

Ada: Screw it. I'm going for the escape plan anyway.
Byron: You'll never manage it.
Ada: That's for Conflicts to decide, I think. Are you fighting me on this?
Byron: Only for your own good.
GM: And, of course, MacLean's influence will be felt as well.
Ada: Okay, I'll start the Stakes: Find where the chip is implanted: Two dice of Momentum.
Byron: Defeat the security system, Consequences.
GM: Leave the Center behind, Domination for two dice.
Ada: Wow! GM dice! Rockin! I'm in.
Byron: I'm not a part of this.
GM: Byron's perfectly happy just letting her go?
Byron: Errr...
Ada: Put up or shut up.
Byron: Nope. Not in. You two can resolve that one between yourselves.
Ada: Wimp. Okay, Farewell to Byron, three Conclusions.
Byron: That's enough for my taste. I'll stop us there.
Ada: Rolling my Cool. I've got: 2, 3 and 3.
GM: Nasty little double there, right for a start.
Byron: I get 5, 1, 6, 6 and 3.
GM: Oh, I'm so doomed. Okay, MacLean's Cool: 3, 5, 5 and 6.
Ada: Activating my "Jones is my father" Trait. One die to the GM. Ada is stuffing equipment into a bag... teddy bear, sub-machine gun, grenades, toothbrush. "MacLean's never going to try to find Jones," she says. "It's up to me." Rolling Byron's six I get a 2. Rolling the GMs five I get another 2.
Byron: Nice... way to screw us over. I now have 1, 2, 3, 5 and 6.
GM: And I have 2, 3, 5 and 6.
Ada: And I bid 3 on "Find the Chip."
Byron: Evil...very evil. No bid.
GM: I'll bid my five.
Ada: I'll add my second 3, bringing my bid to six.
GM: And I'm beat down. You get to reroll two dice.
Ada: My own 2, for 5, and your six for 3.
GM: I now have 2, 3 and 3.
Ada: Ada makes her way through the darkened halls of the Center. She pulls out a key to the equipment room that she cast from resin. She slips into the room, closing the door behind her, and goes to the medical equipment. She tapes electrodes to her head, then pulls her shirt up to strap them to her midriff. Then she starts scanning herself with a nasty, buzzing thing. When it starts beeping over her stomach, she pulls out a nasty, claw-shaped thing. Cut away to the wall near her, spray of blood. Next scene is her finishing bandaging her self-inflicted wound. She tosses the bloody chip into the garbage.
Byron: Oh that's just disgusting. I am so glad to be past the curse of flesh.
GM: Oh yeah, we've always known that about you. Envy of the living is so distant from Byron's character.
Byron: No reason to get snippy. Anyone going for traits?
Ada: Not yet.
GM: Nope.
Byron: Then I'm bidding my five on Defeat Security System.
GM: I'll bid my two threes to beat you.
Byron: And I think that beats anything anyone else has.
GM: Ada sneaks quietly through the darkness, clutching her side in pain. As she crosses the threshold of the main building, however, spotlights come on, framing her very visibly against the doors. I'm consolidating "Tracking Chip" with "Byron revealed escape plans" to create "Ada is framed as the mole inside the Center". From behind the spotlight, MacLean says "You should have known better, Ada... since Byron told me of your little plan I've paid special attention to your movements. I figured you for the mole, and removing your chip puts the matter beyond any question of doubt." There is the sound of many mooks cocking rifles. "If you come quietly," he offers, "I assure you we won't hurt you any more than necessary." That's an Action Out, by the way.
Ada: I'll Defy. What do you want to add to Ada?
GM: I'll add "Byron betrayed me"... in your Secrets Slot until such time as you consolidate it elsewhere.
Ada: Ouch. Okay, rolling my Action: 2, 6 and 6... in addition to the five I have already.
Byron: WOW! Boxcars. I had boxcars... until you CHANGED one of them! I'm activating "I am damned". As the lights shift, Ada can see that Byron is there, standing beside MacLean, looking... well, impassive the way he always does.
Ada: "So, you're just his tool after all..."
Byron: He doesn't say a word, just watches her with dead eyes. Rolling your six I get... ack! A five.
Ada: So I end up with 2, 5, 5, and 6. Not bad! I'm using "Byron is on my side" to roll my two... for a six!
GM: Yikes! She's unstoppable!
Ada: "You still have a chance to make this right, Byron," Ada says. "Tell them what really happened!" That's a Decisive Out.
Byron: I'll decline, thank you. Byron just looks away... inscrutable as always.
Ada: I hate that about him. You know that, don't you?
Byron: I do it particularly for you to hate. Oh GM, Byron turns to MacLean and says "We could use the neural stunner again... no need to risk a confrontation." Decisive Out.
Ada: You bastard! I hate that neural stunner!
GM: Ouch... and we wouldn't resolve "Leave the Center behind". That's very tempting, but I think I'll Defy. "No... she needs to be taught a lesson. I'm firm in my decision."
Byron: "Don't say I didn't warn you," Byron mutters under his breath.
GM: I'm rolling Decisive: 6, 6, 2 and 1. That leaves me with 1, 2, 2, 6 and 6. Byron, what are you adding to MacLean?
Byron: Secret: "I fear Ada"
GM: Oh, cute. I may very shortly find a use for that.

Ada: Very shortly indeed. Ada flips her hair, looking imperiously over the arrayed men with guns. I'm activating "Too pretty to die".
GM: Of course.
Ada: Rolling my 2... for a 4. Rolling your sixes for 4 and 1. I have 4, 5, 5, 6 and 6.
GM: I have 1, 1, 2, 2 and 4. I'm rolling one of my ones with "Fears Ada". A die to you, Byron. I get another four. And I'm rolling the die I got from Ada, which gives me a 3. And I'll bid... urgh... yeah, a four on "Leave the Center".
