

DRIFTWALKERS

“Knowledge is Power”

Play Session: 8-31-2018 (Episode 02)

Game starts:

The Elder is getting tired. Obviously, he is getting sicker by the day. Leaves us to go rest. Tells us to gather our things from our personal container units.

The group gets up and moves around. We look into our pcu's to discover few things still intact.

Group walks out and meets Silas, a Chronicler who will show us around the Ark.

Fast-forward 6 days

We become familiar with important Ark locations and general information. Our memories continue to return to us, which is comforting to everyone.

Ark 99 is made up of different broad groups of people. Those that belong to “gangs” and those who do not. Gangs are (in general) people of like mind that have a particular view of how to accomplish what is best for the people of the Ark.

Each character looks into groups and info that he/she is interested in. This encompasses the majority of their six days.

Of particular note to all, especially **Five** - Vault 99 is off limits for salvage.

Three

Spent most of her time the other Chroniclers. She finds out the following:

The main Chronicler room is filled with maps and pieces of parchment with info, etc.

The primary role of a Chronicler is to collect all of this info into one place and document it. (write it down on parchment). Thankfully, there is no shortage of paper and writing instruments – for now at least.

The Chronicler cabins are a disaster zone, with very little organization. Papers everywhere. It would be a major project to make this into some kind of functional “library”.

The map of the Zone is in pretty good shape. (*map on the game table*)

The only other place the Chroniclers have taken some care of is the Dawn Vault.

Dawn Vault – when Stalkers go out into the zone, the vault holds the ‘artifacts’ they bring back that are important but may not have a current use. Not much in there, a lot of room, but little content. Items left in the Dawn Vault are meant to be used for study – to help the People gain knowledge or culture.

- Currently has:
 - A Hair Dryer – A device that works off of a power source to create heated air.
 - A Tire Pump - Uses some type of device that makes and concentrates air pressure.

Learned that pretty much nobody leaves the Ark other than Stalkers, and there are very few left.

Nobody (other than Stalkers) has been outside of our Sector in the past 2 years. A Sector is loosely defined as a 1-mile by 1-mile square shaped area of the world within the zone. The current information marked on the map by the Chroniclers is based solely on Stalker exploration and knowledge gleaned from old books found in Ark 99 or in the wasteland.

Some believe that Ark 99 needs to start more expeditions into the wastelands, as the resources are very low and people will continue to die little by little otherwise. Others disagree with this plan. *(More later)*

The unquestioned leader of the Chroniclers is **Astrina** – ‘The Librarian’

Four

Goal was to find out everything he could about the inner workings of the Ark, with a particular interest in People of Power and Resource location, allocation, distribution, and inventory.

Lots of questions!

- Are there warehouses and what they hold?
 - Rooms on the ship that house different types of resources. Foods, scrap, etc... All guarded by Enforcers all the time.
- Any storage areas people are suspicious of?
 - Not particularly. Although the Dawn Vault is a mystery to some, as they are afraid of it.
- Food and resource supplies?
 - Water comes from a contraption made by Pontiak to collect it from the rain.
 - Food from a drastically dwindling supply of canned goods and the newly created croplands found in the front of the ship.
- Current shortages?
 - Clean water and food primary concerns at the moment.
- Who are the best ‘snitches’?
 - This will take longer than six days to sus out.
- Who seems to know who to go to for what?
 - Sixter, who is the right-hand man of the gang leader Maximon. Sixter is a fixer.
- Looking for a rumor mill – somebody or a group that seem to be the center of rumors.
 - This will take some serious digging and gaining trust of people first.
- Trying to sus out any valuable secrets.
 - Will be handled in-game as part of roleplay. (GM)
- Library and maps?
 - All kept in one place – The Chroniclers HQ. (cabins set aside for the librarians)

- Who are the different area leaders and the major non-leader influencers?
 - Below is a thorough answer to this question:

There have been a lot of changes in last 2 years. This whole gang or pseudo-mafia mentality has occurred and developed.

The Elder is the unquestioned leader of Ark 99, but he is very ill and will not last much longer.

