

Session 04 Rumble at the Truckstop

Will this count as a new Scene so Lexi can recover her three points of Standard Stress?

It seems Unlikely (76+) “Can she rest before it arrives? ... **[NO! 27]**”

I’m using a new toolkit page https://aigm.igm4u.com/amber_oracles.html to help speed up the GM Decisions and to provide lots of inspiration by using the Oracle Tables from Ironsworn.

Tools for my Amber Accelerated game and also includes Oracles from the excellent [Ironsworn RPG](#) by Shawn Tomkin

4 Fudge Dice SHADOW AXIOMS GM Decision **NO! 27** https://aigm.igm4u.com/amber_accelerated_rules.pdf

Almost Certain Likely 50/50 Unlikely Small Chance [Blog Posts about Amber](#) Lexi of Amber: [001](#) [002](#) [003](#)

Oracle: Action

The GM Decision button uses the Table of likelihoods described in the Amber Accelerated Rules PDF, and will return **NO!** if the result fails by 20 or more (or is a 1 or 2). It will return **YES+** if the result succeeds by more than 20 or is a (99 or 00). Otherwise the results are either a simple **No** or **Yes**.

Revision 0.9.1 of the Amber Accelerated Rules adds...

- Against Shadows, those with Blood of Amber count as if their skin is armor:2 and do +2 damage.
- Against those with the Blood of Chaos, those with Blood of Amber count as if their skin is armor:1 and do +1 damage.
- Against Shadows, those with Blood of Chaos count as if their skin is armor:1 and do +1 damage.
- Guidelines on quick “monster” stats/definition for Monsters, Robots & Beasts – effectively covering all non-human/humanoid NPCs

The sharp-eyed will see later that I’ve changed the format of the Actions, to put the character’s name at the top and shrink the box by a line. Eg.

Lexi - DEFEND	
Intention	Duck
Roll	2 HASTE + 1
Fatig	0 Broken 0

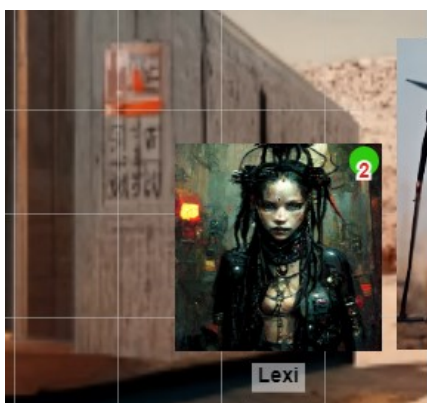
STRESS & CONDITIONS

- Stress: 0 (6 icons: 3 empty, 3 crossed)
- Indebted: 0 (6 icons: 5 empty, 1 crossed)
- Fatigued - 3 Stress (-1 on all Rolls): 0 (1 icon: empty)
- Broken - 6 Stress (-2 on all Rolls): 0 (1 icon: empty)
- PATTERN: 0 (3 icons: 1 with 'i', 2 empty)
- TRUMP: 0 (3 icons: 1 with 'i', 2 empty)

Lexi's down 3 Standard Stress, 1 of her two Pattern Stress and 2 of her 3 Trump stress, but at least she isn't actually Fatigued or Broken. At the start of the Session she gets her two FATE Points back.

Calling Security!

The thing must have come from somewhere nearby in the desert. Barely had she downed one of the small bottles of fizz from the minibar, when the shadow of it and the hum of its propellers alerted her.



Lexi



Drone

It's a menacing black and orange thing with propellers inlaid in its stubby wings and a bright orange "eye" that swivels to regard her.

There are two long trailing arms, dangling almost to the ground. They split into "fingers" at the tips.

Art from Midjourney

"Please display your ID Card". It hovers ten feet from the ground and about twenty feet away from her.

Hmm... Should Lexi try to talk her way out of it or maybe throw a bottle from the mini-bar at the thing? I'll have her self-compel her "Rebellious" nature to get an additional FATE Point and go straight to combat!

-1 -1 +1 +1 Total 0

This shadow-walking excursion isn't going the way she envisioned. She has all this Power, but can't even... She's skinned her knuckles getting into the Pod and now this... THING is giving her orders. I don't think so! She reaches into the Pod again, muttering "Sure.. Sure" then spins and hurls a full bottle of soda at the orange camera eye.

I'm imagining this thing as a pretty powerful combatant, probably capable of non-lethal take-down of most folks. It's going to be a **Minor Monster** in terms of game stats.

Aspects: ARMORED SECURITY DRONE, Law-enforcement AI

Approaches: Body+2, Speed+2, Mind+2

Combat: +4 (Body plus two combat-related Aspects), **Damage:**5 (1 + Combat) **Armor:**1

Stress:5 (3+2 for Aspects), **no Consequences**

For purposes of hitting this thing, I could decide to use either its Speed or its Combat as the target number. I don't see it parrying very well, so I'll go with its Speed as it tries to dodge.

