

#01[19:40] <GM> When last we ran, crew was at the center of the vast bronze disk, you were towards the middle, and the fish people, who we are going to call 'deeplings' are coming up through the teeth in the disk around the sides.

#01[19:41] <GM> Elott, your minions are mounted up and nearby.

#01[19:41] <GM> Oh, and Set finally woke up. Lazy oaf.

[19:42] <Djoser> Does Djoser have time to throw up Invulnerable Skin of Bronze? And Five Dragon Blocking Technique?

#06[19:42] * Elott points at people, telling them where to stand so that the folks with swords and spears are up front and the folks with bows are in the middle. (war roll?)

#01[19:42] <GM> As everything sinks, the central collum is starting to glow, so when the deeplings get nearby you won't have to worry about light.

#01[19:42] <GM> Djoser: You've got about thirty seconds.

#01[19:43] <GM> Elott: free success. You've been in combat before. Organize your troops as you see fit

[19:43] <Djoser> That'll do it.

[19:45] <Elott> Then while the sword fighters wait for the fish-people to get close, Elott is launching arrows and Stymat the Mighty is throwing javelins.

[19:46] <Atum> I'm also firing at them.

#01[19:47] <GM> K. Let's get that join battle action started.

[19:47] <Djoser> Djoser is tapping his bronze foot on the floor, waiting for the fish-people to get close enough to stab.

[19:48] <Djoser> (2 successes.)

[19:48] <Atum> ((Quick reminder: What's the command for dice rolls?))

[19:49] <Djoser> (/roll x[1d10])

#05[19:49] -RPGServ:#gamesofdivinity- <Roll for Elott [6[1d10]]: 5 7 9 10 1 4 >

[19:49] <Djoser> (Wait . . . I forgot the send to channel command. /roll x[1d10] #Gamesofdivinity)

[19:49] <Elott> That's wits plus awareness, yeah?

#01[19:50] <GM> dmmt I lost the bad guys.

[19:50] <Elott> (Victory!)

#01[19:50] <GM> No, I just make up their stats. 12s in everything

#01[19:51] <GM> yeah, wits + awareness

[19:51] <Djoser> (Including armor penalty? Victory!)

#01[19:51] <GM> and +24 vs Djoser

[19:52] <Elott> Elott rolls at 4 successes.

[19:52] <Djoser> (I admit, I'll have a hard time getting through a 36 hardness.)

#05[19:52] -RPGServ:#gamesofdivinity- <Roll for GM [7[1d10]]: 6 9 9 8 6 2 7 >

[19:52] <Atum> ((Weird... none of my rolls are showing up.))

[19:53] <Djoser> (You have to add the #Gamesofdivinity at the end.)

#05[19:53] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 2 1 6 1 6 >

[19:53] <Atum> ((Ouch.))

#05[19:53] -RPGServ:#gamesofdivinity- <Roll for GM [4[1d10]]: 5 7 1 2 >

#01[19:54] <GM> so reaction count is 8. we all ready?

[19:55] <Djoser> (But of course.)

[19:55] <Atum> (Sure.)

#01[19:55] <GM> first tick (bad guys are maybe fifty feet away)

#01[19:56] <GM> second?

#01[19:56] <GM> third

#01[19:56] <GM> fourth

[19:57] <Djoser> (Djoser is hanging out with the dudes with swords until the fish-folk get to melee

range.)

#01[19:57] <GM> The only other armed people are Elott's minions

#01[19:58] <GM> the crew are basically useless

#01[19:58] <GM> Elott, don't you go on 4

[19:58] <Djoser> Those are the people Djoser is waiting with.

#01[19:58] <GM> k

[19:59] <Elott> (sry. Was AFK.) Poke one of these fish people with an arrow.

#01[19:59] <GM> cool. roll it

#05[20:00] -RPGServ:#gamesofdivinity- <Roll for Elott [9[1d10]]: 1 1 4 5 5 10 3 4 1 >

#01[20:00] <GM> <for the record, I don't really care about non-magical ammo. baring unusual circumstances, you've got enough ammo and you buy more whenever you go can>

#01[20:01] <GM> 2? sweet.

