

https://www.reddit.com/r/IronThroneRP/comments/435qum/the_outoftowners/czhwfk9?context=3

[19:14] <Bran[AFK]> clues
[19:14] <Bran[AFK]> `roll 1d16
[19:14] <GameServ> Bran[AFK] rolled 1d16: 5 <Total: 5>
[19:14] <Bran[AFK]> moderately leading
@Bran

awk
`roll 1d16+4

GameServ

Bran rolled 1d16: 16 <Total: 16(+4) = 20>

@Bran

`roll 1d16

GameServ

Bran rolled 1d16: 8 <Total: 8>

https://www.reddit.com/r/IronThroneRP/comments/43dovs/a_grave_valley/

[19:25] <Bran[AFK]> amount of bandits
[19:25] <Bran[AFK]> `roll 1d16
[19:25] <GameServ> Bran[AFK] rolled 1d16: 9 <Total: 9>
[19:25] <Bran[AFK]> significantly high
[19:25] <Bran[AFK]> damage
[19:25] <Bran[AFK]> `roll 1d16
[19:25] <GameServ> Bran[AFK] rolled 1d16: 11 <Total: 11>
[19:25] <Bran[AFK]> sig damage
[19:26] <Bran[AFK]> res[ponse
[19:26] <Bran[AFK]> `roll 1d16
[19:26] <GameServ> Bran[AFK] rolled 1d16: 6 <Total: 6>
[19:26] <Bran[AFK]> mixed leave and stayt
[19:27] <Bran[AFK]> effectiveness
[19:27] <Bran[AFK]> `roll 1d16
[19:27] <GameServ> Bran[AFK] rolled 1d16: 2 <Total: 2>
[19:27] <Bran[AFK]> not very effective

https://www.reddit.com/r/IronThroneRP/comments/431oty/and_now_it_ends/

[19:55] <Bran[AFK]> defences
[19:55] <Bran[AFK]> `roll 1d16
[19:55] <GameServ> Bran[AFK] rolled 1d16: 2 <Total: 2>
[19:55] <Bran[AFK]> very high
[19:55] <Bran[AFK]> detection
[19:55] <Bran[AFK]> `roll 1d16
[19:55] <GameServ> Bran[AFK] rolled 1d16: 12 <Total: 12>
[19:55] <Bran[AFK]> detected
[19:55] <Bran[AFK]> scouts
[19:55] <Bran[AFK]> `roll 1d16
[19:55] <GameServ> Bran[AFK] rolled 1d16: 14 <Total: 14>
[19:55] <Bran[AFK]> very detail
[14:06] <Bran> sabotage attempt
[14:06] <Bran> `roll 1d16
[14:06] <GameServ> Bran rolled 1d16: 9 <Total: 9>
[14:06] <Bran> fail
[14:06] <Bran> detection
[14:06] <Bran> `roll 1d10
[14:06] <GameServ> Bran rolled 1d10: 8 <Total: 8>
[14:06] <Bran> not detected
[14:06] <Bran> camp alter? 1-10
[14:06] <Bran> `roll 1d16
[14:06] <GameServ> Bran rolled 1d16: 15 <Total: 15>
[14:06] <Bran> not excessively altered
[14:06] <Bran> go to negotiations?
[14:06] <Bran> 1-2 yes
[14:06] <Bran> `roll 1d16
[14:06] <GameServ> Bran rolled 1d16: 5 <Total: 5>
[14:06] <Bran> refuse
[14:07] <Bran> archers battle
[14:07] <Bran> defenders have strategic advantage +4
[14:07] <Bran> `roll 1d16
[14:07] <GameServ> Bran rolled 1d16: 2 <Total: 2>
[14:07] <Bran> `roll 1d16+4
[14:07] <GameServ> Bran rolled 1d16: 11 <Total: 11(+4) = 15>
[14:07] <Bran> dif = 13
[14:07] <Bran> defenders deal critical damage to GC
[14:09] <Bran> ~500 loses of GC , ~50 of defenders
[14:09] <Bran> GC calvary vs defense
[14:09] <Bran> `roll 1d16
[14:09] <GameServ> Bran rolled 1d16: 10 <Total: 10>
[14:10] <Bran> `roll 1d16+4

