

## Session 02 Flying Cars & Fancy Shops

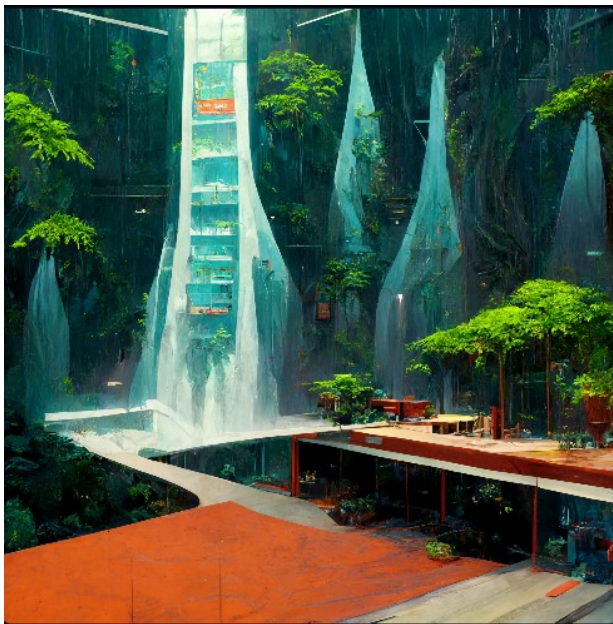
You don't come to a Shadow that has flying cars and not try one. So mid-morning, Lexi, claiming she was using her boyfriend's card, took a flying cab for a ride across the city. Out of the shade of buildings and awnings, the sunlight was too bright, and the cabbie adjusted something, and the windows polarized to dim the glare. Good thing too or an hour of that would have given her sunburn.



The city must have been beautiful once, before the acid rain and the missing ozone layer. Now there were just a few bright, clean places and the rest were squalid, rusted and crumbling ruins. Despite the number of people out and about last night, during the day you could tell there were a lot less people than the city was built for. There were dozens of signposts for cheap rental apartments and many buildings standing empty.

What she had taken for a plastic raincoat seemed to also be for shielding yourself from the glaring sun and had a collapsible wide-brimmed hood. There were a couple of areas that might once have been parks, but they stood parched and desolate now.

Only one building, a huge gleaming ziggurat seemed to have any trees and bushes. In a couple of open spaces halfway up the building and stretching for four or five storeys, there seemed to be



indoor forests with sparkling fountains and waterfalls.

"There" she pointed, and the cabbie looked at her face in a vid screen on the passenger-side dashboard. "You Sure?". He reached over and panned the screen up and down to examine the rest of her. "It Expensive there." She nodded and the car circled down to a landing pad on a ledge that jutted out at the same level as what turned out to be a shopping arcade with fancy restaurants.

Nb. The image generated in Midjourney

An hour later and Neumann's card finally decided enough was enough and stopped working. She had to put the last of her shopping back and try to sweet talk the assistant into not calling Security.

In a fancy shop with a bored and haughty assistant this seems Likely (26+) to require at least a Good (+3) result or else a Great (+4) Result... [13] so Great!

| Estimated Likelihood | Target Roll for d100 |
|----------------------|----------------------|
| Almost Certain       | 11+                  |
| Likely               | 26+                  |
| 50/50 First Option   | 51+                  |
| Unlikely             | 76+                  |
| Small Chance         | 91+                  |

“You been in here wasting my time! Now you try use stolen card!”

Lexi raises a hand to try and calm the girl down. “Not stolen – my boyfriend’s. My way to pay him back for cheating on me...”

| OVERCOME  |                                  |
|-----------|----------------------------------|
| Character | Lexi                             |
| Intention | Blag your way out of Card Fraud! |
| Roll      | -2 GUILF + 3                     |
| Fatig 0   | Broken 0                         |

The target was Great (+3)

**Fail:** You have a tough choice to make. You can simply fail or you can succeed at a serious cost as dictated by the GM, such as dropping a valuable possession or sustaining grievous harm

Lexi has failed by a long way, so it’s time for a CHASE!

