Rexxar

Pit Fighting

Instantly fitting in the with city’s growing poor population, Rexxar finds himself at a local pit fighting night. Amazed by the lack of competition, he decides to try his hand.

Three fights, one per week.

* New contestant’s crowd favor starts at zero.
* Results are determined by rolling.
  + The contest score is: Athletics check + Dexterity Check + Wisdom check + Crowd Favor.
  + Compare with opponent to determine winner.
* Wins get 50g, losses get nothing.
  + Ties are determined by intelligence contest until resolved.
* After each fight, make a performance contest with your opponent.
  + Crowd favor is added to this roll.
  + Winner of the fight gets advantage.
  + Winners of the performance contest gain crowd favor.
    - PC’s Crowd Favor = (current crowd favor) + 2
  + Losers of the performance contest have their crowd favor reduced.
    - PC’s Crowd Favor = (current crowd favor) – 1

Coloneous

Searching for Beasts

After a short time amongst the sprawling city life of Heartland, Coloneous is feeling a certain disconnect with the wilderness he’s accustomed to. He decides to venture off into the grasslands surrounding the city to meet the wildlife of the land.

Roll for beast:

1. Lion
   1. Tracking Difficulty:
   2. Success DC:
2. Rhino
   1. Tracking Difficulty:
   2. Success DC:
3. Elephant
   1. Tracking Difficulty:
   2. Success DC:
4. Alligator
   1. Tracking Difficulty:
   2. Success DC:

Roll for tracking time:

(Tracking Difficulty)1d4

Roll for success:

Ultros

Join