

# DRIFTWALKERS

**Play Session: 9-15-2018**

**Episode: 'Orders of Business'**

## PART I

### BACKSTORY AND HISTORY INFORMATION FOR CAMPAIGN

#### **Seven (real name: Hank)**

Relationship with **Mubba** (*Personal Enforcer for Maximon*) – very close, almost sibling like.

- Mubba is an Alpha mutant. One of the only in the ark. One mutation is that she has 4 arms. The other is known by Seven and it is same as Seven: Man-Beast mutation gene.
- How did they become close: mutual respect, they are nearly evenly-matched from a combat perspective. Turned into a close bond. Started as competitors, and trained so much together and similar alpha mutations, they became closer. Never true animosity, but some jealousy and normal competitive natures. Seven was a bit jealous initially as she was seen as the best.
- As of the beginning of Episode 03 – they have yet to reconnect.
- Mubba is proud of Seven's progress and growth.
- How much does Mubba talk about her dislike of Sixter? She is very careful about when she mentions Sixter, but opens up to Seven when it is just them, usually when sparring. They have even named one of the sparring pads 'Sixter'. She despises him but would never move against him as long as Maximon is in control of The Circle. Too much respect for her Boss.

#### **Five (real name: Ken'yu)**

Relationship with **Pontiak** (one of lead Gearhead's for the Ark) overall is good.

- Pontiak was Five's apprentice before Five's volunteer experiment in Vault 99.
- Five respects his intellect and abilities.
- Frustrated with Pontiak's attitude, even though at times it mirror's his own. Often humorous.
- Five views Pontiak's attitude as purposely irritating, and he has no time for that nonsense.
- Difference between them: Five is arrogant without necessarily realizing he is. While Pontiak seems to be purposely arrogant to try and cause reactions and show that he is important.
- As of the beginning of Episode 03 - they have not caught up yet.

## **Eight (real name: Doc)** *[see personal log]*

Relationship with **Yassan** (one of Lead Stalkers for Ark 99) is interesting.

- Yassan – Eight has tracked him down to catch up. Wanted to catch up and discuss how Eight can help with the external scouting and knowledge.
- Yassan has progressed in the last 2 years in the way the Rot affecting him. This is because he is an aggressive stalker and always going where ever he needs to. He is putting the Ark's welfare above his own. When will it begin to negatively impact his effectiveness? Keeping an eye out.
- Yassan is concerned about the attrition that the Stalkers have suffered. He sees it as a problem as they are not gathering enough info about what is going on outside. If the Stalkers die out, the Ark will be in trouble. There is a need to recruit more stalkers in the future.
- Information that is gathered is kept very hush-hush. Should that change? Debatable topic.
- Thoughts about going back to old days where Handlers might take on limited Stalker duties? Eight thinks that others need to help take on some Stalker duties, but Yassan, while he sees that it is worth considering, is concerned that those without the right skills might not be effective or safe. Worth further discussion at some point soon.

## **Three**

Relationship with **Silas** (right hand to Astrina) is excellent.

- Silas – relationship – she views him like an uncle although there is no blood relation. Three has learned much from Silas. Silas was her mentor.
- She learned all of her medical/healing skills from Silas. It is where her passion comes from.
- Three and Silas have gotten together a bit in the past week. They have started catching up. She sought him out almost immediately and they have spent some time together.
- Astrina – Three views her as her “adopted mother”. Astrina helped raise Three, as she had with more than a few younglings that came into the Ark years ago. Although overall this is a positive thing – the close relationship to a Leader can have disadvantages as well. How that will manifest for Three has yet to be seen...

## Four

Relationship with **Sixter** is one of deception and deceit.