4 major groups exist – *(Keep in mind no one is Black or White. All people are multiple shades of gray morally)*

- The CIRCLE – Run by **Maximon** (“The Captain”)
 - About 50 followers, nearly half of them being Enforcers.
 - Vital to the security of Ark 99 – both from the outside world and threats within the Ark.
 - Currently the most influential of the groups to the People on the whole.
 - Maximon is both powerful and brutal – but he is not evil.
 - Circle beliefs are balanced between focusing efforts within the Ark and looking into the Zone for answers and improvements.
- The FAMILY – Run by **Marlotte** (“M”)
 - About 25 followers, balancing all roles with a slight preference towards Gearheads.
 - Members are fiercely loyal to M. Very military in their outlook, demeanor, and actions.
 - Vital to the Arks defenses and technology improvements. Marlotte is close to Pontiak, the boisterous lead gearhead.
 - Marlotte thinks Maximon will try to eventually get rid of her – as a perceived threat to him.
 - Family beliefs are that there exist other Arks in our Zone, and the answers to the problems within Ark 99 lie out in the world, not cooped up in the Ark hoping for the best.
- The OUTSIDERS – Run by **Oskartian** (“Oskar”)
 - This group is also called the *Sentinels of the Apocalypse*.
 - About 15 followers, balancing roles but leaning toward Stalkers and Handlers.
 - Oskar believes that current state of the world is God’s punishment against humanity.
 - Outsider beliefs are that attempts to explore and rebuild are sinful and should be halted. All answers the People need lie within the Ark itself, including Vault 99.
 - They are by and large viewed as ‘nutjobs’ – and their views are tolerated but not widely respected or believed by most of the People.
 - They live in an old but large lifeboat floating alongside the Ark.
- The CHRONICLERS – Run by **Astrina** (“The Librarian”)
 - About 12 Chroniclers – including Three. Don’t really have “followers” so much as supporters for their unyielding attitude of putting the People first.
 - Closest group to The Elder out of all the gangs and all the People.
 - Task is to document what goes on, keep the maps, and safeguard the Dawn Vault.
 - The Enforcers and the Fixers make sure all maps get to the Chroniclers.
 - They work closely with ALL the various groups and roles to ensure knowledge is not lost.
 - Convinced that the people have a very important role to play in developing a new society.

Minor Characters of Importance:

- **Mubba** – toughest enforcer in the Ark. Has 4 arms. Ruthless and brutal. Violent. Works only for Maximon (Captain). **Four** thinks that Mubba has a very strong moral compass and would turn on the Captain if he went astray and it was the right thing to do.
 - She absolutely despises Sixter – considers him a threat to the People and tries to convince Maximon of this - but he does not believe her.
 - *Seven needs to figure out how he and Mubba get along.*
- **Sixter** – Fixer, right hand of Captain. Very charismatic. **Four** sees him as pompous and thinks Sixter truly believes he alone knows what is best for the People. **Four** thinks that if Maximon was no longer the strongest boss, Sixter would likely try and take over, which could lead to a possible civil war. All that being said, Sixter is extremely connected within the Ark, and is the defacto master of ensuring resources are distributed to the People.
 - *Four needs to figure out how he and Sixter get along.*
- **Pontiak** – unnamed but assumed lead gearhead – his skill is only matched by his big mouth. Very able to annoy everyone he meets due to his “I am superior to you” attitude and ability to fix things that are broken. More mechanic than true inventor, he is nonetheless vital to the Ark and its continued technological advancement, if you can call it that. Connected and most loyal to Marlotte but will work for anyone if the pay is right. Very intelligent, but more from a practical sense than any systemized book-learning.
 - *Five needs to figure out how he and Pontiak get along.*
- **Yassan** – see notes under Eight's entry below.
 - *Eight needs to figure out how he and Yassan get along. (mostly completed)*
- **Silas** – Loyal to Astrina. Very much her right-hand man and second in command of the Chroniclers. He has a lot of the same qualities of a typical fixer, and even acts and conducts himself like a fixer, but is a Chronicler through and through. His focus is much more geared toward the healing and medical side of the Chronicler role rather than the book stuff. In many ways, this makes him the perfect yang to Astrina's yin.
 - Probably the most trusted individual in the Ark other than The Elder.
 - Does not seem to aspire to gain power or in any way have selfish motivations.
 - Cares about the people to a degree that rivals if not surpasses Astrina, which is not an easy thing to do!
 - *Three needs to figure out how she and Silas get along.*

The four Bosses and the five of us will eventually make up the Council. *(will be discovered in game later)*

GM NOTE: All players need to pick one of the four Bosses they feel they relate to most. This in no way rivals the loyalty or bond your characters have to each other – but is important from an overall motivation and world outlook perspective. (Be prepared to discuss this next session)

There is a main Quartermaster in town responsible for all goods and fair distribution. Call it a “town store” for lack of a better term. Fixers are responsible for ensuring the quartermaster is working fairly. All the Bosses back them up. At this point in time, corruption and backstabbing between the Bosses and their gangs is low. There are much bigger concerns at the moment – like keeping the People alive.

