



DEGENESIS

ATLAS

AN UNOFFICIAL GUIDE TO THE DEGENESIS WORLD

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I WASTED TIME BUILDING CASTLES IN
THE AIR, IF THERE'S PEACE TO BE FOUND,
I WON'T FIND IT THERE.
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WHEN MY EYES ARE CLOSED
BUT THE BLAME'S ON ME
THIS IS THE PATH I CHOSE.
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WHAT IS THE ATLAS ?

The Atlas is a fanmade project initiated by Erwan Roudaut. The idea behind it is to gather as much fanmade content from the Degensis: Rebirth game as possible, and put them in a single book, whose production value, layout and organisation are as close of the original content as possible.

The project is approved by the dev and is based on resources graciously given by SIXMOREVODKA, the studio behind the game.

In this book are fanmade elements that are not canon with the universe and its last productions. We therefore advise the readers to check if those elements are usable in

their campaign or if their GM authorize their use.

Each Atlas version will cancel and replace the previous version, whose date will be indicated at the start of the book.

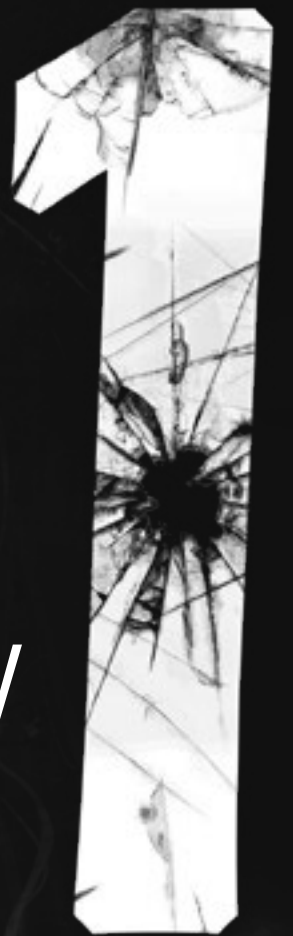
You can join the Degensis community at this URL: <https://www.facebook.com/groups/degenesis.fans/>

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You can purchase the game books and other crations at this URL: <https://shop.sixmorevodka.com/en/>

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CHAPTER
NEW
MECHANICS



ABOUT THE BACKGROUNDS

The six Backgrounds (Allies, Authority, Networks, Renown, Resources, Secrets) are used to put the character in the world of Degeneration. Those values indicate in which sweep they are integrated and respected inside their Cult, or known outside of it. But it sometimes is difficult to interpret them. Our goal here is to suggest a roleplay scale that will help you to better understand those Backgrounds. Marko Djurdjevic himself enlightened us on this topic, and here is what he told us.



ALLIES

- 1. COMRADE:** One guy has your back. They lend you ammo and hide your Burn stash. You owe them one next time.
- 2. PRODIGY:** Someone higher up likes you and keeps you out of trouble. The Hippocrat who was supposed to question you, gets an order to leave you alone.
- 3. FRIENDS IN THE RIGHT PLACES:** Some people in your Cult think you have what it takes. They want to see you succeed and nurture you beyond your Rank and Abilities. They will ask for a return of favour once you fought your way to the top.
- 4. LOYALISTS:** Other Cultists think highly of you, or that you are worth protecting. They consider you a friend, or an idol. Some of them would risk their Rank and Authority to shift blame away from you.
- 5. VETERANS:** Others have been to hell and back with you. They'd put their hand in the fire for you as they share common beliefs. You can count on them taking punishment for your failures. You'll deal with the consequences later.
- 6. FAMILY:** Others bleed and die for you. They share a deep bond with you and would give their lives to protect you from danger. Your life means more to them, than their own.

AUTHORITY

- 1. DRILL INSTRUCTOR:** Gets to yell at the new recruits and feels good about it.
- 2. BIG FISH IN A SMALL POND:** Commands and directs members of their Cult locally, in a village, town or outpost. Everybody thinks they are important, cause there is nobody else around.
- 3. HARBINGER:** Represents their Cult in a region or city, Cult members wait for their command and advice. (Example: Lucio Bastardo).
- 4. ARCHITECT:** Navigates the progress of their Cult within their Culture, doesn't allow for objections and pushes for the main objective. Followers despise their arrogance.
- 5. POWERMONGER:** Moves the objective of their Cult beyond the borders of their Culture. Wields massive authority in political, religious or economical questions. Capable of severing bonds and relationships with other Cults. At the same time they are a high value target for enemies of their Cult.

- 6. CULT LEADER:** Visionary who plots years ahead and rallies their Cult behind a single word. The Cult's worldwide resources and manpower are at their disposal and they have more enemies in other Cults than anyone can count. Within their own Cult, there are secret powers at work plotting their demise (Examples: Hamza, Kranzler, Amos, etc.).

RENOWN

- 1. KNOWN IN THE STREETS:** The immediate surroundings of their domain..
- 2. KNOWN LOCALLY:** Their village, town.
- 3. KNOWN REGIONALLY:** City, the Protectorate, the Southern Coast of Franka.
- 4. KNOWN CULTURALLY:** They are known as a major player in their Culture (Examples: Neva, Iron Emissary, Lucio Bastardo, Carmino Ferro).
- 5. KNOWN CROSSCULTURALLY:** They are known outside of their Culture (Examples: Bosch, Kranzler, Baptist Amos).
- 6. KNOWN WORLDWIDE:** Their name is a living legend. (Example: Argyre).

NETWORK

- 1. LOCAL INFORMER:** Gets their news from the barkeeper at the local joint.
- 2. NETWORKER:** Gets their news from the Chronicler Alcove in the next village and from Apocalypics travelling their region.
- 3. EAVESDROPPER:** Listens in to news from across the region, Scrappers and Jehammedans trust them equally.
- 4. MESSENGER:** Knows important information within their Culture within days, has several important sources sharing information regularly from different Cults.
- 5. SPIDER:** Casts a vast net across several Cultures, receives a constant feed of information and news from several different parties, relays important messages to other Cults themselves. Considered a valuable source or a target that simply knows too much.
- 6. MOTHER OF RAVENS:** Nothing escapes your ears. Knows the outcome of conflicts before they arise and knows the parties involved even if they are obfuscated.

RESOURCES

- 1. JUST ENOUGH:** A shelter, watery soup at night and enough cash to afford a last bullet. Others seem to always have more.
- 2. DECENT:** Enough money for a monthly quickie at the local Apocalyptic joint, a bit of cheap Burn every now and then. You can afford some Ammo and your Cult helps out. Still, others seem to always have more.
- 3. HIGHLIFE:** You have more than others. Food, housing, maybe enough money to hire a few goons to keep an eye on your homestead. People in your village don't like you cause they think you act cocky. You have access to decent equipment from your Cult, but there is always something missing. And the Trader that just passed through seems to have more than you. Not fair.
- 4. HOARDER:** You're overseeing the flow of cash in your region, people pay taxes to you, from which you hire more people to protect the stuff you own. You hate the look everyone gives you about your hard earned money. There is barely anything that your Cult can't provide you with and you can direct the Cults resources into the right hands. You feel like you have enough, but you could have more.
- 5. BROKER:** You watch the ebb and flow of money from afar. Numbers lose their meaning, you are only interested in what the cash will do for you. You finance expeditions, skirmishes, run vast trade networks and pay for an army of bodyguards. Everyone thinks you are too rich. You on the other hand think there is never enough.
- 6. OLIGARCH:** You command money. It does for you what you want it to do. With the snap of your fingers you can devalue a currency or inflate prices in your region. You own the trade and everything your Cult can muster is at your disposal. Your mere existence is attracting the hatred of any Cult competing with you. Assassination however, is not an option, as it would catapult the entire regional market into a financial disaster.

SECRETS

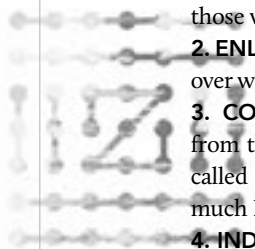
- 1. CONSPIRACY THEORIST:** You think you know everything. The movers and shakers. The stuff that is really going on behind closed doors. Who's in charge of the real thing. You never fail to tell everyone about your findings, even those who are not interested.
- 2. ENLIGHTENED:** You just realised you know nothing. Start over with the puzzle: Neva had a Psychonaut child? What?
- 3. CONNECTING THE DOTS:** Something rained down from the sky and did all of their. Psychonauts are actually called Homo Degeneration and they are born from doing too much Burn. You are onto something.
- 4. INDIANA JONES:** Eshaton. The Bygones. Palaces made from crystals and glass. The world wasn't always a place of shit. Your imagination is running wild. You want to know more.

- 5. STREAMER:** You were allowed to see the fractal spider-web of clustered information recovered from the Stream. You see the world for what it truly is and where it came from. You tremble at Project Tannhauser and what the Needles want to achieve. You need to warn those who are willing to understand.
- 6. MODUS:** You got access to the Archives of Cathedral City. Time is ticking. Shit is gonna blow up.

It is important to note that Secrets are very much linked to Cults. For example, a Spitalian with Secrets 1 is going to know about the Primer but not necessarily about Triglaw. In the same way, a Hellvetic with Secrets 1 will be briefed on the Marauders' transgression but ignore everything about the Primer, until a Spitalian tells him about it.

SECRETS - PALERS

1. Knows about the sleeping gods him and their people are born to protect. Knows that there are bunkers out there, where they sleep until the right moment, to rise and deliver their people. Knows about the Marauders. Has been conditioned to their names: Argyre, Aspera, Triglaw, Gusev and others.
2. Knows about the location of bunkers and buried RG tech. Knows how to activate a RG picture wall and deduce information from it. Knows that the Chroniclers are somehow in cahoots with the Marauders.
3. Knows about the use of memetic keywords by their Demagogue, knows that suggestions can yield information or control the mind of others. Actively works to uncover sleeping gods and wakes them. Knows the memes used by the Marauders to command their henchmen and disposes of them. Doesn't trust the Chroniclers one bit.
4. Knows the Sleeper Prophets Helios, Uriz, Trice, Enceph and Karakhan. Knows what the Free Spirit Agenda is about. Localized Exalt on their maps and tries to crack the code to enter.
5. Knows about the existence of the Triscyclion, Jehammeds Will, the Carbon, and what's under Baikonur. Knows Getrellian Memetics and how to use them. The Fragments are out to kill them.
6. The Marauders consider them to be one of Getrell's henchmen and do everything in their might to stop him from furthering the goals of Project Tannhauser.



POTENTIALS

PACIFIST

The character will never try to hit back. They are no threat. Trying to hurt them will make the attacker feel guilty. If a Faith/Willpower (3) roll is failed by the attacker, the attack makes them lose as many Ego points as the Potential level.

ANCESTRAL RAGE

The ancestors' spirits are with those who make a barrier of themselves between the tribe and its enemies. Warriors have nothing to fear: they either repel their opponent or join their family.

If the character defends their village or something sacred for their tribe, they gain +1D in Force and Faith per Potential level.

SHAMANIC TRANCE

PREREQUISITE: Shaman

The Shaman rolls PSY+Faith. Characters can resist with a Mental defense roll. Difficulty is defined by the Shaman's Successes + Potential level. In case of failure, the Shaman is considered as sacred and will be believed.

WOLLFISH

PREREQUISITE: Owning a ship ; AGI+Navigation 7D

A character is used to navigating with their own ship. They know how it reacts, when to accelerate or when to brake. Each Potential level permits to reduce by 1 round the necessary time to accelerate or brake from 1 level of speed. It is impossible to pass below 1 round per level of speed.

WALLS HAVE EARS

PREREQUISITE: INS+Perception 6 ; PSY+Cunning 6.

The character is used to listening to discussions while pretending to do something else. Very useful when trafficking information.

Each Potential level gives 1D to listen to a conversation while pretending to do somethng else.

ISAAKI'S FAITH

PREREQUISITE: Isaaki or higher ranks

The Isaaki's sense of sacrifice honours him. When a fight starts, the Isaaki prays Jehammed to accompany him, and guide his blade in his enemies' hearts.

At the start of each turn, the Isaaki can roll PSY+Faith (Difficulty 6) to gain one free Ego point for his initiative. The roll difficulty is diminished for each Potential level.

UNFORTUNATE COMPANION

PREREQUISITE: CHA+Arts 5

When there is nothing solid to hold onto, people will grab hold of whatever they can. The scrapper can make themselves accepted in any community because they entertain and helps those around them.

The character gets +1D in CHA+Arts and CHA+Conduct per potential level when used to create links in a poor community.

COMPENSATION

PREREQUISITE: Marvel

They know their weapon and thanks to an instinctive analysis of shooting conditions, they can compensate their aim and rise the range of the marvel. The rang rises by 10m per level of Potential.

BORN MARKSMAN

PREREQUISITE: Doesn't work with firearms

Trained since they were a child the hunter is able to aim with his bow or crossbow in the most difficult conditions, in movement, with a reduced visibility or even when hurt. They gain +1D per Potential level to hit their target.

FEAR

The warrior can take an action to frighten his opponents by making a PSY+Domination roll. Each enemy failing a mental defence roll against them will take a -2D on each roll for (Potential level) rounds.

RAGING BEAST

PREREQUISITE: Primal

Challenges revive the character's primal instincts. They become more excited when they are being resisted.

Each round of combat following the first, the character gains 1 in Force and Mobility, until it reaches the maximum equal to the Potential level.

HENCHMEN

The character is deeply linked with the criminal environment: war leaders, clanners, apocalyptic, trafficking scrapers... Wherever they are, the character knows someone that knows someone that owes him a favor. Once per scenario, the character can summon a number of henchmen equal to the Potential level.

KILLER WHALE

The Nautrageur is at ease in the water, even at a low temperature. He gains +1D per Potential level when fighting in the water.

RAIN OF ARROWS

PREREQUISITE: Born Marksman potential level 2, doesn't work with firearms

The hunter has become a fighter. Where the common archer fires one arrow, he fires several. The hunter fires many arrows, the damage of the salvo increasing by +1 per arrow fired, to a limit of the Potential level.

EMBRACE OF THE BLACK LADY

PREREQUISITE: Clan Darmes

The Darmes are cold, their skin is freezing, and their muscles are as hard as stone. When they fight in melee, they embrace their enemies until their bones crack. They gain +1D in Brawl per Potential level.

CYBERMAN

The character has been severely injured and healed by a group of Palers, Chroniclers or Spitalians using experimental artifacts (Tech V). The character had one of their body parts replaced by a bio-engineered artefact. The artefact is visible and can provoke curiosity, or envy: an under skin light, a robotic arm, a circuit board on the temple, a black eye, etc. This augmentation gives a bonus equal to the Potential level to a chosen attribute.

ALPHA WOLF

PREREQUISITE: Authority 4

The character isn't used to being contested. When it is necessary they are ready to use pressure to obtain what they want.

If the character succeeds in a PSY+Domination against a target's mental defense, their next action against this target will be made with a bonus equal to the level of potential.

ART RESEARCHER

The Resistance is trying to rebuild their country, which requires them to search their cultural past. The character is used to searching for new treasures.

For each Potential Level, the character adds 1 point to his Network when they are looking for pieces of art.

PLASMA

PREREQUISITE: Plasma cutter, INT+Sciences 10

The character is a technological genius. They have recreated a plasma cutter, but the size of a blade, coming out of their right arm. They can establish themselves as a Clan's champion thanks to it.

Armor explodes under the heat of the blade; before applying damage the target loses as many armor points as the Potential level. Lost armor points remain so until it is repaired.

IMMUNOEFFICIENT

The character is descended from a line of epidemic survivors; their body resists foreign bodies very well. They ignore the risk of contracting new diseases and infection. When resisting any external substances (poison, cold, illness, spores) they gain +1D per Potential level to their BOD+Toughness roll.

PUSH IT HARDER!

PREREQUISITE: BOD+Toughness 6, Primal

Muscles ache, the heart burns, tendons strain and flesh tears. The character pushes their body far beyond what it should be able to take to move that little bit faster and hit even harder.

At the beginning of each combat round, the character may choose to spend up to the Potential Level in Flesh Wounds, each of which adds +1D to the first Action Roll of the round, along with +1 damage to the first melee attack of the round. The bonus can be combined with the bonus gained from spending Ego, but the maximum number of points of either Ego or Flesh Wounds spent cannot exceed the maximum Ego the character is able to spend in a turn.

DEADEYE

PREREQUISITE: AGI+Projectiles 8

The character lets out a long breath, their hands are steady. The world slows to a standstill as their target enters the sights of the rifle. A breath of wind drifts across the hundreds of metres between the character and their target, the muzzle shifts one centimetre to accommodate. The trigger is pulled. The target drops to the ground. Headshot.

When using a scoped weapon, if the character takes 10 seconds/1 combat round to aim without being disturbed they reduce the penalty of firing at long range by 2D per Potential Level.

PRIME MOVER

PREREQUISITE: INT+Science 8, Spitalian, Epigeneticist

The character has dedicated a significant amount of time to the study of the Primer in all its forms, until even their own thoughts have begun to twist and turn like the strange fractal patterns they see under their microscope.

The character gains +1S per Potential Level when analysing Primer related flora and fauna, along with +1D per Potential Level to attacking creatures spawned from it, however they have a -1D penalty per Potential Level to INS+Empathy and CHA+Conduct.

BREATH OF THE OCEAN

Years of life aboard a ship have allowed the character to be able to deal with whatever the ocean has to throw at them, from gentle swells to giant waves crashing down on the decks. They have an innate knowledge of how to compensate for the sea's movements even in the most extreme circumstances

The character gains +1D per Potential Level to all movement and combat related abilities while at sea, however they take a -1D penalty to BOD+Stamina for the duration, resisting the swells of the ocean is hard work.

2

CHAPTER

THE ALCOVE

FOOD & SERVICES

EFFECTS

LONG CONSERVATION

Well conserved, out of light and heat, this dish can be stored for a long time. Ideal for long trips.

LUXURY

If you are seen buying impressive food, you will attract attention and impress the people around you.

NOURISHING

This dish is very nourishing, the character can skip a meal.

WARM

In Northern Pollen or in Britain, it's best to venture outside with a hot meal in the stomach. Gives a bonus to resisting cold to the one who consumed it..

The character has a BOD+Toughness bonus when staying in the cold outside.

TOXIC

Can start intestinal troubles, and stomach aches. Let's hope it stops here.

On a failed BOD+Stamina (2) roll, the character falls ill, more or less severe depending on the consumed food.

FOOD & DRINKS

Name	Price	Description	Effects
Breakfast	3-7	A bowl full of rolled oats or perhapsa tuber porridge, with some pieces of beetroot, a mug of tea, or some water.	
Lunch	5-20	A bowl of stew, with some barely cooked piece of fat meat, with a bit of bread and a pint of water.	
Oat galette	4	A very simple galette (flat bread).	Nourishing
Rats skewer	5	Grilled rats on a skewer.	Toxic (2)
Dried meat	8-12	Dried meat from an unknown origin. Can be easily preserved.	Long conservation
Cockroach stew	3	A bowl of bouillon, with some grilled cockroaches	
Ash bread	2	Near the end of winter, when flour gets increasingly rare, it gets mixed with ash, sawdust or tree bark. It tastes foul, but it fills the stomach.	
Cockroach skewer	3	A dozen cockroaches on a skewer grilled over a brazier.	
Alley cat	15	Probably an old cat cooked with vegetables and a bit of alcohol	
The Justitian	10	A well cooked piece of meat from unknown origin, with some vegetables and placed between two slices of hard bread.	Region: The Protectorate
Insects fricassée	7	A variety of insects browned in a cook pot, with an alcohol sauce and a piece of bread.	
Gendo steak	30	A big piece of meat, relatively fresh.	Luxury
Braised lamprey	20	A lamprey cooked and flamed on a brazier.	Maritime or fluvial area
Cockroach mash	4	A savory mix of mashed potatoes and cockroaches.	
Mole skewer	15	Small mole roasted on a spit.	
Schrotterpfanne	8	Fried herbs with few pieces of fatty meat.	
Jehammedan sandwich	12	Lukewarm pita bread in which a variety of vegetables are mixed with goat cheese.	
Pizza	4-12	Bread on which a mix of leftovers are spread.	
Hungry Pizza	10-15	A pizza filled with vegetables, cheese and some meat.	
Quellhunger	12	Hash browns with beaten eggs.	Nourishing
Kashaia	5-10	Frugal oatmeal typical from Borca. Cooked from grilled kasha in a vegetal or animal milk.	Nourishing, Warm
Butt soup	2-8	It is constituted of leftovers from whatever the cook can put their hands on.	Warm (1), Toxic (2)
Orgiastic cake	5	Onions and herbs roughly shredded, then fried.	
Gendo goulash	25	Small slices of Gendo cooked in a pot, with potatoes vegetables and broth.	Nourishing, Warm (1)
Goat cheese	15	Just cheese.	
Korroke	7	Mashed potatoes with minced meat, enveloped in a fine paste made with breadcrumb, then fried. Can be mixed with onions or whatever else is available,, depending of the time of the year.	
Nomis	5-10	Chopped cabbage with flour and eggs, in order to form a small pastry which is then cooked on a hot steel plate. Anything available can be added to the mix: meat, vegetables. Each cook has its own recipe for the sauce the Nomi is coated with.	
Sausage	6-10	Take an animal and remove the good parts. What's left is used to fill the intestine and then cooked. Then cook it in boiling water.	
Pie	5-40	A common dish made from just about anything, from meat to fruits to whatever the cook found available.	Variable
Honey pot	10-15	A small jar of honey (incl. a honeycomb and maybe some bees)	
Cockroach sweet	3	Cooked cockroaches with a beetroot sugar coating.	
Komodo	2/shot	Rot-hut originally from New Crest, an island in the southeast of Hybrispania, distilled then conserved in snake cylinders by the bartender of the "Nest" tavern, Boxer. If you can still taste anything after one shot, you'll feel that he put all of his love and rage into the mix - and perhaps even some fuel.	Warm (1), Toxic (2)

WEAPONS & ARMORS

MELEE WEAPONS

BURNING BAT

When setting out into the ruins for weeks on end hoping to bring back as many treasures as can be carried, it's best to travel light. The Burning Bat was invented by a Scraper forgotten to time as a way to combine several tools into one, consisting of a hollow metallic bowl pierced with holes and mounted onto an insulating bat. The bowl is then filled with a flammable material and burned to provide light, heat, or defense against curious Gendos. The weapon is extremely customisable, from adding a crowbar to the hilt of the blade to nails poking out through the bowl, anything is possible, and many Scrappers have their own small tweaks to the design.

SPECIAL: The Burning Bat offers good protection to the fire burning inside. It is easy to transport, and starting a fire with it is much simpler than using flint (INS+Survival +2D when starting a fire).

If an opponent has light armor (Rating 2 or less), it is possible to inflict grave scorches (2T). Can be charged with anything flammable, from coal, peat or dung to Petro.

ENSLAVER

A shaft ending in an open ring bristling with spikes. With an Enslaver, a warrior can grab a victim by their neck and control them much more easily; most people will prefer obeying commands to having their neck sliced open.

SPECIAL: The user may choose between attacking with the weapon as normal, or attempting to catch the victim by the neck. If caught, the victim can try to escape from the restraint with BOD+Athletics opposing the user's BOD+Force, but will take 1D6 damage.

WILD'S MACE

A weapon of the Savagery clan, a mace tipped with many lethal spikes. The weapon is unbalanced, but can deal heavy blows. Each warrior decorates their mace with many battle trophies they have accumulated, and the knowledge of these trophies drives them forward into the most dangerous of battles with no fear.

BONE CLAWS

A weapon of the Savagery clan, three long sharpened bones are fixed to a leather gauntlet. This allows a Savage to keep their hands free or swim and attack their enemies without having to draw their weapons. This weapon uses BOD+Brawl.

FEROCIOUS' AXE

A weapon of the Savagery clan that has been passed down the by Ferocious for generations. It is a large hardened wooden axe, with the blade made of many glass pieces, sharpened stones and anything else that has the possibility of cutting into an enemy. The wood is burned and covered in inscriptions of the exploits of the weapon. Strands of hair are attached to the handle; each Ferocious who uses the weapon adds part of his mane to it.

SPECIAL: Damage on the naked skin is devastating. Against an unprotected enemy, or after a successfully targeted blow to hit an exposed part of the body, the weapon gains the property: Fatal (2).

CULTERINI FOLDING KNIFE

Offered to every young member of the Culterini clan as a symbol of membership, the knife is composed of a dark and hard steel. The blade can be folded into the handle, increasing its discretion and reducing its encumbrance. Trained users can flick it open in the blink of an eye, and put it to lethal use shortly after.

BLUTBAD CHAINWORD

When the Carbonari Company spread its wings, it needed to find a weapon both deadly enough and able to strike fear into their prey. Several spies among the Scrappers, some bribed Chroniclers or skilled armorers later and the terrifying weapon is ready. Dangerous even in the hands of an old Grunt, the wounds the Blutbad makes are hard to heal even with the help of the Spitalians. The roar of a working chainsword may cause even the most savage Cockroach to tremble in terror.

SPECIAL: In pre-Eshaton times, the chainsword was supposed to use advanced and compact batteries allowing it to run for hours without stopping. Now, with the fall of the old civilisations, the users must use the best of their abilities to make this mechanism work for even a few hours. To charge the blade for one hour, a successful INT+Artifact Lore(2)>INT+Engineering(3) combo is required, with any Triggers granting an additional half-hour.

BLAZER

Passed from champion to champion through the generations, the Blazer is sacred to Clanners. This weapon looks like a long machete, with its blade laced with wires and a hollow handle holding a pumping lever and a slot to place

an E-cube. When the pump is activated, the blade is heated until it is red hot. The alloy used to make the blade must be exceptional, as the blade never deforms or loses its strength despite the heat.

Once heated, the blows delivered by this blade are devastating as they can set the target alight.

SPECIAL: When the Blazer is activated, the blade is heated. After 30 seconds, the blade will glow red and gains the "Ignite" property.

The E-Cube in the hilt can power the blade for a total of 5 minutes before it needs replaced.

HEADBREAKER

A weapon of the Savagery clan, this short wooden mace is tipped with a heavy steel ball. Beasts use it every day as a tool, mostly as a hammer, but the Headbreaker can be lethal in the right hands. With a precise blow of its heavy head, it is easy to shatter bones.

SPECIAL: Each Beast spends enough time with its headbreaker to perfectly handle it. A Beast with a headbreaker gains +1D to its attacks. On an aimed blow to the head, the headbreaker gains the property Dazed (F/3). The headbreaker can be thrown, and then takes the characteristics of a sling.

MELEE WEAPONS

(BOD+MELEE)

Name	Han.	Dist.	Dam.	Qualities	Enc.	Tech	Empl.	Value	Res.	Cult
Enslaver		2	3+F/3	Special	3	II	2	500		
Enslaver (restraining)	-2D	2	1+F/6	Special	3	II	2	500		
Burning bat	-1D	1	4+F/3	Special	2	III	4	400		Scrappers
Blazer		1	6+F/3	Special	2	V	2	3000		Clanners
Wild's Mace	-1D	1	6+F/2	Blunt (1T), Talisman(+1D) Impact (2T)	2	I	1	400	2	Clanners
Bone claws		1	3+F/2	Smooth Running (3T)	1	I	1	100		Clanners
Ferocious' axe	-2D	2	6+F/2	Special, standard (Attacks + 1D), Blunt (2T)	3	I	0	1000	Uniq.	Clanners
Headbreaker (ranged)	-	1	2+F/2	Blunt, Special	2	I	1	200	1	Clanners
	-1D	5/15	2+F/2	Blunt, Special	2	I	1	200	1	Clanners
Culterini folding knife	+1D	1	2+F/3	Smooth Running (2T), Camo (+2S)		III	1	400		Clanners: Culterini
Blutbad chainsword	+1D	1	7+F/3	Cutting (2T, +1D Damage), Out of Control (5)	3	IV	1	3000	3	Clanners: Carbonari

FIREARMS

PM9 SUBMACHINE GUN

Originally designed to be used as a concealed weapon by police forces, the PM9 has taken on a much more sinister role in the world post-Eshaton. An innovative rotating bolt allows the weapon to take up far less space than a standard SMG and as such it can easily be hidden within the robes of a Shutter's suit or strapped to the backpack of a Resistance trooper wading through the Frankan swamps.

SPECIAL: Designed to be easily concealed, the PM9 can be quickly folded into a compact form, almost impossible to spot without a trained eye. When folded, the weapon has Camo(3), and its small size gives it Enc. 1. However, in this configuration it cannot be fired: it takes one Action to unfold the weapon and make it ready for use.

“ LIGHTNING ” - ANTI MATERIEL RIFLE

The Lightning rifle was already an old design when the Eshaton struck, but its construction was so rugged and elegant that the weapon still found use in militaries all over the world. Only a few specimens were able to survive the apocalypse, scattered across Europe and Africa deep in abandoned bunkers and supply depots, and the massive ammunition used by the gun is similarly scarce. These rifles are renowned for their ability to put down even the toughest of targets, punching through armored plates at incredible range whether those plates are the steel sides of a vehicle or the plated armor of a Biokinetic.

SPECIAL: The weapon is designed to be carried by two operators, and as such can easily be disassembled, with the barrel able to be detached from the receiver through a simple process. Both parts of the rifle have Enc. 3 each when separated. In a desperate situation, the barrel can be used as a weapon, with the same Profile as a club (Katharsys, pg 157)

COALER

This is a heavy weapon constructed from the shell of an old leaf blower. The result is a powerful weapon. Under a long cylinder serving as a barrel is a tank containing burning coal. A mechanical system powered by a small steam engine is placed on the back and allows the user to load a few lumps of coal into the cannon and propel the incandescent pieces at high speed towards the target.

SPECIAL: To work the tank must be filled with hot coal. The coal requires about 10 minutes to fully heat up, making it ineffective in the case of an ambush. Incandescent coals can stay hot in the weapon for a few hours.

MOUNTED GATLING

This heavy machine gun was once used as anti-aerial weapon. However, long before the Eshaton, these weapons became obsolete, replaced with advanced missile systems. As such, these weapons were sold to private bidders who stored them away. A Scrapper named Perfekt found an old stash and rebuilt them on an automated mount he constructed himself.

SPECIAL: The machine gun has a telephoto lens built on it as a scope, and can be controlled by a remote computer or tablet. Before being used it must be installed and mounted, and can't be moved without being demounted.

PROJECTILES

JAVELIN

The main weapon of the Savagery clan, a simple fire hardened wooden handle with a stone attached to the tip to improve penetration. Savages use javelins during their attacks to cripple their enemies or to cover their own men.

SPECIAL: If the Javelin is used in melee it then has the characteristics of a spear.

GRENADES

HOLY HAND GRENADE

For many centuries Holy Hand Grenades have proven their lethality in the Resistance's battles. They are simple to produce, and they are devastating against swarms of insects. On the other hand, they may easily ignite an untrained thrower and his comrades. Anabaptists' Orgiastics sometimes use Holy Hand Grenades as they are small, light and they bring purifying fire onto Cult's enemies in spectacular fashion.

SPECIAL: The Holy Hand Grenade deals damage for several rounds, each round decreasing by 1 point. If the victim tries to douse the fire by water/sand/earth for 1 combat round, then grenade's damage decreases by another 1 point.

FIREARMS

(AG1+PROJECTILES)

Name	Cal.	Han.	Dist.	Dam. Mag		Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Coaler	Coal & Petro	-2D	5/20	10	3	Fire Hazardous (2T), Scatter	4	IV	2	2000		
Mounted Gatling		-	100/300	13	40	Piercing (6), Salvoes (13)	10	V	2	300000		
PM9	9mm	-1D	10/40	9	20	Smooth Running (3T), Salvoes (3), Special	2	IV	1	4000		
Lightning AM Rifle	20mm	-1D	200/800	17	3	Thunder Strike, Deployed Piercing (7), ARMOR Piercing	6	IV	3	15000		

PROJECTILES

(AG1+PROJECTILES)

Name	Cal.	Han.	Dist.	Dam. Mag		Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Javelin		-2D	5/20	2+F/2	1		2	I	1	40	-	Clanners

GRENADES

(AG1+PROJECTILES)

Name	Cal.	Han.	Dist.	Dam. Mag		Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Holy hand grenade		-1D	10/40	6	1	Fire Hazardous, Explosive, Deviation, Talisman (+1D), Special	1	II	-	60	-	Anabaptists

ARMORS

WORKER’S PROTECTIONS

This protective gear is issued to workers conducting particularly risky activities, mining, building, scrapping ruins etc. Metallic shells held on by leather bands protect the head and joints, leaving the rest of the body free to move. This armor is poorly adapted for combat, leaving many body parts completely vulnerable.

SAVAGE LEATHER

Armor of the Savagery clan, tanned human skin on which feathers, furs and braids of plant growth are placed. It is all firmly attached to the Savage, apart from the protection it gives them it also allows them to swim without being cluttered, and when covered in mud the Savages’ silhouette is completely broken. Ideal for ambushes.

SPECIAL : When covered in mud, the armor gains “Camo (+2S)”.

BONE ARMOR

Armor of the Savagery clan. On top of a layer of human skin, several bones are firmly attached. There is little risk of them coming loose while swimming, but a violent blow can shatter the bones during a fight.

SPECIAL: When the armor needs to get repaired because of the “unstable” property, metal scraps are not used, but bones instead. The same amount is required.

BELLOW'S ARMOR

The armor of the Savagery clan, this outfit is a mix of furs, flayed human faces, and antlers carved from the skulls of animals. Everything is made to make the Bellow look even more impressive and terrifying than they already are. Thanks to this outfit, only a glance is necessary to understand that the spirits of the dead Savages are carried with the Bellow.

HORSE ARMORS

LIGHT HORSE ARMOR

This armor is most commonly used by tribes and light shock troops, often showing a symbol of power and authority on the front. However, it is also the cheapest armor available, so many riders buy it to give their mount at least a little protection.

EFFECT: +1 armor, 1 slot. This light leather armor protects the mount’s shoulders, chest and head.

COST: 300-500 CD

CARBONARI’S HELMET

Although the Carbonaris believe in no gods, they do have some superstitions. For example, the mercenaries often draw skulls and skeletons on their helmets, believing that they will appear as dead men to the Grim Reaper and thus escape death during a fierce battle.

SPECIAL: With a skeleton or a skull painted on helmet’s surface, a Carbonari fears no death. A player wearing the helmet gets +1D to PSY+Faith/Willpower.

CARAPACE ARMOR

Before the Eshaton, carapace armour was often used by high ranking officers in armies. Made from plates of advanced composites and alloys, it was heavy and hard to wear. However, it was known to be able to deflect fire from almost any weapon known in the 21st century. Now, over 500 years after it was introduced and organised military production has ceased forever, a set of carapace armour may only be worn by those lucky enough to have scavenged it or inherited it from their ancestors.t.

SPECIAL: Fixing a warped set of carapace armour requires raw materials, which cannot be easily found in the post-apocalyptic world. In order to mend broken armor and achieve its full rating, a player must achieve at least 1 Trigger from an INT+Engineering(6) roll.

MEDIUM HORSE ARMOR

Medium horse armor is most commonly used by Jehamedan cavalry troops, a memory of the war with the Anabaptists, but in some rare cases it is also deployed by the more wealthy Judges.

EFFECT: +2 armor, 1 slot. The whole horse body is covered in leather, protecting the mount from all sides. The worked leather strikes a balance between protecting the horse and ensuring it maintains its speed.

COST: 700-800 CD

REINFORCED MEDIUM HORSE ARMOR

The Isaaki Gideon fell in love with his horse Jether. They are two parts of a holy bond and they trust each other instinctively. Together they will lead a thousand Swords of Jehammed into the heaving ranks of the Anabaptists - and survive.

EFFECT: +3 armor, +1 round acceleration, 2 slots. The armor has been reinforced by additional layers of different leathers. At this point, the additional protection comes at a cost. With the added weight, the horse will often struggle to get moving.

COST: 1000-1100 CD

HEAVY HORSE ARMOR

“Now listen up you little squeakers, and listen well. Should you ever hear of, or even worse see, a rider with a horse wearing metal armor, get the hell out of there. You don’t want to be anywhere near such a storm on legs. Don’t be idiots, and don’t throw away your pathetic little lives. Fight them in the ruins. If you’re stupid enough to think that a rider with such heavy armor on his mount would be an easy target and worth fighting at all, you’ve learned nothing from me. Now get back to work!”

EFFECT: Massive (6), +4 armor, +1 round acceleration, +1 round deceleration, 2 slots, maximum speed reduced to 2, if higher.

Agile Maneuvers: AGI+Nav (5) otherwise only crude movements.

Heavy Impact: Getting hit by horse coated in metal hurts even more. +2 dmg on successful charge attacks. This damage is only inflicted on the target of the attack.

COST: 2500-3000 CD

SPITALIAN SEALED HORSE ARMOR

“Chhhhhh hrrrphhhhh” - Spitalian horse, wearing sealed horse armor

EFFECT: +1 armor, sealed (3S), cannot be upgraded

COST: 500 CD or Spitalian - Resources 2

JUSTITIAN STEELMASTER BARDING

“Who do you think you are? The First Judge marching against the clanners? You and your horse most likely bring only trouble for us poor folk, so get out!

EFFECT: Massive (6), +4 armor, +1 round acceleration, +1 round deceleration, 2 slots.

Agile Maneuvers: AGI+Nav (5) otherwise only crude movements.

Hits like a truck: 4 additional impact damage, when the rider charges someone successfully with his horse. This damage is additional to the normal charge damage and only added to the damage the target receives.

COST: 4000-5000 CD or Judge - Resources 5

ARMOR								
Name	ARMOR rating	Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Worker's protections	2		2	II	2	200	3	
Bone armor	4	Unstable (7)	4	I	2	700	3	Clanners (Savagery)
Savage leather	1	Special	1	I	3	500	1	Clanners (Savagery)
Bellow's armor	2	Terrifying (4)	2	I	1	1000	4	Clanners (Savagery)
Carbonari's helmet	4	Massive (4), Talisman (+1D)	3	III	2	500	2	Clanners (Carbonari)
Carapace armor	5	Massive (5) Bulletproof (7) (+1D)	2	I	1	1000	4	Clanners (Savagery)
			4	IV	1	6500	4	

MODIFICATIONS

MELEE WEAPONS

TEARING

Blades with serrated edges, these weapons cause the victim to lose blood at an alarming rate.

EFFECT: Every wound makes the target bleed for one point of damage each round. Bleeding damage stacks. Tech 2, 2 slots.

COST: 800 CD

TOXIN DISPENSER

A metallic device filled with pressurised poison, with a flick of a switch it releases the poison onto the weapon.

EFFECT: Inflicts poison upon the enemy when activated. 3 doses, Tech 4, 1 slot.

COST: 1000 CD

MISSILE WEAPONS

CARBON FIBER FRAME

Replacing the original weapon's frame with an advanced carbon fibre structure.

EFFECT: -1 encumbrance +2 damage, Tech 4, 3 slots.

COST: 700 CD

ENERGY WEAPONS

OVERCHARGED CELLS

By overcharging the energy cells the weapon fires more powerful shots at the cost of fewer available shots.

EFFECT: +2 damage, halves available ammunition, Tech 5, 2 slots.

COST: 2500 CD

PETRO DISPENSER

A metallic device filled with pressurised petro, with a flick of a switch it releases the burning oil onto the weapon.

EFFECT: Inflicts +4 damage for 1 turn as fire covers the blade. 2 doses, Tech 4, 1 slot.

COST: 1500 CD

INTENSITY SELECTOR

The weapon may fire less powerful shots of energy in order to stun its target.

Example of conversion: A Tazer (HP damage 8) switches to Ego damage and inflicts 6 points of Ego damage (8-2).

EFFECT: Allows the user to switch the weapon from flesh-wounds damage to Ego damage. Ego damage is at a -2 penalty, Tech 5, 2 slots.

COST: 2000 CD

ENERGY WEAPONS

THERMAL SCOPE

Allow the user to clearly see a warm target in the dark.

EFFECT: +2S to detect a target at night, +2D to firing at night, Tech 4, 1 slot.

COST: 11000 CD

SILENCER

A simple silencer that reduces the velocity of the bullet in exchange for disguising the sound of the gun firing.

EFFECT: +2 difficulty to find the shooter, -1 weapon damage, Tech 3.

COST: 400 CD

MORE AMMO

DUM DUM BULLETS

Tearing bullets designed to scatter at contact. See the unstable trait for armor.

EFFECT: Hit armor reduced in rating by 1.

COST: 2 * price of the standard munition of the wanted caliber

ARMOR PIERCING BULLETS

Steel cored bullets designed to punch through all but the heaviest of protection.

EFFECT: +2 ammo penetration and ignore the bullet proof trait on armor

COST: 3 * price of the standard munition of the wanted caliber.

HORSE ARMOR

SPECIAL QUALITIES

Every ARMOR can be modified and given new qualities

Additionally, the buyer can expand the additional slots by 1. This can be done once per set of ARMOR.

This costs 400 change, plus ¼ of the original cost of the armour.

Quality	Slots	Additional improvement	Other effects
Terrifying (2)	1	+1 slot for +1 difficulty	If the rider is already wearing something with terrifying, counts as +1 difficulty
Deep pocketed (-2 enc.)	2	-	Only counts for gear on the horse. See backpack.
Sealed (+1S)	2	+1 slot for 1 success	
Stealthy (2S)	2	+1 slot for 1 success	
Bulletproof (+2 to armor)	2	+1 slot for 1 armor	Cannot be added to heavy armor

STOCK

A simple improved stock to better resist the recoil of the gun firing.

EFFECT: +1D AGI+Projectiles, Tech 3, 1 slot.

COST: 300 CD

PURIFIER CELL

A device kept under the weapon's barrel designed to be used as a single burst flame thrower. Useful in desperate situations.

EFFECT: +2S to detect a target at night, +2D to firing at night, Tech 4, 1 slot.

COST: 900 CD

DRAGONS BREATH (12 GAUGE ONLY)

Add 4 damage, gains "Ignite" property.

EFFECT: +1D AGI+Projectiles, Tech 3, 1 slot.

COST: 3 * price of the standard munition of the wanted caliber.

EQUIPMENT

DRUGS

ADDICTION

If a GM deems it necessary, they can ask a player to roll against a drug addiction. The roll is a mental defense one, with a given difficulty depending on the drug (D).

If a character succumbs to the drug's effects, they will need to regularly consume it, or to suffer a lack of it:

The lack effects are cumulative on each spent period of time without drug consumption (P). The period and effect can be modified by the drug itself but for all drugs, the effect is -2 Ego per period, an incapacity to regenerate Ego points without drug consumption. On a drug consumption, the character gains back all Ego points lost due to the lack.

ANTI-ADDICTION

A character can try to get themselves off the drug. To do so they must succeed a BOD+Stamina (drug level x2) test.

If the character succeeds, they manage to overcome their will to take the drug, as well as the effect of shortage.

If the character fails, their addiction is raised, and when in presence of the drug, they have trouble concentrating if they don't consume it. It results in a penalty (to the GM's discretion) to their action.

If the addict tries to withdraw, the malus evolves through time, until it reaches 0.

OVERDOSE

When taking a drug, the character needs to roll a BOD+Toughness with the Potency as Difficulty.

If they fail, the character is subjected to the effect of the overdose.

NELUMBO NUCIFERA

Nelumbo Nucifera is a drug commonly used by the Anubians to enter a trance to both reminisce on the past and see hazy visions of the future. However, this substance extracted from the Lotus flowers from Cairo's southlands is very dangerous. The flower is claimed to calm headaches if chewed, but that is nothing compared to the effect of the fine brown powder coming from the crushed stem of the plant. One inhalation instantly drops the user into a 15 minute trance. In return, it is a powerful psychotropic, and the aftereffects of its consumption are violent, forcing the user to experience severe paranoia.

