. In addition, it grants a willpower - but for now Avarice is surviving. After he misses, the soldier loses another 3 initiative, going to 11. On initiative tick 3, the archer in the middle area goals, as she must do if she wants to attack Avarice next round. While she is now forced to shoot into the temple, the ST rules that running from the gate was mostly in a straight line, and the far away archer still has to the other two fighters. On the initiative tick -2 Avarice finally comes to the turn and wipes her rush and flood penalties. She still has her wound to fight and has crashed, but has survived a very rough point. Initiative Break Immunity, Withdraw and Extreme Range Avarice drew the onyx beads from the dragon's blood, but left the lily. As she slipped over the Tatami floor, she kicked the archer in the knee and used the ensuing stumbling block to wrap the beads around her enemy's throat. The soldier pushed them away with an act of force, but the turning of Avarice unleashed another hail of Shuriken. She turned in the air, the answer arrow and hurled it trembling into the tatami. From beyond the site, the second archer took her shot, but could only spit an antique prayer roll. Her heart trembled. The moment of triumph was lost. The bandit knocked her victim off, smashed her helmet and ripped her by the hair into the middle of the chamber. When the soldiers were disciplined and courageous, but only mortal. The bandit captain was not a god or a sublime man, but such an oven of careless violence could only be described as a hero. Her duty did not ask her to adorn her growing legend with her blood; broke their morale. Avarice hit her enemy and dragged her to the spot where the arrow remained out of the tatami. She smiled a little horrified at her own deed and brought the soldier's head down through the eye socket. Sorry to make a hash from your mausoleum! Their apology to the assembled corpses was vaguely sincere; for all her misdeeds she never had much trouble with monks. She stapled the obsidian beads and wondered if the trade in obvious funeral goods would change that. But obsidian and lilies don't feel like your idiom anyway, do they? Avarice did her theatrics out of the temple and back to her remaining enemy. But all she found was a trail of blood... The ST likes Avarice's stunt enough to rule that the bonuses from her two-point defense stunt as econd time, as this source of willpower is supposed to be scarce. Avarice moves on to the unwounded soldier. While their stunts had ping-ponging everywhere, the ST still considers this a mechanical struggle, and rules that make this now their great range from the wounded archers. Avarice then launches a devastating attack, with a pool of Dex (4) + Stunt (2) - Wound Penalty (1) for 14 with a bonus success from the two-point stunt. The soldier's defense is still 3. 1, 2, 3, 4, 4, 5, 7, 7, 7, 8, 8, 8, 9, 10 9 achievements plus 1 for a total of 10, 7 additional achievements over the defense. Damage is their normal base of 9 plus additional achievements for 16, Of soaking the soldier of 6 for 10. 1, 2, 4, 4, 8, 8, 9, 10 8 achievements, so Avarice gains 9 initiative and goes all the way back to 7. It hasn't crashed anymore! that the loses 8 and falls to 3 initiative. No crash, so Avarice won't get an initiative shift. The round is over, and on the next Avarice is back at the top for initiative! She goes on a awesome attack, this time with a fresh one-point stunt. Their pool is still 14, just not a bonus success, their opponent's defense is 2 with their onslaught penalty (probably the distant goal is a better choice at Defence 1 after wound penalties, but shuriken are limited to short range). 2, 3, 3, 5, 5, 6, 6, 8, 8, 9, 9, 10 8 Achievements for 6 additional damage on their basis from 9 for 15, 9 after deduction of the enemy's soaking soaking of 6, 1, 2, 3, 5, 6, 7, 9, 10, 10 6 achievements, so that their initiative increases by 7 to 14, while the soldier drops by 6 to -3. You do not grant initiative break if crashed the lap you recover from crash or the next round, but this soldier is on the second round since their recovery. Avarice receives Initiative Break and goes to 19. On tick 3, the wide shooter acts. The goal she took in the last lap to shoot at medium distance still counts to qualify her for shooting. At a great distance, the accuracy of their weapon is +0, so their crucial and spoiling pools are identical. It opts for de-running; with her wound punishment she does not reckon much and risks crash from several failed decisive. Your pool is 6, Avarice's Defence is 5. 3, 3, 5, 7, 8, 10 4 achievements, not quite there. On tick -3, the soldier who had so briefly in control of the fight is somehow the last. She makes a futile stab at a thorny attack; while she has little hope of Crashing Avarice (and in any case, since the bandit has only recovered in the last lap of Crash, no initiative Break is available), she cannot make a decisive attack without initiative. With the negative accuracy of their bow in this area, their pool is only 4, against a defense of 4 (with onslaught penalty). These are long chances, so that the ST gives the last point of willpower of the soldier. 2, 2, 3, 5, 8, 9 2 successes plus 1 against 4 is still a failure. In the next round, Avarice is far and away with 19 initiative. She makes a crucial attack, using the Bandit captain does gives the ST that a two-point stunt. Avarice Pool is so Dex (4) + Thrown (4) + Speciality + Stunt (2) - Wound penalty 1 for 10 with a bonus success. The Soldier's Defense is still 3. 4, 4, 5, 6, 6, 7, 7, 8, 9, 10, 10 6 Achievements are a hit, so Avarice can roll her 19 damage cubes. 1, 1, 2, 2, 3, 3, 5, 6, 7, 7, 8, 9, 9, 10, 10 8 achievements fill the soldier's wound path almost handy. She is undeniably dead. The Avarice initiative is reset to 3. The storyteller can see where this is going. On the initiative of Tick 3, she declares that the distant soldier will take the Withdraw action. This is a combat action that has an enhanced skill + + with a difficulty of 1, target number 10 and an interval of one round roll. Each spin on which you take the action costs 10 initiative and moves you a range band away from all enemies. It can only be taken when in medium or wide range from all opponents. In the action, the soldier moves within extreme range and drops to -7. The storyteller gives Avarice has no way to close the gap - she can close any round from extreme to long distance, but the soldier will open them again up to two extreme bands and keep collecting successes on each of her curves. When the soldier eventually collects 10 achievements, he automatically escapes the battle when he is in extreme range, or moves a bonus range band when he is still in large or near range. Avarice's player agrees and is happy to declare the fight over, relieved by her close escape after the initiative shift and a little worried about her own stunting habits. Ammunition There was only so much mischief that soldier could cause in the few minutes before she bled out. Avarice was in no hurry to find her, and began to pick up shuriken on her way, having once again thrown really excessive amounts of damn things. But the soldier probably lurked in the direction of more cathak. The bandit captain was in no hurry to supplement her wound collection, and absolutely didn't want to hunt for any remaining Dragon Blooded or whatever she could chase. Knowing where they were, although... Avarice tasted some of the blood, idly summed one of her little mind-remembering melodies and came to exactly the wrong decision. She crashed to follow the blood in danger. It would have been annoying for everyone to see exactly how many shuriken Avarice has thrown during this long fight, but she certainly threw a lot. The ST asks their player to make an ammunition check, a skill + suitable ability totals against difficulty 1 to still have ammunition. Avarice Pool is Skill (4) + Throw (4) + Speciality + Stunt (2) - Wound Penalty (1) for 10 Dice. More experienced characters waste less ammunition, but a wounded or otherwise uncomfortable characters waste less ammunition, but a wounded or otherwise uncomfortable characters waste less ammunition, but a wounded or otherwise uncomfortable characters waste less ammunition. time you to make an ammunition check, take a cumulative one-die penalty on the roll. Avarice expects more razor blades today, so ask players to do an ammunition is lying around. Avarice is not in Survival or War, so that it will roll Awareness; the ST rules the difficulty is 1, as they leave shuriken over the damn place. Wits (4) + Awareness (4) + Stunt (2) - Wound penalty (1) is 9 dice. 1, 5, 5, 6, 7, 7, 8, 8, 8 5 achievements, another easy to overcome. Skilled characters can expect very, very rarely the ammunition goes out. STs simply can't bother to call for roles unless the characters can expect to fight a lot of ongoing battles without having a chance to catch. You've done well, the best your house can ask for. Go into your next life with pride. The voice in Cathak Valeri's ear was so sweet, the hand on her cheek so soft, the face next to her so beautiful. She didn't understand. The dawn had come from the south. Their mighty combat stimuli were insufficient, their lightning anima too weak, the imperishable weight of their blue jade armor somehow too fragile. Nothing made sense of this cursed day, and she would never know why. Anathe... Valeri slipped from the golden razor into the water, a sublime hero who was slain in the service of the empire. The Battlegroups Tsune rushed forward again, without relying on the fact that of all the changing streets of this city of gates, only the Forbidden Quarter was a secret to them. Stables - no, whatever the Dragon Blooded and Dynasts of the Realm didn't want to take on a ship, would be too much trouble for anyone. An insurance office - no, she didn't want to take on a ship, would be too much trouble for anyone. An insurance office - no, she didn't want to take on a ship, would be too much trouble for anyone. An insurance office - no, she didn't want to take on a ship, would be too much trouble for anyone. An insurance office - no, she didn't want to take on a ship, would be too much trouble for anyone. now, but anything it would be slightly lower than the best of the dragons fine. Maybe on the way back. Hikari kept pace, carried along by the gravity of Tuns' noble avariance, even though her mood was like an anchor. She was careful, but perhaps only wanted a fight to bring her back to the serene certainty of killing. Tsune missed the sweet and funny girl who had greeted the dawn with her, but this Hikari had a terrifying beauty who had lied to her youth. The bigger girl wondered if she was insisting on this crazy quest, only to see Hikari fight