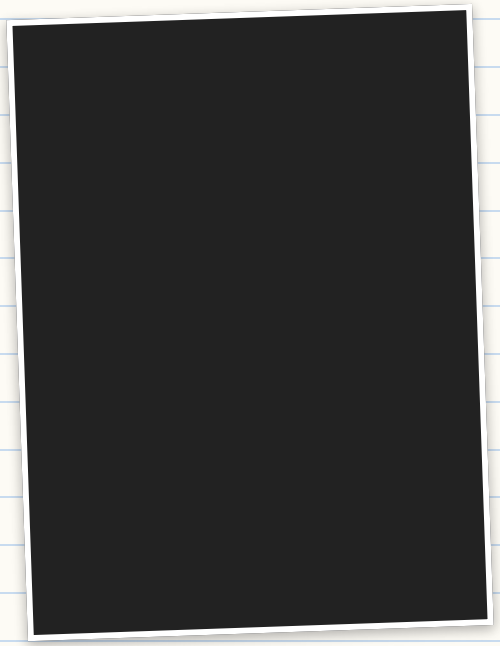
Anastasia Tension

Danielle Radford as Anastasia Tension

SEASON 23



RACE
—

CLASS
—

LEVEL
—

BACKGROUND
—

SNEAK	SNOOP	SHARP	STURDY	SAVVY	SLICK
d12	d20	d8	d4	d6	d10

ARCHETYPE

Reporter of Renown

End of Mentopolis — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Mentopolis wiki (fan project), every value links to its moment on the site.

Anastasia Tension

FULL SHEET

Skills

- —

Saving throws

- —

Features

- **Self-description** — Danielle: a tough scrabble reporter trying to break into bigger headlines than 'we stubbed our toe'; she has a nose for the news and her name is A. Tension because she helps with focus and attention in the brain. MEN E1 00:20:54
- **Card background lines** — Three lines under the title on her file card: Employee at The Daily Observer; Always eyeing the next big scoop; Tough scrabble reporter out to gain notoriety. MEN E1 00:21:02
- **Alias Stacy Fakename** — Introduces herself to the switchboard operator as Stacy Fakename. MEN E1 00:26:25
- **File stamp VIGILANT** — Her file No. 001 is stamped VIGILANT in the transcript caption of the full card with the three features; the frame reading does not carry the stamp. MEN E1 01:25:28
- **Connected** — Card feature: +3 SAVVY when locating experts or advisors. MEN E1 01:25:27, MEN E1 01:25:28
- **Nerves of Steel** — Card feature: spend 1 Moxie to treat a Snap Decision as a Planned Action. MEN E1 01:25:27, MEN E1 01:25:28
- **Resilient** — Card feature: Moxie spent to boost attack against you are worth +2. MEN E1 01:25:27, MEN E1 01:25:28
- **Planned Action halves her Snoop** — After a natural 1 on her d20 Snoop Brennan reminds her of the halving mechanic for a Planned Action; Danielle: "Let's go ahead and halve that baby." and the Snoop counts as an automatic 10. MEN E1 00:24:49, MEN E1 00:24:55
- **Another natural 1 on Snoop** — Her Snoop on the evidence cart is another natural 1 (Brennan: "Is that another natural 1?"); the evidence is taken away. MEN E1 00:30:26
- **Cousin of Imelda; keys in the freezer** — Imelda calls her her cousin, who does not like to admit it; Anastasia says she keeps the keys in the freezer at home. MEN E1 01:48:25, MEN E1 01:48:33
- **Slick plus two (not named)** — Slick against difficulty 8 for Focus: a nat 1 sound, Brennan asks if it is her third 1 in a row, and Danielle says it gives her a 3; arithmetic, a 1 plus a fixed 2. The source of the 2 is not named. MEN E1 00:35:43, MEN E1 00:35:39
- **Moxie: cannot borrow when alone** — Asks to borrow Moxie; Brennan: "Unfortunately, no one else is in the scene with you." MEN E1 00:35:53, MEN E1 00:35:54
- **Sneak plus two (not named)** — Sneak, nine plus two for 11, against Imelda's disadvantage roll; the source of the 2 is not named. MEN E2 00:21:26
- **Slick plus two (named as a plus)** — Slick against Max: "I rolled a 6, and then I've got a plus two, so that gets me an 8." The source is not named. MEN E2 01:00:51
- **Nerves of Steel used: Snap Decision halved** — Danielle: "I have Nerves of Steel, so I'm going to spend one Moxie to treat a Snap decision as a Planned Action." and halves the Sneak. MEN E2 01:05:21, MEN E2 01:05:27
- **Nerves of Steel used: the trilby trip** — Again uses Nerves of Steel, one Moxie to turn a Snap Decision into a halved Planned Action; she throws her trilby to trip a goon. MEN E2 01:53:33, MEN E2 01:53:40
- **Moxie spent: one on the lockpick** — At the De'lux Industrial door she counts the Sneak up, five, six, 7, and uses a Moxie; the lock clicks. MEN E2 01:51:02
- **Moxie gained: a token for a failed Snoop** — Snoop 4 against a 12 fails; Brennan: a Moxie token goes down the track to Danielle. MEN E2 01:07:22, MEN E2 01:07:30
- **Moxie pooled for a Savvy 2** — Savvy 2 against 7 under doubled costs: Siobhan spends her four Moxie for +2 (costs doubled); Alex gives two 'from my four'; Hank offers two; Danielle counts up and says she has one more. Whose tokens close the gap is not said. MEN E3 00:33:35, MEN E3 00:33:42
- **Moxie spent: two to help Dan** — On Dan's Savvy: "I can burn two, so that's one." MEN E4 00:21:55
- **Moxie in hand: four on the troopers' Slick** — Slick 6 plus 2 is 8, "and then I definitely have the four"; the caption has her gathering four Moxie tokens in her hand. MEN E4 00:32:08
- **Moxie put forward on the court roll** — Back in the green Brennan says one more Moxie would put her five over; Danielle puts forward a Moxie. MEN E5 01:21:44