### Chase

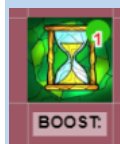
It seems that Security guards may have been following her around already and when the shop girl smiles sarcastically and taps her watch three times, Lexi sees two guards outside the shop window start to run towards the only obvious door back to the Atrium.

She has a few bags from other stores – some clothes, a new pair of boots and some hiking gear – backpack, cooking gear, as well as a set of paints and decent drawing paper. She doesn’t want to lose the fruits of the morning’s work, so grabs it all up and tries to push past the girl, heading for a hoped-for back door to this place.

As a non-combatant Minor NPC, the girl is Very Unlikely (76+) to have any particular combat skills...[03] That’s low enough to indicate a deficiency in Combat so we’ll say she has -1.

| OVERCOME  |                         |
|-----------|-------------------------|
| Character | Lexi                    |
| Intention | Push past the shop girl |
| Roll      | 1 FORCE + 2             |
| Fatig 0   | Broken 0                |

**Succeed with Style:** You succeed and gain a short-term BOOST



Lexi manages to knock the girl over into a big display which tumbles around her scattering strings of fairy lights that get tangled in the feet of the pursuing guards.

There is a wide delivery door through the storeroom with a “Push to Exit” button. Lexi heads that way and hits the button.

It would be easy to forget that this Atrium is half-way up a massive ziggurat and the door seems Likely (26+) to lead to a ledge for flying vehicles to deliver – otherwise to a walkway leading to a large lift... [0] – it’s a Ledge! If the ledge serves a bunch of shops on this stretch, maybe 50/50 (51+) another delivery door is open... [24] or maybe there is an Unlikely (+1 or higher) delivery in progress or maybe she is trapped?

It opens onto a wide ledge with a sickening drop. The ledge serves half a dozen shops on this wall of the Arcade and each has a Delivery door with a panel and screen. One is propped open, and a couple of bored-looking workers are sitting on crates outside smoking.

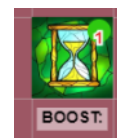
Lexi dashes for the open door past the two smokers.

Can she make it before the pursuing guards see her – these Mooks have +2 for Pursuing (but she has her Boost available from the tangling fairy lights). If she succeeds with style, she can then choose to either get in and close the door before the smokers can react or even get them to follow her in before the guards see them.

| OVERCOME  |                      |
|-----------|----------------------|
| Character | Lexi                 |
| Intention | Dash through in time |
| Roll      | 1 HASTE + 1          |
| Fatig 0   | Broken 0             |

This would be a tie, so she'll Invoke the free Boost and get through the door and then use one of her FATE Points to succeed with Style.

**Succeed with Style:** You succeed and gain a boost



With speed born of desperation Lexi and her shopping bags make it into the other storeroom and she wheels to pull the door after her. She looks around for something to lock it with.

Even a high-tech computerized mechanism needs a power cable, so maybe she can pull one out or even short the mechanism with a blast from her taser! Sounds like a Good (+3) result would be needed to work this out.

| OVERCOME  |                         |
|-----------|-------------------------|
| Character | Lexi                    |
| Intention | Short out the door lock |
| Roll      | -2 INTELLECT + 2        |
| Fatig 0   | Broken 0                |

Even if she used the Boost, she'd be a point short, so she might as well keep it for the continuing Chase scene.

**Fail:** You have a tough choice to make. You can simply fail, or you can succeed at a serious cost as dictated by the GM, such as dropping a valuable possession or sustaining grievous harm

She can't see any way to lock the door so runs out through the shop and into the Atrium. Keying-in the pass code will have delayed the pursuers slightly but they are still after her as she runs back down the Atrium towards the landing zone looking for an available cab.

Do these high-tech Mall Cops have any fancy equipment she doesn't expect, that could catch her – an AI drone with a whip-like tail perhaps? That seems 50/50 (51+)... [23] so luckily no.

I imagine cabs are flitting in and out of here all the time, so I'll just make it a straight race to get out with the Mall Cops actually rolling to catch her as an Attack which she will have to Defend against.

| NPC ACTION |           |
|------------|-----------|
| Character  | Mall Cop  |
| Action     | ATTACK    |
| Intention  | Catch her |
| Roll       | 0         |
| Bonus      | +2 Fair   |

| DEFEND    |                 |
|-----------|-----------------|
| Character | Lexi            |
| Intention | Escape in a cab |
| Roll      | -2 HASTE + 1    |
| Fatig     | 0 Broken 0      |

That's a bad result even with her available Boost she can only get to +1.