enough as refugees. It - palaces! Houses of the Dragon Bloody, Hikari! Even the garbage they thought wasn't worth the effort would buy a mansion in Yane. You've never been to Yane, you can't make claims about his real estate market. It was an example! Look when we meet a few places like this we can go, I promise. I'm going to accept this deal, but it looks like more of our colorfully dressed friends are ahead of us. Gods, they are like locusts. Hikari chewed her lip thoughtfully. Only two guards, and distracted by something. But a total of more than twenty. Yes... Tsune counted roughly, although a lot of motivation, to be precise. But not, you know, enough more than twenty. Very good. The white-haired girl shook her head but pulled her sword. Two palaces, no more. What do you think normal girls do on dates, Tsune? A few heartbeats later, Tsune tangled the head of a guard in the chain of ties of the gate she was guarding and grabbed her neck. On the other fell on the stone in three parts. But it was too far to roll into the next group of bandits - many were grouped around an inert body with an arrow in their necks, others were busy shop wagons. It looked very much like a party that had become fatally serious just before the girls arrived, and when the bandits noticed their cargo and stormed forward with knives and heavy-duty swords, it was clear that they had no mood. No mood. So far, the heroes in this tutorial have only fought groups of two identical side opponents. This is intentional - something special happens when you have three or more identical side opponents. story: they become a battle group. This is a single mechanical unit that represents a large number of combatants, and they interact with the combat system in a battle group, but it is extremely unlikely, as they are both individually important for the narrative and mechanically different from each other. A battle group of fae or demons would be more likely to fill their terrible supernatural army quota.) Battlegroups have the same statistics as one of their constituent members, from 1 (a dozen or so) to 5 (over a thousand). Size is added to attack reels, damage, soaking, and magnitude. Drill measures the training and cohesion of the unit and offers defense bonuses and various roles involved in commanding a battle groups. Most battle groups are Average Holes and win +1 on defense. Power is the supernatural power of the device. In this tutorial Might is always 0 (representing mortal troops), so we ignore them. Magnitude replaces a unit's health trail and represents victims of death, injury, or morality. It corresponds to the health level of a single soldier in the unit, plus the size and then replenishes its size. This group of Avarices bandits has the same like the two Hikari and Tsune who fought in the past. It has a few dozen members (size 2), Average Drill (+1 defense) and Magnitude 9 (7 health levels + 2 size). The ST lets Hikari and Tsune kill the Guards as part of their stunt, but asks them to roll Join Battle group features help Join Battle! 2, 4, 5, 5, 6, 6, 6, 7, 7, 7, 7, 9, 10 7 successes for the bandits, for 10 initiative. 1, 4, 5, 6, 8, 10, 10 5 achievements for Tsune, for 8 initiative. 1, 2, 7, 10 3 successes for the bandits, hoping to pull their attacks on them and away from Tsune. She jumped over a cart to land over Aois's still-shape, and quickly cut off three more brigades to give her company in the underworld. The storyteller is happy to watch the fight up close, because everyone is happy to confuse it hand in hand. Hikari goes first and makes a thorny attack. Your pool is as before - 15 cubes. The Bandits have their normal defense of 4, plus 1 for Drill, a total of 5, 1, 1, 2, 2, 3, 4, 5, 5, 8, 9, 9, 10, 10, 10, 10 10 achievements, for 5 extras. Hikari's base damage is still 12 (strength 3 + weapon 9), for a total of 17. The bandit's Soak is their previous 5+ 2 for Size, a total of 7. 10 damage cubes remain. 2, 4, 5, 5, 7, 7, 7, 9, 9, 10 7 achievements. Hikari, however, receives only 1 initiative (for a thorny attack, as usual. That brings them to 11) and the bandits lose nothing. Battlegroup Initiative is inert. Under normal circumstances, they don't gain or lose initiative through attacks and use it no differently than for the turn order. When they are hit by a spoiled attack, they take the damage directly to their scale. Hikari has just pulled 7 of her 9-magnitude, not enough to force a fight, but absolutely a devastating attack. So what happened? We could tell it that it kills a dozen or more enemies, but the usual assumption would be that she kills a few, wounds more and demoralizes many. The unit has not lost any effective fighting power in real numbers, but they are dangerously close and could disintegrate and flee if it is again subjected to such a shocking attack. (In general, it is much easier to fight a battle group than it would be a corresponding number of individual characters if this were possible under the rules. What Hikari was doing would take several decisive attacks that would bury her under onslaught. Instead, she quickly slaughters them. This is partly genre convention, partly a sign that a lone battle group is not the intended tactical problem - they have a unique and dangerous role in a mixed force) Tsune aims to deliver precisely this attack. and Magnitude Loss Tsune seized the heads of two larger women and cracked them with terrible violence. She flattered her compatriots and jogged to an open wine barrel with a few clothes floating as if it had been used as a bath. Load under the weight of Thing, she hurled it at a squad of bandits racing from the nearest palace, knocking them fly and staining them decidedly purple. The bandit rush slowed down. Who were these madmen? There are rules for power acts and improvised weapons; Tsune does not bother with them, but only inhibits their pericurous attack. Your pool is 13 as before. Battlegroups still suffer from onslaught penalties, so their defense is 4 against this attack. 1, 3, 4, 5, 5, 5, 6, 6, 7, 8, 8, 9, 10 6 achievements, i.e. 2 additional achievements, i.e. 2 a magnitude. It has only two currently, so after they are added, we solve a number of effects that happen when a unit hits 0: Tsune wins 5 initiative, as if it had won an initiative break, it brings it to 13 The unit makes a rout check. This is a Difficulty 1 Willpower role that causes the device to disintegrate in the event of an error. The bandits roll 1, 3, 9 and fit. The device loses a point of size. This will reduce the bandits to 1. Its size fills up based on its new size. That's now 7 health levels + 1 size, for 8 magnitudes. It is unlikely that they will survive another attack by both girls; this is the power of heroes on the battlefield. Battlegroup Attacks Something gave them courage - the wine in their bellies, the building desire for revenge, terror of Avarice - and they held. Howling and bloated, they pushed on the girls, hacked with their raw blades and hurled their prey. Hikari skilfully turned her swords aside, took a few hands for her problems, and pulled the vortex of her attacks into a circle that she would soon fill with steel. Tsune was pushed harder, pushed away from her lover towards a palace and a black gate, as she slipped over furniture, chests and crockery and caught every serious blow with her cestus, but they target all targets in contact with them (if hand-to-hand) or all targets in close proximity to their primary target (if within range). Their pool is 7 as with the previous bandits, plus 1 for their size. Note that despite their horrific losses, they do not suffer any wounding penalties (only the reduced bonus for loss of size). They roll their pool once and apply the result to all relevant defense sums. Hikari's Defense is ((Dexterity 5 + Melee 5 + Speciality) /2) + Stunt (1) for 5. 2, 4, 4, 9, 9, 9, 10 7 achievements, missing Hikari but meets Tsune with 2 2 Successes. Your base damage is 11 as before (strength 2 + weapon 9) plus 1 for size, for 14 with achievements. Tsunes soaking is 4, leaving 10 damage cubes. 1, 2, 4, 5, 7, 8, 9, 9, 10, 10 Bad, but fortunately 10s don't count twice for Battlegroup damage reels (as in crucial attacks). That means only 6 successes, which means That Tsune loses so much initiative and drops to 7. Destroying Battle Groups A soldier surrounded by enemies was doomed to failure. Hikari stood over the silent Aoi, lined with a dozen swords, and his feet became treacherous from the corpses of the bandit sisters that the white-haired girl had sent after her on her way. But she was not a soldier. She needed just enough necks within reach. The bandits, who pressed on Tsune, heard the screams of their comrades cut short. They saw the jumping blood and the cold blue eyes. They turned back to the other girl with frightened glances; she shrugged and they took the hint to screw. In the next round Hikari is at 11 initiative and gets the first round again, although Tsune has briefly threatened to take it away from her. It makes a spoiling attack, as before, 15 dice against 5 defense. 1, 1, 2, 4, 4, 4, 5, 5, 6, 8, 8, 8, 10, 10, 10 9 achievements, for 4 additional achievements (and a hit that gives 1 point to the initiative and brings it to 12). That's 16 damage with Hicari's base 12, but soaking the Bandits is now only 6 as they've lost a point of size. She rolls 10 damage cubes. 1, 1, 3, 4, 7, 8, 8, 9, 9, 9 6 achievements, remove all remaining points of the order of magnitude. The Battlegroup does not test for combat as this reduces its size to 0 - they are destroyed. Hikari gets 5 initiative, as Tsune did before, and brings them to 17th joining a battle in progress, giving orders and delaying that was a stiffening! Tsune forced a smile and ignored the bleeding corpses in a ring around Hikari, hoping to distract them both from how much death had happened in a matter of seconds. If you want to try this strange looking place with the demon statues there, I will raid this beautiful teahouse setup and we can... Looter. Draw and fire! Hikari pulled Tsune down behind a car, which promptly swarmed with arrows. A large number of Cathak troops stood where the girls had slain the gatekeepers and knocked their second set of a dragon's blood. They must have followed the traces of looting and the dead up to this point. I told you that they would see us no differently than the bandits. Go on, get, you can, I will hold them. Tsune gave her the look. Yes, I'm going to have my girlfriend killed while I find bullets. We do it together, just like the bandits. The storyteller announces that a Size 2, Average Drill unit of Cathak troops (with identical statistics as those previously fought by Avarice) under the leadership of a medium-range officer and the fight on tick 9. She vehemently denies this, because Hikari and Tsune kill the bandits faster than she had planned. New fighters roll Join Battle and then take their turns as normal. The Officer's Join Battle Pool is 7 2, 5, 6, 6, 7, 10, 10 5 Achievements plus 3 is 8 Initiative. The soldiers roll 5 dice, as before 1, 7, 8, 8, 10 Also 5 achievements for 8 initiative. If they had rolled either 10 or more initiative, they would have traded on tick 9. Remember, initiative, they would have traded on tick 9. Remember, initiative Shenanigans can never cause you to lose your train, so you simply act at the first opportunity. When two characters act on a check mark, their actions are usually the same. When the order counts, the players agree, which is considered the first. In this case on Tick 8, the storyteller agrees with herself that the leader goes first and takes commands to give a combat action that targets a friendly battlegroup. Success causes the Battlegroup to take the action ordered in the next round and adds achievements to this action on the roll as a dice bonus. The leader has Charisma 4 and War 3 and rolls 7 dice. She spends a willpower from her pool of 5, going to 4. 