



Example of Play

This short example is intended to give an idea of a typical sequence of events in a role-playing session. It does not contain an example of every aspect of the Ember Twilight rules and is only meant to show how some of the most common rules are used. Don't be alarmed if this example sounds complicated and you don't understand the terms the Narrator and the players use. By the time you have finished this book everything should be clear. At this point, however, this is only meant to convey the general "feel" of a typical role-playing session.

This section depicts the Narrator, named Frank, and five players who are playing the

following characters: Hazdur Eldsdraggon (a human Ranger), Baltizar (a human Thief), Dag (a sylvan elf Archer), Natalia (a human Scout), and Tokig (a dwarven Cleric). It is set inside a great dining hall where the PC's have just managed to fend off a large number of brigands.

Narrator: Okay guys, Hazdur you're still bleeding from your wound. What do you do?

Hazdur: I lean against the wall and press my hand up against it. I moan a bit to let everyone know I'm hurt. Not too much, though. I'm a He-Man remember?

Tokig: I walk over to Hazdur and say, "Well fought comrade! You are indeed a brave



soldier. You seem to have sprung a leak. Let me help you.”

Hazdur: “Thank you, my friend. You too fight well.”

Tokig: I cast “Blood Stop I” on Hazdur.

Narrator: Okay. Baltizar, Natalia, what are you doing.

Baltizar: I’m gonna go through the pockets of the nearest body. Whether it was the guys we were eating with or one of the enemies, I don’t care.

Narrator: [*Rolls dice to randomly give him an idea of who might be the closest. He designates in his mind that the lower the result the better for Baltizar. He rolls a 13. A relatively low number. He decides to make the person closest to Baltizar the Lord who was eating dinner with him to see if Baltizar will really steal from him or not.*] The closest one to you is Lord Mallory.

Baltizar: Sweet! I go through his pockets.

Narrator: [*Laughs a bit*] Well, since he is the lord, he doesn’t need to carry much with him, so you rummage through his clothes for a minute and come up with nothing more than his elegant longsword.

Baltizar: “Aw what a rip-off!”

Narrator: Natalia, what about you?

Natalia: I make fun of Hazdur for being such a wuss.

Hazdur: “Ya dirty wench, at least I’m not so cowardly that I have to sneak up behind people to kill ‘em. I fight honorably, from the front.”

Natalia: “Typical man, always rushing in before you really think about it.”

Hazdur: I throw down my weapons and yell, “Alright you dirty...”

Narrator: Anyway, [*smiles to himself*] Dag, what are you doing?

Dag: I get on the table and look around to see if anyone is still moving.

Narrator: Okay, you get up there. Now make a **Perception** roll.

Dag: [*Rolls a 78*]. I rolled a 78 but my skill is at 65%. I guess I fail unless there are any modifiers.

Narrator: Nope, no modifiers. Your character sees no movement. [*Frank, the Narrator knew that there was none, but the character, Dag, didn’t know this, so the **Perception** roll was still necessary*].

Baltizar: Hey! Is this sword magical?

Narrator: Would your character be able to tell?

Baltizar: No – his Magical Intuition skill is too low. My character says, “Hey Tokig, come here and look at this sword!”

Tokig: “This looks like Malory’s sword. Did you steal from him?”

Baltizar: “Uh, no.”

Tokig: “Dishonorable thief! How dare you rob from our friends and allies!”

Baltizar: “Um, well...”

Narrator: As you two talk, the doors on the north side of the hall near Natalia burst back with a bone sickening crash! With a blood-curdling roar of anger three large brutes rush in. One immediately turns to face Natalia. He is armed with a longsword. The other takes aim at Dag; he has a crossbow. The third is armed with a two-handed sword and stops as soon as he enters. Baltizar and Tokig make **Perception** rolls now.

Baltizar: [*rolls a 36, his skill is 45%*]. I make it!

Tokig: [*rolls a 62, his skill is 50%*]. I fail.

Narrator: Baltizar, You see a sinister yet scholarly man suddenly appear off to your left about 10 feet away.

Tokig: Can I see him?

Narrator: No, you failed your **Perception** roll. You were too busy looking at the new intruders. Anyway, what do you guys do?

Natalia: I parry! I guess I’ll use half of my OPT. So add +30% to my DB [*Her OPT was 60% and DB was 20% to begin with. Now it is 30% and 50% respectively*]

Narrator: Okay. [*Makes a mental note of that*]. You’ll still be able to make an attack. Remember to roll initiative.

Hazdur: I pick up my two broadswords and charge the guy with the two-handed-sword.

