

# Abusus Non Tollit Usum

Place	Grail
Date	5018
Challenge	25

## Dramatis Personae

Alia Croft, Alphonse Lanselme, Andrea Masseri, Annabella Masseri, Arno Sforza, Ashoka Sensuki, Avrel Solustan, Calistre d'Igneden, Clara Masseri, Donistar Lugh, Enzo Contura, Fenton Hardin, Fiona D'Enguerrand, Floyd Carnau, Francesco Masseri, Gail Hardin, Hans Zdravos, Imperial Troopers, Jacob Tramel, Kristof Ivanovicz, Leester Stenton, Leona Sterling Hawkwood, Marzis Dabrez, Nathanael Stern, Nicklas Lorrenz, Ravi Lobahura, Saskia Varnovicz

Azim The Blacksmith, Bjorn Rico, Egon Storken, Ezil Solomniac, Fabienne Dupré, Giacomo Kellerman, Haroun Keddah, Jasmina Keddah, Juliana Zino, Kiera Kursovna, Leira Von Dietrich, Lorenzo Carucci, Louis Gragnont, Lucia Masseri, Lucius Gazarel, Magnus Isaac, Manfred Douglas, Markam Vornicz, Mohammad Kuhnar, Moira McKean, Natasha Hardin, Nina Masseri, Rimpoche Keddah Soldiers, Romeric Juandaastas, Roscoe Klein, Sliver Krent, Songaer Akkarek, Stanis Weller, Syark Sir Sic, Taashik Al Kalibann, Timon Skaard, Tonino Vanini, Zarosinia Al Shazaar

"Abuse do not forbid usage."  
-- The Stellar Apocryphon, Book 59, folio 5 (proscribed by the Church)

## Imperial Crew

- Typhoon crew
- **Calistre d'Igneden** (captain) (imperial cohort)
  - **Floyd Carnau** (pilot)
  - **Hans Zdravos** (engineer)
  - **Nathanael Stern** (gunner)
  - **Marzis Dabrez** (gunner)
  - **Ashoka Sensuki** (gunner)
  - **Alia Croft**
  - **Fiona D'Enguerrand**

- Winterbreeze Escort crew
- **Andrea Masseri** (captain)
  - **Lucia Masseri\*** (pilot)
  - **Gail Hardin** (engineer)
  - **Fenton Hardin** (gunner)
  - **Annabella Masseri** (gunner)

- Frigate the Hurrinace crew
- **Syark Sir Sic\*** (Etyri pilot)
  - **Clara Masseri** (Imperial Questing Knight)
  - **Francesco Masseri** (Amalthean Missionary)
  - **Ravi Lobahura** (Eskatonic Deacon)
  - **Enzo Contura**
  - **Nina Masseri\***

## Spaceships

- Aeolus** [Imperial Fleet I 6]
- Typhoon** [Imperial Fleet I 4]
- Winterbreeze** [Imperial Fleet I 5]

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# Chapter I - Grail

**Place** Grail / Sangreal

**Challenge** 7

## Dramatis Personae

Alia Croft, Alphonse Lanselme, Andrea Masseri, Annabella Masseri, Arno Sforza, Ashoka Sensuki, Avrel Solustan, Calistre d'Igneden, Clara Masseri, Donistar Lugh, Enzo Contura, Fenton Hardin, Fiona D'Enguerrand, Floyd Carnau, Francesco Masseri, Gail Hardin, Hans Zdravos, Imperial Troopers, Jacob Tramel, Kristof Ivanovicz, Leester Stenton, Leona Sterling Hawkwood, Marzis Dabrez, Nathanael Stern, Nicklas Lorrenz, Ravi Lobahura, Saskia Varnovicz

Azim The Blacksmith, Bjorn Rico, Egon Storken, Ezil Solomniac, Fabienne Dupré, Giacomo Kellerman, Haroun Keddah, Jasmina Keddah, Juliana Zino, Kiera Kursovna, Leira Von Dietrich, Lorenzo Carucci, Louis Gagnont, Lucia Masseri, Lucius Gazarel, Magnus Isaac, Manfred Douglas, Markam Vornicz, Mohammad Kuhnar, Moira McKean, Natasha Hardin, Nina Masseri, Rimpoche Keddah Soldiers, Romeric Juandaastas, Roscoe Klein, Sliver Krent, Songaer Akkarek, Stanis Weller, Syark Sir Sic, Taashik Al Kalibann, Timon Skaard, Tonino Vanini, Zarosinia Al Shazaar

## Gathering of the Masseri

The first objective is to find **Arno Sforza**. **Nina Masseri\*** is actually on his tracks, but has difficulties approaching her wild parent.