1, 2, 5, 6, 7, 8, 10 4 achievements plus 1 of Willpower is 5, so the Battlegroup adds 5 dice to her attack. Delay and mobility penalties Before Hikari the real danger; with their gift, the soldiers would be concentrated and not easily scattered. She stood on the way to a few groaning and bleeding bandits, lamenting the cruelty, the soldiers would be concentrated and not easily scattered. She stood on the way to a few groaning and bleeding bandits, lamenting the cruelty, but hoping that she could show that she was not allied with them and was in fact partly responsible for her fate. It didn't help. As the arrow wave approached her, she had to bruise through a hedge fence, scratching and indignation. Lying on exquisitely trimmed grass, she saw herself staring at the body of a garden owner murdered by the bandits; probably for their boots. An arrow pierced the dead hand, and Tsune continued to regret so many things about the course of today. However, the Battlegroup has a problem - the girls are in medium range, so they have to aim before they can attack. However, the storyteller is pretty sure that Tsune will move towards her and be in her turn at a short distance so that it is the Battlegroup's turn. When it is your turn, you can take any later initiative tick that you please change during the round at a price of 2 initiative. This will put the Battlegroup on 6 initiative. Trom. Pool is Dex (2) + Athletics (3) + Stunt (2) for 7 dice. The leader has Dexterity 3 and Athletics 3, but suffers from her medium armor causing her to take a -1 dice mobility penalty. This penalty applies to roles related to running, hunting, evasion and evasion. Tsunes 1, 2, 2, 4, 6, 10, 10 contradicts the leader 1, 2, 3, 3, 9 With 4 successes to 1, Tsune wins and can guarantee that she will close with the leader in her next turn. Your player insists that the storyteller give the leader a rank or name so that the group can talk about them sensibly; the ST is a bit fuzzy in the ranks for mortals in house armies and gives it a name jiaying. The Battlegroup decides to take action on Tick 6 (its current initiative of 5 does not prevent it from taking its delayed action whenever they want). They make a perishable attack on Tsune that solves at the same time as their rush (and can't change its result so there are no problems there). Your pool is Dex (3) + Archery (3) + Archery (3) + Accuracy (4) + Size (2) + Jiayings Bonus (5) for a total of 17. Tsuns defense is 5 as usual. 1, 1, 2, 3, 3, 4, 4, 5, 6, 7, 7, 7, 8, 9, 9 10 8 achievements, for 3 additional achievements. Damage is Strength (3) + Weapon Damage (9) + Size (2) + Achievements (3) - Soak (4) for a total of 13 dice. 1, 1, 1, 3, 4, 6, 7, 7, 8, 8, 9, 10, 10 7 achievements (remember 10s do not count twice for Dener damage). Tsune loses 7 initiative doesn't change. Full defense and battlegroups that attacked targets Hikari knew exactly an Ancient Kingdom word, a little sword god who had applied to 0, in crash. No one gets the Break Bonus initiative, and the Battlegroup initiative doesn't change. the girls who had practiced with sticks in their younger days, that she was a curse to make demons blush. She screamed it at the top of her voice as Tsune took off and raced after her. When the other girl chased her unworthyly into the hedge, she considered following him, but calmed down and let her sword float by herself, cutting arrows out of the air as she relentlessly drove toward the enemy. Jiaying saw that these two were not ordinary bandits, and despite their youth were extraordinarily dangerous. They may actually have cut the bandit corpses scattered by the looted treasures. All the more reason to have her dead, for Lady Sugira's peace of mind. Keep... Tsune shrugged off the poor garden owner, rolled back out of the hedge and ripped out a branch as a makeshift shield. Fire. Hikari defined a space in which no arrows could be present. A shaft that entered it was cut, the the archer stood with despair that they dared to challenge the sword. Tsune collected several shafts by swatting them with her branch... but her load came to a halt as she collected one in the shoulder. The shield fell as her left arm replaced pain with obedience to her wishes, and blood ran through her Tsune! Hikari made to run for her, but stopped after a heartbeat. Go. Go now! I can't protect you and kill them at the same time. Protection is something... we do for each other. It's not just you... Tsune withdrew and stared at the arrow protruding from his shoulder, which was now just agony. Then the archers raised their bows again. Tsune knew how that ended. Wounded, she couldn't block all the arrows. The next one would kill them. Hikari would get away from the island. The black gates caught her eye. She ran and fought back tears as she tried to fight archers. In the next round Hikari takes her tick 17. She joins the enemy's short range and judges that they would all rather shoot than flee, forgo a rush and opt instead for the Full Defense by 2 until its next move. It cannot be flooded. On tick 8, Jiaying makes another attack order and returns willpower (and brings it to 3 points). It rolls the same pool as before 1, 2, 4, 7, 8, 9, 10 5 achievements, plus 1 for willpower, means 6 extra dice for the Archers' attack. On tick 6, the Archers perform another disarming attack and target Tsune as their primary target. The storyteller rules that Hikari is in close proximity and is therefore also a target. Your pool is now 18 (Dex + Archery 6, Accuracy 4, Size 2, Jiaying 6). That's not bad for Hikari, whose 8 defenses is increased to 10 by full defence. Tsune, however, suffers a 1-point rush penalty. It issues a willpower point (with 3 points) to compensate for this, so that it stays at 5 defenses. 1, 2, 2, 3, 4, 4, 4, 5, 5, 6, 6, 7, 8, 8, 9, 10 7 successes, missing Hikari and beating Tsune with 2 extra. Damage is Strength (3) + Weapon Damage (9) + Size (2) + Achievements. Tsune doesn't lose an initiative - Battlegroup attacks on crashed targets directly damage the health lane. Tsunes -0, both -1 and their first -2 health levels are filled with deadly damage. She now takes a -2 wound penalty, and since the 4 health levels of this wound correspond to her stamina of 4, she bleeds and loses one health level per minute until the bleeding is finished or she dies. At tick 0, Tuns's player pauses at Hikari and then declares that they are moving into the middle Moved. She asks the storyteller if she should use a Withdraw action for this, and is informed not to be bothered - it is unlikely that the troops will get past Hikari before she can reach extreme range. While Battlegroups make it easy for heroes to slaughter a large number of mooks, their very high cube pools when they lead competently and and The ability to cause health damage without playing the spoilage/decisive game makes them very dangerous if they remain unskilled. Originally posted by Exalted Veteran: Shouldn't Hikari Have Defended Others? Yes, she really should have. Hikari made the Dex 5 build look like usual in this tutorial, but alternative builds like Tsune's Strength 5 are much better in the new edition. However, this works best in a context where those with lower defenses are effectively protected by their friends. Hikari has a good build, but that doesn't mean she shows the best tactics. Harder Rout Checks Hikari has dampened her anger. Tsune was seriously injured but alive. The bows turned to the sword as she approached, and enter a clean world of sharp vectors and elegant curves. Jiaying was himself gifted with the blade and blocked Hicari's first overhand strike as she swiped into the melee. Exactly as expected. The white-haired girl pressed, and somehow her full swing flowed into the bandit guard, whose neck Tsune still snapped, hung. Ignoring the arrows that were now ripping wildly through the gates, she jumped and jumped, landed on Jiyaying's shoulders and drove the blade through a living and dead throat to break against the silver metal. She fell forward, slammed the unit; she took only five more when they dispersed. On tick 16 of the next lap Hikari takes the turn, reaches close distance and makes a thorny attack against Jiaying. Hikaris Pool is 15 as usual, and she issues a willpower point that brings her to 5 points (her rating is 6). Jiaying's Paridie is 5. 2, 3, 3, 4, 5, 5, 6, 6, 7, 8, 8, 10, 10, 10 achievements, plus 1 for willpower is 11 or 6 additional achievements. That's 18 damage points when added to her base of 12, minus 8 for Jiaying's Paridie is 5. 2, 3, 3, 4, 5, 5, 6, 6, 7, 8, 8, 8, 10, 10, 10 achievements, plus 1 for willpower is 11 or 6 additional achievements. soaking (Stamina 3, medium armor 5) for 10 remaining dice. 1, 2, 2, 5, 6, 7, 8, 8, 8, 10 6 achievements. Hikari gets 7 initiative and decides to trade at the same time as Jiaying on Tick 1. Jiaying rearranges again and issues another willpower: 1, 4, 7, 7, 7, 8, 10 6 achievements, for 7 bonus dice! The soldiers attack, but their accuracy is close -2. Your pool is Dex (3) + Archery (3) + Size (2) + Jiaying (7) + Accuracy (-2) for 15. Hicari's defense is 8, but she really wants to protect this initiative and buys another point with willpower (falling to 4 points). 2, 2, 3, 4, 5, 5, 7, 7, 8, 8, 9, 10 8 successes against 9 defenses, a very narrow failure that the and Hikari declares a decisive attack against Jiaying. Her pool is 13 as normal, but the storyteller likes her sword-shattering stunt and grants a two pointer for a stunt, a hit so she can roll her 21 initiative as a damage. 