[20:02] <Elott> Obviously the sea voyage has muddied up Elott's coordination.

#01[20:02] <GM> yeah, you miss

#01[20:02] <GM> the bad guys sprint towards you

[20:02] <Djoser> (How many are we talking here?)

#01[20:03] <GM> in the initial wave, seven. it takes time for them to scramble up through the base plate

#01[20:04] <GM> fifth tick?

#01[20:05] <GM> 6

#01[20:05] <GM> 7

[20:06] <Elott> (Oh foo. Should I just have the henchmen act last to avoid clutter?)

#01[20:06] <GM> nah, they go on your turn

#01[20:07] <GM> besides, the bad guys arrived

[20:07] <Atum> ((So much for my range advantage.))

#01[20:07] <GM> Hide behind someone.

#01[20:08] <GM> two break off for Elott, since he seems to be the most dangerous

[20:08] <Djoser> They have arrived? Then it is time to SLICE.

#01[20:08] <GM> the rest of you get one each, and one goes after the horsemen

#01[20:10] <GM> elott, both attack well.

#01[20:10] <GM> what do you do?

[20:11] <Djoser> 2 sword slices at the one headed towards me!

#01[20:11] <GM> roll it

[20:11] <Elott> I have no clue. Is rely on my defensive value and armor an acceptabel answer?

#05[20:12] -RPGServ:#Gamesofdivinity- <Roll for Djoser [8[1d10]]: 3 4 8 3 4 2 8 5 >

#05[20:12] -RPGServ:#Gamesofdivinity- <Roll for Djoser [7[1d10]]: 2 8 3 3 10 2 5 >

#05[20:12] -RPGServ:#Gamesofdivinity- <Roll for Djoser [6[1d10]]: 4 5 1 9 10 1 >

#01[20:13] <GM> sure. I'm looking for "Parry" or "Dodge" and the applicable DV

[20:13] <Djoser> (2, 3, and 3 successes for the lot of them.)

#01[20:13] <GM> I thought you were only attacking twice?

[20:14] <Elott> Dodge, because I don't think you can parry with a bow. I think that value is three?

[20:15] <Djoser> (. . . You are correct. And my rate is only 2. I'm dumb.)

#01[20:16] <GM> Elott: (Dex + Dodge +Essence)/2

[20:16] <Elott> Then three it is.

#01[20:17] <GM> Elott: then they each bite you at no additional damage

#01[20:18] <GM> Elott: you got some lethal soak?

#01[20:19] <GM> Djoser: okay. you miss twice, the bad guy bites you. defense and DV?

#01[20:20] <GM> Atum: the bad guy tries to bite you

[20:20] <Elott> (Lethal soak of, like, eleven after armor? With a hardness of eight)

