

DRIFTWALKERS

Play Session: 11-2-2018

Episode 06: “Enter the Zone”

MONTAGES: THE MANIFESTATION OF MUTATIONS: CARVER AND HANK

Four (Carver)

[Flashback Scene] When **Four** was last working around the Ark, he spent a considerable amount of time trying to make a deal. We see **Four** dealing with a trader named Jessup, basing the cost of what he is going to provide on a coin flip. Few traders would leave such things to chance. If caught at the right time, Jessup is one of them. The deal is that if the coin lands on Tails – **Carver** will pay double the normal price; but if it lands on Heads, he only must pay half. Somehow, the coin lands on its edge. They begin to argue because **Carver** does not have the bullets to pay double. When continuing the transaction, Jessup changes the rules, stating that the coin must land on its edge again, otherwise **Four** is going to have to pay double or the deal’s off. Coin toss – edge again.

Jessup: *‘That’s impossible! Carver, what are you up to!?’*

Carver is not sure what is going on, he is scared and shaking. Jessup insists on one final coin flip, desperately hoping the coin does not land on its edge a third time. He tosses the coin this time, **Carver** willing the coin to come up on its edge again with every fiber of his being - as if forcing the outcome to elicit the impossible just one final time. Toss ends with the coin on edge again. **Carver** thinks he may have caused the outcome to occur – but not out of some sort of “magical” ability. It is more a matter of being able to manipulate fate in a way that affects someone else from achieving the outcome **they** wish to occur.

Jessup is thoroughly unhappy but agrees to the deal he made. He has a reputation to uphold if he wants to continue being a person people go to for things, so he has little choice but to uphold the deal. Upon reflection, **Four** is convinced this is his mutation ability manifesting itself. The ability to make someone else’s desired outcome essentially result in failure. **Carver** decides this power is way, way beyond his ability to completely understand; but he is quite sure that with enough practice, he can become proficient in manifesting the effect whenever he has enough energy to do so. Oh, the possibilities...

Hank (Seven)

[Flashback Scene] **Hank** is sitting in the room with Calisto the day prior. The rest of the group is leaving after the initial encounter with the female werewolf. **Hank** turns to Calisto in near privacy and asks what she sees when she looks at him the way she did the others. He desperately wants to understand more about his true self and feels her gifts can help him. Calisto responds with, 'Well for one thing, I can see you for who you really are.'

Hank, not fully comprehending her meaning says, 'Everybody sees me for who I am.'

Calisto: 'I am not talking about your behavior or personality, but who you really are.'

Hank: 'Yeah, we went through some changes when we volunteered for the Project. Not sure what that means or how it's really affecting me yet.'

Calisto: 'Come closer for a moment. Let me SEE you.'

Hank moves closer. Calisto gets up, steps out of the cage and shuts the door. **Hank** is concerned that she might be betraying his trust and starts getting somewhat angry.

Calisto: 'Do not worry, I am not going anywhere. My desire at this moment is to show you who you really are. Close your eyes and imagine you are me, locked in that cage against your will, away from your home around strangers you do not know. How does this make you feel?'

Hank: 'I am quite confident I would be angry.'

Calisto: 'Alright. Now focus on that emotion. On the anger.'

Hank begins to focus and gets mad.

Calisto: 'That is good, focus on the anger and the primal nature of it. Dive into the middle of that feeling rather than observing it from the outside. Dive in and let it so fully surround your body and being that it begins to suffocate you.'

Calisto then flicks out her claws and bares her teeth, but makes no sound.

Hank get angrier, clenches his fists and imagines what Calisto had instructed.

Calisto: 'Now Hank! Now break out of that which is suffocating you! Use those feelings of primal rage to give you strength and power beyond your natural self. Harness the feelings to rip and tear your way out of that which is trying to squeeze the very breath from you!'

