

Appendix C

Starting Out

After finishing the obligatory three year stint in their local militia, three young people from the south of Vinya decide to forgo re-enlistment or a return to the relative safety of home, and look for adventure. Midon and Lirg met the previous year at the Sandy River archery contest, and had gotten together several times since then. They have enlisted the aid of Tiessa, a young but powerful Nequitar Warrior with whom Midon has become infatuated (he also seeks an opportunity to make up for a recent string of losses to her in arm-wrestling).

While in Faine, the group decides to blow a few coppers at “The Twisted Tale” while they go over their plans. It’s a busy night. The heavy sweet scent of Land Whale oil lanterns and tart pipeweed smoke mixes with the cool spring evening through open windows. Amber light paints the patrons faces in dusky yellow highlights and deep shadows. Drunken Unspeakables are howling and telling loud jokes in a corner booth while a Birdman sings lovesongs to a waitress at the bar. Wellans are drinking, gambling and flirting everywhere.

Midon, with his usual lack of foresight, has completely forgotten to bring any food for the journey to the Borderlands. He asks the innkeeper for some provisions from the back, and the proprietor, noting that Midon neglected to check his sword at the front door, complies, bringing the young warrior almost ten pounds of dried meat.

“I don’t like this place,” Lirg grumbles as Midon rejoins the others. “I think I’ll go skin that fat inn-man.”

“What’s wrong with you? Looks to me like everyone’s having a good time,” says Midon, looking around at the other patrons.

“Don’t start anything, Lirg,” warns Tiessa under her breath. “The last thing we need before we start is local trouble.”

“This place is stinky,” Lirg mutters.

“Yes, don’t stir up anything,” whispers Midon, eyeing the burly Faine Militia privates lounging by the tryad tables. He has noticed them watching the group and is becoming a little nervous. “Here, have a drink.” He splashes some beer into Lirg’s drained mug from his own pitcher.

Lirg finally says, “Let’s just finish our planning and get out of here.”

Tiessa grumbles, “I sort of wish they had let me keep my crossbow.”

Analysis

Interracial Relations: *Interracial Relations* also functions as the character’s knowledge of local laws and customs. Midon (50) Vinyan Common rolls a (12). He knows not to bring a weapon into the inn, but he does it anyway.

Midon with a (50) Vinyan Common speaks to the inn-keeper (75), both make their roll (23) and (46). Their IR Level is Midon’s, the lower, so they are able to converse adequately enough to express Midon’s request.

Starvation: Midon, 295 lbs, needs to consume $295 \times 3\% = 9$ pounds of food and water every day. It costs him the last of his money to purchase the food.

Drinking Capacity: Lirg has a Poison Resistance/Drinking Capacity of (46), and the beer he drained had an Inebriation Value of 1. Lirg rolls a (32) and is unaffected by the alcohol.

Perception: Midon notices the Faine militia by making a Perception Roll (68) with a (43).

A Strange Encounter

“You young-uns lookin’ for a li’l action, I s’pose, there, huh?” cackles an elderly man in an oily leather jacket, blowing smoke as he finishes off a flaming Fangwhistle. He stumbles into the vacant chair at the table. As Lirg’s hand clamps onto his shoulder, his eyes widen as he realizes the amount of brute strength holding him in place.

“I bet youc’d mash a few a’ them Durgles, yep! You p’ple should be out perfectin’ th’ old folks from ‘rassm’nt,” he shouts, waving his arms, feebly trying to remove Lirg’s arm from his shoulder.

“Let him up, Lirg,” says Midon. “What are these ‘Durgles’, old man?”

“They should never let old Wellans drink,” murmurs the Bruff, reluctantly releasing the fisherman.

“I nev’r seen such beasties,” begins the old man, flopping his elbows on the table. “Come right’p into the boat, they did, grabbed one a’ th’ boys, didn’ know his name... new kid, y’know, said he wanted t’ work.”

“Get on with it, old man!” snarls Lirg. “Probably dreamed the whole thing anyway.”

