

hegel5000 says:

Okay, yeah. Right.

So Lewot, while you were getting fried by your malfunctioning mindreading helmet (which the computer ruined, I guess)

It was revealed that Punk Kid was in fact Powerpoint Lady's son and that she's quite fine with you guys robbing the bank with Punk Kid.

So, before you could rob the vault, you went to slay the bank's computer.

Snakeboy was very helpful because he is incredibly sexy which also means he does lots of psychic damage.

Then, after slaying the computer, Snakeboy got a bank teller to open the vault.

The bank teller immediately hid after she opened the vault.

The vault's giant metal door is being opened by some motors.

Eugene says:

(should we invite Xixiel?)

ani-man7@hotmail.com was added to the conversation. Handwriting is supported only with people on your contact list.

hegel5000 says:

The room inside the bank vault which is being robbed is very brightly lit. There are just the bright florescent lights, the shiny metal walls, and the large sacks of money.

This is the basement of a bank, Xixiel.

Your character, Endrak, is a random bank robber who has followed the main characters down to the vault which the main characters have opened up.

Eugene says:

!!

We're gonna need all the help we can get for this BOSS FIGHT

ani-man7@hotmail.com says:

(But why would I try to rob a bank with only defensive psi powers?)

Eugene says:

(shhhh)

Grate Oracle Kewit says:

We need money.

hegel5000 says:

well, you were carrying a 9mm handgun.

And you were also carrying a note.

You were going to do a notejob.

Grate Oracle Kewit says:

My character, Project U, would normally not be on the criminal side, but he doesn't have much experience with money and doesn't like to think about it, so he's going ahead.

hegel5000 says:

well, the general setting

(I'm just adding the handgun to the character sheet)

Erm, the general setting

ani-man7@hotmail.com says:

(Hegel, before the fighting starts, how many uses of Shield do I get?)

hegel5000 says:

is that Espera, U, and Eugene are helping a separatist faction called the Strawberry Separatists

ani-man7@hotmail.com says:

(Also, take note that it's Honorary Billy Mays Caps Lock day)

hegel5000 says:

who are fighting for their own state in Southeast Spain where there will be no tariffs on imported strawberries.
You have 44 max PP

Grate Oracle Kewit says:

You mean like "BILLY MAYS HERE FOR NEW WINDEX SUPREME YO. IT'S MINTY!"?

hegel5000 says:

Shield Beta (shields multiple targets) and Gamma (puts a deflector shield on a single target) costs 9 PSI points

ani-man7@hotmail.com says:

EXACTLY! AND IF YOU TALK IN ALL CAPS, YOU GET TO FEEL SPECIAL! THAT'S A 10 DOLLAR VALUE, ABSOLUTELY FREE!

hegel5000 says:

Shield Alpha (shields single target) and Defense Up Alpha (double's target's Defense stats) both cost 3PP

ani-man7@hotmail.com says:

I SEE
OK

Grate Oracle Kewit says:

*44 doesn't divide by 3
BK, you should have recognized my reference.*

Eugene says:

I did
I smiled

Grate Oracle Kewit says:

k

hegel5000 says:

I don't get it.

Eugene says:

New WINDEX SUPREME YO

Grate Oracle Kewit says:

That whole episode just proved how bad I am at spamming.

hegel5000 says:

Okay, erm, like, the heavily windexed bank vault door opens up.
And inside
is what appears to be a rubber humanoid figure
filled with dark reddish liquid.

Grate Oracle Kewit says:

BLOOD

hegel5000 says:

It's just dye.
It's a bank vault!

Grate Oracle Kewit says:

Well.

hegel5000 says:

Seeing the intruders, the creature (Enemy Phase 1) summons some kind of second, smaller creature from itself.
And then it explodes.

It's

Dye Packman!

Erm, right, it explodes, but appears to survive, coating everything in dye

Grate Oracle Kewit says:

*Erm, Pac-Man**

hegel5000 says:

except that the dye is kinda corrosive.
He's a pack, though
of dye.

Grate Oracle Kewit says:

Ah.

k

ani-man7@hotmail.com says:

CAN I CAST THE MULTITARGET SHIELD TO PROTECT US FROM THE DYE, OR IS IT
IMPORTANT WE GET SPLATTERED?

Eugene says:

We're

We're fighting

hegel5000 says:

Erm, the enemy goes first.

Eugene says:

Oh my

hegel5000 says:

You're fighting a pack of dye that can explode itself
and split off of itself mini dye packs.

Eugene says:

ily Hegel

hegel5000 says:

And it gets double attacks.

ani-man7@hotmail.com says:

AH OK

hegel5000 says:

It hits U by 4, misses Eugene by 1, hits hits Endrak by 3, and hits
Espera by 6.

Eugene says:

Grate Oracle Kewit says:

How much is my total Luck?

Eugene says:

olo namre

hegel5000 says:

U: Hits: 30r/30, Stun: 30r/30, PP: 20r/20, Luck: 12r/12
Eugene: Hits: 25/25, Stun: 25/25, PSI: 8r/12, Luck: 13/13
Endrak: Hits: 25/25, Stun: 25/25, PSI: 44/44, Luck: 8/8
Espera: Hits: 25r/25, Stun: 25r/25, PSI: 3r/16, Luck: 12r/12

(Erm, the r means that I restored it since last game.)

Eugene says:

"8r"

o

hegel5000 says:

(You get a few free hitpoints after each game.)
(And one free PSI point)
(And your Luck is reset.)

Grate Oracle Kewit says:

Well, Luck Dodge Yo

hegel5000 says:

Oh, okay.

Grate Oracle Kewit says:

I'm gonna waste all my Luck right away
y

hegel5000 says:

It does 10 damage to Endrak and 6 damage to Espera.
Xixie1, you can choose to use Luck.
Endrak has 8 Luck points
if I say that an attack hits by x
then you can spend x Luck points to make the attack miss.

ani-man7@hotmail.com says:

HOW MUCH HP DO I HAVE?

hegel5000 says:

Endrak: Hits: 25/25, Stun: 25/25, PSI: 44/44, Luck: 8/8

You have to HPs
there's Hits and there's Stun.
Your Stun is automatically reset to full after battle.

ani-man7@hotmail.com says:

WHAT ARE THEY AT NOW?

hegel5000 says:

When Stun goes below zero, you're KOed
when Hits goes below zero, you're bleeding to death for 1 damage per
three second phase and you're at 1/2 stats
Certain attacks only do Stun damage and not Hits, too.

Grate Oracle Kewit says:

Erm--when you're done explaining things, Hegel--what kinds of pathogens do I have?

hegel5000 says:

U's stuff: 1v.4 Thunder pathogens(1), 1v.6 Thunder pathogens (4),
Water Antibody, Fire Antibody, Thunder Antibody, hockey mask,
baseball bat)

ani-man7@hotmail.com says:

I THINK I'LL LUCK THIS ONE, SINCE THAT WILL BRING MY HP DOWN TO 15, RIGHT?

hegel5000 says:

Yeah.
Although everyone else in the party can use LifeUp.

ani-man7@hotmail.com says:

WELL I'LL SAVE IT THEN

hegel5000 says:

(I decided 3/4 was enough LifeUp users.)
Okay.

ani-man7@hotmail.com says:

LOL

Grate Oracle Kewit says:

So, lv. 4 Thunder Pathogen?

hegel5000 says:

(If I say just 'damage', then that means you take equal Hits and Stun)
(Oh, and now it's Player Phase 1)
Erm, and do you target the main Dye Pack Man
or it's spawned Dye Beast?

Eugene says:

How much is Beam Beta, again?

Grate Oracle Kewit says:

Main one

hegel5000 says:

Beam Beta costs 7PP

Eugene's PSI

AUTOHIT: (4)BeamDC11 (7)BetaDC16

other PSI: (3)LifeUpHC4, (3)Healing

(DC means damage class and HC means healing class)

Eugene says:

I will go ahead and use it on Dye Pack Man

I just want to

Start off with a bang!

Also set Snakeboy to use THUNDER

hegel5000 says:

Dye Packman dodges the initial blob attack by 2

But you hit with the explosion

For only 1 damage

Grate Oracle Kewit says:

Unlucky roll?

hegel5000 says:

Erm, high Defense.

Grate Oracle Kewit says:

k

hegel5000 says:

You'll do damage with the lv.6 ones.

