

DRIFTWALKERS

“Awakenings”

Play Session: 8-24-2018 (Episode 01)

Game starts:

The group wakes up in there ‘beds’.

Girl in room – Amie – tells us she will answer questions if we have them, until the Elder gets there.

We had been sharing the same dream-like experience before we woke up. As if our minds were connected? Very hard to describe or understand.

It’s obvious the group has a deep connection with each other.

Each of us is hooked up to numerous different pieces of equipment that seem to have maintained our bodies.

Room is somewhat familiar. We vaguely remember the room.

Five looks around and tries to figure out what is going on. He knows that these are some sort of hybrid stasis/medical care machines. Sees what looks like some sort of ammonia/glycol type liquid system, some sort of refrigeration/cry equipment. Don’t remember why we were put in this coma/hibernation type state.

Five then looks to Amie and says: ‘Amie, how long?’

Amie – she points up at an old calendar, with markings, at quick glance it looks like around 100 marks, slightly separated into two groups.

Five ‘So, a hundred years?’

Amie shakes her head no.

Eight – ‘Why were we pulled out?’

Amie – ‘you were not pulled out, you just awoke.’

Eight ‘what if we want to go back.’

Amie ‘You will have to ask the Elder.’

Eight and Amie talk some.

We know we were put in the cryo-medical chambers for a reason, and know we were supposed to eventually wake up, but cannot remember any specifics at this time.

We each start sitting up in the machines.

We are lightly clothed – underwear.

Three tries to read Amie's body language to see if she is hiding anything from us.

Amie appears to be being genuine. Remarkably confident, if dirty, young girl, about 13ish.

Seven is just sitting back and listening and thinking. Wonders if he is here voluntarily, seems to think we are, but he feels that this was a joint decision that we agreed to.

We do not recognize Amie. But there is something about her that is a little odd.

First dice roll of the campaign – **Seven** – luck roll – +1

Seven knows that he knows why Amie seems odd is because he does not remember anyone under the age of 21 being wherever we are. Do not recall any kids being around.

Seven – 'Amie, I do not recognize you, were you born here?'

Amie – 'Seven, you are one of the smart ones'. She looks at the chart for Seven. 'No, I was not born here, my family came in from the desert about a year and a half ago.'

Eight 'Have we ever met?'

Amie 'No, you were in the chambers already, when we arrived to Ark 99.'

Amie is unable to tell us how long we have been under, says the number 52, but is unable to explain.

The watchers put the marks on an ancient looking calendar-type paper. It has lost all it's markings, so calling it a calendar is an extreme stretch.

Eight – 'How do you know when to put a mark on the calendar?'

Amie – 'We mark the wall when **Pontiak's** dial gets to the top.'

Four – watches Amie closely for any odd movements or feelings. Nothing out of the ordinary catches his eye, other than she is dirty, her hair disheveled, and she has the faintest tint of green splotches on her skin, barely noticeable.

Eight – 'So that dream, was that us? Did we all dream of a boat and a chest.' Eight asks the group.

Eight banters with Amie about the book she is reading. She is reading the 'Wizard of Oz'.

We recognize the name The Elder. Should have more answers for us.

Five grabs his chart and starts looking at it.

Four starts feeling a little better, can likely stand soon.

Five – looks at his chart – he sees a bit of writing he can read. The things that stand out is that he sees vital signs, etc., but 2 pieces strike most: a box that says, **Mutation Gene: Telepathy**, then under this, has Augment with a picture of a human metamorphizing into an Ape-like animal.

Four – Mongoose-like animal.

Seven – Armadillo-like animal.

Three – Wolf-like animal.

Eight – Tasmanian Devil-like animal.

A couple more minutes go by, and somebody approaching down some steps, possibly with a cane.

Door opens and a very old-looking guy walks in. (Best guess: 80 years old??)



We all recognize this guy as somebody we knew as 'The Elder'. We all feel comfortable with him.

Walks to each of us, and puts his hand on each shoulder and calls us by our designation.

He goes over to Amie, pats her on her head 'Go see your mom, you did good. I will take it from here.'

Elder moves the chair to the middle of the room and sits down.

Some memories are coming back.

Elder : 'I am sure you are all a little disoriented'

He is looking under the machines and shaking his head. Kinda indicating that it was about the time for use to be waking.



Cannot tell if the other 3 chambers are occupied. But the monitors do not seem to be active.

Elder - 'How do you feel'

Five - 'Fair'

Eight - 'Thirsty'

Elder - 'Oh, yes, that makes sense. We will get you some clean water when we go up.'

Three - 'I thought all water was clean'

Elder walks over to Three, looks at chart: 'The memories will come back soon.' He says reassuringly.

Eight - 'I would prefer what I was drinking elsewhere'

Elder: 'Ah, Eight, 2 years have not changed who you are.'

Seven - 'Two years?'

Elder - 'Yes, it has been 52 cycles, which is about 2 years.'

Elder when asked about this "Pontiak" : - 'Pontiak is one of our resident Gearheads. He built a timekeeper of sorts. It's incredibly crude to be sure, but we figure each cycle is about 2 weeks long'

Three - Why were we put in the machines?

