

# Solitaire Quick Start

This Quick Start is a fun little way to teach you some basic rules while playing a solitaire adventure (without a Game Director, map, nor miniatures). This adventure is only a short sample of the game, but is a nice way to learn how the game system works. Do not read this straight through. Instead, each entry is numbered. At the end of each entry, you will be directed to the appropriate numbered section, depending on your actions. Typically, role-playing games are not like this, but this type of programmed adventure is good for explaining some basic rules. All you need to play this are a handful of dice and the statistics of Simon "the Rat" Foster below. Good Luck.



## SIMON "THE RAT" FOSTER

### **STRENGTH: 2e**

### **FORTITUDE: 3e**

Survival (Ships): 2d

Survival (Ports): 1d

### **BODY: 4e**

Athletics: 2d

Paddle: 1d

Swim: 1d

### **MELEE: 4e**

Blades: 3d

Unarmed: 3d

### **DEXTERITY: 3e**

Thievery: 2d

Firearms: 1d

### **AGILITY: 3e**

Stealth: 2d

Acrobatics: 1d

Throw: 1d

### **NOTICE: 3e**

Insight: 2d

Search: 1d

### **PRESENCE: 2e**

Persuade: 2d

### **CUNNING: 2e**

Sail: 1d

Knowledge (Gamble): 1d

Parry Defense: 4

Dodge Defense: 3

Toughness: 3

Willpower: 2

Initiative: 6.2

Speed: 3

Fitness: 4

## Start Here

*It seemed like a good idea at the time. How Captain d'Ollonais knew you were using marked cards, you'll never know, but with the entire crew of Le Mort looking for you, Tortuga did not feel like the haven it was. You stowed away on the first ship leaving the harbor, but a week into the voyage, they caught you and threw you in here to mend ropes for your food and water. Now if you repair enough ropes, they give you some slop. This is not what you had in mind when you called d'Ollonais on his bluff, taking the biggest pot of the night. Really, the only reason you are still somewhat healthy is Peterson, a friend from Barbados who happened to be on this ship and has been sneaking you some extra food and water almost every night.*

*Yesterday, you heard some strange sounds during the day, and last night Peterson had horrible burns on his hands and face. "We're in port now. We will need you tomorrow night," he said as he dropped off some biscuit, but he left without saying any more*

*You could barely sleep last night - a combination of nerves and the muffled screams and cries. No one has come to check on your ropes nor feed you today. Just after the sun sets, your door creaks open, and you see Peterson, his burns festering in the dim light of a lantern. "I don't have time to explain everything, but the captain and the officers are crazy. The crew voted to stay away from this haunted ruin, but the captain refused to listen. The quartermaster is a wizard - lightning flew from his hand, and he burned me with his staff. We must take the ship tonight before we are all forced into the evil ruin on shore. I remember back in Barbados you could get into any lock. We need you to open the weapon's locker so we can have a chance. Here put this red band on your left arm. Everyone who is with us is wearing one."*

*Peterson leads you along the darkness near the stern of the ship and points to a door. "Here are the picks I found with your things. Open up the door and hide inside. I will be back in a moment," he says as he hands you your small set of thieves picks. He climbs up the ladder to the deck, leaving his lantern with you.*

*You take a deep breath, take out your best lock pick and start to work on the lock in the lantern light.*

### SKILL CHECK - Lock Picking

Picking a lock falls under the Thievery skill so you must make a Thievery skill check to see if you succeed. This lock has a Difficulty of 3. This means that if your Thievery skill check has a result of 3 or more, then you succeed and pick the lock. As you see on your character sheet, your Thievery skill is 2d, and it falls under the DEXTERITY trait that is a 3e. This means you get to roll five dice, 2 regular dice and 3 Effort dice. As seen in the sidebar, you tally the results in an unusual way. Instead of adding up the numbers, you determine the result by individually checking each die. Each die that rolls a 4 or higher is a success. For example, if you roll a 1, 3, 4, 5, and 5, then your result is 3. There is just one more rule in skills checks: if you roll at least one 6, then you get to roll your

Mojo die and add its value (from 1 to 6) to your result. For example, if you rolled a 1, 1, 3, 6, and 6, the result is only 2 right now, but you get to roll your Mojo die. Assuming you rolled a 2 on this die, then your final result would be 4.