Grate Oracle Kewit says:

Well, it seems like every enemy we've fought was pretty strong, so I want to waste the weaker ones

hegel5000 says:

Ah

(Oh, also, the Dye Beast dodged by 3)

Eugene says:

hegel5000 says:

Erm, and Eugene uses Beam Beta on Dye Packman

Grate Oracle Kewit says:

Wait, I want to use 3 Luck there.

hegel5000 says:

Okay.

You only do 1 damage to the Dye Beast

it has much higher defense, too

Grate Oracle Kewit says:

k

hegel5000 says:

Also, Beam Beta hits Dye Packman

(wait, no, it's PSI, it's autohit)

But it doesn't penetrate his rubber bagging!

Grate Oracle Kewit says:

Odd.

hegel5000 says:

The rubber bagging takes 62 damage.

Eugene says:

what

the FUDGE

hegel5000 says:

Okay, where's Bizz?

Eugene says:

BIZZ

hegel5000 says:

Also, what does Endrak do?

Grate Oracle Kewit says:

Bizz ily <3<3<3

ani-man7@hotmail.com says:

um, who's getting attacked?

Eugene says:

Guys. . . permission to nudge?

hegel5000 says:

It's the Player Phase.

hegel5000 just sent you a nudge.

hegel5000 says:

Boom.

Erm, it's Player Phase

Eugene says:

Okay woo

hegel5000 says:

You don't know whom the enemy will attack during Enemy phase.

But the Dye Packman appears to have a multitarget attack.

**Oh, wait, I forgot to see what damage he does to Snakeboy,
earliler . . .**

ani-man7@hotmail.com says:

so wait, what's the point of these abilities if i cant react to people being attacked? o.O

Grate Oracle Kewit says:

You anticipate it

Eugene says:

you can uhh

Grate Oracle Kewit says:

instead of react to it?

Eugene says:

just leave out any Snakeboy damage

hegel5000 says:

You just want to try to blanket everyone.

Eugene says:

Blanket me!

I'm cold o:

hegel5000 says:

(Snakeboy was hit for 15 damage, BTW)

Grate Oracle Kewit says:

Hegel, can we attack each other?

Eugene says:

;-;

ani-man7@hotmail.com says:

But dont the shields run out at the end of the turn?

hegel5000 says:

At the end of the battle.

Oh, right, I never explained how they work.

Yeah, they last until the character 'takes a successful rest action'

If you take a rest action, then you get back a few Stun and most psychic effects are ended.

ani-man7@hotmail.com says:

but if we're in a battle, it keeps working?
as long as they dont REST

hegel5000 says:

If you attempt a rest action, then it only works if you don't take any damage on the enemy phase afterwards.

ani-man7@hotmail.com says:

?

hegel5000 says:

But yeah, it lasts until you rest
or you get KOed

ani-man7@hotmail.com says:

ok

hegel5000 says:

or an enemy uses the PSI move Neutralize.

ani-man7@hotmail.com says:

I'll cast the multitarget shield then

hegel5000 says:

Okay.

Eugene says:

!!

hegel5000 says:

(Erm, Shield makes everyone take 1/2 damage and 1/2 healing, rounded down)

ani-man7@hotmail.com says:

Though, I really should just rob the vault while everyone is distracted

hegel5000 says:

Endrak's Moves
to hit (punch, DC3 Stun): 5
to hit (9mm handgun (lv.7), DC3, RoF: 3, Clip: 18/18): 1
other PSI ((3)Shield (9)Beta (9)Gamma, (3)DefenseUp)
Erm, so yeah, everyone's shielded.
Espera

Grate Oracle Kewit says:

*Grate Oracle Kewit says:
Hegel, can we attack each other?*

hegel5000 says:

Oh, right, yeah.

Grate Oracle Kewit says:

*I am just curious
because you can in some games
but not a lot of them.*

hegel5000 says:

And if an enemy uses Hypnosis or Brainshock (confusion), then you can do a 1 Stun slap on someone to wake him or her up.

Erm, so, will someone tell Espera what to do?

to hit (Mr.Machinegun (lv.5) DC4, RoF:22, Clip 5/27): 5
to hit (slim sword, DC7): 23
to hit (Rapier, DC8): 18
to hit (baseball bat, DC9): 17
to hit (crowbar, DC10): 17
to hit (Chainsaw, DC14): 14

Grate Oracle Kewit says:

Somebody please confuse BK.

hegel5000 says:

other PSI ((3)LifeUpHC5, (3)Quick Up, 8 Neutralize, 3 PSIMagnet)
Espera: Hits: 19/25, Stun: 19/25, PSI: 3/16, Luck: 12/12
Defense: (avg):16 (base):8 (4-7):24, Resistance: 12, Recovery: 9
to dodge: 13 (11 armor)
Erm, oh, wait, and Snakeboy.

Eugene says:

what
why would you CONFUSE me!

hegel5000 says:

I forgot his attack . . .

Grate Oracle Kewit says:

Then I can slap you.

hegel5000 says:

He uses PSI THUNDER on Dye Packman (as requested by BK)

Grate Oracle Kewit says:

To help you

Eugene says:

I think Espera should cast LIFE UP on Dye Pack Man! (JK y'all!)
;D

Grate Oracle Kewit says:

But yeah I don't think Bizz is there

Eugene says:

wait is this supposed to be kinky

hegel5000 says:

(It does 20 damage)

Eugene says:

wooo

hegel5000 says:

(Thunder appears to go through the rubber sack.)

Eugene says:

Grate Oracle Kewit says:

*BK, you realize who you I am, yes?
I am Kewit.*

Eugene says:

who you I am

Grate Oracle Kewit says:

*Erm
I*

Eugene says:

The GRATE Oracle Kewit!!

hegel5000 says:

Erm, okay, any ideas for Espera?

You have just sent a nudge.

Eugene says:

Uhh
Bizz

Grate Oracle Kewit says:

hegel5000 says:

Dye Beast tries Brainshock on U!
U is so confused!

Eugene says:

I guess she could liek

Grate Oracle Kewit says:

Ah

hegel5000 says:

U can no longer choose the targets of his actions.

Eugene says:

Chainsaw him?

hegel5000 says:

I'll roll a die to determine whom it hits.

Eugene says:

OR

She could slap U o:

hegel5000 says:

But enemy phase 2 is after player phase 1
We're retrodeciding!

Eugene says:

well uhh

Grate Oracle Kewit says:

A time blip?

Eugene says:

we never got a chance to pick what espera does

so y'know

she could just

chainsaw him yeah

hegel5000 says:

Okay.

Eugene says:

OR we could use her to kill dye beasts

hegel5000 says:

Espera misses by 5.

Espera: Hits: 19/25, Stun: 19/25, PSI: 3/16, Luck: 12/12

Luck?

Eugene says:

hmmm yes

Grate Oracle Kewit says:

I think Bizz is getting what happened to me last time, which is getting stuck with weapons that are better than your other attacks but that you don't actually like. Unless she does like chainsaws; I dunno.

hegel5000 says:

well, it's melee.

Eugene says:

(I am now deciding for three characters in the erpuhgeh)

hegel5000 says:

She also has the super-accurate slim sword.

She deals 38 damage destroying the rubber outside of the Dye Pack
the remaining 7 damage of her attack

do not make it through his Defense: the dye suddenly hardens on contact with the air.

Grate Oracle Kewit says:

Hmm.

hegel5000 says:

And so Dye Packman himself just takes 1 damage.

Erm, right, so for Dye Packman's first attack, he used Brainshock on U.

For his second turn he spurts ink at Endrak!

He misses.

The Dye Beast then attacks Endrak.

It rams himself into him.

But Endrak gets out of the way.

Okay, Player Phase 2.

Eugene says:

OKAY I HAVE PLANS

Espera has gotta SLAP U so he isn't confused

Eugene uses Magnet on Dye Pack Man

And Snake Boy uses Thunder on Dye Pack Man again

Grate Oracle Kewit says:

"ಫ"

That was an expression of U's confusion.

Eugene says:

hegel5000 says:

Snakeboy: Hits: 40/65, Stun: 50/65, PSI: 11/20

U: Hits: 30/30, Stun: 30/30, PSI: 20/20, Luck: 5/12

Eugene: Hits: 25/25, Stun: 25/25, PSI: 8/12, Luck: 13/13

Endrak: Hits: 15/25, Stun: 15/25, PSI: 44/44, Luck: 8/8

Espera: Hits: 19/25, Stun: 19/25, PSI: 3/16, Luck: 12/12

(This is before the slap or Magnet.)