Narrator: That will take most of the round, so this will have to be a charge attack. You will attack during the Final Actions phase, so I guess he’ll get a free hack at you.

Hazdur: Fine! I yell, “Death to the enemies of Mallory!”

Tokig: I rush to Natalia’s aid.

Narrator: Okay, you will attack during the same phase as Hazdur.

Tokig: Okay, I begin muttering a prayer for the souls of our enemies.

Natalia: “Why? They’re our enemies!”



Tokig: “They still have souls. Perhaps my deity will have mercy on them as they pass on. That is, if we survive.”

Narrator: Baltizar, what do you do?

Baltizar: I sneak up behind the mage and stab him in the back. I’m going to try to keep behind some of the bodies and overturned furniture.

Narrator: Okay, you’ll need to make a **Stalking** roll at the beginning of the round. You will have a -10% penalty because the room is still brightly lit and there aren’t *that* many bodies.

Baltizar: Alright.

Narrator: Dag?

Dag: I’m going to shoot the guy with the crossbow with my composite bow.

Narrator: Okay. The round is beginning now. Baltizar roll your **Stalking**.

Baltizar: [Rolls a 3]. Sweet! I got a learn point!

Narrator: Good. Mark it on your sheet. You’ll be able to attack during the Final Actions stage. Natalia, Dag, roll initiative.

Dag: [Rolling a d10, gets a 5, adds 8 for his bow, and figures in his DEX initiative modifier, which is -2]. My total is 11.

Natalia: [Rolls an 8, adds 4 for her longsword, and figures in her DEX initiative modifier, which is -3]. My total is 9.

Narrator: [Rolls initiative for Dag’s opponent. roll=3, weapon=6, DEX initiative modifier=-1 for a total of 8]. Dag you attack after your opponent. [Rolls initiative for Natalia’s opponent. roll=7, weapon=5, DEX initiative modifier=-1 for a total of 11] Natalia you go first. Go ahead and attack. [Rolls initiative for the Mage. roll=9, spell=5, for a total of 14] Alright everyone, all these men have DB’s of 5%.

Natalia: [Rolls a 47. Her new OPT is now 25% since she is parrying with 30% and her opponent’s DB is 5%] I miss.

Narrator: Okay, since Tokig and Hazdur automatically lose initiative because they are acting during the final actions phase, I’ll roll all the enemies’ attacks now. [Rolls for Natalia’s opponent: 12. He has an OPT of 65%, Natalia now has a DB of 50% making

the opponent's OPT 15%.] Natalia, you are hit. [Rolls damage (broadsword 1d8): 6, +1 for STR damage modifier=7. Rolls location with 2d6: 5=upper torso] Natalia you take 7 points of damage to your upper torso.

Natalia: *[Her upper torso has 21 hit points and she has not taken damage there yet. So she writes seven hits on her sheet where she is keeping track of her damage].* Okay, I'm down to 14.

Narrator: *[Rolls for Dag's opponent: 89. He knows that's a miss because it is over the attacker's OPT, so he doesn't bother to make any calculations.]* Dag he missed you. *[Rolls Tokig's opponent: 33. His opponent has an OPT of 65%, Tokig has a DB of 10% making the final OPT 55%].* Tokig you're hit. *[Rolls damage 1d8 (broadsword): rolls 5, +1 for STR damage modifier for a total of 6. Rolls location (2d6): 3=left leg].* Tokig take 6 damage to your left leg.

Tokig: *[He is wearing a full suit of chain mail. The chain mail prevents 3 of the damage, reducing the damage to 4. He can take a total of 10 hits to each leg. He has already taken 8 points of damage to his left leg. He adds 4 to the 8 he had already taken making a total of 12. 12 is more than his max 10 so he has gone internal in his leg].* Uh, I've gone internal on my leg, Frank.

Narrator: Okay, roll a consciousness check and I'll roll the critical.

Tokig: *[Rolls a 39. His Res. vs. Consciousness is 20%. His total is 59 which is greater than 50. He stays conscious.]* I make it!

Narrator: *[Rolls on the critical table: 32]* Okay, you lose initiative next round and you take an additional 5 hits in that location.

Tokig: *[Adds in the hits to make a total of 16]* Ouch! I think I'll parry next round.

Narrator: *[Rolls Hazdur's opponent: 62. His Opt is 65% and Hazdur's DB is 15% making the attacker's final OPT 50%].* He misses you Hazdur. Dag, go ahead and attack.

Dag: *[Rolls his attack: 44. His OPT is 73% and his opponent's DB is 5%, making Dag's final OPT 68%].* I hit. *[Rolls damage: 1d8+2 (composite bow) +1 (STR damage modifier): 10 is the total].* I do 10.