- Four does not trust or like Sixter. Four makes it seem like he is good with him, but always tries to fact-check everything Sixter tells him.
- Acts like he is Sixter's buddy, but does not appreciate his attitude as he does things that makes Four not understand where Sixter is coming from. Sixter is wildly unpredictable.
- Four – respects Sixter's procurement abilities, knowledge of everything, and numerous contacts.
- Four plays Sixter up, publicly but is very careful not to talk behind his back. Too risky.
- Four *believes* he has succeeded in not allowing Sixter to know how he really feels.
  - Four is very careful not to over do it, to try and ensure Sixter does not pick up on Four's dislike. Four understands how that could have a negative effect on his own endeavors.
  - Four has not involved himself in Mubba's dislike of Sixter. He stays out of it if possible.
- Four has not caught up with Sixter yet as Four knows he needs to be fully back in the game prior to dealing with someone as savvy as him.
- Do Four and Seven ever discuss the issues between Mubba and Sixter? Yes, they discuss it frequently although have not taken it much further than mere *discussion*.

*NPC Enforcer Creation* – **Seven** tells the group about:

## Gareth

- Member of **The Family** organization. (Marlotte's crew)
- He is a Tactician. A master of the mental tactics involved with the art of conflict.
- Fell in with Marlotte because of the militaristic mentality.
- Not a typical Enforcer – not in the middle of a fight, he is the one watching from the back, assessing and guiding the fight. Only gets involved when needed. (commander-type)
- Gareth looks to be in his mid to late 50's.
- Despite his age and the daily wear and tear, he is in surprisingly good health.
- He is not a mutant. This surprises most he meets, but he is intelligent in battle tactics and it makes some folks think that he has some sort of intellect mutation that helps this. He doesn't.
- Seven and Gareth are relatively close – not get together and have a beer close, but a strong respect and they both know the other can be counted on. Seven looks up to him.
- Background: Seven had a brother that served in a troupe was under Gareth, and thanks to Gareth's tactics, the troupe made it out of what should have been a no win battle.
- Gareth feels protective/close to **Five**, because he is Five's uncle.

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## PART II

### (Montage Scenes)

All of the team or doing something, normal routine stuff. Late afternoon. A couple days to next assembly meeting.

**Eight** – is walking down the hall of the Ark trying to find Sixter. **Four** is trying to dissuade **Eight** from doing what he has planned. Which is to find Sixter and rub it in that he outplayed Sixter in the past. One of Sixter's friends is moving to intercept to try and stop Eight from moving towards Sixter. As Eight approaches, the guard knocks Eight down and one of the dogs that happens to be in the area comes to Eight's aid and rushes at the guard. Looks half bulldog and half German shepherd. The dog growls and snaps at the guard, driving him back. The guard leaves as he does not want anything to do with the dog. Eight befriends the dog, pets him and gives him a snack. Eight and the dog now appear to be inseparable. Four thought Eight was going to get his ass kicked...but the dog stopped it. Eight decides to name the dog **Ogre**. *{Ogre is now Eight's companion}*

**Five** – is moving around the Ark looking at the work that Pontiak has already done with the water collection system, looking at how it was done and mumbling about better ways it could have been accomplished. He then rolls on to find Pontiak and reacquaint them and ask Pontiak why the hell the only meaningful improvements made to the Ark in the past 2 years are the water collection system and the cropland. At every turn Five finds that the current state of the Ark is pathetic and that the lack of tools, equipment, materials, everything, is critically underwhelming. He thinks **Four** is going to be busy...

**Three** – is in the makeshift care-center – a couple of larger cabins that have been connected and have some shabby mattresses, and not much else. To call this place a “hospital” is a slap in the face to hospitals everywhere. Three is in this area looking at some of the young members of the Ark, teenagers. She is checking on their health and trying to make sure she can do whatever she can for them. She is trying to keep track of how each ‘kid’ is doing and trying to figure out what these kids might become. Three is particularly interested in assessing and evaluating their potential and capabilities. Trying to figure out how these kids can be of use moving forward. None of the kids catch her eye as special or more interesting than another. There are about 10 teens in the Ark. There are no other sick people in the room, just the teens and Three. *(the number of Chroniclers focused on the healing arts is limited)*