The old man looks the warrior over. “Big ol’ green guys; bigger’n you. One uv’m grabbed at me, but Zerny bashed ‘im in th’ head an’ ‘e fell right ove’board! I ain’t goin’ out there agin. I’m too old f’ this kin’a thing.” The old man’s head begins to nod, finally crashing to the table, upsetting a pitcher of beer onto his own pants. Midon tries to revive the old salt, but soon the table is vibrating with snores.

“Well,” says Midon, dropping the limp hand to the table, “from his clothes, I’d say the old guy’s a bay sailor; we might as well not go all the way to the Great River right away when there’s trouble nearby.”

"I don't know," starts Lirg, rising from his seat with the others. "A river's one thing, I'd really rather not go out on the bay."

"Take it easy, little guy," said Tiessa, grinning. "These 'Durgles' sound like Aqualoids, and I want to find them. We should do all right if we can get them away from the water. Besides, the old man made it, didn't he?"

"Hey," bristled Lirg, "I'll fight anything! I just don't want to swim." Lirg tosses a few coins near the old man's head, and the three adventurers gather their equipment and head for the door, pausing only to pick up their checked weapons.

Analysis

STR vs. STR Stat Check: Lirg is holding the old man in his chair, and the old man is trying to rise. Lirg's STR is 21, and the old man's is 13 ($21 - 13 = 8$, $8 \times 5 = 40\%$). Since Lirg has the advantage, he is at base $50\% + 40\%$ for a total of 90% . The old man is at base $50\% - 40\% = 10\%$. Lirg rolls a (56) for 34 success points. The old man rolls a 27, for -17 success points. Lirg holds him down like a Dragon on a Grommet.

Interracial Relations: Since the old man is drunk, and speaking a harsh Common dialect, the GM opts to give a negative modifier of $1/2$ normal chance. Midon has a ($50 \times 1/2 = 25$), a die is rolled (78) miss, the effect of this misunderstanding is (56), Midon doesn't understand the colloquial "Durgles."

Identify Vinyan: Midon has a (25) Identify Vinyan. He rolls a (09) and realizes the old man is a bay sailor.

Identify Alien: Tiessa has a (25) Identify Alien. However, since Aqualoids were a constant enemy on the Nequitar homeworld, the GM gives her a $+1/2$ normal chance to Identify them. She rolls a (31) and Identifies the creatures from the old man's description as Aqualoids.

Know Alien Legends: Tiessa, having successfully Identified the Aqualoids, tries to remember anything she has heard about the beasts. She has a (45) and rolls a (26), but a second roll of (06) shows that she is certainly no expert on the subject. She knows to get them away from the water, but that's about it.

Drinking Capacity: The old man had just finished off his Fangwhistle, a flaming rum-based drink, with an Inebriation Value of 5. He was Dizzy before the Fangwhistle, and now misses three rolls. He Passes Out, and thus never gets to finish his tale.

Experience: Our heroes cannot attempt an experience roll for Drinking because it is a Miscellaneous skill. Midon successfully made his Interracial Relations: Vinyan Common and his Identify Vinyan. Tiessa successfully made her Identify Alien and Know Alien Legends. They can both check the Success boxes on their character profile. Since Midon also failed a Vinyan Common Interracial Relations roll, he can check the Failure box, and attempt an Experience roll. Midon must roll his INT or less as a percentage, if successful he would gain an additional 1d4 percent in Interracial Relations: Vinyan Common.

The Adventure Continues...

After walking for about four hours in a light rain, the intrepid threesome reach the sea. On the advice of Tiessa, they decide to march along the coast towards Ta-Cee Point, looking for tracks where Aqualoids may have come ashore. Sunlight beams from behind the clouds, making the early afternoon warm and pleasant.

After a few more hours of walking Lirg calls out to Midon. "Hey, Midon, check your feet!"

"What? What's wrong?" Midon asks, spinning around, looking at his feet.

"You must have been day dreaming because you just walked through some tracks," Lirg says, pointing at the ground. Two sets of tracks, plainly seen in the wet sand, stretch from the bay up over a high dune.

"Oh, sorry about that, I'm afraid that I was thinking how nice it would be if we could have just taken the transporter or flown here somehow," Midon says sheepishly.