[14:10] <GameServ> Bran rolled 1d16: 6 <Total: 6(+4) = 10>

[14:10] <Bran> even

[14:10] <Bran> both lose ~250

[14:10] <Bran> GC makes no ground

Bran

calvary charge `roll 1d16

`roll 1d16

GameServ

Bran rolled 1d16: 11 <Total: 11>

Bran

`roll 1d16+4

GameServ

Bran rolled 1d16: 7 <Total: 7(+4) = 11>

Bran

even

stormbreakers charge, +2 for defenders

`roll 1d16

GameServ

Bran rolled 1d16: 13 <Total: 13>

Bran

`roll 1d16+2

GameServ

Bran rolled 1d16: 15 <Total: 15(+2) = 17>

Bran

5 difference in favour o defenders, moderate advantage

archers

`roll 1d16

GameServ

Bran rolled 1d16: 15 <Total: 15>

Bran

vs defense

`roll 1d16

GameServ

Bran rolled 1d16: 7 <Total: 7>

Bran

defenders get +2, dif = 10

archers deal heavy damage
morale shifts
`roll 1d10

GameServ

Bran rolled 1d10: 2 <Total: 2>

Bran

no morale lost
fighting on front lines
`roll 1d16+4

GameServ

Bran rolled 1d16: 3 <Total: 3(+4) = 7>

Bran

`roll 1d16

GameServ

Bran rolled 1d16: 13 <Total: 13>

Bran

5 dif, minor advantage to defenders.

@Bran

skirmish
`roll 1d16+2

GameServ

Bran rolled 1d16: 7 <Total: 7(+2) = 9>

@Bran

`roll 1d16

GameServ

Bran rolled 1d16: 15 <Total: 15>

@Bran

6 dif
archers
`roll 1d16

GameServ

Bran rolled 1d16: 2 <Total: 2>

~2k lost for attackers, 1k for defenders.

GameServ

Bran rolled 1d16: 15 <Total: 15>

@Bran

`roll 1d16+2

GameServ

Bran rolled 1d16: 1 <Total: 1(+2) = 3>

@Bran

12 dif

sig adv for stormbreakers

gc

`roll 1d16

GameServ

Bran rolled 1d16: 2 <Total: 2>

@Bran

`roll 1d16+2

GameServ

Bran rolled 1d16: 13 <Total: 13(+2) = 15>

@Bran

13 dif, critical for defenders

@Bran

gc break

morale

`roll 1d16

GameServ

Bran rolled 1d16: 12 <Total: 12>

@Bran

GC remain

-4k attackers, 1.5 def.

[13:06] <Bran> goldcloaks

[13:06] <Bran> `roll 1d16

[13:06] <GameServ> Bran rolled 1d16: 1 <Total: 1>

[13:07] <Bran> defenders +4 for advantage over broken GCs

[13:07] <Bran> `roll 1d16+4

[13:07] <GameServ> Bran rolled 1d16: 10 <Total: 10(+4) = 14>

[13:07] <Bran> 13, crit adv

[13:07] <Bran> morale

[13:07] <Bran> 1-8 break
[13:07] <Bran> `roll 1d16
[13:07] <GameServ> Bran rolled 1d16: 14 <Total: 14>
[13:07] <Bran> don't break
[13:07] <Bran> stormbreakers
[13:07] <Bran> `roll 1d16
[13:07] <GameServ> Bran rolled 1d16: 12 <Total: 12>
[13:07] <Bran> defenders
[13:07] <Bran> `roll 1d16
[13:07] <GameServ> Bran rolled 1d16: 4 <Total: 4>
[13:07] <Bran> 8 dif, sig adv
[13:09] <Bran> morale
[13:09] <Bran> 1-12
[13:09] <Bran> `roll 1d16
[13:09] <GameServ> Bran rolled 1d16: 15 <Total: 15>
[13:09] <Bran> break