**Seven** – walking down a tight hall that opens to a sparse but spacious room. See some stuffed canvas bags, dilapidated arm pads, and some incredibly worn sparring and training equipment. Mubba is in the room. They greet each other. Mubba – ‘Hank, how are you doing?’ Seven thinks about this and remembers that his name is actually **Hank**. They greet each other and grab arms. Seven explains how odd the cryo was and that he needs to get some sparring in and get back into shape. Mubba is willing to

help him get back into shape as time allows. Her days can get very busy. They start sparring, and almost immediately Mubba knocks Hank on his ass. He is very rusty. He caught a hard left. He feels a loose tooth, pulls it out and then reaches up for Mubba to help him up. Mubba reaches out a hand and Hank flips her. Hank 'I may be a little out of shape and rusty, but looks like somebody got a little too trusting.' They then continue to spar and get reacquainted. There were a few other Enforcers around the room who ended up watching the sparring match. *{This is considered an uplifting scene for morale}*

**Four** – Four is walking down a hall, trying to remember the layout of the Ark. He sees **Five** and Pontiak walking down the hall towards him. Five is hollering at Four, pointing at him and shaking his finger. Four looks around to try and get away worried about what the hell Five needs now. Four is not able to get away. Five starts telling Four all the stuff that is needed, what the hell has he been doing?!? Four responds 'I have been asleep for the past 2 years just like you, you asshole.' Four then starts talking circles around them, they start wondering what the hell Four is talking about. But at the end, Four says that he will look into it seeing what he can do and walks away.

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### PART III

#### *(The Encounter and The "Workshop")*

Nightfall. Night is a very dangerous time of day. The most dangerous time of day.

There are numerous people on watch at night to ensure things are safe.

The five of us have been teamed up to take a watch and we are on the Pallisade. Front of the ship. It is currently under construction but is for all intents and purposes almost non-existent at this point in time. It is also the gateway to the crops and deemed to be a very important (future) structure when complete.

We have the first half of the night as our watch shift. Tomorrow is the first Assembly since we woke up.

Time passes – about 11pm (estimated)

We are patrolling. Watching for trouble.

We notice that the nights seem to be getting cold and darker. Wind is biting. Winter is coming.

We are still recovering a bit. We are all a little tired, but we are watching out for each other.

The Boss **Maximon** typically assigns the Ark guard duties.

From what we have found out, the horrors of the zone are still there. There are still non-official stories of the scary stuff outside of the Ark.

We were briefed prior to our shift that over the course of the past few weeks, mutated beasts have been seen and we are to keep a special eye out for sightings. Some even say that the beasts are doing circles around the Ark and possibly scouting us. This is unverified and unsubstantiated as of now.

As a group, the Driftwalkers want to assess if this whole mutated beast thing is true. We have our own reasons for this... [{see episode 01 notes for details}](#)

In the middle of the night, out of nowhere, nighttime turns to day as what appears to be a shooting star rockets across the sky. Lights up everything, the Ark and the area around it. There is a forested area many miles to the east, and the star is rocketing in that direction.

When this happens, we think we can see amongst the trees an outline of an old building. Not sure why it had not been noticed before. The shooting star is heading in that general direction.

We also notice inside the palisade, a sudden movement behind us. As we all turn around we spot a very strange looking beast. Some sort of feral creature with fangs and dark fur. Must have crept over the palisade without notice or noise. The dog did not even pick up on it. It must have been very stealthy.



The creature looks at us and snarls.

**Eight** – notices that it appears to be deciding if it wants to charge us or run away once we are aware of it.

Looks like a giant *Werewolf*. Very scary. This creature seems to verify the rumors. The creature is standing on its hind legs.