1, 1, 2, 3, 3, 4, 4, 5, 5, 5, 6, 6, 6, 6, 7, 7, 9, 9, 9, 9, 9, 9, 9, 9, 10, 10 7 achievements. The mortal officers of the Cathak House legions are powerful, but even they have only seven health levels, and Jiaying is dead. Hikari regains a willpower for her stunt and is on 5 points. Your initiative will be reset to 3. That's bad for the archers. Without order to boost their role, their attack on Tick 4 at Dex (3) + Archery (3) + Arccuracy (-2) Dice for 6 against a defense of 9 (the ST allows Hicaris to drive stunt on defense). 2, 3, 7, 7, 8, 8 4 achievements do not score. Tuns player pouts; If only she had come close uninjured, she could have enjoyed pummeling her in the safety of the hand-to-hand area. In the next round, both sides will be on Initiative 3. Since Hikari could take a point of greatness from them and thus influence their attack, the ST gives her the first turn out of consideration for being a player character. Just one point stunt in this round, but that's still a healthy pool of 15, compared to a defense 3 the Archers had before, +1 for Drill). 1, 1, 2, 2, 3, 4, 4, 7, 7, 7, 8, 8, 8, 10, 10 10 achievements, for 6 extras. With their base damage of 12, the 18, less 8 soak (Stam 3 + light armor 3 + size 2) is left for 10 dice. 1, 2, 6, 7, 7, 8, 9, 9, 10, 10 A very happy 9 achievements erases the unit's Magnitude Check by 1: each point of the size damage the unit has previously suffered, one or more allied leaders or heroes killed, an allied combat group destroyed, or the check provoked by a devastating supernatural power. This group has seen Jiaying destroyed, and the ST rules that the slaughtered bandits were not allies, but the terrible implications of their fate make them count. This increases the difficulty to 3, and the unit rolls its willpower rating: 2, 8, 9 2 achievements, not good enough. Their morale breaks and the Cathak troops cast down their bows and disperse, the survivors no longer considered fighters. Originally posted by I've read the Sublime 3 Rules, shouldn't this be a conflict? We handle Clash Attacks but in the case of Battlegroups, they only apply if it makes sense for the ST. In this case, she preferred to have Hikari disband her attack first. Crash Recovery and Stemming Bleeding Everywhere there were arrows and shuriken. Blood stains and traces under them, but no bodies... ... except in this temple over there. Tsune had a moment of total total When she recognized the thick plates that encased a seated figure as jade armor, but as the dragon bled, she let go of a long breath and calmed down. What did she do again? Oh, yes, die. She didn't have much choice for a bandage and ripped off the bottom of her shirt in a way that screamed yes, stab me here. Removing the arrow tormented and produced more blood, but it wasn't the first time she or Hikari had bled on an escapade, and she very much hoped it wasn't the last. She must have been very focused on treating her wound, because when she looked up again, the black gates had closed. Well, Hikari would catch her easily enough, and she had no desire to climb with her shoulder over the damn wall. Staying near a place where a Dragon Blooded had died would easily be the worst idea she had in a day of right-hand shocker, and so she walked away in the blood trail. Those who put that down were in worse shape than Tsune, so there was a limit to how bad ly it could become. Tsune survived three shots, while Hikari eagerly killed Cathak troops. After three crash laps, you will be moved back to 3 initiative at the beginning of the following lap. She's not really in the fight anymore, and it's basically over, but it makes her players happy to cross the 0 out of their scrap paper and replace it with a 3. Of course, this means that bleeding is becoming a problem. Stanching Bleeding is an intelligence + medicine role at a difficulty by increasing it to 3. She is actually not bad at Dererstein, with an intelligence of 3 and a medicine of 2. Their one-point stunt compensates for the two-cube wound penalty, leaving them with 5 dice. It gives a willpower to success and brings it to 2 points. 3, 7, 9, 9, 10 5 achievements plus 1 against difficulty 3 means no more bleeding! Tsune lives! Unfortunately, the wounds themselves are not so easy to treat. Mortals take a long time to heal wounds; Tsune looks at four weeks of bed rest before she is back in top condition. Cathak Talevu filled the air around her with water, drowned all movements except her own, and gave her arms the infinite power of the tide. She called the secret name of her khatare and unleashed the dragon power that was waiting inside. She kept her posture perfect and began to work again with her ancient temple arts But she seemed to see all the stars of the world passing in a shimmering blur under her chin. She heard the click of a slender daiclave back to his coat, and then the world crashed, even though she felt no movement of her body. There was a moment of beautiful silence; the young woman drank in with the silent satisfaction of one who had accomplished a task for perfection. She dragged the heavy body in all his jade into a pretty garden that had somehow remained untouched in the horrific battle, put his head back as neatly as she could, and placed a white lily in Cathak Talevu's lap. Ambush and Surprise Attacks The blood trail went surprisingly far; the victim must have been a disciplined crawler in the last few minutes. Tsune felt she had to go near the center of the Forbidden Quarter - fabulous towers, forging with abandoned jade tools, a coffee house full of telescopes and a large observatory to pick up the stars. Even the wealth that accumulated near the Nexus Gate could not be compared. At the front she saw a truly gigantic gate, shining in what seemed like glowing gold. It stood open and unveiled a hexagonal courtyard with four more golden gates, densely closed with their chains taught, and large open wooden doors to a stunning palace. Gardens filled the courtyard, and a large fountain, surrounded by worried and angry sisters in their arms. Tsune clung to her shoulder and felt her own anger rise. This time she was able to approach. She still had her right arm... Her squawk was suffocated when she passed the gates and was abruptly dragged into the garden. She was much stronger than the woman who approached her and just shook her off, but had the presence of the Spirit to duck into the foliage and not to attract imperial attention. The woman was dressed in colorful overfittings, but each color was a strip of fabric that was once an exquisite subtlety. Her long red hair fell into braids, shuriken seemed to tucked into every wrinkle in the armor she would take, and something about her expression made Tsune's good handball into a fist. None other than Splendid Avarice himself. You! Your bloody bandits have tried to kill us all morning. Oh, that's just because they're too stupid to distinguish goals. Uh... Tuna, isn't it? The one with the pretty girlfriend, I am the one with the pretty girlfriend. TSUNE. And she is the one with the pretty girlfriend, I am the one with the pretty girlfriend. TSUNE. And she is the one with the pretty girlfriend. TSUNE. And she is the one with the pretty girlfriend. TSUNE. And she is the one with the pretty girlfriend. TSUNE. killed half of your bandits! Why do you think I'm going to set up? Look, when you're here, plunder, there's no other reasonable reason to be here. Want a crack at this palace or not? Fine. Tsune took a deep breath, looked at the Lobby behind the doors and compromised their ethics. I start with them, just remember, if you have met me with these shuriken, Hikari will take your head. Can't trust me much, darling, but you can trust my goal. Just wait until I get the first then blindside 'em when they react. Avarice grinned, a murderous light in her eyes that was the opposite of Hicari's ice cream, but just as deadly. Idiots should have felt that they were not born in the realm! Two handfuls of Shuriken stormed into the Cathak troops and found faces, wrists and throats. Blood streams ran into the well, which was drawn into its deep works to be pumped purple into the air. Avarice waved cheerfully from the bushes and then dived loudly through the foliage as powerful spears and drawn swords turned their way. The soldiers chopped down trees and statues, but found no bandit. Tsune had to admit that it was an excellent distraction. It must have killed her to wait in the bushes to jump her trap, so full of blooming and nervous energy. The brawl felt a little like that. As she jumped out, she slapped an open palm in the face of a soldier, lifted her with raw force, and hurled her through her friends to splash into the well. As troops invaded Tsune, she let her left arm dangle uselessly, slapping with kicks, crushed right fists and bleeding backhand until an extremely satisfying crowd of cathak-armored women lay groaning at their feet. Stealth against perception + awareness against cheque. In the past, Avarice played such a role to hide from the Cathak troops who visited their fallen enemy. Your pool was skill (4) + stealth (4) + st a total of 10 dice 2, 3, 3, 4, 5, 6, 8, 9, 10, 10 6 achievements! The soldier pool is Perception (3) + Awareness (3) for 6 dice. 1, 3, 4, 6, 8, 9 Technically, when Avarice Tsune pulled into the bushes, the storyteller could have demanded more stealth roles from both, but she liked her banter and let Avarice's role just drive. When players decide they want to attack, all participation in the battle rolls. Avarice Pool is 9 dice - her previous 10 minus 1 for her wound penalty. 2, 3, 3, 6, 8, 9, 10, 10, 10, 8 achievements, plus 3 for 11 initiative. The soldiers have a pool of 6 (like all other Cathak soldiers so far). 3, 4, 4, 6, 9, 10 3 successes for 6 initiative. Avarice takes the first round. If you attack a target that doesn't know it's in combat, it's considered an ambush. The defense of this target is considered 0 against your attack. These Cathak troops are a size 2 combat group that is largely identical to the archers Tsune and Hikari, who used to fight, but have medium melee weapons. which gives them a parry of 4. But Avarice will roll hear to fight, but have medium armor and medium armor and medium armor and medium melee weapons. pool of 14 against defense 0. 1, 4, 4, 4, 4, 5, 6, 6, 7, 9, 10, 10 8 achievements, which are 8 additional achievements that break the soaking of the soldier of 8. Avarice rolls her total base damage of 9 2, 2, 2, 4, 4, 7, 8, 9, 10 5 achievements that are half their 9 magnitude. Not bad for shuriken against heavy armor! As usual with a successful fault attack, she wins 1 initiative and goes to 12. On the initiative tick 6 the soldiers act. They make an attack on Avarice; They know they're in battle, but they're not aware yet and can't include them in their attack, even though the ST leads the whole fight up close. Your pool is 10 dice - skill (3) + melee (3) + size (2) + weapon accuracy (2). Avarice's defense is still 5. 