[20:20] <Djoser> (PDV of 5. Soak of 8, Hardness of 6.)
[20:20] <Atum> My Dodge DV's 7, including the bracers.
#01[20:21] <GM> Elott: You're fine. But your armor now has deepling spit on it.
#01[20:21] <GM> Djoser: You parry mouth with sword. Deepling is unhappy and has a lisp
#01[20:22] <GM> Atum: you get bit. armor/soak?
[20:22] <Atum> In that case, I spend three motes on the 3rd Dodge Excellency, raising my DV to 9.
Does it still hit?
[20:23] <Atum> (7L soak, if it does.)
#01[20:23] <GM> Nope. Dodged.
#01[20:23] <GM> Elott: One of your minions, the ugly one, gets bit
[20:24] <Elott> That's bad news, because the ugly one is the medicine woman.
#01[20:25] <GM> Defense/DV?
[20:26] <Elott> One. She was supposed to be on the inside of the perimeter. This is what happens when
you get out of position.
#01[20:27] <GM> Oh, it's gonna be a bad day for her
#01[20:27] <GM> armor and soak
[20:27] <Elott> Likely none.
#01[20:30] <GM> meanwhile, one tried to bite Ptah and missed, while Set get's bit and injured. both
swing, Ptah misses, Set hits and kills, healer is injured, but alive
#01[20:31] <GM> cool. tick 8
[20:31] <Atum> ((Finally!))
#01[20:32] <GM> go to it
[20:32] <Atum> Atum begins backpedaling, trying to put some distance between the deeplings and
himself. He draws an arrow, fires it into the belly of the one that just attacked him, and smoothly
reaches back to fire another one.
#01[20:32] <GM> Djoser: why are you slicing people instead of beating them with fists and feet?
#01[20:33] <GM> Atum: sweet, roll it
[20:33] <Atum> ((Dragon-Graced Weapon for +2L on both attacks, and one mote on the 1st Excellency
for the second.))
#01[20:34] <GM> k
#05[20:35] -RPGServ:#Gamesofdivinity- <Roll for Atum [8[1d10]]: 9 5 8 8 7 8 6 5 >
#05[20:35] -RPGServ:#Gamesofdivinity- <Roll for Atum [9[1d10]]: 4 9 3 8 8 3 4 5 5 >
[20:35] <Djoser> (Because slicing people works with martial arts and allows me to parry lethal attacks.
Three cheers for Five Dragon Style.)
#01[20:38] <GM> You hit +1 on the first one, dead even on the second
#01[20:38] <GM> Djoser: Whatever works for you
#01[20:39] <GM> they aren't wearing armor, have no hardness, and soak 5L
#01[20:39] <GM> Elott: Tell me when you want your minions to act
[20:40] <Elott> Um-Is now ok?
[20:41] <Atum> That's 3L on the first attack, 2L on the second.
#05[20:41] -RPGServ:#Gamesofdivinity- <Roll for Atum [3[1d10]]: 1 5 1 >
#01[20:41] <GM> Sure. normally they'll go on your turn, but since we forgot, just give them marching
orders. Yelling counts.
#05[20:42] -RPGServ:#Gamesofdivinity- <Roll for Atum [2[1d10]]: 10 8 >
[20:43] <Elott> Well when one person goes out of position, more are sure to follow. Arryb and Stymat
wheel around and work over the deepling that attack the healer, Arryb stabbing a knife inbetween the
thing's ribs and Stymat trying to gore the thing through sideways.
[20:43] <Elott> the rest of the team hacks and slashes with aplomb.
#05[20:44] -RPGServ:#gamesofdivinity- <Roll for Elott [10[1d10]]: 8 3 2 10 2 9 2 10 3 10 >