- **Nerves of Steel: no Moxie left** — On a Snap Decision to throw a shoe she wants to halve it and says: "Can't, not enough Moxie." MEN E5 02:26:16, MEN E5 02:26:19
- **Heavy injury from a lunging key** — After a failed Sturdy 2 against 15 a key lunges at her chest; as a snap reaction she dodges with a Sneak (arithmetic: a Sneak 8, plus 2, plus 4 for one Moxie from Alex, is 14) and 'hits the deck', sustaining a heavy injury (Brennan: a heavy injury is worth two, a light one; three are survivable; a heavy comes from failing by five or more). Keys fly out of the fall. MEN E6 00:39:59, MEN E6 00:40:33
- **Family key in the freeze slot** — Danielle puts her family key into the freeze slot: "'cause we've got the fight key here", and freeze is the one that is not there; Brennan: Snoop joins the skills the keys affect, and each Moxie then gives plus four on Snoop. MEN E6 00:43:52, MEN E6 00:43:34
- **Moxie from Alex on the dodge** — Dodging with Sneak: "Nine, 10, and then with this one I get four so that brings me to 14"; Alex: "I give you one." MEN E6 00:41:32, MEN E6 00:41:38
- **Moxie borrowed from Hunch for Nerves of Steel** — Asks "May I borrow a Moxie?" to use Nerves of Steel on the Snoop (DC 8, halved); Trapp: "I guess I could spare one." MEN E6 01:29:28, MEN E6 01:29:30

Spells

- —

Items

- **Trilby and trench coat** — Goes into Sugah's with her trilby low and the trench coat of a flasher, trying to look like Girl Reporter. MEN E1 01:25:30
- **Family key from the ice** — Chips a key out of the ice with an icepick (Sharp DC 4, halved) and grabs it as the second key, then a shot of vodka before running for Oblongata Station. MEN E3 01:00:33, MEN E3 01:00:47
- **Oculus received** — Hunch gives her the oculus because someone with a longer attention span should have it. MEN E5 00:10:03
- **Second copper gun** — Trapp: "So I pass the copper gun over to A. Tension." MEN E5 00:50:49, MEN E5 00:50:16
- **Fanny Fawnsworth's key** — Asks Fanny what it would take to borrow her key; Fanny: "I'll do anything for you!" and gives it. MEN E5 02:13:11, MEN E5 02:13:15
- **Family key taken by the thief** — lost: a woman walks away with her family key, the key of attention; Brennan: she has yours and you still have Fanny's. MEN E5 02:14:37, MEN E5 02:15:12
- **Family key returned** — Saved from the fall, the thief hands her family key back. MEN E5 02:27:58
- **F keys, all but Freeze's** — Anastasia: "I am now in possession of all four of the F keys."; Brennan reminds her that Frank Freeze still has freeze and she corrects herself: except Frank Freeze's. MEN E6 00:14:42, MEN E6 00:14:56