

Strain Play Test 07-27-17

The adventure begins...

Okay, card-based resolution for Strain system test.

I mean, Strain Solo.

Meh, not feeling the osr vibe. I'm going to switch over to The Indie Hack.

When I roll 2d6, the Light die is always first, then dark.

Rolling 2d6 1 times.

[6 6] 12

So that'd be 6 on both.

I think I'll use the hex crawl in Peridot; it's a little unforgiving but it'll be fun.

Since I already have "cards" out, I'll go ahead and use an oracle deck for inspiration when I need it.

Rolling 1d6 1 times.

[2] 2

Rolling 1d6 1 times.

[1] 1

Okay, I have my character built, and I rolled up a starting hex - 28.

My goal is to retrieve an item stolen by a former apprentice of my patron.

I've tracked the apprentice to this general area; Progress Points represent pointers where to go next.

I'll expect 5 Progress Points, that seems doable.

This hex does have an encounter, but solo travelers avoid it.

I'm going to test Clever to see if there are any wandering monsters about.

Rolling 2d6 1 times.

[6 5] 11

So the light die is a 6, the dark die a 5+1 for Clever, so we both get to add a hard detail.

The GM says there's a wandering monster but it's a good distance off. My detail is that it's occupied with current prey and won't come after me.

Is the prey alive?

[fifty-fifty, 92>=91] Exceptional NO

Rolling 2d6 1 times.

[3 5] 8

It's robbers, and they're picking over a smoldering caravan, bodies everywhere.

My drawn card is the 7 of Diamonds.

Diamond - You get closer to your goal. Add a Progress Point. You may make an appropriate Skill Test to gain another Progress Point, with the normal risk of Stress and/or Consequences.

How many robbers are there?

Rolling 2d6 1 times.

[6 4] 10

Good lord. Yeah, going around those guys.

So that's the end of the scene there; I move into a new hex.

My next hex is 29, keeping to the forest.

Card is the 5 of Clubs.

Club - A hazard or obstacle impedes your progress. Around, up, under, or through, you must find some way to get past this obstruction.

Reading the hex, this is a bandit camp, sprawled across the forest at the base of a rocky area with caves.

Ten of them are gone, but there's still 14 or so moving around.

I'll use a spell to get a vision of the stealthiest path through the area.

Rolling 2d6 1 times.

[3 4] 7

Won by 1.

That's one hard positive, one hard negative.

I have a sudden vision of exactly how I can slip through the heart of the camp without being noticed, but part of the vision indicates I must rescue one of the bandit's captives or fail in my quest. I add "Geased" to my negative details.

I'll test Precise to see if I can follow the vision.

Rolling 2d6 1 times.

[5 3] 8

So, no. The GM's detail...

I slip unseen into the heart of the bandit camp, where a wretched captive sits. The moment I get near, I realize it's a trap.

Clever test to escape.

Rolling 2d6 1 times.

[2 6] 8

Nice. Made it by 5.

As the shaman who set the trap and his cohorts fan out, I grab the captive by the wrist and the two of us flee further into the forest on the route I saw.

Forgot to roll a Consequence for failure, I'll do that now.

I'll do major if the GM wins by 5 or more, minor otherwise.

Rolling 1d10 1 times.

[3] 3

Weapon requires attention (reload, unjam, gets stuck in object, etc.)

Um... maybe it's too narrow a crevice and I bang my sword.

So we make our way towards, um...

The north.

Queen of Spades

Spade - Something wicked this way comes. An enemy actively seeks to end your life - either fight them to the death, or flee and hope they lose the trail.

I roll up the prisoner; Diaron, human aristocrat.

Rolling 2d6 1 times.

[5 3] 8

The robbers corner us.

Rolling 2d6 1 times.

[1 4] 5

Just five of them.

Just.

Ok, I go first. Attacking with sword.

Rolling 2d6 1 times.

[6 2] 8

7 vs 3.

So that's two hard details. No idea what "ally" means in this case.

Rolling 1d10 1 times.

[5] 5

Equipmrnt damage.

So that's one detail.

[Hit Locs] Lower Torso

And a narrow cut to the hip.

I guess try again.

Rolling 2d6 1 times.

[2 5] 7

3 vs 5. I don't know where that extra +1 came from before.

I run one of them through.

It doesn't say exactly but I'm going to assume HD = number of wounds a creature can take. That will likely make my hero roughly on par with a four man party, as near as I can judge.

I'm not 100% sure because the text is a bit unclear, but I'm thinking we're supposed to be taking turns here.

So one of them attacks me next.

Rolling 2d6 1 times.

[4 2] 6

5 to 3, two point MOS.

Ugh, did it again, 5 to 2, three point MOS.

Rolling 1d10 1 times.

[9] 9

Adversary performs an action - deal with the Spade effect before drawing your next card

I'm not sure what this means; it's seems a bit unnecessary while I'm actually in combat; does the enemy not act unless I roll this? Or does this mean they do something outside the usual? And what does "deal with the Spade effect before drawing your next card" mean?

Okay, so, the hard detail is that I take another damage.

The scene detail is that it starts to rain.

Second robber's turn.

Rolling 2d6 1 times.

[4 6] 10

Okay, so... I run him through, but he hits my armor.

Third robber's turn.

Rolling 2d6 1 times.

[3 6] 9

2 MOS

And I kill the third one.

The fourth one has to be shaky at this point.

Rolling 2d6 1 times.

[4 6] 10

Which is a MOS of 2; I narrate that he breaks and runs for it, leaving us to flee in the other direction in the rain.

We travel to the edge of the hex, where we set up camp, rest 8 hours.

That's a rough rest, so a Clever test.

Rolling 2d6 1 times.

[4 3] 7

Tie. It's pretty vague on what a rough rest cures, but I'd assume just one detail since a full rest does two.