## Pirate Activities

At the entrance of the system squat an imperial squadron lead by the **Vanguard [Imperial Fleet I 12] †** galliot. It guards the jumpgate of pirate incursions, going in and out, knowing that a few ships (2 li halan escorters and a hawkwood frigate have made it in a few days ago).

## Antagonists

- **Kristof Ivanovicz** the angry Decados
- **Kiera Kursovna\*** the passive/agressive lover
- **Markam Vornicz\*** the challenger

## The Imperial Forces at the gate

- **Vanguard [Imperial Fleet I 12] †**
- **Emerald [Imperial Fleet I 6] †**
- **Ruby [Imperial Fleet I 6] †**

And searching in the system:

- **[Mercy was not found]**

## 1.1 Uncharted

**Challenge** 3

### 1.1.1 Gathering of the Masseri

**Challenge** 1

## The Lost Masseri

Things were not simple for **Arno Sforza**. The man has been the private pilot for 12 years for an Hawkwood noble, before the assassination of that noble by the al-Malik on behalf of a court rival (hypothetically an Hawkwood cousin).

### 1.1.2 Mantis Pirates

**Challenge** 1

Escaping the Pandemonium System where they have ruled the system for years, this group of pirates tries to make a new home of the Grail System. At this time, the authority is not yet annoyed by the outlaws, and the hunt started by the Commander of the Mercy, **Sliver Krent\***, is actually the only threat to their set up.

### 1.1.3 Rule of Hospitality

**Challenge** 1

The Court

- **Haroun Keddah\***
- **Jacob Tramel**
- **Bjorn Rico\***
- **Songaer Akkarek\***

SD'Rouge-Glace MenS

- **Alphonse Lanselme**
- **Fabienne Dupré\***
- **Louis Gagnont\***

## 1.2 Imperial Mandat

**Challenge** 2

## Other Protagonists

- **Leona Sterling Hawkwood** (IQK)
- **Leester Stenton** (Imperial Cohort)
- **Gail Hardin** (Imperial Cohort)

- **Magnus Isaac\***

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### 1.2.1 Nina... again

Challenge 1

- Nina Masseri\*

### 1.2.2 Helping hands

Challenge 1

- Grail Contacts
- Boss **Roscoe Klein\***: Scraver contact
  - **Kiera Kursovna\***
  - **Leira Von Dietrich\***
  - Adept **Donistar Lugh**
  - **Alphonse Lanselme**
  - **Azim The Blacksmith\***
  - Crafter **Stanis Weller\***
  - **Nicklas Lorrenz**
  - **Manfred Douglas\***

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## 1.3 Lurk on Rimpoche

Challenge 2

- The Last Masseri
- **Arno Sforza**
  - **Kristof Ivanovicz**

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**Romeric Juandaastas\***

### 1.3.1 Wanted: Terraformers

Challenge 1

**Arno Sforza** has been busy the last weeks. He was contacted by **Natasha Hardin\***, **Fenton Hardin** presumed dead mother. They are actually on the tracks of **Jacob Tramel**, the last terraformer following the Sacred Geometry of Doramos.

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Once they find **Jacob Tramel**, the team of the Odysseus as to join back

**Verona**

, protected from the killroys in its course by the ships of **Kristof Ivanovicz**.

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### 1.3.2 Madman

Challenge 1

**Avrel Solustan** is an old ermit that left for the Backbone Desert 30 years ago. He is presumed dead by most people, and no one in Sunset, even among the church, would be able to establish the link between the Visionary Bishop and the old madman rumored to live in the depth of the desert.

