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Flight of the Dauntless / Run 2. Dec 2017

"Z-4 Packet":

Your body aches all over. Small lesions appear on your chest. The taste of blood and bile fills the back of your throat. For the rest of game, your CR is reduced by one permanently. You may no longer move faster than a walk. Fall unconscious for five minutes. You may not be woken up during this time. Roleplay accordingly.

Flight of the Dauntless / Run 2, Dec 2017

"Z-5 Packet":

You have a heart attack and enter temporary cardiac arrest. Fall to the ground unconscious for one minute. There are no additional game effects. You have forty-five minutes to find some opium, or else you will not survive the night. Roleplay accordingly.

Flight of the Dauntless / Run 2, Dec 2017

"Z-6 Packet":

Your heart stops beating. Fall to the ground in a faint. You are dead. Leave your namebadge and items on the ground and see a GM for further instruction.

Flight of the Dauntless / Run 2, Dec 2017

Open at game start.:

You have a sequence of *Z Packets* labeled one through six. If you fail to take enough opium, you will be instructed to open the next *Z Packet* in the sequence. You should open your *Z-1 Packet* now.

Flight of the Dauntless / Run 2, Dec 2017

"Z-1 Packet" (Open at game start):

Shrapnel from the Steam War scrapes and moves against your ribs, then settles in a moderately uncomfortable position inside you. There are no game effects. Roleplay accordingly.

Flight of the Dauntless / Run 2, Dec 2017

"Z-2 Packet":

Your heart lurches brutally in your chest. Fall prone; you may not stand up for one minute. For the next five minutes after you get up, you are *Winded*: you may only walk heel-toe. Roleplay accordingly.

Flight of the Dauntless / Run 2, Dec 2017

"Z-3 Packet":

Your head spins, blood rushes to your eyes and ears. Fall unconscious for five minutes, or until someone wakes you. You are *Winded* for ten minutes: you may only walk heel-toe and your CR is reduced by one. Roleplay accordingly.

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back here		back: here	2. fold back here
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Flight of the Dauntless / Run 2, Dec 2017

Trigger: **S-Packet**: +4 to +7. Do not open this unless directly instructed.

Flight of the Dauntless / Run 2, Dec 2017

S-Packet: +4 to +7. Do not open this unless directly instructed.:

You sing wonderfully! This is one of the best performances of your life! Father will surely be proud of you! The enclosed ability card is now yours.

Flight of the Dauntless / Run 2, Dec 2017

Trigger: **S-Packet**: +8 to +10. Do not open this unless directly instructed.

Flight of the Dauntless / Run 2, Dec 2017

S-Packet: +8 to +10. Do not open this unless directly instructed.:

Your voice is angelic in quality! This is the best you have ever sung, and probably the best you ever will in the future! The enclosed ability card is now yours. For the next thirty minutes, you are immune to effects that would make you **Winded** and your **CR** increases by one! Also, you can **Pick Locks** in half the time you could normally.

Flight of the Dauntless / Run 2, Dec 2017
S-Packet: -7 to -4. Do not open this unless directly instructed.:
You sing badly, and you're not entirely sure why. You did just as Ms. Watson instructed You feel upset and want to go back to your room. Roleplay accordingly.
Flight of the Dauntless / Run 2, Dec 2017
S-Packet: -10 to -8. Do not open this unless directly instructed.:
You sing atrociously, your voice grating on even your own ears. Ms. Watson must have had no talent! You feel the need to go back to your room and cry. Roleplay accordingly.
Flight of the Dauntless / Run 2, Dec 2017
S-Packet: 0 to +3. Do not open this unless directly instructed.:
You sing decently in a clear, well-toned voice, but you can do better than this. Was all that practice good for nothing? You feel somewhat disappointed, but it was good enough. The enclosed ability card is now yours. Roleplay accordingly.