

#01[19:16] <Miashara> cool. Lets go.
[19:16] <Atum> Ready.
#01[19:16] <Miashara> I lost my notes on who went when, so start with join battle.
#05[19:17] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 3 2 3 5 1 >
[19:17] <Atum> ((Again?!))
#05[19:17] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 1 7 7 >
[19:17] <Djoser> (2 successes.)
#01[19:19] <Miashara> sheesh.
#01[19:19] <Miashara> Anyway, reaction count is five.
#01[19:20] <Miashara> D: you go first. Go to it.
[19:21] <Djoser> And, if I recall correctly, we were facing a second, larger wave of fish-folk?
#01[19:22] <Miashara> The deeplings are climbing up out of the holes in the floor. There is eleven of them. In addition, the clockwork noises from the vast mechanism above are starting to sound odd.
[19:22] <Atum> ((For the record: is the stairway of gears Elott climbed still present/within reach?))
[19:23] <Djoser> (If not, we just have to wait for it to come around.)
[19:23] <Djoser> Djoser darts around the surface of the gear, playing 'whack a deepling' with their heads and his feet. (2 kick flurry.)
#01[19:24] <Miashara> Atum: about forty yards away
#01[19:24] <Miashara> And yes, it's moving towards you
#01[19:25] <Miashara> Djoser: Seems good. roll it. +1 stunt per kick
#05[19:25] -RPGServ:#Gamesofdivinity- <Roll for Djoser [7[1d10]]: 1 1 9 3 4 5 3 >
#05[19:25] -RPGServ:#Gamesofdivinity- <Roll for Djoser [6[1d10]]: 4 6 10 9 10 10 >
[19:26] <Djoser> (A pathetic 1 success on the first and a whopping 7 successes on the last.)
#01[19:27] <Miashara> miss the first
#01[19:27] <Miashara> (go figure, eh?)
#01[19:28] <Miashara> second has +1 success. roll damage
[19:28] <Djoser> (I was feeling confident about that 1, too. I thought it'd catch them off guard.)
[19:28] <Djoser> (It was . . . 5 bashing soak?)
#01[19:28] <Miashara> yep
#01[19:28] <Miashara> 5B/5L
#05[19:29] -RPGServ:#Gamesofdivinity- <Roll for Djoser [4[1d10]]: 8 6 1 8 >
[19:29] <Djoser> (That'd be 2 levels of damage to match the 2 recovered motes.)
#01[19:30] <Miashara> got it
#03[19:30] * Miashara is now known as GM
#06[19:30] * GM declares tick 1
#01[19:31] <GM> bad guys climb out of the pits and crawl to their feet
#06[19:31] * GM declares tick 2
[19:32] <Atum> ((My turn?))
#01[19:32] <GM> Yep.
#01[19:32] <GM> You, Set, and Elott.
[19:33] <Atum> Go ahead with the other two; this will take me a second.
[19:36] <Atum> Atum stops for a second to take in the approaching gears and the slickness of the metal on which he stands. Pulling out two arrows from his quiver, he begins running toward the gear. Dropping to one knee for a second, he continues sliding as he fires two shots at a nearby creature: one through its shoulder to distract it, another through its neck for the killing blow.
[19:36] <Atum> ((That's a two-attack flurry combined with a Move action. No charms this time; Atum needs that Essence for his Dodge Excellency.))
#01[19:37] <GM> Sweet: +2 stunt both attacks
#05[19:37] -RPGServ:#Gamesofdivinity- <Roll for Atum [10[1d10]]: 9 2 1 6 4 6 2 3 3 8 >