The three companions turn inland and walk up the dune. As they reach the top, a stench wafts over them.

"Ugh, dead fish," Lirg says, pinching his nose.

"That or Aqualoids," Tiessa says, just as two Aqualoids appear. Only moments before the Aqualoids seemed content with half a dead Tugger, which they quickly abandoned in hopes of obtaining fresh meat. With that in mind the smelly beasts start running up the other side of the dune towards our heroes.

Analysis

Daily Travel Rate: Lirg and Midon have Daily Travel Rates of 30 miles, while Tiessa's is 32 miles. The section of coast the group marched toward is 10 miles from Faine. Thus, it took $1/3$ of the available daylight to cover the distance, a total of four hours.

The Not-So-Random Encounter: Since the group is looking for Aqualoids along the shoreline, MICHELLE decides that 50% of the group's Combat Factor in Aqualoids at minimal Combat Visual Range would be fun.

Perception: Lirg (52) was the first to spy the tracks of the Aqualoids with an (07). Midon could have found them easier, (68) but MICHELLE rolled a (78) for him. Once the tracks were spotted by Lirg, MICHELLE kept the action going by not having Tiessa attempt a Perception roll.

Identify Alien: Tiessa (25) again Identifies the Aqualoids with a roll of (20), this time from their smell.

Outdoorsman: Midon (70) tries to Track the Aqualoids, receives $+1/2$ for the beach Terrain Modifier (115), and easily (34) follows the amphibious creatures.

Quiet Movement: If BOB and SUSAN had wanted to determine if Tiessa and Lirg, were able to move without making noise, SUSAN would have secretly rolled for them (with large negative modifiers, since they were talking about dead fish) and not let the results be known until the most dramatic moment.

Surprise Reaction: MICHELLE decides that she doesn't want to mess with Surprise Reactions so she assumes everyone makes their roll and has all of their actions.

Perception: MICHELLE decides that the Aqualoids deserve a Perception roll (25) for Lirg's outburst. She rolls a (22) so she allows them to know the heroes are relatively close and lets them prepare for combat, i.e. drop the Tugger carcass and start to run in the character's general direction.

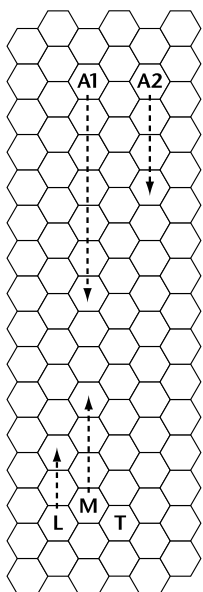
Combat Round 1

Tiessa fires her trusty light crossbow at the beast that appears to be looking directly at her, but misses with her bolt as a wave of Aqualoid campfire stories floods her head. Lirg throws a spear, after casting Ghost Missile on it, which misses wildly. He connects with the two Ghost Missiles, however, and smiles as the bolts of energy penetrate the creature's thigh and stomach. His smile fades as the brute continues to charge. The other Aqualoid also races forward, dodging Midon's arrow needlessly. Midon casts a protective spell; he and Lirg advance to meet the foe, and Tiessa uses brute strength to draw her crossbow.

"Lirg", she yells, "cast a Ghost Missile on my next shot!"

Analysis Round 1

Note: Each circle represents one action.



Tiessa:

- P1** Fires crossbow (55) at Aqualoid #2, and misses with a (63).
- P2** Reloads her light crossbow (180 lb. draw) in one action. Her Strength Capacity is 297.
- M** Yells instructions to Lirg in Vinyan Common (50), and succeeds (29). SUSAN rolls to see if Lirg perceives (52) and understands the message (64) above the din of the battle, and gets a (47) and a (42) respectively, so Lirg gets the message and doesn't even have to use a mental action to discover this "involuntary" information.

Lirg:

- P1** Moves 2 hexes.
- M** Casts Ghost Missile II, which costs him 2 points of MPT.
- P2** His spear (68) misses Aqualoid #1 with a (74), but his two Ghost missiles (54, 38) score two hits. The first Ghost Missile hits the Aqualoid in the left leg (07) for $1d6 = 5$ points of damage, of which the scales absorb 2 points. The second hits the abdomen (69) for 4 points, again 2 points being absorbed by the beast's scaly hide.