2, 3, 3, 4, 5, 5, 8, 9, 9, 9, 9, 9, 9, 9, 9 4 successes do not bring them over the line. Finally, on Tick 4 Tsune acts, and makes a most decorbable attack on the soldiers. Because they realize that they are in combat but are attacked by hiding, they suffer a penalty for a final 11. 1, 2, 2, 4, 4, 5, 6, 7, 8, 10, 10 6 successes for 4 additional achievements. Its base damage is 12, bringing it to 16, then 8 dice after soaking the soldier 1, 4, 9, 5, 8, 9, 10 4 achievements, taking the remaining 4 points of their size. Tsune gets Initiative (including 1 for its successful decorion attack). The soldiers make a rout check with their willpower rating of 3 1, 4, 9 1 success is enough to keep them on the field. They then fall to 1 size and 8 magnitude. Surprise Where did she go? The remaining soldiers hissed and stood with careful eyes on Tsune abruptly found himself the only viable target for the soldiers, who expected the bandit to attack them again, but saw no reason not to kill the thug in the meantime. When she encountered her cargo by breaking her arms and smashing spears, she became increasingly irritable about the lack of flying Shuriken. Don't forget our deal, you overdress freak! When she was finally surrounded, holding herself, but worried that she would not win before suffering another wound, Tsune saw red braids and shiny steel rising from the green and reflexively shielding her face. When she looked again, they surrounded nothing, but corpses surrounded her. Trust my goal, darling. Restoring surprise is a combat action that can't be shimmered, so if Avarice decides to do so on tick 12, it's all she'll do for the round. It's a skill + stealth vs perception + awareness check like any other stealth check. The pool of 10 dice 1, 3, 3, 5, 6, 7, 8, 9, 9, 10 6 achievements! The soldiers resist with 6 dice as before, which are not good odds. 6, 6, 7, 7, 8, 9 4 achievements are not enough to keep track of the clever bandit; it is now hidden from them again. They can't attack her, and if she attacks again, it will be a surprise attack. Be. Tick 10 Tsune attacks again, again with a pool of 11, but benefit from the onslaught penalty they inflicted on themselves to go against Defense 3. 2, 3, 4, 6, 7, 8, 9, 9, 9, 10, 10 9 achievements, for 6 extra; the hit brings them to 11 initiative. Base 12 damage for 18 vs. 7 (1 lower than last time due to loss of size) soak, for a last 11 dice. 1, 4, 5, 5, 6, 6, 6, 7, 8, 10, 10 bold Text 6 achievements removed this great size, leaving the soldiers with a lean 2. On Tick 6 they act themselves and gather for one last push against Tsune. Their pool is now only 9, their size bonus is reduced, but Tsun's penalty draws her normal defense from 5 to 3. 1, 1, 2, 3, 3, 5, 7, 8, 9 3 achievements are just one hit. Damage is Strength (3) + Weapon Damage (9) + Size (1) + Additional Achievements (0) - Soak (4) total 9 dice. 2, 2, 4, 4, 6, 7, 9, 10, 10 4 achievements (no double 10s for battlegroup damage), with Tsune from 11 to 7 initiative. Finally the round changes again, and on tick 12 Avarice finally makes her attack. 1, 1, 1, 1, 1, 2, 5, 6, 6, 7, 8, 8, 9, 10 5 achievements for 3 extras. Base 9 Damage + 3 Achievements - 7 Soaking is 5 Dice Damage. 3, 3, 7, 8, 10 4 achievements are a lot to beat the last 2 points of the order. The Battlegroup drops to 0 size, Avarice gets 5 initiative plus 1 for the hit and climbs to 18; the way to the Palace of Satrap satrap is clear. ... but the storyteller doesn't put her dice down. Sublime and Excellence A meteor hit the well, and it exploded in steam. Tsune blinked, her jaw looser than her useless left arm. A heartbeat later, when Cathak Sugira burst into flames from the clouds, her red jade daiclave twice the size of the stunned girl, Tsune saw that the meteor was a woman. But no one. Sublime. Warrior of the Dragon Bloody Host. Elemental Bodhisattva. Absolute destruction dressed in impenetrable jade plate. Sugira uses the Young Dynast Quick Character template from page 541 of the core book. The statistics of this template are not really impressive, but since we will see the arms and power of the sublime more than make up the difference. As an exalt, Sugira has a number of additional traits - her essence rating of 1 isn't really higher than most creatures, but she's able to tap into her power by using her mote pools of 12 staff (10 matched to her war gear) and 27 peripherals to fuel her charms. Charms are the special abilities of the sublime, the supernatural power that elusion them over mortal heroes such as Avarice, Hikari and Tsune. The simplest of these is excellence, a Charm for any ability that allows the heir to buy additional dice for a roll or static sum with motes. Sugira's Dragon Blooded Excellencies allow her to spend 1 willpower to roll a failed cube from such an improved reel. Your Join Battle Pool 6, but she can buy an extra 2 cubes for 2 motes with her Awareness Excellency. She does this, goes to 8 dice and pays the 2 motes from her remaining personal motes, going to 0. 3, 4, 5, 6, 7, 8, 9, 10 Sugira issues a willpower point (falling to 4) to roll the 3 again. The result is a 7, so it has a total of 6 successes and 9 initiative. Once again, Tsune is trumped by fighters who join the battle in the middle of the round. At least this time, she can blame dragons. Complementary Charms, Peripheral Motes and Anima Banner Tsune tried to start back and open some space, but the Dragon Blooded charged at terrifying speed, swept her daiclave around in a massive swing around her body. For a moment, the thug thought it was just hitting the stone of the yard - which it did, and slipped through it as if it were butter. She somehow managed to turn to avoid his ever-sharp edge, but the impact threw her back into the garden and through a tree. Her body was singed, the shards of the tree smouldered. Although it was not yet a campfire, the air around Cathak Sugira burned. Their parasite slurs us from the noble soldiers on whom the security of this city depends. Quickly die that at least you don't spend my time with the lifeblood of the city. On tick 9 it is Sugira's turn. Charms have different types. Permanent charms are always in place, Reflexive Charms can be activated whenever they are appropriate, and complementary charms enhance a character's dice actions. Excellences behave as reflexive or complementary when necessary. Charms usually need to be enabled before you make a role that improves them. Sugira has an additional charm called Stoking Bonfire Style, which she can activate when she makes an attack at a price of 2 motes. It adds 4 raw damage to a devastating attack, or 1 death to a decisive one (2 at 11+ initiative). She declares a spoiling attack against Tsune and activates both her melee excellence to add 4 dice for 4 motes, and Stoking Bonfire Style for 4 motes, and Stoking Bonfire Style for 4 motes, and drops from her onslaught penalty to 2. 1, 1, 4, 4, 5, 5, 6, 6, 7, 8, 10, 10, 10 8 successes, for 6 extra. Your base damage is 15 (a daiclave has a damage rating of +12 because it is essentially a sharpened bulldozer), + Stoking Bonfire Style (4) + Achievements. Sugira gets 12 initiative, goes to 21st Tsune falls by 11 to -4, crashing and granting initiative break. Sugira's last initiative 26. Sugira spent her 6 motes from her peripheral pool, went to 21. When you spend 5 or more motes in an instant from this pool, the anima of an exalt is extended by one level - a visible from great distances. The Anima of Dragon Bleeding is now on the Glowing Plain. Level. wants to advance to the Bonfire plane, where she can reflexively burn her enemies. Mote Drip, Overwhelming and Anima Flux Hikari will be here soon. Tsune pulled up, slapped a fist out of her right hand and made one last defiant charge. It is not invincible. Three of us will suffice. Must be. I have already seen a dead dragon's blood today. Hitting her fist into a jade plate hurt even more than she had imagined, but she pushed the exalt back a step back. Not invincible. Very hard. Tsune met her eyes and saw something like a man - grieving, betrayed by her allies, dutiful - but with an impossible rage. She remembered Hicari's words - we are like her - and saw herself in Cathak Sugira's eyes. A bandit. A cleaner. A parasite. Not the hero. Ah., she said, before her crumpled body hit a large golden gate like a thunderbolt, and so many of her bones disintegrated. Tsune did not get up again. Avarice found the Shuriken despite herself in her hands, found her bleeding towards the dragon before she could think. But they were like a gentle rain, only to turn the cathak their way. And then came the fire. The daiclave ripped the dancing bandit out of the air and smashed it into the stone. She coughed out her breath and only the flames of the dragon's anima bled her lungs. She scattered as she tried to roll, but found herself smashed to the threshold of the palace she wanted to plunder. Avarices Motley burned away and her meat was boiling when Cathak Sugira stood over her. That's how the thieves end up. May I finally prepare to defend this city against its true enemies? And the burning daiclave smashed through splendid Avarice's ribs and deep into the stone below. At Tick -4, Tsune attempts a Withering attack. Her pool is still 11th Sugira's defense is 4, which she increases with her melee excellence to 6, at a price of 4 Motes Peripheral (dropping to 17). 1, 1, 3, 3, 4, 4, 7, 8, 8, 9, 10 6 achievements, beat with 0 additional achievements. Their base damage is 12, against Sugira's soaking of 11 (artifact medium armor that contributes 8), leaving 1 damage. 7 Tsune gets 2 initiative, go to -2. Cathak Sugira loses 1 and becomes 25. At the end of the round, each sublime will receive back up to 5 Motes issued. It cannot recover motes that profess effects or powers (like the 10 Motes who profess themselves in Sugira's war clothes). Our Cathak friend decides to replenish 5 of the 6 peripheral motes she has spent, and goes to 22. In the next round at Tick 25 she makes a decisive attack against Tsune. Her pool is 6, but she buys another 4 cubes with her and reactivates Stoking Bonfire Style for a total of 6 motes (to 16). Tsun's defense is 3, and she spends a Tsune's health lane is filled almost three times. She's dead in the prologue? Hikara's player says incredulously. I decide whether someone is recovering from incapacitation. Or, well, triple incapacitated, the ST. Tsune answers no more bones. Or blood. You need blood. Sugira again spent 5+ peripheral motes, and her anima advances to the Burning Plain, sending smoke and flaming essence that rolls off her body. Your initiative will be reset to 3. At tick 18, Avarice makes a peribecent attack. Their pool is still 14, and the Dragon Bluted spends 4 motes again to increase their defense to 6, and goes to 12 peripheral motes. 