

ATHENA: Well hello, you. Athena Hellier, pleased to meet you. At least, I would be if you could prove that you've left us a review. I'd love it if you did. Hit that button, and perhaps I'll renegade-interrupt you later.

VI: A podcast by the Intergalactic Improv Initiative.

KAYA: *Dangerous Dangers*, Episode Four: *Rumble on the Presidium*. Featuring the voices of Alanya Campbell, Tiff Compton, Amanda Cotter, Lea Lawson, Dan Spitaliere, and creator, Kaya Renwick.

Citadel, we have a problem... *I Should Roll*.

Last time on *Dangerous Dangers*: The new crew of the *Corsica* have gathered supplies and information in their hunt for Jesse's missing ship, the *Marathon*, and his squadmates. Their investigation led them first to the Dark Star Lounge, where Vraga intimidated Harkin into giving them contact information for someone who knows about Minos. When the crew met on the Presidium, their attempt to speak with the Minos contact resulted in the man disappearing into thin air. We join them as they roll for initiative.

VI: January 19, 2189, Terran Universal Coordinated Calendar. The Citadel, Widow System, Serpent Nebula. The Presidium, Presidium Commons.

LEA: So where's the guy?

DAN: We don't know yet. [laughs]

KAYA: He would have been by the fountain.

TIFF: Yeah, like about ten feet away from us.

KAYA: Solace, you are up first.

ALANYA: Right.

KAYA: First buddy has disappeared. But then as he does, three others decloak and you can see them.

ALANYA: Okay. Alright. I'd like to take an action to shoot. Shoot...this one right here? And that is—Oh! Yeah I have to roll 4d6, right?

LEA: [overlapping] Mm hmm.

KAYA: Yes. So this is where y'all need to keep in mind how much damage your weapons are doing and how many dice you're rolling.

LEA: [overlapping; low math-related worry] Oh God.

KAYA: —at any given time. Good thing you all picked up your guns.

LEA: Mm hmm.

ALANYA: Alright: six, one, two, four.

KAYA: Okay, so that's one success and one mixed success. And what level of damage does your gun do?

ALANYA: Uh, let me see, I'll check again. It does medium, I took—pulled out the Katana one. Shotgun.

KAYA: So does average damage?

ALANYA: Average. Sorry.

KAYA: Okay. So then that is seven damage total and you are shooting at...*that* guy. Okay. So that is—alright, his shields, the—your shots [tongue tied] flicker off his shields. What else do you want to do on your turn?

ALANYA: I wasn't sure...how far I could go.

KAYA: Your movement is forty feet?

ALANYA: [overlapping] Mm hmm?

KAYA: So I think each of these squares is usually considered to be five feet. Yeah.

ALANYA: Okay. I will move over here?

KAYA: Sounds good. Alright. So next is one of the Minos buddies and she is going to cast a singularity at both Athena and Vraga. So that is—that's fourteen damage to either your barriers or shields.

AMANDA: Yikes.

KAYA: And you are lifted into the air.

LEA: Sh—

TIFF: There's no, like, accounting for weight or anything. Is there?

KAYA: [apologetic but amused; sucks to be you] There is not. Biotics, man.

TIFF: [well damn] Okay. No problem. Yeah that's true.

[laughing]

KAYA: [elongated] Yep—

LEA: [overlapping; amused] Mm hmm.

KAYA: —and then she is going to scoot behind cover. And it's the—oh, now it's the engineer. Everybody's *favorite*.

AMANDA: [strained, grimacing noise]

TIFF: Sorry, you said it's fourteen damage? Okay.

KAYA: Yes, Alright, the engineer is going to set up a [Sentry] Turret. Alright. There's a Turret in front of him, and it is going to shoot at Solace.

ALANYA: Oh! Oop.

KAYA: And that is going to be... That is ten damage to your shields.

ALANYA: Alright.

KAYA: And then he's going to scoot back. Okay, this guy is going to—he pulls out a sniper rifle. And he's going to shoot Vraga because, *duh*.

AMANDA: Ha!

[LEA laughs]

KAYA: And that is eleven damage. And remember guys: you take from your shields or barriers *first, then* your armor, *then* your health.

ALANYA: Okay. Gotcha.

KAYA: And then he's going to reinitialise his tac cloak as his bonus action. And now it's Athena's turn.