#05[19:37] -RPGServ:#Gamesofdivinity- <Roll for Atum [9[1d10]]: 9 5 6 5 5 2 8 2 4 >
[19:39] <Atum> ((2 successes each.))
#01[19:40] <GM> the bad guy dodges both
#01[19:40] <GM> I got nothing
[19:40] <Atum> ((Some Sidereal really hates me, huh?))
#01[19:41] <GM> Did you kick a puppy on your way home today? Or were you really mean in a past life.
#01[19:42] <GM> Set maxes out his melee excellency and slices one in half, while Elott fires two arrows and mimics your luck.
[19:42] <Djoser> Stepped on a pattern spider's relative, I bet.
#01[19:45] <GM> as for Elott's minions, Andocept misses, while Anmarich hits one for 2L
#06[19:45] * GM declares tick 3
#06[19:46] * GM declares tick 4
#01[19:46] <GM> roll wits plus awareness please
#05[19:46] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 9 8 4 1 5 >
[19:47] <Djoser> And that'd be my tick.
#05[19:47] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 7 7 5 >
#01[19:48] <GM> K, you both hear some large machinery moving around over heard. It sounds like it's coming towards you, but its far above your light and you can't tell what it is yet.
#01[19:48] <GM> D: what do you do?
[19:50] <Djoser> (Sorry, computer hiccup) Djoser decks the battered and bruised deeppling before shoving him back down the hole he came from, shattered face first. (3 punches.)
#01[19:52] <GM> +1 per hit. roll it
#05[19:53] -RPGServ:#Gamesofdivinity- <Roll for Djoser [8[1d10]]: 2 6 1 6 9 4 4 7 >
#05[19:53] -RPGServ:#Gamesofdivinity- <Roll for Djoser [7[1d10]]: 8 10 6 6 2 1 6 >
#05[19:53] -RPGServ:#Gamesofdivinity- <Roll for Djoser [6[1d10]]: 5 1 9 6 7 7 >
[19:53] <Djoser> (2, 3, and 3 successes. Bad, but not as bad as some.)
[19:53] <Atum> ((I heard that.))
[19:54] <Djoser> (Better hope the tapestry of fate didn't.)
#01[19:56] <GM> hold on, checking their minuses
#01[19:59] <GM> Second hits even, third hits +1
[19:59] <Djoser> (I don't believe that 0 successes is a hit? Unless a perfect attack is being used, at least.)
[20:01] <Atum> ((If that's the case, we'd have to retcon a good bit of this fight.))
#05[20:01] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 10 1 5 >
#01[20:01] <GM> I take the minimum into account. So If I say it hits even, I mean you rolled one success more than his DV. example, after modifiers, his DV on the first hit was a three, you missed, the second a two, you hit with one success, and the third a 1, you had two successes. Ergo, I said even and +1
[20:02] <Djoser> (Oooooo kay. Gotcha.)
#05[20:02] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 7 5 6 >
[20:02] <Djoser> (Well, 2 levels of damage.)
#01[20:02] <GM> I try to do as much book keeping behind the scenes as possible.
#01[20:04] <GM> that's after soak?
[20:05] <Djoser> (Yup. I'm ping spamming here.)
#01[20:06] <GM> yup you're pinging or yup you bypasses soak?
[20:08] <Djoser> (I'm pinging. Essence three was a good buy for me.)
#01[20:10] <GM> I have no idea what pinging means in this context. I thought you were having IRC problems. Anyway, you know the guy unconscious and kick him bakc into the water.

[20:11] <Djoser> (Oh, no. I mean the enemy's soak is pushing my damage down to the Essence lower limit. So I'm doing a lot of little pings against his health levels. Ping spamming.)

[20:12] <Atum> ((Common fan parlance for minimum damage.))

#01[20:12] <GM> Never heard it called that. Guess that's just my group.

#01[20:12] <GM> Anyway.

#06[20:13] * GM declares tick 5

#06[20:13] * GM declares tick 6

[20:14] <Atum> ((Atum goes again.))

#01[20:15] <GM> Go to it

[20:15] <Atum> Still hurrying toward the raised gear, he motions for Djoser to follow him. He takes two more shots against Djoser's most recent target, hoping his arrows strike true this time.

[20:16] <Atum> ((Another two attack flurry, without fancy stunting this time. The gear should be 16 yards away now.))

#01[20:16] <GM> <Djoser actually knocked the bad guy into the water. You want to pick another?>

#01[20:17] <GM> And the gear is moving towards you one yard per tick, FYI

[20:17] <Atum> ((I'm just aiming for the most injured one that's still moving. Maybe one we wounded on an earlier turn?))

[20:18] <Atum> ((Oh. I thought it was on the other side of the gear.))

[20:18] <Atum> ((So it's slowly turning in clockwork fashion, right?))

#01[20:18] <GM> Okay. The one Anmarich sliced. Roll it.

#05[20:18] -RPGServ:#Gamesofdivinity- <Roll for Atum [8[1d10]]: 6 1 3 3 9 3 8 4 >

#05[20:19] -RPGServ:#Gamesofdivinity- <Roll for Atum [7[1d10]]: 4 8 10 9 8 9 4 >

[20:19] <Atum> ((Mm... the last one was good, at least.))