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#### The Timegate

A wonderful marvel made by the Gatekeepers, a Timegate is an ancient artifact linked to a specific system.

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## 1.4 Night Road

**Place** Around Grail Jumpgate  
**Date** 5018-09-01  
**Challenge** 0

#### New horizons

Now it's time to test the jumpkey the players have acquired.

**Saskia Varnovicz**

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#### Alphonse Lanselme

A silent man  
Male Urthish Householder of House D'Rouge-Glace from Rampart Freefolk.  
Born in 4972 (45 years old) Height: 172cm / Weight: 70kg

STR:4 CON:4 BOD:3 MOV:4 INT:7 WIL:6 TEM:5 PRE:9 TEC:4 REF:5 AGI:4 AWA:6  
REC:8 STA:1 END:35 STU:7 RES:15 DMG:0 TOL:11 HUM:55 PAS:11 WYR:12 SPD:3 RUN:8

**Skills:** Academia[2], Arts[1], Athletics[3], Driving[1], Empathy[1], Etiquette[3], Fight[2], Focus[2], Gambling[1], Impress[2], Inquiry[1], Knavery[4], Leadership[3], Linguistics[2], Local Expert[1], Lore[3], Melee[1], Observe[3], Oratory[3], Persuasion[3], Politics[2], Remedy[1], Search[1], Security[1], Seduction[4], Shadowing[2], Shoot[1], Stealth[1], Streetwise[3], Teaching[2], Arts (Poetry)[1], Driving (Skycraft Piloting)[2], Linguistics (Franken)[2], Linguistics (Urthish)[2], Local Expert (Sangreal)[1], Lore (Grail)[1], Lore (House D'Rouge-Glace)[2], Lore (House Keddah)[1].

**Shortcuts:** Discern emotions: AWA + Empathy (6), Keep focused on a task: WIL + Focus (8), Give orders to subsidiaries: PRE + Leadership (12), Fencing: REF + Melee (6), Notice something: AWA + Observe (9), Convince someone with arguments: PRE + Persuasion (12), Stabilize wounds: INT + Remedy (8), Charm others: PRE + Seduction (13), Fire a ranged weapon: REF + Shoot (6)

[000328 / alphonse\_lanselme]

### Arno Sforza

A drunk knight sleeping on a bar  
Male Urthish of House Masseri from Severus Nobility.  
Born in 4966 (51 years old) Height: 171cm / Weight:63kg

STR:5 CON:4 BOD:5 MOV:4 INT:4 WIL:6 TEM:6 PRE:5 TEC:5 REF:7 AGI:4 AWA:6  
REC:9 STA:2 END:45 STU:9 RES:11 DMG:1 TOL:12 HUM:60 PAS:12 WYR:11 SPD:4 RUN:8

**Skills:** Academia[3], Acrobatics[2], Athletics[3], Disguise[1], Dodge[4], Dogma[1], Driving[2], Empathy[1], Etiquette[1], Fight[2], Focus[2], Gunnery[5], Impress[2], Knavery[3], Linguistics[1], Local Expert[3], Lore[1], Melee[2], Observe[2], Occult Arts[2], Persuasion[3], Redemption[1], Remedy[2], Security[1], Sensors[1], Shoot[4], Stoic Mind[5], Streetwise[2], Teaching[2], Think Machine[2], Trading[2], Dogma (Sathraism)[2], Driving (Celestial Sailing)[3], Driving (Landcraft)[1], Linguistics (Urthish)[2], Local Expert (Cupertino)[1], Local Expert (New Odessa)[2], Local Expert (Sangreal)[2], Lore (Jumpweb)[2], Redemption (Tinkering)[2].