**Ogre** immediately stands up, looks at the creature and growls at it. Ogre does not seem sure what he wants to do....

We all sense that this creature seems to actually be *thinking* about its choices. Very odd.

**Eight** tells **Ogre** to ‘Stay’ and Ogre backs up a step closer to Eight.

**Seven** notices that this seems to be similar to the were-form stuff the Elder told us about. Seven tries to figure out what this means and exactly what he knows or remembers about creatures such as this.

*Know the Zone check – no successes.* He does not know enough to make any determinations.

**Five** attempts the same check – *Know the Zone - 1 success*. Five quickly recognizes that this is more of what the Elder described as a were-creature instead of the wild form of a creature of nature.

**Five** says – ‘Holy Shit, a were creature.’

**Eight** tries to figure out what the creature might be thinking (intent) – *Sense Emotion – check – 1 success*. He senses that the creature, by its posture and that we are aware of it, that the creature’s main intent is that is to satisfy its hunger, and he believes it came for the food. It is now on guard and wary of us.

**Eight** shares that incredibly valuable information with the group.

**Seven (Hank)** spreads his arms out and tries to get the group to back up a little, so we are not blocking the creatures escape, but as soon as he hears about the food he reacts a split second before **Three**.

**Hank** says: ‘We do not want to harm you.’ Then takes a ration and tosses on the ground near the creature, but a little away from the Ark.

Three is following Hank’s lead.

**Hank** [intent] try and position in a good defensive spot, but give the creature an opening out if it wants it while giving it some food, trying to get it to move away from the Ark, to try position the group between the creature and the Ark.

**Hank** (Seven) – makes a *Manipulate check with group help – 1 success*

Creature roll: *1 success. Neutral result*

*[Hank gets what he was trying for, with a limitation]*

Creature does not attack. It does not give any indication of understanding or not. It backs away, stops growling, reaches behind, picks up a single plant, with some knowledge of what it is doing, and the ration, then moves, so fast that we hardly see it. The creature takes off through the opening and running up towards the hills. In the general direction the shooting star came from.

**Five** – ‘Kinda like it was taking the plant to grow, as it took its roots and all. If it was a were-creature, it is also a person, and we might need to find him.’

We then hear a wolf howl in the distance.

**Hank** – ‘We need to go find and talk to the Elder.’

Ogre is settled, but starts sniffing around the area - perhaps finding the scent. He spends quite a while doing this. The dog has calmed considerably, as if the possible threat is gone.

If the light would not have appeared, we likely would never have seen the creature. Perhaps we would not have even heard it.

**Three** looks in the soil for tracks.

She finds a track, seems to be large – like half again as big as a normal human. But, the print is a boot print, which is odd, would not have expected that, would have expected a clawed print. She shares with the team.

**Eight** looks around also. Confirms that the plant was pulled out such that it got the root as well. Creature did not disturb or wreck anything. Nothing seems to have been impacted, even the palisade. Seems to be a certain amount of precision in its execution. That may indicate quite a bit. Further discussion needed at some point?

Eight – looks around for other boot prints. Do not see any more.

Seems like the other night, if sightings were true, might have been scouting parties only?

**Five** checks the palisade where the creature got in. Might need to set up some sort of ‘alarm’ as suggested by **Eight** as well.

Rest of night passes and we get some rest.

Next day. Early we are approached by **Astrina**.

She has something she would like to show us. They have been waiting before to show us for it to be ready. We follow her.

We go down to the Palisade area, out about where the creature left. Around to the NE side of the ship. The area that is an old training area that seems to be being converted into a work area.

The Elder has decided that the Workshop is being given to us as our area of Driftwalker residence.

The area contains some old Cargo containers – they have been made into a residence and a space to make a workshop. A wooden wall around it.... Some old crappy equipment, nothing that works.

She indicates that they foresee this as the future workshop. Thinks we can make some use out of the area.

She tries to convey it is a gift, although she seems to recognize that it is not much.