#01[20:20] <GM> Hit +3

#01[20:20] <GM> <the second one, of course>

#05[20:20] -RPGServ:#Gamesofdivinity- <Roll for Atum [4[1d10]]: 5 5 4 6 >

[20:21] <Atum> ((...and of course, it doesn't do any damage.))

[20:21] <Djoser> (The server gives and then takes away. But mostly the latter.)

#01[20:22] <GM> This things look like large, heavily mutated fish. They aren't the sexy women Ptah and Djoser saw earlier. You strike it through a fin, doing cosmetic damage.

#01[20:25] <GM> this is getting silly. Anyway, Elott, flurries and hits another for a small wound.

#06[20:26] * GM declares tick 7

[20:26] <Djoser> Ding ding.

#01[20:26] <GM> all the bad guys go as well

#01[20:26] <GM> D: what do you do?

[20:28] <Djoser> Djoser wades through the fight, knocking teeth (fangs?) loose as he pummels the deeplings, hoping inane chatter works as a distraction. "So, you barbarians wouldn't happen to have any sisters around here, would you? Anyone? I think I saw some earlier . . . hmmph. Not very chatty . . ." (3 punches again.)

#01[20:29] <GM> roll it, +1 all for trash talking stunt

#05[20:30] -RPGServ:#Gamesofdivinity- <Roll for Djoser [8[1d10]]: 4 5 8 5 2 6 8 5 >

#05[20:30] -RPGServ:#Gamesofdivinity- <Roll for Djoser [7[1d10]]: 1 1 4 6 6 5 10 >

#05[20:30] -RPGServ:#Gamesofdivinity- <Roll for Djoser [6[1d10]]: 3 4 7 3 10 4 >

[20:31] <Djoser> (2, 2, and 3. Sad, sad, average.)

#01[20:32] <GM> everything misses. (They reset their DVs)

[20:33] <Djoser> (Compounded by the curse of the pattern spiders infecting poor Djoser!)

#01[20:33] <GM> Seriously. You two better start rescuing stray cats and kissing babies.

#01[20:34] <GM> Anyway, the deeplings swarm you, five attacking you.

[20:34] <Djoser> (Babies weren't what Djoser was looking to kiss. Which may be the problem.)

#01[20:35] <GM> What's your dodge?
#01[20:35] <GM> or parry, if you prefer?
[20:36] <Djoser> 7, so 4 with the attacks.
[20:37] <Djoser> Charms are available to boost the defense with, however.
#01[20:37] <GM> Four of them claw at you ineffectually.
#01[20:38] <GM> The one behind you manages to get his talons into your back.
[20:39] <Djoser> 8 soak and 6 hardness . . . with more of the former to come if that isn't enough to reduce him down to 1 damage die.
#01[20:40] <GM> he pings you back for 2L
[20:41] <Djoser> And Five Dragon Fortitude reduces that to the 1L minimum. Unless these guys have awakened essence.
#01[20:41] <GM> nope
[20:42] <Djoser> One mote well spent.
#01[20:42] <GM> he claws you in the butt. take 1L and buy a new pair of pants at your convenience.
[20:44] <Atum> ((Even Djoser's PANTS are unlucky today.))
#01[20:44] <GM> The other guys jump on Set, Andocept, and Anmarich. There is much slashing, clawing, and nashing of teeth, but parrying face with Daiklave is usually more of a problem for the face than the sword. That group seems fine. Atum, none of them are near enough to you stack you.
[20:45] <Djoser> (You're telling me. Those pants had a 60% chance of being untouched!)
#01[20:47] <GM> Set misses.
#06[20:48] * GM declares tick 8
#01[20:49] <GM> which is when set goes, I got ahead f myself.
#06[20:49] * GM declares tick 9
#01[20:50] <GM> At this point, a huge protubence of gears and springs begins to descend from above.
#01[20:50] <GM> Int + Lore please
#05[20:51] -RPGServ:#Gamesofdivinity- <Roll for Djoser [4[1d10]]: 7 1 10 10 >
#05[20:51] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 10 7 3 4 1 >
[20:51] <Djoser> (5 on 4 dice? The sidereals have forgiven me!)
#01[20:52] <GM> You both realise immediately that this thing is going to merge with the gear holes in the baseplate gear (the holes the deeplings have crawled out of) and interface somehow.
#01[20:53] <GM> Djoser: weren't you the one who recognized the mention of Sarnath in the first game session?
[20:53] <Djoser> Yes. Yes I was.
[20:53] <Atum> ((Can we gauge how quickly it will do this?))
#01[20:53] <GM> Atum: Tick 10.
#01[20:54] <GM> (that combined with this gives you a free +1 to lore rolls on the mechanisms)
#01[20:56] <GM> You suddenly get a very odd feeling. You're die hard convinced that this is one of several Active Defense Combines. It's part of the Manse's defense grid, and will attack anything it considers a threat. Remember, this is one hell of a Manse, and defeated the initial dragon blooded attack so severely that they w2ere forced to use the Summon Wyld spell.
#01[20:56] <GM> Roll INT
#05[20:57] -RPGServ:#Gamesofdivinity- <Roll for Djoser [2[1d10]]: 3 6 >
[20:57] <Atum> ((Me too?))
#01[20:57] <GM> right. The pattern spider's back.
#01[20:57] <GM> Atum: not yet
#01[20:58] <GM> anyway, moving on
#06[20:58] * GM declares tick 10
[20:58] <Djoser> There I am.
[20:58] <Atum> And there I am.