[20:44] <Elott> (five for Arryb-I forget if heroic mortals get double successes on tens)
#05[20:44] -RPGServ:#gamesofdivinity- <Roll for Elott [10[1d10]]: 7 10 7 3 4 1 1 6 9 9 >
[20:44] <Elott> (five for Stymat the Mighty)
#05[20:45] -RPGServ:#gamesofdivinity- <Roll for Elott [9[1d10]]: 9 2 3 3 3 8 4 2 6 >
[20:45] <Elott> (Only two for Cpt. Anmarich)
#01[20:45] <GM> Atum: The first arrow hits the creature in the finger and does nothing. The second pierces its gut, lances it's stomach, and spills gastric acids onto the outsides of its intestines, severely irritating it. It now looks more green than blue.
#05[20:45] -RPGServ:#gamesofdivinity- <Roll for Elott [9[1d10]]: 1 2 4 4 4 3 5 2 5 >
[20:46] <Elott> (Andocep craps out!)
#05[20:46] -RPGServ:#gamesofdivinity- <Roll for Elott [8[1d10]]: 5 4 4 2 4 1 4 7 >
[20:46] <Elott> (Aydur the drunken Viking probably fails to put an axe through a head?)
#01[20:47] <GM> yeah, he and Anmarich don't do so well. Andocept barely manages to avoid hitting you. But the other two both hit
#01[20:49] <GM> bad guys soak 5L so roll damage
#05[20:50] -RPGServ:#gamesofdivinity- <Roll for Elott [5[1d10]]: 3 10 4 1 1 >
[20:50] <Elott> Arryb's knife...
#05[20:50] -RPGServ:#gamesofdivinity- <Roll for Elott [7[1d10]]: 6 4 4 4 7 5 9 >
[20:50] <Elott> Stymat's javelin.
[20:51] <Atum> ((By the way: Is there room for Atum to back up out of range of the deeplings? And at 4 yards per tick, is he fast enough to do it?))
#01[20:52] <GM> After you shot the guy a few times, yes. Otherwise you'd need to dash
[20:53] <Atum> ((Good to know.))
#01[20:56] <GM> Okay
#06[20:57] * GM declares tick 9
#01[20:57] <GM> that'll make my book keeping a lot easier
#01[20:59] <GM> any nines?
#06[20:59] * GM declares tick 10
[20:59] <Djoser> Djoser's turn!
#01[21:00] <GM> what do you do?
[21:00] <Djoser> Sick of messing around, Djoser makes some cuts up high with his sword before planting his boot on the deepling's chest and stomping down hard. (2 sword swipes and a kick)
#01[21:01] <GM> roll it
[21:01] <Djoser> Any stunt dice?
#01[21:01] <GM> nope
#05[21:02] -RPGServ:#Gamesofdivinity- <Roll for Djoser [8[1d10]]: 7 7 2 10 10 5 4 2 >
#05[21:03] -RPGServ:#Gamesofdivinity- <Roll for Djoser [7[1d10]]: 9 9 6 3 10 9 3 >
[21:03] <Djoser> (And spending 2 peripheral on the 1st martial arts excellency for the kick)
#05[21:03] -RPGServ:#Gamesofdivinity- <Roll for Djoser [8[1d10]]: 4 5 4 8 7 3 1 8 >
[21:04] <Djoser> (6, 5, and 3 successes, respectively.)
#01[21:05] <GM> 3 extra on the first, 2 on the second, 1 on the last
[21:05] <Djoser> Sweetness. Whats the soak?
#01[21:05] <GM> 5L
#05[21:06] -RPGServ:#Gamesofdivinity- <Roll for Djoser [4[1d10]]: 4 7 1 7 >
#05[21:06] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 1 7 2 >
#05[21:06] -RPGServ:#Gamesofdivinity- <Roll for Djoser [4[1d10]]: 9 4 8 1 >
[21:07] <Djoser> (3 Lethal, 2 Bashing.)
[21:08] <Elott> I guess Elott goes on Tick nine. But I didn't know that so... do I just go on tick ten then?

#01[21:09] <GM> your slash opens up his side and your kick knocks him backwards. His head strikes the bronze plate and you can see the light leave his eyes. Set screams, "Take that one alive! We can question him!"

#01[21:10] <GM> Elott: What weapon are you using?

[21:10] <Elott> (The bow, speed five. Unless I can't use the bow.)

[21:11] <Djoser> (What matters is the weapon you used last.)

#01[21:11] <GM> I only see bows with a speed of 6. am I mistaken?

[21:12] <Atum> ((It's at -1 Speed if it's a jade powerbow.))

[21:12] <Elott> I presumed a terrestrial exalt's power bow would be made of jade, which is said to lower the speed by one. But I have no way of knowing what the durned thing's made of.

[21:13] <Djoser> (Unless you looted an anathema, it is safe to assume it is jade.)

#01[21:14] <GM> forgot about the jade. my bad. We'll say you spent a tick yelling orders to your men. Go ahead this action.

[21:15] <Elott> Since it doesn't make sense to run from something, turn, and put an arrow into it, Elott just turns his shoulder to the deepling trying to bite him-after all, the infantry is supposed to protect the archers. He picks the furthest creature and fires at it. (ok?)

#01[21:16] <GM> I'll buy that. roll it

#05[21:16] -RPGServ:#gamesofdivinity- <Roll for Elott [9[1d10]]: 10 4 5 5 6 5 4 9 8 >

[21:16] <Elott> (yay-not as bad as previously!)

#01[21:17] <GM> you hit. +1

[21:18] <Elott> (strength 3 plus long powerbow 3 plus pointy arrow 2 plus 1, then? nine?)