LEA: Alright! I'm going to use Barrier - bonus action. So that adds eight for this turn? Yeah, for this one. Crap, I was going to move, but I'm *floating*.

KAYA: You are.

LEA: Yeah. Alright. And like this guy that I'm hovering over and this one, are they [post-covid voice failing] cloaked? Or they're visible?

KAYA: [overlapping] No, they are not.

LEA: Okay. Alright—

KAYA: [overlapping] Only the infiltrator buddy is cloaked.

LEA: Yeah. Alright. Change of tactics then: I'm going to use Throw on this guy. The one at the top—

KAYA: [overlapping] Okay!

LEA: —here. Yep, and then it's—

KAYA: [overlapping] What is your base attack roll for Throw, right now?

LEA: 6d6?

KAYA: Okay, I'm going to take two off because you are *floating*.

LEA: Yeah? Alright, so 4d6 and it's minor damage.

KAYA: Okay.

LEA: [only minor?] Boo. Alright, 4d6. Four, six, one, two.

KAYA: So you did—

LEA: [overlapping] So it's success and a mixed success?

KAYA: —five damage. Yes, you did five damage.

LEA: Okay, okay.

KAYA: Okay.

LEA: And then just trying to, like, swim into a better position so I can see what's going on. [KAYA laughing] The hair, it's like dangling.

KAYA: Love it. Okay, Jesse.

DAN: Yeah, okay. As the combat starts, you see his omnitool glow up and a—shields appears out of it for his omnishield appears, and he's going to... move fifteen feet. I'm going to use my bonus action to activate my Tech Armour, which is twelve temporary shield points.

KAYA: Okay. How much does your omnishield give you?

DAN: It doesn't give me any anymore, it gives me ambulatory cover.

KAYA: Right. Okay. Then on your way by the Sentry Turret that the engineer popped up, it's—

DAN: [overlapping] Mm.

KAYA: —going to take a shot at you...

DAN: Oh, right, because it stayed in that hallway.

KAYA: Yeah. So it's... [trails off]

DAN: Can I get *past* it?

KAYA: Oh yeah, they're not that big.

DAN: [I see] Okay.

KAYA: It will do you six damage on your way by.

DAN: Okay, so *six* temporary shield points... [KAYA laughing] And yeah, I'm pulling out my shotgun and going to shoot this—

KAYA: [overlapping] Okay, go for it!

DAN: —engineer close range.

ALANYA: [overlapping] Ouchie.

DAN: It is $4d6 + 1$. Because of my Mastery.

KAYA: Okay, so that's $5d6$ then, yeah.

DAN: So that i—yeah, two sixes and a *five*.

KAYA: Oh! Sweet, that's a *crit* plus another success! Yeah— does your shot—is your shotgun average or major damage?

DAN: It does average.

KAYA: Okay, so that would be fifteen damage—

ALANYA: [overlapping] Ooh!

DAN: [overlapping] Okay!

KAYA: —to the engineer.

AMANDA: [overlapping; reveling] Yee!

KAYA: He—his shields are flickering, but not quite gone yet.

DAN: Ah, yeah, so it's bonus action, action; I'm done.

KAYA: Okay, Clous!

AMANDA: So the one who has biotics up, holding up our friends, is over here, right? Yeah.

KAYA: Ah, no, incorrect actually, I was—I was mistaken. The adept is over here.

AMANDA: Oh! It's—aaaaoooooh, I like *that even more*. [deliberative tshushing noises] So I believe I'm looking at the wrong thing, I wanted to see how fast I can move. Twenty [LEA giggling], and each of these is ten?

KAYA: Yes, elcor are slow—

AMANDA: [overlapping] Oh. I can't move far. [peanut gallery giggling] No, it's very true. I can't remember if Shadow Strike is an action or a bonus action.

KAYA: I want to say it's an action.

AMANDA: Let me look that up. [brain ashambles] I believe you're right.

KAYA: However, Shadow Strike— you move—like, I think you get to move your entire movement *free* and then you can move *again*? So.

AMANDA: Mm hmm.

KAYA: [overlapping] Yeah.

AMANDA: It's a free dash action. Which, if that's an action, but then I get...

KAYA: You can move twice as far as you normally would to make your attack.

AMANDA: Yes. Pardon my confusion because dashing is, like—you could use a dash as an action.