SPECIAL: After inhalation the Game Master could grant a secret vision to the player. The player takes 2 Trauma damage and loses 5 Ego points

OVERDOSE: In the case of an overdose, the user risks death. There are tales of some users who never escape the trance, their perception of the world forever altered.

FURY

Fury is a rare drug sold by the Apocalyptic, taking the form of an opaque liquid which users inject directly into their veins. Upon injection, the drug makes the user feel both euphoric and extremely aggressive. Muscles tense, and the subject becomes little more than a fighting beast. Despite efforts from the Apocalyptic chemists, Furie is extremely corrosive and will over time destroy the user's veins from

within.

SPECIAL: For one minute: +1 armor due to muscle tension. +1 Trigger on all attacks.

At the end of the minute: 3 Trauma damage, -3 Ego points.

OVERDOSE: The user's blood becomes acidic, beyond the indescribable pain if the user survives they will certainly have massive internal lesions on both their organs and the nervous system. In mechanical terms, the character will see his total trauma points reduced by 1.

KNOCKOUT

One day, a bored scrapper decided to scratch off the paintings covering the dull concrete ruins, melt the residue and burn it in a small room. This technique is now strangely common, despite the rarity of the paintings. Some lonely scrappers take some of it to spark their neurons when they're alone for too long in the ruins, while sometimes groups will get together and breathe it as one, for the bonds that this drug generates.

Scrapers sell the drug in secret, behind the backs of the Apocalyptic. There is a low demand for this drug, so despite how rare Knockout is the prices are low.

SPECIAL: Spasms for 10 minutes, then bliss for 4 hours. -1D for all aggressive actions, -1D to lying or convincing others. Taking Knockout in groups will generate a strange rapport between the users, who have the feeling of knowing each

other ever after the effects end.

OVERDOSE: Aural hallucinations, vomiting and dizziness. Dependence on the drug gives the addict a permanent foolish look.

SMASH

This is its "civilized name", it changes between clans: Culazo, Obrèd... The idea is to go and pick up the venom gland, boil it then ingest it. It is usually used for passage rites. You can't get addicted to it. At most you can love the pain, but not the drug itself.

SPECIAL: 3 Trauma damages. Uncontrollable madness coming along with the pain: BOD rolls ignore trauma malus. Other effects can vary depending on the animal.

OVERDOSE: Death in a very painful way.

BLIND MIND

Old gas tanks rot in the deep storage rooms of Paler bunkers. The contained gas has been named "Blind Mind" by the superstitious inhabitants. When inhaled, it removes all inhibitions, causes apathy and even euphoria during intoxications. Some Palers use it as a recreational drug, as they believe they grow "closer" to their brethren. Others, in a more sinister application, use it to melt the mind of their target. There are rumors of a few Demagogues who even used it for years in their bunker's air conditioning system, making their people more prone to manipulation.

SPECIAL: -2D to PSY+Deception, INT+Focus and Mental defense from the exposure for 10 minutes. +1D to all CHA rolls with everyone else also under the effect of the Blind Mind at the same time.

OVERDOSE: Constant exposure does not cause overdose. If breathable air is too scarce in the dose: euphoria, or in the worst cases: asphyxia.

TASMA

This beverage is used by African tribes to treat many kinds of sicknesses. It's a very strong alcohol, mixed with spices and fermented plants. The sick must drink a jar in one gulp, he then experiences the "Tasma", the fire: heavy sweats, fever, countless vomitings. But after one day, he's back on his feet and the sickness is gone.

It was exported to Europe by Neolibyans and Scourgers, the recipe was at some point sold, and people realized that without consuming too much, Tasma can be a fun beverage, oftenly used in drinking contests.

SPECIAL: For each shot, the drinker rolls as many dice as his remaining Trauma points against difficulty 1 + the number of Tasma shots he took during the last 12 hours. A success means he recovers 1 Ego Point, a failure means he overdoses.

OVERDOSE: Welcome to a day of nightmare. Vomiting, fever and body temperature variation, delirium, heavy sweats... 8 points of Damage are inflicted, but the victim can split them at his will between Flesh Wounds, Ego and Trauma. Strangely, the chaos created in the body makes life impossible for parasites and germs: they are suppressed. Spores and viruses are not affected.

SHNUSS

Judges can be seen with Shnuss in their mouth everywhere in the Protectorate, chewing on it, or sliding it from one side of the mouth to the other. A Shnuss looks like a small brick of pitch black and dense clay. It's made from pressed non-compostable plant parts, probably fermented leather bits, and god knows what else. But it makes the boredom and fatigue go away, so it's often given to Protectors before their patrols and watches.

SPECIAL: +1D to rolls against fatigue effects. Chewing and spitting black saliva gives -1D to rolls when appearance is important.

OVERDOSE: Overdose comes from "Shnussing" for more than one hour. Leads to nausea, vomiting and thus loss of energy for the rest of the day. Long time Shnussers experience teeth loss and bloody phlegm.

DRUGS

Name	Description	Overdose	Length	Addiction	Potency	Price
Knockout	3 Trauma damage, -3 Ego Bliss, -1D on aggressive actions, -1 to PSY+Deception	Trauma points reduce by 1 Aural hallucinations, vomiting, dependance gives a foolish look	4 hours	D: 3 P: 2 days	2	40
Nelumbo Nucifera	GM gives a vision, 2 Trauma damage, -5 Ego	Death	15 min	D: 2 P: 1 week	3	500
Alcohol	+1 temporary Ego point, -1 PSY+Reaction, every 3 drinks	Noncoordinated actions, troubled vision, memory loss	4 hours	D: 2 P: 3 days	1, rises by 1 every 3 drinks	4
Tobacco	To be smoked, or spit tobacco Calm. INS+Empathy +1D while smoking	Nauseas, headaches. On the long term: cough, lack of stamina: -1D CHA+Seduction -1D BOD+Stamina	5 min	D: 5 P: 3 hours	1	2
Cannabis	To be smoked or in spit tobacco Relaxes. INS+Perception, CHA+Art +1D. PSY+Reaction, INT-1D	Panick attacks, hallucinations, high heartbeat	2 hours	D: 3 P: 4 days	2	15
Opium	Pretty rare: harvested by Spitalians. To be smoked. Euphoria and out of body experience. Every interaction is at -1D. Every trouble, or even the stress disappear. If Ego points have been lost to mental attacks, they are gained back.	Confusion, breathing problems, hallucinations, spasms. It's a bad idea to go out like this.	4 hours	D: 4 P: 7 days	3	60
Morphine	Through injection (syringe). Dose hard to evaluate ; usually used by spitalians. Erase 1 trauma Lethargic state, close to coma. malus, PSY and BOD -1. Can be used several times. A patient under morphine is easier to operate. +1D per dose. Be careful about the overdose	An overdose can bring death.	4 hours	D: 2 P: 7 days	2 rises by 1 every dose	60
Coca	Removes fatigue, pain, and hunger. The ideal daily drug. No malus linked to the lack of sleep. No malus linked to the lack of food, as long as the drug is in effects.	Cardiac arrest risk, poor breathing.	3 hours	D: 3 P: 4 days	1	20 per leave
Cocaine	Heightens aggressivity. No more malus linked to tiredness during the effect. CHA -1D but PSY+Reaction +1D	Great cardiac arrest risk Paranoia. Anxiety.	2 hours	D: 5 P: 5 days	4	40 per shot
Pills	To ingest: 1d6: the impacted characteristic. 1d6: 6: +1D in the characteristic. 4-5: -1D. 2-3: -2D. 1: falls on the floor convulsing and drooling. -2 Trauma. Spitalians can analyse them to indicate which effect those pills are going to have.	Irreversible damage to vital organs. Cecity. Death. Globally, taking to much pills means taking a huge risk: anything can happen.	1d6 hours	D: 1 P: 7 days	1d6	25 the handful
Smash	3 Trauma damage. BOD rolls ignore Trauma malus. Effects can vary depending on the animal.	Death in a very painful way.	20 min	No addiction	5	300 as poison
Psycho	Raised aggressivity and adrenaline permanent muscle contraction. +1D in BOD, -1D to every attribute	Cardiac arrest, madness, hemophilia	10 min	D: 3 P: 5 days	4	50
Sedative	Powder. Put somebody asleep. Target needs to be calm	Vomitings, digestive system poisoning	4 hours	D: 2 P: 2 days	2	30

DRUGS

Name	Description	Overdose	Length	Addiction	Potency	Price
Jet	Everything seems slowed down PSY+Reaction +1D, BOD -1D	Drop of the number of images perceived by the brain, absences, clumsiness	10 min	D: 4 P: 7 days	4	40
Overdrive	Attacks roll have +1D, all other rolls at -2D. PHY rolls during the 1 min of the drug to avoid dying	Intense drooling, bestiality, overaggressivity, fight until death or bleeding	1 min	D: 2 P: 5 days	4	80
Fury	+1 armor (contracted muscles), +1T for melee attack, 3 Trauma damage, -3 Ego	Acidifies the blood. Very painful moment. If survival, sensitive organs might be out of work	1 min	D: 2 P: 5 days	5	200
Painkiller	Used to cancel pain. No Trauma malus, but no view on the number of health points remaining	Lethargy	5 min	D: 2 P: 10 days	3	100
Stym	Spitalian pills. Keep you awake 6 more hours. BOD+Stamina +1D INS -1D	Fever, hallucinations, loss of consciousness	6 hours	D: 3 P: 5 days	2	50
Brainstim	Used by Preservists. Primal/Focus +1D, INS+Perception +1D, BOD+Athletics +1D. Enlarge the field of vision. Every attack makes +1 Damage to the user	Headaches, perception too high, tremors, multiplied sensations, including pain by touch	1 hour	D: 4 P: 7 days	3	200
Steroids & Anabolic agents	Artificially increases the musculary mass. BOD+Force +1D. BOD+Stamina, CHA+Seduction, AGI+Mobility: -1D.	Sexual impotence, hair loss, hypertension, permanent musculary pain	1 day	D: 3 P: 5 days	2 rises by 1 after each dose per week	90
Thrill	CHA+Seduction +1D, BOD+Stamina +1D, INT -1D, PSY+Reaction -1D	Depression	1 hour	D: 3 P: 5 days	2	30
Last Fix	Stay alive one more round, then -2 trauma per round until cardiac arrest. BOD +3D, PSY+Reaction +2, -4D in everything else	The normal dose is an overdose	Until death	A single fix is deadly	-	1500
Shnuss	+1D to rolls against fatigue -1D to appearance related rolls	Nausea, vomiting	1 hour	D: 3 P: 1 day	1	3
Blind Mind	-2D to PSY+Deception, Focus, Mental Defense ; +1D to CHA with anyone also under the effects	Euphoria ; Botch or multiple failures: Asphyxia	10 min	No addiction	2	1000/ tank
Tasma	Per shot: Roll remaining Trauma against potency ; success: +1 Ego Failure: Overdose	8 damage to split between Ego, Fleshwounds and Trauma; germs and parasites killed	1 day	D: 1 P: 60 days	1+number of shots	10 per shot
Burn	The best of them all. To be breathed. Variable effects.	-	-	-	-	-

BESTIARY

BEASTS

Animals of all sorts survived the cataclysm, many of them were better suited for the world that followed than humans were. Where humanity retreated, nature returned, and species that were once thought to be endangered flourished.

Likewise, as civilization crumbled, zoos and private collections freed their charges, and exotic animals may be found in various places. On occasion, they encountered the Primer and were changed, but these successors are rarer than their ancestors, who have found a new home in the ashes and concrete skeletons of the old world.

Those creatures give you a certain number of Profiles for creatures to integrate to your adventures, and diversify your encounters. You can boost or nerf those stats by including effects of the Primer on those animals as suggested in Katharsys.

BEAR

Massive scavengers and carnivores, bears are among the largest creatures in Europe, rivaled only by mammoths. Although they tend not to hunt humans, they will eat whatever they can get their hands on when hungry, and the cold winters of the north drive them into proximity with human settlements.

Bears are largely solitary, living alone, although mother bears watch after their cubs with legendary vigil. Although there are rare cases of bears being tamed, they are not domesticated and can be highly dangerous to handle.

INITIATIVE: 4D / 3 Ego Points

ATTACK: Maul 6D, Damage 3+1D, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Sidestepping), Reaction 6D; Mental 4D

MOVEMENT: 6D

ARMOR: Thick Fur, Armor 2

CONDITION: 18 (Trauma: 9)

POTENTIAL: Behemoth 1

Bears are terrifying creatures. They are considered to have the Terrifying (2) quality when they attack, as only the foolish fight them toe-to-toe, and bears can surprise the unwary with their speed and ferocity.

CATTLE

Cattle are common livestock: used for meat, milk, and leather, they are expensive and highly valuable, but require a significant amount of care to ensure that they have access to grazing land and protection from predators and attackers.

Easily spooked, cattle flee from loud noises and predators, and are often herded with dogs or by professionals on horseback.

Cattle cost between 500 and 2000 Drafts per head, and require grazing land (typically 1 Resources per dozen Cattle) in order to feed so that they can produce milk, calves, and

fatten up for the slaughter.

INITIATIVE: 3D / 1 Ego Points

ATTACK: Kick 3D, Damage 2+1D, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 3D; Ranged Combat Active (Sidestepping), Reaction 3D; Mental 2D

MOVEMENT: 5D

ARMOR: Hide, Armor 1

CONDITION: 14 (Trauma: 7)

POTENTIAL: Stampede 1

If a cow or bull is frenzied (PSY+Domination 4, Thunder Strike weapons, or violent attacks on the animals can cause frenzy), they gain a Trample attack, which behaves like a Kick but gains +2S and +2 damage.

DEER

Deer are not kept as livestock or pets, but they can still be found in the wilderness of Europe and Africa in a variety of different breeds. Although they are herbivores and typically flee from any perceived confrontation, they can be dangerous if cornered.

INITIATIVE: 6D / 2 Ego Points

ATTACK: Kick 5D, Damage 1+1D, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 7D; Ranged Combat Active (Sidestepping), Reaction 6D; Mental 3D

MOVEMENT: 7D

ARMOR: Fur, Armor 1

CONDITION: 8 (Trauma: 4)

SKILLS: INS+Perception 6

POTENTIAL: Skittish

The animal is particularly wary around humans and predators, and will flee rather than fight. It gains +2D to movement when attempting to flee, which it will do except if it is defending its young.

DOG

Large dogs survived the Eshaton in the service of their masters, or went feral afterward. Most of them went extinct because of the threats of the Gendos, and their adaptability. Today, dogs are a rare species, and they are bred by specialists, well taken care of, and cried when they die.

Valued as pets and companions as well as for their utility, dogs are used for a number of purposes, including their highly refined senses, which can be used to scent out particular substances or track prey or fugitives. Larger dogs may even be used in combat.

A dog typically costs between 2000 to 10000 Drafts, depending on its age, breeding potential, and training. Pups may cost more.

INITIATIVE: 4D / 6 Ego Points

ATTACK: Bite 6D, Damage 3, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Sidestepping), Reaction 5D; Mental 5D

MOVEMENT: 4D

ARMOR: Fur, Armor 1

CONDITION: 8 (Trauma: 4)

SKILLS: INS+Perception 8

POTENTIAL: Bloodhound or Sentinel (choose one)

Bloodhounds gain a +2 bonus to INS+Perception when they can track their quarry by scent. Although Pheromancer trails and rivers may disrupt a bloodhound's abilities, if they can pick up the scent on the other side of the disruption they may regain the bonus.

Sentinels, on the other hand, will alert their owners whenever they detect a threat, and gain a +2D bonus to using their Bite attack when operating alongside a human ally.

WOLF

It is not for nothing that the wolf has been a symbol of power since the dawn of man. Untamed, wolves represent a primal, primordial force that remains undisturbed by the developments of the world. Not as strong or as cunning as Gendo, they have persevered through numbers and general resilience even as humanity and many other species were lost.

Wolves are pack hunters and scavengers. With close social structures, they rarely set out on their own. While they pose little threat to an armed human they can be incredibly dangerous when hunting in groups.

INITIATIVE: 5D / 2 Ego Points

ATTACK: Bite 6D, Damage 1D, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Sidestepping), Reaction 7D; Mental 4D

MOVEMENT: 5D

ARMOR: Fur, Armor 1

CONDITION: 8 (Trauma: 4)

SKILLS: INS+Perception 8

POTENTIAL: Pack hunter

So long as at least two wolves are attacking a target, all animals attacking the target get +1D to all Active defenses and +1 to passive defense.

GATOR

Alligators and crocodiles are constant threats where the rivers are warm enough to support them. Although practically unheard of in Europe, they can be found across Africa, and they have become invasive species in warmer parts of Hybrispania and Purgare.

INITIATIVE: 5D / 3 Ego Points

ATTACK: Bite 7D, Damage 2+1D, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Sidestepping), Reaction 7D; Mental 4D

MOVEMENT: 6D

ARMOR: Scales, Armor 1

CONDITION: 10 (Trauma: 4)

SKILLS: AGI+Stealth 8

POTENTIAL: Ambush

Gators often hunt their prey from stealth; they pose as a piece of wood floating in a river or simply hide in the dirt or mud before striking violently. When they attack prior to being discovered, they gain +2D.

LYNX

Lynx are big cats that are native to Europe. Although they typically small animals, including goats, they will occasionally hunt deer. They are rarely hostile toward humans, although they may pose a threat if provoked. Unlike most other large predators, it is a strict carnivore.

Lynx are solitary and territorial; they are typically silent, but can make similar calls to domestic cats. They hunt alone, and are only slightly smaller than wolves. They seem to be innately aware of Sepsis, and avoid spore fields: this trait has been exploited by both Apocalyptic and Spitalians in their hunts for spore fields.

INITIATIVE: 7D / 2 Ego Points

ATTACK: Bite 6D, Damage 4, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 8D; Ranged Combat Active (Sidestepping), Reaction 7D; Mental 4D

MOVEMENT: 8D

ARMOR: Fur, Armor 1

CONDITION: 8 (Trauma: 4)

SKILLS: AGI+Stealth 6; INS+Perception 8

LEOPARD

Leopards are opportunistic hunters native to Africa. They are territorial, but male and female leopards may overlap territory. They have a broad diet, eating both large animals and even insects, although they avoid larger prey that could cause them injury in a fight.

Leopards are incredibly strong, and tend to hunt from trees. They will also cache killed prey (or their own living young) in trees to protect them from scavengers; they are known to stash carcasses that weigh more than they do.

INITIATIVE: 6D / 2 Ego Points

ATTACK: Bite 6D, Damage 3, Range 1 m

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Sidestepping), Reaction 7D; Mental 4D

MOVEMENT: 8D

ARMOR: Fur, Armor 1
CONDITION: 10 (Trauma: 5)
SKILLS: AGI+Stealth 6; INS+Perception 8
POTENTIAL: Night Prowler
Leopards gain +1S for AGI+Stealth (they have a rating of 6) against anyone suffering a darkness penalty due to their natural aptitude for hiding in shadows and their stealthy MOVEMENT.

L I O N
Pushed north by the psychovores, lions are fearsome predators with strong mythical associations. Despite their reputation as hunters, lions prefer to scavenge; lionesses hunt, with male lions watching over cubs. Lions coordinate their hunting, as they have poor stamina and tend to strike in short bursts and trade responsibilities.

Lions are known to hunt humans, and they are also able to hunt fairly large animals, though smaller, less defensible prey like wildebeest over elephants and giraffes.
INITIATIVE: 6D / 2 Ego Points
ATTACK: Bite 6D, Damage 2+1D, Range 1 m
DEFENSE: Passive 1, Melee Active (Dodge), Mobility 7D; Ranged Combat Active (Sidestepping), Reaction 6D; Mental 5D
MOVEMENT: 7D
ARMOR: Fur, Armor 1
CONDITION: 14 (Trauma: 7)
SKILLS: AGI+Stealth 5; INS+Perception 8
POTENTIAL: Pounce

When a lion first attacks a target, it gains a +2D bonus to its attack and does an additional 2 damage. This bonus can only be gained once per combat; lions may retreat to save energy if targets do not fall easily.

S H E E P
Sheep are grazing livestock. They consume grass or roughage, unlike goats, their cousins. They tend to be fairly docile, and they are very vulnerable while feeding. They tend to cluster together while feeding. Sheep are raised for their wool, but also for milk and meat. More docile than goats, sheep are not particularly inquisitive about their surroundings; if they wander it is because of some external stimulus or the result of a predator driving them from their feeding grounds. Sheep rams do grow horns, but they curl in on themselves and are used primarily in fighting other sheep: sheep are typically docile around nonthreatening humans.

INITIATIVE: 3D / 1 Ego Points
ATTACK: Butt 5D, Damage 3 (5 for rams), Range 1 m
DEFENSE: Passive 1, Melee Active (Dodge), Mobility 3D; Ranged Combat Active (Sidestepping), Reaction 4D; Mental 4D
MOVEMENT: 3D
ARMOR: Wool, Armor 1
CONDITION: 8 (Trauma: 4)

HYENA
Hyenas are scavengers and pack hunters native to Africa; they are known for their iconic howling and chattering

laugh. They can burrow, although they typically rely on pre-existing dens. They are not territorial, and typically travel alone or in pairs, although larger groups are possible. Most of the surviving hyenas are striped hyenas. They have a monogamous lifestyle and males help raise cubs; they are also smaller and less aggressive than wolves.

INITIATIVE: 6D / 2 Ego Points
ATTACK: Bite 6D, Damage 3, Range 1 m
DEFENSE: Passive 1, Melee Active (Dodge), Mobility 6D; Ranged Combat Active (Sidestepping), Reaction 7D; Mental 4D
MOVEMENT: 6D
ARMOR: Fur, Armor 1
CONDITION: 8 (Trauma: 4)
SKILLS: INS+Perception 6
POTENTIAL: Haunting
Hyena do not possess the PSY+Domination skill, but their chilling laughter and howling can be frightening. They may make a 4D mental attack against others; this is often not an intentional attack, but rather the result of communication.

B U F F A L O
Great herds of buffalo haunt the forest and moors of central Briton, and have spread to the less populated plains of Franka, Borca and Pollen. Descending from the former great European Buffalo and other bovine creatures, they are massive and fierce animals grazing peacefully away from human communities. Their thick fur is usually black or pale grey, passing through brown as the seasons pass. They are both hunted and considered sacred by many of the Clans roaming the wastes.

A herd is usually composed of between 10 and 100 animals. They are nomadic and follow a precise trajectory that can only be changed by the presence and actions of humans or by important changes in the terrain, such as fires, marshes or forests. These herds form matriarchal societies, with the elderly often leaving the heard for a few weeks before they die.

INITIATIVE: 6D / 4 Ego Points
ATTACK: Charge 6D, Damage 8+1D, Range 3m ; Horn blast 3D, Damage 3+1D, Range 1m ; Kick 5D, Damage 6+1D, Range 1m
DEFENSE: Passive 3, Melee Active (Dodge), 1D; Ranged Combat Active (Racing), Mobility 6D; Mental 4D
MOVEMENT: 5D
ARMOR: Thick Fur, Armor 3
CONDITION: 26 (Trauma: 13)
SKILLS: INS+Perception 8
POTENTIAL: Sixth Sense
A danger to the individual is a danger to the herd. Buffalo can detect changes in smell or strange sounds from up to 200m away. They have +2D to INS+Perception when it comes to detecting a threat.

DRAFT HORSE
Tall and powerful, Draft Horses are chosen for their toughness, stamina, and their ability to pull heavy weight. These traits make them very useful to those living in a region

without any remaining mechanisation, where they are used to plow fields, haul boats, or pull carts. These are the most common type of horse.

Draft horses are mostly characterised by their height, between 1.6 and 1.8m at the shoulder, their weight, between 500 and 1000kg, and for their morphology. The draft horse is easily recognised by their thick hooves and their heavy bones.

Owning one of these animals requires significant investments in time and money, but it carries with it great rewards. The horse requires shelter, food, and attention; neglecting the horse is like forgetting to clean a sword after a battle. However, if the animal is taken care of it will work tirelessly.

INITIATIVE: 5D / 7 Ego Points
ATTACK: Hoof kick 6D, Damage 7+1D, Range 2m ; Trampling 5D, Damage 10+1D, Range 1m
DEFENSE: Passive 1, Melee Active (Horse rears), Mobility 6D, Distance Active (Dodge), 6D, Mental 5D (if its Ego points fall to 0, on a 1 or a 2 on a single roll, the animal flees or tries to stomp its enemy.)

MOVEMENT: 7D
ARMOR: Thick Fur, Armor 1
CONDITION: 14 (Trauma: 12)
POTENTIALS: Traction
With the correct equipment, the horse can pull objects weighing up to several hundred kilograms. When the horse has to pull an object, it rolls 10D.

Enduring
This horse suffers less from fatigue than any other. During long walks or exhausting activities, any penalties are reduced by 2.
Without any penalties, the draft horse has 9D in PHY+Stamina.
Heavy load

The horse bears its master's burdens. When it is not carrying a person, the weight it can bear is 10, and any penalties linked to the weight are diminished by 2.

G O A T
Goats are browsing livestock: rather than grazing, they browse, searching for leaves, shoots, or fruit rather than grass. They tend to be smaller than sheep, though this is a generalization rather than a rule, and are raised for dairy and meat.

Goats tend to be spry and adventurous for domesticated animals, and will chew on almost anything, although they typically only eat food. Unlike sheep, which tend to cluster, goats tend to be independent, and rams are known to attack humans in certain situations.
INITIATIVE: 5D / 2 Ego Points
ATTACK: Butt 6D, Damage 4 (6 for rams), Range 1 m
DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Combat Active (Sidestepping), Reaction 5D; Mental 4D
MOVEMENT: 4D
ARMOR: -
CONDITION: 6 (Trauma: 3)
SKILLS: INS+Perception 6

D U S K C A T
In the legends of the Clans, these creature came to the remnants of Western Europe as the ferocious spirits of the cold. In the Spitalian research documents there are notes that this feline species migrated from the north east, driven by glaciers and the ever growing Spore Wall. No matter where these creatures came from they are known as deadly beasts. Because of their grey fur and their preference to hunt as the sun sets and prey becomes reckless and weak, they have become known as Duskcats.

Duskcats are not as numerous as gendos, but this doesn't make them any less dangerous. In the Protectorate, there are many horrible stories told around the fireplace in the dead of night in which a small pack of duskcats easily take down large, well supplied expeditions or the caravans of the Providers'. They can be found in plains, open woodland, the foothills of Borca, Pollen and the northern regions of Balkhan. Duskcats prefer to avoid large cities, but can (and often do) attack small towns and villages, stealing away in the night with those unable to defend themselves.

INITIATIVE: 8D / 4 Ego Points
ATTACK: Bite 6D, Damage 4, Range 1 m
DEFENSE: Passive 1, Melee Active (Dodge), Mobility 8D, Ranged Combat Active (Sidestepping), Reaction 7D, Mental 4D

MOVEMENT: 8D
ARMOR: Thick Fur, Armor
CONDITION: 8 (Trauma: 4)
SKILLS: AGI+Stealth 6; INS+Perception 8
POTENTIAL: Mimicry
A Duskcat gets +1S to AGI+Stealth when it creeps through a dense thicket hunting its prey.

G A R G O Y L E
Gargoyles are the most terrifying example of how the Primer can corrupt the DNA of any living creature. These spawn are hated not only for their malicious nature, but also for the Spores of plague bearing insects that are carried in the filthy fur of the flying beast. In this fashion, the Primer can spread its spore fields across more and more territories with the help of its winged messengers of death.

Gargoyles prefer to live in the ruins of Bygone cities, nesting high above the ground so they can see prey approach from a long distance. Before they attack, they unleash a piercing screech to terrify their victims before flying low over them, trying to make them disperse into easily picked off individuals. When they gargoyle catches someone in its sharp claws, it rises high into the air and drops it to the concrete blocks far below. After this, the gargoyle either devours the crippled creature or drags it screaming into its lair, where the beast will share the prey with its own spawn.
INITIATIVE: 9D / 8 Ego Points
ATTACK: Bite 8D, Damage 3+1D, Range 1 m
DEFENSE: Passive 1, Melee Active (Dodge), Mobility 8D, Ranged Combat Active (Sidestepping), Reaction 7D, Mental 4D
MOVEMENT: 10D

ARMOR: Rough skin, Armor 2
CONDITION: 10 (Trauma: 6)
SKILLS: AGI+Stealth 6; INS+Perception 8
SPECIAL: The bite of a gargoyle will give its victim +2 points of spore infestation.
POTENTIAL: Echolocation
Being nearly blind, a gargoyle relies on its biological sonar to successfully navigate in the jungles or concrete ruins. Every gargoyle has a +3S bonus when it has to pass an INS+Orienteering action when it is in a city or jungle.

ORCANT
Orcants live in a pack of 5 to 8 individuals in the Northern Atlantic, mostly staying close to the coasts of Briton and Britain. The Orcants mutated from Orcas, their fins evolving into paws to allow them to walk on land, keeping their prey close to their powerful jaws.
Their size is close to that of the orcas of old, however there are noticeably fewer Orcants, perhaps because of reduced fertility. They are extremely aggressive and attack boats - and the humans within - with unparalleled ferocity.
INITIATIVE: 6D / 4 Ego Points
ATTACK: Bite 6D, Damage 6+1D6, Range 6m; Dive (jump out of water and smashing of the prey) 3D, Damage,6+1D6, range 10m; Claws 4D, Damage 10, Range 3m
DEFENSE: Passive 1, Melee Active (Ramming), Mobility 8D, Ranged Combat Active (Sidestepping), Reaction 7D, Mental 3D
MOVEMENT: 5D
ARMOR: -
CONDITION: 20 (Trauma: 12)
SPECIAL: The bite of an orcant inflicts +2 points of spore infestation on its victim.
POTENTIAL: Aetheric fauna
The creature can peer through the Aether to observe its prey across great distances, and gets +1D per potential level to tracking its target.

MOCCUS
Known by primitive tribes all over Northern Europe as the “Hell Boar”, a moccus is the result of a living creature becoming tainted by the Primer. Their fur stinks of decay, clouds of flies surround the giant bodies of these juggernauts feeding on festering wounds, and the creature’s eyes are filled with green and yellow pus. An alien virus postpones death for long decades, which makes the moccus even more aggressive than when they were just common boars. Very few moccus retain the ability to breed, so they numbers are replenished by infected outcasts from packs of common boats who flee into the bogs, mires and forests of Northern Europe. United into packs, the animals are driven by their only impulse; protect the Spore field, this single command burning in their simple minds like a torch in the darkness.
The size of a horse, even a single moccus can pose a great threat even to a well armed group. Its tactics are primitive, but crippling, the huge beast ramming headfirst into the enemy, tearing flesh with its huge fangs and crushing bones with its powerful hooves. Moccus packs are one of the reasons why Spitalian extermination squads suffer great losses disposing of even small Spore fields.
INITIATIVE: 5D / 2 Ego Points
ATTACK: Bite 5D, Damage 5, Range 1 m
DEFENSE: Passive 1, Melee Active (Ramming), Mobility 8D, Ranged Combat Active (Sidestepping), Reaction 7D, Mental 3D
MOVEMENT: 6D
ARMOR: Fur, Armor 1
CONDITION: 9 (Trauma: 6)
SPECIAL: The bite of a moccus inflicts +2 points of spore infestation on its victim.
POTENTIAL: Feel no pain
The degraded nerve endings of the beast gives it +4S to any BOD+Stamina tests.
Pack sense
As long as the alpha lives, all pack members get +2S to mental defense.

CHAPTER

THE CHARACTER
VAULT





“THERE ARE 2 KINDS OF PEOPLE IN THIS WORLD: MY FRIENDS, AND THOSE WHO JUST ASK TO BECOME ONE.”

CASTEL HARDT

Castel is a tall, gaunt man. His eyes are a pale blue, and his shaved head is home to several scars. His Spitalian suit is always covered with furs and trinkets, which help obscure the true Cult he calls his own. He is always adapting to his environment, he was taken for a Clanner in Briton and to this day some think he’s a Hellvetic, misconceptions he has no intention of rectifying.

Castel served with Clothilde Bourreau in Briton until she became an Epigeneticist and travelled to the Spital. He didn’t follow, he had better things to do; his network was far too useful to abandon. He was tasked with keeping the Spital informed of everything happening in Briton, at the level of the people rather than the ruling class.

For the last few months Castel has been assigned to Roppen where he is assisting the Hellvetics with securing the tunnels. This situation serves his interests, he quietly gathers information, informing the Spital of the local happenings along with the situation of the Alpine Fortress. He has grown to be close friends with Marius Brisut, a Hellvetic who has a tendency to get talkative after a few beers. Castel has taken a liking to this colossus, whose mind is as simple as the Spitalian’s is twisted. Supporting each other, the pair grow in influence. Two brothers, more like two scoundrels.

A few months ago, in exchange for bringing an Anabaptist to the Spital for help with a concussion, Castel has been receiving rare Elysian oils. He sends these to Ziegler, the Clinic Leader. The powerful man leads a team responsible for studying the effects of the oil, and it is here that Castel again finds Clothilde.

ROLEPLAY

Castel is a kind man, with a natural affinity for working out who to talk to in order to get what he wants. He is loyal to the Spital, but that doesn’t mean he can’t enjoy himself.

He easily matches the accent of the people he speaks with, adopting their manners and customs, so much that he is easily mistaken for one of them. Don’t be mistaken, he has a cold intelligence, observing and noting every observation. He sorts them into two categories. Useful to Castel, or useful to the Spital.

To render service to others is to create a debt owed to oneself, and Castel loves to help.

PROFILE

ARCHETYPE: Borca, The Defiler, Spitalian, Rank 3: Famulancer
ATTRIBUTES: BOD 2, AGI 2, CHA 2, INT 3, PSY 3, INS 4
SKILLS: Athletics 3D, Melee 4D, Toughness 4D, Stamina 3D, Dexterity 3D, Conduct 4D, Expression 4D, Engineering 4D, Focus 4D, Medicine 6D, Science 6D, Willpower 6D, Empathy 7D, Perception 7D
BACKGROUNDS: Allies 4, Network 4
POTENTIALS: Brainwave 2, Splayer 1
INITIATIVE: 3D / 8 Ego Points (Willpower)
ATTACK: Splayer 3D, 2m, Damage 5, Cutting 2T, +1D Damage
DEFENSE: Passive 1, Melee Active (Parry) Melee 4D, Ranged Combat Active (Dodge) Mobility 2D, Mental (Willpower) 6D
MOVEMENT: 2m
ARMOR: Spitalian suit, Armor 2
CONDITION: Spore Infestation 0/12 8 Flesh Wounds, 5 Trauma
EQUIPMENT: The Manual, Leather apron, Notebook, Stolen Acheron vial, Hellvetic cloak



CLOTHILDE "VELOURS" BOURREAU

Daughter of Soros, a member of the Frankan Resistance, and Lee, a Judge, she was raised in the heart of Justitian where several instructors oversaw her studies from a young age. Her father, a Protector, was careful to teach his daughter respect for law and order. Quickly spotted by the Spital, she quickly advanced to a valued and respected Famulancer. She served in Britain and discovered the Anabaptists’ Elysian Oils, despite having little effect the practice intrigued Clothilde. Here there was something noble and sacred unlike anything she had encountered in the Spital, and perhaps something sensual too. Out of curiosity as much as fascination with the religious objects, she procured some and began to study it. However, the Spital was not interested, and her work was archived.

At the age of 26, she was promoted to an Epigeneticist in Rennes before returning to the Spital. There she began research on the different types of spore, under direction of Clinic Leader Ziegler. Several years passed until she was summoned by Ziegler himself. Her research was assigned to another Spitalian, and she was transferred to another team, the Gefroren Kreuz.

In addition to her research, Clothilde regularly visited her mother, Lee, in Justitian. The war against the Clans occupied Lee’s thoughts, and Clothilde slowly saw her mother’s body and soul wither away with wounds.

Once her mother left for the Front, Clothilde launched herself into the study of the oils. The samples were difficult to obtain, despite the help of a Famulancer she had once served named Castel, originating from north Purgare. He told the Epigeneticist that he had brought an Anabaptist companion to the Spital to treat a concussion, and in exchange was given several doses of Acheron. Ziegler increased his pressure on the group. They discovered strange effects, the oil was close to Burn but undetectable by the Mollusks. He demanded that the Gefroren Kreuz study the effects of the oil on the body. It was clear no Anabaptist would lend themselves willingly to such a betrayal of their secrets, but Castel works wonders.

ROLEPLAY

Clothilde is a smart and respectful woman, but the psychological pressure from Ziegler and the concern for her mother risking her life every day wears on her mind. Her ambition and drive to succeed push her to work with Castel, a man who slips between definitions of good and evil, a partnership which could endanger her career.

Her experience in Briton taught her to act quickly and well in a crisis, but in the long run, she needs stability and calm. Under such conditions, her genius unfolds and she reveals herself as one of the brightest in the Spital.

PROFILE

ARCHETYPE: Borca, The Healer, Spitalian, Rank 4: Epigeneticist
ATTRIBUTES: BOD 2, AGI 3, CHA 3, INT 6, PSY 4, INS 4
SKILLS: Athletics 3D, Melee 4D, Resistance 4D, Toughness 3D, Dexterity 6D, Conduct 4D, Expression 4D, Technology 4D, Focus , Medicine 8D, Science 8D, 6D Willpower, Empathy 7D, Perception 7D
BACKGROUNDS: Allies 5, Network 2, Secrets 3
POTENTIALS: Brainwave 3
INITIATIVE: 3D / 8 Ego Points (Willpower)
ATTACK: Splayer 3D, 2m, Damage 5, Cutting 2T, +1D Damage
DEFENSE: Passive 1, Melee Active (Parry) Melee 4D, Ranged Combat Active (Dodge) Mobility 2D, Mental (Willpower) 6D
MOVEMENT: 2m
ARMOR: Spitalian Suit, Armor 2
CONDITION: Spore Infestation 0/12 8 Flesh Wounds, 5 Trauma
EQUIPMENT: Analysis Glasses (Botanical Module and Medical Module), Key to an apartment in Justitian, 2 EX aerosols, Sequencer



“YOU AGAIN? YOU’RE WASTING MY TIME! ARE YOU IN NEED OF A COMPLETE DISINFECTION? NO? THEN GET THE FUCK OUT OF MY SIGHT!”

DEKHART KRUEGER

Dekhart is rather small and thin, his bald head weathered by the sun. His large chin and flat nose make him easy to recognize when he is not wearing his gas mask. Generally he can be found wearing his reinforced neoprene suit, his brows locked in a perpetual frown. His gestures are quick and nervous, and he often falls prey to violent anger.

Since becoming a Famulancer, Dekhart has not grown popular: he often questions orders, and cannot be depended on in case of an attack. During a previous mission, he butted heads with a Chronicler that he, wrongly, suspected to be a Burner. He tried to force the local Scrappers to unclothe the Agent by threatening them with his fungicide rifle. The other Famulancers barely managed to restrain him and thus avoid a diplomatic incident.

He has since been suspended, and after the incident has only been assigned dangerous missions with allies of the Cult. He has spent many a month patrolling with the Orgiastics, forcing Clanners to convert and dismantling Burn trade networks.

His respect for the principles of hygiene is now only theoretical, since he has become intimate with a large number of women. Indeed, he has become infatuated with an Ascetic woman whom he considers to be his lover. Famulancer Krueger is now well received in the community; he likes the Anabaptists since they are not fussy about his actions, and spare him the tasks he feels are beneath him. He is sometimes summoned by the Spital for occasional assignments, but his conversion to the beliefs of the Neogenesis is well under way.

ROLEPLAY

Tough, suspicious and ill-tempered, Deckhart is not a pleasant chap. He does not like his current assignment, and pours out his wrath on his entourage. He is overindulgent with Anabaptists, and suspicious with Clanners.

He has, however, his own weaknesses: his equipment is unclean and he would be under threat of suspension should the Cult learn of his less-than-perfect sense of hygiene. He craves for the sensation of power and beautiful women.

He always puts his personal interests first, and is a reliable ally to no one.

PROFILE

ARCHETYPE: Borca, The Defiler, Spitalian, Rank 3: Famulancer
ATTRIBUTES: BOD 4, AGI 3, CHA 2, INT 2, PSY 3, INS 2
SKILLS: Athleticism 6D, Force 7D, Melee 7D, Toughness 7D, Projectiles 5D, Stealth 4D, Medecine 6D, Cunning 6D, Domination 5D, Reaction 5D, Willpower 5D, Perception 4D, Primal 4D
BACKGROUNDS: Renown 2, Network 2, Resources 1
POTENTIALS: The Last Farewell 2
INITIATIVE: 5D / 8 Ego Points (Willpower)
ATTACK: Splayer 6D, Range 2m, Damage 7, Cutting 2T: +1D Damage ; Fungicide Rifle SP 4016TH: 5D, Range 2/8m, Poisoned: 4C, -2D, duration one day
DEFENSE: Passive 1, Melee Active (Parry) Melee 7D, Ranged Combat Active (Dodge) Mobility 6D, Mental (Willpower) 6D
MOVEMENT: 6m
ARMOR: Reinforced Spitalian Suit, Armor 3
CONDITION: Spore Infestation 0/12, 12 Flesh Wounds, 6 Trauma
EQUIPMENT: SP 4016TH, Broken Cross medallion hidden under his Spitalian suit, 3 stolen doses of EX which he uses as bargaining tools.



JOHAN KRELL

Despite the imposing mask of his sealed environment suit, Johan is a frail man. Perhaps when he first completed his training in the Spital and was sent to the far south to investigate the Psychovores he was still strong enough to live up to the appearance of his armor. However, after a decade and a half of endless study of the alien plant-life, he has begun to wither. There are dark circles under his grey eyes from lack of sleep, his pale cheeks are gaunt, and whenever a stray tuft of hair sprouts from his near-bald head it is ash grey. And yet, despite his withering body, his resolve has never been stronger. He knows what he has to do, he has studied the many forms of the Primer for years and he knows how to strike back at the alien virus. He will stop at nothing to deliver what he thinks is a crippling blow to the Sepsis.

His superiors, however, are less certain. They demanded more study, demanded more tests, more research, more experiments. Eventually, after his 15th request to his commanding officer to carry out his plan was denied, he could take no more. Clearly his superiors were small minded fools, unable to comprehend his genius and the perfection of his plan. One night, while most of his research camp were gathering samples of the Psychovore for further study, Johan made his move. He stole six seed pods, stored under a vacuum to inhibit their growth, placed them in a case biometrically locked with his blood, and left. Stealing a small vehicle, he had cut the fuel lines of the others at the research station and destroyed their radio, giving him a head start as he rode for Tripol and from there across the Mediterranean to his ultimate destination; the infested swamps of Franka. However, his head start only buys him so much time, and the Spitalians will stop at nothing to either recover the samples, or make sure he can no longer deliver them.

ROLEPLAY

Johan is a frail man, but he has a fire burning in his soul, driving him forward against all odds to complete what he views as a righteous quest. However, he does know that he'll need help to brave the treacherous swamps of Franka, along with the inevitable retribution coming his way when the Spitalians eventually get word of what it is he has done. When negotiating, he is nervous and reluctant to reveal the purpose of his mission, but if persuaded into talking about his goals his voice is as strong as someone half his age.