Elder - The world is still decaying, people are starving and dying. The council decided that in order to help everyone survive, we would pick eight people to enter the Vault Chambers to see if we could get an old experiment to work and unlock the full power of the Mutation genes. Regrettably, 3 of your friends did not make it, but you did.

When the mutation process occurred, the 3 could not cope with the changes it was making to their bodies. I can only imagine it was an enormous strain on their physical bodies.

Seven: What was the group dream?

The **Elder** is confused. 'There was nothing that we did to make you dream, I do not know what that was, what did you see?'

We explain the group dream.....

The **Elder** says that it is fascinating but has no idea what it means. Was not anticipated. He will need to look into that as it may be significant. See if the Chronicler's have any record of this in their writings.

He looks at **Three** and indicates she can join them when talking with the Chroniclers, as that is a role she shares with them on the Ark.

We all remember now that we all have a role.

- **Seven:** Enforcer (kind of a peacekeeper and protector of sorts. Responsible for Ark security)
- **Three:** Chronicler (kind of a half librarian and half healer. Responsible for record keeping)
- **Four:** Fixer (kind of like a middleman and procurer of goods. Responsible for making sure resources are distributed justly)
- **Five:** Gearhead (kind of like a half engineer, half repairman. Responsible for keeping what little tech and jury-rigged contraptions the Ark has up and running)
- **Eight:** Handler (kind of a jack-of-all-trades that is responsible for assisting Stalkers and tending to the animals of the Ark, maintaining their needs so they don't go feral)

We are starting to remember them and remember a giant broken down ship. And the council.

Five & Three – 'What was the purpose of trying to induce a mutation?'

Elder - 'We had come across some very ancient books, found in a vault, a large vault that we can only assume served as giant shelter. Not one like Vault 99, which we are in. There were writings about

“encouraging” genes in the human body to mutate in order to improve survivability. Quite a bit of it went above our ability to understand, although the more intelligent of us worked to piece together what we thought the research was trying to convey. We also did over a year of research and development into how we could convert the vault stasis machines into this medical tech and try and make super-mutants, pardon the irony. We called it the **Alpha Mutant Project**, and devoted all our time and efforts into it, perhaps to the detriment of the things we should have been focused on. The 8 of you volunteered to be test subjects. We estimated it would take at least a year, but we did not anticipate double that. We only had enough refrigerant to last 2 years anyway. If it didn’t “work” by then, it was a wasted experiment. You all agreed it was worth the risk.

Five asks the Elder if we know if the process completed?

Elder – holds his hand in the air and says ‘I guess we shall see. I am the oldest and most experienced person in the Ark by FAR – but I am no physician by any means.

Eight asks about the animal pictures? Sounds a little aggravated.

Elder – ‘Sounds like you are getting angry, are you?’

Eight - ‘More concerned than aggravated.’

Elder - ‘Of course I understand. Some of our Stalkers also found evidence of mutated animals about the time we started all of this. These creatures were like half human and half animal and were found close to an abandoned laboratory up in the mountains. Upon exploration, leading to the death of two of our Stalkers, more research was discovered that appeared to indicate the splicing of Human and Animal DNA, lending itself to a project called **Omega**. If this chemical DNA formula was combined with human DNA, then it was thought that the human would be transformed into some sort of half and half form. We found evidence that it had been done, but it was substantially unclear of the results – at least on paper. As I said, we have seen... things... that proved to us it may have worked. Perhaps a visit to the Chroniclers writings will shed more light on the subject if you wish to investigate it further.

As soon as he says that, the **Elder** gets a thought. He walks to the chart of those who did not make it. ‘Only you 5 who survived volunteered for the Omega part of the experiment.....’

Five surmises, but has no proof, that the animal splice and the gene mutation only worked when put together. Somehow the two projects, **Alpha and Omega**, working congruently, made all the difference. Heh, a working theory at best. This biology crap is more up **Seven** and **Three**’s alley anyway.

At any rate, we all volunteered at the long shot that this would help improve us to enable us to survive better. Possibly leading to saving what was a rag-tag community whose food supplies were running out.

We remember coming across this old beat up ship we call **Ark 99**, named after an Ark reference in an ancient book from Earth-that-was - called *the Bible*. The ark is nearby the Vault we are in now.

Back when we gathered here before we went under, there was around 100 people.

Seven: Asks how many are left?

Elder - 'Well, a lot has happened in the past 2 years, we gained over 100 others, were up to almost 250 people, but food stores are getting low, the rot has taken some weaker folks, and our numbers are declining every day. At last count we had 212 people. We do a count at the end of every sunset.

We are part of the Ark 99 community. We remember enough to know we are responsible for improving the Ark and the lives of everyone in it. Even the assholes. *But more on that later...*

Game Mechanic: First time to distribute points of Ark growth. We have 14 points to distribute to establish a "Starting Point" of where the Ark is development wise upon our awakening.

Ark has 4 Development Levels: **Resources** (food/water supply), **Culture, Technology, Warfare**

Our group will be part of the leadership of the Ark and will have a say in what the community works on to further improve living conditions. It is a monumental task to overcome the current state of things. The resources for improvements are extremely low..... we will have to spend some time out in the Zone to get the necessary things. The Zone is NOT a place for the weak.

We chose to improve Resources to tier 2, as we emerge from the Vault in the upcoming episode, we will get to know our way around the people and the Ark, and start the community working on further improving our home.

[END]