**Shortcuts:**Avoid being hit:AGI + Dodge (8), Discern emotions:AWA + Empathy (7), Keep focused on a task:WIL + Focus (8), Fencing:REF + Melee (9), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (11), Iron will:WIL + Stoic Mind (11)

[000310 / arno\_sforza]

### Avrel Solustan

A old men  
Male Urthish of Hesychast Priest from Malignatus Freefolk.  
Born in 4903 (114 years old) Height: 168cm / Weight:62kg

STR:4 CON:4 BOD:4 MOV:4 INT:7 WIL:5 TEM:10 PRE:8 TEC:3 REF:3 AGI:3 AWA:5  
REC:8 STA:1 END:40 STU:8 RES:13 DMG:0 TOL:15 HUM:75 PAS:15 WYR:10 SPD:2 RUN:8

**Skills:** Academia[5], Alchemy[2], Athletics[3], Beastcraft[1], Dogma[3], Empathy[3], Etiquette[1], Fight[2], Focus[8], Inquiry[1], Linguistics[2], Lore[3], Observe[3], Occult Arts[1], Oratory[2], Persuasion[4], Politics[1], Remedy[1], Stoic Body[1], Stoic Mind[3], Surgery[1], Teaching[2], Dogma (Church of the Celestial Sun)[3], Dogma (Sathraism)[1], Dogma (Stellar Apocryphon)[1], Linguistics (Latin)[5], Linguistics (Urthish)[3], Lore (Antinomy)[1], Lore (Dervishes)[1], Lore (Eskatonic Worldshapers)[1].

**Shortcuts:**Discern emotions:AWA + Empathy (13), Keep focused on a task:WIL + Focus (13), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (12), Stabilize wounds:INT + Remedy (8), Iron will:WIL + Stoic Mind (8), Apply surgery on wounded:INT + Surgery (8)

[000319 / avrel\_solustan]

### Azim The Blacksmith (†)

### Bjorn Rico (†)

### Donistar Lugh

Commander of the Divine Weapon Outpost in Grail  
Male Urthish Master of Brother Battle from De Moley Freefolk.  
Born in 4950 (67 years old) Height: 150cm / Weight:50kg

STR:7 CON:5 BOD:6 MOV:4 INT:3 WIL:5 TEM:7 PRE:4 TEC:3 REF:5 AGI:6 AWA:4  
REC:12 STA:2 END:55 STU:11 RES:9 DMG:2 TOL:12 HUM:60 PAS:11 WYR:8 SPD:3 RUN:8

**Skills:** Academia[2], Athletics[3], Cybernetics[1], Dodge[2], Dogma[2], Fight[6], Focus[3], Heavy Weapons[1], Leadership[1], Linguistics[2], Local Expert[2], Lore[1], Melee[3], Observe[2], Persuasion[2], Remedy[3], Shoot[4], Stealth[1], Stoic Body[4], Stoic Mind[1], Surgery[1], Survival[3], Teaching[2], Warfare[2], Dogma (Church of the Celestial Sun)[2], Dogma (Symbiot Lifeweb)[1], Linguistics (Imperial Battle Slang)[3], Linguistics (Urthish)[1], Local Expert (Grail Pilgrims)[3], Local Expert (Stigmata)[2], Lore (Symbiots)[2].

**Shortcuts:**Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (5), Fencing:REF + Melee (8), Notice something:AWA + Observe (6), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (9), Iron will:WIL + Stoic Mind (6), Apply surgery on wounded:INT + Surgery (4)

[000327 / donistar\_lugh]

### Fabienne Dupré (†)

### Fenton Hardin

Friend of Sigmeon D'Rouge-Glace  
Male Urthish Teutonic Knight of House Masseri from Cadavus Nobility.  
Born in 4986 (31 years old) Height: 174cm / Weight:80kg

STR:5 CON:5 BOD:6 MOV:3 INT:4 WIL:6 TEM:4 PRE:3 TEC:6 REF:7 AGI:4 AWA:5  
REC:10 STA:2 END:55 STU:11 RES:9 DMG:1 TOL:10 HUM:50 PAS:9 WYR:11 SPD:4 RUN:6

**Skills:** Academia[2], Athletics[4], Disguise[1], Dodge[2], Dogma[1], Driving[2], Empathy[1], Etiquette[2], Fight[5], Focus[2], Impress[1], Knavery[1], Leadership[2], Linguistics[1], Local Expert[1], Melee[3], Observe[2], Persuasion[3], Redemption[1], Remedy[2], Shadowing[2], Shoot[5], Stoic Body[1], Stoic Mind[1], Survival[2], Teaching[2], Warfare[2], Dogma (Sathraism)[1], Driving (Celestial Sailing)[2], Driving (Landcraft)[1], Linguistics (Urthish)[2], Local Expert (Acadia Province)[1], Redemption (Mech)[1].