PROFILE

ARCHETYPE: Pollen, The Righteous, Spitalian, Rank 4: Epigeneticist (Former)
ATTRIBUTES: BOD 2, AGI 3, CHA 3, INT 6, PSY 4, INS 3
SKILLS: Athletics 5D, Brawl 4D, Force 5D, Melee 5D, Stamina 5D, Toughness 4D, Navigation 4D, Dexterity 6D, Mobility 5D, Projectiles 6D, Stealth 5D, Expression 5D, Leadership 5D, Negotiation 5D, Artifact Lore 10D, Engineering 6D, Focus 8D, Legends 8D, Medicine 8D, Science 11D, Cunning 5D, Deception 5D, Faith 8D, Reaction 7D, Empathy 5D, Perception 7D, Survival 4D
BACKGROUNDS: Allies 2, Network 2
POTENTIALS: Brainwave 3, Danger Sense 1, Prime Mover 2
INITIATIVE: 3D / 8 Ego Points (Faith)
ATTACK: Mauser, 7D, Distance 10/40, Damage 9, Mag. 10, Smooth Running (2T) Sword, 5D, Distance 1, Damage 7
DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D, Ranged Combat Active (Dive), Mobility 7D, Mental (Faith) 8D
MOVEMENT: 5m
ARMOR: Spitalian Uniform, Armor 2, Epigeneticist variant, Sealed +6S. Wears a concealing cloak over his suit, +1D to hiding his cult affiliation
CONDITION: Spore Infestation 0/16, Flesh Wounds 8, Trauma 6
EQUIPMENT: Sealed armored case containing a spool of Psychovore seeds, requires biometric match to open, Vials of adrenaline (5).

“WELL, YOU SEE, IF WE ADD 5 MILLILITRES OF THIS ENZYME TO THE SAMPLE, IT'S GROWTH RATE DECREASES BY 25%, MEANING THAT IF WE SYNTHESIS THIS AND MASS PRODUCE IT...”

POTENTIALS

PRIME MOVER
Johan has been researching the Primer in all its forms almost religiously for years upon years, until even his own thoughts have begun to twist and turn like the strange fractal patterns he sees under his microscope.
Johan gains +1S per potential level when analysing Primer related flora and fauna, along with +1D per potential level to fighting creatures spawned from it.

EQUIPMENT

Johan is carrying a large case, with thick reinforcement and a sophisticated locking mechanism reserved only for the most sensitive of materials transported by the Spitalians. Inside, he has six Psychovore seeds inside sealed vacuum chambers. The alien plants are unharmed by the lack of atmosphere, but it stops their rampant growth. Should the seal be broken and the seeds given access to soil, the Psychovore will begin to spread once more.



“YOU'VE GOT TO
CRACK A FEW EGGS TO
MAKE AN OMELETTE!”

MEMORIES OF DEATH

Valentina has lived two lives. while walking through the Stukov desert she touched a Desert clam, this pulled her into a new world. She lived out an entire life as an African man, it ended during a slave rebellion, she looked down, all she saw was the hilt of a sword in her gut. She looks up again, there is a woman with her back turned to her. Valentina tries to call for help but can't find her voice. All of a sudden she opens her eyes, she's in the desert. Panic washes over her as her two lives merge into one.

EQUIPMENT
SCRAPWALKER .44

This master crafted revolver was gifted to Valentina by the lone wolf Old Ironbolt while he was on his deathbed. His only wish was that she bring it with her into the Vultures realm and come back out with stories to tell.

VALENTINA

Valentina was born in 2576 just outside of Jaca close to the Pyrenees mountains. In the early spring of 2589 she talked her brother Valerian, who was a mountain guide, into bringing her with him on a routine crossing with some Spitalian clients.. During the expedition they were caught in a terrible storm which claimed the lives of Valerian and two of the famulancers. On the other side of the storm she was left with a choice, try to brave the mountain alone to get back home or stay safe and go with Maurine, an epigeneticist she later learned. Valentina and Maurine travelled together to Montpellier, on the road it became clear that Valentina would one day make a fine Spitalian if given the right training. Valentina was made to believe that she would get help coming home in time, but weeks turned to months and months turned to years. Over time Valentina had all but forgotten her old clanner life and family.

In 2592 she was to be sent to the Spital by way of border post north, the northern pass was however overrun by the swarm and she found herself fleeing westward, towards Janus port, a little village on the edge of Janus crater. Here she felt at home amongst the clanners, educating anyone who would listen about the dangers of sepsis and working as a doctor for the local population. This all changed when a party of scrappers came into town claiming there was a huge untouched pre-eschaton ship stranded in the Stukov desert. Valentina agreed to go with them in case they ran into trouble as long as she had first dibs on any medical equipment they found. They quickly realized they were not alone on the ship. They came face to face with the Vulture but managed to escape back to Janus port with an RG sleeper named Murray.

Over the course of the next few months Murray and Valentina become good friends. However Valentina needed to continue her education and finally got a chance to travel back to Montpellier with a family of scrappers, by this time Murray had established herself among the clanners in Janus port and decided to stay. Once reunited with Maurine Valentina continued her training and formally became an Epigeneticist, she was stationed in Toulon to find out about the Wasp Man.

ROLEPLAY

Outwardly Valentina might look like a young woman, but the coldness in her eyes and the way she speaks makes it seem like she has already lived a lifetime. She is constantly torn between wanting to help the individual and needing to help the collective, but ultimately she knows that sacrifices have to be made for the greater good, even if it does break her heart. Valentina is very friendly once you get to know her, but she presents a very thick outer shell.

PROFILE

ARCHETYPE: Hybrispania, The Healer, Spitalian, Rank 4: Epigeneticist
ATTRIBUTES: BOD 3, AGI 4, CHA 2, INT 4, PSY 3, INS 2
SKILLS: Athletics 5D, Force 6D, Melee 5D, Stamina 5D, Toughness 6D, Dexterity 5D, Mobility 7D, Projectiles 7D, Stealth 7D, Conduct 4D, Leadership 4D, Seduction 3D, Engineering 6D, Focus 7D, Legends 6D, Medicine 8D, Science 6D, Cunning 5D, Deception 4D, Reaction 6D, Willpower 6D, Empathy 4D, Perception 4D, Survival 4D
BACKGROUNDS: Allies 3, Authority 3, Network 3, Renown 4, Resources 5, Secrets 4
SPECIAL: Speaks the African language perfectly, without a single hint of a foreign accent
POTENTIALS: Last Bastion 1, Moving Mountains 1
INITIATIVE: 6D / 10D while under the influence of stimulants, 14 Ego Points (Willpower)
ATTACK: Scrapwalker .44, 7D, 10/40m, Damage 10, Smooth running (2T); Knife, 6D, 1m, Damage 4, Smooth Running (2T); Fungicide Rifle, 6D; Splayer, 4D, 2m, Damage 6
DEFENSE: Passive 1, Melee 6D, Mobility 7D, Mental 6D
MOVEMENT: 5m
ARMOR: Spitalian suit, Armor 4, Sealed (4), Respected (1D), Reinforced (2)
CONDITION: Spore infestation 12, Flesh Wounds 12, Trauma 6
EQUIPMENT: Sequencer, Cartridge Launcher, Water filter, Field kit, Surgical tools, Ex-aerosol, Firedust, Stimulants(4), Painkillers(4)



NAJDA WOJNIEK

Nadja is a young woman of average height and weight, with few real distinguishing traits, both her figure and face typical of Pollen.. Her strict observance of Spitalian prophylactic procedure does little to mitigate her unremarkable looks, constantly hidden beneath the usual attire of the Famulancers, rendering her totally anonymous. Until she speaks, it is impossible to appreciate the full depth of her personality. Quick-witted, empathic, perceptive and well-read, her intellectual and emotional acuteness makes sure no one forgets her.

Nadja was raised in the Tuberculosis Quarantine Zone of the Appendix. While her family slowly died of the disease, she was saved from the disease thanks to natural immunity. This immunity allowed her to help the caretakers in their dealings with the diseased.

When she reached adulthood the Doctors, after assessing her bravery and potential, asked her to become a Recruit. In spite of the rigour and the difficulty of such a training, Nadja became a respected and insightful Spitalian. As a militant Famulancer, she hopes to become a Surgeon or a Pharmacist.

However, something beckons her, like a call from the world to spread the hope that the Spital offers humanity. Thus, when an Anabaptist dignitary asked her to take part in the “Mission” she did not hesitate, and now she travels the long road to Purgare with a mysterious Ascetic and an obstinate Judge. All three of them have gone to convince the Cults to unite, in spite of their cultural divides, under the banner of the Protectorate and its Humanist ideals.

ROLEPLAY

Najda is first and foremost pragmatic and sensitive. She firmly believes in her Cult and will do whatever it takes to defend what she believes to be the last hope for the survival of mankind. Aware of the sad truth of the world, she sees the Protectorate as a protection from the Sepsis and the dangerous impulses of the Clans. She, however, is an idealist and a very kind person. She knows she has to be hard and uncompromising out of necessity, but she does enjoy doing so. Sometimes, the pain is so acute and the sadness so intrusive that her existence loses meaning. In these rare moments of weakness, she finds herself tempted, but by what? Burn? Vengeful Rage? Cold, brutal detachment? Until now, she has always found a helping hand to pull her back from the edge, but who can say what will happen tomorrow.

PROFILE

ARCHETYPE: Pollen, The Healer, Spitalian, Rank 3: Famulancer
ATTRIBUTES: BOD 2, AGI 2, CHA 2, INT 3, PSY 3, INS 4
SKILLS: Athleticism 3D, Melee 4D, Stamina 4D, Toughness 3D, Dexterity 3D, Conduct 4D, Expression 4D, Engineering 4D, Focus 4D, Medicine 6D, Science 6D, Willpower 6D, Empathy 7D, Perception 7D
BACKGROUNDS: Allies 2, Network 2
POTENTIALS: Brainwave 2
INITIATIVE: 3D / 8 Ego Points (Willpower)
ATTACK: Splayer 3D, Range 2m, Damage 7, Cutting 2T: +1D Damage
Fungicide Rifle 3D, Range 2/8m, Special Damage
DEFENSE: Passive 1, Melee Active (Parry) Melee 4D, Ranged Combat Active (Dodge) Mobility 2D, Mental (Willpower) 6D
MOVEMENT: 3m
ARMOR: Spitalian Suit, Armor 2
CONDITION: Spore Infestation 0/12, Flesh Wounds 8, Traumas 5
EQUIPMENT: The Manual, Leather Apron, Small Medkit, Notebook

“AS A CHILD, I
DREAMT OF A PLACE
WHERE MANKIND
WOULD FIND ITS WAY
IN THE WORLD OF
THE LIVING. WHERE
DISEASE WOULD
NOT BE INEVITABLE.
WHERE PREDATORY
VIOLENCE WOULD
NOT OVERPOWER
THE DEFENCE OF THE
WEAK. WHERE MAN
WOULD STOP SEEKING
SHELTER IN THE
MINDLESS COMFORT
OF ABSENT GODS.
WHERE SCIENCE
WOULD BE THE KEY
TO RESURRECTION...
THIS PLACE IS NOT
A DREAM.. ITS NAME
IS THE SPITAL, AND,
IN ITS NAME, I HAVE
COME..



THE BOMB

Atom dedicated his life to the understanding of electricity and atom. He was able to create several power plants and factories for his enslaved clans, transforming south Borca into a very dangerous land, infested with industrially equipped savages, hostile to anyone not allied with the Chroniclers. But Atom has something else in his head. He wants to force the African people to their knees. He wants to be the one who cleanses the world from their filthy influence. To achieve that, he is using his facilities and various artifacts to try to recreate the most powerful bombs humanity has known. If nothing stops him in his quest to lay waste to the African continent, he may produce the worst disaster since the Eshaton.

POTENTIALS

PLASMA
PREREQUISITE: Plasma Cutter, Science 10
Atom is a technological genius. He recreated a plasma cutter, but the size of a blade, emerging from his right arm. He dominates the Clan's Champions with it. Armor falls apart under the blows of the cutter. Before applying the weapon's damage, the target loses as many points of armor as the Potential level, until it is repaired.

ATOM

Atom is growing old, wrinkles appearing on his face, but his short white hair and severe gaze show no weakness. That being said, rare are the people who have seen the face of Atom, because he keeps his suit on as much as possible. His mask is of extremely high quality, four lenses burning out from under his hood. His thick armor leaves no part of his skin uncovered, a thick network of cables sticking out from its surface. It is reinforced by lead, protecting Atom from radiation. As far as he can remember, Atom always knew that the Chronicler's cause was not only the fairest, but also the most essential to humanity. To him, those who do not see the important of his cause are closer to mere animals than humans. He worked his way to the top, showing an exceptional understanding of the atom and electricity. He tried to share this knowledge to Clans. A wasted effort, their education wasn't sufficient. They were barely good workers. Atom finally settled on an ideology where those who mastered technology were more valuable than any others. Thus, the villages he then visited considered hima living god, always bringing him more artifacts. At last, he realized that there was a force capable of destroying all of the Chronicler's efforts: Africa. So he was sent by his cult to south Borca, to enslave the local clans. There are three objectives in this move: first, hinder progression from Afrikan troops. Secondly, create a buffer zone between the Protectorate and Hellvetie. And last, forming an army capable of supporting the Chroniclers against the influence of the Needle Towers.

ROLEPLAY

A God amongst humans. Atom is maybe one of the only contemporary men that can compete with a Marauder. He considers non-Chroniclers as wild animals, and Africans as insects, so he likely will not spare the time to speak to the PCs, instead giving them a piercing glare with the lenses of his mask while instructing one of his followers on what to say through a headset. All of his actions are either to obtain control of the central Cluster of Borca, or to destroy Africa. He has the potential to be a manipulative villain, or a dangerous ally if the PCs are under the protection of the Chroniclers.

PROFILE

ARCHETYPE: Borca, The Zealot, Chronicler, Rank 5: Paradigma
ATTRIBUTES: BOD 5, AGI 4, CHA 5, INT 6, PSY 6, INS 4
SKILLS: Strength 8D, Melee 10D, Toughness 10D, Crafting 9D, Dexterity 9D, Mobility 9D, Conduct 10D, Expression 10D, Leadership 11D, Negotiation 10D, Artifact Lore 12D, Focus 12D, Engineering 12D, Legends 9D, Sciences 12D, Domination 12D, Deception 11D, Reaction 10, Willpower 12D, Perception 8D
BACKGROUNDS: Authority 5, Secrets 5, Network 5, Resources 6, Allies 4, Renown 6
POTENTIALS: Fractal Memory 3, Upload 2, Download 2, Plasma 2
INITIATIVE: 10D / 24 Ego Points (Willpower)
ATTACK: Plasma Cutter, 10D, 1m, Damage 8 (Fatal), Terrifying (3)
DEFENSE: Passive 2 (Smoke Suit), Dodge 9D, Mental (Willpower) 12D
MOVEMENT: 5D
ARMOR: Tech V Suit, Armor 4, Bulletproof 6
CONDITION: Spore Infestation 0/24, Flesh Wounds 20, Trauma 11
EQUIPMENT: Divine spirit totems offered by clans, Vocoder, Cascader, Streamer glove, Draft printer, Neolybian rifles kept as trophies (He does not carry everything with him.).

IOTA

Iota's forehead is a little too big, her eyes a bit too far apart; if not for her mask it would be obvious to all that she isn't attractive. However, her face belongs to the Chroniclers, a visage of hardened leather, lenses glowing with a blue light. She wears a grey cape, with a hood. She doesn't seem to be armed, except perhaps the amplifier on her torso. It is impossible to guess her gender with her suit on. She is still a young Chronicler, but to this day she has accomplished every test she has been put through by her cult with flying colours. Inside her is a burning passion for learning more about Pre-Eshaton life. According to her, if humans are ever to get back to this level of technology, they must learn every detail of the existence of their ancestors. The Cult eventually gave her the responsibility of a small alcove near Justitian, in a small risk free village. Here, she recovers information and artefacts that are then sent to the Central Cluster. She tries to memorise each relic that passes through, attempting to understand how it was used in the distant past. Slowly, she is building up models of Bygone cities, buildings and rooms. Her knowledge only grows, and is already very impressive.

ROLEPLAY

Iota doesn't see a lot of people, and is very friendly whenever she gets the chance to meet someone new. This attitude is likely to surprise strangers, because it's in stark opposition to the intimidating look of her suit and her voice, a fact which makes most visitors quite uncomfortable. She is not used to other human beings, so she makes awkward, stunted attempts at conversation, following the guides on "interacting with clans" she read during her education in her Cult. She is fond of pre-Eshaton details. Scrappers who sell their discoveries to her are fond of her, finding her prices reasonable and fair. If she is not met in her alcove, she may have been sent on a mission to use her knowledge to explore ruins.

PROFILE

ARCHETYPE: Borca, The Mentor, Chronicler, Rank 2: Agent
ATTRIBUTES: BOD 2, AGI 3, CHA 2, INT 4, PSY 3, INS 2
SKILLS: Athletics 3D, Toughness 4D, Crafting 4D, Dexterity 4D, Mobility 4D, Art 5D, Expression 4D, Negotiation 5D, Artifacts Lore 8D, Engineering 7D, Focus 6D, Legends 7D, Science 6D, Cunning 4D, Domination 5D, Reaction 4D, Willpower 4D, Empathy 4D, Orientation 4D, Perception 4D
BACKGROUNDS: Allies 1, Network 1, Resources 1, Secrets 1
POTENTIALS: Fractal Memory 2
INITIATIVE: 4D / 12 Ego Points (Willpower)
ATTACK: Vocoder, 7D (+2 Triggers) then 5D, Damage: 1+Triggers as Ego, 45° Area
DEFENSE: Passive 1, Melee Active (Dodge) Mobility 4D, Mental (Willpower) 4D
MOVEMENT: 3m
ARMOR: Cape and clothes, Armor 0
CONDITION: Spore Infestation 0/8, Flesh Wounds 8, Trauma 5
EQUIPMENT: Vocoder, Cape, Mask, Leather rolls on which are pyrographed plans of pre-Eshaton buildings.

“IT MUST BE THE COMMON ROOM. FOLLOW-ME, HERE, IT'S THE ROOM... THEN THE OFFICE... AND THE SAFE. CLASSICAL STRUCTURE.”





PHISHER

Under his mask, he has blond hair and an emaciated face, brown eyes under nearly non-existent eyebrows, his cheeks are closely shaved. He is quite pale, but usually nobody sees his color skin: he wears a gas mask with red filters in front of his eyes all the time. His leather suit is reinforced at the shoulders, the plastron and the back of his limbs, giving a more impressive look than he really his. The amplifier of his Vocoder is well hidden on his torso, and his has a steel rod at his belt that he may use to intimidate other people.

He is a henchman in Central Cluster's pay. Since the Chroniclers took him, he has been completely indoctrinated by their education, and he is willing to sacrifice himself for the Stream's reborn. Far from being the best, however he showed an incredible tenacity during his formation. He is still an excellent technician, but he is not as good as other Chroniclers, so the Cult logically made a Shutter out of him.

Nowadays, he is on the roads, pretending to be an average traveller, he receives affectations let by other Chroniclers in hideouts near their alcoves, then he executes the orders without asking questions. Sabotage, murder, kidnapping, he has already done everything.

Ready to sacrifice himself for a mission's success, he is nearly crazy: convinced he will soon be dead, he tries to enjoy life between his missions and he costs a lot in Burn, EX and Magpies each time he success in his crimes. According to the Cluster, it was always worth it.

ROLEPLAY

Undercover, he is just a traveller, a Scrapper maybe, who came here to spend his money at the Apocalypitics place. He doesn't seek trouble, and he seems to just try to have a good time. He may use the names "Barrelor", "Booter" or "Chap".

He really enjoys Apocalypitics services, but he notes everything he sees. He knows everything in town, learn by heart everything about his target, planifies every of his moves with minimal risk... and struck the final blow. The water tank collapses, the man is choked with a pillow, the judge's child disappears.

When he is not undercover, he is a machine. No feelings come from this person. He expects to die soon anyway, so he doesn't become attached to other humans.

PROFILE

ARCHETYPE: Franka, The Martyr, Chronicler, Rank 3: Shutter
ATTRIBUTES: BOD 3, AGI 4, CHA 1, INT 2, PSY 4, INS 2
SKILLS: Athletics 5D, Force 5D, Melee 6D, Resistance 5D, Crafting 6D, Mobility 6D, Projectiles 6D, Stealth 6D, Negotiation 4D, Artifacts Lore 5D, Engineering 5D, Cunning 6D, Domination 8D, Faith 6D, Reaction 6D, Orientation 4D, Perception 4D, Primal 4D
BACKGROUNDS: Authority 2, Ressources 1, Secrets 1
POTENTIALS: Dead End 3
INITIATIVE: 6D / 8 Ego Points (Willpower)
ATTACK: Steel Rod, 7D, 1m, Damage 6, Blunt; Pistol, 6D, 10/40m, Damage 9, Magazine 12; Vocoder, 5D then 8D, Damage: 1+Triggers as Ego, Area 45°
DEFENSE: Passive 1 (+ Dead End), Melee Active (Dodge) Mobility 6D, Mental 6D
MOVEMENT: 5m
ARMOR: Leather armor, Armor 3
CONDITION: Spore Infestation 2/12, Flesh Wounds 10, Trauma 7
EQUIPMENT: Leather Armor, Vocoder, Gas Mask, Steel Rod, Pistol, 9mm rounds x 16, Special equipment according to his mission.



TRANSCRIBE

Transcribe is an old Chronicler, he is becoming bald, his face slowly growing wrinkled, and bears a grey beard with a moustache and blue eyes. He is tall and quite thin, his back a little bit bent, but all of that is difficult to see when he wears his old black Chronicler suit covered in cables.

Transcribe was for many years an archivist at the Central Cluster. His task was to write down every piece of knowledge from the Protectorate and the Chroniclers on paper: indeed, if the Stream was ever to fail again, the Chroniclers would lose priceless information. The Cluster would never let a failure like the catastrophe at Cathedral City happen again, and with the physical archives, the cult would always be able to have some baseline to start again, not needing to restart from nothing..

Obviously, this was a long and tedious task. Transcribe has, over the course of decades, copied, printed and translated files, then directed a team of Agents to help him. As he grew old, he realized that one type of file was particularly rare in the archives: historical records of the post-Eshaton era. Transcribe decided to give up his seat to one of his disciples, and set out on the roads to explore and record his own era for those who come next.

ROLEPLAY

This Chronicler is cold at first, and quite aloof when he talks to other people, except his very direct way of asking for something he wants.. Despite first appearances, he easily bonds with people who help him do his job, and will ask for news about them often. He can become an interesting contact for the PCs, because of his impressive network of friends and acquaintances.

He is very tough on people who hinder his work, and he will use his allies and his contacts to make their life difficult.

Transcribe is a mix of a historian and a journalist, asking many questions and taking notes during conversations. He can even ask a PC to pose for a sketch, or their permission to use elements of the conversation for his historical archives.

PROFILE

ARCHETYPE: Borca, The Seeker, Chronicler, Rank 3: Mediator
ATTRIBUTES: BOD 2, AGI 2, CHA 4, INT 4, PSY 2, INS 2
SKILLS: Strength 3D, Melee 3D, Toughness 5D, Crafting 6D, Dexterity 4D, Mobility 4D, Art, 6D, Conduct 6D, Expression 6D, Negotiation 7D, Artifact Lore 9D, Engineering 8D, Focus 6D, Legends 6D, Medicine 6D, Science 7D, Cunning 4D, Deception 5D, Willpower 4D, Empathy 4D, Orientation 4D, Perception 4D, Survival 5D
BACKGROUNDS: Network 2, Secrets 2, Allies 2
POTENTIALS: Fractal Memory 2
INITIATIVE: 2D / 12 Ego Points (Willpower)
ATTACK: Vocoder, 8D then 2D, 10m, Damage 1+Triggers as Ego
DEFENSE: Passive 1, Melee Active (Dodge) Mobility 4D, Mental 4D
MOVEMENT: 2m
ARMOR: Chronicler's suit, Armor 2
CONDITION: Spore Infestation 0/8, Flesh Wounds 10, Trauma 4
EQUIPMENT: Typewriter with ink and paper, Notepad and pencil, Draft of a text about the region's history.



LOOPHOLE

Every system has a weakness. Loophole’s job is to find it, and exploit it. Since she became a Shutter, she has learned to consider every group or building she infiltrates as nothing more than a system to be hacked into, like a program. Her missions always begin with a long stretch of gathering intelligence, analysing the information, and finding the most vulnerable parts of the system’s defense protocols. Her way of organizing her missions has given her excellent results, the Chroniclers trusting her enough to promote her to the rank of Fuse. She now has the authority to lead a small group of Shutters to accomplish undercover operations.

The team changes with every mission but the process is always the same: first, observe the target. Understand the routines that set its rhythm. Then, the setup: Shutters take roles, equipment is hidden where it is needed. And finally, the operation, using a set of techniques inspired by the Streamers of the Bygone era:

- DDOS: Using a crowd to disturb, or even incapacitate, the system. Good Diver-sion.
- MITM: Impersonating another Cult’s important representative to intercept a tar-geted package, and modify its content.
- Trojan: Impersonating one of the system operators.
- Social Engineering: Manipulating a weak element to gain access to the target.
- Rootkitting: Controlling the targeted system. Once it is complete, the system is laid bare to the Shutters, and their presence is deleted without a trace.
- BruteForce: Elements of the system are deleted.

When she is not accomplishing an important mission, Loophole is sent by her Cult to distant Alcoves: without the local Chroniclers knowing, she tests their security sys-tem and hands back a report to the Cluster.

ROLEPLAY

Everything depends on the actual role played by Loophole. She can perfectly imperson-ate the stereotypes of other cults.

Under her cover identity, she’s very pragmatic and arrogant: she considers that she, with her team, is creating the perfect hacking program. She tries to improve her tech-niques with every mission, and eventually no building, group or Cult will be safe from her.

She will never lose sight of the actual objective. Everything must go as planned. However, should a mission reach a significant obstacle, she will never admit defeat. She fixates on the last flaw detected in the target system, and when all else fails will attempt a final high risk operation.

PROFILE

ARCHETYPE: Borca, The Creator, Chronicler, Rank 4: Fuse
ATTRIBUTES: BOD 3, AGI 4, CHA 3, INT 3, PSY 4, INS 2
SKILLS: Athletics 5D, Brawl 4D, Force 6D, Melee 5D, Stamina 4D, Toughness 6D, Crafting 5D, Dexterity 6D, Mobility 7D, Projectiles 8D, Stealth 6D, Expression 6D, Leadership 6D, Negotiation 5D, Seduction 6D, Artifact Lore 5D, Focus 7D, Legends 5D, Science 6D, Cunning 9D, Deception 8D, Domination 7D, Reaction 8D, Willpower 7D, Empathy 5D, Perception 6D
BACKGROUNDS: Allies 2, Authority 3, Network 3, Renown 2, Resources 4, Secrets 3
POTENTIALS: Upload 1, Download 1, Breacher 2
INITIATIVE: 8D / 14 Ego Points (Willpower)
ATTACK: Heavy Pistol, 8D, 10/40m, Damage 12, Thunder Strike, Camo: +2S Knife, 6D, 1m, Damage 4, Smooth Running 2T
DEFENSE: Passive 1, Melee Active (Dodge) Mobility 7D, Mental (Willpower) 7D
MOVEMENT: 5m
ARMOR: Shutter’s Suit, Armor 3, Camo: +2S
CONDITION: Spore Infestation 0/14, 12 Flesh Wounds, 7 Trauma
EQUIPMENT: Costume, Mask, Disguise kit, Poison capsule, Jammer: a device that disables any electrical network it is connected to, 2 Smoke Grenades, 2 Flash Bangs, Freon Grenade: 2D Damage, ignores armor up to 4, Camo Heavy Pistol and 12 rounds.

UNDERCOVER

Loophole is equipped with all the equip-ment needed to be totally credible as the person she is impersonating. She carries almost nothing that shows her true alle-giance. Success on INS+Perception 5 is necessary to see that she wears a lot of makeup. If someone discovers who she really is, she will stop at nothing to eliminate them.

POTENTIALS

BREACHER

PREREQUISITE: Fuse

The Fuse planned the operation, they know each step by heart. Every precau-tion is in place at the discretion of the team, and once the operation is launched nothing will stop it. Before the operation, the Fuse gets +1D per potential level to all actions to cover the team. Once it has begun, the Fuse gets +1D per potential level to all planned actions.

ITERATE

Initialising. Process is running and beginning to consume resources.
1st Iteration: Deep learning.
3rd Iteration: Full body motor functions.
4th Iteration: First social interactions.
7th Iteration: Strange people talk to my brood. They say I’m not “abstract”, like the oth-ers. I’m a “Concrete Class”. I may have a future after all if I go with them.
9th Iteration: Functional learning. Numbers are more easy to deal with than people.
11th Iteration: Programming is simple. Just a process passing through a sequence of loops. Don’t forget to write the breakpoint, or the loops go on forever.
13th Iteration: Infected by Virus. Is this my breakpoint ? I feel like it.
17th Iteration: Surely a bug in my code, but I survived. I can’t contract this Virus twice: the process enhances itself with each iteration of the loop.
21st Iteration: First artificial neural network created.
23rd Iteration: It seems that I cannot have children. There is no such thing as infinite loops: a lack of resources stops them eventually. My code is no exception.
27th Iteration: I applied my neural network to an artifact brought back to the cluster by a kindred. It seems to work well.
32nd Iteration: Without children, I can’t be part of the next loop. However, theoreti-cally: my loop will end when I exhaust the available resources. But if I’m never out of resources, wouldn’t I be... Infinite ? Improving myself with each iteration for eternity.
34th Iteration: I begin to forget things. A new Virus. This one will slowly kill me. But for the moment it is no match for me: my machines are helping me remember what my code cannot.
36th Iteration: There is hope. Coding a Bygone machine with a neural network imitat-ing me would, in theory, allow an equivalent of me to become infinite. I have to hurry, my code is going from bad to worse.
39th Iteration: Now. Soon, I’ll be out of resources. The end of the loop... It can’t be! Not yet! But each step forward is a fight against the Virus. I have finished the customized neural network. I forced it to live artificially through my whole life. It truly is me. I watch it to remember who I am. I only need a decent host.

ROLEPLAY

Iterate is a lost soul hunting for eternal life. He will be afraid to do anything that can put an end to his life before his work is finished. He is searching for any device that can host his neural network program, so he can be “re-initialised”. He also is suffering from an aggressive variant of Alzheimer’s. His helmet and his robots are essential for him to not be totally lost to the disease. Iterate is an expert in Domotics: he has a passion for devices that can interact with hu-mans, and most of his assignments by the central cluster are either to find and analyze new artifacts, or to install some devices to specific Alcoves.

PROFILE

ARCHETYPE: Borca, The Seeker, Chronicler, Rank 4: Streamer
ATTRIBUTES: BOD 1, AGI 2, CHA 3, INT 6, PSY 2, INS 2
SKILLS: Force 3D, Toughness 3D, Crafting 6D, Dexterity 4D, Mobility 4D, Arts 7D, Negotiation 5D, Artifact Lore 11D, Engineering 11D, Focus 10D, Legends 9D, Science 12D, Cunning 4D, Reaction 3D, Willpower 7D, Perception 4D
BACKGROUNDS: Authority 1, Network 4, Renown 2, Resources 4, Secrets 4
POTENTIALS: Fractal Memory 3, Fork 1
INITIATIVE: 3D / 20 Ego Points (Willpower)
ATTACK: Doesn’t fight. Streamer Glove, 3D, 1m, Dazed (5)
DEFENSE: Passive 1, Melee Active (Dodge) Mobility 4D, Mental (Willpower) 7D
MOVEMENT: 1m
ARMOR: Chronicler’s Suit, Armor 2
CONDITION: Spore Infestation 0/14, Flesh Wounds 6, Trauma 3
EQUIPMENT: Chronicler’s suit with AR Headset and Discharge level 2, Streamer Glove, Set of surveillance cameras, Scouting robot dog: used to explore ruins.

POTENTIALS

FORK

PREREQUISITE: INT+Focus 8, INT+S-cience 8
The character tries to never expose him-self directly. He has at his disposition a set of devices that he controls to help him perform difficult tasks. With the appropriate controller, the user can control distant devices with INT+-Science. He can spend his own Ego to en-hance any action of a device he controls. Max 3 Ego points per action.

AR HEADSET

This mask allows the user to enhance the reality he his seeing. Iterate registers the faces and the masks of his close compan-ions in the memory of the device, and the facial recognition system helps him remember who they are. The Headset also allows the user to re-ceive visual feed for other close sources: thereby Iterate can see through surveil-lance cameras or through the eyes of his machines. An aimed shot to the helmet will proba-bly save the wearer, but the headset will be broken. For Iterate, it would mean no less than the end of his life.



VAUBAN

Vauban is the officer in charge of the Saint-Fall Outpost. His mood is unpredictable: after fighting alongside the Anabaptist Host on the Northern Frankan Front he returned a changed man. Returning from that hell with some of the Broken Cross' most famous Orgiastics, he has become irritable and excessive. Now he spends many evenings in an alcoholic haze, contemplating the Valley from the walkways of his command.

Fifty men and women are under his command at the outpost, but his style of command is far from ordinary. The Northern Access to the Alpine Fortress can be reached either by Basel or by Saint-Fall, it is therefore crucial that any suspicious person must not be allowed to enter the alps. For this purpose, Vauban has secretly planted explosives at strategic points all over the Valley, at any moment Vauban can close all access to the Alpine Fortress and isolate the stronghold from the rest of the world.

Since the arrival of Lieutenant François and the launching of Operation ROC, Vauban is no longer certain of his control over the region. In parallel, an investigation into his discipline and addiction issues has been initiated by the General Staff. The result of this inquiry could have dire consequences on the Subaltern's future.

He is desperate to show his superiors that he is capable of containing all the factions under his control. He has since established a brutal, uncompromising rule and has made sure that tensions are rife between the Hellvetics and the Clans of La Corne.

ROLEPLAY

Vauban is ravaged by his addiction to alcohol. He is more than competent as a commander, but he is either in a violent mood directing his men with lethal precision, when sober, or incompetent and harmless when drunk. His men dare not complain to his superiors about him, because despite his flaws, there is always the risk that his successor will be much worse.

Vauban, however, is not a fool, and is still able to take the best decisions for what he believes to be the good of the outpost. He is ineffectual, not incompetent.

PROFILE

ARCHETYPE: Borca, The Abomination, Hellvetic, Rank 4: Subaltern
ATTRIBUTES: BOD 6, AGI 4, CHA 3, INT 3, PSY 2, INS 3
SKILLS: Force 9D, Melee, 10D; Toughness 10D, Stamina 8D, Mobility 6D, Projectile 10D, Leadership 9D, Science 6D, Medecine 6D, Domination 8D,Reaction 8D, Will power 5D, Primal 7D
BACKGROUNDS: Allies 2, Authority 4, Renown 4, Ressources 3
SPECIAL: Primal -2D if he has not consumed any alcohol in the last 4 hours.
POTENTIALS: Doctrine: Assault 3
INITIATIVE: 8D / 14 Ego Points (Willpower)
ATTACK: Trailblazer, 10D, Range 30/120, Damage 11, Clip 35, Smooth-running (3T), Salvoes (3) ; Combat Knife, 10D, Range 1m, Damage 5, Smooth-running (2T).
DEFENSE: Passive 1, Melee Active (Parry) 10D ; Ranged Combat Active(Mobility) 6D ; Mental (Willpower) 5D
MOVEMENT: 6m
ARMOR: Heavy Duty Harness,Armor 7 (Massive 9), Fire Resistant (8), Heavyweight Module (BOD+Force 6D)
CONDITION: Spore Infestation 3/10, Flesh Wounds 20, Trauma 8
EQUIPMENT: Half-full bottle of Cognac ; Detonator for the explosives buried in the Valley ; Broken Cross hidden under his Harness (Vincent of Bassham gave it to him).

MICHAEL FRAY

The wastelands of Borca are not somewhere that could be called safe, but many settlements spring up among the ruins of the old times, and these settlements are always in need of protection. So it was that a lone Hellvetic passed through such a settlement on his path home to the Alpine fortress, having reached the end of a tour in Borca. A caravan of violent Clanners was on the loose nearby, and the town was in dire need of protection. The villagers had scraped together all the drafts they could spare, intending to hire the first mercenary capable of pulling the trigger of a rifle, but found something much more lethal. Perched with his Trailblazer at the top of the town's radio mast, Michael was the sole defender of the town when the Clanner's attacked. He fired 19 shots, the entirety of his remaining ammo supply. When he climbed down in the morning, as the villagers dragged the bodies of the Clanner's inside to give them some semblance of a proper burial, they found 19 bodies each with a single bullet hole between their eyes.

Upon his return to the Alpine fortress, Michael was promoted to the Special Detachment, word of his deeds travelling ahead of him. In recognition of his talent for marksmanship, his Trailblazer was modified for ranged use, able to hit a target within an inch at 100 metres, at the cost of the automatic firing mode. However, Michael rarely needs more than one shot per target, so this does little to diminish his lethality. Since then, the sharpshooter has been sent on missions across Europe, eliminating the targets that the upper ranked Hellvetics designate, crippling the leaders of dangerous clans, and doing all of it without coming within eyesight.

ROLEPLAY

Michael is a tall, blonde man with a face chiseled from stone. His blue eyes are piercing, always flicking around as he analyses sight lines and evaluates potential sniping positions. In conversation he is curt, making his points quickly and with few words, but he is not rude. He will always put the interest of the Hellvetics first, and has done many things in their service he isn't proud of, but will also do his utmost to protect those he sees as less formidable than himself - so long as protecting them does not contradict his orders.

PROFILE

ARCHETYPE: Balkhan, The Zealot, Hellvetic, Rank 4: Special Detachment
ATTRIBUTES: BOD 4, AGI 4, CHA 3, INT 3, PSY 2, INS 3
SKILLS: Athletics 6D, Brawl 6D, Force 5D, Melee 6D, Stamina 7D, Toughness 6D, Dexterity 7D, Navigation 6D, Mobility 7D, Projectiles 11D, Stealth 6D, Leadership 4D, Negotiation 4D, Legends 4D, Medicine 5D, Cunning 5D, Deception 5D, Domination 6D, Reaction 8D, Willpower 6D, Orienteering 6D, Primal 7D, Survival 6D
BACKGROUNDS: Allies 1, Authority 3, Network 1, Renown 3, Resources 4, Secrets 2
POTENTIALS: Doctrine: Morale 2, Deadeye 2
INITIATIVE: 8D / 14 Ego (Willpower)
ATTACK: Scoped Trailblazer, 12D, 60/240, Damage 11, Mag. 10. -2D within 15m
DEFENSE: Passive 1, Melee Active (Dodge), Mobility 7D, Ranged Combat Active (Dive), Mobility 7D, Mental (Willpower) 6D
MOVEMENT: 5m
ARMOR: Spotter Harness, Armor 3, Camo (5C)
CONDITION: Spore Infestation 0/12, Flesh Wounds 0/12, Trauma 0/6
EQUIPMENT: Pathfinder (Orienteering +4D), Small printout with details of latest target, Notebook used to record target movements and weaknesses.

DISTANT DEATH

Michael prefers to strike at a target from as far as possible, to reduce the risk of the sharp crack of his Trailblazer firing revealing his position. He will regularly take up positions that give him a poor view of the target in exchange for a longer firing distance.

POTENTIAL

DEADEYE
PREREQUISITE: AGI+Projectiles 8D
Michael settles himself into the small sniper perch he has been resting in for the last hour. His target's path will make him vulnerable for approximately 10 seconds. Raising his Trailblazer, the Hellvetic lets out a long breath, relaxing his muscles as he prepares to fire. 30 seconds later, he fires. 200 metres away, a man falls to the floor. Another order completed. When using a scoped weapon, if the character takes 30 seconds/2 combat rounds to aim without being disturbed, they gain +3D to hit.

EQUIPMENT

Michael's Trailblazer is a well maintained tool of long-ranged death. The base frame of the Trailblazer has been modified with a powerful scope, along with a modified receiver and barrel to impart more of a spin on the bullet as it's fired, allowing Michael to make even the most improbable shots. However, this modified receiver can only be fired semi-automatic, and the weapon cannot be loaded with shotgun shells.



“THE LAWS THAT YOU VIOLATE WERE WRITTEN DECADES AGO. NO ONE IS ABOVE THEM. SO NOW, YOU CAN EITHER SHARPEN YOUR BLADE WHILE WAITING FOR THE EXECUTIONERS OR COME WITH ME ” WITHOUT A FUSS.

EDELGARD

Tall and standing straight, she has a rather round face, a short nose and heavy lips. Her brown hair is tied back, and her brown eyes are hidden behind tinted glasses. Her spotless leather coat barely hides rich clothes, a somewhat small judgment hammer and, chained to her belt, a large, yellowish codex with loose pages bulging from its covers.

Eldegard is one of the scions of Justitian’s great dynasties of Advocates. From early childhood, she learned the Law by rote, and was taught to apply the Law mercilessly. She is destined to marry an Advocate from another great family, in order to perpetuate the dynasties.

She had a sheltered youth, protected from the violence of the outside world. This made her first cases very difficult for her: the gaze of a condemned man is always hard to bear. In order to progress and to continue applying the Law that is everything to her, she had no choice: she hardened her soul to face the crimes and to sentence the guilty. With time, she has become haughty, impassive and incorruptible. The Codex that her family bequeathed her has grown fat with new rules, becoming more and more efficient.

Now, Eldegard renders sentence after sentence, always with accuracy and justice, but with little regard for the men she judges. Her friends and foes are dozens, particularly amongst the members of her Cult: she has no qualms about reviewing trials that she deems to be misjudged, and to hand out advice on old Laws to whoever she deems to have used them poorly.

Her intransigence has landed her in the good graces of the Chroniclers, who often give her missions, especially when they need a trusted person to lead an investigation.

ROLEPLAY

Haughty, austere, with a noble bearing. She will certainly be found while on a mission, and will therefore be focused and suspicious.

She is a very talented investigator and an impartial judge. She is not, however, much of a fighter. She will therefore avoid direct conflict if she is alone, and then come back with other judges or mercenaries, and an arrest warrant.

She bears the future of the great families of Justitian on her shoulders, and she does not have the right to fail.

PROFILE

ARCHETYPE: Borca, The Traditionalist, Judge Rank 3: Advocate
ATTRIBUTES: BOD 3, AGI 2, CHA 4, INT 2, PSY 3, INS 4
SKILLS: Force 5D, Melee 6D, Navigation 4D, Mobility 4D, Conduct 8D, Expression 6D, Leadership 6D, Negotiation 6D, Focus 4D, Legends 6D, Cunning 5D, Deception 5D, Domination 6D, Empathy 6D, Perception 6D
BACKGROUNDS: Authority 2, Renown 2, Resources 2
POTENTIALSS: Lynch Law 1
INITIATIVE: 3D / 8 Ego Points (Willpower)
ATTACK: Judgment Hammer, Range 1m, 4D, Damage 6, Impact 3T, Blunt
DEFENSE: Passive 1, Melee Active (Parry and Dodge) Melee 4D, Ranged Combat Active (Dodge) 4D, Mental (Willpower) 6D
MOVEMENT: 3m
ARMOR: Judge’s Hat and Coat, Armor 2
CONDITION: Spore Infestation 0/10, Flesh Wounds 8, Trauma 6
EQUIPMENT: Judgment Hammer, High-quality Leather Coat, Heavily annotated Codex, Love letters from enamored Advocates



ABATOS

Abatos is a muscular, 6’0”, man. He has long blonde hair, and blue eyes. He is in his thirties, and his well defined face ends with a long slitted chin below a set of thin lips and nose. His otherwise attractive face is only damaged by a few light scars gained through years of conflict.

Abatos is a loose cannon. Since he became a Judge, he always was more interested in action. While he is a dangerous fighter, his vision of justice is not impartial, and he always renders sentences that fits his own personal interest or that allow him to start a conflict.

He was made a Black Judge before he could trigger a scandal, and thus waste his vast martial skills. Since then, he has earned Rutgar’s respect, and he is thought to be one of the best while acting solo. He is given clear, simple missions, and he is ready to do anything to achieve them, kidnapping, blackmail, burglary, even escalating to physical methods.He has created a large network of contacts who are all afraid of him, and whom he uses to further his ends.

ROLEPLAY

Reckless, self-centered, cow-boy. Abatos does not let anybody get in his way. He can be found while on one of his missions. If so, he is probably undercover in a flock of Apocalypitics or a gang of Scrappers, or making plans with his allies.

