

Success Points Action	PC1	PC2	PC3	PC4	PC5	PC6
Obstacle Course (pg. 9)						
<i>Balancing Act</i>						
<i>Bear Crawl</i>						
<i>Climbing Wall</i>						
<i>Sink or Swim</i>						
Knowledge Test (pg. 10)						
<i>Question 1 (Basic)</i>						
<i>Question 2 (Advanced)</i>						
<i>Question 3 (Remedial)</i>						
Trial by Combat (pg. 10)						
Stop Inysha entering Members Lounge (pg. 16)						
Convince Inysha to never return (pg. 13)						
Defeat Slagcrusher minions (pg. 18)						
Stop agrawgh from fleeing w/o killing it (pg. 20)						
Present extra evidence (pg. 22)						

Success Points Scoring Rules:

- Any ONE PC completes the entire obstacle course (page 9).
 - *If none of the PCs completes the obstacle course, the PCs receive one demerit.*
- The PCs correctly answer enough questions in the Trial of Knowledge (page 10).
 - *If **every** PC correctly answers **at least one** of Captain Othis's first three questions, the PCs earn 1 Success Point. The PCs can still earn the success point even if a PC failed to answer all three of these questions: for every PC who correctly answered Othis's second, more difficult question, one PC may fail all three skill checks.*
- The PCs defeat the Ungrounded recruits in the Trial by Combat (see page 10).
 - *If the PCs defeat their rival recruits, they earn 1 Success Point, and Captain Othis grudgingly announces their promotion to practical training beginning the following day. If the PCs lose the fight, Othis sentences them to another week of drudgery before assigning them to guard the casino.*
- The PCs stop Inysha at the door before she enters the Glitterfang Halls members' lounge (see page 16).
 - *If the PCs convince Inysha not to return to the casino, they earn 1 Success Point. If they noticed Inysha's disguise and confronted her before she entered area B6, they earn 1 additional Success Point.*
- The PCs convince Inysha not to return to the Glitterfang Halls (see page 13).
 - *If the PCs convince Inysha not to return to the casino, they earn 1 Success Point. If they noticed Inysha's disguise and confronted her before she entered area B6, they earn 1 additional Success Point.*
- The PCs defeat Slagcrusher's minions (see page 18).
 - *As long as the PCs defeat Slagcrusher's minions, they earn 1 Success Point. If they also stop the agrawgh from fleeing without killing the creature, they earn 1 additional Success Point.*
- The PCs stop the agrawgh from fleeing the caravan without killing it (see page 20).
 - *As long as the PCs defeat Slagcrusher's minions, they earn 1 Success Point. If they also stop the agrawgh from fleeing without killing the creature, they earn 1 additional Success Point.*
- The PCs present additional evidence against Captain Othis beyond what is necessary to clear their names (see page 22).