

# Elspeth

# Granger

<u>Might</u>	
<u>Patter</u>	
<u>Skill</u>	

## Stored rolls

2d6
d6+d8
d4+d6

## Scars




<u>Advancement</u>	Good Health! Engage someone in a battle of persistence, such as a drinking competition or an extended screaming argument. As long as you can keep the situation from becoming violent, you can score some advantage. Roll Patter+d6. For each success, pick one: - Your opponent is incapacitated in some appropriate way - unconsciousness, speechlessness, or something similar. - Your opponent reveals some interesting information. - Your opponent will be in big trouble with someone else.
Menace 3+ Might: d4+d8 Egg on: d8 Granger Cocktail Natural Decoy	
Menace 4+ Patter: 2d8 Skill: d4+d8 +1 Scar Knees-Up	
Menace 5+ Patter: d6+d10 Skill: d6+d8 +2 Scars The Perverse Knife	
Menace 6+ Might: 2d8 Patter: d8+d10 Egg on: d10 Bareback	Granger Cocktail Grab a bottle of alcohol, stick a rag in the top, light it and throw. Roll Might+d6. For each success pick one: - Something catches fire. - Hold a hostile group at bay. - Set an NPC on fire. - Create a lot of smoke. If you get any failure consequences at all, you also get this consequence in addition to them: - Your clothing catches fire.
Menace 7+ Might: d6+d10 Skill: 2d8 +2 Scars Believe Me, You Don't Want That	

### Natural Decoy

Deliberately lead Monsters or a hostile NPCs away by acting as a decoy. Describe how you flirt with another character or drink heartily 'just in case I don't come back', before setting out. Roll Skill+d6.

For each success pick one:

- The target is led in the direction you want.
- The target loses your trail.
- You find a bottle of alcohol.

Your first failure consequence must be:

- You are separated from the rest of the group.

### Knees-Up

Lead a group of people in a rousing sing-song, to lift their spirits. Pick a song that has some personal significance and crack open a bottle of something. Roll Patter+d6. For each success pick one:

- A handful of NPCs relax and starts to like Elspeth.
- A handful of NPCs are not so afraid of the Monster any more.
- Prepare to face the Monster.

All characters present can ignore any crises they are suffering in the next scene.

Your first failure consequence must be:

- The Monster attacks right now.

### The Perverse Knife

The Perverse Knife, an ordinary tool warped into something stranger by the Foundry's radiation, can cut and not cut at the same time. Roll Might+d8. If the total rolled was odd, swap the numbers of success outcomes and failure consequences for this roll. For each success pick one:

- Injure a Monster.
- Wound an NPC.
- Cut a large object in half.
- Cut an emotional tie between two NPCs.
- You find a bottle of liqueur.

With two successes:

- Sever the link between a Monster and a single source. This can destroy a Monster permanently if there are no other sources, by-passing the normal rules for Injuries.

### Bareback

Ride a horse, bicycle or other vehicle at dangerous speed. Whoop and shout as you do so. Roll Skill+d8. For each success pick one:

- Disperse a group of NPCs.
- Drive away a Monster.
- Travel from place to another really quickly.
- Find a hip-flask of whisky.

Whatever the roll, you also get this specific failure consequence on top of any others you might get:

- The vehicle is destroyed (or gallops away).

### Believe Me, You Don't Want That

Make a dramatic speech, warning someone away from a dangerous decision similar to one you have made in the past. Open up about why you made the decision, and why it worked out badly for you. Roll Patter+d10. For each success, pick one:

- Another character ends a mental crisis.
- Another character ends a physical crisis.
- A group of NPCs are inspired.
- A character heals a betrayal Scar.

With two successes:

- You ends any crises you are suffering, and heal a mental Scar.

## Crises

### Physical

### Mental