If his mission puts him on the same side as the PCs, he could try to recruit them to perform a kidnapping or any such high-risk activity.

If he is against them, he will try to intimidate them, to force them to back down, and could also pick on the PC’s allies to cut their support off.

In combat, he keeps his distance and shoots on the group first, before focusing fire on the most dangerous foe.

PROFILE

ARCHETYPE: Borca, The Destructor, Judge, Rank 4: Black Judge
ATTRIBUTES: BOD 4, AGI 4, CHA 4, INT 3, PSY 5, INS 4
SKILLS: Athletics 7D, Brawl, 8D, Force 10D, Melee 9D, Stamina 7D, Toughness 10D, Dexterity 6D, Navigation 7D, Mobility 7D, Projectiles 9D, Stealth 8D, Conduct 8D, Expression 8D, Leadership 10D, Negotiation 9D, Artifact Lore 7D, Legends 8D, Science 6D, Cunning 11D, Deception 10D, Domination 11D, Reaction 9D, Willpower 9D, Empathy 8D, Orienteering 6D, Perception 6D, Primal 7D, Survival 8D
BACKGROUNDS: Allies 3, Authority 5, Network 5, Renown 2, Resources 2, Secrets 4
POTENTIALSS: Janus Face 3, Alpha Wolf 5
INITIATIVE: 9D / 14 Ego Points (Willpower)
ATTACK: Bowie Knife, 10D, Damage 6, Smooth Running (2T) ; SMG-8, 9D, Range 10/40m, 7 Damage, Smooth Running (1T), Salvoes (3)
DEFENSE: Passive 1, Melee (Parry) 9D, Distance (Dodge) 8D, Mental (Willpower) 9D
MOVEMENT: 8D
ARMOR: Reinforced black leather coat, Armor 3
CONDITION: Spore Infestation 0/18, 20 Flesh Wounds, 9 Traumas,
EQUIPMENT: Black Leather Coat, Modified SMG - 8 with a 35 bullet clip, Bowie Knife, TNT, Notebook with the names of the target’s entourage.

POTENTIALS
ALPHA WOLF

PREREQUISITE: Authority 4
If the character succeeds a PSY+Domination roll against a target, his next action against this target will have a bonus equal to the potential level in dice.



“ALRIGHT, JUST BECAUSE I LIKE YOU, GET OUT OF MY SIGHT. BUT IF THERE IS A NEXT TIME, I’M WARNING YOU, YOU’LL BE LEAVING WITH A NEW TATTOO ON YOUR FOREHEAD”

WIGMAR

The Judge stands an average height, his face almost always concealed beneath a large hat and black sunglasses, the kind typical of his Cult. Under his hat his hair is cut short, shaved on the sides, and a light stubble covers his chin. His gaze is clear, piercing through his glasses, and he is never seen without his heavy leather coat, musket and Hammer.

If not for Wigmar, dozens of thugs would still be on the streets.

The only thing he knows about his parents is that they were criminals. He was abandoned at a young age to be raised by the Judges, and is a pure product of Justitian. However, unlike the other judges, he considers justice as more than just a means of punishment. Its purpose is to teach.

He’s heavily committed to his view, protecting the villages he passes through as well as he can. He can often be seen sitting with the villagers, educating them on the laws of the Protectorate, or spending time with aimless children teaching them discipline. However, under the stoic facade he presents, he cares deeply for his countrymen. He has removed every single death penalty from his Codex, preferring to administer physical or social punishments that allow the criminal to re-integrate into the bright light of society. Everyone has the potential to be useful.

Wigmar is celebrated wherever he goes, but other Judges view him as too soft. From his point of view, society is more important than the word of the Codex, so sometimes he lets an offence drift by unnoticed, for the greater good.

ROLEPLAY

Wigmar is tolerant, but firm. He always evaluates the people he meets, deciding if they could pose a danger or not. If his conclusion is “Yes”, then he’ll keep an eye on them at all times, if not he’ll be happy to offer help to whoever needs it.

If he catches a minor offense, he’ll take note of the wrongdoer in his Codex and will lecture the criminal about the laws that he has broken, but the punishment will go no further, especially if Wigman is confident the culprit can learn from his mistake. However, Wigmar hates nothing more than repeat offenders and is far more severe with them. Despite this severity, the Judge is no murderer, and will always try to find a way of dealing with a problem that leads to the fewest deaths.

PROFILE

ARCHETYPE: Borca, The Healer, Judge, Rang 2: City Judge

ATTRIBUTES: BOD 4, AGI 3, CHA 3, INT 2, PSY 3, INS 2

SKILLS: Athletics 6D, Force 6D, Melee 7D, Toughness 7D, Navigation 5D, Mobility 5D, Projectiles 6D, Stealth 4D, Conduct 5D, Expression 5D, Leadership 5D, Legends 4D, Domination 4D, Reaction 5D, Willpower 5D, Empathy 5D, Orienteering 4D, Perception 4D, Primal 4D

BACKGROUNDS: Allies 1, Authority 2, Network 2, Renown 2

POTENTIALSS: Stampede 1, Hammer Blow 1

INITIATIVE: 5D / 8 Ego Points (Primal)

ATTACK: Judgement Hammer, 5D, Distance 1, Damage 7, Impact (2T)

Musket, 6D, Distance 10/40m, Damage 8, Muzzle Loader

DEFENSE: Passive 1; Melee active (Dodge) Mobility 5D; Ranged combat active (Dodge) Mobility 5D; Mental, Willpower 5D

MOVEMENT: 6m

ARMOR: Leather coat, Armor 2

CONDITION: Spore Infestation 0/10, Flesh Wounds 14, Trauma 7

EQUIPMENT: Leather coat, Musket and 5 bullets, Judgement Hammer, Bucket, Codex with death sentences stripped, and names of various offenders.



ZARATHUSTRA

The higher the heights of your greatness, the further you have to fall. No one knows this to be true as much as Zarathustra. Once, he was an Executioner, dealing out justice to those who dared threaten the lawful peace of the Protectorate. Hammer in one hand, musket in the other, the towering figure in a dark duster struck fear into the hearts of criminals across Borca.

Those days were long ago, and since then Zarathustra has fallen a long way. Relegated by the Judiciary to the outskirts of the Protectorate, stripped of the authority to administer real justice after the catastrophic failure of a mission he was forced to lead ended with the deaths of tens of Judges under his command, and with him amongst a band of survivors forced to limp back to Justitian. Since the failure of the mission and his subsequent demotion, he has lived a life of shame and regret. Why didn’t he try harder to stop the mission, why didn’t he stand up to those bastards in the High Court, why didn’t he stop his comrades from going into that tunnel, why, why, why... He’s unlikely to find the answer at the bottom of the flask of distillate he keeps at his hip at all times, but that doesn’t stop him reaching into it to take a swig at regular intervals.

Nowadays he can be found wandering the border of the Protectorate, dealing with petty squabbles. Sometimes, when that worn copper flask is running low and the distillate is burning his throat, he even wishes that he could go back to the way things were, proudly carrying the Judgement Hammer and Codex of his Cult. When the drunken thoughts recede, he knows that can never happen. They took his Codex, ripped the pages he had written out and handed it back, a symbolic gesture but a powerful one. He knew what it meant, his laws would never be accepted in the capital, and he would never be allowed to regain his former glory.

ROLEPLAY

Zarathustra is man on the verge of being completely broken. His failures in the past and the near exile from his own cult have laid him low, and even now he struggles with his minor duties in the Protectorate His flask is always at his side, and his breath always smells strongly of alcohol.

However, deep in this old Judges soul, the spark of justice still flickers. It can be hard to see; but once in a while, when a case worthy of the legendary Executioner of old flares up, so too does he. One hand gripped tight around the shaft of his Hammer, the other clutching his desecrated Codex, Zarathustra the exiled, ashamed City Judge becomes Zarathustra the Executioner once more, at least for a little while.

PROFILE

ARCHETYPE: Borca, The Hermit, Judge, City Judge

ATTRIBUTES: BOD 3, AGI 3D, CHA 4, INT 3, PSY 4, INS 4

SKILLS: Athletics 4D, Brawl 6D, Force 8D, Melee 8D, Stamina 6D, Toughness 6D, Navigation 4D, Mobility 5D, Projectile 6D, Stealth 3D, Conduct 7D, Expression 7D, Leadership 8D, Negotiation 7D, Legends 4D, Cunning 6D, Domination 7D, Willpower 6D, Reaction 6D, Empathy 6D, Orienteering 6D, Perception 7D, Primal 6D, Survival 6D, Taming 4D

BACKGROUNDS: Authority 1, Network 3, Renown 2, Secrets 1

POTENTIALSS: Hammer Blow 2, Thus Spoke Zarathustra 2

INITIATIVE: 8D / 12 Ego Points (Willpower)

ATTACK: Judgement Hammer 6D, Damage 10 (Blunt, Impact 1T), Range 1; Revolver 6D, Damage 10, Range 10/40

DEFENSE: Passive 1, Melee Active (Dodge), Mobility 5D; Ranged Active(Take Cover), Reaction 6D, Mental (Willpower) 6D

MOVEMENT: m

ARMOR: Hat and Coat, Armor 2

CONDITION: Spore Infestation 0/12, Flesh Wounds 12, Trauma 7

EQUIPMENT: Codex with many pages ripped out, Judgement Hammer, Revolver, Hip Flask filled with distillate.

HORROS OF HYDRO

Hydro is a small town on the outskirts of the Protectorate, poorly defended and built on top of a large network of tunnels, from which the town draws its water. This also makes it an excellent way for Apocalyptic to smuggle Burn across the border. The Judiciary ordered Zarathustra to lead an extermination squad into the tunnels, despite his protests. As the Judges descended into the Apocalyptic’s home turf, they were ambushed from the shadows, planned cave ins and deadly traps cutting down almost the entire squad. Zarathustra was among the few survivors, and was swiftly punished for his failure.

POTENTIALS

THUS SPOKE ZARATHUSTRA

PREREQUISITE: CHA+Leadership 8, Previously had Renown 6

Zarathustra has had great highs, but now he can barely muster the willpower to administer the justice he used to believe in. However, somewhere deep in this old alcoholics heart still burns the fires of righteousness, and in situations of great need it shines through.

When required to deliver a speech to a rowdy mob, pass justice on a criminal, lead a squad into battle or do anything else that requires great feats of leadership, the Character may spend 3 Ego Points to gain the Potential level in Successes on any CHA+Leadership roll.



CODEx

Julius uses his Codex as a journal in which he keeps records of his experience and encounters. He intends to summarize his field experience for the next generations of Judges, so that they do not commit the same mistakes.

JULIUS REX

Strong and muscular, this twenty-something Judge cuts a striking figure with his large frame and his intense gaze. His hair is long, and brown. At first sight, he inspires fear, with his square jaw and burn marks covering his face. He wears the Judge’s uniform, but the left sleeve of his coat is sewn to the torso, and his hand is nowhere to be seen. A red kerchief is tied to his neck. On his belt lies a holster with a large-caliber gun, while his Judgment Hammer is strapped on his back.

Julius grew up with his elder brother Tirius in one of Justitian’s richer families, joining the Judges two years after his brother. While his sibling quickly climbed the ladder, Julius was sent all around Borca to maintain peace with the Clans. The two brothers seldom saw each other face to face, only maintaining contact through the Chronicler’s Network.

With the Fall of Praha, the Clans rebelled. Julius was sent to the battlefield and earned his rank as a Protector the hard way. One day, his platoon received a call for help: Honnerburg Village had fallen to the insurgent Clans. Julius knew that his brother had been sent to investigate there. The platoon immediately set forth. They found Tirius’ severed head near the Village. Julius’s blood came to a boil, and he ordered a direct assault. However, Honnerburg had been turned into a trap by the Clans, and the village was destroyed in a massive explosion. Julius was one of the few survivors.

After the slaughter, the Clans accused Julius of being responsible for the explosion. He became known as “The Honnerburg Butcher”, and was promoted to Executioner on the battlefield. In order to gain allies outside of the Protectorate, he was sent to Franka as an emissary. He was able to convince the local people that the Judges were here to protect them, leading by example. His dedication cost him dearly: his face was badly burned by a Spitalian trying to rid him of a deadly swarm, and his left arm had to be amputated following a Drone attack in the Swamps. His face is now recognized, and Frankan Clanners know that he will protect the m with his life.

POTENTIALS

HONNERBURG BUTCHER

PREREQUISITE: Executioner, death of a close one

Julius does not want to experience the loss of closed one ever again. He will snap if one of his friends is about to die. If one of his allies suffers Trauma wounds, Julius terrifies his enemies. If his opponent does not succeed a Mental Defense(3+potential level) test, they suffer a -2D malus to all actions related to fighting.

ROLEPLAY

Julius will always try to find the most peaceful solution in a conflict, but he will never hesitate to fight in order to protect public order, the law, and the weak. He is a good man, utterly without evil, but he does not always understand how his faith in the Law and the Judge’s ideals can be the source of many woes.

PROFILE

ARCHETYPE: Borca, The Destructor, Judge, Rank 4: Black Judge
ATTRIBUTES: BOD 4, AGI 4, CHA 4, INT 3, PSY 5, INS 4
SKILLS: Athletics 5D, Brawl 6D, Force 8D, Melee 7D, Stamina 6D, Toughness 8D, Navigation 6D, Mobility 6D, Projectile 8D, Stealth 7D, Conduct 7D, Expression 7D, Leadership 8D, Negotiation 6D, Legends 4D, Cunning 5D, Domination 6D, Faith 6D, Reaction 6D, Empathy 6D, Orienteering 6D, Perception 6D, Primal 6D, Survival 6D, Taming 6D
BACKGROUNDS: Allies 2, Authority 3, Network 1, Renown 2, Resources 1
POTENTIALS: Lynch Law 1, Honnerburg Butcher 1
INITIATIVE: 9D / 14 Ego Points (Willpower)
ATTACK: Judge’s Musket, 8D, Range 10/40m, Damage 8 ; Revolver, 8D, Range 10/40m, Damage 10 ; Judgment Hammer, 5D, Range 1m, Damage 9, Blunt, Impact (3T)
DEFENSE: Passive 1, Active Melee (Parry) 5D, Ranged Combat Active (Dodge) 6D, Mental (Faith) 6D
MOVEMENT: 5m
ARMOR: Hat and Coat, Armor 2
CONDITION: Spore Infestation 0/12, Flesh Wounds 16, Traumas 7
EQUIPMENT: Judgment Hammer, Musket with 15 bullets, Revolver with 10 bullets, Codex, Heavy leather coat

WRO-ARK

Even if he is of average height, the furs he has wrapped all around his body and the Gendo head he uses as a helmet make him an imposing figure. Below his helmet his own head is completely shaved, revealing the tribal tattoos that cover his head and upper body. At his belt, around his neck and on his spear he has tied various charms, teeth of animals he has killed, wooden totems he has carved and chipped stones that have meaning to him.

The Ancestors are watching us. And they judge us. Each step we take, each choice we make can either bring us closer to or farther from them. Wro-Ark was the disciple of the tribe's Shaman for his entire life, learning to recognise the messages of the Elders in the flights of bird, and to know which plant to use when they must be spoken with. One night, while brother Moon looked down from on high, the old Shaman died. Wro-Ark knew what he must do, following the tradition he stayed awake with the body to learn why he was gone. At the end of the rite, he understood that his mentor had joined the spirit world and was happy for him. Following the traditions, Wro-Ark took on the mantle of Shaman.

But the new shaman has let himself fall asleep; he hasn't seen the anger of the spirits. Winters are longer and colder, prey are now more scarce, fewer children reach the end of their first year. When he finally saw the signs, he understood. The spirits of the other shamans must have been imprisoned somewhere in the spirit world. He abandoned his village, and now travels from tribe to tribe, teaching his brothers and sisters the traditions of respect towards the ancestors.

POTENTIALS

SHAMAN'S TRANCE

PREREQUISITE: Shaman

The Shaman dances, rolls on the ground, he is shaking, he is drooling: he wants his body to host the Spirits, so he can guide his brothers and sisters.

The shaman rolls PSY+Faith. Any surrounding Faith characters can resist with a PSY+Faith roll, with the difficulty equal to the successes of the shaman's roll + the Potential level. If they fail to resist, they will believe the shaman and trust he is truly contacting the spirits.

ROLEPLAY

Wro-Ark is determined, zealous and uncivilized. He probably hardly knows how to speak.

He believe the spirits are watching him, and will do nothing to insult them. He won't break taboo and is non-violent, except when forced to defend himself.

He likes sharing his traditions with strangers, and will quickly grow attached to characters who listen to him talk about them.

He knows the region well and may be a good guide, under the condition that his faith is respected. It must feel like a constraint to the characters: ruins are cursed, fire-arms are demonic, if a disaster happens you have to bleed yourself to ask for forgiveness from the ancestors.

Should he feel lost, he will ask the spirits for help by conducting a trance. Thus he will allegedly be able to see the future and choose the correct path. Allegedly.

PROFILE

ARCHETYPE: Balkhans, The Traveler, Clanner, Rank 3: Shaman

ATTRIBUTES: BOD 4, AGI 3, CHA 3, INT 2, PSY 2, INS 4

SKILLS: Athleticism 5D, Force 6D, Melee 6D, Stamina 5D, Toughness 6D, Crafting 4D, Mobility 5D, Projectiles 4D, Conduct 6D, Expression 5D, Leadership 5D, Negotiation 7D, Legends 8D, Domination 3D, Faith 6D, Reaction 4D, Empathy 7D, Orientation 6D, Primal 6D, Survival 6D

BACKGROUNDS: Allies 2, Renown 2, Secrets 3

POTENTIALS: Shaman's Trance 2, Moving Mountains 2

INITIATIVE: 4D / 12 Ego Points (Faith)

ATTACK: Spear, 6D, 2m, Damage 6

DEFENSE: Passive 1, Melee Active (Parry) 6D, Ranged Combat Active (Dodge) 5D, Mental (Faith) 6D

MOVEMENT: 5m

ARMOR: Gendos furs, Armor 2

CONDITION: Spore Infestation 0/12, Flesh Wounds 12, Trauma 6

EQUIPMENT: Spear, Gendos furs, Traps, Talismans.

RAAAK'TOR

Nearly 2m high, and more than 100kg, with his skin covered in ritual scars, Raaak'Tor is a perfect tribal Warrior. He has long and raven-black hair and sharp green eyes, but both are hidden behind a mask carved from the skull of one of his enemies. The skin on his back is damaged and mutilated, with some scale-like formations growing which seem to be the beginning of some kinda of mutation. He wears an armor made of gendo fur, and a heavy cape made of mammoth hide which can also be used as a sleeping bag. His left hand is covered by a gauntlet made of bones and a strange sword hangs from his belt.

Raaak'Tor hails from a small tribe who lived by exploiting the Fractal Forests in Pollen. Life was more than difficult, and only the toughest children could survive. When he was sixteen years old, he was sent with the other young in the region of the Pandora crater to complete the traditional rite of manhood. Raaak'Tor was the only one to come back alive, and so the only one to earn the right to choose a wife.

Many years later, he was chosen by his tribe as champion of the Black God Chernobog. He served the giant loyally, and he even lost his wife during Praha's battle. Raaak'Tor, having nothing else to lose, dedicated the rest of his life to Chernobog. He was then sent by the shamans to find the men with the tattooed hand, to bring back their blood to Chernobog.

Nowadays, he is travelling the world with this goal for only companion, tracking any traces left by his targets. He has already shown his capacities by killing several members of the Immortal's Clan, and he kept one of their strange weapons, a falchion that become red-hot when the handle is pressed: the Emberer.

ROLEPLAY

Raaak'Tor doesn't care for the subtleties of language ("giving a hand" sounds like an aggression to him). He speaks like a savage: "Me Raaak'Tor, You who ?"

Spirituality is very important to him, and he will never miss an occasion to speak to the spirits, accomplish a ritual, or pray to "Czarny Bog", the Black God in old Polish.

He is relatively mistrustful at first. He respects strength and spirituality above everything. He is willing to sacrifice his life for his mission.

PROFILE

ARCHETYPE: Pollen, The Zealot, Clanners, rank 3: Tribal Warrior

ATTRIBUTES: BOD 5, AGI 3, CHA 1, INT 1, PSY 4, INS 5

SKILLS: Melee 8D, Brawl 6D, Strength 6D, Toughness 8D, Crafting 5D, Projectiles 5D, Stealth 5D, Mobility 5D, Legends 3D, Domination 6D, Faith 8D, Perception 6D, Orientation 6D, Primal 6D, Survival 6D

BACKGROUNDS: Renown 3, Authority 2

POTENTIALS: Elephant Skin 1, Blood Rage 2, Fear 1

INITIATIVE: 8D / 12 Ego Points (Faith)

ATTACK: Blazer, 8D, 1m, Damage 9, can activate the blade to inflict +2 Damage (10 / E-cube). Claws, 6D, 1m, Damage 6

DEFENSE: Passive 1, Melee Active (Parry) Melee 8D, Ranged Combat Active (Dodge) Mobility 5D, Mental (Faith) 8D

MOVEMENT: 5m

ARMOR: Gendos furs, Armor 2

CONDITION: Spore Infestation 4/16, Flesh Wounds 16, Trauma 9

EQUIPMENT: Skull Helmet, furs, Emberer (see "weapons"), Claws-Gauntlet made of bone.

POTENTIALS

BLOOD RAGE

Nothing can bring the colossus down.

For each attack inflicting damage to the character, he regains a number of Ego Points equal to the Potential level

FEAR

The warrior may take one action to scare his enemies by rolling PSY+Domination. Each enemy who fails to have at least as many successes as him by rolling his mental defense gets -2D to all his actions for a number of rounds equal to the Potential level

THE DAUGHTER

Liluye’s little baby doesn’t have an official name yet. However, Liluye loves her too much to imagine that she’ll die, and so has begun to call her “Thorda”, a feminine form of the word for thunder, to remember her father Guntur. Liluye is protective of her child, she doesn’t even leave her in the village while away on the hunt, instead wrapping her up in a small sash on her back. The baby is quiet, and Liluye has become used to the weight. If Liluye senses danger coming to the village or to her close friends, she won’t hesitate before sacrificing herself to protect them. First, however, she will give Thorda to someone she trusts and thinks can offer the girl a proper education. One day she might grow up into a cultist herself.

POTENTIALS
ANCESTRAL FURY

PREREQUISITE: Protector
Spirits of the Ancestors will help anyone who defend the tribe. The warriors have nothing to fear: either they push back the attacker, or they join their old family. If the character defends his village or something sacred for his tribe, she gains +1D in Force and Faith by potential level.

LILUYE

Tough, Liluye has a dirty and wild face. Her brown hair forms a cluster around that face, held up by leather strap. Her armor is thick, made from the fur of Gendos she has slain, and on her back a sash of thick fur holds her daughter, almost a year old. Liluye is very careful to not hit her child with the spears she carries on her shoulders. The elders say she was born during a week of rain worse than any they had since for generations. At two years old, when the village was sure she was strong enough to survive, they gave her the name Liluye: “Born under the rain”. Childhood was harsh, a constant struggle to survive for everyone in the village. Sometimes Liluye’s friends or mentors wouldn’t make it through winter. Others offended the spirits, and the Gendos were sent to devour them. Liluye had always venerated her ancestors, and they helped her overcome the challenges standing in her way. “What doesn’t kill me makes me stronger.” At fifteen springs, she was running with the hunters, throwing spears to strike her prey which she brought back to the village on her shoulders to the elders of the village. Now she was strong enough to give a child to the village. Her first son didn’t last the first winter. Mad with sadness and rage, she needed a new purpose in life. She was accepted among the warriors of the village, who all respected her fearless violence in battle. The village was all she had left, and she would sacrifice anything to protect it. One day, thunder echoed through the forest while the sky was blue. Her man didn’t came back from the patrol. Their new child growing inside her was going to have to grow up without a father. But she swore in front of the ancestors, this child was going to live. Liluye wouldn’t survive the loss of another child.

ROLEPLAY

Sad, hopeful and extremely protective of her child.. She will defend her village and her daughter at all cost. By default, she will be mistrustful toward strangers, but if the players show that they are not enemies, she will willingly guide them through the lands of her tribe, just to satisfy her curiosity: you must enjoy every moment of life before you join the ancestors. She believes in the nature’s spirits, and will never do anything that can anger her dead ancestors. Her daughter is her only weakness, if the players can do something to help the child she will be beholden to them and assist them in any way she can. If they can somehow capture the baby alive without killing her mother, Liluye will do anything they ask to get her daughter back.

PROFILE

ARCHETYPE: Borca, The Protector, Clanner, Rank 3: Tribal Warrior
ATTRIBUTES: BOD 3, AGI 4, CHA 2, INT 1, PSY 2, INS 4
SKILLS: Athleticism 5D, Brawl 7D, Force 7D, Melee 8D, Toughness 7D, Stamina 5D, Mobility 5D, Projectiles 6D, Legends 4D, Faith 4D, Perception 6D, Primal 6D, Survival 8D
BACKGROUNDS: Renown 3, Authority 1, Allies 1
POTENTIALS: Ancestral Fury 1
INITIATIVE: 4D / 12 Ego Points (Faith)
ATTACK: Atlatl, 10/30m, 5D, Damage 7 (3 spears) Spear, 2m, 8D, Damage 8
DEFENSE: Passive 1, Melee Active (Parry) Melee 8D, Ranged Combat Active (Dodge) Mobility 5D, Mental (Faith) 4D
MOVEMENT: 5m
ARMOR: Gendos fur armor, Armor 2
CONDITION: SporeInfestation 0/8, Flesh Wounds 14, Trauma 5
EQUIPMENT: Spears, ancestors pendants, Baby on her back

VALERIAN

Born in 2574 in the outskirts of the city of Jaca in the foothills of the great Pyrenees mountains. Valerian grew up devoting his life to the sun, Helios, as his ancestors had before him. Every morning the family would honor Helios as he rose up high into sky. Life was easy, Valerian would plough the fields with his father while his mother and sister traded goods inside the city walls. A string of bad harvests forced the family to sell their farm for next to nothing, they became nomads. Valerian who was a tower of a man found work guarding rich merchants across the mountain passes into Franka. During one such expedition, in the early spring of 2589, Valerian had brought his younger sister Valentina along over the mountain pass while escorting a group of Spitalians. Valentina had talked him into allowing her to come as she would have to learn to become a guide sooner or later anyway. He reluctantly allowed it. A decision he would come to regret. During the crossing the party was hit by a particularly bad storm. Instead of setting up camp it was decided that they would try to reach more comfortable shelter in a cave which was reasonably close by, however the higher up they went the harsher the wind and razor sharp ice became. While trying to keep an eye on the path, the Spitalians and his sister, Valerian lost track of all three, all of a sudden he heard a loud rumbling, followed by the panic of knowing what was coming and not knowing where his sister was. All of a sudden he was hit by the avalanche it kept pummeling him until he fell unconscious. He woke up in total darkness, an enormous weight on top of him, every struggled breath made him light headed. He was prepared for this, he slipped his oxygen mask over his mouth and nose, gave a quick prayer to Helios asking not for his own salvation, but only that his sister would live one more day in Helios everlasting light. That however did not mean he would accept his fate, he was prepared for this. He dug his way out from under the snow he called out for his sister and the Spitalians, but received no answer. Battered and broken he searched, but to no avail. Next thing he knew he was in a hut being fed warm soup, the scouts of the mountain clans had found him. They had not seen any track of Valentina and the Spitalians. They had surely perished in the storm.

ROLEPLAY

Valerian’s will to live has recently been re-ignited. He sees the good in people and will help strangers and friends alike. He believes his fate is sealed and what happens happens so it makes no difference if he puts his life on the line to help those in need. He is a giant with a soft heart, but when needed he lets his primal instincts take over. He begins every morning with a sun salutation and will ask any onlookers if they wish to join in. The ritual is not only spiritual, it also builds a strong body.

PROFILE

ARCHETYPE: Hybrispania, The Martyr, Clanner, Hunter
ATTRIBUTES: BOD 4, AGI 3, CHA 3, INT 3, PSY 3, INS 3
SKILLS: Athletics 7D, Force 8D, Melee 8D, Stamina 6D, Toughness 8D, Mobility 5D, Projectiles 5D, Conduct 5D, Expression 4D, Leadership 6D, Legends 5D, Medicine 6D, Cunning 6D, Deception 5D, Faith 9D, Reaction 7D, Empathy 5D, Orienteering 6D, Perception 6D, Primal 7D, Survival 6D
BACKGROUNDS: Allies 2, Authority 1, Network 4, Renown 4, Resources 5, Secrets 2
POTENTIALS: Elephant Skin 2, Unwavering Faith 1
INITIATIVE: 7D / 14 Ego Points (Faith)
ATTACK: Sword of Benesato, 8D, 1m, Damage 12; RG pistol, 5D, 10/40m, Damage 9 ; Shield, Defense +2D/+1, Attack -1D
DEFENSE: Passive 2, Melee Active (Parry with Shield) Melee 10D, Ranged Distance Active (Dodge) Mobility 5D, Mental (Faith) 9D
MOVEMENT: 7m
ARMOR: Kevlar Armor, Armor 6 ; Elephant Skin 3
CONDITION: Spore Infestation 14, Flesh Wounds 16, Trauma 6
EQUIPMENT: Compass, Binoculars, Map of Briton, Charcoal absorber

“THE MOST SUBLIME
ACT IS TO SET
ANOTHER BEFORE
YOU”
WILLIAM BLAKE

POTENTIALS
UNWAVERING FAITH

PREREQUISITE: INS+Perception D6 ; PSY+Ruse D6.
As the blade races towards the oblivious man next to you, you feel a voice deep within urging you to take the blow. You say a quick prayer before you step out in front of the helpless man behind you. The character can roll faith against an enemies melee attack (+1D per potential level), if successful it is as if the target of the attack was the character. The character can choose to passively or actively defend.

EQUIPMENT
SWORD OF BENESATO

During the aftermath in Lucatore Ennio Benesato asks Valerian for a favor, in a quick ceremony in the family crypt with Ennio and four hooded men present, Ennio adopts Valerian and hands him the sword, asking that he makes a name for himself in the world and that one day when Ennio is gone returns to Lucatore with an army and drives out the invaders once and for all as the one and only heir to clan Benesato.



CARBINE

Tall and hunched over, the woman covers her face with a hood and gas mask. What little skin she shows is covered with war paint and scars, but despite her rugged appearance her eyes glimmer like jewels. Small strands of blonde hair poke out from the hood of the large leather cape she wears, covering up tyre-reinforced clothes. Her well customised and modified weapon is currently in the form of a large precision rifle.

Sold to the Apocalypitics when she was but a child, she was never able to meet her parents. She can still remember her first years with the Scrappers, when they sent her into tunnels that were too narrow for adults; calling her “mouse” or “crawler”. Once, she eavesdropped on a conversation between her buyers, and then she understood that even if they bought her to help explore the ruins, they were waiting for something more. She needed to “mature.”

Given the way she was already mistreated, she understood that her future was looking grim. So she went as deep as she could in the narrow galleries, so deep that she couldn’t even hear the adults talking anymore. She stayed there for days, surviving with techniques she had seen used by Scrappers.

But this was all many years ago, she stays away from people as much as possible these days. She has picked up the nickname “Carbine” due to the massive rifle she built herself, travelling from ruin to ruin between her small network of hideouts in the region. She often leads attacks on child traffickers when she gets the chance, helping the children escape with her safe houses. The Cartel and some of the other Flocks have put a hefty price on her head.

ROLEPLAY

Untrusting and sinister, she hates other Scrappers. She is a lonely woman, and is often clumsy while talking.

Carbine seeks the destruction of smugglers, and particularly that of child smugglers. If she comes across someone involved in that trade, buyer or seller, she will stop at nothing to kill them. Should she manage to save any children, she hosts them for a few days, long enough to teach them the basics of survival and then find them a home amongst people she knows.

Not completely in her right mind, she feels guilty for every child she fails to save. When she thinks she has identified a target, nothing can stop her.

PROFILE

ARCHETYPE: Franka, The Destroyer, Scrapper, Rank 3: Lone Wolf
ATTRIBUTES: BOD 2, AGI 4, CHA 1, INT 2, PSY 3, INS 5
SKILLS: Athletics 4D, Force 5D, Stamina 3D, Toughness 5D, Crafting 8D, Dexterity 5D, Mobility 6D, Projectiles 8D, Discretion 6D, Artifact Lore 6D, Engineering 4D, Legends 4D, Cunning 6D, Reaction 5D, Willpower 5D, Orienteering 6D, Perception 6D, Primal 6D, Survival 6D
BACKGROUNDS: Network 2, Renown 4, Secrets 3
POTENTIALS: Darwin 2, Compensation 2
INITIATIVE: 5D / 12 Ego Points (Willpower)
ATTACK: Marvel, 9D, 70/420m, Damage 11, 4 bullets per magazine
DEFENSE: Passive 1, Melee Active (Dodge) Mobility 6D, Ranged Combat Active (Dodge) 6D, Mental(Willpower) 5D
MOVEMENT: 6m
ARMOR: Tire armor, Camo 2, Armor 3
CONDITION: Spore Infestation 0/10, Flesh Wounds 10, Trauma 5
EQUIPMENT: Precision Marvel, 11 5.56 bullets



REBEK

Rebek is at first very intimidating, tall with broad shoulders and a bit stocky. He has short blond hair and piercing blue eyes, a savage face framed by a sharp jaw. His cloak is made from thick fur reinforced with iron wire throughout. This, along with the huge reinforced crusher he carries and the instrument he bears, a crude version of a violin with three strings crafted from scrap called a Rebec, make him recognizable to anyone.

Rebek comes from cold Pollen, which has given him great strength from a hard life. He is used to the cold, hunger, Gendos and even diseases. When he was a child being raised by the small band of scrappers he called family, they wandered the roads and provided help to the other clans in exchange for information about the ruins littering the land. They helped plant crops, build houses, and even keep the peace - by force if necessary. To entertain the other clans, Rebek built himself an instrument based on old models found in the ruins, and quickly learned how to play. This is where his name originated.

Over the years, the other Scrappers drifted away, some stayed in the villages they passed through, others never made it back from their expeditions into the deep ruins. Rebek ended up on his own.

He decided to keep walking, finding new communities of Scrappers, in the hope that through helping them and providing them with his values he can bring prosperity to the land; he believes that there is no need to attack the Clans, no, he believes that they should work together to build the new world. His words are being heard, and his name is growing throughout the wastes.

ROLEPLAY

Rebek is a generous and breezy man. He appreciates playing music to entertain strangers. He helps the clanners he meets as much as possible, and always shares his belongings with whichever community he is travelling with. He considers the Scrapper community as a great family.

There are chances that he is new in the region and doesn’t know the local language very well. He hates when people steal from scrappers or when people don’t share: in this situation, he doesn’t hesitate to make use of his crusher to administer justice. And afterward, should he realize he made a mistake, he will drift away and move on to the next community.

PROFILE

ARCHETYPE: Pollen, The Righteous, Scrapper Rank 3: Scavenger
ATTRIBUTES: BOD 4, AGI 3, CHA 3, INT 2, PSY 1, INS 3
SKILLS: Athletics 7D, Brawl 6D, Force 8D, Melee 7D, Stamina 6D, Toughness 8D, Crafting 5D, Arts 6D, Legends 4D, Sciences 4D, Primal 5D, Survival 7D
BACKGROUNDS: Network 3, Allies 2, Authority 1
POTENTIALS: Tough Dog 1, Unfortunate Companion 1
INITIATIVE: 3D / 10 Ego Points (Willpower)
ATTACK: Crusher 6D, 1m, Damage 10, Smooth Running 2T
DEFENSE: Passive 1, Melee Active (Parry) 6D, Ranged Combat Active (Dodge) 3D, Mental (Willpower) 4D
MOVEMENT: 3m
ARMOR: Reinforced pelts and Tough Dog, Armor 3
CONDITION: Spore Infestation 0/6, Flesh Wounds 16, Trauma 5
EQUIPMENT: Enhanced crusher, Rebec in sheet metal, Metal scraps that can be used to repair things, Jewels in clay and rusted metals offered by the various communities he helped.

POTENTIAL
UNFORTUNATE COMPANION

PREREQUISITE: CHA+Arts 5
When there is nothing solid to hold onto, people will grab hold of whatever they can. The Scrapper can make himself accepted in any community because he entertains and helps those around him. The character gets +1D in CHA+Arts and CHA+Conduct per potential level when used to create links in a poor community.



CLAIRE

Claire had a tough start to her life. Born the daughter of an Apocalyptic magpie and one of her many clients, she was always unwanted, but her mother kept her at her own peril instead of disposing of the accidental child. Claire quickly learned to be independent, and was on her way to becoming an infamous Apocalyptic. However, throughout her many encounters with the Hellvetic convoys she learned where she belonged; on the road, close to their enormous machines.

During her teenage years, she grasped what independence she could by staying with Scrappers. One cold winter night, a recruiter for the wild races knocked on her door with an offer. A few days later and she had already shown herself to be one of the most remarkable pilots in their clandestine tour of the Protectorate. If only it had lasted.

While she was winning a race, a judge raid ended it in a bloodbath. The only survivor of the massacre, she left everything, heading out onto the road to help anyone that needed her help, and especially those willing to pay for a safe ride.

Time has dulled the resentment she felt towards the judges, now she spends her days cruising the roads in her V8. She no longer rides alone, however, her German Shepherd Prisca rides in the passenger seat of her car, a rare privilege.

Claire is acquiescent but she doesn't underestimate the importance of Chroniclers Drafts and bartering. During the ride, she speaks a lot, most of the time to fill the silence and learn who she's riding with.

POTENTIAL

ACE

PREREQUISITE: AGI+Navigation 4

The character is a master when it comes to fighting in a vehicle. They have no malus linked to driving, on the contrary! They gain +1S to their navigation and +1D to the action for each Potential Level.

ROLEPLAY

Claire's motivations are to gather as many cars as possible, and open a shop. She can be used to introduce new characters or simply help PCs with her car in a perilous situation.

EQUIPMENT

PRISCA

Dog: German Sheperd
Initiative: 7D / 7 Ego
Attack: Bite 7D, 1m, Damage 3+1D (3m if dash)
Defense: Passive 1, Melee Active (Dodge)
Mobility 8D, Ranged Combat Active (Dodge) Mobility 8D, Mental 7D
Movement: 8m
Armor: Fur, 2 armor
Condition: 11 Fleshwounds, 7 Trauma

PROFILE

ARCHETYPE: Borca, The Protector, Scrapper, Rank 3: Lone Wolf
ATTRIBUTES: BOD 3, AGI 3, CHA 2, INT 3, PSY 4, INS 3
SKILLS: Athletics 5D, Force 5D, Stamina 8D, Toughness 6D, Brawl 4D, Melee 7D, Projectiles 10D, Crafting 9D, Dexterity 6D, Stealth 7D, Mobility 6D, Navigation 10D, Leadership 4D, Negotiation 5D, Seduction 6D, Artifact Lore 8D, Legends 7D, Medicine 5D, Engineering 9D, Cunning 7D, Faith 7D, Reaction 8D, Taming 8D, Empathy 6D, Orientation 10D, Perception 8D, Survival 7D, Primal 7D
BACKGROUNDS: Allies 1, Renown 4, Network 4, Ressources 2, Secrets 3
POTENTIALS: Ace 2, Nitro 3
INITIATIVE: 8D / 10 Ego Points (Faith)
ATTACK: Shotgun, 8D, 5/40m, Damage 10, Mag. 6, Smooth Running (2T)
DEFENSE: Passive 1, Melee Active (Dodge) Mobility 6D, Ranged Combat Active (Dodge) 6D, Mental (Faith) 7D
MOVEMENT: 6m
ARMOR: Reinforced leather armor, Armor 3
CONDITION: Spore Infestation 0/14, Flesh Wounds 12, Trauma 7
EQUIPMENT: A car (see Kom stats) and a dog



“THIS PLACE IS VALUABLE BECAUSE OF THESE FIELDS? FINE. BURN THEM.”

DASSINE AL RADJA

Dassine always holds her head high. Tall for a woman, she holds an air of authority and never lets her emotions escape from her tightly held jaw, framing a sanguine face. She wears a large white turban and a robe made of white and yellow silk. A richly adorned rifle is strapped on her back - it looks like a giant piece of jewelry, rather than a deadly weapon.

Dassine was always an ambitious one, and her mentors soon learned that she would go far. Although she came from a modest household, she worked hard to be the best student. She, however, often changed mentors. While she is a brilliant strategist, she also has no respect for anything, not even for the Ancestors or the Laws of the Bank of Commerce.

She is only interested in her own direct profit. Understanding that it would be pointless to make her go the right way, the Neolybians constantly found her new instructors, hoping that the future, and presumably chaotic, reputation of their pupil would not smear them. This only gave Dassine a leeway to further escape from the Laws they were trying to impose on her.

Nowadays, she has gained acceptance with the greatest Neolybians by providing them with unofficial services: she knows how to artificially manipulate the value of the concessions before they are auctioned. In order to achieve this, she has formed a dedicated team of individuals ready to do absolutely anything to achieve her purpose, from planting false rumours of artifact deposits to organising Clanner uprisings.

ROLEPLAY

Haughty, impassive, and very ambitious, all of her actions are undertaken to earn either Dinars or influence. To her, the end always justifies the means.

Should she be found by someone before she sets out on a mission, she will see them as witnesses to her crimes and will have her men drive them out. If she is found on a mission, she will be more open to recruiting others onto her team - to be disposed of later.

In order to be on her side, it is necessary to offer her something of value. If she sees more interest in helping the PCs over her employer, she will have no qualms about betraying them.

PROFILE

ARCHETYPE: Africa, The Heretic, Neolybian, Rank 3: Merchant
ATTRIBUTES: BOD 2, AGI 2, CHA 3, INT 4, PSY 4, INS 2
SKILLS: Force 4D, Toughness 4D, Crafting 3D, Navigation 3D, Mobility 4D, Projectiles 4D, Conduct 5D, Expression 5D, Leadership 5D, Negotiation 6D, Seduction 5D, Artifact Lore 6D, Focus 6D, Legends 6D, Science 6D, Cunning 7D, Deception 7D, Domination 7D, Reaction 6D, Willpower 6D, Empathy 5D,
BACKGROUNDS: Allies 3, Authority 1, Renown 1, Network 3, Ressources 2, Secrets 1
POTENTIALS: Wheel of Fortune 1, Lion's Share 1
INITIATIVE: 6D / 12 Ego Points (Willpower)
ATTACK: Neolybian Rifle 5D, Range 30/120, Damage 6
DEFENSE: Passive 1, Melee Active (Dodge) Mobility 4D, Combat Ranged Active (Dodge) Mobility 4D, Mental (Faith) 6D
MOVEMENT: 4m
ARMOR: Robes, Armor 0
CONDITION: Spore Infestation 0/12, 8 Flesh Wounds, 6 Traumas
EQUIPMENT: Neolybian Rifle and 4 shells, Seal of the Lybian, Maps of the region with indications related to the potential value of the concessions and mention of local features (whether invented or not), that might make this value fluctuate.



BEKAI EL HAMOUS

Bekai is a rather small man and appears to be in his thirties, although it's hard to tell. His face is surrounded by a large light blue turban, which hides his neck, and frames his harsh gaze, with his naturally furrowed brows, his goatee and the long scar running down the right side of his face.

He is clothed with rich travel clothes: an off-white shirt, reinforced with leather on the front and joints, and thick leather trousers. His rifle is well used, and features a large-caliber barrel.

Bekai comes from a renowned Neolybian family, and could have had many opportunities in Tripol. But his thrill seeking nature and his love for pre-Eshaton buildings steered him away from this fate. Speculations on trade concessions and slave-buying tire him quickly, he is a man of action!