Eugene says:

(I should technically have 1 PP)

(But y'know)

hegel5000 says:

OH!

Oops.

I forgot about Beam Beta.

Thank you.

Eugene says:

Actually umm

hegel5000 says:

Third time.

Eugene says:

I'd like to use Beam Beta this time

hegel5000 says:

And Endrak is at 35PP

Right, okay, erm, Espera slaps U for 1 damage

U lets her make the attack.

Eugene uses Magnet . . .

which is able to suck 4PP

(an extremely lucky roll, too)

And Snakeboy . . .

Eugene says:

hegel5000 says:

Does 27 damage.

Eugene says:

hegel5000 says:

Oh, erm, also, what else.

Grate Oracle Kewit says:

U needs to go

hegel5000 says:

Endrak and U need to, yeah.

Grate Oracle Kewit says:

I am deciding between Pathogen and PK Freeze

Eugene says:

ENDRAK

hegel5000 says:

Oh, wait, no, the shield.
The Shield cuts in half the damage, rounding down.
Espera's 1 damage attack
only does 0 damage
and U is still confused!

Grate Oracle Kewit says:

Ah.

Eugene says:

ahahaha

Grate Oracle Kewit says:

Can she slap harder?

Eugene says:

oh fuck you

Can I make Espera

Use Neutralize instead?

Cruel Regulator says:

She only as 3PP

She's already gone, too.

Also, Neutralize would end both Brainshock as well as the shield.

Grate Oracle Kewit says:

Then U just uses blob shot?

Cruel Regulator says:

(but heal 8 Stun)

Eugene says:

That's kinda

The point

I mean the shield is bad

Cruel Regulator says:

But you take 1/2 damage.

Eugene says:

But its a worthy sacrifice imho

Cruel Regulator says:

If like, U's blob shot hits a player, then it's not that big a deal.

Eugene says:

Especially since it can be replaced p. easily

Cruel Regulator says:

Okay, erm, there are 7 combatants on the battlefield.

1: Boss

2: sub enemy

3: U

4: Eugene

5: Endrak

6: Bizz

7: Snakeboy

I'll roll an imaginary 7 sided die.

U's blob shot targets himself!

Grate Oracle Kewit says:

Eugene says:

And

because he is hit

Cruel Regulator says:

You can allow it to hit you.

But it'll do full damage.

Eugene says:

He raises back to concience!

rite rite?!

Cruel Regulator says:

(well, 1/2 damage rounding down)

Grate Oracle Kewit says:

Let it hit

Cruel Regulator says:

$(21-10)/2=5$ Stun

Grate Oracle Kewit says:

He's probably just going to confuse me again but Snakeboy can probably handle him

Cruel Regulator says:

Oh, wait, that's 5 stun and 1 Hit (you take 1/5 of the Stun damage, rounding down, in Hits)

Eugene says:

go snakeboy!

Cruel Regulator says:

Snakeboy has already gone.

What does Endrak do, though?

Grate Oracle Kewit says:

I know but

just

overall

Cruel Regulator says:

Snakeboy: Hits: 40/65, Stun: 50/65, PSI: 5/20

Problem to the far right.

Eugene says:

Grate Oracle Kewit says:

Well, in my window

it's on the bottom.

Cruel Regulator says:

will someone choose something for Endrak?

to hit (punch, DC3 Stun): 5
to hit (9mm handgun (lv.7), DC3, RoF: 3, Clip: 18/18): 1
other PSI ((3)Shield (9)Beta (9)Gamma, (3)DefenseUp)

Grate Oracle Kewit says:

Hmm

BK wanna be all of them?

Eugene says:

What the Hell

Why is no one here?

Grate Oracle Kewit says:

Bizz is excused because her friend might be moving

Eugene says:

How about

Grate Oracle Kewit says:

I don't actually know Xixiel.

Eugene says:

Defenseup Eugene?

Cruel Regulator says:

Okay!

Eugene's defense went up by 6!

It's now 12.

Eugene says:

It DOUBLED

Cruel Regulator says:

Oh, and his Resistance went up by 9.

Yeah, it always doubles.

(I decided to make it so that Offense and Defense Up both do the PSI
and the Physical related stats)

Okay, Enemy Phase 3.

Dye Packman then summons something from the walls of the vault!

It's some kind of giant, metal vault creature!

Eugene says:

alright what the hell

Cruel Regulator says:

Also, for Dye Packman's second turn, he tries to smother Eugene with
cash.

Eugene says:

alright what the hell

Cruel Regulator says:

He hits by 2.

For 0 damage

Eugene says:

Cruel Regulator says:

and also, all the money is highly distracting and Eugene can no longer
use PSI.

Luck?

Eugene says:

WHAT

THE FUCK

Yes!

ani-man7@hotmail.com says:

Alright so, isn't it fun when your internet lags so much that you get 20 minutes worth of text in a
few seconds?

Eugene says:

ahahaha

dude you used defense up on me

Cruel Regulator says:

Eugene says:

involuntarily

Cruel Regulator says:

Also, the Dye Beast previously summoned tries Quick Up on Dye Packman.

ani-man7@hotmail.com says:

Nice!

Cruel Regulator says:

Dye Packman's Reflexes go up by 9 and Dexterity up by 8!

Erm, right, Player Phase 2.

U: Hits: 29/30, Stun: 24/30, PSI: 20/20, Luck: 5/12

Eugene: Hits: 25/25, Stun: 25/25, PSI: 5/12, Luck: 13/13

Endrak: Hits: 15/25, Stun: 15/25, PSI: 32/44, Luck: 8/8

Espera: Hits: 19/25, Stun: 19/25, PSI: 3/16, Luck: 12/12

Snakeboy: Hits: 40/65, Stun: 50/65, PSI: 5/20

Grate Oracle Kewit says:

Well, with the increasing number of enemies, I think a germ is in order.

Cruel Regulator says:

Okay . . .

Grate Oracle Kewit says:

Uh

targeting

the metal thing

Cruel Regulator says:

You easily hit the Vault Beast.

For 1 damage

Eugene says:

I want a gauge on how lethal each present enemy is

Cruel Regulator says:

It's metal, but it's not electronic.

ani-man7@hotmail.com says:

Alright guys, my internet is laggifying because of this

I need to step out

Cruel Regulator says:

Oh, wait, and 1 damage from the initial hit.

Grate Oracle Kewit says:

Sorry, Xixiel.

Eugene says:

Don't I have grenades?

Cruel Regulator says:

Yeah, you do.

ani-man7@hotmail.com says:

Bye

Eugene says:

bye

ani-man7@hotmail.com has left the conversation.

Cruel Regulator says:

Also, Endrak takes a sack of \$1000 and leaves.

Eugene says:

And everyone just kinda goes

"Who the Hell was that?"

OKAY ENDRAK INCORPORATED INTO STORY WOO

Grate Oracle Kewit says:

k

Cruel Regulator says:

Erm, right then.

Erm, lemme do the rest of the explosion . . .

What does Eugene do in the meantime?

Eugene says:

I think I will straight up GRENADE the Dye Pack Man and hope splash damage hurts other people

BADLY

Cruel Regulator says:

And everone else?

Eugene says:

I want to know what our combined damage does before deciding on others

(I am hoping someone here fucking dies because y'know)

Cruel Regulator says:

You miss by 3 against the Dye Beast and 13 against Quick-Upped Dye Packman.

Eugene says:

And Metal guy?

Cruel Regulator says:

Oh, right, he already hit him.

Eugene says:

Oh wait is this U?

Cruel Regulator says:

1 damage on the direct hit and 1 damage on the explosion.

Eugene says:

Oh I'm stupid

Cruel Regulator says:

Yeah, that was U.

Oh, wait, the grenade.

Grate Oracle Kewit says:

Oh.

Cruel Regulator says:

Right, you have 5

Eugene says:

But still

Cruel Regulator says:

And now 4.

Oh, wait, problem is

Eugene says:

Cruel Regulator says:
that Eugene
has no skill with explosives!

Eugene says:

Ummm

Grate Oracle Kewit says:

Well, um, 3 Luck?

