

Example of Play

The players here are Patty and Rick. They are playing the characters Arles and Carlos. The GM is Doug. This example covers Success, Conditions, Twists, Complications, Wealth, Linked Rolls and Helping. Arles and Carlos need to steal an enormous tome that is supposedly kept in the treasury in the Papal palace in Avignon. Carlos is a former priest and Arles is a knight.

Patty: So Carlos, how are we going to get in?

Rick: Well with my vestments and experience I'm sure that I'll be able to talk my way in. Disguising you is a different matter. My clothes aren't going to fit you.

Patty: How about I play a monk sworn to silence? What are those called?

Rick: I dunno, but my character would.

Doug: I don't think it's specific to them, but Cistercians would fit.

Rick: Indeed, Arles, we need to acquire robes to make you look like a Cistercian. I think we must make a trip to a tailor.

Patty: Do we need to roll? I can afford it for sure.

Doug: Yeah, we'll make it a Linked Roll to your attempt to talk your way past the guards. Getting the robes just right on short notice will be expensive, so it's a level 1 item.

Patty: Okay, well I'll roll my Wealth. I'm just going to flaunt my gold and find the best tailor in town.

Patty has Wealth 2 and rolls a 4. She succeeds and Arles gets his robes, exact in every detail. And they get Advantage on talking their way in.

Rick: While she's doing that, I want to case the joint. Find people who know about the layout and where I need to go.

Doug: Okay great. I'll just say yes to that for now. You do exactly that. In the course of the heist, when you want to bring in a fact you learned this way we'll roll and see what happens. Lets move on to the palace. You approach the doors. There are guards everywhere. The one in charge asks you your purpose.

Rick: Brother Felipe and I are here as envoys from the Bishop of Tortosa, conveying a message of some importance to His Holiness.

Doug: Do you have a letter authorizing your visit?

Rick: One of the guys I talked to would have told me about this, surely.

Doug: Yep. They did and you came prepared. Roll your Forgery Skill, with the Advantage from Arles' Linked Roll.

Rick rolls a 6. A Success with a Bonus.

Rick: Of course. You'll see that everything is in order. I hand him the letter and he allows me in. As my Bonus for rolling a 6, he doesn't even assign us an escort—he lets us find our own way.

Doug: Whoa. Alright, so then you use your knowledge of the layout of the place to make your way to the treasury. There are two guards here and you're not going to be able to talk your way past these guys.

Patty: We'll approach as though we want to ask them a question and I'll take one out while you take the other. Our intent is to incapacitate them without making lots of noise.

Rick: Carlos nods and takes his garrote out of his sleeve.

Doug: Okay, roll your combat Skills. Patty takes the lead and Rick will help because it's Patty's idea and she's the big brawler anyway.

Patty rolls a 3 on her Brawling Skill. Rick also rolls a 3. Rick's roll is not higher than Patty's, so he's not helpful. A 3 gets Patty Success with a Cost.

Doug: Well you take them out, but they put up more of a struggle than you expect. You're both Winded. You've now arrived in the Papal treasury. It's a very large room with not a lot of light filtering in from the windows high up on the wall. You see strongboxes and loot, but nothing that looks like what was described. It seems like there is a lot less gold here than you'd expect, too.

Rick: Damn, it's hidden. So I cased the joint earlier, right? Does one of the guys I talked to know where it would be?

Doug: Let's roll and find out. We'll make it a Linked Roll. You still have to search, but your information might make that easier or harder. I guess you're rolling your Catholic Hierarchy Skill for contacting the others who worked in the palace?

Rick: Yep.

Doug: And it'll have to be Search to find where it's hidden.

Rick: Cool, here goes!

Rick rolls a 1 on his Priest Skill. A Twist and a Cost!

Doug: So the Twist is that your questions made someone suspicious and the authorities were alerted before you arrived. You hear voices up above—you don't have much time to find it and get out. The Cost is that you get Disadvantage in your search because you are short on time.

Rick: Ah, Disadvantage sucks. I'm probably going to fail this anyway, so I'd like to use my Complication "Enemy of Charles the Bad" here. How about as I enter the treasury I find his agents there also trying to steal the relic?

Doug: Hmm. That's pretty good but I've got something better. After a frantic search you find the secret entrance to the sub-treasury. The ceilings here are very low and it's packed with jewels and gold. A few paces in you find the relic and realize that it's a fake! Charles the Bad's agents have already stolen the real one!

Rick: Aw darn. Alright, I guess we're chasing them back to Navarre. So we're going to have to get supplies for our trip?

Doug: Not so fast! You're still in the Papal treasury, and you hear footsteps coming down.

Rick: Isn't that a Twist? Can you do that when I didn't fail a roll?

Doug: Sure I can. It's not a Twist, it's just a thing that's happening. Things keep happening even when we're not rolling dice. Besides, this was set in motion when you failed your Linked Roll.

Patty: Carlos, I'll hide behind the door and knock them out when they come in and then we'll run.

Rick: I nod to Arles. I'll catch their attention so they don't notice him sneaking up behind.

Doug: Sounds good. Arles is using Stealth, Carlos is helping with Acting, right?

Rick: I'd prefer to call it Distraction. I'm Unskilled either way.

Patty: It's okay, I got this. Arles is very quiet for a big man.

Patty rolls a 1. Doug, helping, rolls with Disadvantage for being Unskilled. He gets a 5 and a 6. Taking the lower, his result is a 5. It's higher than Patty's, so she gets to add one to her result and gets a 2. That's a Twist. Moreover, rolling a 5 and a 6 allows Carlos to learn the Distraction Skill.

Rick: Ding! New Skill!

Doug: Nice, Rick! Too bad it doesn't help you this time. Four well-armed men come in dressed as guards. Before Carlos can even start his song and dance number, one guard says "There's the little guy. Where's the big one?" They turn around and see Arles. It's combat for you, and remember that you're both Winded.

Tactical Combat is described starting on page 87.

Rick: Wait! I want to spend an Action Point to bring in my relationship with Father Tomacelli and the Templars.

Doug: Ah, that's interesting. A secret Templar in Avignon. Okay, let me think for a minute about who might be here and what they might want.

For more on relationships, see page 30.