...All of a sudden, the fists **Hank** is making begin to bleed and he starts to growl, his mouth feeling long and odd. Opening his eyes, he sees that his own body has grown claws and fangs while still substantially maintaining his human form. His rage is powerful beyond anything he has ever felt; but it is also within his control. It is both exhilarating and terrifying at the same time. As he begins to let the anger subside, **Hank** watches the transformation follow his emotions, subsequently subsiding as

well. He realizes immediately that this is his mutation power made manifest! Uncertainty and confusion have yielded to understanding and control.

Calisto: 'My gift to you, Human; for speaking on my behalf earlier. Now you see who you really are.'

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Scene: The Group Heads Out From the Ark

The group heads out into the Zone, moving through **Sector C-18**. The Sector of The Ark.

The Ark itself is on the edge of a lake, all around it otherwise is sand, nothing else. Although there is an extremely low level of rot, it is not nearly strong enough to cause damage to the people. We start out moving straight East, crossing into **Sector C-19**. Each sector typically takes about 5 hours to traverse, although this is an estimate or average number depending on numerous factors.

Sector C-19: seems to be mostly sand. It is a desolate and seemingly empty Sector. We will continue East for a while then turn Northeast according to Calisto, since our so-called map is basically nothing more than fancy toilet paper. (*thanks a lot Lilith!*)

Dice Rolls to see how the group handles their initial exposure to The Rot: Endure Checks

Hank – (1 Success) – no problems. – pushes the roll to try and help others – had 2 skulls – got another skull – this results in 3 Strength trauma. But he succeeded in resisting the rot for himself. (*This was an interesting outcome that the group should have learned from. Although Rot trauma typically (but not always) manifests as Fatigue, Hank essentially took a risk and ended up taking Strength trauma, called Damage, because of unlucky dice results*)

Carver – (0 Successes) so he pushes the roll: (2 Successes!) Chooses to assist **Doc**, therefore allowing no roll to be needed by Eight!

Ken'yu – (2 Successes!) – no problems for **Ken** – and uses stunt to help **Lilith**, therefore allowing no roll to be needed by her either!

Doc – nothing. Helped by **Carver**.

Lilith – nothing. Helped by **Ken**.

(No Rot trauma endured as all Driftwalkers passed their Endure tests, albeit unconventionally!)

A GAMEMASTER NOTE ON THE ROT

(Note that rolling for Rot from this point forward will change drastically. Now that you have been exposed to The Rot, you have begun the process of absorbing it into your body. From this point forward, you will roll **Base Dice** equal to your own personal **Rot Level** when asked to do so by the GM. Any result of 1 on the dice equals 1 point of rot-related trauma to your body immediately (Fatigue usually). Rot Protection Suits can protect you from actually gaining Rot points in the first place, but do not help when you roll the dice to see if you take Agility trauma (aka: Fatigue). If not obvious from the above, it becomes **imperative** to recover from Rot or avoid it altogether as the game of survival continues over the course of the campaign – especially for characters that rely on Agility to accomplish tasks. The Rot is especially brutal to them! This is a valuable perk gained from having a **Stalker** in the group – the ability to detect rot levels in Zones BEFORE you enter them.)

Scene: The Shallow Cave

As we are heading along, we notice that there are not a lot of places to shelter. Night is usually very dangerous. As we arrive into **Sector C-20** – the sun is starting to set.

Group decides to look for a camp site and hopefully find a place to look for supplies or scrap.

We try and find a safe place to make camp.

Single check – 3 helpers and diff drop 2 – (+5 modification dice) – **Hank** searched around with help from the group. – check results – **Lilith** tries to **Inspire** first.

- **Inspire** – check – (1 Success)
- **Hank: Observe** check – (3 Successes) – for a total of (4 Successes). Success and 3 stunts!

Result: Find a good location automatically AND can ask 3 questions about it.

Hank finds what looks like a rock formation in the middle of the desert. It seems to be getting rockier and hillier as we go E. Most would walk by this, but **Hank** finds that there are some good areas in the formation that have acceptable camping spots.