**Shortcuts:**Avoid being hit:AGI + Dodge (6), Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (5), Fencing:REF + Melee (10), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (12), Iron will:WIL + Stoic Mind (7)

[000068 / fenton\_hardin]

### Gail Hardin

A bad ass of a woman, showing more wisdom than her apparent age let know  
Female Urthish Crafter of Engineers from Daishan Freefolk.  
Born in 4972 (45 years old) Height: 167cm / Weight:58kg

STR:4 CON:4 BOD:5 MOV:4 INT:7 WIL:4 TEM:3 PRE:7 TEC:7 REF:6 AGI:4 AWA:5  
REC:8 STA:2 END:45 STU:9 RES:11 DMG:0 TOL:7 HUM:35 PAS:8 WYR:13 SPD:3 RUN:8

**Skills:** Academia[2], Athletics[3], Bureaucracy[2], Demolition[1], Driving[1], Fight[3], Focus[2], Heavy Weapons[1], Inquiry[2], Knavery[1], Leadership[1], Linguistics[2], Local Expert[2], Lore[1], Magna Carta[2], Observe[3], Persuasion[4], Politics[2], Redemption[3], Remedy[2], Science[3], Seduction[2], Shoot[3], Streetwise[1], Teaching[2], Think Machine[3], Trading[2], Driving (Landcraft)[2], Linguistics (Urthish)[2], Linguistics (Urthtech)[2], Local Expert (Cupertino)[2], Local Expert (New Odessa)[1], Lore (Grail)[2], Redemption (Forbidden Lore)[2], Redemption (Mech)[5], Redemption (Volt)[2], Science (Cybernetics)[2], Science (Engineering)[2], Science (Robotics)[2].

**Shortcuts:**Keep focused on a task:WIL + Focus (6), Give orders to subsidiaries:PRE + Leadership (8), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (11), Stabilize wounds:INT + Remedy (9), Charm others:PRE + Seduction (9), Fire a ranged weapon:REF + Shoot (9), Surgically implant cyber:TEC + Cybernetics (9)

[000313 / gail\_hardin]

### Haroun Keddah (†)

### Jacob Tramel

Terraformer  
Male Urthish of Engineers from Leagueheim Freefolk.  
Born in 4945 (72 years old) Height: 167cm / Weight:61kg

STR:4 CON:4 BOD:3 MOV:4 INT:7 WIL:5 TEM:5 PRE:6 TEC:8 REF:4 AGI:4 AWA:6  
REC:8 STA:1 END:35 STU:7 RES:11 DMG:0 TOL:10 HUM:50 PAS:11 WYR:11 SPD:2 RUN:8

**Skills:** Academia[5], Athletics[3], Beastcraft[1], Cybernetics[1], Demolition[1], Fight[2], Focus[3], Heavy Weapons[1], Inquiry[2], Leadership[1], Linguistics[3], Local Expert[1], Lore[5], Observe[3], Persuasion[2], Redemption[3], Remedy[1], Science[9], Seduction[1], Stealth[1], Stoic Mind[1], Teaching[3], Think Machine[4], Warfare[1], Linguistics (Imperial Battle Slang)[2], Linguistics (Urthish)[2], Linguistics (Urthtech)[3], Local Expert (Stigmata)[2], Lore (Gargoyles)[2], Lore (Sathraists)[1], Lore (Second Republic Tech)[3], Lore (Shards)[2], Lore (Symbiots)[1], Redemption (Forbidden Lore)[4], Redemption (Mech)[4], Redemption (Volt)[4], Science (Artificial Intelligence)[3], Science (Biology)[1], Science (Chemistry)[1], Science (Engineering)[3], Science (Geology)[3], Science (Oceanography)[2], Science (Physics)[3], Science (Quantum Physics)[2], Science (Terraforming)[5].