At this time, roll your five dice and see how many roll a 4 or more. If you rolled at least one 6, then roll your Mojo die and add it to the result. If your result is 3 or higher, go to Entry #10. Otherwise go to Entry #20.

## Entry #10.

*The lock clicks open. You open the door and step inside a room filled with swords, muskets, pistols, powder, and shot.*

### REACTION CHECK - NOTICE

A reaction check is similar to a skill check, but it is used when you are reacting to something else. In reaction checks, you roll a number of dice equal to the corresponding trait. As usual, each die that rolls 4 or higher counts as a success. As in all checks, if you roll at least one 6, roll your Mojo die to add 1-6 more successes.

Assume the Game Director set the difficulty of this check at 4. In this case you must pass a NOTICE reaction check against a difficulty of 4. As normal, this difficulty is set by the Game Director based on the situation. Your NOTICE is 3e so roll 3 dice (and roll your Mojo die if you rolled at least one 6, as always). If your result is 4 or higher, go to Entry #25. Otherwise, go to Entry #75.

## Entry #20.

*You struggle with the lock, but just cannot get it open. After a few more attempts, you hear a sound up the ladder to the deck. You slip into a small storage closet,*

## Skill Checks

In skill checks the Game Director will set the difficulty of the action and will determine the corresponding trait and skill. (Since there is no Game Director in this Quick Start, the difficulty, trait, and skill will be listed in the text instead.)

The player will roll a base number of dice equal to his skill rank. In addition, he may roll a number of Effort dice up to his trait level. He must roll at least one Effort die, but he may not roll more Effort dice than his trait level.

Each individual die that rolls a 4 or higher counts as a success. The total number of successes is called the result.

In addition, if the player rolls at least one 6, he triggers his Mojo. He rolls his Mojo die and add the value to the result thus adding from 1-6 successes.

If the result equals or exceeds the difficulty, then the action is successful, otherwise it fails.

*blow out your lantern and wait. You hear voices and steps coming down the ladder. As you hide patiently, you hear some loud scraping noises, then steps moving away. After waiting a short while to be sure they are gone, you try the door and realize they must have placed a barrel or other object in front of it. You will have to push with all your might to open the door.*

#### TRAIT CHECK - STRENGTH

A trait check is similar to a skill check, but it is used when there is no applicable skill. In trait checks, you roll a number of Effort dice equal to your trait. Each die that rolls a 4 or higher counts as a success. As in all checks, if you roll at least one 6, roll your Mojo die to add 1-6 more successes.

In this case you must pass a STRENGTH trait check against a difficulty of 3. As normal, this difficulty is set by the Game Director based on the situation. Your STRENGTH is 2e so roll 2 dice (roll your Mojo die if you rolled at least one 6). If your result is 3 or higher, go to Entry #45; otherwise go to Entry #65.

### Entry #25.

*Before blowing out the lantern you notice a strange crack running down the back wall of the locker. You push on the wall revealing a small secret compartment. Inside this tiny nook is an amulet with a water droplet shaped gem. Without thinking, you place the amulet around your neck.*

Go to Entry #75.

### Entry #30.

*You see a sailor at the top of the ladder holding a lantern and peering down into the hold. He clearly does not have an armband, so your heart begins pounding. As he starts to climb down the ladder, you realize you will be trapped in plain sight if you stay where you are. You must slip past the base of the ladder without being seen.*

#### OPPOSED SKILL CHECK - Sneaking

In an opposed skill check, two characters must each make a skill check. The results are then compared. In this case, you must make a Stealth skill check. You roll two dice for your Stealth skill rank of 2d plus three Effort dice for your AGILITY of 3e. Don't forget to roll the Mojo die if you roll at least one 6.

After you determine your result, roll a NOTICE reaction check for the sailor. Normally the Game Director would make this roll in secret, but, for now, assume the sailor rolls 2 dice for his NOTICE trait of 2e. Other characters have Mojo dice too, so be sure to roll one if he rolls at least one 6.

If your roll was equal to or higher than the Sailor's, go to Entry #40. Otherwise, go to Entry #50.