Narrator: *[Rolls location (2d6): 6=lower torso].* You hit him in the Lower Torso. *[The intruder has 12 hit points in his lower torso. Frank marks down 10 hits on the sheet on which he is keeping track of all the NPCs' hit points].*

Okay, the man in the robe begins to cast a spell... *[The man who appeared in the room is a Mage, and he will be casting "Lesser Holding of Kind" on Dag. The Narrator rolls for the mage's **Essence Casting** skill: 27. The mage's Essence Casting skill is at 60%. The spell is successful].* Dag, you need to make a resistance versus Quintessence roll, now.

Dag: *[Rolls a 45 and adds it to his Res vs. Qui which is at 10% the total is 55].* My total is 55. Is that enough?

Narrator: *[The mage's **Essence Casting** skill is at 60% which is greater than Dag's 55, therefore Dag suffers the effects of the spells].* No, you are now held rigid and can take no actions. *[The narrator makes a note for how long the spell will last (six rounds)].* I'll let you know when you can move again. Baltizar, Tokig, and Hazdur, all of you roll initiative to see who goes first.

Baltizar: I'm using Mallory's longsword. Are there any modifiers?

Narrator: Your character doesn't know, so I'll keep track if there are any.

Baltizar: *[Rolls a 3, adds 4 for the longsword, and figures in his DEX initiative modifier, which is -3. The total is 4].* My total is 4.

Hazdur: *[Rolls twice, once for each hand since he is using two broadswords. The first one he rolls a 6, adds 5 for the broadsword and figures in his DEX Modifier (-2). The total is 9. He does it again and gets a total of 8].* I get 8 and 9.

Tokig: *[Rolls a 4, adds 6 for his handmace, and has no DEX initiative modifier. The total is 10].* I got 10.

Narrator: Okay Baltizar, you go first.

Baltizar: *[Rolls a 12. He knows that's a hit, so he doesn't need make any calculations].* I hit. Now, I'm behind him, right?

Narrator: Yes. So the damage is doubled and you can use your **Death Strike** skill.

Baltizar: *[Rolls damage 1d6 (long sword) +1 (STR): total is 4. Then he multiplies it by two, getting 8. Then he rolls his **Death Strike** skill: He rolls a 41, his skill is 45 so he succeeds].* I hit for 8 damage and I make my **Death Strike** skill. Unless there are any modifiers.

Narrator: *[Frank knows that the sword is enchanted to do 1 additional damage, so he adds 2 points of damage to Baltizar's total, but he doesn't tell him].* Okay, let me roll the

critical from your **Death Strike** skill. [Frank rolls the location (2d6) and gets a 7 (upper torso). He writes down the damage and then rolls the critical. He rolls an 87]. Major organ damage -35% to all activity, bleeding 4 this per round, +6 hits, foe must make additional consciousness check immediately. [Frank writes down the extra damage and then rolls the consciousness check. He rolls a 31. The mage's Res. vs. Consciousness is only 10%, so the total is 41-not enough to stay conscious]. He falls unconscious, bleeding, to the floor with only a slight whimper to haunt you.

Baltizar: [gives a evil grin]

Hazdur: My turn! [Rolls his right hand attack: 55. His OPT is 60% in his right hand, his opponent's DB is 5% and he suffers a -10% penalty for attacking with two weapons, so he fails his attack]. I miss my first one. [He rolls his left hand attack: 28. His OPT in his left hand is also 60%, his opponent's DB is still 5% and he suffers a -20% penalty for his second attack. His net OPT is 35% so he hits with his 28]. I hit! My character laughs

at his foe as his swing strikes true! [He then rolls the damage 1d8 (broadsword) +2 (STR

Damage Mod.): 9 total]. I got 9.

Narrator: [Rolls location: 2 (automatic critical). He rolls again to see what location: 8 (lower torso)]. He gets an auto critical in the lower torso. [Frank marks down the damage and then rolls the critical: 100]. Whoa! Your sword finds a soft spot and slices in deep. The blade severs the man's spinal column and he falls, limp, into your arms. You've slain another, Hazdur.

Hazdur: "That will teach you to mess with the House of Mallory!"

Narrator: Okay Tokig, your turn.

Tokig: My character yells, "Good shot Hazdur!" [He rolls his attack: 99. That's a fumble].

Uhg, I fumble. As if it weren't bad enough already.

Narrator: [Rolls on the fumble table: 02] You're lucky this time, Tokig. No effect. Okay, let's start the next round. Tell me what you guys are going to do...

The Saga Continues...