Eight

Looks to hang out with the other Handlers and Stalkers to find out who has been out to the wastelands and borderlands in the past 2 years and what they have found.

Eight expresses how he wants to get back out finding stuff and wants to know about current state of the world outside of Ark 99.

Finds out that there are a lot of animals in the Ark, most of which by a large margin are dogs. The Rot – a debilitating condition that is left over from the senseless Plague Wars, seems to affect the dogs much less than it affects people. Dogs can survive on rot-laden food and contaminated water with much less in the way of harmful effects than a mutant human can.

Dogs, if not cared for, can get unruly and go rabid. The animals need special care and that is what the Handlers do. It is actually a vital job, as the animals are helpful to the Ark in countless ways including keeping spirits up, to serving as guardians, to being trained for scouting and patrolling. Without electronic surveillance, animals are by and large the “alarm systems” of the world today.

Dogs mostly travel freely during the day but are kenneled at night unless on guard duty.

Animals that can be domesticated (dogs, felines, etc.) are not utilized as a food source. (*at least not yet*) Handlers would be against this, strongly if ever voted on.

Eight expressed spending a lot of time investigating the role and current status of the invaluable and almost myth-like people called ‘Stalkers’. There are not very many left, but the one he talked with most is a fellow named **Yassan**.

Yassan has a mutation that gives him feminine-like qualities, which makes him more of an outcast than Stalkers already are. They have a thankless job. They put their lives in danger every time they travel outside the safety of their own Sector to help the Chroniclers find out what is outside in the wastelands. Their information is considered invaluable to some, and a complete waste of time to others. They are almost summarily shunned by many of the People because of the time they spend outside the Ark in the weirdness that is the Zone. And yet, Stalkers continue to sacrifice themselves to see what is out there. Most of the time, it is misery, death, and repeated signs of the utter stupidity of the world that was.

That being said, “weird” does not bother **Eight** in the slightest. Before going under, **Eight** remembers a time when Handlers and Stalkers worked hand-in-hand to lead scouting duties. Things have changed.

Eight and Yassan – their relationship so far: Yassan looks at **Eight** as a Stalker wanna-be. **Eight** is seen as a bit of a pain in the ass, always asking questions and bugging Yassan about what is going on. But, at the same time, Yassan is kind of flattered by the fact that he gets positive attention from **Eight**. Yassan acts somewhat condescending toward Eight, but does like him even if he doesn’t want to show it.

Yassan is a legendary Stalker in the Ark at age 21. The first person recorded who left the Ark and ventured into the Zone alone. Started this at age 14 and has set a standard that is now followed by more Stalkers. He has rot damage and speaks with a hiss to his voice most of the time. Wears a custom mask that helps protect him from the Rot. He is loyal to Marlotte, but for reasons not entirely known by anyone; even Sixter. He spends an incredible amount of time out in the Zone, and is actually there more than not.

Five

A majority of Five's week-long investigation was centered around exploration of the Ark and assessing the current conditions and needs, especially as it related to a contraption/technology point of view. A summary of this was already prepared and can be found on the playing board in the Player's Section called '**Ark 99**'. *(For sake of time, it will not be repeated in the notes)*

Gearheads – have no leader. Five is the best of the bunch *(according to himself of course)*

General state of the Ark and what is needed systemically can again be found in the Player's Section, and will be a focus of the third and final "Background Episode" which will be Episode 03. *Index cards indicating the current state of the Ark and the Projects both completed and currently being worked on are also in this section of the game board.*

Seven

Checks in with other Enforcers and checking state of barracks, forces and defense.