Midon:

- P1** Fires his compound bow at Aqualoid #2, but his attack is at -1/2, since the beast is using Erratic Movement. Midon needs $(70 \times 1/2 = 35)$ and misses (42).
- P2** Moves 3 hexes.
- M** Casts Armor II, which costs 2 points of MPT and will last 10 rounds.

Aqualoid #1:

- P1** **P2** Sprints 6 hexes. Even after the Ghost Missile hits he is still positive in all locations so he moves normally.
- M** Soft burping sounds come from his gills.

Aqualoid #2:

- P1** **P2** Sprints 6 hexes forward, but Erratic Movement reduces that to $6 \times 1/2 = 3$ hexes.
- M** Thinks: "That Nequitar looks good enough to eat."

Combat Round 2

Tiessa, fitting a bolt, takes aim at the monster lurching toward Midon. Midon closes to melee, draws his Great Sword, and waits for the Aqualoid to make the first move. Tiessa levels her crossbow at the milling combatants and fires, just as Lirg casts a single Ghost Missile behind her shaft. Her shout of triumph turns to a cry of alarm as she realizes the first shaft has hit her friend Midon! Tiessa feels little satisfaction as the Ghost Missile finds its intended target.

Midon reels as white-hot pain flowers along his back. The Aqualoid ignores Midon and throws his spear at Tiessa, who parries the spear with relative ease, and draws her bastard sword. Midon attacks the Aqualoid and misses, then glows a gentle blue.

Lirg, as the stench of the other Aqualoid surrounds him, lashes out over the edge of his shield and is surprised at the hollow thud of his hammer as it makes a solid connection. The huge Aqualoid slumps to the ground, with his crushed skull fountaining blood, and does not even twitch.

Analysis Round 2

Tiessa:

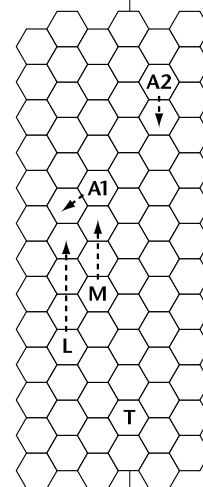
- P1** Fires her crossbow (55) at Aqualoid #1, and misses with a (63). There is a chance to hit Midon, who is in melee with Aqualoid #1. Midon's SIZ is 18; and MICHELLE rolls a (12); a hit! The Ghost Missile finds its target (32), however, but the $1d6$ damage is only a 2, which will be absorbed by the beast's 2 point scales no matter which hit location is struck.
- P2** Attempts to parry (52) Aqualoid #1's spear with her Medium Shield, and does so (11). She also readies her Bastard Sword without taking an action, using the Fast Draw Special Weapon Ability.
- M** Shrieks a cry of alarm.

Lirg:

- M** Casts Ghost Missile I on Tiessa's light crossbow bolt, which costs him 1 point of MPT.
- P1** Moves 3 hexes
- P2** Swings at the Aqualoid's head using the Aimed Blow Special Weapon Ability ($104 \times 1/2 = 52$). He rolls (28), a hit. He does $(2d6 + 1d6) = 17$ points of damage. Aqualoid #1 takes $(17 - 2 \text{ DA scales}) = 15$ points of damage. Since Aqualoid #1 only had 7 points in the head, he dies as soon as the damage exceeds -7.

Midon:

- Gets hit by Tiessa's light crossbow bolt in the back, i.e., chest hit location, (74) for $2d6 = 9$ points of damage of which 2 points were absorbed by his Armor spell and 5 by his chain armor. He loses 2 points in the chest, barely a scratch.
- P1** Moves 2 out of 3 possible hexes to get into melee.
- P2** Saves a Parry for when the nasty Aqualoid attacks, but since the Aqualoid threw his spear at Tiessa, Midon changes his action to a Great Sword attack. Changing an action incurs a -1/2 penalty, so Midon needs (36), and rolls (87), which is a big miss.
- M** Prepares to cast a Daze spell at his new foe, but doesn't once he discovers he was shot in the back by the lovely Tiessa. Instead, Midon casts a Heal II on the wound Tiessa created.