Ada: Bid a five.
GM: Bid the second four.
Ada: Match with my second five.
GM: It's yours.
Ada: Who! Two GM dice for me! Ada concentrates, and the lights explode in a flash of sparks. As people start shooting in the dark, cars start flying all over the place. Chaos ensues. When the lights come back up, Ada is nowhere to be found.
Byron: And, of course, neither is Byron.
Ada: Right... the farewell. Ada is at the perimeter of the complex.
Byron: Byron appears nearby, his holographic form flickery and insubstantial this far toward the border.
Ada: Ada turns. "So, this is goodbye," she says. "I expect you're just going to watch me go in silence... that seems very much your thing." That's an Action Out, by the way.
Byron: Okay. I'll Defy.
Ada: You'll what?
GM: You'll WHAT?
Byron: I'll Defy. Ada's completely free to add something to Byron. I want the dice.
Ada: That's just so... unlike you. What does he do?
Byron: He leans close, and Ada feels an electric tingle as his insubstantial lips brush hers.
Ada: Aw DAMN! That's... that's just not right!
Byron: The character's evolving.
Ada: He's manipulating me, is what it is.
Byron: Maybe. I roll 6, 6, 5 and 2. That gives me, in total, 1, 2, 2, 3, 5, 6, 6 and 6.
Ada: Six, Six, Six. He really is damned.
Byron: He really is going to beat you silly. What are you adding?
Ada: Theory: Ada is my only chance at salvation.
Byron: Oh... that is just wonderfully evil.
Ada: I thought so. And now I'm rolling two of your sixes with "I love Byron". A die to you. She looks utterly shocked, and then gradually very upset. "You never gave me any sign you... you never SAID anything, and now it's goodbye!" I get a 2 and a 4.
Byron: Ouch... 1, 2, 2, 2, 3, 4, 5 and 6. I've got a flush, but no decent pairs. I'm using "Hate myself". "You didn't want to hear it," he says flatly. Rolling my one and two twos. I get four, two and five. Not quite enough, since you get first bid. I'm rolling my GM die... for a four. STILL not quite enough. I've got 2, 2, 3, 4, 4, 4, 5, 5, 6. Okay... activating "Ada is my chance at salvation". "But I can make sure you get away... I can do at least that much." Rolling my two, I get... alright! A five! Ada, here's a die.
Ada: Which I will keep, thank you. Instead I'll roll one of my pretty GM dice. I get a one. Now I'm at 1, 4, 6 and 6. Curses. Okay. Rolling the other GM die. 4. That does NOT help. GM, here's a die. I'm using "Power out of Control". The trees are rustling violently, creaking, tearing apart into branches that whirl around her like a demonic halo. "I didn't need you to save me," she says bitterly, "At least... not like this." I roll my one for... yes! A six! And... hrm... yeah, your five, for... argh... another six.
Byron: Bringing me that much closer to beating you... except... damn, I got nothing left to spend.
Ada: Not enough Traits, huh?
Byron: It's not his schtick. I guess I'll have to roll the die you gave me for being in love. I get a six.
Ada: Which... y'know what? Still not enough.
GM: That's true. We switch scenes for a moment. MacLean is at a computer terminal. "Byron," he's saying, "Lock down the complex. That's an order." That's a Decisive Out, by the way.
Ada: Hate you!
Byron: I'll take that, thank you. Especially since there's no room left on my sheet for you to write anything.
GM: I get a Fact instead... "Byron has gone rogue," I rather fancy.
Byron: Sounds right. Electrical current surges, blowing up the terminal MacLean was working at. And I roll my ludicrous five dice in Decisive: 1, 5, 4, 1 and 5. My total is now: 1, 1, 2, 3, 4, 4, 4, 4, 4, 5, 5, 5, 6 and 6. And I believe my four fives will, in fact, trump your three sixes.
Ada: Anyone want to give me a Decisive Out? A chance to abort her plan at the last minute, perhaps?
GM: Nah, I like watching you suffer.
Byron: Likewise. Care to roll the die I gave you?
Ada: Nothing doing... I'm going to beat you down with this die one of these days... but I don't fancy my chances today. I bid three sixes.
Byron: And I win it with four fives. Okay... burning "Byron was in the archives" down to zero in order to bump Center is up to No Good to two. "Find the Blood Coven," he says quickly. "I've been in contact with them... the story the Center gave you about them isn't the whole truth. Nothing the Center says ever is."
Ada: The... the HELL? Now the Center's the enemy and the Blood Coven are the good guys?
Byron: Yeah... or Byron's lying through his electronic teeth. Take your pick. I've got more Consolidations, though. "The Coven knows you're coming. I had to tell MacLean you were leaving... in order to have enough freedom to pave your way." Burning "Byron Betrayed me" to bump "Byron on my side" to 2, since he's shown that it wasn't a real betrayal.
GM: It wasn't?
Byron: Hey, she may well be in love, where's logic enter into it? Since the GM and Ada both contributed one to that consolidation I get to choose who owns it, right? I leave it in Ada's hands. And then I'm burning "Center is up to no Good" and "Powers out of Control" to bump "Powerful Telekinetic" to 3. Since there's no majority, and I'm one of the contenders, I will claim ownership of that Belief.
GM: Ouch! She uses that one all the time.
Ada: I'll get it back, only more powerful. I want to hear his explanation, though.
Byron: "Once you're away from the center, the drugs they've been putting in your food will start to wear off. Your control should return to you."
Ada: Oh WOW... that's... why on earth would they even DO that?
Byron: Plenty of room to speculate about that later. Byron looks back at the Center. "They're organizing the pursuit... I'll try to stall them." And then he's gone, before you can say a word.
Ada: Of course. Bastard.