Lexi - ATTACK

Intention Hurl Bottle

Roll -1 HASTE + 1

Fatig 0 Broken 0

Lexi could spend a FATE Point to tie with it, but that gets her nothing extra.

Lexi's bottle of Dr Salt, shatters on the thing's armor, making no dent. Bubbling fizz cascades around it.

"A Warrant has been issued for your arrest for damage to a Security drone. Kneel down, with your hands on your head. Please comply!"

Does it have Tranq Darts for ranged attacks? (Likely 26+) ? **YES+**

When she doesn't immediately comply, and rushes forward to grab one of its arms, it floats back and shoots her with some kind of dart...

She's defending against its Great (+4) Combat Score, so would have to spend **two** FATE points to tie (or one to risk a Reroll), so will let it hit her for 4 damage. As it's a creature of Shadow and she is "of Amber" she has the equivalent of 2 Armor so takes only **2** Stress.

Lexi - DEFEND

Intention Dodge (with +1 skill)

Roll -1 HASTE + 1

Fatig 0 Broken 0

STRESS & CONDITIONS

0 Stress

0 Indebted

0 Fatigued - 3 Stress (-1 on all Rolls)

0 Broken - 6 Stress (-2 on all Rolls)

0 PATTERN

0 TRUMP

She feels the sting through her thin leather jacket, then a numbness starts to spread quickly. This would probably drop most folks instantly, but she has the Blood of Amber. She grabs for a trailing leg and tries to pull the thing down to ground level.

Grappling will have a target of only the thing's Body approach (+2)...

Lexi - CREATE ADVANTAGE

Intention Grapple the Drone

Roll 1 FORCE + 2

Fatig 0 Broken 0

...so this is enough to create the Advantage and the thing is now "Pinned to the ground".

Perhaps it was surprised by a strength that way outstrips her slight appearance, but the thing is dragged to the ground, propellers buzzing furiously.



Does it have some surprise ability like for SHOCKING grapplers? Seems 50/50... **YES+** 85 I was thinking it would only do half damage, but as this is a big YES+, then it will also do the full 4 Damage. She'll have to invoke her "Pinned" Advantage to get out of the way. **Tie or Succeed:** You are mostly unaffected by your enemy

Lexi - DEFEND

Intention Avoid the Sparks

Roll 1 HASTE + 1

Fatig 0 Broken 0

As it's "Pinned to the ground" most of the charge is earthed. Lexi dodges away just in time but she won't make the mistake of grappling it again.

While looking around for some weapon to use against it, she circles round the Pods, trying to keep them between her and the machine that whirrs back into the air.

Lexi - CREATE ADVANTAGE	
Intention	Keeping Pods in its way
Roll	2 GUILE + 3
Fatig 0	Broken 0

Succeed with Style: You create the aspect with two free invokes, or add two

Lexi - ATTACK	
Intention	Sneakily Topple Vending Machine
Roll	-2 GUILE + 3
Fatig 0	Broken 0

Retail Therapy

For the moment, at least it is struggling to get a clear shot at her and she keeps low as it fires another dart...

Lexi - DEFEND	
Intention	Duck
Roll	2 HASTE + 1
Fatig 0	Broken 0

Has to use one of her "Pods in the way" Advantages to beat the +4.

The next dart SPANGS off the wall of a Pod.

She runs for the cover of the Shop, the inside is cluttered and low which should give the Drone some more problems.

In many cases the Player might have to use a CREATE ADVANTAGE Action to declare Aspects of the surroundings such as CLUTTERED and LOW, but these ones seem fully justified and a GM might have just mentioned them already - without needing an Action or a Roll. I'll take another Defend to see if she makes it inside without getting darted again.

Lexi - DEFEND	
Intention	Dive into the shop
Roll	2 HASTE + 1
Fatig 0	Broken 0

She'll use the second and final of her Advantages to avoid the dart.

Inside the shop it seems Likely (25+) that there would be something she can use as a weapon... **NO!** 3 – OK there's NOTHING, and it's even worse (as it's a big NO!)

So maybe (50/50) the Drone can remotely lock the door and trigger a knockout gas device...

NO! 18 Phew! Fortunately not, and the CLUTTERED and LOW Aspects should help win this fight.

As the thing buzzes in through the low doors after her, Lexi goes on the offensive and tries to sneakily push one of the vending machines over onto it.

