
Vera Kaina

You were a disappointment the moment you were born. An elder traditionally bore one child to pass on their powers to and focused the rest of their attention on their duty. Unfortunately, despite your powerful parents, you barely had enough spiritual power to be distinguishable from a patch of cow hide. Your father could not pass on his powers to you, and consequently, Victoria had to come into existence.

You liked Victoria when he/she was a child. He/She looked up to you and listened to you, and you humored him/her by playing his/her odd games or helping with his/her schoolwork. You miss those simpler times sometimes. All is past, however. Victoria is now an annoying little brat who constantly talks about how morally superior he/she is to everyone in town. No wonder he/she gets along so well with the big-headed new city doctor. You wouldn't have minded the relationship too much if Victoria acted his/her age and knew his/her duties. Instead, he/she spends day and night with the outsider doctor, blissfully unaware that the doctor is using him/her to pry at your family's secrets. That was the entire reason the doctor came to your town. He/She had been asking around town about your father and your family's magic from the beginning. Did Victoria not notice that? Was he/she so besotted that he/she couldn't see past such simple, obvious manipulation?

You worry about Victoria too much nowadays. You've tried talking to him/her, and when reason failed, you threatened to kill that manipulative little doctor in frustration. Victoria never quite forgave you for that. He/She is still cold towards you, even when faced with more pressing issues than his/her ill-advised romance.

Ah, yes, the pressing issues. The plague. You're not sure where it came from. It's unlike anything you've ever studied in the two years you've been away from town. You suspect it is a hemorrhagic fever caused by an errant earth spirit. Father has always been reluctant to offer sacrifices to the earth, and you admire him for that. You've heard that he eradicated an age-old barbaric tradition of human sacrifice by binding the earth's energy somehow. Victoria thinks it's slavery, but that just makes you roll your eyes. What's the comfort of some vague earth creature next to human lives? You've never heard those spirits they talk so often about anyways. As far as you're concerned, they're units of energy, like heat. You don't worry about the plight of your radiator.

Of course, the metaphorical radiator is malfunctioning now, and you'll have to fix it. Father seems to have lost control of the earth somehow and is either unwilling or unable to regain it. You're not the one to take any joy in the deaths of thousands, but you have to admit it presents an opportunity to prove yourself. You're still somewhat bitter that Father refuses to trust you with his secrets, preferring to spout off some excuse about sacrifices and burden. You never understood what that was about. You don't want to marry—you never loved anyone with the kind of raging passion that Victoria is capable of—and Father already has a way of making miracles without appeasing the hungry earth. So what was the problem? You could only conclude that Father is embarrassed of you. You were born unworthy and you are still unworthy in your father's eyes.

It matters little now. You will find a way to recapture the earth and contain the plague. You will replicate your father's research and show him that birthright and gifts are nothing next to hard work and intellect. Your father never taught you much himself, but you've travelled the world on your own, studying mysticism, medicine and even a little synthetic chemistry. The ability to create cures greater than nature's own excited you, and unlike the spirit world, synthetic chemistry returned your love in ample amounts. But alas, you have a legacy to bear and you just can't leave it at the hands of your irresponsible brother/sister.

Goals

- Stop the plague
- Recapture the escaped earth spirit before your father does
- Find out how the earth spirit broke free in the first place
- Protect Victoria, especially from that manipulative, snake-eyed doctor. Idiot or not, Victoria is still family.
- Keep your family's magical secrets from being revealed to the outside world
- Be named as your father's successor

Notes

- You have very low tolerance for alcohol. Drinking booze will cause you to lose 1 CR for half an hour. The effect is stackable.

Contacts

- Grigoriy Kain: Your father. A tough man to please.
- Victoria Kaina: Your feckless brother/sister. You do love him/her, though he/she makes it very difficult at times
- Dr. Fyodor Filin: The snake who has your brother/sister wrapped around his/her little finger
- Nadya Saburova: A childhood friend of yours. You're glad to see him/her alive, but you wonder what has become of him/her since you left

Memory/Event Packets

- Open if you see item (0012)
- Open if you see item (0013), (0014) or (0015)

Bluesheets

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

Greensheets

- Disease Mechanics
- Studying the Spirits (in-game notebook)
- Townsfolk

Abilities

- Knock Out
- Restrain
- Wound
- First Aid
- Assist
- Draw Blood
- Killing Blow

Items

- Blood (8703)(×3)
- Coins (8703)(×3)

Stats

- Combat Rating: 2
- γ: 1