
Victoria Kaina

You never meant for this to happen. You were panicked. You weren't thinking. If only you had known the consequences, you would have thought twice. Still, you fear you would have thought twice and done it anyway.

You're the younger child of the town's elder, gifted with a spiritual power greater than that of anyone in your living family. You could hear the voices of the earth since before you could walk. Your father always loved you for your gifts, but you find it difficult to reciprocate that love, for your father is little more than a trickster despite his claims of being a healer. His powers come from an enslaved spirit of the earth whose agony you feel every time you see his oaken staff. He explained that he had no choice and that the alternative was human sacrifice. You wanted to believe him, but the last bit of your faith shattered when you found him charging his own people for his services. Desperate folks without the penny relied on cheap, fake medicine produced who knows where, yet your father turned a blind eye to their pain.

Your brother/sister, Vera, had left town shortly before your discovery. You assumed that he/she too had been disillusioned by your father's greed, but he/she returned two years later and remained just as loyal to your father as he/she ever was. In fact, he/she seems to have become more hostile to you than before. You'd think Vera would have opened his/her mind a little after seeing the world outside town.

All this is perhaps why you were so taken by the town's newest visitor, Dr. Fyodor Filin. Sure, he/she is stubborn, tactless and constantly criticizing magic that you know to be real. But he/she is also brave, determined and passionate. He/She is the first person you've seen in this wretched town who cares for something other than their greed and endless power struggles. You could listen to him/her talk about his/her science for hours. As you listened, you realized that you didn't have to remain in town and continue the legacy of slavery and deceit. Modern science interests you as much as traditional medicine. You hoped that you could study it more formally one day.

All those hopes were dashed when you found Dr. Filin dead in his/her room a week ago. You had feared this would happen. Dr. Filin was far too interested in your family secrets. You tried not to reveal too much—as much as you dislike your family, you don't want them torn by an angry mob or put in jail—but Vera chastised you daily for your "indiscretions" anyway. At one point, he/she even threatened to have Dr. Filin killed. The night when you found Dr. Filin's body, you had a splitting headache the likes of which you had never experienced before. It could have simply been a migraine, but coupled with recent events, you took it for a premonition. And there you were, holding Dr. Filin's broken body in your arms.

You might have gone a little insane that moment. Why him/her? Of all people, why Dr. Filin, the only person who wanted to do good in this town? Just for your family's blood-soaked secrets as well. You might have hated your family a little bit. You definitely stopped thinking about them. Either way, you wrapped Dr. Filin's body in a blanket and marched home with the blood still splattered all over your shirt. You stole your father's staff, returned to Dr. Filin and put your massive powers to a good use.

You truly were as powerful as they said you were. Blood oozed anew from dried wound before the flesh sewed shut. The body took a shuddering breath. All seemed fine for a moment. Unfortunately, as powerful as you were, you were untrained. You had never wielded so much power in your life. In your rush and carelessness, you broke through the restraints that bound the earth spirit to your father's staff. The spirit broke free. The plague started the morning after.

You haven't talked much to anyone since then. It's all your fault, says a voice in your head, perhaps your own, perhaps that of ghosts. The voice grows louder as the death toll climbs. For the first time, you're glad that Dr. Filin is a bit emotionally dense. He/She has recovered fast and is already attempting to find a cure to the plague. You wouldn't have expected anything else from him/her. He/She trusts you unconditionally with his/her research and believes that you simply nursed him/her to health. You hope he/she keeps thinking that way. Dr. Filin cares for others. He/She would never accept you if he/she found out what you did. Neither will your family.

Despite your guilt, Dr. Filin's energy is infectious and you have just enough will to forge ahead and make amends for your mistakes. Perhaps you will help find the cure that Dr. Filin is so desperately seeking for. Or perhaps there will be an opportunity to pay back in full the damage you've wrought on the earth. The earth requires equivalent exchange. Blood for blood. Life for life. Perhaps your life will pay for the one you refused to give to the earth.

Goals

- Find a way to stop the plague. If it involves your death, so be it
- Protect Dr. Filin from all harm. You don't have a future with him/her, but you will not let your unwitting sacrifice be in vain
- Protect your family secrets from Dr. Filin. You've already hurt your family enough
- Keep Dr. Filin's resurrection a secret from everyone
- Convince Vera to make peace with Dr. Filin, or at least stop trying to kill people

Notes

- Dr. Filin has a belief score which goes up every time he/she witnesses a supernatural event. Higher this score is, more likely he/she is to gain insight to your family secrets. You can prevent him/her from gaining this score by providing non-supernatural explanations to supernatural phenomena he/she sees.

Contacts

- Dr. Fyodor Filin: - You're a little in love with him/her
- Grigoriy Kain: - Your father. Loves you dearly, but is far too morally compromised for your comfort
- Vera Kaina: - Your brother/sister. You love him/her well enough, yet you fear he/she was responsible for Dr. Filin's murder

Memory/Event Packets

- Open when you see the Apprentice

Bluesheets

- Shabnak-Adyr, or the Spirit of the Earth
- The Town, the Elders and Their Duty

Greensheets

- Disease Mechanics
- Refining Your Powers (in-game notebook)
- Townsfolk

Abilities

- Knock Out
- Restrain
- Wound
- True Sight
- Assist
- Prestidigitation
- Killing Blow
- Blood Sorcery

Items

- Blood (8703)(×3)
- Coins (8703)(×3)

Stats

- Combat Rating: 2
- γ: 2