KAYA: Yes.

AMANDA: Or I can use this, but it is still my action—oh, but I'm cloaked and that's why. Alright.

KAYA: Yeah. And then you attack when you get there. Is the whole point—

AMANDA: [overlapping; *exiting Baldur's Gate 3 fog*] Oh! I can attack on the same turn?

KAYA: Well, that's the whole point of Shadow Strike.

AMANDA: Oh yeah—sorry, it's been a while since we've—

KAYA: [overlapping] That's okay!

AMANDA: —played this one.

KAYA: I'm—here I'm like: I *thought* I wrote that that way, [doubting] did I *not* write that that way?

AMANDA: So it—it just says [LEA quietly chuckling] “take a free dash of up to thirty feet to attack an enemy unseen with one extra die,” and so I simply wasn't sure if the “to” was *now* or next turn.

KAYA: Okay, so imagine Kasumi, right? She disappears, she reappears, she hits something in the back of the head, she disappears again.

LEA: Bonk!

AMANDA: Do we—can we move diagonally on here or is it—

KAYA: Yeah, sure.

AMANDA: Okay.

KAYA: [overlapping] Yeah.

AMANDA: Thank you. So in that case I'm going to use Shadow S—Strike. [mulling mumbles]

KAYA: Stampeding elcor.

[DAN & LEA & TIFF chuckle]

AMANDA: Ten, twenty, thirty, forty... I believe that would be fifty. I'm, like, right underneath them and not able to... I don't think I'm really able to attack well from there because she's under—what kind of cover is she in right now?

KAYA: I'd say she's probably behind, like, a decorative plant.

AMANDA: Okay so, like, *partial* cover?

KAYA: Yeah. [considers] It's the Presidium. It's not exactly we're—we haven't exactly got like waist-high walls—

LEA: [overlapping; picking up what KAYA's putting down] Mmm.

KAYA: —and crates everywhere.

DAN: [cheekily] Not yet.

KAYA: Yeah, not yet.

LEA: [overlapping] Make some.

AMANDA: Awesome. So in that case [*“here goes nothing”* squeal] I am going to use my—I mean, Clous keeps her guns *somewhere* on her at all times [KAYA laughs], and so I'm like, how do I retcon—

LEA: [overlapping] Under the hat!

AMANDA: —that I do have my gun? [clocks Lea's snark] Yeah! [LEA & DAN laugh] No, too big for that! I would like to use my M-8 Avenger assault rifle to try to attack our adept, so I've got three, four, one and two and a three.

KAYA: 'Kay! You—an Avenger does average or minor damage?

AMANDA: Average.

KAYA: Okay, you have done three points of damage to the adept.

AMANDA: [wow, so much] Excellent. And I look at the adept and I say,

CLOUS: Furiously: Not to my friends, you don't.

KAYA: [amused chuckles] Okay, the soldier is next, that's this guy up here. And he is a big, burly type, you know. He is going to use Adrenaline Rush as his bonus action to give himself an extra action, which he's going to prime with Carnage and then fire it at *Vraga* because when faced with a krogan, duh! So that's eleven damage to *Vraga*.

TIFF: Okay! [laughs in damage] Alright.

KAYA: And then he will duck behind the slightly more decorative planter. *Vraga*! It's your turn. You are still in the air for a little bit longer. Not *much* longer. But a little bit longer.

TIFF: Alright! While I'm in the air I can still do actions, huh?

KAYA: Yep! They're just—you're gonna be at a bit of a disadvantage.

TIFF: Okay! Alright. I'm going to grab the quickest thing for me to grab, is my Executioner heavy pistol.

KAYA: Love it.

TIFF: She will be aiming at the adept.

KAYA: Okay. So six and a five—

AMANDA: [overlapping; delighted] *Yeee!*

KAYA: —okay, so a six and a five and you're using an Executioner pistol, which is—that average damage?

TIFF: That is mediu—sorry, that is major damage.

KAYA: *Major* damage? [transcriber salutes]

TIFF: Yep!

KAYA: Hell yeah!

TIFF: It's a [laughs at self] it's a *medium* weight, but it's a *major* damage. And there's only three clips though.

KAYA: Okay, so that's eleven points—

LEA: [overlapping] Fuck yeah!

TIFF: [overlapping] Hell yeah!