[21:18] <Elott> (err, minus soak of 5. Four.)

#05[21:19] -RPGServ:#gamesofdivinity- <Roll for Elott [4[1d10]]: 9 2 6 5 >

#01[21:19] <GM> Man, the dice hate the PCs today

[21:20] <Elott> What are you talking about? I did damage! Dancedance.

#01[21:20] <GM> you shoot it in the thigh. It "whuffs" at you, but doesn't appear significantly phased.

[21:20] <Djoser> I'm feeling pretty good about them, really.

#01[21:20] <GM> well, so be it

#01[21:20] <GM> anyone else on 10?

#06[21:21] * GM declares tick 11

#06[21:21] * GM declares tick 12

[21:21] <Atum> ((I go again.))

#01[21:22] <GM> go to it

[21:23] <Atum> Still pacing backward to avoid the fish-creatures, Atum lets fly two more arrows into the deepling, hoping to bring it down once and for all. ((Two Dragon-Graced Arrow attacks again.))

#05[21:23] -RPGServ:#Gamesofdivinity- <Roll for Atum [8[1d10]]: 4 7 3 8 4 3 4 4 >

#05[21:23] -RPGServ:#Gamesofdivinity- <Roll for Atum [7[1d10]]: 1 8 2 10 1 7 4 >

[21:24] <Elott> Tick Twelve. The legionnaires go.

#01[21:25] <GM> Atum: first hits even, second +1

#01[21:25] <GM> Elott: who does what?

#05[21:25] -RPGServ:#Gamesofdivinity- <Roll for Atum [3[1d10]]: 2 8 4 >

#05[21:25] -RPGServ:#Gamesofdivinity- <Roll for Atum [4[1d10]]: 9 6 6 5 >

[21:26] <Atum> (I hit for two levels of lethal.)

[21:26] <Elott> Andocep sees that something's trying to eat the commander, which always looks bad, so he pivots on his foot putting his back to the balance of the creatures and stabs at what's biting Elott. Anmarich slides over to cover his back, and stabs something in the stomach for its troubles.

#05[21:27] -RPGServ:#gamesofdivinity- <Roll for Elott [11[1d10]]: 9 1 3 7 5 5 10 8 4 5 10 >

[21:27] <Elott> (six for Andocep)

#05[21:27] -RPGServ:#gamesofdivinity- <Roll for Elott [11[1d10]]: 7 2 1 7 10 3 6 10 10 10 6 >

#01[21:27] <GM> Atum: One arrow takes out it's thigh lung and the other shatters it's pelvis. It goes down, not dead, but not doing much of anything

[21:28] <Elott> (Six for Anmarich. I didn't even know last time that shortswords have an accuracy bonus)

#01[21:28] <GM> Elott: That'll help. Two at +2 each

#05[21:29] -RPGServ:#gamesofdivinity- <Roll for Elott [8[1d10]]: 3 5 4 3 4 5 5 10 >

#05[21:29] -RPGServ:#gamesofdivinity- <Roll for Elott [4[1d10]]: 9 9 10 7 >

#05[21:29] -RPGServ:#gamesofdivinity- <Roll for Elott [4[1d10]]: 3 4 6 9 >

[21:30] <Elott> I totally screwed that up.

#05[21:30] -RPGServ:#gamesofdivinity- <Roll for Elott [3[1d10]]: 10 8 10 >

#05[21:30] -RPGServ:#gamesofdivinity- <Roll for Elott [3[1d10]]: 7 7 3 >

[21:31] <Elott> The first of the three die rolls would be for andocep, the second for anmarich.

#01[21:32] <GM> The two of them begin hacking and slashing at the two deeplings that are attacking you, Elott. They manage to create some brething room for you.

#01[21:32] <GM> anyone else?

#06[21:33] * GM declares tick 13

#01[21:33] <GM> the bad guys go

#01[21:34] <GM> Atum: Your opponent gurgles balefully at you.

[21:34] <Atum> ((I think I'll live.))

#01[21:34] <GM> Elott: the two who had been attacking you claw you're two guards.