1, 3, 4, 4, 5, 6, 6, 6, 7, 8, 9, 9, 10 6 achievements hits with 0 additional achievements. Avarice's base damage is 9, minus softening of 11 is...-2. All weapons have a feature called Overwhelming. This is the minimum damage it can roll on a devastating attack after soaking. Avarice gets 1 initiative for hits and goes to 16th Sugira loses no initiative. The round changes; the Cathak wins back 5 peripheral motes and puts them on 13. On tick 16, Avarice tries a decisive attack, hoping to get it under control by inflicting a wound penalty, and then maybe running away screaming. Their pool is 10 dice, and Sugira strengthens her defense (dropping it to 2 points of willpower). 1, 1, 2, 3, 4, 6, 8, 9, 9, 10 5 achievements are a narrow failure, and Avarice loses 3 initiative to go to 15. On Tick 3, Sugira spends 6 peripheral motes making another Excellency/Stoking Bonfire Style Fault Attack and ending at 7. Your pool is 13, Avarice's Defence is 5. 1, 2, 3, 3, 4, 4, 4, 4, 7, 10, 10 7 achievements, for 2 extras. Base Damage (15) + Stoking Bonfire Style (4) + Achievements (2) - Soak (6) is 15 Dice Damage. 1, 1, 3, 3, 4, 6, 7, 7, 8, 8, 9, 9, 9, 10 9 achievements. Sugira goes to 14 initiative, and rises to 13. Avarice loses 9 and drops to 6. Due to injury insult, cathaks Anima advances one step to the Bonfire. It deals spoiled damage to all non-dragon bleeds in each curve. 9 1 success. Sugira goes to 14 initiative, Avarice to 5. The ends, and the cathak receives 5 motes to go to 12 peripherals still wreathed in the flames of their anima. On tick 14 of the new round it is the dragon's turn blood. Another perishable damage. 8 Sugira goes to 15 initiative, ini peripherally (although her anima doesn't progress, Bonfire is as far as it gets). Their pool is unchanged at 13, but Avarice suffers rush and drops to 4 defense. She spends willpower to buy up to 5 back, allowing her to score 3 points. (Your player begins to think about how shameful it is to die with willpower unconsumed) 1, 1, 1, 2, 3, 4, 4, 6, 7, 9, 9, 10 7 achievements for 2 extra. This gives you 15 dice damage, just like last time. 1, 1, 2, 2, 3, 4, 4, 4, 5, 5, 7, 8, 8, 9, 9 A terrible roll, but 5 achievements are enough to crash the bandits. Sugira gets 6 initiative and goes to -1. The Cathak wins Initiative Break and is thus on the 26th. At Tick -2, Avarice makes a defiant last offensive. Her pool is 14, and she gives willpower for success. Sugira's defense is 4, and at the moment she would prefer to conserve her resources, confident in her soaking is 1 die. 6 With 0 successes Avarice wins only 1 initiative and climbs back to 0, but still crashes. Sugira loses 1, to 25. The round is over. Sugira wins 5 motes back and goes to 11 peripheral. The hammer falls. On tick 25 the campfire Anima Avarice burns; Crashed targets take deadly damage from Dragon Blooded makes the deadly decisive attack, increases its pool to 10 with Melee Excellency (end on 7 peripherals) and gives a willpower for success (1 point remaining). Avarice's defense is still 5, and she spends her last willpower to get her to 6. 1, 1, 2, 3, 3, 7, 7, 7, 8, 8, 8, 8, 9, 9, 10 12 achievements. Avarice's remaining health levels are fully filled. Sugira's initiative is reset to 3. Cherry blossoms swirled gently around the docks. Sweet but sad music haunted the island. Each gate flew up with the power of thunder. The Solar Sublime Hikari shrugged as the huge golden gates in front of her burst and reverberated with old power. She saw a fountain, crimson ribbons that were cheerful a cloud of steam shot into the sky. She saw a mighty dragon blood warrior, who was engulfed in flames with red liquid and boiled off her glowing daiclave, her face marked by sad triumph. She saw two more through which the Gate, in green and white jade, troops march behind. She saw her beautiful Tsune, smashed, hurled to the side like a baby bird hit by a cart, visionless eyes staring at the sun. She saw that the sun had adorned the great walls, but still burned shaded by the colors of dawn. And when the anger of mourning began in her, when the ice of in the read his voice, and his holy fire ignited her soul. For too long I have turned my face away from this fallen world. The corrupt glory that so offended me has disappeared; in its place are a people who suffer for old sins and cry out for redemption. I give them a hero invincible, a sword to divide all darkness. To a world that has passed through petty aristocracies, I give a true princess. I only give you, the best beloved daughter, the victory. Strength my sword arm, Mr. Sonne. Hikari burst into an oven of cleansing light, bleach, and gate alike with the reborn power of an earlier age. And I'm going to take the victory for myself. Hikari, as the Chosen One of the Undefeated, has inherited The Immeasurable Power with

immeasurable skill at the time she needs it most. The Solar Sublime are the most powerful of the sublime host and the default playable character type of Sublime. Hikari is inspired by the Dawn Caste, especially gifted in the arts of struggle, fitting for her short but remarkable career as a mortal hero. Her essence remains 1, but she gets a personal mote pool of 13 and a peripheral mote pool of 33. She receives five purchases of the Charm Ox-Body Technique, giving her a total of 5 additional -1 health levels and 10 additional -2 health levels. She receives the Athletics Charms Monkey Leap Technique, giving her a total of 5 additional -1 health levels. She receives the Athletics Charms Monkey Leap Technique, Increasing Strength Exercise and Thunderbolt Attack Prana (the latter a powerful offensive charm). You get the melee charm excellent strike, fire and stones strike, ascending sun slash, foe-cleaving focus, hungry tiger technique, diving swallow defense, perfect strike discipline. It receives a number of excellency for more cubes. The Solar Excellency can grant up to attribute + ability cubes at the cost of 1 mote each, which is in Hicari's case 10. She buys all 10 cubes with peripheral motes, goes to 23 motes and drives her Anima banner to Glowing. Your normal Join Battle Pool of 13 will be 23. 1, 1, 1, 1, 2, 4, 4, 5, 5, 5, 7, 7, 8, 8, 9, 9, 10, 10, 10 15 achievements, plus 3 is 18 initiative. It begins the fight in a short by Cathak Sugira. Originally posted by Exalted Veterans: Ox Body Technique? Really? Five? Really. In previous editions, the Corebooks advised players to take Ox-Body Technique to keep their characters alive. This was something of a novice trap, especially for characters alive. This was something of a novice trap, especially for characters alive. This was something of a novice trap, especially for characters alive. This was something of a novice trap, especially for characters alive. This was something of a novice trap, especially for characters alive. This was something of a novice trap, especially for characters alive. This was something of a novice trap, especially for characters alive. This was something of a novice trap, especially for characters alive. This was something of a novice trap, especially for characters alive. This was something of a novice trap, especially for characters alive. This was something of a novice trap, especially for characters alive. This was something of a novice trap, especially for characters alive. This was something to the event of the provide trap, especially for the provide t of taking it, rather than saying that diving swallow defense or seven shadow scare could be fatal. Ox-Body you would expect to need about 66 € initiative or the equivalent in damage improve the charms to kill Hikari. While this is not excluded for the sublime, it represents a lot of distance between Hikari and dead, distance that she can use to fight or escape. Ox-Body finally works as advertised. The combination (many) Charms Hikari waited the few heartbeats for the cathak to see them. She did not want the blooded dragon to go into darkness without knowing how and why death had come, that it was the bright sword of the new day that cut through this red jade. She waited for the first time. Anathema! No. She echoed an old part of her soul. Dawn. Cathak Sugira's world turned white. She felt the whole weight of the sky fall into her at the end of the flaming, arc-shaped leap of the anathema. She felt the well on her back. A flash of sunlight, and their duty was at the end. Hikari saw the mortal sword in her hand, taken from Jiaying's dead hands. of the blow had smashed statues, bleached the color of leaves, and sent the dragon's bloods rolling to see her sister slain. That was the first of many necessary cuts. On tick 18 Hikari Cathak Sugira targets with a decisive attack. It does not move in front of this; While a hand-to-hand attack from a short distance is usually not possible, it activates Thunderbolt Attack Prana at a price of 4 motes and 1 willpower, going to 19 peripheral and 3 points respectively. TAP allows a decisive attack from a short distance and doubles the damage after it has been rolled. In general, all complementary charms that affect a role will be of the same ability (like Sugira's melee excellence and the melee charm-stoking Bonfire Style). However, charms of other abilities that are explicitly the given role can be used and can be combined with all other applicable charms. In this case, Hikari has activated an athletics charm that is explicitly allowed to complement a melee role, and activates several melee charms to go with it. Excellent Strike for 3 Motes grants automatic success and rolls all 1s on their attack role until there are no 1s. Fire and stones strike to spend up to 3 motes to add additional achievements on the attack role to deal damage. She spends 3rd Perfect Strike Counts as 2 dice and brings that to 8. Once used, this charm cannot be used again until the Exalt incapacitates an enemy with melee. Total cost of Melee Charms: 6 Motes, 1 willpower, brings them to 13 peripheral and 2 points. Her anima is at Blazing. The ST likes the Exaltation Stunts and grants a two-point stunt that adds extra success to the role and brings Hikari back to up to 3 power points. Perfect Strike Discipline increases her normal crucial attack pool of 13 to 21, and she will earn a total of two bonus essays. Sugira's defense is still 4. She spends 4 motes (goes to 7 peripheral) and her last willpower point to increase that to 7. 1, 1, 1, 1, 3, 4, 4, 4, 5, 5, 7, 7, 7, 8, 8, 9, 10, 10, 10 12 achievements, plus 2 bonus for 14. It activates Rising Sun Slash for 1 Mote (to 17 peripheral), which requires a 7, 8, 9, 10 set in the results and grants 1 successes, for a total of 19 successes. Foe-Cleaving Focus activates itself and refunds a mote for every 10 rolled on a roll with Rising Sun Slash, bringing it back to 17 peripherals. 