KAYA: Ooh!

LEA: [lamenting the gun left behind] Yeah, should have brought that one.

KAYA: Alright, Solace! We are at the top of the round.

ALANYA: Mm! Is the turret still there that the engineer put down?

KAYA: It sure is!

ALANYA: [overlapping] Okay, gotcha.

KAYA: Yep.

ALANYA: I would like to go up to it and aim the shotgun at it, and just blast it.

KAYA: Okay, go for it!

ALANYA: Two sixes and three, five.

DAN: Nice!

KAYA: So two sixes and three fives?

ALANYA: Mm hmm—Oh! No! Two sixes, three, five, sorry.

DAN: One five.

KAYA: Okay, so six, six, three, five. And that's average damage, correct?

ALANYA: Yes.

KAYA: So that is nineteen—yeah, you, you *annihilate* that Turret.

DAN: [overlapping; happy] Hell yeah.

ALANYA: [pleased noise]

AMANDA: Mm hmm.

KAYA: Turret go boom. [Gratch, is that you?]

LEA: Got the touch today!

DAN: Woo!

AMANDA: First kill!

LEA: [laughs] Great rolls!

KAYA: As we come back around to the Minos'—to the adept's turn, Athena and Vraga *thump* to the ground—

ATHENA: [loud exhale noise]

DAN: [overlapping chuckle]

KAYA: —as the singularity ends.

ATHENA: [underwhelmed] Could have done better on the dismount.

KAYA: [smiling] We come around— you guys are *on* the Presidium. This is *not* Minos' [LEA amused] *wisest* move. As C-Sec [LEA sighs in relief] comes like [DAN amused] *bounding* in like, "*Gunfire* [LEA laughing] on the Presidium??" like "*Excuse me?*"—

DAN: [overlapping] Woo!

KAYA: —"I think *not!*"

ALANYA: [overlapping] No!

LEA: I love that [ALANYA agreeing noise] we have an open gunfight in public. Just [ALANYA & AMANDA giggling] *perfect*.

ALANYA: My goodness.

AMANDA: It's self-defense!

LEA: Yeah! [laughing]

KAYA: Alright, the adept is going to toss up a Barrier and then going to do a Reave on Vraga.

LEA: [threatening the Minos adept] Going down.

KAYA: And that will do ten more damage. And you cannot regenerate for a round. Actually, she is going to—she's going to try to book it. She's going to book it halfway there, see the C-Sec officers, go, "oh, shit" and back up again. [KAYA & ALANYA chuckling]

AMANDA: [cartoonishly] Woop!

KAYA: Okay the engineer is actually going to shoot Solace because, I mean, [LEA amused] there's a rachni there—

LEA: [overlapping] Yep.

KAYA: —when in doubt, shoot rachni. And yeah, it—he's going to pull out his SMG and [calibrating] that is—

ALANYA: [overlapping] Alright.

KAYA: —seven damage to you, Solace.

ALANYA: Down to fourteen for shield points.

KAYA: And he is definitely not going to get anywhere. The infiltrator is going to decloak, be very concerned [ALANYA chuckles], and unleash an Incinerate on the nearest C-Sec agent [calculates] which does a reasonable amount of damage. Athena.

LEA: Ah! Right! 'Kay. I'm going to do another Barrier. Then she's going to be real pissy that there's another adept around, she knows how dangerous they can be, so she's going to Reave him *right back*. [ALANYA chuckles] Yeah, fuck that guy. So I think I can reach it from there. No? Ten foot radius. I gotta, I gotta say 'hello'.

KAYA: [realizing the misunderstanding] No, you can fire it—you can fire it *further*, it just hits in a ten foot radius.

LEA: Oh! [excellent!] Okay well then I can stay right where I am. Alright, I'm—yeah I don't care that the C-Sec officers are around, I'm going to keep fighting because I can still *die*. So, Reave, I've got a 6d6. And it would be average damage. So, I've got—haha! Yes! I got two sixes, two fives.

ALANYA: [overlapping; pleased] Hmm!

KAYA: Okay! So that's [counts under her breath]—okay, you have wiped out [LEA woos] her Barrier and taken a good chunk off her armor. Very nicely done.

ATHENA: Take that, bitch.

DAN: [chuckling]

KAYA: It's Dan's turn.