[22:05] <Bran> gc
[22:05] <Bran> `roll 1d16
[22:05] <GameServ> Bran rolled 1d16: 15 <Total: 15>
[22:05] <Bran> def
[22:06] <Bran> `roll 1d16+4
[22:06] <GameServ> Bran rolled 1d16: 16 <Total: 16(+4) = 20>
[22:06] <Bran> 5
[22:06] <Bran> minor for def
[22:06] <Bran> SB
[22:06] <Bran> `roll 1d16+2
[22:06] <GameServ> Bran rolled 1d16: 7 <Total: 7(+2) = 9>
[22:06] <Bran> `roll 1d16
[22:06] <GameServ> Bran rolled 1d16: 11 <Total: 11>
[22:06] <Bran> equal
[22:06] <Bran> `roll 1d16
[22:06] <GameServ> Bran rolled 1d16: 15 <Total: 15>
[22:06] <Bran> `roll 1d16
[22:06] <GameServ> Bran rolled 1d16: 7 <Total: 7>
[22:06] <Bran> Stormbreakers finish it
[22:06] <Bran> capture

[22:06] <Bran> `roll 1d16

[22:06] <GameServ> Bran rolled 1d16: 13 <Total: 13>

[22:06] <Bran> capture many of hte captains and the commander

https://www.reddit.com/r/IronThroneRP/comments/43i2bx/letters_to_the_kingsguard/cziygbt?context=3

Bran

2 with spears, 2 with crossbows, 2 outside
artos dayne, armoured, no weapons

Bran

dawn down the hall way with investigator

Bran

artos has strong and martially adept, mater greatsword
faith warriors are far below average

Bran

roll for pulling on spear to get a meat shield. 1-4 fail, 5-12 succes, 13-16 very
successful
`roll 1d16

GameServ

Bran rolled 1d16: 2 <Total: 2>

Bran

fails
crossbows
1-10 hit
`roll 1d16

GameServ

Bran rolled 1d16: 16 <Total: 16>

Bran

miss
`roll 1d16

GameServ

Bran rolled 1d16: 16 <Total: 16>

Bran

`roll 1d16

Bran

both crossbows miss

artos grabbed weapon

`roll 1d16

GameServ

Bran rolled 1d16: 13 <Total: 13>

Bran

does grab spear

Bran

crossbolt hits either spearman?

1-6 yes

`roll 2d16

GameServ

Bran rolled 2d16: 15 15 <Total: 30>

Bran

miss miss

Poesy

`roll 1d3

GameServ

Poesy rolled 1d3: 2 <Total: 2>

Poesy

Two guards.