#01[20:58] <GM> GO to it.

[20:59] <Djoser> Djoser tears off the ruined pants and moves over to Set et all, putting his back to them as he wraps the torn cloth around his shiny metal fists and continues brutalizing the enemy's face. "They appear sensitive about their womenfolk. They may perhaps be spoken for." (3 more punches.)

#01[21:00] <GM> good. all +1

#05[21:01] -RPGServ:#Gamesofdivinity- <Roll for Djoser [8[1d10]]: 6 6 7 3 4 4 9 3 >

#05[21:01] -RPGServ:#Gamesofdivinity- <Roll for Djoser [7[1d10]]: 7 5 9 9 10 5 1 >

#05[21:02] -RPGServ:#Gamesofdivinity- <Roll for Djoser [6[1d10]]: 9 3 1 2 7 8 >

[21:02] <Djoser> (2, 5, and 3 hits.)

#01[21:02] <GM> +2, even

[21:07] <Djoser> (Any of those hit?)

#01[21:08] <GM> yes. the second hits +2, the third even

#05[21:09] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 3 7 7 >

#01[21:09] <GM> sorry, I thought that was clear.

#05[21:09] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 2 3 10 >

#01[21:09] <GM> Atum?

[21:09] <Atum> While Atum does his best to keep a safe distance from the swarming fish-creatures, he knows he is fighting a losing battle. Drawing a single arrow this time, he squints down the shaft and aims for the leg (tail?) of the deeping that robbed Djoser of his pants.

[21:09] <Djoser> 3 bashing levels.

[21:09] <Djoser> I think history will show that he robbed the WORLD of Djoser's pants.

#01[21:10] <GM> You wail on one like a red headed step child. It's reeling pretty bad, with bits of your pants still stuck in it's talons.

#01[21:11] <GM> Atum: You've got it. roll +2 because we all wish Djoser still had his pants, and you're avenging a injury to us all.

[21:11] <Atum> ((Oh, and one mote on the First Excellency.))

#05[21:12] -RPGServ:#Gamesofdivinity- <Roll for Atum [14[1d10]]: 6 4 2 2 9 7 8 2 10 2 1 3 8 5 >

[21:12] <Atum> ((Does 6 hit?))

#01[21:12] <GM> yes

[21:13] <Atum> ((By how much?))

#01[21:13] <GM> (You want an injured one or a healthy one?)

[21:13] <Atum> ((Injured. This ain't exactly a grand goremaul I'm shooting.))

#01[21:14] <GM> +4

[21:14] <Atum> ((Okay, here's hoping...))

#05[21:14] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 2 7 5 6 7 >

[21:15] <Atum> ((Yes! Two levels of lethal.))

#01[21:16] <GM> Your arrow lances it's throat, nicely severing the carotid arteries, and putting it down hard.

[21:17] <Atum> ((Pants, thou art avenged.))

#01[21:18] <GM> Elott, misses with his bow.

#01[21:19] <GM> And the Active Defense Combine fires volley's of razor sharp brass gears at everyone.

#01[21:19] <GM> Except Djoser.

[21:19] <Djoser> It likes the view.