**Shortcuts:**Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (7), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (8), Charm others:PRE + Seduction (7), Iron will:WIL + Stoic Mind (6)

[000335 / jacob\_tamel]

**Kiera Kursova** (†)

**Kristof Ivanovicz**

Master of New Odessa

Male Urthish Baron of Royale House Decados from Cadavus Nobility.

Born in 4979 (38 years old) Height: 170cm / Weight:69kg

STR:6 CON:5 BOD:4 MOV:4 INT:6 WIL:7 TEM:3 PRE:6 TEC:3 REF:5 AGI:4 AWA:8  
REC:11 STA:1 END:45 STU:9 RES:13 DMG:1 TOL:10 HUM:50 PAS:11 WYR:11 SPD:3 RUN:8

**Skills:** Academia[2], Alchemy[5], Athletics[4], Disguise[2], Dodge[2], Empathy[2], Etiquette[5], Fight[2], Focus[3], Forgery[2], Gambling[3], Impress[2], Inquiry[1], Knavery[3], Leadership[3], Linguistics[1], Local Expert[1], Lore[3], Melee[5], Observe[4], Oratory[2], Persuasion[2], Redemption[1], Security[1], Seduction[3], Shoot[2], Sneak[1], Stealth[2], Streetwise[2], Teaching[2], Linguistics (Urthish)[2], Local Expert (New Odessa)[3], Lore (Grail)[1], Lore (Poisons & Drugs)[2], Lore (Underworld)[3], Redemption (Mech)[1].

**Shortcuts:**Avoid being hit:AGI + Dodge (6), Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (10), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (10), Notice something:AWA + Observe (12), Convince someone with arguments:PRE + Persuasion (8), Charm others:PRE + Seduction (9), Fire a ranged weapon:REF + Shoot (7)

[000318 / kristof\_ivanovicz]

**Leester Stenton**

Imperial Cohort of Leona

Male Urthish of Charioteers from Lemminkainen Freefolk.

Born in 4984 (33 years old) Height: 168cm / Weight:62kg

STR:4 CON:5 BOD:4 MOV:4 INT:8 WIL:7 TEM:6 PRE:6 TEC:4 REF:7 AGI:3 AWA:6  
REC:9 STA:1 END:45 STU:9 RES:13 DMG:0 TOL:11 HUM:55 PAS:10 WYR:15 SPD:4 RUN:8

**Skills:** Academia[2], Athletics[3], Beastcraft[1], Bureaucracy[1], Cybernetics[1], Dogma[1], Driving[2], Fight[2], Focus[3], Gunnery[3], Impress[1], Leadership[3], Linguistics[2], Local Expert[1], Lore[1], Magna Carta[1], Melee[2], Navigation[2], Observe[4], Persuasion[2], Remedy[3], Seduction[1], Sensors[2], Shoot[3], Teaching[2], Think Machine[3], Dogma (Vuldrok Erdgheis)[1], Driving (Celestial Sailing)[4], Driving (Skycraft Piloting)[2], Linguistics (Urthish)[2], Linguistics (Vuldrok)[1], Local Expert (Hargard)[2], Lore (Jumpweb)[1].

**Shortcuts:**Keep focused on a task:WIL + Focus (10), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (9), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (11), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (10)

[000322 / leester\_stenton]

**Leira Von Dietrich** (†)

**Leona Sterling Hawkwood**

An impressive lady whose body as been torn by war

Female Urthish Teutonic Duchess of Emperor Alexius Primus from Lemminkainen Nobility.

Born in 4963 (54 years old) Height: 179cm / Weight:71kg

STR:8 CON:6 BOD:5 MOV:5 INT:5 WIL:6 TEM:5 PRE:6 TEC:4 REF:8 AGI:5 AWA:5  
REC:14 STA:2 END:55 STU:11 RES:12 DMG:2 TOL:11 HUM:55 PAS:10 WYR:13 SPD:4 RUN:10

**Skills:** Academia[2], Athletics[5], Dodge[2], Dogma[1], Etiquette[3], Fight[5], Focus[2], Impress[4], Inquiry[2], Leadership[4], Linguistics[1], Local Expert[1], Lore[1], Magna Carta[2], Melee[1], Observe[3], Persuasion[3], Remedy[2], Riding[1], Search[1], Seduction[2], Shoot[4], Stoic Body[2], Stoic Mind[1], Survival[2], Teaching[2], Warfare[4], Dogma (Church of the Celestial Sun)[2], Linguistics (Urthish)[2], Local Expert (Avaneir Underground)[1], Lore (Engineers)[2].