DAN: So I'm around the corner and I don't see any C-Sec people [DAN & AMANDA chuckle] so I'm going to use my bonus action to put up a Barrier for one round. Which is 3d4.

KAYA: Ooh.

DAN: For eleven temporary Barrier points. I took *all* the things that can give me defense.

KAYA: Reasonable.

DAN: And I will shoot this engineer with a shotgun again. [chuckles at violence] Two fives, a four and two twos.

KAYA: Yeah, you have taken out his shields.

DAN: So three, six, nine points of damage?

KAYA: Yeah. Yeah. Next up are the first of the asari—er, the first of the C-Sec officers. So the C-Sec officer, the info—the Minos infiltrator has once again disappeared. And so asari is going to open fire on this buddy over here. She's going to *Warp his ass*.

DAN: [bring it] Hell yeah.

KAYA: Okay. And she does twelve damage to him, which barely scratches his armor—or barely scratches his shields. Because again, guys, Minos is good at their jobs. And she's going to put on her Tech Armour. Next up is one of the—is a batarian officer, he is also going to open fire on the Minos soldier. And he does a little more damage to his shields, but still not full damage. Clous.

AMANDA: M'yes. So I have two quick questions. First is, unarmed attacks are listed as d4s. I also realize I accidentally used d4s to roll *before* and not d6s. That aside—given that I wouldn't be *able* to reach a five or a six on a d4, how does my—how does that...

KAYA: That is just straight numerical damage.

AMANDA: Okay—

LEA: [overlapping] Just one d4?

AMANDA: —so if I'm—

KAYA: [overlapping] However, since you're an elcor, I feel like if you were stomping [DAN gleeful] that should at least be a d8?

LEA: Yeah, we' gon' *stomp!*

AMANDA: Okay, so my—are my unarmed attacks are [politely contemplating violence] d8s then?

KAYA: If you are hitting people with your *hands* I would still say a d4, but if you were trying to stomp on them—

AMANDA: [overlapping] Okay.

KAYA: —I'll give you a d8.

AMANDA: Okay. And if I'm just flat out running into them with my face... [:)] what would that be?

KAYA: [amused] I'm gonna give—if you have a full movement run-up? I'm going to say a d10.

LEA: Oka—[wheezes]

DAN: Charge!

KAYA: Do not argue with an elcor.

AMANDA: [shakily] I'm not, certainly.

KAYA: For you are *squishy* and good with maple syrup.

LEA: [voice returns to laugh]

AMANDA: My next question is: [quietly elated] I don't know if I've broken the game or not?
I—

LEA: [overlapping] Oh?

AMANDA: —so I took a second level of Shadow Strike, which means—

KAYA: [overlapping] Okay.

AMANDA: —my cooldown time is reduced to one round, and I've also—

KAYA: [overlapping] Mm hmm.

AMANDA: —only brought two light weapons. So that would mean—

KAYA: You have no cooldown.

DAN: [elongated, enthusiastic] Yeah!

LEA: [approves] That's what I'm doing.

DAN: [gleefully approving] I did the *same thing*.

AMANDA: [ecstatic] Yeah! Yeah, Jesse!

LEA: Oh, we're smart, *smart* people.

AMANDA: Okay, so with that said, I am going to take another Shadow Strike and I am just going to *run straight into* this adept.

KAYA: Okay, then that would actually be—I guess a 2d10 because you get the extra die. Because of the sneak attack—

AMANDA: [overlapping, smugly] Oh, I'm also proficient. *Soooo* it's actually going to be *seven*—

KAYA: [overlapping] So that's a [oh no] *5d10?* [what have I done] *7d10?*

DAN: [overlapping; extended duderific] Geeze!

KAYA: Christ almighty! I really can't argue, it's an elcor—

AMANDA: [overlapping] My unarmed attack with proficiency in general is a six—is a 6d. So yeah, with the extra—

KAYA: [audibly bewildered]

LEA: [overlapping] Mm. We love the 6ds!

KAYA: So, yeah!

AMANDA: [overlapping] Yeah.

KAYA: Yeah!

AMANDA: So that's, that's 7d10s then I think?

KAYA: I guess so! [holy shit] I mean it—it *feels* right.

AMANDA: [overlapping] Great.

KAYA: That feels right.