- Aqualoid #1:** **P1** Moves 1".
M Thinks: "Now *that's* a big hammer..."
P2 Lirg's Great Hammer has a lower Attack Category than a claw; so he dies before he can swing.

- Aqualoid #2:** **P1** Runs 1 hex forward.
P2 Throws his spear (56) at Tiessa, and hits (20). He rolls (1d10 + 1d6) = 11 points of damage, not enough to break through Tiessa's Medium Shield, which has a DA of 15.
M Thinks: "I wish she hadn't parried that. Hey, what's up with Urigh?"

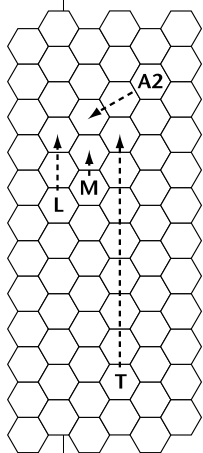
Combat Round 3

Midon reaches back with his shield hand, exposing his whole flank, just as the training sergeants told him never to do, but the crossbow bolt is just out of reach. The remaining Aqualoid hisses fiercely as he leaps forward to finish Midon. Lirg, exultant in his first bloody victory, sees his comrade failing to remove the bolt, and tries to gain the beast's attention. Lirg swings wildly and his weapon spins out of his hand. Unfortunately, the cunning beast rakes the length of Lirg's arm with glistening claws, as Lirg's boot edge catches in the sand, sending the Bruff warrior sprawling.

Midon slides to the side, looking for an opening as the smelly creature bears down on his battle-companion, and slashes open the Aqualoid's leg when he gets his opportunity. The Aqualoid turns and vainly attempts to claw at Midon.

Tiessa, disgusted with her previous foolish error advances to help her friends.

Analysis Round 3



- Tiessa:** **P1 P2** Moves 7 out of a possible 8 hexes.
M Yells: "I'm coming guys!"
- Lirg:** **P1** Moves 2 hexes
P2 Swings at the head of the Aqualoid (52), but fumbles his attack roll with a (98). MICHELLE rolls on the fumble table (43). Lirg drops his weapon and loses 2 mental and 3 physical actions.
M Thinks: "Good grief, not again."
- Midon:** **P1** Decides to remove the light crossbow bolt later as he runs 1 hex forward to catch the Aqualoid, who is now going after Lirg.
P2 Swings, (51) hitting the right leg (18) for (2d8 + 1d6 = 10) - 2 DA for Aqualoid scales for a total of 8. The beast is now 0 in that leg, but still standing.
M "Take that, you slime!" he rejoices.

- Aqualoid #2:** The Aqualoid is now alone against our heroes. Since he is facing 3/1 odds, MICHELLE decides he must make a Bravery Check (36), and he does so easily with a (13).
P1 Moves 2 hexes towards Lirg.
P2 Swings his first claw (55) at Lirg, hitting Lirg's right arm (52) for (2d4 + 1d6 = 9) -6 DA (plate mail) = 3 points of damage. Lirg's arm was at 6, and is now at 3. His second

claw attack misses Midon with a (71).

- M** Thinks: "This may not have been a good idea."

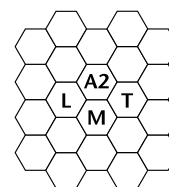
Combat Round 4

Lirg grimaces in pain from the wound caused by the salted talons, and continues to fumble, as the slimy creature thunders in low with death in its eyes and on its claws. Seeing his comrade wounded and out of position, Midon casts a Heal spell on Lirg and attacks with renewed fury. The beast does not even see the Wellan's arm that drives a foot of blade into his entrails. He slides to the ground, pawing at the tide of crimson gushing past his webbed fingers.

Tiessa raises her Bastard Sword high above her head, just in time for the Aqualoid to slump unconscious at her feet.