### Entry #40.

*The sailor climbs down the ladder and walks right past you, unaware of your presence. You then climb up the*



*ladder to the main deck and try to find a place to hide in the shadows.*

Go to Entry #60.

### Entry #45.

*You push as hard as you can and just barely get the door to open wide enough for you to slip out. Once in the passageway, you hurry to the ladder, but stop at the base.*

Go to Entry #30.

### Entry #50.

*"Stop right there," The sailor yells.*

*"I don't have time to stop," you yell back with authority. "The captain wants to see me right now. I am already late."*

*"What are you talking about? Who are you?" he asks.*

*"Time is running out. If I am too late you will be to blame" you respond.*

#### OPPOSED SKILL CHECK - Bluffing

Will the sailor fall for your bluff? To find out, you need to make an opposed skill check using your Persuade skill against the sailor's Insight skill (which falls under NOTICE). The Game Director would normally give you a bonus or a penalty based on the situation and the quality of your role-playing. Assume the Game Director gave you a penalty of -1d to your

### Trait Checks

A trait check is similar to a skill check, but it is used when there is no applicable skill. In trait checks, the player rolls a number of Effort dice equal to his trait. Each die that rolls a 4 or higher counts as a success. The total number of successes is called the result.

As in skill checks, if the player rolls at least one 6, then he may roll his Mojo die and add the value to the result, thus adding from 1-6 successes.

If the result equals or exceeds the difficulty, then the action is successful, otherwise it fails.

## Basic Attack Sequence of Play

- If both attacker and defender are Major Characters, the one with lower Initiative must reveal the number of Effort dice he will use.
- Attacker makes his skill checks against a difficulty equal to the target's Dodge defense or Parry defense.
- If successful, the attack hits – continue on to damage. Otherwise, the attack misses – no effect. Regardless, all Effort dice that were used are "spent".

### Damage

If the Attacker hits, he makes a damage roll. This roll is made against a difficulty equal to target's Toughness. All attacks have a Damage Dice (DD) and a Damage Size. The DD sets the base number of dice to roll and the Damage Size sets the number of wounds the attack may cause.

In melee and thrown damage rolls:

- In Unarmed melee attacks, the Damage Dice equals STRENGTH. In Armed melee attacks or thrown weapon attacks, the weapon's DD is usually STRENGTH plus some number. In addition to the Damage Dice, Major Characters can roll Effort dice up to their STRENGTH trait level. Minor Characters have no Effort dice, so they only roll the DD.

In ranged damage rolls (other than thrown):

- The weapon determines the Damage Dice. In addition, Major Characters can roll Effort dice up to their DEXTERITY trait level. Again Minor Characters have no Effort dice, so they only roll the DD.

If the damage roll succeeds, the target takes wounds equal to the Damage Size of the attack (often just 1). If it fails, the target takes damage equal to half the Damage Size, rounding down. Regardless, all Effort dice that were used are "spent".

### Wound Effects

For each wound on a Major Character, the character loses an Effort die. When he loses his last Effort die, he is knocked out.

On Minor Characters, mark wounds by placing a coin, glass bead or other marker on its character card. When a Minor Character suffers a number of wounds equal to his FORTITUDE, he is knocked out. A Minor Character is considered critically wounded when one more wound will knock him out. When critically wounded, the Minor Character suffers -1d on all trait and skill checks (but not

Persuade roll because you were lurking in the dark without good reason. Normally you would roll your 2 dice for your Persuade of 2d plus 2 Effort dice, but with your penalty, you only roll a total of 3 dice. The sailor does not have the Insight skill so he only rolls 2 dice for his NOTICE trait level of 2e. If your result is equal or higher than the sailor's, go to Entry #100. Otherwise go to Entry #110.

## Entry #60.

*When on deck, you hear a loud explosion from the stern of the ship, followed by shouting and the ringing of blades. Suddenly men pour out onto the deck fighting fiercely.*

*You find yourself in a swarm of activity, with groups of people fighting all around you. At first you think that no one notices you, but then a cruel looking fellow catches your eye and closes with fists raised.*

Go to Entry #80.