AMANDA: Oh wait—

TIFF: [overlapping] *Gurl*.

AMANDA: —and I also have one level of Fitness which gives me another 1d to melee damage rolls?

KAYA: [mathing] Yes it does.

AMANDA: [overlapping] So that's 8d10?

KAYA: That is true. That's 8d10.

LEA: [overlapping elongated] Bro, *what?* [DAN laughing] Alright, we're charging!

KAYA: [GM wisdom voice] This is why we know our character sheets, folks.

[AMANDA & LEA cackling]

AMANDA: Okay, so I'm going to start rolling, [relishing] I guess...

KAYA: [quietly awaiting damage] Oh my God...

AMANDA: Alright, we've got two, three, three so that's we've got eight plus... plus ten is sixteen plus seven is twenty-three and then we've got two more..... *OOH!* So we've got two more that was... I think I said at twenty... oh God, what did I say before?

KAYA: You are at twenty-three.

LEA: [overlapping] Three.

AMANDA: Twenty-three, thank you—

LEA: Twenty-three.

AMANDA: So that puts me at a thirty-one and then a thirty-seven... [knee-jerk *Clerks* reference] in a row.

KAYA: [enjoyment noise]

LEA: We are all just *pounding* on [DAN giggling] this guy. So good!

KAYA: [stunned] Um. 'Kay.

AMANDA: So, [LEA softly chuckling] I—so that said, I'm gonna Shadow Strike. And Clous just *runs* in directly, just like loses *all* sense of, like, self-preservation, she is *furious* that someone has decided to do *any harm* to any of her friends.

She runs at this adept and right as she uncloaks, the moment that she is about to attack her,

CLOUS: With contempt: Time to get a clue.

AMANDA: And runs full force into this adept.

KAYA: [quietly] Ha ha. [LEA chuckling for five years] You have reduced the adept to [amused] *four* hit points.

AMANDA: [incandescent] *How could they surviiiiive?!*

DAN: [laughing]

KAYA: And so she—she is like twitching—

LEA: [overlapping] Yes!

KAYA: —critically injured on the ground beneath Clous' feet. [LEA & DAN cackling] She's not going anywhere.

AMANDA: [dejected] God, I'm so sad. I really, really thought that that might kill her—

LEA: [overlapping; amused] *Twitching*.

AMANDA: —and that would be such an epic moment.

KAYA: I mean, you are—you are *damn* close. The next C-Sec officer is going to again attack the Minos soldier. She's going to *Pull* him into the air, which succeeds and does a little bit of damage. However, it is the Minos soldier's turn next, and he

brings up his omnitool and taps on it. And his head disappears in a massive flashbang—

LEA: [overlapping; shocked gasp]

KAYA: —and then there is a bloody *corpse* in the asari—in the C-Sec officer's Pull field—

LEA: [overlapping; quietly stunned] What.

KAYA: —Vraga: your turn.

TIFF: Okaaaay. *Qvestion* for—I have—so I have one level of Barrier. My barrier is technically now it's gone, like, it's—I'm into my shield damage. If I cast Barrier on myself, does that mean I get only *temporary points*? Or the full—

KAYA: Yes.

TIFF: Okay. So it's—okay. Alright. Yeah.

KAYA: You would need to remain in cover for a turn to regenerate your actual Barrier.

TIFF: Sure. Okay. And would that be like my entire turn besides...movin'?

KAYA: Yes.

TIFF: Okay. So then *fuck that*. [LEA amused, TIFF laughing] And my second question, if I *Charge*, does it have to be in a straight line?

KAYA: No.

TIFF: [hella pleased] Excellent!

KAYA: [overlapping] Like a, like a vanguard? Like a Biotic Charge?

TIFF: Like a Biotic Charge.

LEA: Yeah.

KAYA: Yeah, no, you remember how those work in Ma—multiplayer? You'd go *through* whatever is in between—

LEA: [overlapping] Alright.

KAYA: —you and there. You have basically phased out of existence.

LEA: [overlapping] My God. Athena just yells out. She's like,

ATHENA: Finish him!

TIFF: Good point, alright. [LEA, KAYA, & TIFF laughing] Yeah, she's gonna do just that.

KAYA: [overlapping] Okay!

ATHENA: [overlapping] Good girl.