#01[21:37] <GM> what armor are they wearing?

[21:38] <Elott> Breastplates, 4 lethatl soak.

[21:39] <Elott> Their parry values with shortswords would be 5, I believe.

#01[21:40] <GM> Cpt Anmarich takes 1L, Sgt Andocept takes 2L

#01[21:40] <GM> yep, that works

#01[21:41] <GM> Djoser: You're opponent snores at you in a most threatening manner

[21:41] <Djoser> He's lucky we are taking him alive! Cause you can't put gigantic gears in front of me without me wanting to stick SOMEBODY'S head inbetween.

#02[21:44] * Atum (Thundaka@MagicStar-3CCB143E.ok.ok.cox.net) Quit (Ping timeout#)

#01[21:45] <GM> Ptah gets bit, but it is deflected by his armor

#01[21:45] <GM> for the record, Rolling this many NPCs takes forever

#03[21:46] * Atum (Thundaka@MagicStar-3CCB143E.ok.ok.cox.net) has joined #Gamesofdivinity

[21:46] <Atum> ((I lost power there for a minute or two. Did I miss anything?))

[21:48] <Djoser> (Nothing super important.)

#01[21:48] <GM> Ptah got bit for no damage, he slashed and killed his opponent, and Set jumped on one of the guy's attacking Elott's minions

#01[21:49] <GM> and tore the bejeebus out of him

#01[21:50] <GM> so, at the end of this tick, the only one still up is the deepling fighting Anmarich

#06[21:50] * GM declares tick 14

#01[21:50] <GM> going once

[21:50] <Elott> Elott goes on tick fourteen, if his last was (our should've been) ticknine.

#01[21:51] <GM> yeah, go ahead

[21:51] <Djoser> And so does Djoser.

#01[21:52] <GM> there's one left, of this wave. The next wave has just started emerging from the shadows at the edge of the great gear.

[21:53] <Elott> Well Elott is just in a fine predicament. The whole perimeter fell apart, his cover fell apart, and the medic might get eaten. So he picks out one of these new ones that's coming up, and simultaneous with launching his arrow begins walking towards it, then running.

#05[21:53] -RPGServ:#gamesofdivinity- <Roll for Elott [9[1d10]]: 5 7 5 10 1 8 1 5 1 >