19 achievements easily hit 7 defense with enough additional hits for Fire and Stones Strike to add three damage. So she rolls 21 dice. 2, 2, 3, 3, 4, 4, 4, 5, 5, 6, 6, 6, 7, 7, 8, 9, 10, 10, 10 8 achievements, doubled by Thunderbolt Attack Prana to 16 health damage. Oddly, the Young Dynast Quick Character template doesn't have any purchases of the Dragon Blooded version of Ox Body Technique and therefore has only 7 health levels, but that doesn't matter as it would have required at least 9 additional levels to not be killed immediately. This kind of gratuitous overkill with heavily layered charms is not normal even for the solar sublime. It's not necessarily tactically wise. However, it is possible, and immensely satisfying for Hicari's players. Hicari's initiative is reset to 3. Perfect Strike Discipline sits back when it informs an opponent with melee. The round ends and all living sublime in battle receive 5 motes; as Sugira has tracked her last mote, which is just Hikari going to 22 peripheral. Various actions, martial arts, Other Yuuko labeled a prayer strip for the hundredth time, the words and burned a few talismans for a good measure. Nothing. Naomi placed a gentle hand on her shoulder and frightened her of her trance. Tsune and Hikari will be back soon. If the gods don't work together, just let it go, you can help me get the girls ready to go. You always work with but they are not there. It's like they've all run away. Yuuko took a deep breath and thought of Tsune and her determination. It's okay, I just have to find a bigger God. Is Peony back? Yes, she found neither her sister nor Tsune, but she found a remarkable amount of good stuff falling from the back of a car. Also the car, so I think she recharged everything before she drove it here. So we have supplies if we are not too picky as to where they come from. Yuuko nodded, visibly uninterested, to argue over Peony's loose definition of property, and returned to her singing. She was dressed as clearly as the other girls, but with this long black hair saw quite the part of the priestess. If there was a god to listen to, Yuuko would find them. This left Naomi baffled; there wasn't much more evacuation preparation that needed to be done, and she was out of work for the girls. They were calmer than she expected, relying on Hikari and Tsune. And in the absence of the two heroes, she felt her eyes on Yuuko and she, the next oldest of fourteen. It was not long ago that Naomi came from her ship and her lot with these orphans; She felt like a father-in-law who was asked to take over the family business. The doors were open, everyone was hoping to catch the first glimpse of the young women who returned to bring them to safety. Naomi stared out and tried to take a thoughtful expression like a ship captain planning a course, and didn't want to chew on a lock of her golden hair, a habit Yuuko didn't like in the best of times. With her dark skin and the stories of a hundred ports, she must have seen an exotic adventurer to these girls who trust her, but in truth she probably hadn't seen half the effort That Tsune had at the same age without leaving the city. She knew the danger when she saw it. Two women running a little too fast while trying to maintain a bunch of bravado - one in the motley of Avarice's gang, one in the armor of the Cathak housekeepers. The soldier wore her armor lightly, she was not a bandit who had plundered better equipment; an unlikely couple, unless... Deserters. Things must have taken a very bad turn in the city. Girl, you all have to go backwards now. They could say she was serious, but they were all so brave. Six-year-olds, 12-year-olds, 12-year-olds, 12-year-olds, 12-year-olds, 12-year-olds, 12-year-olds, 14-year-olds, Now! They were all gone when the cleared the threshold, which was better than she had hoped. She picked up her windfire wheels and stood between the singing priestess and the doors, wishing not for the first time that she would only get a little bigger and look less ridiculous with the damn things. The deserters already had swords out, out, While they wouldn't be anything for Hikari, Naomi didn't quite fancy the invincible warrior stakes. We are here for the witch. The bandit waved to the blonde martial artist in a sluggish way; Whatever fear had driven her to flee, it was not transferred to a gangly 14-year-old. No one needs to be hurt, but she comes to sing the wind for us. You confuse your time, she can't find gods today. Why don't you hurry to your ship, it must go crazy in the ports, and I would hate to see misunderstandings when our protectors return. Your protectors. The soldier mocked, fear and anger seeped out under her discipline instilled by Cathak. Your protectors are very busy at this moment in murdering people for the wealth of the Forbidden Quarter, I'm pretty sure we won't see them anytime soon. Now hand over to your shaman or whatever she is. They are not mistaken in the port, we are not wasting time negotiating. Even if you intimidate a stubborn mule like Naomi, I'm not going anywhere. Yuuko's voice was clear and hard; a priestess did not let the gods hear their fear, let alone the mortals. Begone or I will call the city mother himself upon you. She started singing even louder and gathered all her talismans and prayer strips in large, sweeping movements of her hands. Naomi had no idea if it was a great ritual or empty theatre. Well, that's tearing it. The bandit drove forward and stabbed Yuuko, but Naomi controlled the space between them. She locked the blade in one of her wheels and pulled it into the dirt floor. But when she stretched out to block the second sword, she simply couldn't keep up with the soldier's strength; Although she hooked her wheel around the blade, it pulled her off balance and swayed directly into Yuudo's back. Singing became a scream. Bright red blood stained the prayers. Naomi and Yuuko are player characters, but unlike Hikari, Tsune and Avarice have no heroic stats in this prologue session. There's a little better than you'd probably expect for fourteen-year-olds, but not the great qualities they'll have as adults. Provided they survive. This storyteller, she's ruthless! The deserters use the same values as their friends, who died earlier in the example in such numbers. Yuukos Join Battle Pool is Wits (2) + Awareness (4) + Stunt (2) for 8 Dice: 1, 5, 6, 7, 8, 9, 10, 10, 7 Achievements, for 10 Initiative. Naomi's Pool is Wits (3) + Awareness (3) + Stunt (2) for 8 Dice: 1, 2, 4, 5, 7, 7, 9, 10 5 Achievements, for 8 Initiative. The Bandithat has 4 dice in its pool: 1, 6, 10, 10 4 successes, for 7 The soldier has 6 dice in her pool: 1, 4, 5, 7, 9, 9 3 achievements, for 6 initiative. The Bandithat has 4 dice in its pool: 1, 6, 10, 10 4 successes, for 7 The soldier has 6 dice in her pool: 1, 4, 5, 7, 9, 9 3 achievements, for 8 Initiative. professional ritual with This type of time-consuming non-combat action during combat is a type of combat action called Miscellaneous Action. It reduces their defense by 1 to the next turn. The ST asks for a charisma + performance role in Difficulty 4 to reach a God who is stronger than the ones she usually has to deal with in a hurry. It is a daunting task even for a hero (difficulty 3) who performs under duress, bringing her to 4 remaining points. 4, 4, 5, 6, 8, 10, 10 5 achievements plus 1 for willpower is 6 achievements. A mighty God definitely heard their prayers; What that actually means is up to the storyteller, but such a heroic performance should do the players something good. Hopefully in time. Next is Naomi, who takes action other defends. This is aimed at an ally in close proximity; Until her next turn, the character can apply her Parry rating to any attack against that ally. There are a few complications that we will see when the deserters make their attacks. Naomi's Parry is 4 (Dexterity 3 + Martial Arts (Crane Style) / 2, rounded up). Martial Arts is an ability that requires the purchase of a special feature called Merit to unlock it, after which you can purchase of a special feature called Merit to unlock it, after which you can purchase of a special feature called Merit to unlock it, after which you can purchase a separate martial arts skill for each style you want to know. As a mortal, Naomi doesn't benefit much from her study of crane style, except the ability to use her windfire wheels with the same ability that she uses for unarmed attacks, but if she ever exaltes, she will gain access to charms of that style. On tick 7, the bandit makes a decisive attack on Yuuko. Naomi is still close to Yuuko, so her parry applies. The Bandit's pool is 4, and it issues a Willpower point for success, giving it 2 remaining points. 1, 4, 7, 8 2 successes plus 1 of willpower is 3, not enough against Naomi's Parry of 4. It takes the onslaught punishment out of the attack, she loses 2 initiative and drops to 5 points. On tick 6 the soldier Yuuko attacks decisively. Naomi's Parry applies again, although this time it is only 3 thanks to the onslaught penalty. The Soldier's Pool is 6, and she spends a Willpower point for success, bringing her to 2 remaining points. 3, 4, 5, 9, 10, 10 5 achievements plus 1 Willpower point for success, bringing her to 2 remaining points. 3, 4, 5, 9, 10, 10 5 achievements plus 1 Willpower is 6 achievements plus 1 Willpower is 6 achievements once Naomi's Parry is applied. The soldier now has a choice - she can either allow the attack to hit Naomi as if she were the original target, or she can apply her additional achievements to Yuuko's defense to meet the priestess despite Naomi's efforts. Since 3. Achievements equal to or surpass Yuuko's Evasion of 1, that will be a hit and she decides to do so. But in the event of a decisive attack, performing your original target like this 1 point of the initiative from your damage roll will cost the Protector's full defense points per 2. Naomi had 3 Parry, so she applies this once and takes the soldier's damage from 6 dice to 5. 