TIFF: And yeah, Charge at adept. Right: a three, fi—[cackles]—

KAYA: [overlapping] Yeah, she's dead.

TIFF: *Hell* yeah.

KAYA: [overlapping] She's so—she's *so* dead.

[EVERYONE liked that]

TIFF: *Yummy*. Okay.

KAYA: [overlapping] You squished her.

[DAN laughing]

LEA: [overlapping] Fucked 'em up!

KAYA: [overlapping] She's dead.

AMANDA: So Vraga is now, like, right next to me? Like having just further squished the—oh wait, it was a biotic attack so did—

LEA: [overlapping] Yeah!

AMANDA: —did you move, Vraga?

KAYA: Yeah, it was a Biotic Charge. It was a *slam*, yeah.

TIFF: [overlapping] Yes, I'm just trying to move her. Yeah.

LEA: Yeah.

TIFF: Yeah. She had to—she slammed her, right into her so she—

AMANDA: [overlapping] Clous just looks next to her and just—head bump.

KAYA: Solace.

ALANYA: I would like to—just if I can go up. I don't know if I need to go *around* Jesse to shoot the engineer that's here—

KAYA: [overlapping] I mean, *probably*.

ALANYA: —right? Or can I just shoot them? Okay, gotcha. I don't know how to—

KAYA: [overlapping] Yeah.

ALANYA: —I would do that.

KAYA: Well, well, you guys are—

ALANYA: [overlapping] If that—

KAYA: —you're squishing into—

LEA: [overlapping] Just push him.

KAYA: —the doorway there. It's fine.

LEA: [overlapping] Just...

ALANYA: Oh, okay. Gotcha.

AMANDA: Can rachni climb walls?

KAYA: I think we did determine [during playtests] that—

LEA: [overlapping; disgusted noise] Yes.

KAYA: —rachni could climb walls if they wanted to.

DAN: Oh *hell* yeah, climb that wall.

ALANYA: [remembering] That's right—

LEA: [overlapping] Yeah. [DAN & AMANDA cackling] Do it! Freak him out—

ALANYA: [overlapping] Okay, I'll—

LEA: —*freak* him out.

ALANYA: I'll climb the walls to *intimidate*? [cackles]

ATHENA: [overlapping; craving chaos] Yes!

KAYA: That's great. You're still gonna have to *attack* him. It's not gonna do anything in *combat*.

ALANYA: [overlapping] Yeah...

KAYA: It's not his turn.

ALANYA: I will shoot him with the shotgun.

KAYA: Okay.

ALANYA: And...let me see. Three, one, two, one...meh.

LEA: [tiny disappointment] No!

KAYA: [overlapping] Oh your angle is weird and so you don't you—don't manage to do any damage, unfortunately.

ALANYA: Can I—do you see [LEA chuckling] or do I have to do it at the beginning of the turn, Adrenaline Rush? That gives me an extra action? Or is that—

KAYA: You can still use it, it a bonus action. You can use it—

ALANYA: [overlapping] Okay!

KAYA: —whenever.

ALANYA: Gotcha. I'd like to use Adrenaline Rush and then I'll shoot him *again*, yeah.

KAYA: Alright!

DAN: [craving violence] Hell yeah.

LEA: Yeah, it's just like, misfired, and tries again.

ALANYA: Three, five, one, four.

AMANDA: [heartened] Better!

KAYA: [overlapping] Hey, that does some damage.

LEA: Yay.

KAYA: Uh, you've taken off his armor.

ALANYA: Alright!

KAYA: It is now his turn, and he is actually going to try to go *through* that door.

DAN: [startled exclamation] Uuepp!

KAYA: He is going to try to escape.

ALANYA: Okay.

KAYA: I will allow—Jesse, you can have the first—how do you want to stop him? You're within melee range. *Do you want to stop him?*

DAN: I mean, yeah, I'll take the opportunity attack! I was gonna wait till my turn to ask because I can't find the exact rules on unarmed strike. Like how many dice do I roll for that? I have two different things written down, so.

KAYA: [whoops] Oh goodness. I mean, it would be...

AMANDA: It would be similar to what we've established for me and Vraga, right?

KAYA: Yeaaaah. Yeah, except you—it's definitely not going to be a d10 for you—

DAN: [overlapping] Right.

AMANDA: [overlapping] Oh, no.