She'll have to use her last FATE Point to make it!

Lexi dashes into the first cab in line, pushing past some angry old woman with too many bags. "Get going! I'm late for a job interview"

The cabbie lifts off and is away before the guards can stop her. "Where to lady?"

She gives the name of the street from last night and sits there panting. He's going to want paying when they land – and if she knows cabbies, before releasing the door locks! This first trip into Shadow hasn't been the trouble-free experience she'd hoped for. Maybe it's time to bail?

### Princess Florimel of Amber

Reluctantly, Lexi pulls out Flora's Trump and stares at it.

#### RULES: Trump Teleport

Activating a Trump for Communication usually takes about a minute of concentration and a Fair (+2) Focus Roll. It can be done quicker with a more difficult roll. The attempt causes 1 Stress which pays for a call of up to 5 minutes duration. Each additional Stress and successful Focus Roll, pays for another 5 minutes.

| OVERCOME  |                  |
|-----------|------------------|
| Character | Lexi             |
| Intention | Activate a Trump |
| Roll      | -1 FOCUS + 4     |
| Fatig     | 0 Broken 0       |



Florimel

Lexi will take the Stress on her Trump Track.

"Aunt" Flora's image swims into view. Florimel raises an eyebrow "Finally! I was **almost** worried about you."

"Sorry... I'm ready to come back now" When her aunt's eyebrow stays up, she adds "... please. It's .." a glance at the cabbie who thinks she is using a smartphone "... difficult to explain. Would you mind..."

Flora narrows her eyes. "You're not in any real danger, are you?". Lexi tries to look innocent and says, "Well... not really but I could ... I just need a hand really".

I'm going to go for a Guile roll, target just 0 to see if she's got Flora's interest, otherwise she will break the contact and leave Lexi to deal with her own mess. Either Flora will then come through to her Unlikely (76+) or will bring her to wherever Flora is currently...[54]

| OVERCOME  |                  |
|-----------|------------------|
| Character | Lexi             |
| Intention | Plead with Flora |
| Roll      | 1 GUILLE + 3     |
| Fatig 0   | Broken 0         |

With a two-way Communication established, one party can pull through another. One of them must accept a point of Stress – the person at the receiving end decides who becomes stressed.

Lexi gets a second point of Stress on her Trump track, leaving just one more.

“OK. Wait a minute while I get my bag.” She reaches off to the side for a handbag, takes a quick look inside it. “Grab my hand and pull” Lexi is surprised, and suddenly tired, when Flora comes through. Her aunt is suddenly in the back of the cab with her, stooping awkwardly before dropping onto the seat next to her. She is wearing a sparking gown and glittering earrings.

The cab veers sideways as the stunned driver loses control for a moment. “Whaaat the...!”

Ignoring his panic, Flora is looking through the tinted windows at the city below. “Interesting... so this is where you wanted to go more than anywhere else in the Universe!”

**\*\*\* End of Session Two \*\*\***

I figure an experienced shadow-walker such as Flora, would be carrying some gems and jewellery, maybe a few small gold nuggets for trade purposes. In line with the novels, we know she also has a pack of Trumps and a hand-grenade in her handbag along with a small knife hidden somewhere in her clothing. Maybe she’ll give Lexi a bit of Shadow-walking Tuition – perhaps on a train by looking out of the window. Or maybe just have a quick look around and then trump them to some other Shadow. She probably has some Shadow Manipulation skill too so can rustle up local cash etc.

I’m going to tick one of Lexi’s “Indebted” Track to keep track of favours she has received. Getting more favours, before paying back some will make it increasingly difficult to get future favours (adding to the difficulty of any rolls to get help).

You may have noticed in the rolls, sometimes I roll for the NPC and sometimes I set the difficulty for Lexi’s roll at the NPC’s Approach+Skill to save time. I’ve been playing a few RPGs where the Player makes all the rolls, and it seems to carry over pretty well to Fate Accelerated.