[14:53] <Bran> Artos+3 vs spearman

[14:53] <Bran> `roll 1d16+3

[14:53] <GameServ> Bran rolled 1d16: 3 <Total: 3(+3) = 6>

[14:53] <Bran> `roll 1d16

[14:53] <GameServ> Bran rolled 1d16: 4 <Total: 4>

[14:53] <Bran> dif 2 in favour of artos, no significant ground made

[14:54] <Bran> artos+3 vs archers

[14:54] <Bran> `roll 1d16+3

[14:54] <GameServ> Bran rolled 1d16: 1 <Total: 1(+3) = 4>

[14:54] <Bran> `roll 1d16

[14:54] <GameServ> Bran rolled 1d16: 4 <Total: 4>

[14:54] <Bran> evn

[14:56] <Bran> artos vs dagger man

[14:56] <Bran> `roll 1d16+3

[14:56] <GameServ> Bran rolled 1d16: 9 <Total: 9(+3) = 12>

[14:56] <Bran> `roll 1d16

[14:56] <GameServ> Bran rolled 1d16: 9 <Total: 9>

[14:56] <Bran> even

[14:56] <Bran> artos attack on crossbowmen

[14:56] <Bran> `roll 1d16+3

[14:56] <GameServ> Bran rolled 1d16: 12 <Total: 12(+3) = 15>

[14:56] <Bran> `roll 1d16

[14:56] <GameServ> Bran rolled 1d16: 4 <Total: 4>

[14:56] <Bran> 11 dif in favour of artos, significant damage but not lethal

[14:58] <GameServ> Bran rolled 1d16: 11 <Total: 11>

[14:58] <Bran> moderately difficult

@Bran

spearman

`roll 1d16+3

GameServ

Bran rolled 1d16: 7 <Total: 7(+3) = 10>

@Bran

`roll 1d16

GameServ

Bran rolled 1d16: 4 <Total: 4>

@Bran

6 dif

artos has advantage

@Bran

dagger

`roll 1d16+3

GameServ

Bran rolled 1d16: 1 <Total: 1(+3) = 4>

@Bran

`roll 1d16

GameServ

Bran rolled 1d16: 4 <Total: 4>

@Bran

equal

`roll 1d16

GameServ

Bran rolled 1d16: 5 <Total: 5>

@Bran

`roll 1d16+3

GameServ

Bran rolled 1d16: 14 <Total: 14(+3) = 17>

@Bran

critical artos adv

[15:14] <@Bran[AFKfish]> 2 guards blocking door, more at hallway

[15:14] <@Bran[AFKfish]> `roll 1d16+2

[15:14] <GameServ> Bran[AFKfish] rolled 1d16: 14 <Total: 14(+2) = 16>

[15:15] <Murdoch> Is this Artos stuff?

* Retrieving #ITRPRolls modes...

[15:15] <@Bran[AFKfish]> `roll 1d16

[15:15] <GameServ> Bran[AFKfish] rolled 1d16: 6 <Total: 6>

[15:15] <@Bran[AFKfish]> 10 dif

[15:15] <@Bran[AFKfish]> yeah, its still cool if I end the whole ting right?

[15:15] <Murdoch> Absolutely

[15:16] <Murdoch> shit's gone on too long

[15:16] <@Bran[AFKfish]> flo said the same

[15:16] <@Bran[AFKfish]> 2nd guard

[15:16] <@Bran[AFKfish]> `roll 1d16+2

[15:16] <GameServ> Bran[AFKfish] rolled 1d16: 7 <Total: 7(+2) = 9>

[15:16] <@Bran[AFKfish]> `roll 1d16

[15:16] <GameServ> Bran[AFKfish] rolled 1d16: 3 <Total: 3>

[15:16] <@Bran[AFKfish]> 6 dif

[15:17] <@Bran[AFKfish]> arrival of other guards 1-8

[15:17] <@Bran[AFKfish]> `roll 1d16

[15:17] <GameServ> Bran[AFKfish] rolled 1d16: 6 <Total: 6>

[15:17] <@Bran[AFKfish]> artos in hallway

[15:17] <@Bran[AFKfish]> `roll 1d16+2

[15:17] <GameServ> Bran[AFKfish] rolled 1d16: 6 <Total: 6(+2) = 8>

[15:17] <@Bran[AFKfish]> `roll 1d16

[15:17] <GameServ> Bran[AFKfish] rolled 1d16: 14 <Total: 14>

[15:18] <Murdoch> Artos is going for Dawn, Bran

[15:18] <@Bran[AFKfish]> 6, minor injury

[15:18] <Murdoch> Just for context

[15:18] <@Bran[AFKfish]> yep, i'm writing out the stuff for the people in the hallway

[15:18] <Murdoch> Alright, just making sure that Artos doesn't run out of the building first

[15:19] <@Bran[AFKfish]> so he is trying to deal with the guards first and then get dawn, or is he gonna blitz past them