With the help of his family, he was able to obtain enough money to launch a small expedition to yet unexplored places, in order to discover antique buildings. He then sells maps of ancient production plants to the Bank of Commerce. This, in turn, bolsters the value of the concession. However, Bekai dreams of replicating the incredible architecture of pre-Eshaton buildings. From conception to piece by piece reconstruction in Africa, his reputation for taste and talent is soaring. Fighting Clanners protecting ruins, and garnering scars, -such as the one he sports on his face - is worth the trouble.

ROLEPLAY

Enterprising and almost reckless, Bekai wants to manage everything. He is conscious of the risk he incurs, but will never back down.

He is fascinated by Pre-Eshaton buildings and will try to find and exploit them. He often sells his services to other Neolybians: he is especially proficient in the dismantling of ancient production plants and the transportation of the parts, or in the replication of the plans of an old building.

When in Europe, he will certainly be leading his own expedition. In Africa, or in larger cities, he is often used as an expert architect or designer, planning the construction or renovation of a building.

PROFILE

ARCHETYPE: Africa, The Seeker, Neolybian, Rank 3: Merchant
ATTRIBUTES: BOD 2, AGI 3, CHA 4, INT 3, PSY 2, INS 3
SKILLS: Athletics 4D, Force 4D, Toughness 4D, Navigation 4D, Mobility 5D, Projectiles 6D, Stealth 4D, Arts 7D, Conduct 6D, Expression 7D, Leadership 6D, Negotiation 7D, Artifact Lore 6D, Legend 5D, Science 5D, Cunning 4D, Faith 6D, Reaction 4D, Orienteering 5D, Perception 5D, Primal 5D, Survival 5D
BACKGROUNDS: Authority 1, Renown 2, Network 2, Resources 2
POTENTIALS: Wheel of Fortune 2, Nine Lives 1
INITIATIVE: 4D / 10 Ego Points (Faith)
ATTACK: Modified Neolybian Rifle 7D, Range 30/120, Damage 11
DEFENSE: Passive 1, Melee Active (Dodge) Mobility 5D, Ranged Combat Active (Dodge) Mobility 5D, Mental (Faith) 6D
MOVEMENT: 5m
ARMOR: Rich reinforced clothes, Armor 2
CONDITION: Spore Infestation 0/8, 8 Flesh Wounds, 4 Trauma
EQUIPMENT: Modified Neolybian Rifle and 8 shells, Seal of the Lybian, Drawing material and sketches of Pre-Eshaton buildings

“AND THEY CONSIDER THE RUIN TO BE TABOO? TELL THE SCOURGER PACK TO ATTACK IN ORDER TO CREATE DIVERSION. I WILL GO SEE WHAT SHE CONCEALS...”



WAVEBREAKER

Azima's pride and joy, Wavebreaker has been tuned and customised for speed and manoeuvrability. The ship sits low in the water, two large masts rising from its deck, joined by a solitary smoke stack. Most of the time Azima keeps the engines off, to save fuel, but when speed is of the essence; whether to outrun competitors or corsairs, the engines can be activated and Wavebreaker leaps to life, thick black smoke rising from its engines as it surges away from any pursuit. This speed comes at the cost of bulk cargo capacity, but Azima has always marketed himself as getting goods to their destination as fast as possible, and Wavebreaker is one of the fastest cargo ships in the Mediterranean.

Wavebreaker, Max. Speed 3, Acc. 1, Brake 2 Rounds, Armor 2, Body 35, Structure 15, 2 Cannon. When engine is active, Speed 4, Acc. 2, Brake 4 Rounds.

POTENTIALS
BREATH OF THE OCEAN

Azima has spent years of his life experiencing all the ocean has to throw at him, from gentle swells to giant waves crashing down on his ship. Through this experience, he has learned to compensate for the movements of the sea in even the most extreme circumstances.

The character gains +1D per potential level for all movement and combat related actions when on a vessel at sea. (E.g., Projectiles, Mobility, Athletics etc)

AZIMA

Born in a small town on the northern coast of Africa, Azima's heart has always been at sea. His name means "Set into motion" and his life has reflected that, leaving his village at an early age to become an apprentice Neolibyan and quickly rising through the ranks. His tutors noted an extreme talent for everything maritime, from navigation at sea to controlling a ship's wheel. It was only a matter of time before he secured a loan and purchased a small skiff, hiring a meagre crew and setting out on his first shipping run. His profit margins were tiny at first, but he travelled fast and in his many years at the helm he has never once led his crew or cargo astray.

Since then, Azima has been slowly increasing the capacity of both his coffers and his cargo hold. From that small skiff, he worked his way up in size, learning each class of vessel and their quirks, until he finally settled on the ship that he would make his home. While on a shipping run to Toulon, Azima found himself wandering along the docks while his crew loaded their next shipment. It was then that his eyes landed on what would become his pride and joy; a beached vessel, the wood of its hull scarred but still strong, a small pack of children playing in its torn rigging. Inquiring at the dockmaster's office, he discovered it was a smuggling vessel run aground and abandoned, and shortly after the Neolibyan was able to negotiate a staggeringly low price for a vessel that was still seaworthy - not that the dockmaster knew that.

He spent the next year fixing the ship, replacing most of its interior, stripping out most of its living space to replace it with a powerful engine to augment the massive square sails rising above its deck, a new coat of deep black paint over its body, emphasised by the silver trim tracing its way along the ship. At the end of the year, when the ship set sail once again with a new crew and a new captain, Azima stood proud at the helm, wind rustling his braided hair and causing his ash-grey eyes to squint, but doing little to dull the wide smile on his face. Wavebreaker has sailed the Mediterranean to this day.

ROLEPLAY

Azima is a kind man, and will happily take passengers on one of his trading runs -for a reasonable price. However, he has little desire to get involved with the fickle politics of the land, preferring to keep himself free and on the move at the helm of Wavebreaker. He will do anything to defend his ship, and avoids missions that put him and his crew at undue risk.

PROFILE

ARCHETYPE: Africa, The Traveller, Neolibyan, Rank 4: Seafarer
ATTRIBUTES: BOD 2, AGI 2, CHA 3, INT 4, PSY 3, INS 4
SKILLS: Athletics 4D, Force 3D, Melee 3D, Stamina 3D, Toughness 4D, Dexterity 3D, Navigation 6D, Mobility 3D, Projectiles 5D, Expression 5D, Leadership 5D, Negotiation 5D, Artifact Lore 6D, Legends 6D, Science 6D, Cunning 4D, Deception 5D, Domination 4D, Faith 5D, Reaction 5D, Empathy 6D, Orienteering 8D, Perception 7D, Primal 6D, Survival 6D, Taming 5D
BACKGROUNDS: Allies 1, Authority 3, Network 2, Renown 2, Resources 3, Secrets 2
POTENTIALS: Lion's Share 1, Breath of the Ocean 2
INITIATIVE: 5D / 12 Ego Points (Faith)
ATTACK: Custom Rifle 6D, 30/120, Damage 8, Mag 2. 1 Adornment slot filled, +1D to social interaction with Neolibyans
DEFENSE: Passive 1, Melee Active(Deflect) Mobility 3D, Ranged Combat Active(Dive) Mobility 3D, Mental Defense (Faith) 6D
MOVEMENT: 5m
ARMOR: Leather Armor adorned with sea charms, Armor 3, +1D Mental Defense
CONDITION: Spore Infestation 2/10, Flesh Wounds 8, Trauma 5
EQUIPMENT: Astrolabe (+1D Orienteering), Folder containing the contracts of the crew of The Wavebreaker, Ornate bracelet with a pattern of waves etched into its surface.



“HEY, BOTH OF YOU,
TIE HIM UP! TRYING
TO LIBERATE ONE OF
MY PRISONERS, HUH?
I’LL BREAK EVERY
SINGLE ONE OF YOUR
BONES.”

PAZUZU

Pazuzu has always been taller than anyone by a good head. Muscular, but not very handsome, he always wears his mask, and rarely wears his blue UAO helmet.. Along its upper surface is a thread holding his trophies, human teeth.. Two vertical lines are scrawled in blood on his mask, crossing his eyes, with white painted lines continuing from them down his head and torso. His torso is covered in deep bite scars which he often shows off, except in dangerous situations where he covers them with a well worn flak jacket. On his loincloth is his Scourge and his AK is never far.

“White women are always softer on the inside”, a Scourger in his village used to tell him as a child. Everybody knew Pazuzu would become one of them, considering his height and strength. His mother died during his birth, leaving him a pupil of his village, being raised by alcoholics, Scourgers willing to put up with him, and other Apocalyptic travellers.

Life’s pleasures have been paraded before him so long that it has left marks on his mind. He is fascinated with pain, to become a Dufu he jumped into a pit full of crocodiles with only a penknife, only barely surviving and a hideous mark on his chest; the first of his scars. His empathy has been dulled, during his training with the other Dufu he was often beaten for his lack of considerations towards the ancestor, although this hasn’t prevented him from becoming a fearsome and lethal warrior.

Today, Pazuzu is a renowned Hondo. Tortured twice for being caught in the arms of a white prostitute, he knows pain, and it won’t stop him from doing it again. He uses his Scourge with sadistic accuracy, and when he is sent on a mission, he won’t stop before his enemies are completely broken.

ROLEPLAY

Sadistic and psychopathic, Pazuzu is a living terror. He takes pleasure in causing pain to others, and as such being a Scourger is perfect for him. He terrorises any stranger who approaches him, and is always the first volunteer to torture the prisoners.

He wields the Scourger with skill, and will always use it in battle over anything else. Despite his addiction to power and the suffering of others, he wants to taste all that life has to offer. He can, if correctly handled, be convince by the offer of women, drugs, or even Burn. Resisting him is a very bad idea, a tough opponent only gets him more excited.

Profile

ARCHETYPE: Africa, The Abomination, Scourger, Rank 2: Hondo
ATTRIBUTES: PHY 5, AGI 3, CHA 1, INT 1, PSY 4, INS 3
SKILLS: Athletics 7D, Brawl 7D,, Force 8D, Melee 8D, Stamina 7D, Toughness 8D, Mobility 5D, Projectiles 5D, Stealth 5D, Domination 6D, Reaction 8D, Willpower 5D, Orientation 5D, Perception 5D, Primal 5D, Survival 5D
BACKGROUNDS: Allies 2, Authority 3, Renown 2
SPECIAL: +1D to Social under PSY, -1D to social under CHA
POTENTIALS: Lion’s Revenge 2, Wild Dog Run 1
INITIATIVE: 8D / 10 Ego Points (Willpower)
ATTACK: Scourge, 5D, 3m, Damage 6, Dazed (8), Out of Control (3), Assault Rifle, 5D, 30/120m, Damage 11, Salvoes (3)
DEFENSE: Passive 2 (Shield), Melee (Parry) 10D, Distance (Dodge) 5D, Mental (Willpower) 6D
MOVEMENT: 5m
ARMOR: Flak jacket, Armor 4
CONDITION: Spore Infestation 0/12, 16 Flesh Wounds, 9 Trauma
EQUIPMENT: Flak jacket, Oval shield, Scourge, AK, 24 bullets.



TABU

Small yet incredibly muscular, Tabu is a young Afrikan of average charm and beauty. His body bears the marks and scars of many battles. He proudly sports two gendo skulls as pauldrons. His scourger mask mimics a gaping lion’s maw that seems to be spitting fire. He also wears jungle fatigues, and mountain boots.

He is an honourable warrior who wants to avenge Africa, as he was taught when he became a Scourger. He also seeks his mother’s affection by accomplishing great deeds. His most notorious flaw is his racism against the Crows, since he believes that all harm comes from them.

ROLEPLAY

It is easy to play Tabu. He is a very honourable warrior who can make allies out of white men, in spite of his prejudiced views.

He is never gratuitously violent, even though he only believes in himself. He knows that one day, his deeds will be the stuff of legends, and that any wrongdoing may mark his reputation.

He never runs from a fight. Made of Afrikan iron, he wants to be a “perfect warrior”. He will retaliate with honour, and will only use his gun if his opponents also use firearms.

Tabu is a young man. As such, he is easy to influence. He can however be stubborn in matters of honour, or when the discussions revolves around Europe’s responsibility in Africa’s past plight. In such case, he will only stop talking if he has the last word.

PROFILE

ARCHETYPE: Africa, The Conqueror, Scourger, Rank 2: Hondo
ATTRIBUTES: BOD 5, AGI 3, CHA 3, INT 2, PSY 3, INS 3
SKILLS: Athletics 8D, Brawl 8D, Force 9D, Melee 10D, Stamina 8D, Toughness 9D, Crafting 4D, Mobility 6D, Projectiles 6D, Stealth 4D, Leadership 6D, Legends 4D, medecine 3D, Cunning 4D, Reaction 7D, Willpower 5D, Orienteering 4D, Perception 5D, Primal 6D, Survival 5D, Taming 4D
BACKGROUNDS: Allies 1, Renown 4
SPECIAL: Hondo (outside of Africa: social interaction with PSY +1D, with CHA -1D)
POTENTIALS: Trial of the Hero 1, Hyena’s Laughter 1
INITIATIVE: 7D / 12 Ego Points (Willpower)
ATTACK: Spear 9D, Damage 8 ; Scourge 7D, Damage 8 Ego ; Knife 10D, Damage 6 ; Assault Rifle; 6D, Damage 11, Salvoes (3)
DEFENSE: Passive 3 (Shield), Melee (Parry) 12D, Distance (Dodge) 6D, Mental (Willpower) 7D
MOVEMENT: 8m
ARMOR: Flak vest, Armor 4
CONDITION: Spore Infestation 0/10, Flesh Wounds 18, Trauma 8
EQUIPMENT: Flak Vest, AK-47 with 20 bullet clip, Spear, Scourger Shield, (1D to attack when used), Scourge (12 charges), Knife, Shoulder Bag with survival kit, Scourger Mask (PSY+Willpower +2D)



“YOU WILL JUMP FROM THE KOM WHEN WE WILL RUN RIGHT THROUGH THEIR RANKS. THEY ONLY HAVE SWORDS, SO YOU ONLY NEED KNIVES.”

ZWANDILE I

Zwandile is a typical Scourger: taller than average, muscular arms jutting out of his Combat Vest, wearing military fatigues and boots. His impeccably maintained combat uniform shows how disciplined he is. Ritual good-luck paintings are displayed on all his equipment, from his helmet to his AK-47, as well as on his Kom’s chassis. These symbols are also engraved on his skin.

Zwandile was the strongest boy in his Village. He could run for hours, climb on trees and was always the last man standing in a fight. He was scouted and selected by the Scourgers patrolling the Village. They chose to bring him along, drawing proud looks from his parents.

The Warriors brought him, along with dozens of other athletic kids, to the forest. After a collective prayer to the Ancestors, the Warriors told the kids: “A group of slaves have escaped into the forest. Find them and bring them to the nearest village.” Then, they left. The kids were lost, without weapons.

Zwandile and two other boys made it out of the forest almost a week later, each holding a tied-up slave. All the other boys had died, but they were Dufus now.

The following days came as a disappointment: the other Dufus were as strong as he was, and full-fledged Warriors often humiliated those who stood out. He learned discipline and camaraderie the hard way, many of his friends died before his eyes, and he tortured just as many white prisoners. He found solace in prayer, and the Ancestors always answered back.

Zwandile is now a Damu. He solicits the Ancestors before each battle, in order to know the best strategy for his Kom. He has lost count of his victories. Should a member of his team act with dishonour, he will be chained behind Zwandile’s buggy and dragged until the screaming stops. This is the will of the Ancestors.

ROLEPLAY

Devoted to the Spirits. A patient planner. Honour is more important than anything else for him. He is an elite Kom Driver: all the Dufus in his team fear him, and the Hondos respect him.

When in doubt, he always refer to the Spirits. They accompany him daily, and he does not tolerate any insults levelled at them: fighting in a dishonourable way, swearing, giving in to lust or to money before him leads him to come back with a band of Dufus in order to punish the offender.

He is an expert tactician, able to bring his Kom’s platoon as close as possible to the enemy so that his team can capture as many slaves as possible. The only way to earn his respect is to behave in an honourable way.

PROFILE

ARCHETYPE: Africa, The Traditionalist,, Scourger, Rank 2: Damu
ATTRIBUTES: BOD 3, AGI 5, CHA 3, INT 1, PSY 3, INS 3
SKILLS: Athletics 5D, Brawl 5D, Force 6D, Melee 5D, Stamina 5D, Toughness 5D, Mobility 7D, CRafting 6D, Navigation 7D, Mobility 7D, Projectiles 7D, Stealth 5D, Leadership 5D, Engineering 3D, Focus 4D, Cunning 5D, Reaction 7D, Faith 5D, Perception 5D
BACKGROUNDS: Allies 2, Authority 3, Renown 2
SPECIAL: +2D to initiative if his plan works
POTENTIALS: Hyena’s Laughter 1
INITIATIVE: 7D / 8 Ego Points (Faith)
ATTACK: Assault Rifle, 7D, Range 30/120 m, Damage 11, Salvoes (3)
DEFENSE: Passive 1, Melee Active (Dodge) Mobility 7D, Mental (Faith) 5D
MOVEMENT: 7m
ARMOR: Flak Vest, Armor 4
CONDITION: Spore Infestation 0/10, Flesh Wounds 10, Trauma 6
EQUIPMENT: Kom, Flak Vest, AK-47 and 15 bullets clip.



NÉHÉSI

Tall and very thin, Néhési enforces respect thanks to her presence. Her hair is attached and braided. Her facial paints are esoteric, her cheeks deep-set and her light grey eyes give her a mystic look. However she almost always wears an Anubian mask. Her body is covered by a red and brown cloak. She weak a lot of jewels and griigri, mainly earrings, necklaces and bracelets.

Nehesi never was a big talker. When the embalmer tested her, and she proved to be an Anubian, nobody seemed to be surprised. She was born with the look of those who can talk to the spirits. After the training, she understood her true gift.

She sees herself as the bridge between the ancestors and the living. She questions the Psychovores, draws conclusions from her meditations, yet walks towards the town the ancestors showed her.

She brings unity wherever she goes. Organizing weddings, funerals, even participating in discussions with villages' leaders. She never stays long, accomplishing her mission, then leaving in the direction of her next goal. Here, she saved a Scourger from a certain death. There, she reconciled two clans in a conflict. She is the avatar of the united spirit of Africa.

POTENTIALS
PACIFIST

The character will never try to hit back. He is no threat. Trying to hurt him will make the attacker feel guilty. If a Faith/Willpower (3) roll is failed by the attacker, the attack makes him lose as many Ego points as the Potential level.

ROLEPLAY

Nehei does not speak much, but listens carefully. She is kind to everyone, especially Africans.

She must be considered as a pacifist guardian angel, persuaded to have seen someone to protect in one of her visions. She will then serve them, and will try to help them resolve their conflicts.

If she is crossed in Europe, she is surely here with someone whom she has seen in premonition, and will advise them to overcome the tests without the blood flowing. If a wounded person comes to her, she will look after them as best as she can by teaching her morals.

Pacifist, she seeks above all the unity of men. It is her task on Earth.

PROFILE

ARCHETYPE: Africa, The Visionary, Anubian, Rank 3: Embalmer
ATTRIBUTES: PHY 2, AGI 2, CHA 5, INT 4, PSY 3, INS 3
SKILLS: Force 3D, Toughness 4D, Dexterity 4D, Mobility 3D, Conduct 7D, Expression 8D, Leadership 8D, Negotiation 7D, Focus 8D, Legends 7D, Cunning 6D, Deception 4D, Domination 4D, Faith 7D, Reaction 5D, Empathy 8D, Orientation 5D
BACKGROUNDS: Allies 3, Renown 2, Secrets 2
POTENTIALS: Gaze of Fate 3, Pacifist 2
INITIATIVE: 5D / 16 Ego Points (Faith)
ATTACK: Staff , 2D, 2m, Damage 1
DEFENSE: Passive 1, Melee Active (Dodge) Mobility 3D, Mental (Faith) 7D
MOVEMENT: 3m
ARMOR: Clothes , Armor 0
CONDITION: Spore Infestation 0/14, Flesh Wounds 8, Trauma 5
EQUIPMENT: Anubian mask, Soul stones, Anubis Finger, Staff, Cloak and jewels.



ONOURIS

Onouris is tall and has broad shoulders, his body rippling with muscles. He is bald, his ears pierced by several rings. His lips look hitched up, his chin bears a beard wrapped in golden jewellery. His eyes burn with an inquisitorial gaze His legs and chest are covered by paintings and ritual tattoos, which he is fond of showing off; mostly going topless and wearing a pagne His neck and limbs are circled with jewellery and piercings. Four white circles encircle his navel, and a Khopesh is stuck in the piece of cloth serving as a belt.

Onouris always preferred to work alone, he could have become a Scourger if he cared a little more about the group but the spirits thought differently and decreed his fate was to join the Anubians; he showed Anubis' mark. When he grew up, he became taller, stronger, and every Anubian training him agreed, he should become part of the Cult's armed wing.

Each day, Onouris feels stronger than the day before. The spirits and the psychovores are with him. He is the Lion's claw, head and soul. For now, he keeps gaining influence by showing his deeds to everyone, waiting for the day that Africa recognises him as its champion. On that day, he will leave to Hybrispania, on a quest to cleanse those lands from the horrors that have been dragging his people down for so long. Nothing can equal his strength. Nothing can make him fail.

ROLEPLAY

Narcissist, brave. He considers himself to be the apex of humanity.

Onouris still needs to prove himself. He will take on any challenge, even the most dangerous, in order to prove his skills.

He tolerates whites, but considers them inferiors, and he will always try to show how superior he is.

If met in Europe, he is probably accompanying other Afrikans, some of them assisting him, trying to accomplish a new heroic achievement.

If he was to fall in battle, he uses Mercy of Anubis and Sekhmet's Slumber to come back alive a few days later.

PROFILE

ARCHETYPE: Africa, The Chosen, Anubian, Rank 3: Sickie
ATTRIBUTES: PHY 4, AGI 3, CHA 3, INT 3, PSY 3, INS 1
SKILLS: Athletics 6D, Force 7D, Melee 8D, Stamina 5D, Toughness 7D, Dexterity 4D, Mobility 6D, Stealth 4, Conduct 5D, Expression 5D, Leadership 7D, Negotiation 5D, Seduction 4D, Focus 6D, Legends 6D, Domination 5D, Faith 6D, Reaction 5D, Orientation 3DD, Perception 4D, Survival 3D
BACKGROUNDS: Allies 1, Authority 1, Network 2, Renown 2, Secrets 1
SPECIAL:+3D to resist infections
POTENTIALS: Mercy of Anubis, 1, Selkmeth's Slumber 1, Eye of Horus 1
INITIATIVE: 5D / 12 Ego Points (Faith)
ATTACK: Khopesh, 8D, 1m, Damage 10, +2 damage against Aberrants
DEFENSE: Passive 1, Melee Active (Parry) Melee 8D, Ranged Combat Active (Dodge) Mobility 6D, Mental (Faith) 6D
MOVEMENT: 6m
ARMOR: Pagne, Armor 0
CONDITION: Spore Infestation 0/12, Flesh Wounds 14, Trauma 7
EQUIPMENT: Khopesh, Anubis' mask, Soul Stones, Jewels made of the weapons that "killed him": crushed bullets, pieces of blades, claws...

“I CAN’T LOSE. I’VE BEEN CHOSEN. IF I DIE, I WILL COME BACK.”



“AGAIN, THANK YOU
FOR THE SHEEP. YOU
WILL ALWAYS BE
WELCOME AMONG
US. EVEN IF I AM NO
LONGER HERE.”

ESAİE

Esaie is a tall woman with a long and curly mane of hair. She is well past thirty, and age has already left its mark on her sweet and harmonious face. Her clear and intense gaze adds to her natural presence. The way she moves and her ample red clothes make her look particularly friendly: no one could ever imagine that she could prove to be violent, especially at first glance she bears no weapon.

Esaie could have chosen to take control of her life. From birth, others have made choices for her: the way she conducts herself, who she takes as friends, and, later, who she takes as her husband.

She was always told that she had to sacrifice all to her family. She devotes herself daily to the wellbeing of her children, her husband and their friends. She cooks every meal, arranges the tent in the best possible way each time the caravan comes to a halt. Should strangers ask for hospitality, she will welcome them as though they were her own family.

But she knows how all this must end: her children are now adults, and she becomes older. Esaie does not want to see her children die. Therefore, she talks with strangers, and listens to the warriors planning their next move. She looks for a good target for her sacrifice. She has dedicated her entire life to offering the Jehammedans a better life, and her death will open the gates of Paradise for her.

ROLEPLAY

Determined and helpful, Esaie profoundly loves her husband and her children

Should the PCs come to visit the Jehammedans asking for help or hospitality, she will gladly lend a hand. She will find them a place to sleep, and will volunteer to look after their stuff.

Her help is not free however, and she will ask the PCs to help her with menial tasks. Everything must be earned

If the PCs are aggressive towards the Community, she will sneak near them to take them out with her in the grave

In any case, she will closely listen to conversations: she is looking for a valid target to end her life honourably.

PROFILE

ARCHETYPE: Balkhans, The Martyr, Jehammedan, Rank 1: Hagari

ATTRIBUTES: BOD 2, AGI 3, CHA 3, INT 2, PSY 5, INS 1

SKILLS: Athletics 4D, Force 3D, Stamina 5D, Toughness 4D, Crafting 6D, Dexterity 5D, Mobility 5D, Arts 6D, Conduct 5D, Expression 5D, Leadership 5D, Seduction 5D, Focus 4D, Legends 4D, Faith 8D, Reaction 7D, Empathy 4D, Survival 4D, Taming 3D

BACKGROUNDS: Allies 2, Network 1, Resources 1, Secrets 2

POTENTIALS: Call of Jehammed 1

INITIATIVE: 7D / 8 Ego Points (Faith)

ATTACK: Explosive Belt, Damage 16, Thunder Strike, Explosive

DEFENSE: Passive 1, Melee Active (Dodge) Mobility 5D, Ranged Combat Active (Dodge) Mobility 6D, Mental (Faith) 8D

MOVEMENT: 5m

ARMOR: Woolen clothes, Armor 0 (may hide the explosive belt)

CONDITION: Spore Infestation 0/16, 8 Flesh Wounds, 7 Trauma

EQUIPMENT: Rations for the soldiers, Raw wool and leather, Explosive belt.

TALION

Tall, with large shoulders and wry muscles, Talion looks like the typical Jehammedan horseman. His crow-black hair is kept long, and he sports a short beard. His hollow cheeks, blue eyes and furrowed brows give him a harsh look. He wears leather armor and a scimitar hangs at his belt in a woolen scabbard.

Talion seems to have been educated in accordance with his given name. He has always retaliated, an eye for eye, and a tooth for a tooth, whatever the risks. He is a firm proponent of immediate justice.

Being so impulsive, he became the leader of the children's gang from the Jehammedan caravan he grew up in. Always the first to fight, the first to defend others, and the first to experience carnal love with a young woman from the gang, Sisera. They lived their forbidden passion secretly, neither of them being pious.

Talion has become a Sword of Jehammed. He fights to earn the right to marry Sisera and to live with his love in the open. Even though he is not a believer, he fights for his long-suffering People, rather than for an Unseen God. He never questions his culture, and considers the Jehammedans the most human of all men. He brushes aside all that stands in the People's way.

ROLEPLAY

Talion is happy to live. He is filled with joy and has the temperament of a leader.

He is eager to learn more about the other Cults, but considers that the Jehammedans are superior to all others.

He will counter blow for blow if he feels attacked, whether with words or with arms. Talion is impatient to prove his worth, and will seize any opportunity to do so.

Should the PCs discover his long-standing relationship with Sisera, they will be able to blackmail him (he will, however, immediately hate them and become an enemy) or try to earn the young couple's trust: in this case, they will be welcomed and helped as much as possible.

“EVEN IF JEHAMMED IS
NO LONGER HERE TO
GUIDE US, WE WON'T
LET OUR TRADITIONS,
FALL INTO OBLIVION !”

PROFILE

ARCHETYPE: Borca, The Conqueror,, Jehammedan Rank 2: Sword of Jehammed

ATTRIBUTES: BOD 4, AGI 4, CHA 3, INT 2, PSY 3, INS 2

SKILLS: Athletics 6D, Brawl 6D, Force 7D, Melee 8D, Stamina 6D, Toughness 8D, Dexterity 6D, Navigation 7D, Mobility 6D, Arts 5D, Leadership 5D, Seduction 6D, Legends 4D, Domination 5D, Faith 6D, Reaction 7D, Empathy 4D, Orienteering 4D, Perception 4D, Primal 6D, Survival 3D, Taming 4D

BACKGROUNDS: Allies 2, Network 2, Renown 2

POTENTIALS: Ire of Jehammed 2

INITIATIVE: 6D / 12 Ego Points (Faith)

ATTACK: Scimitar 7D, 1m, Damage 9

DEFENSE: Passive 1, Active Melee (Parry with shield) Melee 10D, Ranged Combat Active (Dodge) Mobility 6D, Mental (Faith) 6D

MOVEMENT: 6m

ARMOR: Jehammedan light armor, Armor 3

CONDITION: Spore Infestation 0/12, Flesh Wounds 16, Trauma 7

EQUIPMENT: Scimitar, Plastic shield, War Horse, Necklace gifted from Sisera.





“COME... CLOSER...
NO.. DON'T PAY
ATTENTION TO
THOSE BRUISES,
IT'S NOTHING..
THE PREVIOUS
CLIENT WAS,. NO,
I SHOULDN'T BE
TALKING ABOUT
THAT...

PEARL

The first thing that comes to anyone's mind when seeing Pearl is her beauty. Feathers entangled in her blond hair, her harmonious facial features reinforced by painting lines, her hazel eyes and her pulpy lips always heavily made up, and have seduced many a man. She is rather small, and very lightly clothed, often wearing more jewels than clothing.

Pearl has always had the gift of being able to attract the kindness of others, no matter what situation she was in. Raised by Apocalyptic from the Carrion Birds, her childhood has been easier than those of the other kids: her beauty was noticed by adults that often fought to spend some time with her. With her angelic face, she always managed to get rid of the most violent mentors.

Non violent because she was always protected, she was taught the pleasures of the flesh. Naturally, she became a Magpie. Pearl understood early on that she could control her partners through the emotions she provided them, and them dancing at the tip of her fingers. Unmatched in her skill at manipulation, she loves to stir up trouble with the information extorted from her clients. However she never exposes herself and no matter the situation, she will find a way to appear to be the victim.

ROLE PLAY

Pearl is mesmerizing. She knows how to make herself alluring and she is used to being treated like a princess. She doesn't like being ignored.

Her zest of life comes from the influence she manages to gain thanks to her lovers. If the group of PCs is a threat, she will try to create chaos in the group. If not, she will try to gain their trust by appearing as a victim of one of the Flock's targets.

Pearl is non violent and never engages herself. If she has to bribe someone, it will be through other Apocalyptic protecting her.

The GM can make her roll Seduction to see if she manages to extort some information to the PC, or to prevent them from attacking her.

PROFILE

ARCHETYPE: Borca, The Defiler, Apocalyptic, Rank 2: Magpie

ATTRIBUTES: BOD 2, AGI 3, CHA 5, INT 2, PSY 4, INS 2

SKILLS: Force 3D, Stamina 4D, Toughness 3D, Dexterity 6D, Mobility 4D, Stealth 5D, Arts 6D, Conduct 7D, Expression 7D, Negotiation 7D, Seduction 8D, Legends 4D, Cunning 7D, Deception 7D, Domination 5D, Willpower 6D, Empathy 6D, Perception 4D, Primal 4D

BACKGROUNDS: Allies 2, Network 2, Renown 3, Secrets 2

POTENTIALS: Crow's Nest 2

INITIATIVE: 5D / 8 Ego Points (Willpower)

ATTACK: Non violent, Stiletto 3D, 1m, Damage 3, Smooth Running 2T

DEFENSE: Passive 1, Melee Active (Dodge) Mobility 4D, Ranged Combat Active (Dodge) Mobility 4D, Mental (Willpower) 6D

MOVEMENT: 4m

ARMOR: Brown leather bands, Armor 0

CONDITION: Spore Infestation 1/12, Flesh Wounds 6, Trauma 6

EQUIPMENT: Stiletto, hairpin bend, jewellery. Burn. Her necklace is strange: the various stones and their links represent her clients and their relatives. She uses it to memorize their weaknesses. To an untrained eye, its secrets are almost impossible to decipher. (INT+Sciences with at least 3 Triggers).



IDILLE

Idille has a very round face, bordered by long black hair on one side and shaved on the other. Feathers nest in her dark strands while her face is covered with tribal paintings. She wears a light outfit composed of a white leathered leotard, along with thick guards on her arms and legs. Strapped to her back is her weapon; a deadly double barreled rifle. Idille is part of the Carrion Birds.

Early on in her life, she was able to quickly prove her skills by planning subtle, seductive tricks to entice men. The flock decided to train her to become a Woodpecker.

She was sent with a mentor, to assist in the creation of new nests, and to manage their resources.

She then proved her worth in a small team, infiltrating remote villages to explore, or in very prosperous nests to recover resources. However, throughout all of this she concealed her real task.

To this day, Idille has worked to secure the roads for the Burn traffic. She judges the safest route, helped with her detailed map of the Protectorate, constantly adapting and optimising the creation and reinforcement of nests for the success of her mission.

ROLE PLAY

Idille is methodical and hides her emotions as much as possible. She never reveals her goal. After a first night with her, she is cunning and pragmatic. The Burn traffic is what is most important to her. She would rather die than entrust anybody with the Burn routes.

She can be met next to a nest she created or is observing, itemising stocks, and planning her next coup.

As a Woodpecker, she sells Burn, and traffics EX. If the PCs win her trust (which is no easy task), she will be inclined to negotiate information about Spitalian patrols in the area, among other things.

If she is met outside of Borca, she would have been sent to investigate the disappearance of Burn shipments.

“LET’S TAKE CARE OF
THE JUDGE. HE IS
ALONE. WE MUST ACT
QUICKLY.

PROFILE

ARCHETYPE: Borca, The Creator, Apocalyptic, Rank 2: Woodpecker

ATTRIBUTES: BOD 2, AGI 5, CHA 4, INT 3, PSY 4, INS 1

SKILLS: Athletics 4D, Force 4D, Toughness 5D, Dexterity 6D, Mobility 6D, Projectiles 7D, Stealth 7D, Arts 6D, Leadership 5D, Legends 5D Science 4D, Cunning 6D, Deception 8D, Domination 6D, Reaction 6D, Willpower 6D, Orientation 4D, Perception 4D

BACKGROUNDS: Allies 2, Network 3, Ressources 3, Secrets 3

POTENTIALS: Mirror 1, Black Omen 1

INITIATIVE: 6D / 10 Ego Points (Willpower)

ATTACK: Shotgun 7D, Range 5/20m, Damage 10, Double Barreled, Scatter

DEFENSE: Passive 1, Melee Active (Dodge) Mobility 6D, Ranged Combat Active (Dodge) Mobility 6D, Mental (Willpower) 6D

MOVEMENT: 6m

ARMOR: Leathered leotard, 2

CONDITION: Spore Infestation 0/12, 10 Flesh Wounds, 6 Trauma

EQUIPMENT: Ring of keys, Double barreled shotgun, 15 round of Gauge .12, encoded tracing paper (Science, 30 success, 1 roll/day) that can be used over an Apocalyptic map of the Protectorate to have the Burn roads become highlighted.



“NAH, THE GOON
OVER THERE WON'T
BE A PROBLEM. CAN
SEE IT IN HIS EYES.
ONLY FOR THE SHOW.
I'M MORE CONCERNED
ABOUT THE LITTLE
BASTARD OVER
THERE...

SID

His face is cut out with a billhook, his jaw is as solid as stone, but Sid's facial features remain those of a young boy. His hair is styled into a white mohawk, and tattoos cover his face and body. With them he even makes an impression on Clanners. Topless under his coat, he wears a battledress and rangers boots, and no weapons can be seen on him.

Being raised by Apocalyptic forces one to learn about life, and this is even more true when one is “adopted” by the Borcan Carrion Birds. Often beaten, always moved from nest to nest to make sure he doesn’t attach to anyone, his childhood was never easy.

Sid killed for the first time when he was 14, thanks to his violent education, it didn’t even bother him. The other kid, a 12 year old Apocalyptic, was weak. He had been taught to ignore any form of remorse and was rewarded for removing a little runt from the Flock. He was given Burn, a Blade Bracelet and a magpie for the night.

Today, Sid is guarding the Flotsam. By night he makes sure nobody is causing trouble, and in the morning he takes drugs and has sex with magpies. During the day he sleeps. He has had to go through hell to get there and won’t let anybody disrupt his piece of paradise.

ROLE PLAY

Aggressive, attentive, loyal. Sid can be met at the Flotsam, in Justitian where he is a bouncer, He will be uncompromising and even violent if the PCs are troublemakers. If he is approached he will guide the characters to someone that will be able to answer their questions. He doesn’t drink nor do drugs during service.

He can also be sent by the Carrion Birds to protect another nest or a convoy. When he is tasked with this, he lets his guard down and takes advantage of the mission to drink and partake in the Apocalyptic’s extensive supply of drugs.

He can easily be approached with a cigarette for example. He often talks about the people he has to watch over, his voice dripping with irony and sarcasm. He will never betray the Carrion Birds.

PROFILE

ARCHETYPE: Borca, The Protector, Apocalyptic, Rank 2: Battle Crow
ATTRIBUTES: PHY 4, AGI 3, CHA 2, INT 1, PSY 4, INS 3
SKILLS: Athletics 6D, Brawl 7D, Force 7D, Melee 6D, Toughness 7D, Dexterity 5D, Mobility 6D, Stealth 5D, Seduction 4D, Domination 6D, Reaction 6D, Faith 6D, Empathy 5D, Orientation 4D, Perception 5D, Primal 6D, Survival 4D
BACKGROUNDS: Allies 2, Authority 2, Network 1, Renown 1, Secrets 1
POTENTIALS: All-in 2, 1000 Ways 2
INITIATIVE: 6D / 12 Ego Points (Faith)
ATTACK: Blade Bracelet, 9D, 1m, Damage 6, Smooth Running 2DC, Camo (4S)
DEFENSE: Passive 1, Melee Active (Parry) Melee 9D, Ranged Combat Active (Dodge) Mobility 6D, Mental (Faith) 6D
MOVEMENT: 6m
ARMOR: Long reinforced coat, Armor 2
CONDITION: Spore Infestation 4/12, Flesh Wounds 14, Trauma 8
EQUIPMENT: Blade Bracelet



“THIS CRUSADE
WILL BRING A NEW
VICTORY, CAST
DARKNESS AWAY AND,
I BELIEVE IT, START A
NEW ERA ,AND NEW
LANDS IN FRANKA !!”

KARLOCK VERANUS LEBREF

Karlock is a tall man with a solid build with his brown hair hanging untied behind his head. For many years he displayed a thick beard, but this was cut for his promotion to Furor.. His eyes are green and his look is kind and vivid. A man of few things, Karlock is easily recognised by his gleaming armor and Attila, a well polished Bidenhandler. He rides Manubrium, a stallion he liberated from a group of Jehameddians.

Karlock is the elder son of a Frankan family converted to the Neognosis soon after its exile to Borca. He grew up in safety among Anabaptists, surrounded with numerous brothers and sisters. Thus his faith took root, and he chose to bring this joy to the people of the land. Karlock took up arms to protect the weak and oppressed. Despise his zeal in battle, Karlock still respects the ascetic ideal, which leads him to show a moderate behavior and a great acceptance of other Cults (such as Chroniclers and Africans) who he sees as a partners in the struggle against the true enemies; corruption, Apocalyptic and Jehammedan. His piety and his achievements, such as leading the liberation of a slave town, led him to become a Furor and to be in charge of the crusade towards Parasite, accepting any and all willing to join the cause Karlock has the firm intention to liberate his native lands and to build an Eden in Franka, with the help of any resources found in Parasite.

ROLEPLAY

Brave and kind. Karlock is naive with chivalrous ideals, he sincerely believes that everything can be solved by his good will or his sword. Karlock is a charismatic man who knows how to seduce a crowd. Through example he leads to prove to others that the first step to Eden starts with oneself. Karlock is stubborn and often ignores his followers concerns to face action by himself, overcoming risks and his own condition. Extremely faithful, he manifests it through the love he has for his family and his companions, the friendship of a single African being enough to redeem the entire culture for him. He will always fiercely face Apocalyptic.

PROFILE

ARCHETYPE: Franka, The Chosen, Anabaptist, Rank 3: Furor
ATTRIBUTES: PHY 3, AGI 3, CHA 5, INT 1, PSY 3, INS 4
SKILLS: Athletics 5D, Brawl 5D, Force 6D, Melee 9D, Stamina 6D, Toughness 6D, Dexterity 4D, Mobility 6D, Stealth 4D, Expression 8D, Leadership 8D, Negotiations 6D, Legends 2D, Deception 4D, Faith 8D, Reaction 5D, Perception 6D, Primal 10D
BACKGROUNDS: Allies 3, Authority 3, Network 2, Renown 5, Ressources 1
POTENTIALS: Fisherman's Blood 1, Zealot 1
INITIATIVE: 5D / 20 Ego Points (Faith)
ATTACK: Bidenhandler, 7D, 2m, Damage 10, Impact 2T, Terrifying 2, Special: Knife ; Knife, 10D, 1 m, Damage 4, Smooth Running 2T
DEFENSE: Passive 1, Melee Active (Parry) Melee 7D, Ranged Combat Active (Dodge) Mobility 6D, Mental (Faith) 9D
MOVEMENT: 6m
ARMOR: Relic armor from Cathedral City, Armor 5
CONDITION: Spore Infestation 0/16, Flesh Wounds 18, Trauma 8
EQUIPMENT: Bidenhandler with gleaming coating, armor from Cathedral City, Seed bag, Seed of a ruin blooming flower.



SERGIUS

As tall as his Bidenhandler, this giant man has to bend over to even entire most houses. His long brown hair is held back by a simple leather band. Three four-pointed stars are tattooed on his forehead, and a brass septum is in his nose. The rest of his face is savage: bushy eyebrows, broken nose, and a large chin. His thick ARMOR is made of almost anything he can scavenge from the wastes.

Sergius has always crushed his enemies. His childhood was as tough as a Purgan one can be, and he quickly rose to the top of the rest of the children with his brutal strength. Naturally, he became an Orgiastic. He is always among those sent to the frontline of a conflict, as he always finds a way to cause trouble should be stay in a village for long. He cares little about the Anabaptist's gnosis, simply defending the Ascetics because he is ordered to. His pack is sent wherever conflict can arise.

ROLEPLAY

Violent, reckless.
Most of the time he is with his pack, of whom he is one of the best. His small company is often recruited to protect caravans or as guards in a city when they are at ease or not required on a frontline.
If he is sent on a dangerous mission, he will be friendly with the other warriors and will gladly share his deeds on the battlegrounds. But don't be fooled, he will never be a friend with anyone that is not an Anabaptist.
However, the longer he is away from a conflict, the more stressed he will become, itching for a fight, to the point of trying to start a fight by provoking anyone he sees - usually leaving them injured, but never fatally so.
He is chaste but not very smart. He will always try to do what seems best for his pack.

“HEY, IDIOT ! YOU’LL
SWALLOW YOUR
TEETH IF YOU LOOK
AT ME LIKE THAT,
AGAIN ! GOT IT?”

