

Ada: Okay, I'm sauntering into Banque Verrcraften, in Geneva, and asking the receptionist to let me in. I have a cover story as a diamond importer, and an appointment, and I'm trying to sucker them into believing I'm legit. So I'm setting my Task Number at six. I roll a 3, and succeed.



GM: So what happens?

Ada: The receptionist glances down, finds my name on the list and calls Vice-director Owens over to escort me. I create "Goal: Get into the vault", and give it two rolls of momentum as a reward.



Get Into Vault

GM: Okay. I'm going to roll on Owens to try to see through Ada's disguise. He's got no reason to suspect her, and she's pretty and disarming besides, so I give him a Task Number of one. I roll a four, which fails. But he's Naturally Suspicious, so I'll roll another die, for a six. Also a failure. He's Under a Lot of Pressure, which makes him extra careful, so I'll roll another die, for another four. And that's it. He fails utterly, treating Ada with courtesy, and obviously taken in by her cover-story. I've got two fours and a six for bidding.



Get Into Vault

Ada: If you ever get to bid. Ada's still lying through her teeth. She asks all sorts of security-ish questions, like what their power-backup plan is, and whether the current political climate affects their ability to offer confidentiality. Keep him talking, basically. This is a bit more involved, though, so I'm ratcheting the Task Number down to four. I roll a four, so I breeze through. I'm creating "Goal: Get the KGB computer codes", with a Fact as a reward, and placing it after "Get into Vault". I'll immediately bid that four on "Get Into the Vault".



Get Into Vault

KGB Computer codes

GM: Which blocks me from bidding either of my fours. Nasty! Okay, I'm going to have Building Security check out your credentials more thoroughly. Since they've got a huge pile of information technology at their disposal, it's hard, but not impossible, for them to get suspicious. I'll put the Task Number at 3. I roll a five, which fails. But Banque Verrcraften is filthy rich, so these guys get all the good toys, and another roll. I get a two, and succeed. A small, deadly-looking man in a sharp black suit motions the two of you to a halt as he listens in his ear-piece. I bid my six in Vault. Then I create "Goal: Avoid suspicion", place it right up front, before "Get Into Vault", and use my follow-up bid to put my two into it. It has a new Trait on Banque Verrcraften as a reward.



Avoid Suspicion

Get Into Vault

KGB Computer codes

Ada: So if I don't do something you can resolve two Goals in your favor next turn. You slime. Okay, Suit reaches into his jacket. As he pulls the gun, Ada knocks it out of his hand with a spinning back-kick. She's trying to beat Suit senseless, and I'm putting the Task Number at three. I get a four. But she's "Surprisingly violent for a pretty girl", so I roll again and get a three. She brutalizes him with a quick, savage elbow-strike, then sprints for the vault. I resolve "Avoid Suspicion", because she totally failed to do so. So I get your die for later. Then I bid the new four on "Vault" as well.



Get Into Vault

KGB Computer codes

GM: And I get the Trait. We put "spy" onto my villain-sheet near Ada's name. Your cover is blown, at least with these guys. Building Security is trying to get a shot at her before she gets into the Vault. But Ada's awful quick, and as you said they couldn't be expecting this. I'll put them at Task Number 2. They roll... a 2. Wow, they were speedy! BANG! Lots of ricochets around Ada. I create "Goal: Escape Building" and put it in after "Get the Codes". It has another Fact as a reward.



Get Into Vault

KGB Computer codes

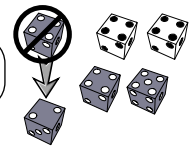
Escape Building

Ada: She's pulling out some guns from God-only-knows-where, and laying down suppression fire to get the guards to dive for cover and leave her alone. Task Number three, because there are just that many of them. I roll... a six. Rocking! Budda-budda-budda! Bullets all around her. She has to dive for cover, panting and panicky. I'll use "Subject to panic" for another roll. Another six! Too cool. But now I really need to get the chance to bid these. Okay, I'm using her "Doesn't want to kill" Belief. These guys are testing her limits. She winces, then jumps up from cover and drops three of them dead. One, two three. I roll... whew! A one. Success at last. I resolve Vault, and get my two dice of momentum. I roll one of your fours, for a two, and my one for a five. You get my dice, and I get yours, and she dives into the cover of the vault. Then I'll bid a six on Computer Codes.



KGB Computer codes

Bidding



GM: You're totally confirming their theory that you're a spy, of course. I'll give you back a die, and roll my two... for a five. Cool! Okay, they're sealing the vault and flooding it with knockout gas. I'll give the knockout gas a Task Number of three to start having an effect on Ada. I roll a six! Nice, but not a success. I'll roll again because of their Elaborate Security. I get a four. Dang it! I don't really have much else to spend for more rolls. I guess I'll let it go at that.



KGB Computer codes

Bidding



Ada: Wow, this is getting just ugly. These guys clearly knew I was coming, which supports my belief that someone in the Directorate is setting me up. So I'll give you a die back and reroll one of your fives... for a six. Blast. Okay, Ada slips on a sleek little gas-mask, and while the smoke wafts around her she picks the lock on the safe-deposit box. Task Number of six. She's in the zone. I roll a three, which I can certainly use. I resolve Codes. The box pops open and she flips through the pages of numbers, her eyes flicking over the numbers with intense concentration. I get Fact: Ada memorized KGB codes. And then I bid my six on "Escape Building".



Escape building



GM: Cute. But it won't save you. They're locking down the exterior, which they can do at will, since you're still locked in the vault. Task Number of six, I roll a... five. Nice.

Ada: Curse your lucky dice!

GM: Anyway, I'll bid my two fours on Escape Building, and create "Goal: Avoid Search Teams" after Escape, with no reward.



Escape building

Avoid Search Teams



Ada: When they open the vault to come in after her, Ada's wedged herself between two joists on the ceiling, sweating and trembling as she clings there, ready to drop on guys. Task Number is 1. I roll a six. I use her "Inhumane training regimen" to roll again, for... ah yes! Another six! Now I totally need to win this. Uh... she flashes back to Malcolm telling her to be careful, which gives her the strength to try yet harder. "Malcolm's support" rolls me... urch... a three. I'll use... man! "Disrespect Shane". She realizes that without his brutality in training her she'd never survive this. I'll roll one of my threes, to get... agghh! A five. That's it. I can't think of any more traits.



Escape building

Avoid Search Teams



GM: So you can't bid any of those pretty dice. And, by the way, you're screwing up just like Shane always knew you would. So you're fulfilling his Beliefs of you, and I'll give you back a die in order to roll your five... for... ouch, a three, actually. Task Number of six to sweep the building and run her out of hiding places one by one. I roll a one. The one you needed, in fact. I resolve Escape, adding that Head Injury you just sustained as my Fact. Then I bid two sixes on Escape Search Teams.



Avoid search teams



Ada: Hate you! But I love that your attempt to screw me with Shane's opinion ended up giving me what I need to escape. Task Number of 6, to fake some noises and dart off somewhere else. Then when they get where she was, they only find a flash-bang grenade. Pow! Four, count 'em four, threes on Avoid Search Teams!

GM: I need another six, or I'm hosed. That pile of dice will give you the tiebreaker.