



## GRUDGE MATCH!

**Two players and a Game Master get together to play *Icons*. The GM has a simple run-through in mind to try out the system and get the players familiar with how it works: a classic bank-robbery scenario. The players' heroes are: Miss Tikal, South American Mistress of Magic, and the Mighty Saguario, the Man-Cactus!**

**GM:** Okay, in her secret identity as a fantasy novelist, Miss Tikal is at the Silver City Bank handling a routine deposit. Saguario is bounding across the rooftops of the city on patrol. Miss Tikal, you're waiting your turn in the teller line when there's a terrific crash from the front of the bank! A hulking, chalky-skinned figure has smashed through the metal and glass doors – it's the supervillain Grudge! His eyes are glowing strangely and he mutters "Ultra-Mind want money!"

**Miss Tikal:** Is there a place where I can duck out of sight for a moment?

**GM:** Yes, there are screened areas where bankers work. Everyone's attention is focused on Grudge and people are fleeing or hiding. Saguario, on your patrol nearby, you hear the crash and the sound of an alarm!

**Saguario:** I'll leap over to investigate!

**GM:** Okay, sounds like its action time. Roll your Coordination for initiative.



*The GM rolls a die and adds it to Grudge's Coordination, a roll of 1 plus level 4 for a total of 5.*

**Miss Tikal:** I rolled a 2, plus my Coordination 3 is a 5.

**Saguaro:** I rolled a 4, plus my Coordination 3 is a 7.

*The Game Master notes that Saguaro goes first, followed by Grudge and Miss Tikal. Since they got the same initiative result, it goes to Grudge first, since he has the higher Coordination.*

**GM:** Okay, Saguaro, it takes you this page to bound over to the bank, where you see the front doors have been smashed in and you hear the sounds of alarm from within.

**Saguaro:** I'm going to jump in there and confront whatever is going on!

**GM:** The security guard draws and fires his gun at Grudge, but the bullets just bounce off of him. Grudge roars in anger and swats the man aside, sending him sprawling unconscious on the floor. Miss Tikal?

**Miss Tikal:** I duck out of sight behind a divider and whisper an invocation: "By the Sacred Skulls, I am the Secret Sorceress of the Sixth Age!" and transform into my costume, summoning my magic scepter as well.

*The Game Master notes the end of the first page and goes back to the start of the action order and Saguaro.*



**GM:** Saguario, you leap down into the opening in the front of the bank and you see the massive, pale-skinned figure of Grudge, menacing a lobby full of bank patrons, the security guard lying unconscious on the floor nearby.

**Saguario:** I'd better end this fast! I charge right at Grudge and tackle him.

**GM:** Are you trying to grab and wrestle with Grudge or just slam into him?

**Saguario:** (considering) Well, I'm better at Wrestling, and my spines will be more effective that way, so I'll go for a wrestling hold.

**GM:** Okay, roll Prowess, plus your Wrestling specialty bonus.

**Saguario:** I got a 4. With my Prowess and specialty, that's an effort of 8.

*The GM rolls using the better of Grudge's Prowess 5 and Coordination 4, rolling a 2, for a difficulty of 7, a moderate success for Saguario.*

**GM:** You rush up and grab him, now give me a Strength test.

*Saguario's player unfortunately rolls a 1, for an effort of 10 with Saguario's Strength 9. The GM rolls a 3. Although Grudge has a slightly lower Strength of 8, he provides a difficulty of 11, meaning a moderate failure on the effect.*

**GM:** You manage to grab onto Grudge, but he shakes you off with a flex of his powerful muscles...

**Saguario:** Do my spines do any damage to him?

*The GM checks, Saguario's Aura is level 6 and Grudge has Damage Resistance 5. The GM marks off a point of Stamina damage to Grudge.*



**GM:** You've scratched him slightly, but it seems to have made him more mad than anything else.

**Saguaro:** Man, this guy is *tough!*

**GM:** Speaking of which, it's Grudge's turn and he takes a swing at you. Roll defense!

**Saguaro:** Uh-oh...

*Saguaro's player rolls a 3 and adds it to his Prowess 3 for a 6 difficulty to hit him. The GM rolls a 5 for Grudge's attack, added to his Prowess 5 for a 10 effort, a major success!*

**GM:** Grudge's massive fist slams into you ... BAM! You take 8 Stamina damage. Test Strength against a slam.

*The die comes up 4 for Saguaro's Strength test, for an effort of 13. The GM rolls another 5, added to Grudge's Strength 8, for a difficulty of 13 as well. That's only a marginal success, which has no effect for a slam.*

**GM:** In spite of the hit, you stand your ground!

**Saguaro:** I can't take another punch like that, though!

**GM:** Now it's Miss Tikal's turn.

**Miss Tikal:** Well, having seen Saguaro slam into Grudge with very little effect other than Grudge hauling off and hitting back, I don't know that my Blast will do much to him. I could take this panel to prepare another spell, but I agree with Saguaro that we need to end this fast. Can I do a maneuver instead to help Saguaro out?