PROFILE

ARCHETYPE: Purgare, The Destroyer, Anabaptist, Rank 2: Orgiastic
ATTRIBUTES: BOD 4, AGI 3, CHA 1, INT 1, PSY 4, INS 4
SKILLS: Athletics 5D, Brawl 7D, Force 9D, Melee 8D, Stamina 6D, Toughness 7D, Mobility 6D, Domination 7D, Faith 8D, Reaction 6D, Perception 6D, Primal 6D
BACKGROUNDS: Allies 2, Authority 2, Renown 2
POTENTIALS: Fisherman's Blood 1, Killing Joke 3
INITIATIVE: 6D / 12 Ego Points (Faith)
ATTACK: Bidenhandler, 6D, 2m, Damage 11, Blunt 2T, Special: Knife; Knife: 9D, 1 m, 5 Damages, Smooth Running 2T; Fists, 9D, 1m, Damage 3 (Ego), Smooth Running 2T
DEFENSE: Passive 1, Melee Active (Parry) Melee 9D, Ranged Combat Active (Dodge) Mobility 6D, Mental (Faith) 9D
MOVEMENT: 6m
ARMOR: Heavy armor, Armor 4
CONDITION: Spore Infestation 0/16, Flesh Wounds 14, Trauma 8,
EQUIPMENT: Bidenhandler, Seeds. Leather pocket with broken teeth.



“BE WELCOME ! I WILL
GUIDE YOU THROUGH
THE VILLAGE, THE
OTHERS STILL HAVE
WORK TO DO. YES, I
DID THIS IRRIGATION
SYSTEM BY MYSELF...
BY THE WAY,” I AM
NAOMI.

NAOMI

Naomi is an average sized young lady, but her appearance hides a tough body, toned beyond her age thanks to countless hours at work in the fields. The top of her forehead is covered by a leather band holding back her short blonde hair. Her forehead bears three almond shaped tattoos. Her eyes are a piercing blue, and along with her high cheekbones give her a haughty look, despite her having a weak chin. Her dress is almost always dirty, stained by her work in the fields.

She was born in an old Anabaptist family in Briton. Since she was a child, she worked in the fields, participating in the effort to change the desolated region into a new Eden. During her teenage years she learned how to best work the fields, which led her to join the Ascetic farmers. Now that Briton is close to perfection, she has decided to travel to other Anabaptist colonies to share her knowledge in working the fields. She usually travels for a few months with other ascetics before leaving when she has nothing left to teach or learn

ROLE PLAY

Determined and curious, wherever she goes, Naomi will help communities by teaching them to share their food and explaining the basics of agriculture. For her, every field that feeds men is a marvel.

She will always favor the Anabaptists and is suspicious of Jehammetans and Chroniclers. She will always volunteer to guide players and happily talk with them about her travels. She will try to help them as long as it does not go against the interests of the Anabaptist community. She will even share some farming techniques with them, if they agree to go help in the fields.

PROFILE

ARCHETYPE: Franka, The Traveler, Anabaptist, Rank 2: Ascetic
ATTRIBUTES: BOD 3, AGI 3, CHA 3, INT 1, PSY 2, INS 4
SKILLS: Athletics 4D, Force 4D, Stamina 6D, Toughness 4D, Crafting 7D, Dexterity 5D, Mobility 6D, Conduct 5D, Seduction 4D, Legends 2D, Focus 5D, Faith 6D, Perception 6D, Survival 6D, Taming 6D
BACKGROUNDS: Allies 2, Network 1, Renown 1
POTENTIALS: Zealot 1
INITIATIVE: 2D / 10 Ego Points (Faith)
ATTACK : Fork, 4D, 2m, Damage 4
DEFENSE: Passive 1 ; Melee Active (Dodge) Mobility 6D, Ranged Combat Active (Dodge) Mobility 6D, Mental (Faith) 7D
MOVEMENT: 6m
ARMOR: Jute clothes, Armor 0
CONDITION: Spore Infestation 0/12, 8 Flesh Wounds, 5 Trauma
EQUIPMENT: Fork, Seed bag, Cereal seeds.



AKSEL, RED SMILE

Born in Franka, in 2569, he was part of an Anabaptist community close to Querybus. He grew up with them to the rhythm of the Ascetic life, their harvest, and the Anabaptist lifestyle. He wasn't swayed by the Frankan pride, and early on he became one of the Touched and received his tattoo; a three dotted anchor. When he was ten, the mediterranean coast was still underdeveloped, Clans tried to survive as much as possible against drones and pheromancer attacks. He became the protégé of his Furor and soon became an Orgiastic. He set off with the rest of his pack to the Adriatics, taking the fight to the Jehammedans, on a quest to prove his faith.

His pack bravely fought the Jehammedan's cultists over the course of two years, before taking the road to Pollen and Eastern Borca. In Pollen, he fought Biokinetics, burned entire Spore Fields in the name of God, and watered Pollen's soil with Apocalyptic blood.

His first emanations happened in a spore field, after a long battle fought side by side with the Spitalians. His vision showed him blooded elysian rivers, a woman's blood staining the pure waters. When he woke up after this emanation, he gained his name, Aksel Red Smile, because of blood on his face.

He founded a company, with fellow warriors from all over Europe: Purgan, Borcan, Pollenish, Frankan. Until he went back to the Rhone, and fought back to back with Scourgers in the Delta. Magnanimous, Hamza Abubakar III rewarded him by granting him access to Toulon's university for a year. In those CONDITIONS, Aksel learned writing and reading, as well as fundamental mathematics and sciences. His knowledge grew, and what he learned shook him to the core.

At this point in time, Aksel and his company might be on the roads of Europe, fighting the Demiurge.

ROLE PLAY

Aksel has a calm temper, he isn't just a basic Orgiastic. He always thinks before answering. He is massive, and can easily intimidate others, commanding the respect of his men. He is a born leader, the Ivory Company is always by his side, ready to answer all his orders. They are neither aggressive, nor stupid, but the wrong word at the wrong time could be enough to set them off.

PROFILE

ARCHETYPE: Franka, The Chosen, Anabaptist, Rank 3: Furor
ATTRIBUTES: PHY 6, AGI 2, CHA 4, INT 3, PSY 4, INS 3
SKILLS: Athletics 8D, Melee 10D, Force 10D, Brawl 7D, Resistance 10D, Dexterity 4D, Navigation 5D, Mobility 7D, Leadership 8D, Conduct 8D, Expression 7D, Negotiation 6D, Focus 5D, Legends 5D, Science 4D, Faith 10D, Reaction 8D, Orientation 4D, Perception 6D, Survival 5D, Empathy 5D
BACKGROUNDS: Allies 2, Authority 3, Renown 4 ; Network 1; Ressources 4; Secrets 2
POTENTIALS: Fisherman's Blood , Killing Blow 1
INITIATIVE: 8D/ 10 Ego Points (Faith)
ATTACK: Bidenhandler, 9D, Range 2m, Damage 12, Impact (2T), Special ; Dagger , 11D, Range 1, Damage 8, Hidden poison; Relic Sword , 10D, Range 1, Damage 10, Terrifying (3, when activated, the blade turns on itself)
DEFENSE: Passive 1 ; Melee Active (Parry and counterattack) 10D, Ranged Combat Active (run towards his target) Mobility 6D ; Mental (Faith) 10D
MOVEMENT: 5m
ARMOR: Chainmail , armor 4
CONDITION: Spore Infestations 3/16, Flesh Wounds 20, Trauma 10
EQUIPMENT: Gehon flask level 1, Backpack full of survival items, Ivory totem on a string around his neck (a token of trust from the Scourgers, and a token of friendship from the Africans of Toulon).

THE IVORY COMPANY

Aksel and his men gained this name in Toulon, after saving a pack of Scourgers from death itself. Hamza Abubakar III rewarded him, and ever since, his company has seen its name spread from town to town. Rumor says that Aksel and his men have been chosen, and that no Demiurge's mob could stop them. However, some Anabaptists question this.

EQUIPMENT

RELIC SWORD
In 2591, the Emanation Council granted Aksel his Furor title. The ancient doors of Cathedral City's catacombs were opened to him, and his eyes landed on his ancestors corrupted weapons. However, he had no interest in those fire weapons. In those boxes, he found a sword crafted from technology lost to time; amazed by both its stunning lightness, and its deadly sharp edge, he took it with him.



TITAN

Titan is a living mountain. Even stooped and hunchbacked, he towers over most men by a head height or more. His face is hideous, sparse white hair resting flat on his pale head, a mouth locked into a sickening grin.. The black rags he tangles himself in trick no one: he is heavily armed.

In the bunker Titan has always been a problem: he ate for two and never listened to the adults. He only learned how to walk properly when he was four. While growing up, there were two things that were certain: he would be taller than the bunker’s corridors, and he would have an incredible strength.

His kin told him of the Phantom’s way. Titan, as he was already named, learned how to huddle to avoid being seen. He was told his kin were chosen, and everything outside the bunker belonged to them.

Titan is now an icon amongst the Palers. He is sent whenever another community is in need, and he will bring them what they need in exchange for hospitality until his next mission. Using sabotage, intimidation and sheer force he has been able to reroute many weapon and food convoys. Whatever he brings back from missions is a trophy to him, and he makes sure that after every one of these missions, the Palers have a stronger grip on the world.

POTENTIAL

RAGING BEAST

PREREQUISITE: PRIMAL

Challenges revive the character’s primal urges. As they are resisted they become more and more excited.

Each round following the first one, they gain +1 in Force and Mobility, until it reaches a threshold equal to the Potential level.

ROLEPLAY

Titan is a monster; he barely talks and can intimidate even the most confident man. He is closer to beast than man, occasionally walking on his arms, panting heavily.. In his mind is only what he was taught; Palers above all.

None can deny that Titan is incredibly effective when put to a task, despite almost completely lacking social ability. Should the PCs encounter him, Titan will try to convince them to hand over their belongings if they aren’t hidden. If they refuse, he will mutter and leave, taking his brothers with him, and then attack the PCs when they are at their most vulnerable. Nothing can resist him, and soon those items will take their rightful place as trophies for his brothers.

However, if the PCs help the Palers, he will leave them in peace. He can even help if his leaders explain him what he has to do: he will always ask to see them before making a decision.

PROFILE

ARCHETYPE: Balkhans, The Conqueror, Paler, Rank 3: Cyclops

ATTRIBUTES: BOD 5, AGI 4, CHA 1, INT 1, PSY 4, INS 3

SKILLS: Athletics 8D, Brawl 7D, Force 9D, Melee 8D, Toughness 8D, Mobility 7D, Projectiles 8D, Stealth 8D, Legends 4D, Cunning 6D, Deception 6D, Domination 8D, Faith 8D, Reaction 8D, Orientation 5D, Perception 7D, Primal 6D

BACKGROUNDS: Allies 3, Renown 4, Resources 4, Secrets 2

SPECIAL: +2D in Perception when avoiding surprise attacks. -1D to attack and defense when under the sunlight. -2D malus in the dark instead of -4D. +2 Initiative in the shadows.

POTENTIALS: Nightmare 2, Raging Beast 2

INITIATIVE: 8D / 12 Ego Points (Faith)

ATTACK: Silenced Assault Rifle, 8D, 30/120m, Damage 12, Salvoes (3)

DEFENSE: Passive 1, Melee Active (Parry) Melee 8D, Ranged Combat Active (Dodge) Mobility 7D, Mental (Faith) 8D

MOVEMENT: 8m

ARMOR: Black leathered armor, Armor 3

CONDITION: Spore Infestation 0/16, Flesh Wounds 16, Trauma 9

EQUIPMENT: Sun Disk, Silenced Assault Rifle, 24 ammo, concussive grenade, Throwing Pulsor, Sun Eye.



RHEÏA

Rhéïa stands tall, for a Paler, reaching almost 170cm. Her white hair is braided close to her head, ending in a bun, in an attempt to hide that it is in the process of falling out. She has dark rings under her blue eyes, her cheeks are hollow and gaunt, and her pale skin is pockmarked with red patches. She wears a black uniform, and a black cloak. She traded her submachine gun for a rifle, finding it more useful during her travels.

Since she was a child, Rhéïa was chosen to walk under the sun. In her Pyrenean bunker, she was repeatedly exposed to a harsh UV lamp to ensure that when she grew up she would be resistant to the surface’s harsh environment.

Years passed and she was gradually allowed to walk further and further away from the bunker. First, ten meters away from the door, then a hundred, until she couldn’t see the entrance anymore. She would regale the other children with stories of the outside, an endless ceiling, wooden pillars with leaves as far as one could see. She learned how to take care of her bunker, by finding new sources of food and new pieces for the machines.

For several years now Rhéïa has walked among the Pyrenees, hunting for scraps with which to repair the shelter. Contrary to her blood brothers, she firmly believes that it is possible to trade with people from the outside world, she doesn’t think that warring with them is the only option.

Over the years she has formed regular habits. Food: South of Franka in exchange of useless scrap. Scraps: Aquitaine, it’s important to be faster than the Chroniclers, can be bought in exchange for Burn. Weapons: North of Hybrispania, where the tools of war can be bought for food and water. And finally, Burn: heart of those two countries, where the Apocalypitics ask for a safe passage through the Alps in exchange for Burn.

ROLE PLAY

Rhéïa is sympathetic, and has the mind of a merchant. She smiles and laughs at almost anything, trying to mimic the affectations of the people from outside. She will do all she can to keep her community alive and to reactivate their modules. In order to do this, she has been forced to become a cunning merchant, negotiating, intimidating, or even seducing the sun walkers.

However she is curious, and always ready to discover new machines and systems that could improve her people’s life in the bunker.

The Palers remain her chosen people, but she knows they won’t be able to develop alone. She is willing to find allies and friends for her group.

PROFILE

ARCHETYPE: Hybrispania, The Healer, Paler, Rank 2: Solar

ATTRIBUTES: BOD 2, AGI 4, CHA 4, INT 3, PSY 2, INS 2

SKILLS: Athletics 4D, Force 4D, Toughness 4D, Crafting 5D, Navigation 5D, Projectiles 6D, Conduct 6D, Expression 6D, Leadership 6D, Negotiation 8D, Seduction 6D, Artifact Lore 5D, Technology 5D, Deception 5D, Faith 5D, Reaction 4D, Empathy 5D, Primal 5D

BACKGROUNDS: Allie 3, Authority 2, Network 4, Resources 3, Secrets 1

POTENTIALS: Alias 2

INITIATIVE: 4D / 10 Ego points (Faith)

ATTACK: Rifle, 6D, 20/80m, Damage 10 (caliber .44, magazine of 5)

DEFENSE: Passive 1, Melee Active (Dodge) Mobility 4D, Ranged Combat Active (Dodge) Mobility 4D, Mental (Faith) 5D

MOVEMENT: 4m

ARMOR: Old RG guard uniform, Armor 2

CONDITION: Spore Infestation 2/10, 8 Flesh Wounds, 4 Trauma

EQUIPMENT: Rifle, 8 ammo, Sample of the last Burn cargo

UNITY FOR THE BUNKER

Rhéïa often bought Burn from the Apocalypitics, the potent drug a much more powerful currency when negotiating with Scrappers than mere scraps of paper. Recently, her Demagogue asked her to bring back a large cargo of Unity.

Indeed, the new generation is more and more willing to explore the outside world. Rhéïa has been tasked with creating a device capable of flooding a room in the bunker with Unity, thus creating unbreakable bonds between the Palers. They don’t know what they are getting into.

SMUGGLING

The Paler made a lot of friends in the shelter by promising to bring her blood brothers what they needed. From her travels, she brings back bullets, alcohol and other trinkets

In exchange she asks her brothers to cover the smuggling roads of the Apocalypitics crossing their territories. Rhéïa has in this way managed to create a virtuous circle of commercial partners enriching the shelter.



THE AVATAR

The mentor who took care of Kymir's education is no less than his bunker's Demagogue. The Demagogue, dead today, willingly sacrificed Kymir's life so he could accomplish his ancestral tasks. He saved a certain number of data slots in the Sun Disk used by the traveller, and now lets the artificial intelligence do the rest. Kymir is a pure fabrication of Getrell's memetics; all of his life has been written for him.

If he was to learn this today, the Paler would be devastated: his mentor and only friend doesn't exist. He could, for example, sell himself to the Chroniclers, driven by anger and desire for revenge.

MORE THAN ONE TRICK UP HIS SLEEVE

Kymir's saddlebag is filled with high tech tools. If one was to estimate its content, it would be worth untold thousands of the Chronicler's Drafts.

He uses its contents not only to reactivate and update image walls, but also to trap their surroundings and impress the tribes.

Indeed, a hologram, a mic and a speaker or a simple picture are enough to gain a tribe's trust or fear to study them. The Paler isn't a good fighter so he tries his best to avoid angering the subjects of his studies.

KY MIR

He is an old, scarred and round-shouldered Paler, his head completely bald,, skin peeling after years of exposure to the harsh sun. His eyebrows are prominent, his nose hitched up, and his wide eyes form an ugly face covered by a pair of black glasses and a poorly kept white beard.

Kymir was raised alone, in ones of the deepest rooms in the bunker he was born in. He was chosen by the Avatar to become his hand on the surface, and as such was not permitted contact with any other human beings. His education was to be given by the image walls of his bunker, so he grew up with almost no contact with his peers. His only company was that of his teacher, the holographic form of the Avatar. In this way, all his education revolved around a single idea: his future task.

Once released outside, Kymir had only one purpose. He travelled from place to place, never creating a link with other human beings, crafting items in ruins, and activating the beautiful walls of light.

After a few years under the Sun, Kymir received a new mission: near his position was an image wall that had been activated for several generations. A clan had settled next to it. The Paler would need to observe the impact of the image wall on this tribe. He took advantage of the clan's hospitality to observe them, and after completing this new mission, he was told to update the image wall with the content of his Sun Disk.

Kymir has been roaming Europe for well over a decade. Observing the various tribes has become so routine that he no longer even waits for orders to update the image walls he finds on his travels. He reactivated and trapped an uncountable number of relics, both to manipulate clans and to prevent Chroniclers from accessing the data. He is the guardian of an operation he barely understands the scope of.

ROLEPLAY

Despite his age, Kymir has never had a proper contact with another human being. Talking makes him anxious, he only talks normally to his Sun Disk. When talking, he nods as much as possible to communicate. His entire life has been sacrificed to the Palers' plan, and he is now too old to question it. He blindly follows his relic's orders. Very observant, nothing remains hidden to him when he is disguised as a traveler.

PROFILE

ARCHETYPE: Balkhans, Hermit, Paler, Rank 2: Reviver
ATTRIBUTES: BOD 3, AGI 3, CHA 1, INT 5, PSY 3, INS 4
SKILLS: Force 5D, Stamina 5D, Toughness 5D, Crafting 7D, Dexterity 5D, Projectiles 4D, Stealth 5D, Conduct 3D, Artifact Lore 8D, Technology 9D, Focus 6D, Legends 6D, Sciences 6D, Cunning 4D, Faith 6D, Empathy 6D, Perception 8D, Survival 5D
BACKGROUNDS: Network 4, Ressources 4, Secrets 4
POTENTIALS: Midnight Sun 1
INITIATIVE: 3D / Ego Points 12 (Faith)
ATTACK: Crossbow, 4D, 15/60m, Damage 10
DEFENSE: Passive 1, Melee Active (Dodge) Mobility 3D, Ranged Combat Active (Dodge) Mobility 3D, Mental (Faith) 6D
MOVEMENT: 4m
ARMOR: Patched leather armor, Armor 3
CONDITION: Spore Infestation 0/12, Flesh Wounds 10, Traumas 6
EQUIPMENT: Crossbow and 5 bolts, Sun Disk, Electronic Tools

ONE LINERS CHARACTERS



SPITALIANS

FAMULANCER HÄRING: He keeps looking at the mollusk attached to his belt. If nobody looks spore-infested, he'll ask for information about nearest leperos and aberrants: he needs to kill some to join the legendary preservists.

FAMULANCER RAPHAEL: He keeps his mask on to hide his black eye. He is an adept pugilist, and will do everything to begin a fight with a PC.

FAMULANCER NADEL: She just came back from an exhausting campaign in Franka. She just wants some calm and may overlook some Burn users (but not Burn dealers).

FAMULANCER PELTIER: He sells EX under the coat to the potential spore-infested he sees. If someone refuses, he will tell his colleagues that they are a Burner.

FAMULANCER MORGENTALER: He keeps his mask to hide his three-day beard. He is under the influence of too many spitalian drugs, and will, if possible, abuse his power to do a 'full inspection' on a PC, preferably a female one.

FAMULANCER FREY: She inspects the PCs carefully. If they look injured or spore infested, she'll list the Spitalians services available to them. If they look alright, she'll lie, say they look sick and try to sell them some placebos.

FAMULANCER OLDENBERG: He gives inquisitorial looks to the characters. He wants to do a full inspection on one of the PCs, and will even fake a vibration of his mollusk to do so.

FAMULANCER SCORZA: He just likes his fongicide rifle. He has a belt full of cartridges, and will use it at any opportunity: insecticide if he see an insect, firedust to impress troublemakers...

FAMULANCER MOREL: Discipline above everything else. State your name, occupation and motive here for her report. If the PCs are searching for someone, she might have seen them.

FAMULANCER BARTELS: She is an excellent doctor. She can't stand to see other people suffering, and will treat injuries for free. If no one looks injured, she'll just harshly tell the PCs to be careful.



CHRONICLERS

AGENT EXPLODE: He takes off his mask very quickly, heavily sweating. He speaks loudly and with large gestures, and wants to conclude any business with the PCs as quickly as possible.

AGENT UPDATER: He will make conversation with the PCs, noting everything that they say. Then, he will diffuse his report through the Cluster.

AGENT INSERT: He is particularly bad at social interaction, often stuttering and repeating whatever is said to him. He gets excited at the offer of books.

AGENT CONFIGURE: She likes to get things working. She may interrupt the PCs just to ask if she can try to repair one of their items.

AGENT ENABLE: He is very busy trying to make some artifacts work. If the PCs are not interesting for him, by bringing him some pieces of technology, he will do half of their requests to get back to work.

AGENT SHELL: She just answers questions by taking them literally. She executes requests quickly when all the formalities are done.

AGENT BOOLEAN: Everything is black or white for her; If the PCs are registered as allies of the Cluster, she will do everything she can to help them, otherwise she will ignore them and just request artifacts to increase their reputation with the Cluster

AGENT SELECTOR: She will awkwardly try to seduce one of the PCs. She is bored of her everyday life and doesn't really know how to love someone

AGENT UNLINK: He stays in the dark, and speaks with the fewest words possible. He is in fact very shy.

AGENT HEADER: He is Burn addicted. He can do something for the PCs in exchange for Burn, but he will categorize them as enemies of the Cluster if they try to tell the Spitalians his secret.

AGENT OUTPUT: She knows a lot of what's happening in the region, and can answer the PCs questions for the right price.



HELLVETICS

SOLDIER HODLER: He was punished for disciplinary reasons and only has one bullet in his mag. He is overly stressed by this fact and tries to hide it behind extreme aggressivity, to dissuade the potential troublemakers.

SOLDIER PROBST: She's had a bad day and wants to take out her anger on something - or someone. One misstep, and here we go for hours of vigorous interrogation.

SOLDIER STREITLASS: He's planning his desertion and doesn't want any trouble until then. He might ask the PCs if they need some help.

SOLDIER VERDI: He will try to taunt the PCs to their limits so he can fight them and loot them, to buy some Burn. He's spore-infested.

SOLDIER JONELI: She is a bad shooter and doesn't want her hierarchy to know, so she will do everything for the people she controls to stay calm: be overly polite, offer fees easily, etc.

SOLDIER KÄNZIG: He wants to search each bag and each PC to find some illegal items: drugs, explosives... And will report everything to his hierarchy.

SOLDIER HAUSHEER: He killed some smugglers recently and wants to illegally sell their weapons to travelers, to save some money.

SOLDIER TEMPERLEY: Allied Spitalians charged her to arrest Burners; If she finds someone suspicious, she'll ask for them to open their shirt so she can see their torso.

SOLDIER BRETSHER: She wants to test Burn from each Culture and is willing to pay the PCs a fee if they can find her some.

SOLDIER MAROLF: Tired of separating Clanners fights on the road, he will be happy to meet the PCs, and will have a friendly talk with them.



JUDGES

CITY JUDGE LANDO: He is unaware of any danger, if the PCs try and tell him about it he will respond with a barrage of insults, before immediately attempting to deal with the issue alone.

CITY JUDGE VOLKUS: He has a perfect memory of faces, and can recognize a criminal very easily. He stomps terror

out in his city, always on a case and never forgiving anything.

CITY JUDGE MAJOR: He loves to show wrongdoers that he is the strongest. Expect some provocations, and a good beating if you're caught doing something bad.

CITY JUDGE MALTE: She is discreet, but sees a lot of things. She is regularly paid to look away by criminals. If she spots the PCs, she might do something to get money from them.

CITY JUDGE WERNER: She is an excellent shooter, with her musket and its extended barrel. She shoots first, and asks questions later. She scans everyone and follows the suspicious ones just to not miss a potential occasion to fire her rifle.

CITY JUDGE ROLAND: His daughter disappeared years ago, and now he just wants everybody to be safe. He will try to capture the PCs for their own good if they intend brutal actions elsewhere.

CITY JUDGE EMMERICH: He is overwhelmed by people coming to see him so he can judge minor affairs. He does this happily, He does this as quick as possible so he can help everyone in the city.

CITY JUDGE THILUS: She is particularly athletic, exercising all the time. No thief can escape her sprint.

CITY JUDGE MOMBERT: She hates Spitalians, so she spits a lot, she authorizes Burn, and will mock any famulancer crossing her territory. Anybody harbouring the same hatred of Spitalians will be her friend.

CITY JUDGE HARALD: He is at the end of his life, moving as little as possible. He doesn't want trouble, and his judgments are very tender, just so he don't suffer the looks of the families anymore.



CLANNERS

KEPARR: He is gutting a fish as the PCs talk to him. He snorts regularly, and is a little boorish, but if the PCs are kind enough he will offer them a meal.

AEGRUS: He is one of the strongest of his clan. He feels somehow intimidated by the PCs, and is trying to discourage them from attacking him and his clan by showing off his strength.

MEDRA: She is training her chant and her rhythm on drum-like instruments. If the PCs appreciate her music, she will thankfully give them advice on the surroundings.

ETROCO: She is trying to protect her clan. She will gauge the characters, and ask them if they are trustworthy. If they convince her, she will help them.

JABORR: He is one of the hunters of his clan. He doesn't speak a lot, and is constantly sharpening his arrows. He knows the surroundings like his pocket, and will be an excellent guide if paid in jewellery.

VELGA: She believes in the power of the Spirits. She talks enigmatically, and tries to understand if the PCs offended the ancestors or not. If they prove to be heretics, she will spit at them.

THAENN: He is afraid of the PCs. He will overreact at everything they say, but if he is reassured, he can become very helpful.

GROF: He his fundamentally against the Cults, and finds their members untrustworthy. He will look at the PCs with disdain and will try to give them false information.

SMIRAEK: He thinks his encounter with the PCs is exceptional, and he wants to keep a souvenir of it. He will give them a rabbit's paw in exchange.

SHIFAH: She crafts the arrows, spears and other items for her clan. She tries to learn new techniques, and will gladly help the PCs if they are able to provide them.

SCRAPPERS

DANGEROUS: He bears a shield crafted from a sign, reading "Dangerous Dog". He drools, sniffs and grunts like a dog, but behind the crude exterior he is very helpful.

GRAVE: She is always scratching the ground with her feet. Her partners usually die in the ruins, and she just wants the PCs to help her get a team again.

SQUIRREL: She has a very complete climbing set. She is busy cleaning it when she talks to the PCs. She may help them for some alcohol.

WEASEL: He has an ugly face and a heavy digging material. He is short on money and will do everything the characters ask for some coins... only to try to rob them later.

POMMEL: His heavy crusher is chrome, and the pommel is shaped to look like his face. He loves to show it off, or to be paid to use it. He may propose his services to the PCs.

CRAWLER: He is really dirty. He does the most undesirable tasks to make a living, such as crawling through the sewers, and so thinks that the world somehow owes him something.

PUNCHER: She has big fists, wrapped in leather and steel gauntlets. Even if she is helpful, she is really hot-blooded and her blows fly without warnings when she feels insulted.

JERRICAN: He sells Petro for a very low price. It is in fact cut with other substances. If the PCs earn his trust, he will then offer some pure jerrycans.

BLACK TEETH: The old Scrapper is vulgar, and just wants to get laid. He will scream if he feels threatened.

SMOKER: She loves everything that can get her high. Alcohol, Spitalian drugs, or Burn. She is wondering how to pay her debt to her dealers, but she also knows how to find them in town.

NEOLIBYANS

MAHMOUD SHAM: He is quite superstitious, and this morning during the prayers, Anubians told him he had to repent. So today, he is kind with everyone, and gives money to every poor person he sees.

RAFEEQ EL TRIPOL: He doesn't have any time to lose with the PCs. They have to convince him that their time with him will get him something, otherwise he will ignore them after a few minutes.

SHUAID: He is a new hunter trying to prove his talent. He will brag about his games, and is willing to pay to get information on the location of an interesting prey. He will not like to be fooled at all.

IRFAAN AL KAZIM: He is nearly broke; he has to invest quickly on something successful. He will ask the PCs about what they are doing, and he will propose to sponsor them for a share of the result.

NISMA HAREES: She is a smuggler. If the PCs are obviously searching for something, she will propose a sale a reasonable price, but they'll have to hold their tongue.

FAREED EL FAREED VI: He speaks with large gestures and a loud voice. He is overly friendly with everyone and exaggerates everything. Even if he is a little bit annoying, he knows a lot of people.

NAZEEHA EL DOUD: She works calculating the localbank's taxes, and is afraid that the PCs might be some henchmen hired by her enemies. She stays cool and tries to discover everything about them before helping them.

ADEL THANAA: She sees every European as a potential slave, observing muscles, hair and signs of disease. She keeps her eyes half closed with disdain.

YAASIR REHMAN: This fat Neolibyan thinks his money makes him untouchable. He insults and mocks everyone, and tries to kiss the women getting too close to him.

LAILA EL ADRABA: Her powerful family put her in her current place. She has basically nothing to do: she is just a princess looking for entertainment.

SCOURGERS

TANDIE: Particularly imposing, he likes to show off his muscles. Behind his mask, he is a white-knight; he will always defend the weak.

FUZA: His AK his kept on his back: he wants to prove to his pack that he is the mightiest. He will mock people crossing him, and fight them with the blade of his knife if somebody answers the provocation.

ANDILE: He never forgets his village's spirits. He will act with a lot of honour and respect towards his ancestors. If someone seems to be disrespectful, that might piss him off.

DINGA: He just hates Europeans, even more than other Scourgers do. He will never do anything to help them: they're animals to him.

IMPISI: He is always with his hyena, Bloedbad. He considers the beast as a gift from his ancestors, and even if he is himself quite peaceful, he will follow and assist the instincts of Bloedbad.

UYISE: He is suffering from homesickness. He is chewing a lot of psychovore seeds to feel the warui again, he might accept Burn. He is overly aggressive: he wants to be injured to go back to Africa.

XOLILE: He bears a lot of scars: ritual scarifications. He marks in his flesh the story of his battles. He will proudly speak about them.

AZISA: His Neolybian just gave him 4 AK's with full magazines. He will shoot in the air at any occasion, just because he likes to see people fleeing in panic.

MCEBO: Not so good in actual fights, but an excellent Kom pilot. He likes to talk about mechanics with Scrappers. He might want to obtain some special parts for his buggy.

OGOGO: This Damu has binoculars around his neck. He is always gathering information: he listens to everyone, watches every corner. A very competent and incorruptible guard.

ANUBIANS

CHIGARU: He always wears his mask, and is very mysterious, speaking in his calm voice with short, sharp "Yes" or "No" answers. In fact, he is trying to impress other cults with his manners.

NECHEROPHES: Bareback and particularly muscled, he thinks the body must stay pure and fit. He will feel the spore infected PCs, and will first try to help them, then curse them if they refuse his medicine.

ANNEKE: He is an excellent healer. He uses plant decoctions and oils to treat diseases and injuries. He is ashamed by the fact that his best mixtures are based on Bion.

INI-HERIT: She keeps her eyes closed nearly all the time. When she opens them, it's to look straight into the eyes of someone, and to tell something about his future.

MAANI: She collects charms and trophy. A strangely shaped bone here, a totem of black wood there. She is searching for material to make new ones, and give them to her allies.

SUVAN: She is a very talented chemist, and likely has some cheap Marduk Oil with her. She is able to brew almost anything for the PCs... if they have a good enough reputation with Africans.

NEKHTOU: She is a true standard bearer for her people: she advises and guides her brothers and sisters. Very respected, she will always try to manipulate the PCs so they serve Africa's interest.

TEOS: This very charismatic Anubian asks strangers about their goals in life. He likes to talk about the different Cults esoterics, he wants everyone to feel enlightened after talking with him.

SETHENES: He is always smiling, he likes to touch the front of the people he is speaking to. He claims to be able to see the ancestors line of someone this way, and to see if they are proud of their descendant.

OMOROSE: He believes there are spirits in everything. He is angry at the PCs because they didn't respect a random spirit, and tries to explain to them that they have to sacrifice something to have the spirit's forgiveness.

JEHAMMEDANS

CAINAN: He is a very hot-blooded Jhammedan, do not curse when he is around. He talks very quickly, and feels like he has to teach heretics the way of the faith by beating them.

JAEL: He says "by Jhammed" at the end of nearly all of his sentences. His faith is unshakeable. He will advise the PCs to follow the way of the shepherd if they want to be successful in their mission.

SIMEON: He is a hardworking artisan, knowing the basics of every discipline: forging, tannery, carpentry... He may ask the characters if they need something tailored for them.

MAACAH: She will help anyone in need. Everyone has the right to live well, and every bandit can have a second chance. After helping the PCs, she will implore them to become non-violent.



VASHTI: She bears a black eye. She defends the tribe when the warriors are away, and won her “trophy” by fighting a thief. She is not afraid of anything and takes everything at face value.

HIRAM: He is in charge of a large herd of sheep. He is constantly vigilant, and is searching for something for his herd: food, medicine,... He will try to pay back everyone who assists him.

NIMROD: He walks with pride.. He will never kneel before the fishermen, and will never do anything for them. He is a true free man. If PCs have a good reputation with his cult, he will assist them.

LAMECH: He is in charge of the tribe's horses. He knows everything about them, and he will proudly advise the PCs on their choices or on how to treat their mounts.

JUDITH: She heals the warriors coming back from battle: she is used to bloody injuries. She orders the violent-looking PCs to be careful on their way with her deep and calm voice.

ORPAH: She teaches the children the basics of the life in the tribe. She might be a good guide for the PCs to discover a Jehammedan camp. She is a particularly patient pedagogue.



APOCALYPTICS

VICYS, BATTLE CROW: She bears a mocking smile on her face, and speaks in a voice dripping with sarcasm. She may try to make vicious jokes to the PCs

BEASTIE, BATTLE CROW: She has a high pitched voice, and speaks quickly. Her teeth are sharpened, and she has a look in her eyes that hints that all she really wants to see is some blood flowing.

CASSANDRE, MAGPIE: She is particularly scantily dressed, and suggestively dances as the PCs talk to her; a seductive smile on her face.

BEATRICE, MAGPIE: She lists the services that she can provide, along with their cost. Should a PC yield to her charms, she will give them the lowest service, and make him pay for more every time.

ASPECT: She is hunting for young parents in order to take their children. She will listen closely to the PCs, and note the interesting parts of their story. She can help them, should they agree to help her find some vulnerable parents.

FRACTURE, BATTLE CROW: He is massive, and keeps a heavy steel rod at his side at all times. He is calm, and demands that the PCs make their requests quickly and succinctly.

REQUIEM, BATTLE CROW: He is whistling as the PCs talk to him. His arm bears six tattooed lines, one for each person he killed. He seeks trouble, and if a PC answers, he will challenge him to a fight, ending at first blood.

FAUN, MAGPIE: He regularly poses to show off his impressive muscles. He will gladly help the PCs if their request is not particularly important, and has a habit of weaving suggestive wordplay into each of his sentences.

KRIME: He looks moonstruck. He wants to sell EX at the PCs at a really reasonable price, but his products are diluted. He is actively looking for more EX.

VENOM: He wants to sell Burn to the PCs, if they don't look too “Spitalian”. He sells surprise Burn, it only costs 30 drafts but you discover the drug's type only as you breathe it - and feel its effects.



ANABAPTISTS

ORGIASTIC MATTHIAS: He is always reciting prayers. His eyes are wet, and he seeks forgiveness for the crimes he has committed. He is willing to do anything, and kill anyone in the name of the cross in pursuit of that goal

ORGIASTIC GAIUS: He has gigantic arms, and is always laughing. He is likely to challenge one of the PCs to an arm wrestling contest.

ORGIASTIC PERSIS: She wears a lot of jewelry and extravagant clothing, all of which she plundered from her enemies. She always indulges herself, and if a PC wears something she wants, she will stop at nothing to get it.

ASCETIC ELIAS: An excellent blacksmith, he forges all kinds of items, including weapons. He can help the PCs, or forge something for them, but they must accompany him in a prayer beforehand.

ASCETIC LOURDES: She is extremely pious, and thinks that the body must be free of any toxins to reach its full potential. She remains calm in stressful situations, but in the event of an incident will tend to blame any Burners in the party.

ORGIASTIC DAMARIS: This woman lives life to its fullest. She wants to have some ‘fun’ with one of the PCs, she will try to seduce them, and entice them into taking a hit of Unity and have sex with her.

ORGIASTIC PHOEBE: She is the one in command of the tactics of the pack, and has an uncanny eye to gauge the danger of someone at a glance. She will only help the PCs if they hav a good relationship with her cult.

ASCETIC CLEMENT: He plans the working days of the

other ascetics. His severe tone can put anyone back in line.

ASCETIC MAGDALEN: She speaks in peasant slang, very quickly. She is uneducated and will do almost anything for the PCs if they are convincing enough.

ASCETIC MATTHEW: He is very young, and is trying to build up a muscular body through working in the fields day after day. He is extremely ambitious, but at the moment he's just in charge of tattooing the foreheads of his brothers.



PALERS

VOLF: His look is piercing and intense and he speaks with a dry tone. He sees everything, and is looking for someone to do his dirty work.

SHILIAK: She doesn't like the unclean sun walkers, spitting at their feet and throwing curses at them. She will not obey any of their orders, but she can be persuaded to work with the PCs if she can be convinced that helping them will hurt other surface dwellers.

KADLEC: He is looking for bullets to bring back to his kin, even willing to pay the PCs in exchange for their ammunition.. He may even promise to repay them with a favour, and he will keep his word.

TOLIMAN: He hides every inch of his skin from the Sun as he hates it, even more than other Palers do. His eyes are blinded in the sunlight, so he must move very close to the PCs to talk to them. He brags about his three sundisks.

ACRUX: He is looking for something or someone to refill his E-cubes. He may trade his six empty E-cubes for just two fully charged ones.

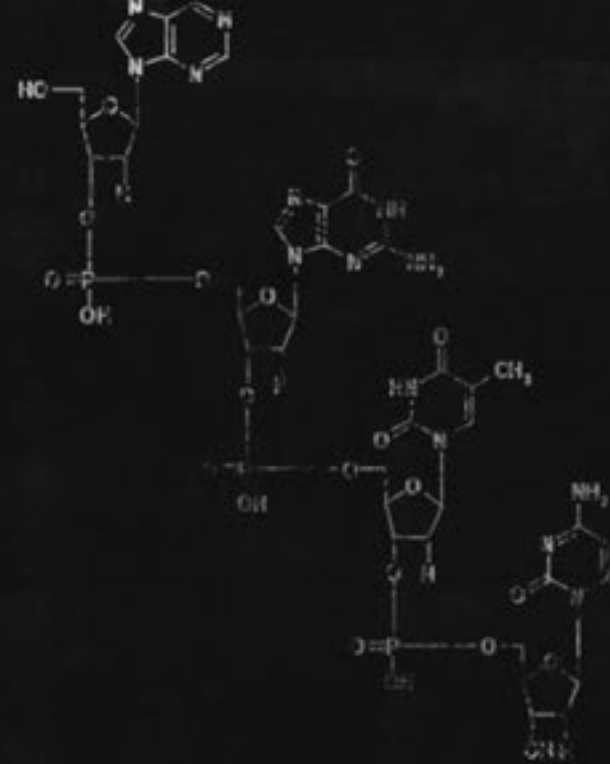
MELUCTA: She is looking for some Burn, or any kind of drug, just to endure the constant pain of the sunlight. A close observation can see that spores spores are beginning to form in her mouth.

ZDENEK: His head is constantly moving, like a rat's. He is afraid of the PCs, but if he spots them carrying an interesting item he will attempt to steal it.

ZANAKH: Even if she is not really pretty by surface dweller-standards, she has an amazing voice. She will listen a PC for a long time if they have a beautiful voice: she find them beautiful.

VYKOPAL: He speaks only in whispers. Among his kin, he is responsible for checking the bloodline, attempting to avoid inbreeding as much as possible.

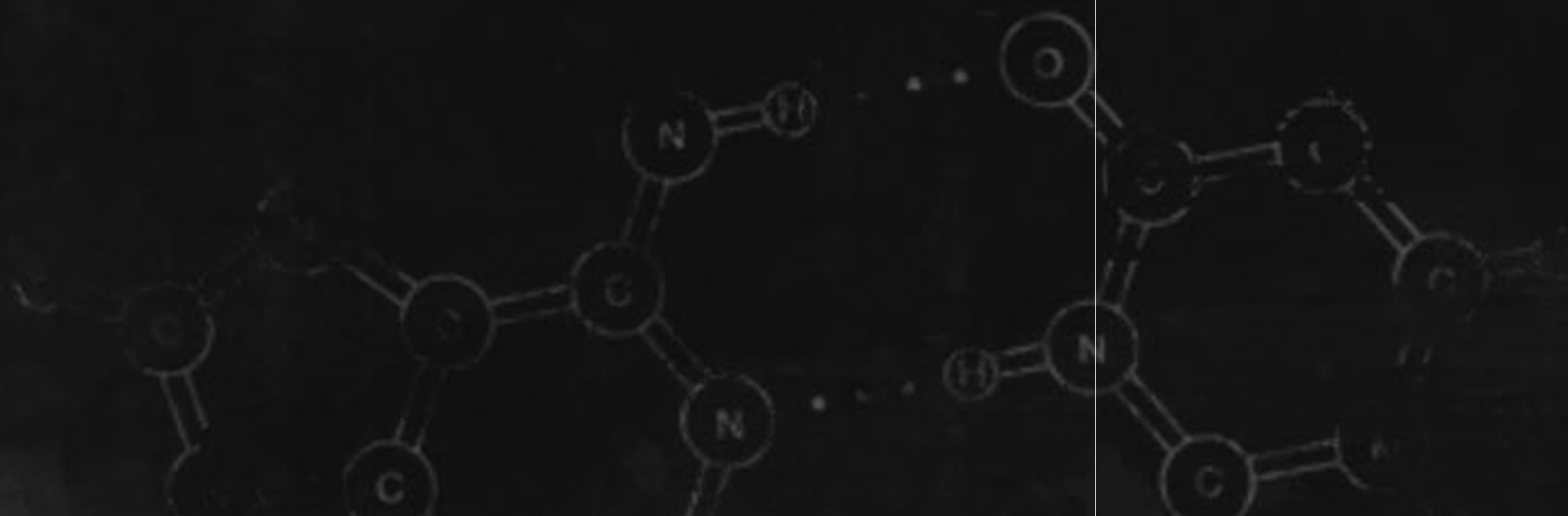
KHOMAM: She is searching for an efficient way of bringing food to her shelter, asking about traders and farmers, among other things.



4

CHAPTER

EXTENDED
WORLD



TREASON

After a long walk by the lake’s edge, the last remains of human life finally disappeared. The rain is reverberating against the steeled door closing the access to the listening outpost which will hold the rendez-vous. Freezing, it infiltrated beyond the harness of the two men losing patience in the half-light. Only the wind breaks this deathly silence, blowing across the valley.

The Grenadier takes a look through the loophole, observing the rainy shield that blocks his vision. A weary sigh leaving his throat, he turns to the man waiting in front of the door. Lieutenant François is still. His hardened eyes are planted on the door from which he hopes to see the two people supposed to meet them today. He barely looks at his bastard, searching for a sign of life in the wilderness.