#01[21:20] <GM> Absolutely

#01[21:20] <GM> Atum: dodge please

[21:21] <Atum> My Dodge DV is 7, which the attack reduced to 6, if necessary, I can use the Third Excellency to raise it to 9.

[21:21] <Atum> ..er, make that 8.

#01[21:21] <GM> Nope. That's actually fine as is.
[21:21] <Atum> ((I love my bracers.))
#01[21:22] <GM> You decide to be elsewhere to the flurry of razor sharp gears. They come close enough the wind of their passage carries your face like the blades of fine knives drawn across the skin too lightly to cut.
#01[21:23] <GM> Elott uses the winds within his command to dispell them around him while Set hides behind Djoser. "Teamwork, buddy." He explains.
#01[21:25] <GM> Andocept dodges behind Djoser as well, "You know, now that I'm closer to your shiny metal ass, I'm reminded that I've always held you in the highest respect and esteem. And I mean that in the most hetero way possible."
[21:26] <Djoser> "Good thing I'm used to being eye-candy. Just ask my wife."
#01[21:27] <GM> Anmarich, whom I just noticed is female, takes a gear to the chest. Fortunately she was wearing armor, but it's still enough to knock her down and throw her a dozen yards across the floor.
#01[21:27] <GM> And every deepling takes 1L
#06[21:28] * GM declares tick 11
#06[21:30] * GM declares tick 12
#01[21:32] <GM> Set sticks his head out from behind Djoser, stabs a deepling while it isn't looking, and retreats.
#06[21:32] * GM declares tick 13
[21:33] <Djoser> Djoser continues fighting in the heroic nude, though he DOES look more like a sculpture than the inspiration for same. "So, we would accept your surrender at any time . . . no hurry . . ." (3 MORE punches!)
#01[21:34] <GM> Normally I'd give you a +1 for that, but right now I'm really sick of indept descriptions of your bronzed nudity, so roll regular.
[21:35] <Djoser> (Hey, your the one who broke the pants. I'm just running with it. Like a demented stalker.)
#05[21:35] -RPGServ:#Gamesofdivinity- <Roll for Djoser [7[1d10]]: 5 6 3 9 9 3 9 >
#05[21:35] -RPGServ:#Gamesofdivinity- <Roll for Djoser [6[1d10]]: 8 5 8 1 3 7 >
#05[21:36] -RPGServ:#Gamesofdivinity- <Roll for Djoser [5[1d10]]: 3 1 3 5 10 >
[21:36] <Djoser> (3, 3, and 2.)
#01[21:37] <GM> +2, +3, +2
#01[21:37] <GM> You did fine without it.
#05[21:38] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 6 9 10 >
#05[21:38] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 4 3 7 >
#05[21:38] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 4 6 4 >
#01[21:38] <GM> Andocept attacks unsuccessfully, while Anmarich gets back to her feet
[21:38] <Djoser> (3 MORE health levels.)
#01[21:39] <GM> you put your fist entirely through it's face parts. It goes down and stops moving.
#06[21:40] * GM declares tick 14
[21:40] <Atum> ((My turn again.))
#01[21:40] <GM> The bad guys attack, as well as the defense combine.
#01[21:41] <GM> Sweet. Roll a wits+Awareness while your declaring your action. Djoser, you too
#05[21:41] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 7 6 6 1 6 >
#01[21:41] <GM> Atum: nothing
#05[21:42] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 7 6 5 >
#01[21:42] <GM> Djoser: Nothing
#01[21:42] <GM> anyway, declare your attack, please
[21:42] <Atum> Trying to keep his guard up, Atum takes another cautious shot at one of the deeplings,

trying to hold back the horde one at a time.

#01[21:43] <GM> +1 for that

#05[21:43] -RPGServ:#Gamesofdivinity- <Roll for Atum [11[1d10]]: 6 4 2 2 1 7 6 1 10 8 6 >

#01[21:44] <GM> Most of the rest mob Djoser, biting and clawing ineffectually. Two break off to rush the combine.

[21:44] <Atum> ((4 successes, against the most injured one in range))

#01[21:45] <GM> Hit. Even

#05[21:45] -RPGServ:#Gamesofdivinity- <Roll for Atum [2[1d10]]: 10 8 >

[21:47] <Atum> ((Wow. Two lethal off of minimum damage. Maybe the curse is starting to lift.))

#01[21:48] <GM> You put an arrow directly into it's gizzard. The lizzard's gizzard is pierced.