KAYA: —probably, like, d6s or whatever I wrote down for...

DAN: Yeah, so—

AMANDA: [overlapping] Just that it's straight damage instead of—

DAN: [overlapping] I had 4d6 written down but when I looked at the human thing again, I couldn't—I didn't see anything for the numbers, so I wasn't sure if that was right.

KAYA: I think you'd be... you'd be proficient in this so that it would be, yeah, it would be 4d. Yeah.

DAN: Okay. Awesome—

KAYA: [overlapping] Clearly I need to go over those rules.

DAN: I will try and Shield Bash him with my omnishield? [chuckles]

KAYA: Okay, sure.

DAN: Two fours and a three.

KAYA: Okay, so you do a little damage.

DAN: [laughing] Because I have Mastery and Fitness, do I add dice to that pool?

KAYA: Yes. So then that would be, I think it's one of each of those, right?

DAN: So I got a six and a one. [chuckles]

KAYA: Okay, so, okay so you do—

DAN: [overlapping] Okay.

KAYA: —a li'l more damage. Solace, do you want to do anything to stop this guy?

ALANYA: Can I Acid Spit at him?

LEA: [slyly encouraging violence] Yes?

AMANDA: [overlapping] *Oh, shit!*

ALANYA: I actually don't even know if I put this down right? For the acid it's 2d4. I wasn't sure if that was supposed to be—

KAYA: [overlapping] Yep.

ALANYA: —higher than that?

KAYA: [overlapping] No, 2d4. We'll go with 2d4, yep.

ALANYA: Okay, gotcha.

KAYA: 'Kay. However, *neither* of those kill him, and neither of you tries to actually *stop* him, so he manages to get through the door. And as he is going through the door, he activates a Tactical Cloak and disappears.

DAN: [sad boi] Okay.

AMANDA: [sadly] Mm-mm.

DAN: For future reference, 'cause I just thought of this, if I—

LEA: [overlapping; wishful] And I can't intervene?

DAN: I don't think you're anywhere near us. [chuckles]

KAYA: No.

LEA: [bummed noise, no biotic intervention for you]

DAN: For future reference, 'cause I just thought of this, but with my Shield Bash have like, if I were—I know it's just, like, melee and that was for flavor but like could my omnishield *knock* someone over?

KAYA: Sure! Yeah!

DAN: [damnit, wish I had done that] Okay. Next time.

KAYA: Okay. And that is all [LEA chuckles] and the infiltrator has *long since* run away. So we are actually out of combat.

TIFF: I feel *stupid* because I just realized I had Stasis and I totally could have Stasis'd his ass. But—

AMANDA: And we have learned *nothing*.

TIFF: [resigned] Yeah...

ALANYA: [not] Nice.

TIFF: Yeah, we weren't in—we weren't in range so...

KAYA: I mean, you're pretty far away. You wouldn't—neither of you [ALANYA chuckling] were close enough to see what was going on, so.

LEA: [playful lament] Yeah, that's what I wanted to do as well!

KAYA: [overlapping] and so there are two Minos corpses [LEA acknowledgement noise] on the Presidium decking. Two have gotten away. And you have some very puzzled C-Sec officers, and very bothered C-Sec officers. Four of them sort of converging on you. Batarian and one of the asari stop to investigate the soldier's corpse. The other asari—or the other turian goes to investigate the adept corpse. And then the turian kinda comes over to look for whoever's in charge. He'll stand in the center of the plaza by the fountain...

TURIAN: *What* is going on here?

VI: You have been listening to *I Should Roll: Dangerous Dangers*, Episode Four: *Rumble on the Presidium*. Featuring the voices of Alanya Campbell as Solace-Within-Clay, Tiff Compton as Ravanor Vraga, Amanda Cotter as Clous, Lea Lawson as Athena Hellier, Dan Spitaliere as Jesse Westcott, and Kaya Renwick as everyone and everything else.

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Thank you for listening. Have a pleasant day.

ROLI: [labored breath] I should roll is a rollicking adventure with [labored breath] emotional twists and plenty of drama. [labored breath] You should leave a rating and a review [labored breath] wherever you listen so they can keep making [labored breath] more fun episodes for your listening pleasure.

[labored breath] Will that do? [labored breath] Please put the gun down.

[VRAGA cackles]

ROLI: [labored breath] Oh dear.