She and all of the bosses recognize what we have gone through for the Ark.

Assembly meeting when sun is at the middle of the sky. We really need to be there.

Five starts looking around. Catalogs what it present.

- Copper wire
- Bits of rubber
- Duct tape
- Random wires and cables
- Nuts and bolts
- Synth
- Broken drill press??
- Gas canisters
- Shelves
- Wood
- Mattresses
- Broken chairs

Enough scrap for 6 things.

**Five** tries to make a Scrap Spear for **Three**, who is currently weaponless – will require a Jury Rig roll – 3 pieces of scrap, and about an hour to make. **Three** attempts to Inspire Five

*Three – Inspire roll – 2 successes*

**Five** – *Jury Rig roll – 1 success* – 3 total. – He succeeds in making the scrap spear and he also makes it Sturdy and Superior via his critical successes (called Stunts)

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## PART IV

### (The Assembly)

Our first Assembly meeting.

It is packed, standing room only. Might be everyone not on guard duty....

**Yassan** and **The Elder** are not present. Everyone else – of import, is present.

Forum type setup. Some chairs in front with a makeshift podium.

**Silas** is at the Podium. 3 Bosses and Astrina at the head of the meeting area.

Our group are amongst the people.

We are viewed and afforded a general level of respect by the People.

Silas uses a stick (gavel) to tap on the podium.

He welcomes everyone to the assembly.

Seems very serious. Not his normal self.

**Silas:** “I have some sobering news to open the meeting. The Elder’s health continues to worsen. He is in and out of consciousness. But I have spoken with him and know his wishes. The Elder knew this day would come, and he feels like leadership changes are now due.”

The crowd starts to murmur. Astrina, Maximon, Marlotte, and Oskartian are paying close attention.

**Silas:** ‘The Elder has decided that instead of appointing leadership to a single person (looks at Astrina and Maximon specifically for a brief moment), he has decided that Ark 99 will be led by a **Ruling Council**. Maximon, Astrina, Oskar, Marlotte and the Driftwalkers (us).’ **The Council of Nine**

Silas then asks for public comment and leaves the podium.

At this point, Astrina, Marlotte, Oskar and Maximon react.

**Maximon** – walks up to the podium and slams his fist down. This is preposterous, we all know I am the second in command around here. I have the most followers, I lead well, I should be the leader. Having a council will not function well, how will we make decisions? You really think Oskar can come up with ideas on how this Ark should function? It is clear that I am the largest and most important cog in the Ark’s functioning wheel. I will not stand idly by. It should be me to lead.

Walks away obviously perturbed. Astrina walks up next.

**Astrina** – “I am honored and dishonored all at the same time. I agree and disagree with this decree. I understand the Elder’s decision, the he believes these five belong on the council. (*referring to The Driftwalkers*) I also understand that the council will need some fresh minds and different ways of perhaps looking at the same challenges we have faced for the past two years. I will not oppose this decision, but want to make it perfectly clear I do not believe the Driftwalkers are ready to be leaders. I call for a vote of the whole Ark to determine if The Driftwalkers should be on the council.

Astrina steps down, in control but obviously conflicted. Oskar steps up.

**Oskartian** – What we are being exposed to here and now is the wrath of God. It is God who hath taketh the Elder away from us and has thrown us into this chaotic pool. The only ones who will save us, lo – DELIVER US – from this nonsense are the **Sentinels of the Apocalypse**. I will not step down. I will not allow these so-called “Driftwalkers” derail us from our calling. You will follow me.”

Oskar steps down. Hank (Seven) steps up.

**Hank** – “You folks know me. I am one of the Five. Some call me Seven, name is actually Hank. Two years ago, the council at that time, decided that we needed to change our course. The wastes are cruel and deadly. The five of us underwent a considerable trauma, to mold and shape ourselves. To train ourselves to survive this wasteland we call home. While a lot of my memories are still fuzzy, that which I remember most is that there was unity among The People, and there needs to be unity now. If this is the Elder’s wishes, we need to be united now. I fear if we are not, we are destined to fail. I will follow the wishes of the Elder because it is not about me, but the good of the Ark.”