#01[21:49] <GM> Which combined with a razor gear to the base of the skull quite effectively puts it down.

#06[21:50] * GM declared tick 15

#01[21:50] <GM> <By the way, you all evaded the salvo>

#06[21:51] * GM declares tick 16

[21:51] <Djoser> Ding!

#01[21:51] <GM> go to it

[21:53] <Djoser> Djoser, sick of the deeplings, decides to thin the herd a bit by leaping directly into the mass of them and exploding in a metallic flurry of bone breakage. (3 punches, 2 kicks, split up among the I'm not really sure how many deeplings are left. The first martial arts excellency is gonna get used a lot.)

#01[21:54] <GM> There's two left by you, the other two rushed off to try to break the defense combine

[21:54] <Djoser> Well, one is getting 2 punches and a kick, the other is getting 1 punch and a kick.

#01[21:55] <GM> roll em all at +1

[21:57] <Djoser> (Maxing out the excellency on the last three rolls.)

#01[21:57] <GM> k

#05[21:57] -RPGServ:#Gamesofdivinity- <Roll for Djoser [6[1d10]]: 9 3 2 5 6 9 >

#05[21:57] -RPGServ:#Gamesofdivinity- <Roll for Djoser [5[1d10]]: 7 7 8 4 5 >

#05[21:57] -RPGServ:#Gamesofdivinity- <Roll for Djoser [10[1d10]]: 10 4 10 10 1 8 6 5 1 4 >

#05[21:58] -RPGServ:#Gamesofdivinity- <Roll for Djoser [11[1d10]]: 9 8 5 4 7 5 1 8 1 5 6 >

#05[21:58] -RPGServ:#Gamesofdivinity- <Roll for Djoser [8[1d10]]: 4 7 1 9 6 8 6 3 >

[21:59] <Djoser> (2, 3 on the first two punches and 7 on the first guy's kick. 4 and 3 on the second guy's punch and kick respectively.)

#01[21:59] <GM> Miss, Evem and +6 on guy 1, Even, +1 on guy 2

#05[22:00] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 1 10 2 >

#05[22:00] -RPGServ:#Gamesofdivinity- <Roll for Djoser [9[1d10]]: 5 10 1 6 8 7 1 8 10 >

#05[22:00] -RPGServ:#Gamesofdivinity- <Roll for Djoser [3[1d10]]: 10 5 5 >

#05[22:00] -RPGServ:#Gamesofdivinity- <Roll for Djoser [6[1d10]]: 4 2 10 4 10 10 >

[22:01] <Djoser> (5 to the first guy, 4 to the second.)

#01[22:01] <GM> Both die

[22:01] <Atum> ((Bravo, Djoser.))

#06[22:03] * GM declares tick 17

#06[22:03] * GM declares tick 18

[22:04] <Atum> Atum fires a shot at one of the two deeplings attacking the machine.

#01[22:04] <GM> roll it

[22:05] <Atum> ((One mote on Dragon-Graced Arrow.))

#05[22:05] -RPGServ:#Gamesofdivinity- <Roll for Atum [10[1d10]]: 3 1 6 6 5 2 10 4 8 5 >

[22:05] <Atum> ((Does 3 hit?))

#01[22:06] <GM> He is actually not paying attention to you. Since you're out of the light from Set an

Elott's anima's, he can't see your arrow coming and gets no defense.

#01[22:06] <GM> +2

[22:07] <Atum> ((Nice.))

#05[22:07] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 4 6 4 1 3 >

#01[22:07] <GM> curse is back.

[22:07] <Atum> ((Or it never left.))

#01[22:08] <GM> He's almost out of range. Your arrow glances over the floor, pierces a dead body, and come out with ust enough power to poke the fish guy in the leg. It scratches him a little bit

#01[22:09] <GM> Djoser, have you started to use your peripheral essence yet?

[22:09] <Djoser> Thanks to spell casting? Very yes.

#01[22:12] <GM> Atum?

[22:13] <Atum> Probably. I'm not sure how many motes I've spent though: I know I used the Third Excellency once (3 m), and Dragon-Graced Arrow and the Archery Excellency a few times, but not exactly how many. I've probably spent 15-20 motes at this point. So yeah, I'm flaring.

#01[22:15] <GM> Okay.

#01[22:15] <GM> Now, at this point the rest rest of the Manse's active defense combines deploy.

[22:16] <Atum> That sounds bad.

#01[22:16] <GM> There's five of them.