Cruel Regulator says:

Hit for 1 damage

Grate Oracle Kewit says:

We are going to die.

Eugene says:

<3 this fight

Cruel Regulator says:

Oh, wait, also, who is the primary target
at whom Eugene throws his grenade?

Eugene says:

Dye Packer

Grate Oracle Kewit says:

Guys remember to save this conversation

Eugene says:

(I'm assuming he is the main boss with the most HP)
(And thus needs the most attention)

Cruel Regulator says:

Miss by 12 on the direct hit and . . .
By 20 on the explosion

Eugene says:

Hegel

Hegel

Cruel Regulator says:

By 4 against the Dye beast
And you hit the big metal Vault Beast in the explosion

Eugene says:

Use 4 Luck

Cruel Regulator says:

Okay, hit that too.
Erm, Vault Beast takes 1 damage
and Dye Beast takes
11 damage
and is sliced up by the shrapnel
and melts onto the floor.

Eugene says:

YEAH WOO KILLED SOMETHING

Cruel Regulator says:

Espera and Snakeboy time.

Eugene says:

Vault Beast kinda seems like an ass

I think Espera should directly attack the Vault Beast with umm

Chainsaw or whatever (its just the coolest one to imagine her attacking with imho)

And Snakeboy can use his last Thunder on Mr. Dodgy

Cruel Regulator says:

Oh, also, remember
that with all melee attacks, you're allowed to make an all-out attack
for -3 to hit but avg.+10.5 damage.
Hits for 10 damage.

Eugene says:

I'll go ahead and do that

Cruel Regulator says:

Make that hits for 17
(Slightly lower roll second time.)

Eugene says:

(Its fun to make decisions for characters that aren't mine)

Cruel Regulator says:

And Snakeboy?

Eugene says:

Thunder Dye Pack Man

Cruel Regulator says:

30 damage.

Eugene says:

woo

Cruel Regulator says:

Okay, Enemy Phase
4, I think?

Eugene says:

I believe so

Cruel Regulator says:

Vault Beast bodyslams U!

Grate Oracle Kewit says:

Hmm.

Eugene says:

Hmm

Grate Oracle Kewit says:

I only have 2 Luck.

Cruel Regulator says:

And misses.
U is the best dodger in the party, mind you.

Grate Oracle Kewit says:

k

Eugene says:

(I imagine both dye and vault beast as lion-looking things only made out of dye and metal)
(Also Vault Beast is really big)

Cruel Regulator says:

(I did not know what to imagine)

Eugene says:

()

Grate Oracle Kewit says:

*I just imagined
Pac-Men with sharp teeth
Well
for the Dye Beast*

Cruel Regulator says:

Erm, and for Dye Packman's first attack, he tries Neutralize on Eugene!

Grate Oracle Kewit says:

the Vault Beast I imagined like

Cruel Regulator says:

Eugene is no longer shielded or Defense Upped

Grate Oracle Kewit says:

a giant metal square with arms and legs and a mean face

Cruel Regulator says:

Oh, wait, and also, Eugene heals 7 Stun.
But he was already at full.
Wait, did Eugene use Luck
against the 0 damage attack?

Eugene says:

Yes

Cruel Regulator says:

Okay.

(Erm, wait, also, Neutralize would've cured PSI Block, now that I think of it)

Also, Dye Packman, for his second attack smother's Snakeboy in cash.

Eugene says:

He already

Ran out of PP

Cruel Regulator says:

I know that
Dye Packman doesn't.

Eugene says:

Cruel Regulator says:

He hits for 4 damage.

Erm, 4 Stun.

Erm, okay, Player Phase 4!

Eugene says:

Magnet Dye Pack

Grate Oracle Kewit says:

The metal guy is dead?

Cruel Regulator says:

U: Hits: 29/30, Stun: 24/30, PSI: 20/20, Luck: 2/12 Shield
Eugene: Hits: 25/25, Stun: 25/25, PSI: 5/12, Luck: 13/13 PSI Block
Espera: Hits: 19/25, Stun: 19/25, PSI: 3/16, Luck: 12/12 Shield
Snakeboy: Hits: 40/65, Stun: 46/65, PSI: 2/20 Shield

Eugene says:

No Dye Beast is

Cruel Regulator says:

Erm, wait, minus the PSI Block.

Grate Oracle Kewit says:

Oh

erm

PK Freeze on

one of them

Cruel Regulator says:

You suck 1 PP
(You rolled a 9)

Eugene says:

What is this

Cruel Regulator says:

He has high WILLpower.

Eugene says:

hmm

Cruel Regulator says:

I'll roll a die for U.

Grate Oracle Kewit says:

Well

BK

Cruel Regulator says:

Odds it's Dye Packman, Even its Vault Beast?

Grate Oracle Kewit says:

who should I attack?

Wait

Eugene says:

Uhh

Dye Pack

I am gonna try

Grate Oracle Kewit says:

then you're deciding for everyone

but yeah

Eugene says:

Milking Metal for PP

And yeah y'know haha

Grate Oracle Kewit says:

okay

Dye Packman

Cruel Regulator says:

wait, Freeze Alpha at DC2 for 3 PP or Freeze Beta at DC7 for 5PP?

Grate Oracle Kewit says:

Erm, Beta.

Cruel Regulator says:

only 1 damage

Grate Oracle Kewit says:

Next turn I am using it on myself

Eugene says:

Grate Oracle Kewit says:

it's my weakness

Cruel Regulator says:

Erm, and Espera and Snakeboy?

Eugene says:

Snakeboy can bite Dye Pack

Espera can umm

Grate Oracle Kewit says:

Anybody need LifeUpping?

Eugene says:

That's what I was thinking

Cruel Regulator says:

Erm, and Snakeboy misses.

Eugene says:

Grate Oracle Kewit says:

I'm surprisingly not dead as of yet

Eugene says:

Oh yeah that's right haha

Cruel Regulator says:

Also, mind you, Espera got PSI Magnet earlier.

Eugene says:

!!

Espera

Magnet

METAL

Cruel Regulator says:

Roll of 9

Takes only 1 PP

Eugene says:

Cruel Regulator says:

Enemy Phase 5

For Dye Packman's first turn, he performs another dye explosion!

Eugene says:

I don't like this guy.

Cruel Regulator says:

Hits U by 8, Eugene by 15, Espera by 7, and he hits Snakeboy.

Grate Oracle Kewit says:

*Please make the first hits be misses
and not the second one.*

Eugene says:

Cruel Regulator says:

**Erm, but you don't have enough Lcuk for any of it
except for Espera**

Grate Oracle Kewit says:

I know

*I thought you'd typoed "hits" twice
then I realized who we were fighting*

Eugene says:

Cruel Regulator says:

He hits U for 2 damage, Eugene for 15, Espera for . . . um.

Oh, wait, U is shielded

U takes 1

And Espera has armor, she takes 0 after shield

Eugene says:

Cruel Regulator says:

and Snakeboy takes 4 after shield.

Eugene says:

hooray
neutralize!

Grate Oracle Kewit says:

k

Cruel Regulator says:

Erm, for his second attack, he tries Brainshock on Espera.
Espera is so confused!

Eugene says:

Cruel Regulator says:

And the Vault Beast tries to bodyslam U again, coming around for another pass.

Hits by 1.

Grate Oracle Kewit says:

ooh

Eugene says:

God dammit how much HP do these guys have left?

Cruel Regulator says:

That information I cannot divulge.

Eugene says:

Grate Oracle Kewit says:

Cruel Regulator says:

For 5 damage after Shield.

Grate Oracle Kewit says:

Meh.
I'll take the hit.

Cruel Regulator says:

Player Phase 5: Go!

Eugene says:

Eugene will try to magnet Metal

Cruel Regulator says:

U: Hits: 22/30, Stun: 17P/30, PSI: 17/20, Luck: 2/12 Shield
Eugene: Hits: 10/25, Stun: 10/25, PSI: 6/12, Luck: 13/13
Espera: Hits: 19/25, Stun: 19/25, PSI: 4/16, Luck: 12/12 Shield, Confused
Snakeboy: Hits: 32/65, Stun: 38/65, PSI: 2/20 shield PSI Block

Eugene says:

After which Snakeboy will bite him

Grate Oracle Kewit says:

So everything I have done so far has done 1 damage

Eugene says:

Espera will slap _____

Cruel Regulator says:

You suck 1 PSI

Eugene says:

!!