The clock is ticking. In a few minutes the two men will leave. Waiting longer for those two savages was not an option. It could put François and Worobel in more trouble if there was to be a rumor about their presence here today. An entire operation could fall in disgrace, and its leader too. Finally, two shapes broke through the curtain of rain.

“Here they are sir.”

Hel and Jörmungand. The Rheans Twins. Across the

Reaper’s Blow they tell how their clan threw newborn babies from the walls of Praha Republica. Tales about their morbid exploits never cease to appear, and their bloodlust start worrying the western side of the Blow.

The door grates. The outpost is flooded with the slapping of the rain which starts resonating against walls that one day were the ears of this region.

A giant closes the door, leaning to pass it. His shoulders are covered with a long coat stuffed with fur. From his back, two rifles cross stick out, their size competing with even the Trailblazer. His most disturbing aspect is his half human face. A metal mask intertwines with his flesh on what should have been his mouth, and all the way to its left ear. Mixed with the fearsome gaze fixing them, the Hellvetics felt like they were the mice, and he was the gendo.

In front of him, even if she was way smaller, Hel concentrated all the attention of the soldiers who summoned her. One of her eyes was fixed on them, while the second was static. Red and artificial, it seemed to be analyzing the entire scene without even moving. The bionic eye was encrusted into her face, the technology seemingly far above what most clans could even imagine.

Only a superior being could do this.

“Which one of you is the one called Jörmungand ?”

François spoke those words with conviction. He could not fail this first impression.

“I.”

The synthetic voice of the giant echoed in the room, as would the Vocoder of one of those damn Chroniclers. A disconcerting silence fell on the room before the officer refocused himself.

“You know what we want.”

A toothy grin and Hel reached deep into the entanglement of tissues she wore below her own coat. She then threw the thing on the floor between them. A bloody hand. Frozen because of the Borcan cold, a black tattoo was still distinguishable in the middle of the hand. Lex Mercatoria.

“You know what we want.”

Again the air grew heavy. Without a look to his superior, the Grenadier left the room and came back with a leather pouch he handed to the clanners. There were enough Chronicler Drafts inside to live a peaceful life anywhere in Europe.

“The same thing once the aircraft is down. Plus a

bounty for every dead worker.”

The twins didn’t hide their surprise. This offer was more than interesting. It could give the Rheans the independence they wished to take from the Corroder. It could give them freedom. Without a word, Hel pocketed the money inside her cloak. Her glowing eye fixed on François, she seemed to be judging him.

“As soon as our men have crossed the mountains, we will set the lake on fire.”

“This will be the biggest fire your stone fortress has ever seen.”

Both sides of the room smile. It seems that they have an agreement. Blood will be shed in the valley. Men will die. Hel and Jörmungand quickly left the outpost, returning under the flooding rain. The only evidence of their presence was Jormungand’s inhuman laughter, echoing through the valley.

“Do you think they are aware of anything sir ?”

“Not for one moment. Shower the savage with money and it’ll cover his eyes forever.”

Silence.

“Vauban will be glad to slaughter them.”



BORCA

LAKE ONSTANCE VALLEY

At the frontier between Hellvetica and the Borcan Clan's territories belongs one of the rare European lakes still supplied by glacier. The Lake Onstance has been preserved from the Reaper's Blow despite its proximity to that hellscape. This allowed the canton's inhabitants to somehow continue their lives, even after the Eshaton. Years passed, knowledge was lost, and the Lake Constance became the Lake Onstance, where a very vibrant fishing culture had developed. All this life is protected and watched by the vigilant eye of the Hellvetics located in Outpost Saint-Gall.

To the West, the road to Basel follows the main river of the region, kept safe by resting in the shadow of the Alpine Fortress. To the northernmost part of the region, Clanners' lands attract attention from the Subalterns of Territorial Region II. To the east, fractured mountains block the access to the Reapers' Blow and protect the valley from its unbearable heat. When facing the south, the long arm of the Hellvetic weaponry stand ready to defend their lands.

There, far from the Protectorate, the only law is that of the community, and excesses that could be punished in Justitian have little to no consequence here. It's not rare to see a Grenadier consuming Burn in one of La Corne's bars, or to observe thieves get away with their takings.

On the opposite shore of the Lake, the mood is more focused on productivity. The construction of the first 26th century aircraft is about to take place, and Scrappers from the Mercatoria are working day and night to achieve this towering feat. The assembly platform, sitting in the center of the lake, is the beating heart of the region, and an tensions are riding high. This massive construction effort is not pleasing to the Alpine Fortress, which looks poorly on this competition.

OUTPOST SAINT-GALL

Located on the ruins of a former water treatment plant, this alpine military outpost oversees the former Swiss' canton. Organized as a classic military camp, a sickbay, a mess, a command center and an armory can be found behind the fortified walls. The outpost joins the Lake Onstance through a long path that comes down the mountain to the shore. From there you can reach The Horn, and cross the lake to the construction site.

Anybody willing to hike the Alps and cross the mountain range has to go through the Outpost and pay its fees to the Hellvetics stationed there. Behind it, the roads are patrolled, maintained and the local Clans are subdued by Hellvetica. The fee is high, but worth it.

The local guards are a Hellvetic company under the command of Subaltern Vauban, a known alcoholic, but very effective officer. On a daily basis, their activity mainly is to take care of the crossing toll, and maintain a peaceful atmosphere in the close area, but recently sightings of hostile Clans in the North have made the commanding officers worried about the status quo.

It is this worry, along with the growing number of civilians in the region, which keeps setting Vauban on edge. The area could not be effectively defended with his current company, especially if the numbers keep growing. To prepare for this, he has had explosive charges preemptively buried along the Green Path. If anybody was to attack the Outpost through its only access, hell would fall on them.

THE GREEN PATH

If you want to reach the Horn, the shortest road is through the Green Path. The meandering road trails through the cliff leading to the Outpost. It is patrolled day and night by Hellvetic soldiers, which Genies maintain it to ensure it remains an easy path for travellers and merchants coming from Basel or Northern Borca alike. With all this protection, the Green Path remains one of the calmest and safest Alpine roads, especially given its geographic location.

LA CORNE

This community of roughly four thousand citizens is located on the southwestern bank of Lake Onstance. It's mainly composed of fishermen, with their small fishing boats constantly moving around the lake to collect their catches, as well as farmers exploiting the rich Alpine soil.

A fish market is located in La Corne's harbour, where everybody gathers to purchase fresh food at the 9am auction, and at the 7pm auction. Then most fishermen go to the inn to quench their thirst.

FACT SHEET: LA CORNE

CITY: La Corne, Ville Tech III

PROVINCE: Southern Borca, Territorial Region II

INHABITANTS : 4000 inhabitants, approximately 7000 including satellite villages

POPULATION STRUCTURE: Cornus /dominant, Roggia/present, Scrappers/dominant, Hellvetics/present

LEADER: Mariza Roggia, Master of La Corne's ferry; Roggia Clan

FEATURES: Ferry to the Construction Site

TRADE/GOODS: Fishery, cereals, local booze, scrap, aggregates, heavy metal

CITY GUARD: One Hellvetic Unit (6).

WEAPONS : Rudimentary weapons, scythes, hammers, daggers, firearm crates destined to the Iron Brothers in Toulon.

COMMUNICATION: Hellvetic radio connected to Saint-Gall Outpost. Scrappers radio network connecting the ferry to the assembly platform and the construction site.

ARTIFACT TRADE: Very developed following the arrival of Chronicler Dell and his agents. All kind of discoveries from the surrounding mountains and ruins.

THE MERCATORIA

In the ruins of Borca and Franka, Scrapper communities are constantly forming and breaking apart.. The luckiest ones survive for years and start organizing themselves as gangs. An example of such a gang is Bosch's Cartel, firmly entrenched in Justitian.. But a dozen winters ago a small band calling themselves the Mercatoria

arrived at the base of the Hellvetics' mountains. A few months after their arrival, strange activity began on the far side of the lake. Lights started sparkling at night, then suddenly the coastline was lit up. A certain Engie had discovered images of a flying engine in the museums of a Bygone city.

Today the giant construction site is swarmed by several hundred Scrappers.. An airship is in construction. However, to the Hellvetics this machine is viewed as a threat to their monopoly on the crossing of the Reaper's Blow. It might be time to act.

The city is protected and patrolled by a group of Hellvetics, keeping track of the fluctuating numbers of arriving newcomers, but mainly ensuring there is no risk of a Clan-ner insurrection.

THE FERRYBOAT

The former ferryboat has been rehabilitated with a flat based boat continuously sailing back and forth between the two banks of the Lake. Powered by Petro, it does the crossing in about 40 minutes, saving the travellers a 14 hour long journey. It thus has become the main way to cross the lake and the region.

This ferryboat is held by a ferryman family, the Roggio, who own both staging post and control the crossing. As much mechanics as traders, they are the uncontested leaders of La Corne and its surroundings.

LAKE ONSTANCE

This natural beauty is hidden in Hellvetica's mountains. It's one of the rare bodies of water that hasn't been massively altered by the Eshaton. 63 kilometers long and 14 wide, it is one of the last frontiers between Hellvetica and the Reaper's Blow. For centuries, many Clans have come around the lake to enjoy its rich fauna.

Everyday, dozens of fishing boats leave La Corne's harbour to navigate its waters. Unfortunately, since the Mercatoria's arrival, and the installation of its platform at the middle of the lake, the fishermen's work has become much more difficult. Many are the Clanners hoping for the Mercatoria to finish their project soon, so they can vacate the place as soon as possible.

The Lake also serves as a water reservoir for the Rhine going to Basel, providing water to thousands of people in the area.

THE CONSTRUCTION SITE

Located on the northern part of the lake, this site has been extremely active for the past years. It burst out of the ground while Scrappers started working on the aircraft. Since then, the construction site has extended along the banks, and is mainly located close to the lake where barges gather components and transport them on the platform.

There always is a lot of activity on the construction site. Dozens of machines built by the Mechanists of the Protectorate are located here and used to build the giant airship. The worth of these tools is incalculable and that's why soldiers of the Mercatoria are constantly protecting it. Destruction or theft of one of those machines could delay the completion of the airship by several weeks. Given the quantity of resources that the Chroniclers have invested in the project, this would be unacceptable.

THE WAREHOUSES

Five warehouses lie alongside the construction site and alongside the lake. They are all filled with basic materials recovered from ruins from the region, and from the Lost Path. All except warehouses Delta and Echo, which are set aside for a specific purpose.

Warehouse Delta is used to store all the necessary gas to fill the airship. Inside the warehouse, there are several huge hermetic silos containing Hydrogen gas. If those silos were to be hit by a bullet or to catch fire, they would devastate the entirety of the northern part of the Lake.

Warehouse Echo however is used for a totally different purpose. Inside it are weapons stored before transiting to Toulon. It is a gigantic armory where firearms, explosives and shields are all lined up together. Much of the weaponry used in Operation Mirage is stored here, made available to the Iron Brothers.

THE PLATFORM

Located in the middle of the Lake, this half kilometer large metallic platform is anchored into the soil of the body of water, and stands proudly in the center of the Lake. The platform never sleeps, always bustling with welding lights and piercing sounds, spotlights dancing across both the platform and the surrounding waters. It is the Lake's focal point.

On top of this platform is the airship, slinged to metallic rail, waiting to be filled with lifting gas. Under it, a blur of activity, Scrappers checking power generators, monitoring the airship's status and finalizing the parts assembly as well as the finishing touches on the cockpit.

In the southwestern corner of the platform is the operating tower, overhanging above the activity. Here, all of this operation's brains gather to conduct its final stages. Among them, Scrappers and Chroniclers alike, from all parts of Europe.

THE OLD AIRPORT

Close to the construction site is the former Friedrichshafen airport. Scrappers mostly used the ruined aeroplanes to scavenge the first primary materials. The zone is now a metallic cemetery they transformed into a labyrinth. Everything that is not of immediate use is thrown into this hell.

ICARIUS RESEARCH CENTER

Buried in the Alps buttress, this ancient research center is kept hidden. Used to observe the sun belt, it encloses the apex of what was technologically possible before the Eshaton. Only a few reports even mention it, and until now it has never been on the radar of any Cult.

The Static Stream bubble sleeping under here is a gold mine of information to whoever would put its hand on it. Outside of the region, some rumors are going around about a Paler who might have found a way to gain the access codes for a bunker in the area which could bypass the security measures set in place by the UEO. A race against time has begun, all to stop the bunker dweller from achieving his goals.

BREGENZ

Three years ago, the entire male population of Bregenz went into the mountains to bring back some coal. From those 80 men, not a single one climbed back alive from the mine. Since then, women live apart from the rest of the world with their children. All relationships with the outside world are forbidden, and they don't appreciate the interference attempts coming from the Alpine Fortress or from passing caravans. Here are some of the fiercest women in Borca.

ON TRINQUE
À NOS BALAFRES
À NOS CROCHETS
TOUS LES SOIRS
NOIR C'EST
NOIR
ONT-ILS DIT, Y A DONC
VRAIMENT PLUS
D'ESPOIR
LES VAINQUEURS
L'ÉCRIVENT
LES VAINCUS RACONTENT
L'HISTOIRE

[BOOBA]

LAKE ON FIRE

Lying close to both the Reaper's Blow and Hellvetica, this area was spared from the worst of the Eshaton's effects as it was protected by a towering mountain range. The local population flourished, under the guidance of the Alpine Fortress. Half of the lake is under Hellvetic control, the other independent.

A few years ago, a group of scrap dealers settled near the lake to exploit the area in hopes of finding something to fuel their manufacturing dreams. It was while searching the archives of the local museum that Engie, one of the Scrap-dealers, came across an old computer which he was able to power up and dig through.

Among the images still viewable was that of a strange machine capable of flying. The photos were old, in monochrome. The Scrappers came together to understand the photos they had in front of them. Quickly, they began to put together a colossal effort to find more information on this flying machine: plans, videos, writings, calculations, all that was needed to allow them to recreate such a monster.

It was the Chroniclers who allowed them to go forward with this, bringing forth from their archives the plans of an old airship, the Hindenburg.

The work begins with the construction of a floating assembly shed, able to accommodate the creation of the zeppelin. For several months they managed to hide the nature of the project, and it is only in recent weeks that it has become impossible to disguise the towering cylinder being built on the lake.

OPERATION ROC

How dare those filthy Scrappers build that engine right under their eyes? Reports to the Alpine fortress have finally allowed the High Officers of the Hellvetics to understand the nature of the project taking place on Lake Onstance. It doesn't take long for them to realize the risk it puts on their monopoly. For a while, they try to assess the exact threat it causes to their power.

A few months later, an interception mission is launched to prevent the airship from taking off. Lieutenant François, a specialist of black ops, is tasked to protect the monopoly at all cost. Under no circumstances should the dirt diggers finish their construction.

On the side, officials from the Alpine Fortress contact the Mercatoria and offer to include an Hellvetic escort to the airship, but also to each relay that would be built on both sides of the Blow. But the Mercatoria refuses the offer. They have made a deal with the Central Cluster, and they intend to respect it.

Pissed off, François decides to contact a former clan from Chernobog's horde. They could attack the Mercatoria and put them on their knees. This would allow the Hellvetics to take advantage of it and save the day, in exchange for a real discussion concerning the fate of the airship.

INFILTRATOR CLAUDIUS SHAFEN – Two years ago he infiltrated the construction site as Kayser, a Scrapper in charge of transporting prime materials between the warehouses. After a few months of work, he finally understood the situation. He reports back to his superior, Lieutenant François, and continues spying on their enemies. But Claudius is under close watch. The Chronicler Dell knows an Hellvetic has been reporting to Outpost Saint-Gall, and a group of thugs from the Mercatoria are looking for him. As Kayser the Scrapper he is laconic, an exception being made when he drinks where he lets everything go and become joyful and cheerful. He pretends to have come from the North of Osman and to have fled the region because of Chernobog's hordes in the wild steppes.

LIEUTENANT FRANÇOIS – He is in charge of Operation ROC. Lieutenant François is used to spec ops. Before coming to Saint-Gall, he was in charge of Operation Blizzard, whose goal was to chase all hostile Clans out of the Frankan and Borcan parts of the Alps. Today he is in charge of the special unit responsible for securing the airship line.

HIGH IN THE MOUNTAINS

If the characters realize that the Hellvetics, and in particular François, are responsible for the operation, they might have heard about Helena of Timmelsjoch, an oathbreaker located in the Alps, a few days of walking from here. Contacting her might be difficult, but with the help of Dell, it can be done. However, the Alpine Fortress would probably intercept it in one of their Listening Station. What could be the consequences?

François is clever enough to use Clanners to turn things around. He will also be able to promise countless Drafts and wonders to mercenaries, as long as they are useful to him. There is no guarantee, however, that he will secure his share of the market. Nevertheless, the Alpine Fortress will never allow the dirigible to take off without making sure it also receives some benefit. If that can't be secured, Kayser will ensure it ends with fire and flames.

GRENADEUR WOROBEL - Protection Officer of Lieutenant François. Worobel's position with François is not a coincidence of nature. The two men are linked. Worobel is François' bastard son, even though he never confessed to anyone. The grenadier is a man taking pleasure in the least acceptable tasks. Executioner, hired muscle, brute, he likes to see the weakest suffer. Behind his affable air (as much as a soldier trained to kill), he hides some of the darkest vices of humanity.

VAUBAN - Captain Vauban is the commander of the Avant Poste St. Gallen. In charge of the protection of the valley, he has under his command the 50 men who are assigned to the base. His concerns are numerous. Because of the proximity to the breach, as well as the relative proximity to the territories of the Clans to the north, it is his sole responsibility to protect access to the Alpine Fortress.

THE MERCATORIA

Operated by their leader Engie, the Mercatoria has a very ambitious objective for the foreseeable future. They intend to create the first zeppelin line between both sides of the Reaper's Blow. To do so, they have asked the help of the cluster, who have long been anxious to travel back and forth between the two zones. Nowadays, the Mercatoriats gather nearly 200 people on their project. They trade throughout the region to recover the equipment and artefacts needed for their projects.

On the side, they are also helping the Toulon Scrappers to gather weapons for their insurrection. Day after day, those stocks are redirected in small quantities to Toulon.

ENGIE – The Scrapper who found the first photos of the airship, and the lead designer of the project. He is not the most brilliant of the scrap-dealers, but he is curious and daring. It is also his curiosity that led him to search further than the first photos of the airship. He contacted the Chroniclers and made a pact with them to give them quick access to Eastern Europe. Covered with Drafts it will be able to continue the growth of the Mercatoria and may even be encroaching on the Cartel's territory.

NIAN – Construction manager on the assembly platform - Mechanist from Justitian to lead the bulk of the project. He is known to have made significant changes to Tech Central, mainly on power generators. All that matters to him is that the airship is well built and that the project succeeds. During the many months he led the shipyard Nian had to deal only with bad weather. However, recently there has been a lack of both resources and manpower, with some men being injured during the construction of the airship.

JUSTITIAN'S EYE

In order to ensure that the operation of the Chroniclers is going well, the Senate has sent one of their Hammers to the site. But their involvement in this construction has a greater purpose. Should the project be successful, the Judges would be able to extend the Protectorate across the Reaper's Blow, and thus bring law and justice beyond their borders.

On their end, the Chroniclers see this opportunity as a way to calm down the Scrappers by giving them a purpose. If they hope for the best, they also know that reaching Eastern Borca isn't an easy task, and establishing themselves far from Justitian remains an unbeatable challenge.

PROTECTOR BANCQUART - Tired of seeing the cowardice spreading in Justitian, Bancquart accepted the Senate's proposal to cross the barrier to try to install the law in a new part of Europe. Accompanied by 5 Judges, he comes to protect Dell and start spreading Protectorate laws where they do not exist. Bancquart is a humble man, but who dreams of seeing the law apply to all lands of man. To hear him speak, the inhabitants of the Protectorate are both the luckiest, and the least aware of their luck. Justitian is a jewel of morality, but the boundaries of the Protectorate begin to bend under its reach.

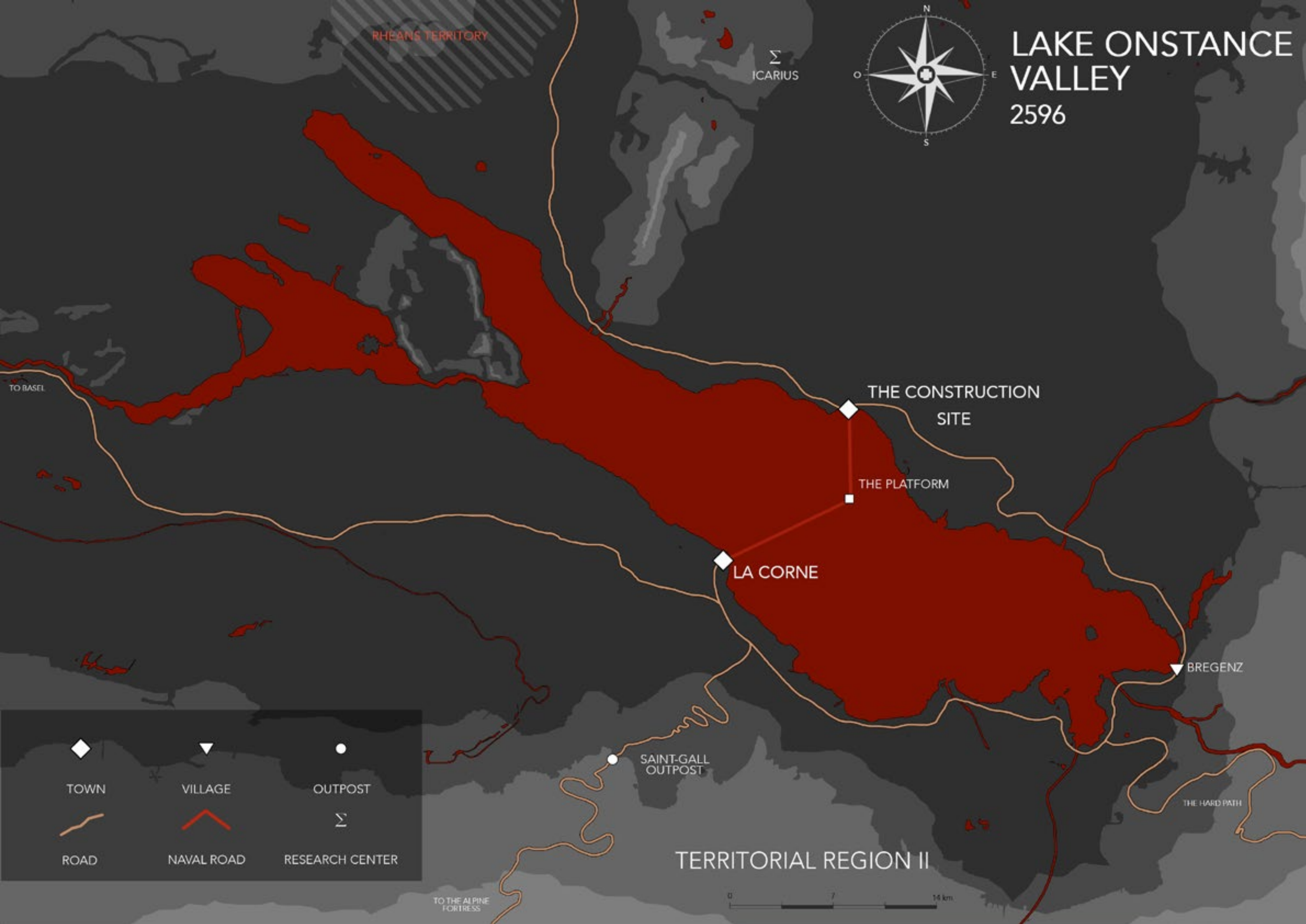
JUDGE BRETLE - Dressed in her big coat, her opaque glasses and her big hat covering the majority of her face, she is one of the few Judges to have been appointed to cross the Rift. This woman in her thirties is a bit trigger happy. She often clashes with Bancquart over her excessive violence.

DELL – A Chronicler with great physical knowledge. He helped the Mercatoria secure the lifting gas and assisted in their buoyancy and aerodynamic calculations, giving the Scrappers some confidence that their project will actually fly. He also serves as a relay point with the Cluster. He has been ordered to give his full assistance to the Mercatoria. Dell feels comfortable in the middle of Scrappers. They are thankful for the help he brings and his knowledge is welcome. His presence reassures the men of the Mercatoria of the future success of this construction.

CHERNOBOG'S LEGACY

Far from the valley, to the East, across the Blow, a clan has participated to the sack of Praha. The Rheans used to be part of the hordes of Chernobog, until their God kept walking without looking back. Hel and Jörmungand decided to split with the murderous Marauder. They wanted to find a new life. That is when a man in white reached for them and proposed them to be paid for an assault. An easy target. Weapons would be provided to them, and a lot of drafts would be distributed if the big metal machine was brought to flames. An easy task for the Twins. Little do they know that the Hellvetics intend on turning against them once the assault is launched.

HEL AND JÖRMUNGAND - The Twins are known as the Slayers of Praha. Their hope in Western Borca is to gather money and settle away from death, even if it costs them a last fight.



RHEANS TERRITORY

Σ
ICARIUS



LAKE ONSTANCE
VALLEY
2596

TO BASEL

THE CONSTRUCTION
SITE

THE PLATFORM

LA CORNE

BREGENZ

SAINT-GALL
OUTPOST

TERRITORIAL REGION II

THE HARD PATH

TO THE ALPINE
FORTRESS

0 7 14 km

TOWN	VILLAGE	OUTPOST
ROAD	NAVAL ROAD	RESEARCH CENTER



FRANKA

The cohort of torches meanders in the wet moor. Black peat is exposed to the ruins of a brilliant civilization. The silhouettes of the Resistants barely stand out in the shadows. If one of them falls, another one immediately takes his place. That's what scares them: they are dedicated to their cause, more than to their own lives.

The troop finally arrives at the War Memorial. The almost obliterated features of the heroes look down on the scene with morgue. The rain begins to fall. A dispatch rider in the blue redingote is responsible for smearing the soil pitch around the camp. The flames will keep the insects away and disturb their senses.

A deformed being emerges in the light, its unhealthy alabaster skin bears the mark of the Palers. He places at the foot of the Monument a golden globe engraved with a text and surmounted by a crown. An antique piece, priceless. The diplomat smoothes his long black mustaches before filing a sheet of exchange letters.

MISSEL

All the isles around Briton played a key rôle in the westerly peninsula's liberation. Insects get chased away naturally by winds, crushed by the swelling tides or devoured by birds. The resistance stocks supplies, ammunition and Marduk oil here, a mere few cables' lengths from the coast.

Under Pheromancer rule, resistance fighters around Rennes and Saint-Amlo know of the tales of the Mont Saint-Michel's ancient lost city that they call Missel - an unreachable city that could sometimes be spotted through the mists. Quicksand would swallow the travelers and mounts who escaped being eaten by the things that swam in the sands. One day, however, a resistance fighter wounded a tornillo and, smeared with its blood, hung on to a plank of jetsam. When he awoke it was to find himself beneath Missel's walls. Salt-encrusted ruins of abbeys, churches and houses, long since smothered by moss, lurked in the thick, all-encompassing shroud of mist. Yet the fortified walls remained defiant, the empty houses begged to be filled once more. The resistance quickly understood that the sand predators shunned tornillo gut oil. Barges were assembled in a village called Dolor, perched on a rocky outcropping a few kilometers away. The resistance took possession of Missel and turned it into the nerve centre of the Briton Marches.

During the last of the battles with the pheromancers the fortified position was instrumental in securing a border with the rest of Franka. At low tide the isle is surrounded by quicksand teeming with tornillos and scalefish, rendering all access impossible other than by air. At high tide the fortress can only be reached by barges smeared with tornillo pheromones. Insects never reach the island.

When the anabaptists arrived, Emissary Euclides saw Missel as a holy place and set his troops up in the city ; the seven renovated hectares were dedicated to the Lord's glory. Polders were reclaimed along the shore, tended to by the ascetics and the brito-norman people - made up of refugees from all over Franka. The Northern passage arrived via the Couesnon and the Missel coast, its flow then redirected towards either Saint-Brieuc and Brest or Dolor and Rennes.

Since the Passage's collapse, however, Missel is isolated and depends entirely on Emissary Celsius of Rennes' whims.

WITH THE
COMING OF DAWN,
THE FRACTAL MISTS
RISE FROM THE SLATE-LIKE
MISSEL'S GHOSTLY WATER
SILHOUETTE RISES ON THE
HORIZON

THE BEAST
WAS BORN THERE
AND THERE IS
WHERE THE BEAST SHALL DIE.
[THE BOOK OF MORIBUND,
BOOK 9 VERSE 12]

THE UPPER CITY

The Upper City is for Anabaptists only. The broken cross is an ever-present symbol : carved in wood, raised statues of stone and iron, even scribbled in chalk. A statue made of gold – that had apparently fallen from the sky and broken through the roof and floor of a house – was melted and shaped again in the shape of the anabaptist seal, and hoisted to a place of honour on the abbey's summit. Perched thus, the statue casts its shadow over the whole of the Missel Bay.

THE ABBEY

The abbey makes up almost the entirety of the Upper City. Chapels, refectories, prayer chambers, training rooms, cloisters and spartan sleeping quarters all house the anabaptist faith. Monastic rules rhythm the ascetics' daily routine, and are also obeyed by the orgiastics who make use of the Lower City to give free reign to their urges.

One time each year and during every eclipse the Upper City is opened to the denizens of the Lower City and the surrounding villages, that they might worship God together.

THE ORNITHOPORT

With the help of scrappers and apocalypitics a band of members of the resistance cobbled together a fleet of eight flying machines out of metals and polymers washed up on the beaches. These ornithopters do not fly, as such – more precisely, they are wide leathery membranes giving their wearer the ability to glide for up to thirty kilometres... just so long as the winds favour them. A wooden structure was built to allow brave travellers to launch themselves from Missel and glide all the way to a similar tower of wood built in Dolor.

Now only five of these machines are still in service ; a select few resistance members have permits for their use, affording them a rapid means of communicating with Dolor. The anabaptists do not approve of this unnatural form of travel, but the obvious strategic advantages have stayed Euclides' hand and allowed the airborne route to stay open.

THE TOMB MOUNTAIN

Deep within the bowels of the abbey, a crypt hewn in the very rock shelters a faceless creature with membranous fin-wings : the Euzhvil. Drawn to its piercing whistles both bats and birds nesting on Missel fly to the crypt to suckle its fetid humours, thus spreading the Claw disease which transforms men into cannibalistic creatures, longing to reach their master beneath the city.

THE LOWER CITY

Veritable maze of ancient buildings and wooden shanty houses clinging to the battlements, the Lower City houses a buzzing mess of warehouses, colourful taverns and barges. Goods from all over Franka and Briton can be found side-by-side with rare commodities from Borca, Purgare and Hybrispania.

THE SCRAP MARKET

Scrappers' stalls throng the main road. Chroniclers, members of the resistance or spitalians purchase and sell all manner of goods in a bartering frenzy whenever a new delivery is made. Goods arriving from Franka and Borca are considerably more infrequent of late, but the scrappers discovered a titanic hulk of a ship frozen in an iceberg off the coast and not a day goes past without them bringing back some form of relic from their salvage operations on it.

THE CHRONIC CHAPTER'S LOWER CRYPTS

Since the cease-fire between chroniclers and anabaptists was called, a small community of bar-codes has set to living in the crypts that previously served as Missel's gaol. In a few short months, a Streamer, Ogma, has become quite close to Euclides. Machines and a static Stream have therefore been

allowed to be set up in the crypts ; they are only starting to garner influence in Missel, although their advice is already highly prized in Dolor. They have already begun issuing chronicler's draft.

CHAEZ USBEK, ARMOURER

Chaez Usbek is a skilled armourer. Each of his weapons is unique - Chaez sculpts wood, fashions metal, welds electronics and works powders and batteries as well as any great artist. He barter for weapons that he dismantles, fixes, improves upon and fuses salvage and arms, or purchases them from the barges to ensure he gets the best quality parts.

Possessing one of Chaez's weapons is not only a sure sign of quality and efficiency, but also one of style, a distinctive cosmetic uniqueness when it comes to the age-old art of dealing in death.

THE DRAGON PALACE

Madam Dragonne rules over her establishment with an iron fist. Men, women, curvaceous or androgynous... All are available for those who have the required coin. The cellar is a vast chamber decorated with mirrors and reserved for the orgiasts – who enjoy the employees' services for lower prices than ordinary customers. Some of the prostitutes are travelers who, in exchange for temporary employment, turn over a significant portion of their earnings to the Madam.

THE RAMPARTS

The Orgiastics control the ramparts, and they have also built a wooden palisade around the rest of the rock. Several building projects are currently underway, reinforcing the palisade with brick and mortar and additional breakwaters. The Wilted Garrison to the south houses the new recruits, their superiors residing in the Abbey or the Tower of the Loop.

Five years back Emissary Euclides bought – at great expense – several heavy artillery batteries from the Neolibyans. Three rail-mounted rocket launcher batteries have been set up on the north and eastern ramparts. Many believe this to be a strategic error against the pheromancers, but the more enlightened souls of the city know that Euclides is wary of more than just the denizens of Suffering – his spies have informed him that Vulture is unfavourable to Missel's success.

LE BOIS DE QUOKELUNDE

In the Abbey's shadow to the north of the isle a clump of trees has managed to take root on the rocks. A wood of constant cold, reachable by the wood palisade that prolongs the ramparts, yet few honest men or women ever set foot there, for it is a vile, wretched place. Only a few peniless prosti-

tutes, bandits and some creatures that managed to escape from the Scrap markets make it their home. To top it all off, a partially devoured body was found in the woods recently, hinting at the fact that at least one gendo prowls there too.

Whispered rumours make mention of a sculpted totem to the glory of the Demiurge, hidden in a boulder at the foot of which unnatural orgies are said to be held, but the anabaptists have yet to locate this totem, if it exists at all.

PIKERS' QUAY

The oiled and anointed barges are kept tethered to Piker's Quay : a long pontoon under the constant vigil and protection of a phalanx of orgiasts armed with both lances and harpoons to fend off tornillo s and scalefish. Each one of these guards carries about their person a phial of tornillo oil with which they regularly spray the barges, and its bitter smell inevitably clings to these anabaptist pikers. Their leader, a hulking anabaptist from Purgare, goes by the name of Titian.

LE NON-PONTON

At the edge of the Quokelunde Woods, where the rock is exposed in the shadow of Missel, a pontoon of driftwood and barrel is concealed. Nearby, an old hovel houses a camp bed and an oil lantern.

N ightly, the Sobekh, a dawn boat docked. Doloreens, Apocalyptics, Leopards bargain with the underworld of Anabaptist Island. Some well-placed bribes allow the tranquility of transactions under the watchful eye of a shaved head Anubienne called Nile.

Nile transports merchants and goods: weapons, food, rare foods and sometimes slaves. His ship is also used for the extraction of bulky corpses and this is the reason why the few local Anabaptist powers close their eyes. An eye is painted on the hull of the flat-bottomed tub. Heavy metal plates cover the floor and can be redrawn to form a wall and protect against enemy fire. The Sobekh bears the marks of several clashes with the Nautrageurs: scratches of grapins, bullet impacts and skulls of Nautrageurs roped around the hull.

When the Sobekh does not wet at Missel, he throws his mooring in Saint-Amlo, the Apocalyptic city where she embarks his passengers. Nile plays a dangerous game, she is Anubis' eye sent to the Ponant, she swims in troubled waters like a crocodile. In the meantime, she accumulates information and secrets from everyone in the nose and beard of the powerful.

MISSSEL BAY

MISSSEL SANDS

Missel Bay's sands have turned a greyish blue hue. Saturated with water and spores from many craters, brought on the winds and scattered haphazardly about, they interact in unpredictable ways. For example, tornillos and scalefish rise from the sandbanks' depths while killer whales and walruses have started evolving more rapidly. Great slithering creatures reminiscent of necrovore tapeworms feed on corpses at the bottom of pits of quicksand and infest living bodies, turning them into monsters. When a fish gets infected the impact is negligible – when a human host is found, however, monstrous transformations occur, changing the body into a vector for contamination like the Euzhvil.

Few sandbanks can be traversed on foot, the vast majority of the area being too liquid to take an adult's weight. It takes but a minute to sink completely, less if one struggles. Tornillos, scalefish and marsh krakens are common in the Bay and the rivermouth, swimming as fast in the sand as they do in water at high tide.

The spores contained in the sand are also the cause of mirages when they mix with fog or sea mists – distances become blurry, islands and reefs seem to reappear leagues from their actual position... From time to time, complex

geometric shapes hypnotize sailors – these are what are known as fractal mists.

TOMBELAINE

Tombelaine is a small islet in Missel Bay, poking timidly out from the quicksand. The Scrappers use it as a hiding place for supplies. Some wooden shacks and a nameless tavern can be found there, and some barges hook by the small isle when travelling from Missel to the mainland and back.

HIGH TIDE AND BREAKWATERS

The tide changes in a single wave and takes less than an hour to cover the whole of Missel Bay. It can catch up with, and drown, a horse at full gallop. The wave itself can measure anywhere between one and seven metres depending on tidal coefficients. Kwhales sometimes use the wave's impressive height to attack unwary barges. Wooden breakwaters lie dotted around the bay to keep the wave's strength manageable, to drive off tornillos and kwhales and to protect the fort.

QUICKSAND FAUNA AND FLORA

Tornillos are eight-eyed rays spanning two to three metres and sporting a tail covered in electric spikes. A circular mouth situated under their body latches onto prey to suck its insides out after liquefying them with its venom. When the moon is full, tornillos swim on the water or sand's surface and launch themselves towards the sky, sometimes flying for distances of dozens of metres. On these occasions they occasionally attack barges or Piker's Quay.

Scalefish are blind fish covered in thick scales, growing to two metres in length. They lay their eggs on beaches, in nests fashioned from algae. When birds

and small mammals swallow these eggs, they burst in their stomachs releasing hundreds of tiny larva which quickly devour their host. Well-fed, the larvae leave the dead animal's body and burrow into quicksand until they mature.

Ash barnacles are geese that nest along the coast. Wings spanning three metres, they fish in the sea and perch along the coast, where they often fall prey to scalefish eggs or kwhale teeth. Their meat is particularly tasty and their plumage adorns both resistance and scrapper garb.

Missel's walruses are a peaceful colony of black walruses sleeping on

isles in the surrounding waters. Some venture as close as Tombelaine. Of late, several walrus corpses have washed up on Missel's breakwaters, their bodies bearing bite marks indicative of exceptionally large predators.

Kwhales are mutated killer whales whose fins have evolved into limbs allowing them to clamber on shore or grip their prey and keep them within jaw's reach. A family of six kwhales has been spotted in the waters surrounding Missel Bay, but it is likely the scalefish have prevented them from coming closer to land – for the time being.

FACT SHEET: MISSEL

CITY: Missel, City Tech III

PROVINCE: Franka West, Briton

INHABITANTS: 3250 souls, Anabaptist census

POPULATION STRUCTURE: Anabaptists/
dominant, Doloréens/presents, others/scattered

LEADER: Euclide, Emissary

FEATURES: Fortified island

TRADE/GOODS: Salt, sheep (wool and meat),

CITY GUARD: An Orgiastic guard(200)

COMMUNICATION: Radio, Static Stream bubble

ARTIFACT TRADE: Commercial node between
Briton and Franka, Scrappers and Chroniclers
meet there. Permanent activity.

THE COUESNON

The river, stretching for a hundred kilometres, serves as the resistance's primary travel route and the main way out north from Missel. Its water fills Missel Bay and from its mouth barges leave for Missel, Tombelaine and seafaring expeditions. Once, two other rivers – the Sée and the Sélune – flowed into the bay ; their beds have moved with time however, and now they are major affluents of the Couesnon.

DOLOR

Formerly known as Mount-Dol, Dolor is a small village perched on a sixty metre high mount, overlooking a stretch of salt pans. It used to be a pocket of resistance and is now presided over by a Council of six resistance members and an anabaptist appointed by Missel. Though the anabaptist presence may be appreciated, Dolor's inhabitants have an instinctive distrust of all forms of dominance, even benevolent ones. So far, no major conflicts have arisen but each and every decision needs to be carefully weighed in case opinions between Dolor and Missel happen to not align. Both parties, however, take great pains to ensure the status quo is maintained. One of the resistance councillors is a hero whom everyone admires : Arzhela Arbraz. She is the single most influent member of the Dolor community.

Dolor's sigil is a cross standing in a circle. The anabaptists view this as an omen : that Dolor will, at some future point, be welcomed into Missel's caring bosom. Negotiations are currently underway between Dolor and Missel around the creation of a market directly at the mouth of the river Couesnon.

THE ORNITHOPORT

Missel's ornithoport's sister tower houses flying machines, one of which is by custom always ready for use in Dolor. The tower base is also the dolorian militia's barracks – a handful of distrustful but devoted members of the resistance. Koala, Dolor's smith, works her craft in order to keep the militia armed and the town's infrastructures in good repair, but the vast majority of her time is spent on the upkeep and tinkering necessary for the flying machines to stay operational. She freely admits to not fully understanding how they work, but « just intuitively knows how to patch 'em up ».

Be aware that the flight from Dolor to Missel is quite complicated and requires a very good knowledge of wind flow and currents.

THE BRAZEN INN

This establishment has for the past three generations been run by the Heurtebise family, who boast a proud resistance tradition. Today, the six Heurtebise brothers and their two sisters work in the inn and rent out barges at the

THERE’S A LOVER IN THE STORY
THERE’S A LULLABY
FOR SUFFERING
AND A PARADOX TO BLAME
BUT IT’S WRITTEN IN THE SCRIPTURES
AND IT’S NOT SOME IDLE CLAIM
YOU WANT IT DARKER
WE KILL THE FLAME
YOU WANT IT
DARKER

[LÉONARD COHEN]

rivermouth. Above the bar hangs a painting of old Marcolo in his ornithopter, flying above the old ziggurat that faces Dolor. Sweet, strong cider can be had at the Brazen and, for a few letters of exchange, the eldest daughter's room can be yours for the night.

The city is reportedly presided over by a synod made up of a neolibyan, an anubian, a paler, a clanner and an apocalyptic. Anabaptists and jehammetans are burned alive on the battlements.

PONTOURSON

Partly submerged by the Sélune's waters, a mangrove has overrun the ruined bridge. The Couesnon becomes a swampy quagmire favoured as an ambush spot by bandits and cutthroats who levy a tribute from passing barges. Dolor has requested that Missel restore order to PontOurson, but so far, without success.

FOUGÈRES

Fougères was a resistance village entrenched in a thousand-year-old fort. Officier Carosse, under orders from the Vulture, seized the city and turned it into a surveillance outpost for Briton. Fougères is the Vulture's southernmost outpost.

ROULLIÈRE PLATFORM

A drilling platform floats between the isles of Jersey and Guernsey – both it and the isles had been privatised by the Recombination Group. Now the Palers have started coming out of their vaults and submarines – one of them has even gone to Saint-Amlo. Some seamen whisper tales of a man, lashed alive to a pillar, weathering wind and surging tides for months, his screams and howls unabated even despite being underwater for hours. Is it possible the Palers may have had the audacity to have punished a Sleeper

GAHARD MONASTERY

In the immense Haute-Sève forest lies an anabaptist monastery, mining iron far from prying eyes. Forges and pickaxes ring all day and all night in between the living wood pillars ; Gahard Monastery is a dependency of Missel and supplies Rennes with arms and materials.

LES MARAIS SALANTS

Dolor's inhabitants ply the salt pans – a hard trade but the whole community pitches in and the ensuing salt is sent to Franka and Borca.