## Entry #65.

*No matter how hard you push, you just cannot get the door to budge. Desperately you feel around in the darkness for another way out. Seeing a small shaft of dim light from a crack near the ceiling at the back of the room, you climb up to investigate. It reveals a small opening, just big enough for you to squeeze through. Just as you make your way out, you catch your leg on the top and fall hard to the floor of the passageway.*

### REACTION CHECK - FORTITUDE.

A reaction check is similar to a skill check, but it is used when you are reacting to someone or something. In reaction checks, you roll a number of dice equal to your trait. Each die that rolls a 4 or higher counts as a success. As in all checks, if you roll at least one 6, roll your Mojo die to add 1-6 more successes.

In this case you must pass a FORTITUDE reaction check against a difficulty of 2 to resist taking damage from your awkward fall. As normal, this difficulty is set by the Game Director based on the situation. Your FORTITUDE is 3e so roll 3 dice. If your result is 2 or higher, you resisted the damage and do not take any wounds from the fall, otherwise you suffer a wound.

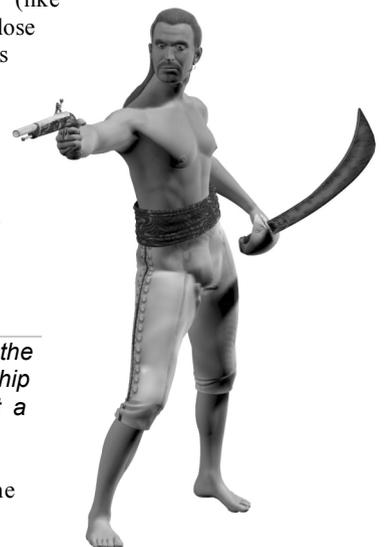
When a Major Character (like you) takes a wound, you lose one of your Effort dice. This die is placed aside and cannot be used until you are healed.

Regardless, you stand up and head to the ladder. Go to Entry #30.

## Entry #70.

*As you swim through the surf, someone on the ship spies you. He pulls out a pistol and fires it at you.*

Here are the stats for the pistol-wielding sailor:



### Armed Sailor

Traits	Skills
<b>STR</b> 2	
<b>FOR</b> 1	
<b>BOD</b> 3	
<b>MEL</b> 3	Blades 1d, Unarmed Combat 1d
<b>DEX</b> 2	Firearms 2d
<b>AGL</b> 3	
<b>NOT</b> 2	
<b>PRS</b> 2	
<b>CUN</b> 2	

Weapon	Attack	Damage
Unarmed	4d	2d
Pistol	4d	2d Damage Size 2

Resist Targets	Derived Stats
Parry 3	Fitness -
Dodge 3	Speed 3
Toughness 1	Initiative 4.2
Willpower 2	

Notice that Minor Characters do not have many skills; they are simplified characters. When Minor Characters make skill checks, they roll a number of dice equal to their corresponding trait level plus skill rank, if any.

Attacking with a pistol is a Firearms skill check at a difficulty equal to your Dodge defense. The sailor rolls 4 dice (2 dice for his DEXTERITY trait plus 2 dice for his Firearms skill). As always, don't forget to roll a Mojo die if he rolls at least one 6. Since you did not know the attack was coming, you may not spend any Effort dice to raise your Dodge.

Pistols are Damage Size 2 and therefore can cause up to two wounds of damage in one attack. If he hits with his pistol, he makes a damage roll with 2 dice (determined by the pistol's Damage Dice). If the result of the damage roll is less than your Toughness, then you suffer one wound (half the Damage Size of the pistol). Otherwise, you suffer two wounds. This die or dice are damaged and cannot be used until healed.

If you lose your last Effort die, go to Entry #120. Otherwise go to Entry #150.

### Entry #75.

*You blow out the lantern and sit, waiting nervously in the darkness. In a few moments, the door swings open and Peterson steps in with several other men, all wearing red armbands.*

*"Head to the bow and wait for us on deck," Peterson says as he and the others start loading muskets.*

*You move off through the darkness, making your way to the opposite end of the ship and almost reach the ladder leading up to the foredeck when you freeze.*

Go to Entry #30.

### Entry #80.

*Despite your best intentions to avoid a fight . . .*

### UNARMED COMBAT VS. A MINOR CHARACTER

Because this is a combat encounter, action in this scene is broken down into rounds (representing 3-5 seconds). Since neither you nor the sailor has a weapon, this is unarmed melee combat.