I have 7
seven

Cruel Regulator says:
Erm, and Snakeboy . . .

Grate Oracle Kewit says:

LifeUp Dye Packman?

I mean really

no

pathogen

targeting him

Eugene says:

ho ho life up

Cruel Regulator says:

Erm, Snakeboy misses.

Espera attempts to slap herself.

She is confused.

Whom does she target?

Eugene says:

Herse;f

Cruel Regulator says:

She slaps Dye Packman

for 1 damage

Erm, wait, no

it's not an autohit.

Eugene says:

Which coincidentally kills him WOOD

Cruel Regulator says:

Misses by 15

Erm, and U fires his pathogen at Dye Packman.

Eugene says:

fuck you fuck you fuck you fuck you

Cruel Regulator says:

Misses by 12 on the direct hit

And by 15 on the explosion

Vault Beast is hit.

Eugene says:

ahahaha

Cruel Regulator says:

For 1 damage

Grate Oracle Kewit says:

Hegel

from now on

U will use regular blob shot targeting himself.

Every turn.

Cruel Regulator says:

Erm, and Enemy Phase 6.

Dye Packman tries to smother Espera with money, for his first attack!

Eugene says:

tra la la

i'm a diiiiiiiick

Cruel Regulator says:

Hits by 9.

Eugene says:

my name is dye pack man and i'm a total dick
la la tra laaaaaaaa

Cruel Regulator says:

For 1 damage, though. Goddamn it, I made these guys
too offensively weak
and too defensively strong!

Eugene says:

Grate Oracle Kewit says:

*Really we should just say we all died and restart from the last save point except there
probably isn't one*

Eugene says:

Its not that we're in peril
Its just that we aren't fucking doing anything!

Cruel Regulator says:

Sorry

Grate Oracle Kewit says:

Well

Eugene says:

No no next turn's my TIME 2 SHINE

Cruel Regulator says:

Oh, right, I forgot about that.
Also, erm, for Vault Beast's second attack, he attempts to smother U.

Eugene says:

(you mean Dye Pack?)

Cruel Regulator says:

Erm, yeah, Dye Pack
Thanks
and he hits by 8
For 11 Stun damage
and U is PSI Blocked

Grate Oracle Kewit says:

Oh no!

Eugene says:

U doesn't use PSI, right?

Grate Oracle Kewit says:

Well

Cruel Regulator says:

He has LifeUp.

Grate Oracle Kewit says:

it did 1 damage

oh, yeah

Eugene says:

Cruel Regulator says:

(erm, and 2 hits)
And Vault Beast charges at Eugene.

Eugene says:

charger no charging!

Cruel Regulator says:

Oh, wait, that was 6 Stun and 1 Hits and Espera took 0 damage
Damn it

And right, he charges at Eugene.
Hits by 4.

Eugene says:

vault beat heeds eugene's word and turns around and decides to not charge!

Cruel Regulator says:

For 26 damage.

Eugene says:

no hegel i said
use the luck

Cruel Regulator says:

Okay, Player phase 6

Eugene says:

BEAM BETA BEAM BETA BEAM
Dye Pack Man kill him kill him kill him

Cruel Regulator says:

U: Hits: 21/30, Stun: 12/30, PSI: 17/20, Luck: 2/12 Shield, PSI
Block
Eugene: Hits: 10/25, Stun: 10/25, PSI: 7/12, Luck: 9/13
Espera: Hits: 19/25, Stun: 19/25, PSI: 4/16, Luck: 12/12 shield,
Confused
Snakeboy: Hits: 32/65, Stun: 38/65, PSI: 2/20 shield PSI Block

YAY!
Okay.
9 damage

Eugene says:

what
WHAT
how

Cruel Regulator says:

Earlier

Eugene says:

It did

Cruel Regulator says:

his Resistance stat

Eugene says:

62
The last time

Cruel Regulator says:

did not apply when attacking the rubber shell.
It was like a condom

Eugene says:

sixty motherfucking two

Cruel Regulator says:

it did not have Defense.

Eugene says:

wait wait i have an emoticon for this

Cruel Regulator says:

Guys, there is a strategy

Eugene says:

Cruel Regulator says:

which is to make Espera use Neutralize to under Quick Up

Eugene says:

except i tried neutralize earlier
and you said she didn't have the pp

Cruel Regulator says:

But she has Magnet.

Eugene says:

and then i tried magnet
and conviently after
she was made confused

Cruel Regulator says:

Oh, hmmm.

Eugene says:

and yeah see

Cruel Regulator says:

I am very good with my own monsters!

Eugene says:

i was gonna do that
a long time ago
but

Cruel Regulator says:

**Right, okay, erm . . . how about.
You just leave the bank?
And grab some money and run?**

Grate Oracle Kewit says:

Noshi comes in and kills them

Eugene says:

I am laughing out loud.

Cruel Regulator says:

**The computer is dead
the security is wide open.**

Grate Oracle Kewit says:

You guys run while U stays and fights

Eugene says:

Eugene walks past the Dye Pack Man and Vault Beast and grabs some cash!

Cruel Regulator says:

You already used Beam.

Eugene says:

Hegel

At this point

Cruel Regulator says:

But U, Espera, and Snakeboy can each grab a \$1,000 bag of cash!

Eugene says:

I don't think

Okay yeah ESPERA AND SNAKEBOY DO THAT

How about YOU, U?!

Grate Oracle Kewit says:

*This is kinda
my ideal RPG setup
but
fine*

*eat money
and run*

Cruel Regulator says:

Okay, okay.
You leave the bank and rest.

Eugene says:

And Eugene will just kind of
Stand here?

Cruel Regulator says:

Well, actually, you can choose not to rest
if you want to maintain your Shields.

Grate Oracle Kewit says:

*Uh
what is my HP?*

Cruel Regulator says:

U: Hits: 21/30, Stun: 12/30, PSI: 17/20, Luck: 2/12 Shield, PSI
Block
Eugene: Hits: 10/25, Stun: 10/25, PSI: 0/12, Luck: 9/13
Espera: Hits: 19/25, Stun: 19/25, PSI: 4/16, Luck: 12/12 shield,
Confused
Snakeboy: Hits: 32/65, Stun: 38/65, PSI: 2/20 Shield PSI Block

Hmmm, but then your Stun also stays low
and you still keep PSI Block as well as Confused.

Grate Oracle Kewit says:

Meh, rest

Eugene says:

Am I still
In the vault
Since I already used my turn?

Cruel Regulator says:

Erm, you all fled
afterwards.

Eugene says:

Oh
Yeah rest

Cruel Regulator says:

Yeah, yeah!

Eugene says:

Rest rest rest

Cruel Regulator says:

And wait, I guess you all
completely leave the bank:
run out of the vault
go up the stairs that the black dude who is now dead showed Espera
and go out the front door?

Eugene says:

Yes.

Grate Oracle Kewit says:

So really, Bizz has not missed anything

Eugene says:

We got

Cruel Regulator says:

Sorry

Eugene says:

Money!

Grate Oracle Kewit says:

Yes but

still.

No, Hegel, this to me was really fun

I mean

Cruel Regulator says:

(I cannot change an enemy's stat's during an encounter, mind you.)

Grate Oracle Kewit says:

net results of zero are what I live for.

Cruel Regulator says:

Grate Oracle Kewit says:

I'm saving the conversation

I kept forgetting to do that.

Wait, how do you get

the File button?

Eugene says:

So do we get OP now?!

Cruel Regulator says:

Erm, you get 18 OP

But not the additional 10 for beating your first legit boss.

Grate Oracle Kewit says:

k

Eugene says:

Wait none of the previous were legit? D':

Grate Oracle Kewit says:

Which number session is this?

Cruel Regulator says:

None of them had double attacks, +100 HP, and status ailment immunities.

Eugene says:

I lost count

Cruel Regulator says:

Erm, this is the eighth.

Eugene says (11:21 PM):

So I should have 27?

Cruel Regulator says (11:21 PM):

Yeah.

Grate Oracle Kewit says (11:21 PM):

I have saved sessions 1, 2, 5, and 8.

Eugene says (11:22 PM):

Which stat dictates PP and how much of it do I have?