Questions:

1. Is the cave dangerous or a threat to us, and how so? **Yes – certain rocks have a chance of slipping out under us as we travel up to the cave.**
2. Are there resources within the immediate area? Fire and Protection? **Yes**
3. Is there a safe path up to the cave, and what is it? **We can see the safe route, a very defined path on the right side, using particular rocks to steady our climb without falling.**

We start approaching the rocks. Some are very large white-colored formations. We are certainly gaining elevation as the trip East continues. This makes sense as Calisto mentioned the hills.

As we get closer, we see the rocks form a cave on the South side of our travel path, kind of a natural valley with a natural “path” being formed between the formations. On the S side, the cave formation is present. About a 20-degree angle up. (See questions)

Based on the questions/answers, we will be able to traverse safely to the cave and back down at will. We head up to the cave, as it is starting to get dark.

Doc, Ogre and Calisto watch at the bottom of the path while the remainder of the group heads up to check the cave. We get up the path to the cave safely.

We notice that the cave is actually quite shallow, does not go back very far. It will protect from the elements, and not much exploration is needed. It is obvious that it is empty, but will not have much of a choke point if we are attacked from something on the outside. The cave seems very solid. Does not seem to be used by anything, animals or otherwise.

At the bottom of the cave path the sun is starting to set, and Calisto looks at **Doc** and indicates they should head up. *‘Being unsheltered at night is not the wisest decision.’*

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Group is in the cave, using loose stone to build a basic wall to help defend – **Hank** and **Lilith**.

Carver – make the safe path look blocked. He works on this some. **Doc** helps. **Ken** helps.

(Successful after about an hour on all fronts.)

Hank and **Lilith** take first watch, so they spend an hour together. **Lilith** marks location on the map with safe path up to the cave.

Ogre setup to sleep by the cave front, hoping to utilize his natural senses for detection of trouble.

We set up a watch and try to recover from the journey so far. Night passes uneventfully.

We get up in the morning and head out. Everything seems to be ok.

Calisto indicates that we need to head E by NE. Does not recommend going up and over the rock formations, as the potential for falling is too high; so we head down the valley between the formations.

We continue E. As we are heading through a sandy area between the rock formations, Calisto puts her hand-paw up and gestures.

Calisto: *‘This could be a dangerous area, let me scout ahead, I’ll be right back.’* *(Famous last words!)*

She moves out ahead of us, about 3-4 minutes later we hear what sounds like a howl and then nothing, maybe some sort of screeching sound. Then dead quiet.

Howl was maybe a muffled yelp???

The Driftwalkers head forward to check on Calisto.

We crest the incline up the valley and we spot the first thing of real interest - a stone structure, 2 old tents, and a skin of some sort of animal stretched on a rack, presumably to dry it out. There is a lot of debris next to the building.

And then...

Scene: Zone Ghouls Strike!

[Physical encounter]

6 people are spotted – Mona, Jess, Kit, Ron, Michael, Jake.

We recognize them immediately as **Zone Ghouls** – or so we certainly think.

Females have slingshots. Males have bicycle-like chains.

The battle ensues and rages...

Ken'yu is hurt and **broken**. He suffers a **crushed elbow** critical wound that continues to bleed internally. He is in long term danger.

(Lots of stuff happens. Turn-based combat stuff)

The team kills the male melee attackers. Things are looking pretty good overall.

Then one of the ranged attackers pulls something off her belt and throws it at the group.

The thing flies through the air, lands right in the middle of the group, and **BAM!** Each person takes 2 Strength trauma (damage) from an explosive grenade. Just great!

Despite being healed by **Lilith** earlier, **Ken'yu** is **broken** and injured a second time later in the battle. His right ear is caught and his earlobe is torn clean off! *(Unlike Jessie Ventura, he does have time to bleed.)*

Hank and **Ogre** are both broken also. **Hank** suffers a critical injury – piece of shrapnel caught in left eye, immediately swells closed. It is a non-lethal injury, but will take quite some time to fully heal.

OK... so things are not as great as they were just a few seconds ago.

Will pick up fight next episode.

...END SESSION...