Analysis Round 4

- Lirg:** **P1 P2** Loses Physical actions 1 and 2
M Loses a Mental action
- Midon:** **M** Casts Heal III, which costs him 4 points of MPT, on Lirg. Lirg could drop his Magic Barrier, but he does not have a Mental Action. Unfortunately, Midon does not realize this until it's too late. Midon's current MPT is 6, and Lirg's is 16 (16 - 6 = 10, Base 50% - 10 x 05% = 0% so Midon has a (01) chance of success (about as likely as finding a Treasure Critter with a good haircut). Midon rolls a (65), and misses.
P1 Swings (05), and impales the abdomen (58) for (4d8 + 1d6 = 17) -2 DA scales = 15 points of damage. The Aqualoid is -6 in the abdomen, and falls dying.
P2 Saves a parry just in case.
- Tiessa:** **P1 P2 M** No need for more actions.
- Aqualoid #2:** Never gets a chance to Attack.



Post-Combat

After the trio of heroes have Healed, they check the Aqualoids for anything useful. All are disappointed as their search reveals nothing. Tiessa searches the combat area, hoping to retrieve some of her bolts. Lirg and Midon dispose of the bodies, while Tiessa sets up a temporary camp. The group then settles down for a rest and contemplates the battle.

Post-Combat Analysis

Retrieving Arrows: MICHELLE has BOB roll Tiessa's LUK as a percentage to retrieve each fired bolt in good enough condition to be used again.

Combat: Lirg is able to check both the Success and Failure boxes of his Great Hammer Attack and his Spear Attack, and therefore gets to roll for Experience. However, he can't check the Success box for his "involuntary" successful use of his Interracial Relations skill.

Tiessa can check the Success boxes for her: Identify Alien, Interracial Relations-Vinyan Common, her Medium Shield Parry, and Light Crossbow Attack. She can also check the Failure box for her Light Crossbow Attack.

Midon can check the Success and Failure for his Great Sword Attack, and therefore receives an Experience roll. He can also check the Failure boxes for his Compound Bow Attack and his Magic Attack (MPT Increase). Midon also successfully used his Outdoorsman professional skill to initially track the Aqualoids, so he gets to check that box as well.

Key:

M	Mental Action
P1	First Physical Action
P2	Second Physical Action
M	Midon
L	Lirg
T	Tiessa
A1	Aqualoid #1
A2	Aqualoid #2
1" = 1 Hex = 10 feet	

Aqualoid #1

Gurgles when breathing

STR	19
SIZ	17
DEX	12
INT	8
MPR	11
LUK	13
CF	100
91-00	Head (2) 7
71-90	Chest (2) 13
55-70	Abdomen (2) 10
43-54	Right Arm (2) 8
31-42	Left Arm (2) 8
16-30	Right Leg (2) 10
01-15	Left Leg (2) 10
	Cume Total 66

Attack: 2 Claws (56) 2d4 + 1d6 or
Bite (42) 1d8 + 1d6 or

Move: 3" [1", 2"]
Bash: Weight 260 lbs.
Bash Factor: 44

Enhancements

Balance:	50
Bravery:	45 Normal
Hearing:	25
Hide:	25
Perception:	25
Quiet Movement:	25
Smell:	25
Surprise Reaction:	33
Vision:	25

Aqualoid #2

Likes the taste of Nequitar

STR	18
SIZ	16
DEX	12
INT	11
MPR	12
LUK	8
CF	91
91-00	Head (2) 6
71-90	Chest (2) 11
55-70	Abdomen (2) 9
43-54	Right Arm (2) 7
31-42	Left Arm (2) 7
16-30	Right Leg (2) 8
01-15	Left Leg (2) 8
	Cume Total 56

Attack: 2 Claws (55) 2d4 + 1d6 or
Bite (45) 1d8 + 1d6

Move: Spear (56) 1d10 + 1d6
3" [1", 2"]
Bash Weight: 220 lbs.
Bash Factor: 40

Enhancements

Balance:	55
Bravery:	36 Normal
Hearing:	25
Hide:	25
Perception:	25
Quiet Movement:	25
Smell:	25
Surprise Reaction:	28
Vision:	25