An ancient, burned-down ziggurat is slowly sinking into the marshlands halfway between Dolor and the sea – previously standing tall at a height of fifty meters, it was destroyed by the ornithopters.

THE EMANCIPATED

This pheromancer city is partially sinking, year after year, in a frozen mangrove swamp crawling with centipedes, leeches and spiders. A fierce battle pitting resistance against pheromancers poisoned the waters so much that to attempt to cross the swamp today would be suicide. Fortunately the Sée no longer flows through there, sparing the Couesnon the Emancipated's venom.

SAINT-AMLO

The ancient pirate city has become nothing more than a savage, chaotic festival of anarchy and lawlessness. Slavery, murder, unnatural orgies and pseudo-scientific experiments are commonplace, and the city harbours all manner of deserters, traitors, inhumans and madmen.

CHAPTER

THE CLANIC
WRATH

5



NAUTRAGEURS

The water is almost black under the firmament. The cold, giant icebergs drift, threatening. The spirit is lost in the labyrinth of ice and waves. The environment mesmerises the few who manage to cross it, braving the cold, the predators, the swell of the waves... and the ghosts. We never find those who disappear. In the cold seas north of Brittany, one hears long melancholy whistles, strange sounds that fascinate as much as they repel. The few sailors in the area say that those who hear the tears will see their blood flow. In this only, they are not wrong.. A clan haunts the stilled waves, making a living through fishing, looting, hunting, and picking clean the shipwrecks littering the treacherous seas. Beware.

COASTAL CLAN

From the tip of Armorique to Missel, the jagged and tormented shores have always sheltered communities which, in order to survive, have resorted to targeting passing ships. The Nautragers are unique in that they choose to use the Aether, living on the sea rather than cling to the coast. Some communities are home to large icebergs, but most of them are spread over ancient patchwork boats: cargo ships and whalers that they use to hunt smaller boats, harpoon them, tow them, de-bone them and feed on them.

PIRATES AND RAZZIAS

Most of the Nautragers are only looters who pursue whales, Orcant and walruses when they can not bring down a leopard ship or fishing fleet. All, however, are remarkable sailors who have stories to tell about what is happening in the Atlantic.

The giant cargo ships and other whalers are transformed into floating cities and each pursuit is transformed into a popular celebration. The prisoners are rare, some are hired as slaves who may one day be freed and swell the ranks of the Nautragers.

AETHER GHOSTS

A minority of the Nautragers make the choice to become one with the seas, consuming a potent mixture of jellyfish, plankton and Primer.

This consumption plunges them into a trance that brings them closer each day to a Leperos. When they can no longer live with others, they leave to live alone on an iceberg or a desolate island.

In their trances, the Ghosts communicate with the Aether and use small flutes made of bone to enhance their meditation. This is how they attract the most bountiful prey of the Nautragers; travellers aboard passing ships. Ghosts are revered by Nautragers as shamans.

LINKED TO THE AETHER

Each ghost is connected to others in the Aether and their music resonates tens of kilometers from this plane, haunting the dreams of the inhabitants of the British coasts.

Nautragers and Ghosts wear sealskin furs, ominous masks in which only two slits show eyes, tense leather shields, and harpoons of wood and bone.

POTENTIALS

KILLER WHALE

The Nautrager is comfortable in the water, even at very low temperatures. He gets +1D per potential level when fighting underwater.

SKILLS

Characters from the clan replace their "Clanners" skill bonus with:

(AGI) Mobility

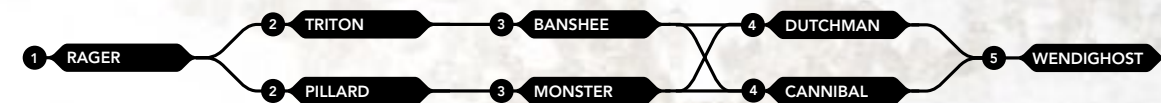
(BOD) Melee

(BOD) Brawl

(PSY) Domination

(AGI) Stealth

RANKS AND HIERARCHY - NAUTRAGER



1 - RAGER

PREREQUISITE: Born Nautrager or freed slave

EFFECT: The Rager lives in the freighter or the whaler. He is a cook, a fisherman, a mechanic and rarely joins looting. He is a useful member of the community and has +1D in Crafting.

EQUIPMENT: Wood and bone harpoon

2 - PILLARD

PREREQUIS: BOD+Stamina 4, BOD+Melee 6, INS+Survival 6

EFFET: The Pillard is a hunter, a fisherman and a killer. He lives for stalking and the smell of blood spilling from his enemies He gains +2D in Survival when he hunts his prey - whatever that prey might be.

EQUIPMENT: Ship axe

2 - TRITON

PREREQUIS: BOD+Athletics 6, INS+Survival 6, AGI+Mobility 4

EFFET: The Triton has a very specific task: it plunges into the ocean to harpoon prey, whether beast or ship, and allows towing to cargo ships or whalers. They must be able to board the boats or face dangerous creatures; when doing so, they gain +1D in PSY+Domination and +1D in AGI+Stelath.

EQUIPMENT: Harpoon carved from bone and rope

3 - MONSTER

PREREQUISITE: Pillard, BOD+Stamina 6, PSY+Domination 4, BOD+Melee 8

EFFET: Monsters consume large quantities of raw flesh, especially the liver of the Orcants. These carry parasitic algae that have psychoactive effects, however over time will cause deformities as they develop in the body of their host. Monsters are only at the psychoactive stage: consumption makes them violent while inhibiting the sensations of pain.

EQUIPMENT: Frozen Orcant liver, Killer whale teeth grill

3 - BANSHEE

PREREQUISITE: Triton, PSY+Domination 6, INT+ Legends 8, CHA+Leadership 4

EFFET: The Banshee see themselves as hosts to the spirits of the sea. They use bone flutes to carry the spirit song and fascinate their prey. They alternate periods of life in the community of Nautragers with periods of isolation on drifting icebergs or on desolate islands. They wear sacred garments crafted from bone, skin and horns. They consume jellyfish from the Bait to achieve psychedelic hunting trances; in this state they receive +2D in Domination. Their appearance and behavior is terrifying and their prey may be frozen in

a state of fear.

EQUIPMENT: Flute or ocarina made of Killer Whale or Orquant bones.

4 - DUTCHMAN

PREREQUISITE: Banshee/Pillard, CHA+Leadership 6, PSY+Domination 8

EFFET: Nautragers ship captains are called Duthcmen. Whether they were Banshee or Pillard, their lives were a mix of myths, incredible stories and bloody feats of arms. It is said that the greatest Dutchmen are able to make their ship disappear in the mist or to fly their ship. This state of legend allows them to temporarily increase the level of any Potential by one, once per day.

EQUIPMENT: Boarding Pike

4 - CANNIBAL

PREREQUISITE: BOD+Stamina 8, PSY+Domination 8, AGI+Mobility 8

EFFET: Cannibals are a caste apart from the Nautragers. They usually live in a hold or an isolated part of the ship and are released only during an assault. They become the spearhead of a bloody brawl. They are plentifully stuffed with plankton from the filtered primer and sprinkled with seaweed. They ignore pain and injury and only collapse once at the gates of death.

EQUIPMENT: Clawed Gauntlet or Cestus made of bone.

5 - WENDIGHOST

PREREQUISITE: Banshee/Cannibal, Secrets 6, High Spore Infestation (barely a Leperos)

EFFET: The Wendighost is on the verge of losing their humanity. They lives on the outskirts of the community and seeks the loneliness of the high seas with which he thinks they can communicate via the Aether. The parasites ingested in the Orquant livers deform their face by creating coral patches under the skin, making them appear to have asymmetric horns. The resulting permanent pain only adds to the madness and need for drugs. The Wendighost is one with the ocean, they get +4D when they act in connection with their element

EQUIPMENT: -

DOLORÉÉNS

May Missel's innocent be forever remembered, lost in the patina of time and forever denied a future.

Mons sancti Masseli in periculo mari
The Book of Moribund, Book 5 Verse 57

DOLOR, BORN AND RAISED

Formerly Mont-Dol, Dolor is a small village perched on a cliff of about sixty meters overlooking salt marshes. A former pocket of resistance in Briton, it is today led by a Council made up of 6 Resistance fighters and an Anabaptist. The Anabaptist presence is appreciated, but the inhabitants of Dolor instinctively mistrust any form of domination, even benevolent. For now, there is no clash, but each decision requires some caution should the opinions of Missel and Dolor diverge. However, everyone is interested in maintaining the status quo.

The sigil of Dolor is a cross planted on a circle. The Anabaptists see it as a sign of Dolor's future integration into the Neognostic fold.

Negotiations are underway between Missel and Dolor for the creation of a market directly on the mouth of Couesnon.

LITTLE GODS OF DOLOR

While the Dolorean clan has equipped its small village with cannons, oil lamps and steam engines, a form of animism still strongly grips the elders who leave offerings to the Little Gods of Dolor, horrifying the Anabaptists. The youngest are torn between these ancient traditions and the impressive faith of the Ascetics that the city welcomes.

AFTER THE COMBAT

The population of Dolor has many heroes or descendants of Resistance fighters who fought against Pheromancers. The stories are repeated tirelessly, becoming true legends in which the Anabaptist God and Dolor's Little Gods mingle. But for many, nostalgia remains. They dream of returning to the fight, joining the Resistance in Franka or rising against the Anabaptists whose influence is beginning to grow a bit too much.

AERIAL SUPERIORITY

Doloreans have a fleet of a handful of ornithopters ranging from articulated wings for the more complex to simple gliders of metal, fabric and salvage material. These machines were the key to local liberation.

POTENTIALS

CHILDREN OF THE SKY

PREREQUISITE: Dolor, Born and Raised
Dolor's children are fascinated by ornithopters and spend their time hoping to fly them one day. To prepare for it, they observe the birds then throw themselves from cliffs into lakes to learn to move in the air. When airborne, the Dolorean is like a fish in water and adds +1D per Potential level to any action taken.

SKILLS

Characters from the clan replace their "Clanners" skill bonus with:
(INT) Artifact Lore
(AGI) Mobility
(AGI) Navigation
(INS) Orientation
(INS) Survival

HIERARCHY & RANKS - DOLORÉÉNS



1 - KID

PREREQUISITE: None

EFFECT: Children or young people of Dolor, they undertake an apprenticeship with a craftsman, a sage who knows the Little Gods or a salt marsh operator. They get +1D to INT+Legends.

EQUIPMENT: Sling, pendant with the coat of arms of Dolor.

2 - SPUD

PREREQUISITE: BOD+Stamina 4, AGI+Mobility 6, Have a Beak Mentor

EFFET: Page devoted to the maintenance of an ornithopter and that of its pilot, the Talon. The Spud spends his days observing the machines, stealing and building muscles to prepare himself to fly on his own. The Spud gains +2D in AGI+Mobility.

EQUIPMENT: Dolorean wrench.

3 - TALON

PREREQUISITE: PHY+Corps à corps 8, AGI+Mobilité 6, PHY+Lutte 7, Renommée 3

EFFET: Pilote d'ornithoptère, la Serre fait des voyages entres Missel et Dolor. Il transporte plis et colis mais surtout observe, et guette les MOVEMENTs de troupes menaçantes, qu'il s'agisse de clanistes belliqueux, d'apocalyptiques ou de troupes phéromanciennes.

EQUIPMENT: Ornithoptère

4 - BEAK

PREREQUISITE: Authority 5, Allies 5, AGI+Mobility 8

EFFET: The Beak has authority over the Talon. He is an outstanding ornithopter pilot capable of landing and taking off from locations other than the Flight Towers. He can go far and spend whole days without touching the ground. He has +3D in AGI + Mobility when flying.

EQUIPMENT: Dolor symbol tattooed on the face or chest.

2 - FEATHER

PREREQUISITE: INT+Legends 3, Allies 2

EFFECT: As a productive member of the Dolorean society, the Feather is perfectly integrated into their community and knows both how to make themselves useful and who to ask for help. The Feather automatically gains +2 Network when they move in an environment that they know well.

EQUIPMENT: Badge of Dolor

3 - WING OF DOLOR

PREREQUISITE: CHA+Negotiation 7, INT+Legends 8,

AGI+Crafting 7, Renown 3

EFFET: An influential character in the community, he keeps a watchful eye on the local business. A wise accountant, a skilled merchant, and an affable drinking companion, he gets +2 in Secrets.

EQUIPMENT: Noteworthy Dolorean beret

4 - TAIL

PREREQUISITE: Authority 5, CHA+Negotiation 8, CHA+Conduct 8

EFFECT: Diplomat of Dolor, he represents the interests of the community outside the town. He sometimes lodges permanently with allies or goes on a spy mission, requiring great versatility. Once a day, the Tail can increase any of his skills by +1D.

EQUIPMENT: Carved salt crystal, a Dolor symbol of trust.

4 - ORNITHOPTIST

PREREQUISITE: Beak/Wing, AGI+Crafting 8

EFFECT: Former Beak or old Wing. He is an excellent craftsman, a master in the art of repairing, perfecting and modifying the ornithopters. Some would almost be able to create one from scratch if the equipment was provided. They are admired in the community but remain discreet. They can work on all kinds of complex machines.

EQUIPMENT: Toolbox

5 - SYNODIAN

PREREQUISITE: Tail/Beak sent to Missel, CHA+Conduct 9, Authority 6

EFFECT: The Synodian sits to the Council of Dolor and decides on the future of the Community.

EQUIPMENT: -



SAVAGERY

Hunger. Ravenous, aching hunger. He couldn't get it out of his head. It only became more intense as the prey moved closer and closer to the trap. He looked one last time at the positions of his brothers, the other Savages waiting covered in mud and hidden behind leaves and roots so as to not alert their prey. They were like the fingers of his two hands, completely naked and with a glowing symbol painted on their torso, an absent look in their eyes. Even if their prey were too skinny to feed the herd for more than a full moon, the Fauve was satisfied, for beyond the weak males there was a female. If they could catch her alive, she would carry the future Larvae of the Herd.

Suddenly, one of the prey makes a swift movement. One of the Savages had poorly covered himself, and now he and his brothers had been detected. The Fauve shouted hoarsely, the signal. The Savages fell from the trees, jumped from the mud and rushed into melee with the prey, who had barely any time to prepare themselves. The massacre begins.

CANNIBALS

The Savagery are a primal clan native to the inner swamps of Franka, their Lair located inside a ruin near Parasite. The clan has had to evolve and adapt over the centuries to survive to this brutal and unforgiving environment, the members of the clan spending most of their lives completely covered in water and mud to protect against the Sepsis laden insects of the swamp. At birth, the Brames - their equivalent of Shamans - maim the child's nasal organ to diminish their chances of being lost to the Pheromancers.

However, the biggest difference between the Savages and other humans is their food. The clan will feed on insects, or lichen, but their primary source of sustenance is the Drones of the Pheromancers. They are trapped, hunted, then cut up and brought back to the Lair where their meat is prepared for consumption.

BREED

The Savagery have few women, the clan considers men to be more useful and any of the useless girls are culled at birth. To compensate the lack of females, the Savages track down female Drones, capture them and bring them back alive to the Lair. They are inspected by the Manticore; if they are weak they will be eaten with the others, if they are strong they will be maimed and carry the Savages Larvae until their deaths. Sometimes, strange children are born in the litter. Psychonauts. When the Savages realise the nature of such a child, they abandon it to their gods in the swamps. Later, drones will come and take the baby to join the ranks of the Pheromancers.

GODS

The Herd considers their ancestors to be Gods. They are commorated during a bloody feast led by the Ardeurs, who know their life by heart. They also know that they became Savages thanks to their work. Whatever happens to Mother Earth, the clan will persist. "Absorb and Adapt", the old motto of the clan, is still taught to the Larvae. Only the Manticore knows the true meaning of these ancient words.

PREDATORS

Savages are much closer to animals than humans. They barely have the ability to speak, and then they do it is in short, guttural sentences. They always fix strangers in their eyes, never looking away, waiting for the stranger to show a weakness.

POTENTIALS

ENRAGED

The Savages throw themselves headlong into battle, the maximum number of Ego points that can be spent each round increases by one per potential level. Max 3

SKILLS

Characters in the clan replace their "Clanners" skill bonus with:

(BOD) Force
(BOD) Toughness
(AGI) Stealth
(PSY) Cunning
(INS) Survival



1 - LARVAE

PREREQUISITE: Born in the Lair

EFFECT: The face is scarred and the nose is maimed. +3D to resist pheromones, but the child will never have a sense of smell. All Larvae are mixed and raised together, there is no concept of parents. Savages don't even have names, anyway. A Larvae spends its days by helping the adults of the Lair, cooking, repairing and caring for slaves. If the Larvae costs more food than it is worth, it is killed and fed to the slaves.

EQUIPMENT: -

2 - SAVAGE

PREREQUISITE: Male, Descent to the Manticore Ritual, BOD+Melee 6, AGI+Stealth 6

EFFECT: As a Larvae, it descended into the Manticore's Pit, laid down on the bed, and suffered the ritual. When it returned, it was a Savage, part of the warrior caste of the tribe. During the winter, when the insects are calm, it roams the clan's territory to hunt down drones. It has been taught the ways of the tribe and has +1D in combat against drones. During summer, when the swarms are at their strongest, it stays in the Lair and breeds with the slaves.

EQUIPMENT: Cuir de sauvage, Griffes d'os, Javelot

3 - FAUVE

PREREQUISITE: BOD+Toughness 9, INS+perception 8

EFFECT: The Fauve leads a group of Savages, and is so in tune with them that he can almost sense their feelings in his head. They plan ambushes on the drone's passageways, and can be charged by an Ardeer to travel out of the territory and find new females to Absorb. The Fauve's are all covered in black scars, the medicine of the Manticore has left its mark..

EQUIPMENT: Bone armor, Fauve's Club

2 - BEAST

PREREQUISITE: BOD+Force 5, AGI+crafting 5

EFFECT: The Beasts protect the Lair, fortifying it against insects. They are used to work amid the swarms, their thick skin gives them +1 armor and +1D to tests to resist the swarms. They can travel to find and transform ruins into secondary Lairs. It is their responsibility to separate squabbling Savages, or kill weak children.

EQUIPMENT: Headbreaker

3 - BRAME

PREREQUISITE: PSY+Faith/Willpower, INT+Medicine 6

EFFECT: The Brame is a spiritual guide to a group of around twenty Savages. It is they who main the newborns, to ensure the tribe stays strong. They heal flesh wounds, leaving deep wounds to be healed by the Manticore. Should one of the Savages under his responsibility disappear, it is their task to retrieve the body and bring back at least the head to the Manticore so the dead can rejoin the ancestors. If the Savage was a respected warrior, the Brame may organise a ceremony to eat the body.

EQUIPMENT: Brame's outfit, Totem-Helmet (Savages around him gain +1D mental defense)

2 - HEN

PREREQUISITE: Female, CHA+Expression 5, INS+Taming 5, INS+Survival 5

EFFECT: Girls who do not become Beasts are considered weak, but the Hens are essential to the running of the tribe. They take care of breeding plans between Savages and slaves, childbirths, lichen cultures, well being of the fires, cooking the flesh of drones and raising Larvae are all just some of the tasks given to them.

Important males may be allowed to breed with a Hen, she gains +1 Allies and +1 Authority for the duration of her pregnancy and up to 1 month after. Hen's have begun to

RANKS AND HIERARCHY - SAVAGERY



realise that more males than females are being born, and quietly whisper among themselves.

EQUIPMENT: Insect traps, Lichen scraper

3 - SHE-WOLF

PREREQUISITE: Hen, INT+Science 7, CHA+Leadership 7

EFFECT: The Louves lead the Hens, they verify that the tribe has enough food to pass through summer and can order the Savages to go on emergency hunts for food if it is required. She knows which mixture to give to the slaves to improve their chances of giving birth to multiple Larvae, and bring cursed children to the swamp. Thanks to them, swarm attacks can suddenly cease for weeks at a time. +1D to negotiating with others.

EQUIPMENT: Various medicinal herbs.

4 - FEROCÉ

PREREQUISITE: Vanquished an exceptional enemy, the previous Feroce has to leave his place. BOD+Force 10, Authority 4, Renown 4, "Enraged" potential 3

EFFECT: The war chief of the Savagery, he knows the face and feelings of every warrior in the tribe. He is a formidable fighter, and appears to have what seems like centuries of combat experience. Passive Defence +2

EQUIPMENT: Feroce's Axe, War cor

4 - ARDEUR

PREREQUISITE: CHA+Expression 10, INS+Survival 8, INT+Legends 8, Authority 4

EFFECT: Ardeurs are the Alphas of the Herd. They make political decisions, and are almost the only members who have the ability to speak. They understand that Savagery is much more than just a Clan, and they must preserve the tribe at all costs. They give up some decisions to the Manticore, and the male/female balance decides.

EQUIPMENT: -

5 - MANTICORE

PREREQUISITE: Death of the previous Manticore, INT+Artifacts 8, PSY+Faith/Willpower 11, Secrets 5

EFFECT: It is alone, beneath the Lair. Before the Eshaton, an emergency plan was put in place by the Pasteur Institute to assure the survival of humanity. Bend the rules of evolution so that humans may persist. Work on resurrecting previous species of human was progressing, and so the self willed devolution of mankind began. A sarcophagus of nanites and a series of chip inhibiting certain hormones would be able to alter the genome of the human race over many centuries. The Manticore is the one responsible for the project, a caveman with the power of a god, he can modify the next generation with 500 years of data recorded in the chips. The return to the animal state has started. When it is reached, the goal is simple. Reconquer Earth, wipe it clean of the Primer, then start evolution anew.

EQUIPMENT: -



CULTERINI

"Hey, you! What the hell you think you're doing? You think you can just come in here and strut your shit like one of those Anabaptist fuckers? Well, we smashed those pricks, you hear? Look, we're not bad guys, y'see, just simple people who don't like having shit in our boots. And then you come in here, you start shit, do your little dance, it's starting to piss me off! So I don't know where you come from, if you're with that Storksi out there or the Voivodules or the Jaworski, but I'm gonna tell you something now. You're gonna apologise to my friend Remko, you're gonna pay your tab, and you're gonna fuck off an' never come back, unless you want to have those teeth knocked out!"

INTRODUCTION

This Purgan Clan was created to allow new players to discover the game thanks to the microcosm provided by IN THY BLOOD. The main goal of this Clan is to offer the Lucatore region a second wind after the devastation that awaits it.

The Culterini Clan has long been part of the popular class of the region. It is therefore possible to create rumours as well as plot hooks related to them, and their role will only grow in the region after the fall of the Anabaptists.

THE MAN BEHIND THE MYTH

The Palers of Mount Vargas haunt the old sites of the region. They are the ancestral guardians, venerating both the darkness and those who hide within it: ancient sleeping gods.

One of these many crypts lies in a valley at the foot of Mount Vargas, less than two hours walk from the Culterini mines. Normally reclusive and more inclined to plunder the surface than interact with it, the Palers of Vargas are strangely peaceful towards the descendants of the legendary Benvenuto Culterini.

Legend has it that during the pacification of the region by the Hellvetics, the soldiers brutally suppressing the Clans allowed the Benesato to extend their influence in exchange for maintaining order along the trade route to Sector III. The Benesato soldiers sent to hunt fugitives down the Vargas valley were discovered slaughtered weeks later, the bodies carved with ancient letters reading "Benvenuto Culterini", "Welcome to the Knife" in the pre-Eshaton Purgan language.

Someone had claimed these lands, someone determined and elusive. The Benesato tried to avenge their dead and eliminate this bloodthirsty Clan from the mountain, but they could never pin down their prey. Months later, an individual declaring themselves the perpetrator proposed a truce in exchange for a significant contribution of resources to Lucatore. The Benesato followed their orders.

This was the birth of the Culterini Clan, led by a mysterious man and made up of the survivors of the fugitives. These once indomitable and barbarous brutes now seem forever changed, faithful until death to their new patriarch.

FUNERAL RITES

No one has ever found the grave of a Culterini, and for good reason. This Clan has a long tradition of cremation. In the months that followed the passing of Baptist Altair, the old Patriarch Agostino also died of old age. The whole family helped him pass, each sharpening their knives in turn. With reverence, the older children shaved his body, the younger ones washed his skin. Then, his wife skinned him, trusting the Clan's tanner to preserve the old man's leather, allowing his tattoos to be remembered. Finally, the body was bled before being transported to the blast furnace, where it was finally cremated.

Such are the mortuary traditions of these men from the belly of the mountain, who are fed by iron.

By surveying the network of vaulted cellars beneath their Lucatore estate, and somehow penetrating into the depths of their stronghold, a pilgrim might admire the urns lining the walls. If he dared to raise the lid, he would find them to be filled with the blood of the heroes of the Clan. Somehow, even after decades or even centuries, the blood remains liquid, deeply crimson, and if the pilgrim looked long enough he might see ripples spontaneously appear on the surface. "How many exploits engraved forever in the tanned leather" he might think, observing the hero's tattoos displayed with their urn which display their great achievements, family members, and that simple goo that used to be on the back of their hand, whose importance he cannot even hope to grasp.

A TENDED ALLIANCE

Nature has taken control of the alleys of the Elysian gardens. No Anabaptist has received a decent burial in weeks, the last stragglers finish rotting in the heart of the Lombardi marshes. The cloud of Dust Riders retreats and the White Wolf of Bergamo lifts his head, he now extends his imperious shadow the northeast by providing an escort for the departing caravans. Thus the route of Eden sees more and more Lombardi and Jehammedan cavalry and the valley of Lucatore receives a favour both appreciated and dreaded. The Culterini and Lombardi find themselves working hand in hand.

Once, Vespaccio believe that the influence of Gala

would be enough to definitively discard the last impulses of the Benesato. However, he must now cope with the taint of the population surrounding the Casa Culterini. The mass of hardened workers will not leave the area, and the old Wolf will have to show his white paws. With the Anabaptists gone and the Benesato weaker than ever, the Culterini know this is their moment. Their technological knowledge is growing and a large part of their resources, previously used for export, will now allow them to reinforce their bastion.

CULTERINIS IN LUCATORE

With the weakened state of the Benesato, the Anabaptist debacle and the disappearance of Custus, the Clan must now show its strength if it wants the respect of the Lombardi. In this matter, it can count on the discreet support of the Vargas Palers and their powerful technology.

The industrialisation of Lucatore begins with the painful rebirth of the village, much to the distaste of the Jehammedans. However, Gala Lombardi has no choice but to cautiously allow this path, the alternative runs the risk of irreversibly sinking the region into chaos and ruin.

The White Wolf's daughter has met with Baldessar Culterini, and as she expected there is little room to make headway. Vespaccio enjoys his influence and a strong army, and his resources can offer Lucatore the renewal the people desire, but their heart will always lean towards those who offer them work and protection.

CULTERINIS IN EUROPE

"We stick to the plan" was the watchword when the news of the tragedy spread. Many of the Capos have been tempted to return to the family home, along with the family members in the ranks of the Hellvetics, Apocalypics or Judges. Agostino swept all this concern aside in his final speech, "Everything will be fine!" he said, an enigmatic smile on his face.

Since the patriarch's funeral, reports have been flooding into Lucatore. Thus Baldessar was able to take measure of the extent of the Clan, and personally respond to the officers of the Frankan Resistance, Corredores, Spitalians and even agents in Corpse and Briton. The situation is dire, it must be said. Trice refuses any co-operation with the Clan and there is no news of the Borcan teams around Exalt. The new patriarch has a lot of work to do, and many headaches lie in wait for him.



DUST SETTLES

Originally from Mount Vargas, the Culterini clan specializes in the extraction, refining, recycling and forging of black iron originating from the northern Alps of Purgare. Almost two centuries old, the clan has invaded the popular district of Lucatore and has distinguished itself by its adaptability, its involvement in social peace and the regulation of organized crime.

Since the fall of Praha, many young people venture forth to join Culterini or contact other Clans. Should a massive uprising occur in the area, the Culterini would aim to play both sides, so they always come out on top.

POTENTIALS

WELCOME

PREREQUISITE: BOD+Melee 3

He's pissed off. Lectured by a Judge or hit in the gut by a hefty Apocalyptic arm, he allows the enemy to gain the upper hand, and in turn gain confidence. He looks sheepish, this Clanner who was just yelling and pushing his chest out, he's looking down. It's hard to see before it hits. The steel flicks from a sleeve, the blade has spoken. Conversation over.

The Clanner adds +1D per Potential level to INS+Reaction and BOD+Melee when trying to hit someone with a surprise attack.

SKILLS

Characters from the clan replace their "Clanners" skill bonus with:

(AGI) Crafting
(CHA) Negotiation
(PSY) Cunning
(BOD) Melee
(CHA) Leadership
(BOD) Force



RANKS AND HIERARCHY - CULTERINI



1 - BLOODHOUND

PREREQUISITE: Be from one of the three families that make up the clan: Culterini, LaDuca or Valente.

EFFECT: The young hound grows up around Lucatore. He acquaints himself with the inhabitants, their customs, and learns every corner. In the evening, he reports on his day, what he saw and heard. Tomorrow, he will perhaps hide a stolen object to prove his worth.

The Bloodhound gains +1D in CHA+Conduct and INS+Perception as long as he trails in and around town.

EQUIPMENT: At the age of eight, he received his Culterini folding knife. He must wait 12 years to have the same tattoo as his elders, a complex and extremely precise pattern inherited from the origins of the clan.

2 - COMRADE

PREREQUISITE: INT+Tech 5 or AGI+Crafting 5;

CHA+Leadership 5; Renown 2

EFFECT: The Comrade has joined the forces of Lucatore. He was able to become familiar with the welding work or extraction of saltpetre in order to create explosives. Be that as it may, he works hard at the mine, the forge or the foundry. Along with the other workers from the four corners of the valley, he became hardened and earned their respect. The Comrade gets +2D in CHA+Leadership when surrounded by colleagues and Clan members, as well as +1 in Network. In addition, local merchants give him a 10% discount and passing merchants concede a modest 5%.

EQUIPMENT: The Comrade has access to the clan's facilities, the equivalent of a Tech IV workshop.

3 - DESOLDER

PREREQUISITE: CHA+Leadership 6; PSY+Domination 6;

PHY+Melee 6; Allies 3

EFFECT: The time for friendliness has passed. For a society to work, the limits must be clear and enforced. The Desolder makes sure than anyone who crosses the Culterini begs for a second chance as they lie bleeding on the ground. The message is clear; the friends of the Clan have comfort and protection, the others will wish they had the same.

The Desolder adds +2D to attacks in the first two rounds of combat if he caught the target by surprise. He also adds +2D to PSY+Domination to intimidate someone who has insulted the Clan.

EQUIPMENT: Handgun and 15 ammunition, Resources count as 3 higher when acquiring explosives..

4 - ACE

PREREQUISITE: PSY+Domination 8; AGI+Crafting ou INT+Engineering 8; Authority 5; Drawn the attention of the Vargas Demagogue

EFFECT: Faithful to memes implanted several generations ago, this Culterini has established himself as a worthy descendant of Benvenuto. It is time that the Patriarch leads

him to the valley beyond the mine, at the foot of the distributor. There will be revealed the secret of the origins of the clan: his alliance with Kortyr, the Demagogue of the Palers. The problem of the incorrect cascades is not insoluble but for that, we will have to welcome the Sleepers one after the other in the armored crypt under the district of the clans.

There, they will be able to read the messages left by their predecessors and complete them for those who will succeed them.

Obviously, the Ace is responsible for coordinating this even if he is incapable of translating these endless pages of code.

At this stage he was deemed worthy to receive the legacy of the born God of Vargas. During a family ceremony (and after some medical examinations at the Distributor), the Ace receives a blood transfusion supposed to fortify it. The blood of the Father taken from one of the funeral urns is injected into him: from then on, he gains +1D to resist diseases and sporulation. In addition, he naturally heals faster: 1 extra Flesh Wound per day and 1 extra Trauma per week.

EQUIPMENT: Weapon issued from the distributor (submachine gun or assault rifle) and 10 ammunition per month, garments reinforced with thin steel plates, access key to the chests

2 - VAGABOND

PREREQUISITE: INS+Survival 6, PSY+Faith/Willpower 4;

Network 2

EFFET: The Vagrant is now sent to travel the region, along the Eden road. His path will sooner or later lead him to the heart of Sector III and from there to lucrative opportunities. He knows that his clan exports their work, and it's up to him to take orders and convey the goods. When this happens, he never leaves alone. Workers are happy to abandon their tedious work to protect the Vagrant and his cargo.

The Vagrant develops a set of contacts, his Network increases by 1 and he adds +2D to CHA+Negotiation.

EQUIPMENT: Handcart, samples (one blade - choose a melee weapon, kitchen equipment, 5m steel cable)

3 - EMISSAIRE

PREREQUISITE: CHA+Conduct 6, PSY+Cunning 6; PHY+Melee 6, AGI+Navigation 4; Ressources 3

EFFET: His travels allowed the Culterini to grasp their loneliness and understand the balance of geopolitics. As a Clanner, he'll contact with the Pneumancers, risk his life to contact the Garganti, perhaps even end up sacrifice by the Cockroaches. However, if he braves these fearsome challenges it is with the goal of building a network. The time is coming for the Clans to rise, and the Culterini want to know where and when.

The Emissaries are given cargo adapted to the needs of the Clans with which they negotiate. These are usually manufactured by the Culterini, but occasionally they can

act as middle men for weapons and explosives trading.

Instinctively, the Culterini knows how to make a good impressive. With a certain dress and assured voice, they know how to arouse the lease suspicion and can manage to strike up a conversation with even the most feral Clanners. He adds +1D to CHA+Conduct, INS+Empathy and PSY+Deception when interacting with strangers.

EQUIPMENT: Travel book, handgun and 15 ammunition, vehicle or mount. The Emissary also sees his tattoo decorated with special motifs from some notebooks hidden in the safes.

4 - CAPO

PREREQUISITE: PSY + Domination 8; AGI+Crafting or

INT+Engineering 8; Authority 3; Allies 3; Attracted the attention of the Vargas Demagogue.

EFFET: Tired of wandering, this Culterini decided to set his ass down somewhere and serve the interests of the clan. While he was gathering a good team around him, he was recalled to Lucatore where the Patriarch guided him to the valley beyond the mine. Initiated to the secrets of Dispensers, he has, like the Ace, taken knowledge of the origins of the clan: the alliance with Kortyr, the Demagogue of the Palers. The problem of waterfalls is not insoluble but for that, it will be necessary to locate the Sleepers one after the other and lead them to the armored crypt under the district of the clans.

This is the magnitude of the task facing Capo. Not content to hold a counter for the clan in a distant country, he must proceed to search for Sleepers, gauge them before approaching them. The Capo offers them access to a library of information left by the previous cascades. The price, nothing more than trust and recognition later. For confidence, a glance at the tattoo is usually enough for the Sleeper to realise they are dealing with no joke.

Like the Ace, the Capo was considered worthy to receive the inheritance of the God born of Vargas. During a family ceremony (and after some medical examinations at the Dispenser), he received a blood transfusion that was supposed to strengthen him. The blood of the Father taken from one of the funeral urns was injected into him: from then on, he gains +1D to resist diseases and sporulation. In addition, he heals naturally faster: 1 extra Flesh Wound per day and 1 extra Trauma per week.

EQUIPMENT: Weapon issued from the Dispenser (submachine gun or assault rifle) and 10 ammunition per month, clothing reinforced with thin steel plates, a base of operation that can accommodate Vagrants, Emissaries and Desolders.

5 - PATRIARCH

PREREQUISITE: Being a male, PSY+Cunning 10; CHA+Leadership 10; Authority 6.

After the death of Agostino in 2595, his eldest son was elected by a huge majority and the has the support of many Capos. It is now necessary to wait until Baldessar passes away for a new Patriarch to take his place.

EFFECT: The Patriarch rules from Lucatore and maintains regular relations with the Vargas Palers and the community of Cults (mainly Hellvetics and the Apocalypics, important forces in the region since the Anabaptist debacle).

He must henceforth assume his charge and pursue the projects of his predecessor. Where is the counter at Noret? Why does not he have reports from Laibach? Will he finally send an Emissary to Tripol? And where did that bloody record go? Jhammedans? Damn it!

The new Patriarch did not immediately notice the shadows lurking in his path but at the first incident, his intuition was confirmed. Wherever he goes, he is escorted by two pale ghosts.

Escorted or spied? This question sprouted in his like a bad dream taking root, but this simple though disturbs him, especially since he doesn't dare talk to anyone else about it.

EQUIPMENT: Patriarch's knife, bequeathed since Benvenuto. In a secret room, a pre-Eshaton computer containing some partial Stream backups. Could this machine translate the pages and pages of codes, the endless zeros and ones left by the Sleepers?

FIANNA

“The Pictons should have showed up by now. Those bastards cannot even show up to be ambushed on time.”

The cool air was becoming tense with anger as the early morning fog dissipated. Finn walked from his hiding spot in the underbrush. To his left up, the path, a trio of men leading a donkey drawn wagon move through the waist high fog. One of the men man straining his eyes, peers through the fog thinking he saw a figure. He waves and shouts “Ho there! Do ya happen to be local? My friends and I got lost in this pea soup fog and were hoping to run into someone who could point us to Isca. Do ya know where that is?”

“Ní dhéanaim” said Finn smiling.

INTRODUCTION

The Fianna are a small band of warrior clanners based in Ulster, Northern Gaelik. During their winters the group splits up, going to the countryside and making themselves at home in the houses of their neighbors. Most of the people of Gaelik welcome them into their homes. These neighbors receive their guests warmly sharing with them food and shelter, ensuring the friendship between the Fianna and pseudo-willing hosts. Warriors in return, will bring gifts of amber, steel or other ‘acquired’ goods to placate their Hibernian kin.

Once the winter months have passed the Fianna regroup at the Ulster stone and convene with their Druí. While the warriors have been waiting out the winter, the Druí have been making contacts, trade deals or mercenary work for the Fianna. Among their expeditions, the Druí have been collecting a new litter of Cú to bolster the ranks of the raiding parties or to find more Séals to do their bidding. Once the Fianna have come together, Túakirn and Fénnid warriors are pooled together and dictated by their leaders as where to go.

After a summer of fighting, stealing, extortion, The Fianna return to Ulster. Feasting and biding their time until the leaves fall from the trees, restarting the cycle..

RECENT INFORMATION

The Fianna are proud warriors preferring to fight in up close and personal, steel against steel. They would prefer larger open conflicts against adversaries to prove their prowess but a recent set of losses have forced the Fianna to change their tactics. requiring some time to return to fighting strength. Recently Rígfénnid Sive has ordained the Fianna to split into smaller raiding parties. Stealing from their neighbors in Britain, burning villages, capturing women and children. To the Pictons, they are a mere nuisance, but the decentralized nature of their new way of combat prevents a decisive defeat to the Fianna, preserving the clan.

PRECISION

The Fianna harbor an animosity for the mainlanders of Britain. The chaos in what was once the British Isles allows them to continue their migratory pillaging, but it also prevents them from growing large enough to maintain a permanent settlement on the Peninsula of Gaelik.

POTENTIALS

KISS OF LÚ
PREREQUISITE: Faith
The warrior god and primogenitor of the Fianna lives through his war-servants. He guides them through the forest to their prey. The Fianna clansman gains +1D per Potential level for attack rolls on an unsuspecting target.

COMPETENCES

BONUS
For Fianna, the following skills are considered preferred at character creation (MAX +1)::
(BOD) Stamina
(INT) Legends
(PSY) Deception
(BOD) Melee
(PSY) Cunning

RANKS AND HIERARCHY - FIANNA



1 - CÚ
PREREQUISITE: -
EFFECT: The young men and women of Gaelik, Britain and the Hebrides who are cut off from their inheritance or simply have a case of wanderlust may turn to the Fianna. When they join, they are given the name Cú, dog. Cú are given the worst tasks, and many consider them tantamount to slaves, but they are still Fianna.
EQUIPMENT: Brioga (Checkered pants).

2 - SÉAL
PREREQUISITE: A mark of a Druí (Heterochromia, A particular birthmark, White hair, etc.) INT+Legends 5, INT+Medicine 5, Secrets 2
EFFECT: If a Cú is immediately seen as having the traits of a Druí they are given over to the Druí to be taught in mystic ways. The Séal is taught local herbology and Fianna healing sorcery. Séals are given the task of treating the wounded and acting as an aide to a Druí in their rituals.
EQUIPMENT: Ritual tattoos (+1 MD), Foliage Cloak, Healing herbs and Bandages (5 Doses of each)

3 - DRUÍ
PREREQUISITE: INT+Medicine 8, INT+Legends 8, CHA+Negotiation 6, secrets 4
EFFECT: The Druí are the spiritual guides of the Fianna, similar to the wise men of other clans. The Druí are experienced in healing, law and diplomacy. The Druí are entrusted with the secrets of the Fianna, and are tasked with seeking out employers, possible new recruits, and viable targets. The primary job of the Druí is to control the Démann and give advice to the Rígfénnid.
EQUIPMENT: Antler Headdress, an Acolyte Séal to do their bidding, access to the Tara vault.

2 - TÚAKIRN
PREREQUISITE: BOD+Stamina 6, BOD+Toughness 6, INT+Legends 5, Renown 1
EFFECT: If a Cú has lasted a year in service to the Fianna, surviving the quasi-daily torment forced upon them by the rest of the clan, they are allowed to become a member of the Túa. Túakirn make up the majority of the Fianna. They serve as hunters, foragers, and shepherds, although in times of need they may be called together to form a levy in defense of the clan.
EQUIPMENT: Ecusson de Dolor à coudre

3 - FÉNNID
PREREQUISITE: BOD+Melee 7 or AGI-Projectiles 7, INT+Focus/INS+Primal 6, Renown 3, Allies 2
EFFECT: Fénnid are the professional warriors of the Fian-

na, those who excel in combat make up the Golden-Band of the group. A Fénnid is a brother and guardian of the clan, they may choose their own weapons from the armory and are given the first pick of any loot taken from a raid or skirmish.. (Their resources rise to 3)
EQUIPMENT: A golden torc, A tech III weapon with 1 mod

4 - RÍGFÉNNID
PREREQUISITE: INT+Legends 8, CHA+Leadership 8, Authority 4, Allies 3, Must have defeated the previous Rígfénnid in honorable combat.
EFFECT: The Rígfénnid is the king of the Fianna, in the most literal sense. This position is only entrusted to one worthy of leading the clan. A challenger must defeat the previous Rígfénnid in single combat to assume their position and take command of the Fianna. There are tales of a Rígfénnid standing down peacefully to a proper heir and serving as a Fénnid, but these are rare. A Rígfénnid's duty is to ensure the safety of those serving under him and securing supplies either through mercenary work or raids on neighbouring clans. It is quite often the latter.
EQUIPMENT: Unlimited access to the Fianna armoury, and a permanent Warband of 2x Authority Túakirn, or a 1x Fénnid.

4 - CÚAR
PREREQUISITE: BOD+Melee 10, BOD+Toughness 8, PSY+Reaction 7, Renown 5,
EFFECT: The Cuár are the champions of the Fianna, only the best of the clan are picked to join the ranks of the Cuár. The Druí themselves judge the character and martial prowess of the Fénnid, and should they be deemed worthy of the rank they are given one of the ancient weapons passed down through the clan. Their social interaction with both Gaelik clanners and other Fianna rise by +2D, as the sight of such mighty warriors will inspire all who witness them.
EQUIPMENT: The Gae Bulgia

X - DÉMANN
PREREQUISITE: PSY+Faith/Willpower 9, BOD+Toughness 9, Secrets 4
EFFETC: A Démann is a Fénnid who failed all the tests to become a Cuár and are instead given copious amounts of fungus-laden spirits, destroying their mind and turning the unfortunate Fénnid into a drooling madman. Démann are often hidden away by the Druí to be used as berserkers on the field of battle. All interactions using INT or CHA are at -4D, however a Démann can ignore trauma penalties up to -4D as their sense of pain has been burned away by the madness.
EQUIPMENT: -