Hank steps down. There are quite a few claps and murmurs. Three steps up.

**Three** – We are all equals on the Ark. We are all here to survive, to support each other. The Elder has practically given his life for us. If he believes that the five of us should be part of the Council, which I admit surprises me also, then I will do it, as the only thing that matters to me is the survival of the Ark – our people! Remember, this is what the old man wants.”

Three steps down. There is more clapping. Eight steps up next.

**Eight & Four as a team** (with **Ogre** in tow) – **Eight** does the speaking. “You know, I came to the Ark when I was fairly young, I was not much of a person at that point. Was trying to scrape by – pretty much just happy enough to “exist”. The Elder, well, he gave me a chance. I took that chance and I tried to make something more of myself. He gave me an opportunity to become a Handler and a scout. Also, I have taken on the sacrifice to go through the “great experiment”. He believed in me.

You all may see me differently. A drunk. A gambler. A waste. But I assure you I am more than those things. The Elder believed in me until I actually started believing in myself. Each one of us should give the other the benefit of the doubt and should be given a chance. I believe the Elder saw that we are a cohesive force. We support each other. You should give us a chance. That is all I have to say.”

Quite emotional speech. Many more people clapping. Eight, Ogre and Four step down. The bosses are starting to look a little bit less confident in their initial proclamations.

Five and Marlotte look at each other. Five motions for Marlotte to go next.

**Marlotte** – “The Elder is correct. We need the Driftwalkers on the council. For us to survive we need to find others out in the wastelands and grow. We cannot allow ego or struggle for power to compromise our survivability as a species.”

Crowd cheers strongly and Five steps up last.

**Five** – It makes sense that the Elder want a council with the Driftwalkers on it. We need vision and intelligence to survive. You all seem to know me as Five now, but I am **Ken’yu Hadrian**. In the past, The Elder has been our vision. I am the intellect. It only makes sense for us to be on the ruling council. Any other decision does not make sense. With everything that has happened to me and what I have gone through, I will not allow anyone to compromise the survival of the Ark. We have to grow. You need **me** to do that.”

*Total group Manipulate roll Successes:*

Hank: 1 success; Three: 0; Eight: 0; Four: 2; Five: 1

**Total – 4 successes**

**Silas** – What say you the people of the Ark? Do you support a council, **The Council of Nine**?

Massive cheering and ayes from the People. The cheering and support goes on and on for about 10 minutes. Silas lets it go on, as he obviously supports the decision.

The bosses are staying, but there is some whispering by Maximon, Sixter and Mubba.

**Silas** – takes the gavel – **“And so we declare and so it is decreed!”** “You are dismissed, I will keep you apprised of the Elder’s condition.”

As people walk away, the overall morale seems to have improved, especially after the announcement of The Elder. We realize that the speeches went well and that The Elder, even in his coma-state, is a master of people management.

The only ones left on the assembly floor are the 9 who are on the council.

We all come together.

**Maximon** – he is brief – Well the people have spoken. I could not be in any more disagreement than I am. But for now, it is the will of the people. For now. We have 2 choices next, send a scouting party out to follow the shooting star and find out the whereabouts of this creature, or we take those resources and devote them to making a REAL palisade.”

Maximon calls for a vote.

- Palisades – finish them
- Scouting party for were-creatures and this “shooting star”.
  - Eight: Scout
  - Three – Palisades
  - Four – Scout
  - Seven – Scout
  - Five - Scout
  - Oskar – Palisades
  - Marlotte – Scout
  - Maximon – Scout
  - Astrina - Palisades

**6 to 3 in favor of a Scouting Expedition. It is decided.**

*Population loss – 1*

**[END SESSION]**