Here are the stats for the sailor:

### Sailor

Traits	Skills
<b>STR</b> 2	
<b>FOR</b> 1	
<b>BOD</b> 3	
<b>MEL</b> 3	Blades 1d, Unarmed Combat 1d
<b>DEX</b> 3	
<b>AGL</b> 4	
<b>NOT</b> 2	
<b>PRS</b> 2	
<b>CUN</b> 2	

Weapon	Attack	Damage
Unarmed	4d	2d

Resist Targets	Derived Stats
Parry 3	Fitness -
Dodge 4	Speed 4
Toughness 1	Initiative 5.2
Willpower 3	

Notice that Minor Characters do not have many skills; they are simplified characters. When Minor Characters make skill checks, they roll a number of dice equal to their corresponding trait level plus skill rank, if any.

The first thing you do in a combat scene is determine Initiative order for the rest of the scene. Your Initiative is 6.2 while the sailor has an Initiative of 5.2, so you act first.

In your turn, you attack the sailor. Your Unarmed Combat skill is 3d and MELEE trait level is 4e so you may roll up to 4 of your Effort dice in the attack, in addition to the base number of 3 dice. Make the Unarmed Combat skill check as described above. If your result is equal to or higher than the sailor's Dodge defense of 4, then you hit him. Otherwise you missed, and he may take his turn. Set aside any Effort dice that you rolled (see below for more information on this).

If you hit, you must make a damage roll. In unarmed combat the base number of dice in a damage roll is equal to your STRENGTH, but you may roll up to this number in Effort dice as well. This roll is against a difficulty equal to the target's Toughness. This means you roll 2 dice (with your STRENGTH of 2) plus up to 2 Effort dice. If the result is equal to the sailor's Toughness of 1 or higher, then you did damage and gave him a wound. Otherwise, he shook off your blow. Since his FORTITUDE is only 1, a single wound will knock him out. Again, set aside any Effort dice that you rolled.

If still standing, the sailor attacks you as his action. Before he rolls, you must decide if you want to focus any extra energy on defense, represented by spending Effort dice. Your Parry (4) is higher than your Dodge (3), so you may use Parry as your defense. With a Parry of 4, you may spend up to 4 Effort dice on defense. You can only spend Effort dice that were not

already used in the attack. Your total Parry defense is equal to your base Parry of 4, plus one for each Effort die spent on defense (dice you spend on defense are not rolled).

When Minor Characters attack, they roll a number of dice equal to their MELEE trait plus combat skill, in this case Unarmed Combat. The sailor rolls 4 dice. If the result is equal to or higher than your total Parry defense, he hit and gets to roll damage. If your defense is higher, then he missed.

In Unarmed Combat damage rolls, the sailor rolls 2 dice. If the result is less than your Toughness, then there is no effect. Otherwise, you suffer one wound - this means you lose one Effort die. It is damaged and cannot be used until healed.

After both you and the sailor have taken your turns, the round is over. All Effort dice that were rolled in the attack or used on defense are "spent". At the beginning of the next round, you refresh a number of these Effort dice equal to your Fitness of 4. Any remaining spent Effort dice stay spent (and are perhaps refreshed at the beginning of next round). Keep repeating the attack actions until you knock out the sailor or you lose all your Effort dice (and are knocked out yourself)

If you win the combat and knock out the sailor, go to Entry #170. Otherwise go to Entry #160.

## Entry #90.

*The droplet-shaped amulet that you found at the beginning of the adventure is an amulet of protection from bullets. In the next Entry, you gain +2 Toughness if hit by the pistol.*

Go to Entry #70.

## Entry #100.

*By some incredible stroke of luck, the sailor believes you and lets you by. You hurry down a short hallway, then up a ladder to the deck.*

Go to Entry #60.

## Entry #110.

*You confidently turn your back to attempt to reinforce the bluff, but the sailor does not believe your blatant and desperate lie. He takes a swing at you.*

Go to Entry #80. In this combat, you may not take an action in the first round.