[15:19] <Murdoch> Up to you

[15:20] <@Bran[AFKfish]> `roll 1d2

[15:20] <GameServ> Bran[AFKfish] rolled 1d2: 2 <Total: 2>

[15:20] <@Bran[AFKfish]> `roll 1d16+1

[15:20] <GameServ> Bran[AFKfish] rolled 1d16: 14 <Total: 14(+1) = 15>

[15:20] <@Bran[AFKfish]> `roll 1d16

[15:20] <GameServ> Bran[AFKfish] rolled 1d16: 15 <Total: 15>

[15:21] <@Bran[AFKfish]> 1-6 for getting dwan

[15:21] <@Bran[AFKfish]> `roll 1d10

[15:21] <GameServ> Bran[AFKfish] rolled 1d10: 5 <Total: 5>

[15:21] <@Bran[AFKfish]> vs purusing guards

[15:21] <@Bran[AFKfish]> `roll 1d16+2

[15:21] <GameServ> Bran[AFKfish] rolled 1d16: 8 <Total: 8(+2) = 10>

[15:21] <@Bran[AFKfish]> `roll 1d16

[15:21] <GameServ> Bran[AFKfish] rolled 1d16: 11 <Total: 11>

[15:21] <@Bran[AFKfish]> stop rolling the same stuff, gdi

[15:22] <@Bran[AFKfish]> maims first guard in hallway, pushes away second, runs to get dawn and is chased, artos gets minor injury, gets dawn, even with current purusing guards

[15:23] <Murdoch> Fuck yeah

[15:23] <@Bran[AFKfish]> 3 guards vs artos

[15:23] <@Bran[AFKfish]> `roll 3d16+2

[15:23] <GameServ> Bran[AFKfish] rolled 3d16: 13 5 12 <Total: 30(+2) = 32>

[15:23] <@Bran[AFKfish]> `roll 3d16

[15:23] <GameServ> Bran[AFKfish] rolled 3d16: 9 11 16 <Total: 36>

[15:23] <Addy> "The first one kills him:"

[15:24] <@Bran[AFKfish]> `roll 1d16+2

[15:24] <@Bran[AFKfish]> `roll 1d16+2

[15:24] <GameServ> Bran[AFKfish] rolled 1d16: 5 <Total: 5(+2) = 7>

[15:24] <GameServ> Bran[AFKfish] rolled 1d16: 7 <Total: 7(+2) = 9>

[15:24] <@Bran[AFKfish]> `roll 1d16+2

[15:24] <GameServ> Bran[AFKfish] rolled 1d16: 5 <Total: 5(+2) = 7>

[15:24] <@Bran[AFKfish]> `roll 3d16
[15:24] <GameServ> Bran[AFKfish] rolled 3d16: 2 13 12 <Total: 27>
[15:24] <@Bran[AFKfish]> injures one, gets injured, gets injured again
[15:24] <Murdoch> <https://media.giphy.com/media/5yLgoczEvFoE5LyoiZO/giphy.gif>
[15:24] <Murdoch> Okay
[15:25] <@Bran[AFKfish]> so crit injury in total vs 2 guards
[15:25] <@Bran[AFKfish]> attempt at capture
[15:25] <@Bran[AFKfish]> `roll 1d16
[15:25] <GameServ> Bran[AFKfish] rolled 1d16: 12 <Total: 12>
[15:25] <@Bran[AFKfish]> fails, continue to fight
[15:25] <@Bran[AFKfish]> `roll 1d16-3
[15:25] <GameServ> Bran[AFKfish] rolled 1d16: 1 <Total: 1(-3) = -2>
[15:25] <@Bran[AFKfish]> ...
[15:25] <@Bran[AFKfish]> `roll 1d16
[15:25] <GameServ> Bran[AFKfish] rolled 1d16: 14 <Total: 14>
[15:25] <@Bran[AFKfish]> yikes

https://www.reddit.com/r/IronThroneRP/comments/459yqf/the_watchers_on_the_wall/

[12:39] <Bran> 150 watchmen
[12:43] <Bran> arhcer accuracy
[12:43] <Bran> `roll 1d16
[12:43] <GameServ> Bran rolled 1d16: 6 <Total: 6>
[12:43] <Bran> average accuracy
[12:43] <Bran> damage