**GM:** You two aren't formally part of a team, but since this is a "team-up," sure.

**Miss Tikal:** All right, then I magically create a distracting light show around Grudge, to give him a "Distracted" quality.

*The GM has Miss Tikal test her Magic. She rolls a 4 and adds its level of 7 for an 11 effort. The GM rolls a 3 and adds it to Grudge's 3 Awareness—what seems like a suitable ability for overcoming distractions—for a difficulty 6. That's a massive success on Miss Tikal's maneuver!*

**GM:** Miss Tikal, you surround Grudge with shimmering and swirling light. You've distracted him and have three free activations for it.

**Miss Tikal:** I'm going to share one of those with Saguario, telling him, "Now, while he's distracted!"

**Saguario:** Okay, this time, I'm going right for the hit! I use the free activation for improved effort on my test to punch Grudge out! I also want to spend a Determination Point. Because "Desert Plants Are Survivors" I'm going to come back hitting harder than ever for more improved effort.

*Saguario's player tests Prowess, rolling a 4 and adding 4 for the two instances of improved effort, for a total effort of 11 with his Prowess. The GM rolls a 3 for Grudge's defense, for a total difficulty of 8. Saguario scores a major success! With his Strength 9, he does 1 Stamina damage through Grudge's Damage Resistance 8 and may slam him.*



**GM:** Roll a Strength test for a possible slam.

**Saguaro:** Can I spend Determination on this, too?

**GM:** Yes, but you'd need to activate a different quality, since it's the same page.

**Saguaro:** Hmmm, how about because I am Chosen by the Spirits, I can call on them to let me strike true, for improved effort on my slam?

**GM:** Okay. Spend the DP.

*Saguaro's player rolls a 5, plus 2 for the improved effort, plus his Strength of 9 for an effort of 16. The GM rolls a 3, plus Grudge's Strength 8 for a difficulty of 11. A massive success for Saguaro!*

**GM:** Saguaro winds up and punches Grudge ... BAM! He goes flying through the wall of the bank and skids down part of the street, leaving a wake of torn up pavement.

*Saguaro's Strength 9 is greater than the Material of the bank walls, so Grudge smashes through them. The villain's Damage Resistance is also greater than the Material, however, so he takes no additional damage from doing so, or from hitting the ground some distance away.*

**Miss Tikal:** Wow!

**GM:** Miss Tikal, it's your turn.



**Miss Tikal:** Well, Grudge is still Distracted, and I have two more free activations, so I'm going to use one, and also spend Determination to activate "Secret Sorceress of the Sixth Age" and do a Mental Blast stunt with improved effort. Because of his distraction, I should get improved effect in overwhelming his mind.

*Miss Tikal's player rolls and adds her Willpower 7 for the Mental Blast attack. She gets a 6 on her roll! With the improved effort from activating the "Distracted" quality that's a total of 15! The GM rolls for Grudge, whose Willpower is only 4, although he also rolls a 6, for difficulty 10, it's still a massive success for the sorceress. She does 8 Stamina damage to Grudge (Magic level + 1 for improved effect, the Mental Blast ignores his Damage Resistance) and may stun him.*

**GM:** Well done! Roll against your Magic level for a possible stun. +1 for the improved effect.

*Miss Tikal rolls again and gets a 4, added to 8 for an effort of 12. The GM rolls and gets a 3 for Grudge, a total difficulty of 7. That's another massive success.*



**GM:** As Grudge is trying to push himself back up, Miss Tikal hurls a multicolored bolt of mystic power that strikes him in the head, blasting right into his mind. Grudge grabs his head with a cry and topples over, hitting the ground with a thud, out cold. Miss Tikal, for a moment before Grudge passes out, you sense a sinister presence, like glowing, disembodied eyes glaring back at you.

You've taken down Grudge, so you each get a Determination Point!

**Saguaro:** Thanks, Miss Tikal, lucky you were here. I don't know if I could have taken him without your help.

**Miss Tikal:** Any time, my spiny friend, although this isn't over just yet...

**Saguaro:** What do you mean?

**Miss Tikal:** When he first broke in, Grudge mentioned something about the Ultra-Mind, and I sensed a sinister presence in his thoughts. I don't think the big brute acted alone...

*Will our heroes team-up to uncover and foil the sinister scheme of the Ultra-Mind? What other challenges lie in store for them? Only the Game Master knows for sure!*