Lexi - ATTACK

Intention Sneakily Topple a Vending Machine

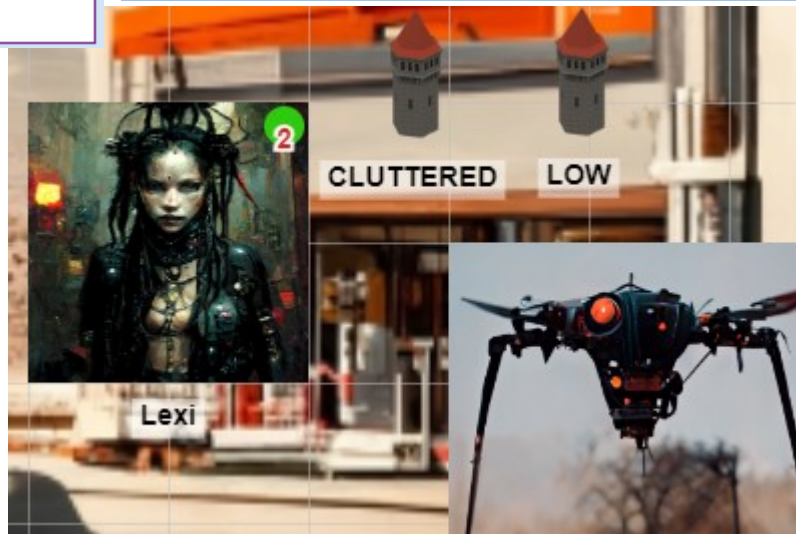
Roll -1 GUILF + 3

Fatig 0 Broken 0

She ties, but can invoke the LOW Aspect of the Shop for a FATE Point to get +2 to ensure a hit for 2 shifts (+2 more as she is “of Amber” and it’s “only a Shadow”).

The Drone absorbs 1pt for its Armor and is now down to only 2 of its 5 Stress.

Btw – I’m using the number in the little green circle to track PC’s Fate Points in Roll20 and I’d use red or green ones on the Aspects if needed to track any free invokes for either the good guys or bad guys.



With all the cunning of a true Daughter of Amber, she topples a vending machine into the Drone, which is unable to dodge due to the low roof. Props whirr madly but it bumps against the roof and gets hit. It makes a dent in the thing at least, but it looks like it would take another hit to finish it. **“Property Damage has been added to your Warrant! PLEASE COMPLY!”**

Mind If I Use the Restroom?

The Drone tries to grab Lexi, one of the long flexible arms reaches for her (to create an Advantage for it on follow-up attacks)...

Lexi- DEFEND

Intention Wriggle out of the way

Roll -1 HASTE + 1

Fatig 0 Broken 0

FATE can’t save her from this one, so it now has an Advantage on its next Attack

The clawed hand grabs her arm with hydraulic force!

But maybe this can work in her benefit too – Is there a place she could drag the Drone where it would be stuck? The Restroom? Seems 50/50... **Yes 56**

If she can drag it into the restroom, maybe she can trap it there! Grabbing the “arm” that is gripping her, Lexi starts to heave the thing into a small room with cubicles.

Lexi - OVERCOME

Intention Drag it to the restroom

Roll -1 FORCE + 2

Fatig 0 Broken 0

I’ve been having a run of bad rolls! Have to use another of Lexi’s FATE points to invoke her “Determined” aspect and get it trapped.

With utter determination, she drags it to the restrooms, slams shut the door, and barricades it with vending machines.

With the wreckage of the vending machines, there’s no shortage of food and drink. Does she dare rest? There are bound to be other Drones, but maybe not close by?

It's definitely the end of the scene and the Session, so she will recover all her Standard stress boxes.

She is too tired to risk more Shadow-walking so will rest here and hope she is undisturbed. If more Drones turn up, she might even surrender just to see where it takes her. Presumably to an actual PERSON in charge!

*** End of Session Four ***

Are reinforcements more than a few hours away? Seems Likely (26+) as this is a Truckstop in a huge desert)... **YES+** 68 so she also recovers 1 point from each of her Pattern and Trump tracks.

Recovering Stress

Standard Fate Accelerated rules say that...

Mild consequence: Clear it at the end of the scene, **provided you get a chance to rest.**

Moderate consequence: Clear it at the end of the next session, **provided it makes sense within the story.**

Severe consequence: Clear it at the end of the scenario, **provided it makes sense within the story.**

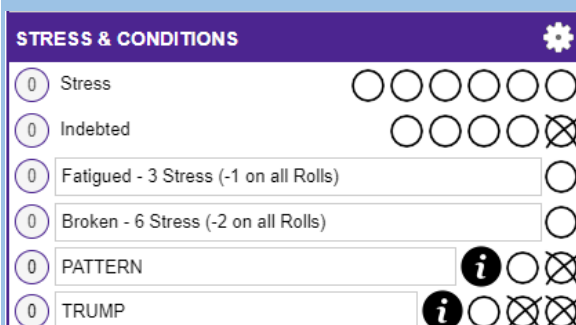
In Amber Accelerated...

Tracks for the Powers (Pattern, Logrus, Trump, Shapechanging & Magic) recover 1 point at a time like **Mild Consequences** at the end of a Scene **provided you get a chance to rest**, or are completely restored like **Moderate Consequences** at the end of a Session **provided it makes sense within the story.**

FATIGUED recovers like a **Mild Consequence.**

BROKEN recovers like a **Moderate Consequence.**

I don't think this is a safe enough location for her to recover Moderate Consequences, so she will only get back 1 point of Trump and 1 pt of Pattern.



What Next for Lexi? Maybe it's time to use the Oracle Tables to generate some serious Plot, Locations and NPCs?