[21:54] <Djoser> Djoser moves over to rush the last one, slashing it's neck quickly before knocking some teeth in with his fist. (Two sword swipes and a punch.)
#01[21:54] <GM> roll it
#05[21:55] -RPGServ:#Gamesofdivinity- <Roll for Djoser [8[1d10]]: 8 10 9 4 7 5 3 6 >
#05[21:55] -RPGServ:#Gamesofdivinity- <Roll for Djoser [7[1d10]]: 5 2 1 1 7 7 1 >
#05[21:55] -RPGServ:#Gamesofdivinity- <Roll for Djoser [5[1d10]]: 10 8 2 9 6 >
[21:55] <Djoser> (5, 2 and 4 successes.)
[21:55] <Elott> (four successes, I believes.)
#01[21:57] <GM> Elott: It dodges.
#01[21:57] <GM> Djoser: the thing is realling, and vanely flails at you while you destroy it. +4, +1, +3
[21:57] <Elott> Which is well enough, considering the follow up to this whole 'run right at them' strategy.
#01[21:58] <GM> Elott: Your men go with you, trying to get ahead of you to provide you with some cover.
#01[21:59] <GM> Set takes of after you at a run, telling Ptah to go watch over the crew. "Atum, cover me!"
#05[21:59] -RPGServ:#Gamesofdivinity- <Roll for Djoser [5[1d10]]: 10 5 8 9 5 >
#05[21:59] -RPGServ:#Gamesofdivinity- <Roll for Djoser [2[1d10]]: 5 9 >
#05[22:00] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 10 6 7 >
[22:00] <Elott> Ugh. They weren't supposed to do that. This is why plans aren't supposed to fall apart.
[22:00] <Djoser> (4 Lethal, 2 Bashing.)
#01[22:00] <GM> Yeah, it's a paint smear
[22:01] <Djoser> Thats what happens when 500 pounds of metal martial artist sprints into you.
#01[22:01] <GM> Verily
#01[22:01] <GM> The next wave is ten deeplings.
#01[22:02] <GM> And they are finishing clambering up from below, and will get to you shortly.
#06[22:02] * GM declares tick 15
[22:03] <Djoser> "Haven't they had enough?"
[22:03] <Elott> Hopefully Elott will be there to greet them halfway.
#01[22:03] <GM> Apparently not
#01[22:03] <GM> 15 going twice
#06[22:04] * GM declares tick 16
#01[22:04] <GM> 16 going twice
[22:04] <Atum> ((Atum goes))
#01[22:04] <GM> slaughter them mightily
[22:05] <Atum> Glad for a little seperation from his targets, he fires two thorny arrows at the nearest deepling in the second wave. ((Once again, Dragon-Graced Arrow on both.))
#05[22:05] -RPGServ:#Gamesofdivinity- <Roll for Atum [8[1d10]]: 1 7 5 9 2 4 2 1 >
#05[22:06] -RPGServ:#Gamesofdivinity- <Roll for Atum [7[1d10]]: 10 9 3 4 7 3 9 >
#01[22:08] <GM> 2 and 4?
#01[22:08] <GM> both miss
[22:08] <Atum> ((That's 5 on the second one.))
[22:09] <Djoser> (Looks like 5 on the second one . .)
#01[22:09] <GM> never mind, I just can't read. that one hits
#05[22:10] -RPGServ:#Gamesofdivinity- <Roll for Atum [3[1d10]]: 3 3 9 >
[22:10] <Atum> ((One level of lethal.))
#01[22:10] <GM> got em
#01[22:11] <GM> anyone else?
#06[22:11] * GM declares tick 17

#01[22:14] <GM> Set get's severely upset and maxes his first melee excellency. This is oddly reassuring, because Set acting like a lunatic is something you're all used to.

[22:15] <Elott> (Work it, Set! Work it!)

#06[22:15] * GM declares tick 18

#01[22:16] <GM> 18 going twice

#06[22:16] * GM declares tick 19

#01[22:16] <GM> and the bad guys go

[22:17] <Elott> Elott goes on nineteen as well?

[22:17] <Djoser> As do I.

#01[22:17] <GM> as do your minions

#01[22:17] <GM> everyone, declare and roll

[22:18] <Elott> Elott's impromptu charge is his idea of a strategem. If the enemy was chargeing, meeting them in the middle of the field should get a number of them to stop and engage him, even if some continue to charge. He guesses that they're a disorganized force. Unless any of them have a drill Elott figures his armor is virtually impenetrable, so he doesn't exactly mind them ganging up on him.

[22:20] <Elott> If he can divide their force for a while while the main body eats up the other half, that's a victory for him. So he takes one end of his powerbow, shouts as loud as he can, and makes a huge attention swing trying to hit a deepling in the head. (Performance, or war to distract the enemy?)

[22:20] <Djoser> Djoser is, upon contact with the enemy, making a flying kick at the first fish-man, cutting his throat once Djoser's hefty bulk knocks him to the disk. (Kick/slash.)

#01[22:20] <GM> Performance

#01[22:20] <GM> Djoser: roll it

#01[22:20] <GM> Elott: also declare and roll your minions

[22:20] <Elott> Does it sound stunt-like?

#01[22:21] <GM> Yeah. I'll give you a die for that

#05[22:21] -RPGServ:#gamesofdivinity- <Roll for Elott [5[1d10]]: 1 10 7 8 2 >

#05[22:21] -RPGServ:#Gamesofdivinity- <Roll for Djoser [7[1d10]]: 10 8 3 2 2 4 8 >

#05[22:21] -RPGServ:#Gamesofdivinity- <Roll for Djoser [8[1d10]]: 4 7 8 6 2 8 6 4 >

[22:21] <Elott> (4 successes? yay, perform!)

[22:21] <Djoser> (4 and 3.)