## Entry #120.

*You fall unconscious in the water. The next day you find yourself on the beach. The ship is gone and no one is around. You find a path leading inland. You pick yourself up and head toward new adventures. Unfortunately, this one is over.*

## Entry #130.

*Looking down to the deck you notice the mutiny is not going well, and their vicious opponents are overwhelming arm-banded men. You grab the rope and*

*launch yourself through the air, but just as you start to swing, a sailor below cuts the line as you fly by.*

Go to Entry #140.

## Entry #140.

*You fly through the air, landing gracefully in the tepid tropical water. The sea is fairly calm but it has been a long time since you practiced your swimming strokes. You head toward the shore.*



### BASIC SKILL CHECK - Swimming

Assume the Game Director set the difficulty of this action at 3. As you see on your character sheet, your Swim skill is 1d so you get to roll five dice (1 die for your skill rank and 4 Effort die for your BODY of 4e). If your result is 3 or higher, you make it to shore without any problem. Otherwise you suffer a wound swallowing water and exhausting yourself in the swim. This wound is represented in the loss of one Effort die. This die cannot be used until you are healed.

If you lose your last Effort die, go to Entry #120. Otherwise, if you found the droplet shaped amulet at the beginning of the adventure, go to Entry #90. If not, go to Entry #70.

## Entry #150.

*You pull yourself up on the beach and make your way to the row of crates that have been piled on shore. You hear voices on the other side of the crates and your eyes start darting around for anything that could help you. With stifled glee, you spot a pile of tools on one of the crates, and pull out a dagger, feeling more secure with its weight in your hand. You edge your way along the crates and start to make a dash to the tree line back from the shore, but before you make any progress, three armed sailors jump out blocking your path with their raised swords.*

### ARMED COMBAT VS. MINOR CHARACTERS

Action in this scene is broken down into rounds. Since both you and the sailors have weapons, this is armed melee combat, and in particular, falls under the Blades skill.

Here are the stats for the three sailors:

## Armed Sailor

Traits	Skills
<b>STR</b> 2	
<b>FOR</b> 1	
<b>BOD</b> 3	
<b>MEL</b> 3	Blades 1d, Unarmed Combat 1d
<b>DEX</b> 3	
<b>AGL</b> 2	
<b>NOT</b> 2	
<b>PRS</b> 2	
<b>CUN</b> 2	

Weapon	Attack	Damage
Unarmed	4d	2d
Sword	4d	4d

Resist Targets	Derived Stats
Parry	3
Dodge	2
Toughness	1
Willpower	2
	Fitness -
	Speed 2
	Initiative 5.2

Recall first thing you do in a combat scene is determine the Initiative order for the rest of the scene. Your Initiative of 6.2 is higher than the sailors' Initiative of 5.2, so you act first.

On your turn, you attack a sailor. Your Blades skill is 3d and your MELEE is 4e so you may roll up to 4 of your Effort dice in the attack, in addition to your 3 base dice. Make the Blades skill check as normal. If your result is equal to or higher than the sailor's Parry defense of 3, then you hit one of them. Otherwise you missed.

If you hit, you must roll a damage roll. A dagger has a Damage Dice rating of STRENGTH + 1d.

This means the base number of dice is 3, plus you may roll up to 2 Effort dice. If the total is equal to or higher than the sailor's Toughness of 1, then you did damage and knocked him out (a single wound knocks him out because his FORTITUDE is 1). Otherwise, he shook off your blow.

On their turns, sailors attack you. Before each attack roll, you must decide if you want to focus any extra energy on defense, represented by spending Effort dice. Since your Parry is 4, you may spend up to 4 Effort dice on defense. You can only spend Effort dice that were not already used in the attack, damage roll, or another defense. Your total Parry is equal to 4, plus one for each Effort die spent on defense (dice you spend on defense are not rolled).

When Minor Characters attack, they roll a number of dice equal to their MELEE plus skill ranks (so they roll 4 dice). After determining the result, you compare it to your total Parry. If your Parry is higher, then they

missed. Otherwise the sailor hit you, and gets to make a damage roll.

Swords have a damage rating of STRENGTH +2d so the sailors roll 4 dice in their damage rolls. If the result is less than your Toughness of 4, then there is no effect. Otherwise, you suffer one wound - this means you lose one Effort die. This die is damaged and cannot be used until healed.