- The Barracks no longer exists. The area just outside the Ark proper that Seven remembers as sort of a 'training ground' has been completely converted to function as a future workshop. It is still located outside of the ship's hull itself, on the grounds near the water. That being said, it is not uncommon for the Enforcers to occasionally meet in this location to discuss things or to do light training together. With the advent of The Circle, and so many of the Ark's enforcer's moving over to that group, these gatherings seem to occur less and less though.
- This plot of land also will serve as the Driftwalker's home base. *(More on this next episode)*

Seven discovers that the Enforcers have taken a keen interest in the way mutations work. Although this may seem the purview of "scientists", many of the Enforcers of Ark 99 are much more than mere "meat bags of muscle". Quite a number of Enforcers have the role they have not because of any great physical or athletic gift, but because of the mutation gene that manifested in their body, which in many cases is one that can be used in a physically offensive or defensive manner that lends itself greatly to the role of protector or guardian. It is therefore in their best interest to at least somewhat understand mutations.

In short, there are 4 different tiers of mutants or manifestations of mutation – called different things. The tier itself does not necessarily equate to "strength" – but more to versatility and access to mutant powers.

- Tier 1 – **beta** mutants
- Tier 2 – **gamma** mutants
- Tier 3 – **alpha** mutants
- Tier 4 – **omega** mutants

Higher the tier, the more adaptable the mutant, more or less.

Beta mutants occur naturally. Nearly everyone in the Ark is a beta mutant. Defined by a single mutation gene that is naturally unlocked, granting a single power within the gene power pool.

Gamma mutants – naturally occurring and defined by a single mutation gene; but with the ability to eventually access all of the gene powers within the gene power pool. Gamma mutants are more of a "potential threat" to the Ark because they have multiple powers that can be utilized.

Alpha mutants – not natural but created – have more than 1 mutant gene – up to a maximum of three. Because they can potentially access multiple powers per mutant gene, they are significantly more versatile than a beta or even gamma mutant. Alpha mutants do not generally announce they are such, for fear of the repercussions. The only *known* alpha mutants in Ark 99 are Mubba and Astrina. The Enforcers are not naïve enough to believe the two of them are necessarily alone in this classification though. There could be others – although it is very doubtful.

Omega mutants – not natural but created. Have all the characteristics of the Alpha mutants with the added mutation of being able to metamorphose into a were-creature. The only people known to undergo the process to become Omega mutants are the five people that survived the experiment in Vault 99. They are collectively known as ‘The Driftwalkers’ – for it is assumed that they will be able to survive in the drifts of the wasteland longer than any normal mutant. As none of their mutations, even the single beta mutation that the five went into the chamber with, have yet manifested, it is completely unknown if this experiment worked. *(at least as of yet...)*

It is an assumed fact (according to The Elder and Astrina) that there are no other Omega mutants in Ark 99, or in the entire world for that matter.

There is almost no contact with other people outside of the Ark. Little to no influx of people. We do not know why because we do not venture out other than to send Stalkers to investigate potential sites of interest and possible sources of goods.

Chroniclers and Enforcers may traverse different areas of the sector from time to time, but they do not typically *leave* the sector for any reason. They are both considered too valuable for their ability to unlock knowledge and protect the people, respectively.

Enforcers never ever venture out en-masse. It is strictly forbidden by The Elder, Maximon, Oskar, and Astrina.

Seven feels that in a general sense, the Enforcers are good people wanting to protect the Ark. Are there bad apples? Certainly. But isn't that the case in every facet of a society, no matter how large or small? They serve as both internal and external security – not an easy (or even fun) job most of the time.

The Enforcers have created/converted ship cabins to Holding Cells for those who break the rules.

Does the Ark have “laws”?

Yes, there are laws, but very akin to type of laws from the 1930s mafia – self police, do not cross each other, and determined by the gangs and the bosses. There are no written rules or bylaws. No one in charge feels that with less than 220 people in total, that these are priorities.

There are some rivalry's going on in the Ark. Eight and Four will be very aware of this and will undoubtedly use their natural abilities to keep an eye and ear on this. Nothing too extensive to disrupt things a great deal yet, but one can never be too careful.

Justin given one extra task – He must create and name an NPC Enforcer who he considers a trusted friend. They need to belong to one of the four gangs and what his/her general capabilities are. He is unique in that he not a mutant.

[end]