[22:22] <Elott> And since Anmarich and Andocep know their commander, they try and hold some ground between Elott and Set and gang up on an individual deepling.

#01[22:23] <GM> Elott: Yeah, club him.

#01[22:23] <GM> and roll for your minions

#05[22:23] -RPGServ:#gamesofdivinity- <Roll for Elott [6[1d10]]: 10 3 4 9 9 3 >

#01[22:24] <GM> Djoser: even and +1

[22:24] <Elott> So long as the bow as an improvised weapon doesn't have a negative accuracy, that's all good for Elott.

#05[22:24] -RPGServ:#gamesofdivinity- <Roll for Elott [11[1d10]]: 2 3 9 2 9 9 1 5 7 2 4 >

#05[22:24] -RPGServ:#gamesofdivinity- <Roll for Elott [11[1d10]]: 4 5 6 5 8 3 9 5 1 4 7 >

#05[22:24] -RPGServ:#Gamesofdivinity- <Roll for Djoser [2[1d10]]: 8 9 >

[22:24] <Djoser> (2 Lethal.)

[22:24] <Elott> Four successes for Anmarich, Three for Andocep.

#01[22:24] <GM> Elott: It does, but you overcame that by yoddlng at him.He was so curious why you hit him with a bow he forgot to dodge

#01[22:25] <GM> Djoser: got it

#01[22:25] <GM> don't you hit twice

#01[22:25] <GM> ?

#01[22:25] <GM> Elott: +1, even hit

[22:26] <Elott> Those first two numbers being for the legionnaires, what kind of damage would a powerbow have as a club?

#01[22:26] <GM> st bashing

[22:26] <Djoser> (0 successes is not a hit.)

#01[22:27] <GM> You weren't slashing the guy Set already beat up somewhat?

[22:28] <Elott> (uh, 3str+3for shortsword +1bonus -5 is two for anmarich, and then one for andocep. And Elott rolls one die.

#05[22:28] -RPGServ:#gamesofdivinity- <Roll for Elott [2[1d10]]: 1 10 >

[22:28] <Djoser> If that was the one closest to him?

#05[22:28] -RPGServ:#gamesofdivinity- <Roll for Elott [1[1d10]]: 3 >

#05[22:28] -RPGServ:#gamesofdivinity- <Roll for Elott [1[1d10]]: 5 >

[22:29] <Djoser> (It did just occur to me, though, that I forgot you do your essence in damage, minimum.)

#01[22:30] <GM> Djoser: okay then. You weren't. You kick him over, and he becomes real irritable. He does manage to bite you, but your leg is bronze and resilient.

[22:30] <Djoser> And shiny.

#01[22:30] <GM> very

#01[22:30] <GM> Good point. Minimum damage is essence

[22:31] <Elott> So I should roll one more die for Elott?

#01[22:31] <GM> Djoser, you actually get bit several more times, but again, you are bronze and shiny

#01[22:31] <GM> sure, go ahead

#05[22:31] -RPGServ:#gamesofdivinity- <Roll for Elott [1[1d10]]: 6 >

[22:31] <Elott> Doh!

[22:31] <Djoser> And possessing shiny, shiny hardness.

[22:32] <Djoser> And with that, I REALLY ought to be getting to bed now.

#01[22:32] <GM> Elott: you get a little lucky. You parry the first one. The second one bits you for 1L

#01[22:32] <GM> D: You and me both

[22:34] <Elott> If that's so, then we'll pick things up next week in the fracas?

#01[22:34] <GM> that's fine

#01[22:34] <GM> any complaints?

[22:35] <Atum> ((I expected us to cover a bit more of the battle than we did.))

[22:35] <Atum> ((Other than that, none whatsoever.))

[22:35] <Djoser> Sounds good.

#01[22:35] <GM> As did I. this wasn't intended to be nearly this protracted. But I wasn't expecting running the fight in IRC to be this time consuming.

#01[22:36] <GM> Regardless, I'll give EXP at the end of next session.

#01[22:36] <GM> For now, good night

[22:36] <Djoser> Cool beans.

[22:36] <Atum> G'night.