At this point after both you and the sailors have attacked, the round is over. All Effort dice that were rolled in the attack, damage roll, or used in defenses are "spent". At the beginning of the next round, you refresh a number of Effort dice equal to your Fitness of 4. Any remaining spent Effort dice stay spent (and are perhaps refreshed at the beginning of next round). Keep repeating the attack actions until you knock out the three sailors or you lose all your Effort dice (and are knocked out yourself).

If you win the combat and knock out the sailors, go to Entry #180. Otherwise go to Entry #160.

## Entry #160.

*You wake up in a jail cell. Game Over.*

## Entry #170.

*After dealing with your first opponent, you look up to see swarms of armed men running toward you. You desperately sprint to the side of the ship and dive over the rail, plummeting toward the dark abyss below.*

Go to Entry #140.

## Entry #180.

*You grab one of the swords from the fallen sailors and quickly glance around to see if anyone else is around you. You see a boatload of sailors rowing toward the shore. Not knowing if the sailors are mutineers or not, you head to the forest path and away from shore.*

*As you carefully scamper down the path you look up ahead and see a small bonfire in the center of a clearing. With no one around the fire, you step up to it.*

*"Who let you out of your cell, Rat?" you hear behind you and swing around to see, Raymond, the master gunner, with a cruel cutlass in his hand.*

### ARMED COMBAT VS. A MINOR CHARACTER

Action in this scene is broken down in rounds. This will be armed combat with the Blades skill.

Here are the stats for Raymond the master gunner:



### Raymond, Master Gunner

Traits	Skills
<b>STR</b> 3	
<b>FOR</b> 3	Survival (ships) 2d
<b>BOD</b> 3	
<b>MEL</b> 3	Blades 1d
<b>DEX</b> 2	Firearms 2d
<b>AGL</b> 3	
<b>NOT</b> 2	
<b>PRS</b> 2	Persuade 2d
<b>CUN</b> 3	Sail 1d, Know. (Gunnery) 2d

Weapon	Attack	Damage
Unarmed	3d	3d
Cutlass	4d	5d

Resist Targets	Derived Stats
Parry	3 Fitness -
Dodge	3 Speed 3
Toughness	3 Initiative 4.3
Willpower	4

Recall first thing you do in a combat scene is determine Initiative order for the rest of the scene. Your Initiative is higher so you act first.

Unlike the sailors you have already faced, Raymond has a FORTITUDE of 3 so he is not knocked out with a single wound. Mark wounds on him with a coin or other marker. When he has wounds equal to his FORTITUDE, he is knocked out. If a Minor Character would be knocked out with a single additional wound, he is considered critically wounded and suffers a penalty of -1d on skill and trait checks. This means he rolls one fewer die in these rolls.

Attacking with a sword is a Blades skill check at a difficulty equal to the target's Dodge or Parry defense.

As his action each turn, Raymond will attack with his cutlass, rolling 3 dice (for his MELEE of 3e) plus one for his Blades

skill of 1d. You have a Parry of 4, and Raymond has a Parry defense of 4 (but remember you can spend Effort dice to raise yours).

If he hits with his cutlass, he makes a damage roll with 5 dice. If the result of the damage roll is less than your Toughness of 3, then there is no effect. Otherwise, you suffer one wound - this means you lose one Effort die. This die is damaged and cannot be used until healed.

If you hit with your sword, roll 4 dice (the Damage Dice of a sword is STRENGTH + 2d), plus up to 2 Effort dice. If the result is equal to or higher than Raymond's Toughness of 3, he takes one wound of damage. Mark wounds with a coin or other marker. If he suffers damage equal to his FORTITUDE of 3, then he is knocked out. Raymond is considered critically wounded after he suffers 2 wounds.

Remember to keep track of the Effort dice that you use in attack and damage rolls or for defense. At the beginning of each round, you refresh Effort dice equal to your Fitness.

Continue to take turns until Raymond has suffered 3 wounds, go to Entry #190. Otherwise, if you lose all your Effort dice, go to Entry #160.

### Entry #190.

*With your last blow Raymond falls to the ground. Just as you start to relax, a crowd of men enters the clearing. Too weak to fight any more, you turn and face the newcomers, but then notice their red armbands.*

*"The ship is ours," your friend Peterson says, "let's get off this cursed land. That is, assuming you want to sign on and go a-pyrating with us."*