It doesn't make sense to me that a wound would scar over so quickly, but I forgot to define the second wound so I'll call that "Bruised arm" and say it feels better.

For the negative, I'll say that I use up an extra ration because this captive has nothing.

8 of Diamonds.

So that's another Progress Point.

We come across a crevasse.

Clever test.

Rolling 2d6 1 times.

[3 5] 8

Success; I spot the glint of gold at the bottom of the crevasse.

I'm going to climb down and investigate, in the hopes that it's my quarry.

Rolling 2d6 1 times.

[2 6] 8

One hard detail by me and by ally.

Okay, so, I climb down, lightning fast, but I'm disappointed that it's not my quarry, but a very old skeleton.

It's a warrior, dressed in full, ornate, and heavy armor.

"He is dressed in an expensive bronze cuirass and greaves, with a shield and sword."

He also has a gemmed bracelet, that looks expensive and unique. I stash that in my pack, along with the sword and shield.

I want to climb back out.

Rolling 2d6 1 times.

[6 3] 9

The crevasse sides are crumbling stone, and it's hard to get a grip; I gash my hand open on a sharp stone.

I guess, try again?

Rolling 2d6 1 times.

[4 4] 8

I manage to scramble out, but my sword is bent in the process, and is now useless.

Wish there were more about weapon and gears and magic in here.

I'll use Clever on the sword.

To see if it's more than it seems.

Rolling 2d6 1 times.

[6 5] 11

Tie; so yes, it's Sharp, but not magical.

Okay, we move north, to 18. We're on half rations now.

I'm going to scavenge up some more rations, using Natural Scavenger.

Rolling 2d6 1 times.

[5 4] 9

Tie, so I succeed, but the drawback is a monster notices us.

Rolling 2d6 1 times.

[3 6] 9

It's a bear!

Oh, and a card.

Queen of Hearts

Okay, so, assuming I'd done that first as I should have, I'll say that I get a PP for the successful skill test.

And that the bear is peaceful unless provoked.

So that's three PP.

I need 5.

Okay, so, moving on.

Jemdet-Nasr

A dusty, dry and ancient ruin of tumbled-down homes, ziggurats and temples.

Queen of Clubs.

So a hazard or obstacle.

My quarry has recently passed through, and stirred up the ghosts; there at 10 from the outset. They rush us, attempting to steal a spell.

Rolling 2d6 1 times.

[2 3] 5

So 3 vs 4 (Clever +1); a 1 MOS.

So... I disperse the ghosts, but it uses up my spell in the process.

Ace of Clubs

7 of Clubs

9 of Spades

5 of Diamonds

So that means, geez. Two more obstacles and a combat before I get the goal.

Okay, I'm going to use Navigation to try and find the tunnel I need to go down to track my foe.

Rolling 2d6 1 times.

[2 2] 4

Success, and an extra black die. Which I'm gets an additional d6; is that advantage style, ie, pick highest? Or does it just add to?

Rolling 1d6 1 times.

[4] 4

Well, if it adds, I have a 6.

We make good time, reach the tunnels safely.

The tunnels are twisty and mazy. Navigation again.

Rolling 2d6 1 times.

[1 2] 3

d6

Rolling 1d6 1 times.

[5] 5

We find the secret room where my quarry is hiding, but he's already dead, the item lying near his outstretched hand.

A fight, for the Spades.

Rolling 2d6 1 times.

[5 4] 9

Let's say a giant spider. That's area appropriate.

It has 4 HD.

And a poison attack.

I do a Clever to see if I notice it before it strikes.

Rolling 2d6 1 times.

[5 3] 8

It leaps out, and my foot slips in the mud, rendering me Off-balance. But I wound it.

So now it has 3 HD.

I attack.

Rolling 2d6 1 times.

[4 6] 10

Nice, I use my sword's "sharp" to push that down to 3.

Which is how I assume it's supposed to work, it's not specified.

I'm thinking the enemies don't get an actual "turn", too, but I'm not sure.

It's just so vague.

One hard detail and one scene detail.

Okay, that's I cut off one of its legs, and regain my balance as I find firmer footing.

So now it has 2 HD and Can't Walk.

It bites at me.

Rolling 2d6 1 times.

[3 2] 5

A hit! MOS is 1, so it uses its poison but I manage to wound it with my sword. So I have to make a saving throw against poison.

It has 1 HD left.

Rolling 2d6 1 times.

[5 6] 11

So I succeed by 1 point.

I shake off the poison and won't die or pass out, but I'm still Poisoned and a little shaky.

Rolling 2d6 1 times.

[3 6] 9

I kill it; the scene detail is, um, as it dies it vanishes;; it was illusionary.

I pick up the item I'm here for and throw it in my pack.

So this is where I draw the 5 of Diamonds, getting my last Progress Point.

And a Precise test.

To see where the Illusion was coming from.

Rolling 2d6 1 times.

[4 2] 6

Plus 1 for Clever, 1 for Navigation?

Tie, so, I locate the source of the Illusion, but it's out of reach and recharging. We'd better leave.

Which was my last PP needed.

I should have rolled a minor consequence.

Rolling 1d10 1 times.

[7] 7

It's essentially that the environment becomes more dangerous (which it did anyway) plus an obstacle (already handled).

The final encounter is a battle with shade of myself! Noooo!

Rolling 2d6 1 times.

[2 5] 7

And I'll use my natural aptitude for fighting unliving, since it's obviously a shade.

Rolling 1d6 1 times.

[1] 1

So 4 MOS.

I run it through (I'm only 1 HD!) and the illusion powering item shatters.

Any other loot in here?

Rolling 2d6 1 times.

[6 2] 8

No and none on my dead quarry either.

Oh, well, I succeeded, at least.