Cruel Regulator says (11:22 PM):

WILLpower

which you have at 3

Eugene says (11:22 PM):

(I was thinking about writing a "Summary of Events" that Hegel could hypothetically put on the site)

Cruel Regulator says (11:22 PM):

4 PP per point of WILL and -3 damage from PSI per point of WILL and -1 PP stolen from Magnet per point of WILL

Eugene says (11:22 PM):

(We could also put the saved conversations up as reference)

Grate Oracle Kewit says (11:23 PM):

BK, you write it and I'll correct the grammar.

Eugene says (11:23 PM):

Alright man!

Grate Oracle Kewit says (11:23 PM):

We are the dream team

Eugene says (11:23 PM):

Grate Oracle Kewit says (11:23 PM):

in which I do very little work.

Eugene says (11:23 PM):

I would probably also need help recalling certain details

Grate Oracle Kewit says (11:23 PM):

Hmm

Eugene says (11:23 PM):

Its just been kinda

Grate Oracle Kewit says (11:24 PM):

My memory is not anything but

Eugene says (11:24 PM):

Modern version of dungeon crawling

Grate Oracle Kewit says (11:24 PM):

*sometimes I remember these
we'll see.*

Eugene says (11:24 PM):

We did convention - subway - weird compartments on side of subway - and now bank

But yeah I'd like to raise WILL to 5.

Cruel Regulator says (11:24 PM):

(I have games 1, 2, 6, 7, and 8 saved.)

Eugene says (11:24 PM):

!!

Eugene says (11:25 PM):

Lewot has 5, right?

Cruel Regulator says (11:25 PM):

So we don't have 3, or 4.

Eugene says (11:25 PM):

So we have pretty much all of them except 3 and 4

Yeah

We need some missing

To be mysterious

And liek

THE MISSING GAME SESSIONS ooooo

Cruel Regulator says (11:25 PM):

Grate Oracle Kewit says (11:26 PM):

Bizz might have them

I think she does have 3

Cruel Regulator says (11:28 PM):

Okay, but also, to spend some of your money, Punk Kid calls up an arms dealer.
You can buy lv.11 pathogens for \$131 each. There's another guy who sells Pulse
Rifle ammunition for \$4 a shot, and someone else who sells AK-47s for \$20 each
and ammo for it for \$3 a shot.

Grate Oracle Kewit says (11:29 PM):

How much money do we have?

Eugene says (11:29 PM):

Pulse Rifle

Is my

Thing

That is great

Right?!

Cruel Regulator says (11:29 PM):

\$3,154

They'll also buy weapons from you, but it'll be its own adventure to meet them in person rather than letting Punk Kid's friends do it.

Cruel Regulator says (11:30 PM):

How much would you like to order of which items?

Eugene says (11:30 PM):

(pulse rifle is the thing i have right?)

Cruel Regulator says (11:30 PM):

Yeah.

Eugene says (11:30 PM):

(that shoots plasma or whatever?)

Cruel Regulator says (11:30 PM):

It shoots little white glowy beams

Eugene says (11:30 PM):

I would like

Cruel Regulator says (11:30 PM):

that only last for a 1/10 of a second.

Eugene says (11:30 PM):

100 shots of that

Cruel Regulator says (11:30 PM):

Okay.

KATCHING

Cruel Regulator says (11:31 PM):

You are at 2754 \$ total for the party.

I'll just subtract that from Eugene's inventory.

Grate Oracle Kewit says (11:32 PM):

So give me

10 pathogens?

Wait they only have the one kind

?

Cruel Regulator says (11:32 PM):

(Erm, Snakeboy gives Eugene his money)

They have all three.

Grate Oracle Kewit says (11:32 PM):

Oh

5 of each kind

Cruel Regulator says (11:32 PM):

Okay.

Grate Oracle Kewit says (11:32 PM):

if that's not too much

I mean

Grate Oracle Kewit says (11:33 PM):

I divided it and it said 21.xxxxxx

but I dunno if we want anything else.

Cruel Regulator says (11:33 PM):

That costs \$1965 for 15 lv.11 pathogens total.

Grate Oracle Kewit says (11:33 PM):

Wait, 11

Grate Oracle Kewit says (11:34 PM):

is my number

but Bizz is not here to get the reference.

Cruel Regulator says (11:34 PM):

Also, their weapon level is 11 (normally, weapon level is attack power + accuracy + 2, but here it's just attack power)

U's proficiency with the germ explosion is 7

Cruel Regulator says (11:35 PM):

On the other hand, though, the direct hit is unefected.

Grate Oracle Kewit says (11:35 PM):

How do I increase said proficiency?

Cruel Regulator says (11:35 PM):
Increasing TECH or your Explosives skill.

~°Δ°[[Bizzzz] has left the conversation.

Grate Oracle Kewit says (11:36 PM):

Erm, so I have at least 18 OP

Cruel Regulator says (11:36 PM):

21, actually.

Grate Oracle Kewit says (11:36 PM):

so +1 TECH for -10 and +1 Explosives for -7?

Cruel Regulator says (11:36 PM):

Okay.

Grate Oracle Kewit says (11:38 PM):

Then +1 Medicine for -3?

I am doing this from memory

Cruel Regulator says (11:38 PM):

Oh, yeah.

Cruel Regulator says (11:39 PM):

(Medicine is, mind you, modified by TECH when you get to the actual surgery.)

Grate Oracle Kewit says (11:40 PM):

k

I should increase Dance instead but

Cruel Regulator says (11:40 PM):

(Also, BK, I'll just reload your 9mm handgun and your pulse rifle for you)

Eugene says (11:41 PM):

Grate Oracle Kewit says (11:42 PM):

It's 8:42

+3 hours

Cruel Regulator says (11:42 PM):

BK does not have much time in this world!

Cruel Regulator says (11:43 PM):

Oh, and everyone goes to sleep at the Strawberry Separatist barracks in the subway station, right?

Yeah.

Grate Oracle Kewit says (11:43 PM):

Yes.

Eugene says (11:43 PM):

Eugene says (11:44 PM):

So next we attend a dinner party

Where that dude returns?

Cruel Regulator says (11:44 PM):

You'll need at least 12 hours to get both Eugene as well as Espera to full!

Oh, right.

Grate Oracle Kewit says (11:44 PM):

Wait which dude?

Cruel Regulator says (11:44 PM):

It's Friday evening in the game

tomorrow is Saturday.

Scientist Dude

Eugene says (11:44 PM):

The dude who tried to rapekill me

Cruel Regulator says (11:44 PM):

erm, wait, and also

I was either planning this with Bizz or Scientist Lady (Clarissa) explained it to everyone

Cruel Regulator says (11:45 PM):

or maybe it was Punk Kid

But like, also, at the same hotel near Cuerpo Amarillo's airport as where

Scientist Dude invited Eugene

Cruel Regulator says (11:46 PM):
 there Stickman's human ambassador is coming to Spain to talk about helping the Strawberry Seperatists.
 Erm, before Scientist Lady feeds everyone fried chicken and puts you to bed, back at the metal subway mechanical rooms, she talks about this a second time, yeah. It's Friday night after the bank heist tomorrow is Saturday and you'll deal with the ambassador and she'll be there

Cruel Regulator says (11:47 PM):
 Clarissa "So yeah, I'm guessing government troops will try to get in. I want you guys to make it seem completely safe for the American human stickman ambassador. I mean, his soldiers can handle it, but he'll get teleported back to America the second he sees trouble."
 Clarissa "I'll do all the talking, though."

Eugene says (11:47 PM):
<http://www.99chan.in/b/src/127949534822.png>

Grate Oracle Kewit says (11:47 PM):
"k"

Cruel Regulator says (11:48 PM):
 (Oh, also, because you sleep a night and also because this game has ended, everyone gets two Recovery's worth of HP)

Eugene says (11:48 PM):
 Wait we're still playing?

Cruel Regulator says (11:48 PM):
 Erm, no, I'm just wrapping things up and explaining

Cruel Regulator says (11:49 PM):
 what will happen next time we play!
 Yeah.
 And yeah, you've all gone to sleep and your PSI is at full.

Grate Oracle Kewit says (11:49 PM):
I have no idea what that picture is saying, BK.

Cruel Regulator says (11:50 PM):
 (Also, Snakeboy appears to have terrible insomnia, so his PSI is not restored.)

Eugene says (11:50 PM):
 Umm
 Hegel that is kind of a pain!