[22:16] <Atum> That sounds worse.

#01[22:17] <GM> Each of them immediately opens fire on everything in sight.

[22:19] <Djoser> Hopefully this fire bounces harmlessly off of Djoser's hardness.

#01[22:19] <GM> You all are putting out so much essence at this point that everything in sight consists of you and the deeplings. Your banners are lighting the area, but the interplay is also casting deep shadows. Androcept and Anmarich stand like shadows on the sun, invisible to any non-exalted eye, and are spared. The distant crew, with Ptah and the other horsement guarding them, are as well.

#01[22:20] <GM> The two deeplings, not so much. And they go down hard.

#01[22:23] <GM> Int + Lore

#05[22:23] -RPGServ:#Gamesofdivinity- <Roll for Djoser [4[1d10]]: 9 10 9 3 >

#05[22:23] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 8 10 1 1 8 >

[22:23] <Djoser> (Again with the 5 successes. Djoser is a lore machine, no matter what his character sheet would have you believe.)

[22:24] <Djoser> (Er. 4 successes. I am not a counting machine.)

[22:24] <Atum> ((I didn't do bad either.))

[22:24] <Atum> ((...This time.))

#01[22:25] <GM> Djoser: you add that +1 to that?

#01[22:25] <GM> Though it doesn't really matter. It was diff 4, which was supposed to be hard but both of you got it anyway

#05[22:26] -RPGServ:#Gamesofdivinity- <Roll for Djoser [1[1d10]]: 10 >

[22:26] <Djoser> (SIX successes!)

#01[22:27] <GM> The good news is you realize that the defense grids are having problems locking on to you. this explains why they couldn't really hit you before. Youre essence is in someway interfering with the targeting systems.

#01[22:27] <GM> The middle news is the machina seems to have hit the bottom of it's descend.

#01[22:28] <GM> The bad news is that if the combines are having this much problems with you, but the manse was able to repel invaders before, you're sure the thing must have more defenses. Defenses designed specifically to kill Dragon-Blooded.

[22:29] <Djoser> So, what happened to the crew? Bloody death?

#01[22:30] <GM> As the combines retract into the air above you, and the floor begins to detach from the bell, lowering into a maze of machinery, disturbing noises come from above. Noises you may not

want to be present to discover the origin of.

#01[22:30] <GM> Djoser: No. See above. They were spared.

[22:31] <Djoser> "Times like this make me wish we still had a boat."

#01[22:35] <GM> Now, you're pretty sure that provided they don't do anything violent, everyone but you can probably evade the defenses for a bit.

#01[22:36] <GM> You guys may want to make yourselves scarces, though.

#01[22:36] <GM> And I think we'll break off here for the night. We shall continue next week with, "The chase scene."

[22:36] <Djoser> Check.

[22:36] <Atum> Sounds fun.

#01[22:38] <GM> I imagine both of you would like this whole xp thing?

[22:38] <Atum> Players? Like XP? Never!

[22:38] <Atum> (By which we mean always. Please.)

[22:38] <Djoser> Don't anger the naked martial artist.

[22:39] <Atum> Yeah... we're going to have to do something about that next week.

#01[22:39] <GM> tell me about it

#01[22:40] <GM> Each of you get 16 for being here, on time, for the last four sessions.

[22:40] <Djoser> Clearly, Djoser is the only one who goes to parties thrown by house cynis.

[22:41] <Atum> Awesome. I assume normal training times apply?

#01[22:41] <GM> Atum, you get a bonus point for being just cursed by the dice, another for being level headed on the ship, and one more for making friends with the crew.

#01[22:41] <GM> YEs

[22:41] <Atum> That's... wow. Thanks.

#01[22:43] <GM> djoser, you get one for being surfed by Ptah and amusing me greatly and one for the combat, to include an extremely effective spell, skin of bronze.

#01[22:44] <GM> Anybody got anything in specific otherwise you think deserves points?

[22:47] <Djoser> Not in particular?

#01[22:48] <GM> Right. Normal training times apply, then.

#01[22:49] <GM> I'd like to get these fights running quicker, and I figure the fastest way to do that is let you develop your characters a bit. I may not be this generous in the future, as this has a lot to do with tuning play balance, but we shall see.

[22:50] <Atum> Well, thanks for the XP.

[22:50] <Djoser> Now I just need a book with Wood Dragon's Claw. Then I'll actually be doing some damage.