[12:43] <Bran> `roll 1d16
[12:43] <GameServ> Bran rolled 1d16: 1 <Total: 1>
[12:43] <Bran> not much damage
[12:44] <Bran> wildlings on gate
[12:44] <Bran> `roll 1d16
[12:44] <GameServ> Bran rolled 1d16: 11 <Total: 11>
[12:44] <Bran> significant damage
[12:44] <Bran> archers
[12:44] <Bran> accuracy
[12:44] <Bran> `roll 1d16
[12:44] <GameServ> Bran rolled 1d16: 8 <Total: 8>
[12:44] <Bran> avg
[12:44] <Bran> damage
[12:45] <Bran> `roll 1d16
[12:45] <GameServ> Bran rolled 1d16: 9 <Total: 9>
[12:45] <Bran> significant
[22:14] <Bran> nw vs WL at gate
[22:15] <Bran> `roll 1d16
[22:15] <GameServ> Bran rolled 1d16: 14 <Total: 14>
[22:15] <Bran> WL
[22:15] <Bran> `roll 1d16
[22:15] <GameServ> Bran rolled 1d16: 14 <Total: 14>
[22:15] <Bran> equal
[22:15] <Bran> NW
[22:15] <Bran> `roll 1d16
[22:15] <GameServ> Bran rolled 1d16: 12 <Total: 12>
[22:15] <Bran> WL
[22:15] <Bran> `roll 1d16
[22:15] <GameServ> Bran rolled 1d16: 11 <Total: 11>
[22:15] <Bran> equal...
[22:15] <Bran> NW
[22:15] <Bran> `roll 1d16
[22:15] <GameServ> Bran rolled 1d16: 4 <Total: 4>
[22:15] <Bran> WL
[22:15] <Bran> `roll 1d16
[22:15] <GameServ> Bran rolled 1d16: 1 <Total: 1>
[22:15] <Bran> equal
[22:15] <Bran> gate isn't breached, both sides lose equal numbers
12:00] <@Bran> captured 1-12
[12:00] <@Bran> `roll 1d16
[12:00] <GameServ> Bran rolled 1d16: 16 <Total: 16>
[12:00] <@Bran> escaped 1-4
[12:00] <@Bran> `roll 1d16

[12:00] <GameServ> Bran rolled 1d16: 3 <Total: 3>

[12:00] <@Bran> :O

https://www.reddit.com/r/IronThroneRP/comments/45yq4x/help_me_allyria_martell_youre_my_only_hope/

Bran

`roll 1d60+40

GameServ

Bran rolled 1d60: 11 <Total: 11(+40) = 51>

Bran

51% of max

https://www.reddit.com/r/IronThroneRP/comments/46rcqx/now_your_nightmare_comes_to_life/

[12:45] <Bran[AFK]> alertness of shitcastle

[12:45] <Bran[AFK]> `roll 1d16

[12:45] -ChanServ- You are not authorized to perform this operation.

[12:45] <Bran[AFK]> oh cmon

[12:45] * ChanServ sets mode: +o Bran[AFK]

[12:45] <@Bran[AFK]> `roll 1d16

[12:45] <GameServ> Bran[AFK] rolled 1d16: 1 <Total: 1>

[12:45] <@Bran[AFK]> NW:

[12:45] <@Bran[AFK]> `roll 1d16

[12:45] <GameServ> Bran[AFK] rolled 1d16: 7 <Total: 7>

[12:45] <@Bran[AFK]> WL: +6

[12:45] <@Bran[AFK]> `roll 1d16+6

[12:45] <GameServ> Bran[AFK] rolled 1d16: 2 <Total: 2(+6) = 8>

[21:29] <Bran[AFK]> prepraedness

[21:29] <Bran[AFK]> `roll 1d16

[21:29] <GameServ> Bran[AFK] rolled 1d16: 3 <Total: 3>

[21:29] <Bran[AFK]> not prepared

[21:29] <Bran[AFK]> archers

[21:29] <Bran[AFK]> `roll 2d16

[21:29] <GameServ> Bran[AFK] rolled 2d16: 8 5 <Total: 13>

[21:29] <Bran[AFK]> even

[21:29] <Bran[AFK]> infantry

[21:29] <Bran[AFK]> `roll 2d16

[21:29] <GameServ> Bran[AFK] rolled 2d16: 12 11 <Total: 23>

[21:29] <Bran[AFK]> even

https://www.reddit.com/r/IronThroneRP/comments/476bww/vanishing_stag/

@Bfan

1-8 fail

`roll 1d16

GameServ

Bfan rolled 1d16: 10 <Total: 10>

@Bfan

1-4 fail, 5-8 detected capture, 9-16 capture

`roll 1d16

GameServ

Bfan rolled 1d16: 8 <Total: 8>

@Bfan

`roll 1d16

GameServ