Cruel Regulator says (11:50 PM):
 I told Lewot about this before, mind you.
 It was already planned!

Grate Oracle Kewit says (11:50 PM):
Is there a move we can buy that restores PP?

Grate Oracle Kewit says (11:51 PM):
*Well, Magnet
 but
 we can't buy moves for him*

Cruel Regulator says (11:51 PM):
 No.
 You'll have to find him something that will restore PSI.

Grate Oracle Kewit says (11:51 PM):
*Ah.
 Like a Psychic Pathogen?*

Cruel Regulator says (11:51 PM):
 Hmmm.
 Maybe I could include that!

Grate Oracle Kewit says (11:52 PM):
*Yeah
 it like
 bombs us instead of the enemies
 and heals PP.
 That would be fun,
 .**

Cruel Regulator says (11:52 PM):
They'll be . . . magic butterflies!

Eugene says (11:53 PM):
You see if I knew the Snakeboy Tank didn't autorefuel

Cruel Regulator says (11:53 PM):
well, I was expecting

Eugene says (11:53 PM):
I would've y'know been a little more thrifty

Cruel Regulator says (11:53 PM):
to tell everyone with more fanfare, actually . . .

Eugene says (11:53 PM):
But yeah butterflies!

Cruel Regulator says (11:53 PM):
Hey, hey, you'll get his super Thunder back later
when you find
the butterflies!

Eugene says (11:53 PM):

Cruel Regulator says (11:53 PM):
Or a Gentlemanly Pipe.

Eugene says (11:53 PM):
U and his party closed their eyes and relaxed. . .

Grate Oracle Kewit says (11:54 PM):
*I'm not sure I'm the leader
you guys make the decisions*

Cruel Regulator says (11:55 PM):
If you smoke the pipe while wearing a monacle, wearing a bathrobe, wearing fuzzy
slippers, and holding an dusty old tome, you get even more PP per use!

Eugene says (11:55 PM):

That is
Kind of freaking wonderful

Cruel Regulator says (11:55 PM):
If the pipe contains cannabis, you get an even higher effect and you don't take
damage.

Cruel Regulator says (11:56 PM):
(well, you take less damage.)
Also, wait, so Eugene gets WILL+2?

Eugene says (11:56 PM):
This sounds like something which will add NEW DEPTH to our GAMING EXPERIENCE
Yes

Cruel Regulator says (11:57 PM):
You will have to find the six artifacts of gentlemasculinity!

Cruel Regulator says (11:58 PM):
(well, actually, it's very easy to find those items in Spain, but no one wants to
give up their own such articles!)

Grate Oracle Kewit says (11:58 PM):
U might have trouble wearing the slippers

Cruel Regulator says (11:58 PM):
Same with Snakeboy.

Grate Oracle Kewit says (11:58 PM):
but I dunno if he's the smoking type

Cruel Regulator says (11:58 PM):
(But he can smoke the pipe and wear the robe and monacle and hold the tome.)

Grate Oracle Kewit says (11:58 PM):
Prof. Poseidon had one of those bubble pipes

Cruel Regulator says (11:58 PM):

Grate Oracle Kewit says (11:59 PM):
but, y'know, I keep my games E-ish

Eugene says (11:59 PM):

Bed time
Good night

Grate Oracle Kewit says (11:59 PM):
Oh, right.
Comb-praw.

Eugene has left the conversation.

Grate Oracle Kewit says (12:02 AM):
So.

Cruel Regulator says (12:02 AM):
Yeah?

Grate Oracle Kewit says (12:02 AM):
I dunno.

Cruel Regulator says (12:02 AM):
YEAH?

Cruel Regulator says (12:03 AM):
YOU WANT A PEACE OF ME?
I like peace :3

Grate Oracle Kewit says (12:03 AM):
I like
neutrality
which is like peace
but without the
atoms.

Cruel Regulator says (12:03 AM):

Cruel Regulator says (12:06 AM):
Oh, also, only U has skill in Ballistics and Explosive weapons
so really, U should keep the frag grenades . . .

Grate Oracle Kewit says (12:06 AM):
Well, we sort of need to consult BK though.

Cruel Regulator says (12:07 AM):
Yeah, yeah.

Grate Oracle Kewit says (12:07 AM):
I mean, as for me, I'm not particularly concerned with making the best character possible
just one I like using
but

Cruel Regulator says (12:08 AM):

(Erm, also, frag grenades work much like antibodies
except that they're non-elemental
their weapon level is equal to their DC + 2
(in this case a total of 10)

Cruel Regulator says (12:09 AM):
and they have LETH+0.5, which means they do x1.5 damage applied after Defense.

Grate Oracle Kewit says (12:10 AM):
Hmm.

Grate Oracle Kewit says (12:12 AM):
In my game, the actual blob containing the pathogen did no damage, only the bits of the explosion did, but I
want to change that because it's a (albeit small) way to compensate for the inaccuracy of them
but I don't really want to touch the game again until I finish Jumpy and Speedy
for the sake of luck
and sanity.

Cruel Regulator says (12:13 AM):
(That was what I was doing here with the direct hit and explosion thing; I wanted
to make explosive attacks somehow more accurate without having to decide on how
much of an accuracy bonus they got.)

Oh, erm, also, I gave Dye Packman LifeUp and an INT of 8

Cruel Regulator says (12:14 AM):
so that would mean he could heal avg.28HP per phase
So it's a good thing you ran
so that way I didn't have to make him deliberately not heal himself

That would be painful.
He's my somewhat boring creation!

Grate Oracle Kewit says (12:14 AM):

Maybe we can refight him when we're a lot stronger like

Grate Oracle Kewit says (12:15 AM):

we realize we dropped some completely unimportant item in the bank that suddenly becomes necessary to progress or just had sentimental value.

Cruel Regulator says (12:15 AM):

(well, all you need is full PP, more Pulse Rifle ammo, and the new antibodies. what you need in the bank is the additional money.)

Cruel Regulator says (12:16 AM):

(Or, I know, you'll need to bring the bank's computer back online, but the backup is stored with Dye Packman.)

Grate Oracle Kewit says (12:16 AM):

Hmm.

Cruel Regulator says (12:17 AM):

Oh, also, also
the other thing you could've done
would have been to have let Espera have used Magnet on one of the other player characters

Cruel Regulator says (12:18 AM):

(and I guess I'd make it so that you can choose not to resist PSI Magnet if you deliberately want to give over the full 3d6 PP)

Grate Oracle Kewit says (12:18 AM):

Yeah...

Grate Oracle Kewit says (12:20 AM):

Letting us attack each other always makes for interesting strategies

Cruel Regulator says (12:20 AM):

Oh, and I think I might bring in the Retrograde status effect from the Sonny videogames

Grate Oracle Kewit says (12:20 AM):

Well, it does, assuming we have things other than just damaging moves.

Cruel Regulator says (12:21 AM):

(erm, so that if you damage another player character, it heals instead)
(and healing does damage)

Grate Oracle Kewit says (12:21 AM):

Hmm.

Cruel Regulator says (12:21 AM):

Oh, the other thing is that someone needs to get Defense Down.

Grate Oracle Kewit says (12:22 AM):

Ah.

Yeah...

Cruel Regulator says (12:22 AM):

That would have meant +20 damage per PSI hit (well, bringing U up to avg.4.5 damage with Freeze Beta)
and +8 damage per physical hit
against Dye Packman

Cruel Regulator says (12:23 AM):

I'm essentially telling you his stats right now

Grate Oracle Kewit says (12:23 AM):

Hegel, there should be a PSI attack that costs 1 OP to buy, 1 PP to use, and just always does 1 damage regardless of stats.

PSI because then it's autohit.

Cruel Regulator says (12:23 AM):

HMMM.

Grate Oracle Kewit says (12:24 AM):

*It would not be useful
except in situations like this where everything did one damage
in which we would just run away anyway
but like I said, that's what I live for.*

Cruel Regulator says (12:24 AM):

well, I mean, if everything did one damage, you could get a gun which at some point you guys will get

Cruel Regulator says (12:25 AM):

the Chaingun
which is +5 to hit
hits with 10 bullets per attack
but the attacks do avg.10.5 damage
and a lot of enemies have defenses higher than 10.
Erm, but like with +5 to hit, then if you average like three bullets hit per attack
then you'd be averaging 8 bullets hitting per attack!