4, 7, 9, 9, 9, 10 An exceptionally happy 4 successes. Yuuko fills their -0, both -1 and first -2 health levels with fatal damage. Since their stamina is 3, taking 4 health levels of damage in a single blow causes them to start bleeding. Both girls turned their defense sit on this attack, so both take Onslaught's punishment. Unnoticed by the fighters, the sunlight played over the bloody prayer strips, and they sank into the dirt floor as if they were being eaten by the earth itself. A glove like the hand of a huge marble statue closed on the soldier's head. The greatest woman Naomi had ever seen had stormed in like an avalanche, dressed in such a crowd of gold-studded white jade that she was halfway to a mountain, her red hair shining like long ruby strands. A truly titanic mouth was strapped to her back, but she hadn't bothered to produce it for such little enemies. They will regret doing so. She pulled the soldier to her eye level and ignored her futile attempts to pry the stone fingers off her head. Short. The dragon blood heroine rolled her wrist and hurled her captive through one of the building's support beams. The walls moaned and sawdust slid as the body drove through a window to land outside, grotesquely flaccid. Meiling Thrice-Elegant is an experienced and powerful Erdader. It is an NPC, but as the retainer merit of one of the player characters is controlled by a player in this scene. Her Join Battle total is Wits (3) + Awareness (5) + Speciality (1) + Stunt (2) and she uses her Awareness Excellency to add another 6, which brings her to 17 dice. She's not particularly interested in crushing a bunch of teenage girls in her anima flux, so she spends it from her personal mote pool, which drops from 16 to 10. 4, 4, 4, 5, 6, 6, 7, 7, 8, 8, 8, 8, 8, 9, 10, 10 13 achievements, for 16 initiative. Meiling could use her excellence to repeat some of the failed dice, but opts for it because her initiative should be entirely appropriate. She trades on Tick 5, the next available, and launches a Grapple Gambit against the Soldier. Like all gambits, this is started with a decisive attack on the target. The is 4, Meilings Pool is Dex (4) + Martial Arts (5) + Speciality (Grapple) + Stunt (2) for 12. She doesn't bother with charms for the initiative costs equal to difficulty + 1, in this case 3, they fall to achievements, easy to fulfill. As usual, the Gambit initiative costs equal to difficulty + 1, in this case 3, they fall to 13. When you initiate a gripper, you make an instant control role that is an opposite strength + (brawl or martial arts) roll. Meiling's Pool is Strength (3) + Brawl (1) for 4. 1, 3, 7, 9 2 achievements. The soldier automatically escapes the gripper when these rounds pass or when Meiling suffers an initiative crash. Meiling loses a round of control every time she is attacked or otherwise suffers a penalty and cannot execute the heist. In addition, the soldier cannot perform any movement actions and suffers a penalty of 1 dead for all attacks (3 dice if they use a two-handed weapon). In each curve in which you control a gripper, including the gymnastics you initiated, you can choose one of four effects applied to your gripper target - wild (an attack), throw/strike (an attack), throw/strike (an attack that ends the gripper), hold back/pull or release. Meiling decides on a decisive throw/slam. A reluctant or throw/slam is made as an attack against Defence 0, while a crucial one simply rolls for deninitiative damage, as if it were hitting automatically. A throw/slam gives up all remaining control rounds, but only receives bonus damage equal to her strength (5) for a total of 18 damage cubes. She also activates Force of the Mountain, a charm that allows her double 9s and 10s on up to 5 dice, at a price of 4 personal motes, which brings her to 6 motes in person. 1, 1, 1, 1, 3, 5, 5, 5, 6, 6, 6, 8, 8, 8, 10, 10, 10, 10 All four 10s are doubled for a total of 11 damage levels. Throw/slam damage is usually bashing, but if the impact point is sufficiently dangerous, it is upgraded to deadly. The storyteller believes that the stunt is so brutal that it can be counted, and the soldier's health level is all filled with deadly damage; she's pretty dead. Meiling vins 5 motes back, going to 9 in person. Originally posted by That's a lot of mountain! In the Corebook, the ST works on the Earth-Immaculate Quick Character instead of the full Earth Dragon style Meiling in the group's Sublime 2.5 campaign. She judges that the number of dice that can be doubled is the same, but does not know that for sure, as the Dragon Blooded book has yet to be published. Originally published as Originally published More combat The rules of the fight are quite involved, and ideally this example would show an extended wrestling match with savages, control rounds are stripped, withheld, etc. (instead of a completely overwhelmed dragon blood that slaps a mortal like a ragdoll). Anyone who wants to use a special gripper would be well advised to read the rules on Pg 200 carefully and then search online for other examples. Clash Attacks, Identical Weapons Shock, silenced Yuuko's screams as they watched the terrible power of the sublime. Naomi had the presence of the spirit to watch the bandits, and got ready for all the last desperate movements. She never understood the madness that drove the colorfully dressed deserter to attack her instead of just running. Perhaps it was Meiling's rule over the space around her, or the hope that there was some kind of security on the other side of Naomi. But it didn't end well for the bandit. Naomi threaded a windfire wheel over the blade to her wrist when it hit her and then twisted. Painfully pulled off balance, her enemy fell back when the second wheel crashed into her armor... back into the clenched fist of the Earth Dragon and burst her head like overripe fruit. On Tick 10, Yuuko delays her action because she doesn't have much to do with her bad fight pools and a juicy sore pen. Your initiative falls to 6. On tick 5, the ST decides that the bandit probably won't perform a disengage check and may have crashed soon, so makes a depraved attack on Naomi. The young Crane stylist reacts with her delayed action to make her own attack against the bandit! If two characters attack each other on the same initiative tick, it will be resolved as a clash. Instead of comparing attacks to defense, they are made as an opposing role. receive 2 bonus cubes to her role. Naomi's Pool is Skill (3) + Martial Arts (3) + Speciality (1) + Stunt (2) + Dual Wield Clash Bonus (2) + Light Weapon (4) for 15 Dice - Not Bad for a 14-year-old. She really wants to win and gives out a point of willpower is an amazing 13! The Bandit's pool is 6: 2, 6, 6, 7, 9, 9 3 successes. Naomi wins with 10 achievements, which are added to her atrophying damage pool as additional achievements (10) for 18. 1, 1, 2, 3, 3, 5, 5, 5, 6, 6, 7, 8, 9, 9, 9, 10, 10 11 Initiative Damage, plus a successful Spoiling Battle Attack adds 3 additional automatic initiative damage, for a total of 14 (a decisive attack would have added 1 health damage). Naomi initiative break and brings her to 26. Added to this is an insult to injury, the loser of a clash has -2 defense until her next move, leaving the bandit a just 1 against Meiling after attacking penalty. The storyteller asks if players want to continue the fight given their overwhelming advantage. They don't, and Naomi's players to describe the gruesome ending. My prayer... You... Yuuko stretched an incredulous hand toward the dragon's bleeding as both Meiling and Naomi rushed to her side. I'm no longer a cathak, but I'm still not in the business of accepting prayers. I am here because my wife told me to look for someone to be saved. The gigantic woman hovered an armored palm over the young priestess's wound, and in a light of white essence, the flow of blood immediately growled. It didn't bleed. You children seem to qualify you. I saw a loth of white essence, the flow of blood immediately growled. It didn't bleed is a compared by of young people slipping back, how many exactly do you care about? About thirty. Naomi hugged Yuudo's head, not sure what to do after the magic of exalt against the injury. You have our thanks, but we can't go anywhere until Hikari and Tsune are back from the Forbidden Quarter. My wife was on her way. I promise that when they are there, they will bring them back. You can leave a note if you like, but one way or another I think they will land on the ship again. Let me take you all there, I promise you that you will be gone now. Oh, I don't think so; for everything my wife is the worst sailor I've ever seen, no one else can sail. I can sail anything. Naomi's gaze was fierce, fighting her fear and awe of... Show before Yuuko? She didn't think. You are good children! The laughter of the elemental titan roared through the creaking house, and it seemed as if the earth was shaking a little with it. You can call me Misha. Experienced Exalts, Multiple Attacks The hour is finally coming, the gates opened, forces bright and terribly rattled around the heart of the city. The time of mortal heroes was done for this day. The Forbidden Quarter had become a battlefield for the sublime. Hikari burned with poison. Another with skin-sewn like granite smashed her stone fists with a force Tsune could never have fit, ready to load. Their troops would, like wheat, before their power but could she afford to beat mortals with dragon-blood opponents on the field? She was worried. From the Sun's power had forged it into a blade of irresistible power, but defensive techniques did not follow the call of their soul as quickly as destructively. It was not yet invincible. An arrow swerved towards her and sprout her own companions as she flew. The shot became a volley, then a swarm, each shaft with vicious thorns. Not impossible to avoid... but very difficult. Gold stripes like a flowering flower of shaving ribbons burst through the swarm and crushed it into splinters, and it was there. A head taller than Hikaris, flowing hair like black silk, armor in red cloth and gold rope, a slender daiclave of heartbreaking beauty. The sign of dawn, twin of Hikaris, burned on her forehead, and her smile was indeed the sun that rose. I am with you. Today, sister, trust me, tomorrow I will teach you how to parry. The sun turned back to the dragon Blooded, her left palm in a gesture of peace, but the air around her hummed with the power of her charms. Noble scions of House Cathak and House V'neef, I am Sakuya Thrice-Virtuous. I have come here today to turn you away from this vicious swamp of revenge, for I tell you that these games of the slain have never had a just end. And my enemies don't survive them historically. Hikari felt even more powerfully related to this Sun Warrior; She, too, was awful when she talked people down. Meanwhile, the V'neef trembled with rage, as rent in the heart, to watch Sugira in the half as Hikari was the broken form of Tsune. It is our duty to delete the anathema. You demons have taken the souls of that woman and girl whose bodies you have puppets. That we have revenge when we cast you down in the name of the dragons only lends sweetness to our obligation. Duty? What about Mnemons Duty, Peleps', Ragara's? Where are you? Have they fled the emergence of a dawn and the arrival of another? No. They literally sold you out, sold the city. The buyer is here and we have to flee ALL from her. Note: Battle 301 is currently incomplete. Finally,

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