Cruel Regulator says (12:26 AM):

(at 1 damage each unless the enemy has shield)

Grate Oracle Kewit says (12:26 AM):

That's still not a whole lot

Cruel Regulator says (12:27 AM):

well, I mean, like, against the Dye Beast
that would be most of its health.
Dye beast only had 10HP.

Grate Oracle Kewit says (12:27 AM):

That

Cruel Regulator says (12:27 AM):

(Of course, you didn't know that.)

Grate Oracle Kewit says (12:27 AM):

*shows how bad we were doing
what did we get it down to?*

Cruel Regulator says (12:28 AM):

You did kill Dye Beast.

Grate Oracle Kewit says (12:28 AM):

Oh, erm.

Yeah.

Cruel Regulator says (12:28 AM):

Erm, Dye Packman was the one who survived
and I don't know what you got him down to, though
Erm, like, I calculated
how much PP he would use up
to heal himself as well as Vault Beast.

Grate Oracle Kewit says (12:28 AM):

I still like imagining Dye Beast as a kind of ragged-edged, sharp-toothed red Pac-Man.

Cruel Regulator says (12:28 AM):

Grate Oracle Kewit says (12:29 AM):

Yeah, it's like

it's not hairy, but it just kinda has ragged edges that sort of look like hair

I mean, I'm imagining one of those rather low-quality cartoon styles.

Cruel Regulator says (12:30 AM):

Oh, right.

The only things which I actually have an idea for how they should look are things that are from other videogames

or from Star Trek.

BK's Pulse Rifle that I described
days after he already formulated an idea for how it should look
was from Half-Life 2

although the gun he was thinking of

Cruel Regulator says (12:31 AM):

I also included

and it's from Doom

and it's also Ballistics type.

Guns that fire plasma balls are ballistics type, while ones that fire beams are marksman type.

Grate Oracle Kewit says (12:31 AM):

Can we trade weapons in the middle of a battle?

Cruel Regulator says (12:31 AM):

One of the two people involved in the swap will have to use their action on that.

Grate Oracle Kewit says (12:32 AM):

I mean, although I don't like guns as a rule, I just kinda imagined a crossdresser tossing U a gun and him doing the gangster crazy shooting thing and it was kinda cool.

Cruel Regulator says (12:32 AM):

Cruel Regulator says (12:33 AM):
well, hey, you like plasma, right?

Grate Oracle Kewit says (12:33 AM):

Well, yeah

Grate Oracle Kewit says (12:34 AM):
really, it could be considered racism for weapons but they're not alive at least, not real ones that currently exist.

Grate Oracle Kewit says (12:35 AM):

And, like, race isn't a choice but you design a weapon with certain things in mind I guess but, uh, yeah I don't like smoking either, but one time I imagined this scene with the player characters from my game playing poker

Grate Oracle Kewit says (12:36 AM):

and Icky lightning cigarettes off his head and Umlaut using his knowledge powers to cheat

Cruel Regulator says (12:36 AM):

<http://sites.google.com/site/allostown/items>

Cruel Regulator says (12:37 AM):

(There are six different energy guns, two of which fire plasma, and the third which fires negative energy (ice damage))

Grate Oracle Kewit says (12:37 AM):

Oh I would kinda enjoy an ice one

Cruel Regulator says (12:37 AM):

(And that's under Ballistics, too.)

Grate Oracle Kewit says (12:38 AM):

And I can say that because ice is U's weakness, he kinda gets a power trip from using it...

Cruel Regulator says (12:38 AM):

Cruel Regulator says (12:39 AM):

The NEPC Device is like the Chaingun with its high accuracy and low damage per hit, but both it and its ammo are more expensive, and both its clip size and total rate of fire are lower. But it's ice damage, so against an enemy with low Defense and high Ice vulnerability, it'll be effective (or against an enemy with Defense too high for anyone in the party to get through)

Grate Oracle Kewit says (12:41 AM):

Now, you have this

Grate Oracle Kewit sends:

[Open](#)(Alt+P)

Grate Oracle Kewit says (12:41 AM):

but they made us change the formatting

Grate Oracle Kewit says (12:42 AM):

you don't have to take that one, but I'll possibly make another post tonight if not, sometime soon

You have successfully received <C:\Documents and Settings\hegel5000\My Documents\My Received Files>

[\NintendoLand Paper Mario RP - Noshi\(1\).txt](#) from Grate Oracle Kewit.

Grate Oracle Kewit says (12:42 AM):

*but I am reminding you to read it
you did read my one Deathmatch
that's more than anyone else
but I like these posts*

Cruel Regulator says (12:43 AM):

(Oh, also, I updated the weapons page again. There are upgraded NEPC Devices
which you'll love.)
<http://sites.google.com/site/alllostown/items>

Grate Oracle Kewit says (12:43 AM):

Ah.

Cruel Regulator says (12:43 AM):

And
wait, you sent this to me before?

Grate Oracle Kewit says (12:43 AM):

Yes

Cruel Regulator says (12:43 AM):

Oh, right, and I think it might have been late then

Cruel Regulator says (12:44 AM):

and I told you to remind me later.

Grate Oracle Kewit says (12:44 AM):

It's late now

Cruel Regulator says (12:44 AM):

Erm . . . could you remind me later again, maybe?
I need to get up early tomorrow
because my mom and I are going two and a half hours away to Maryland to see my
uncle

Grate Oracle Kewit says (12:44 AM):

well, if you will actually read some of it when I remind you, I will try to do that

Cruel Regulator says (12:44 AM):

(and visit a couple colleges there)
Erm, but yeah, just the more you remind me, the better

Grate Oracle Kewit says (12:44 AM):

but like, kinda the point is it's posts on a forum, so you can read one at a time

Grate Oracle Kewit says (12:45 AM):

meaning it isn't so much of a task.

Cruel Regulator says (12:45 AM):

Ah.

Grate Oracle Kewit says (12:45 AM):

But, yeah, 42 < 3

Cruel Regulator says (12:45 AM):

And 11 and 37!

Grate Oracle Kewit says (12:46 AM):

Oh, yeah

Cruel Regulator says (12:46 AM):

Oh, right, and BK and I were talking about how
it would be perfect for you
to get a Ph.D. in English
and do your dissertation on Douglas Adams!

Grate Oracle Kewit says (12:46 AM):

Hmm.

Cruel Regulator says (12:46 AM):

(Erm, the plasma gun fires blue energy balls and the disruptor weapons fire
smaller green ones.)

Cruel Regulator says (12:47 AM):

(And the NEPC Devices fire invisible energy balls, which makes the weapon so
accurate because the shots can't be seen or heard to be dodged.)
My favorite gun, though, was the Nailgun

Cruel Regulator says (12:48 AM):

which is customizable with both different ammo types as well as different
battery types
the ammo types having different armor piercing and lethality effects

and the different batteries having different elements and attack powers!
IT'S SO FUCKING CUSTOMIZEABLE

Grate Oracle Kewit says (12:49 AM):

Orphic Okapi wanted to make a game like Cave Story but where you had one customizable gun

Cruel Regulator says (12:49 AM):

Hmm.

Grate Oracle Kewit says (12:49 AM):

there were so many slots for these capsule thingies

Grate Oracle Kewit says (12:50 AM):

*and most capsules took up one slot, but some took two or three
and they did all kinds of thing like range, rate of fire, power, chargability, elements, uh...
etc.*

we had a bunch of ideas worked out

Grate Oracle Kewit says (12:51 AM):

but, yeah, we have lots of ideas that never get anywhere.

*It might have something to do with the elvin hats that curl around anything that I actually keep trying to
finish*

but maybe that's just me.

Cruel Regulator says (12:51 AM):

Grate Oracle Kewit says (12:52 AM):

Yeah, so I should buy one of these NEPCs in the future

Cruel Regulator says (12:53 AM):

Yeah.

It's the most expensive weapon in the game, mind you!

Grate Oracle Kewit says (12:53 AM):

Well.

It will give U a reason to care about money.

Cruel Regulator says (12:53 AM):

I think I'll deliberately make there be no one who sells drops it. Just people
who sell it.

Grate Oracle Kewit says (12:54 AM):

After we establish Espera's obsession with Sylvia, you should parody the scene with U and this gun.

Cruel Regulator says (12:54 AM):