**Shortcuts:**Avoid being hit:AGI + Dodge (7), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (10), Fencing:REF + Melee (9), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (7), Charm others:PRE + Seduction (8), Fire a ranged weapon:REF + Shoot (12), Iron will:WIL + Stoic Mind (7)

[000140 / leona\_sterling\_hawkwood]

**Louis Gragnont** (†)

**Magnus Isaac** (†)

**Manfred Douglas** (†)

**Markam Vornicz** (†)

**Natasha Hardin** (†)

**Nicklas Lorrenz**

Male Urthish of Charioteers from Cadiz Freefolk.

Born in 4973 (44 years old) Height: 165cm / Weight:60kg

STR:4 CON:3 BOD:4 MOV:4 INT:8 WIL:5 TEM:3 PRE:7 TEC:5 REF:7 AGI:3 AWA:6  
REC:7 STA:1 END:35 STU:7 RES:12 DMG:0 TOL:8 HUM:40 PAS:9 WYR:15 SPD:4 RUN:8

**Skills:** Academia[3], Athletics[2], Driving[4], Empathy[1], Fight[2], Focus[3], Gunnery[1], Impress[1], Inquiry[1], Linguistics[2], Lore[1], Magna Carta[3], Melee[1], Navigation[3], Observe[4], Persuasion[2], Redemption[2], Remedy[2], Sensors[2], Shoot[1], Streetwise[1], Teaching[2], Think Machine[1], Driving (Celestial Sailing)[4], Driving (Heavy Transport Vehicle)[2], Driving (Railway)[1], Driving (Skycraft Piloting)[2], Linguistics (Latin)[1], Linguistics (Urthish)[2], Lore (Jumpweb)[2], Redemption (Tinkering)[3], Redemption (Vol)[3].

**Shortcuts:**Discern emotions:AWA + Empathy (4), Keep focused on a task:WIL + Focus (8), Fencing:REF + Melee (8), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (10), Fire a ranged weapon:REF + Shoot (8)

[000331 / nicklas\_lorrenz]

**Nina Masseri** (†)

**Romeric Juandaastas** (†)

**Roscoe Klein** (†)

**Saskia Varnovicz**

Stunning young woman with purple eyes and killing smile, archetype of the wolf in sheep's clothing

Female Urthish Teutonic Countess of Royale House Decados from Cadavus Nobility.

Born in 4973 (44 years old) Height: 168cm / Weight:59kg

STR:4 CON:4 BOD:4 MOV:4 INT:7 WIL:8 TEM:6 PRE:10 TEC:5 REF:5 AGI:4 AWA:8  
REC:8 STA:1 END:40 STU:8 RES:18 DMG:0 TOL:14 HUM:70 PAS:14 WYR:12 SPD:3 RUN:8

**Skills:** Academia[5], Acrobatics[3], Athletics[4], Disguise[1], Empathy[4], Etiquette[5], Fight[3], Focus[2], Impress[1], Inquiry[2], Interrogation[1], Knavery[4], Leadership[5], Linguistics[3], Local Expert[3], Melee[1], Observe[4], Oratory[4], Persuasion[3], Politics[5], Seduction[6], Shoot[1], Spycraft[1], Stealth[2], Teaching[2], Linguistics (Kurgan)[1], Linguistics (Ukari)[1], Linguistics (Urthish)[3], Local Expert (Mire)[1], Local Expert (Rampart Li Halan)[1], Local Expert (Rampart Underground)[1].

**Shortcuts:**Discern emotions:AWA + Empathy (10), Keep focused on a task:WIL + Focus (10), Give orders to subsidiaries:PRE + Leadership (15), Fencing:REF + Melee (6), Notice something:AWA + Observe (12), Convince someone with arguments:PRE + Persuasion (13), Charm others:PRE + Seduction (16), Fire a ranged weapon:REF + Shoot (6)

[000189 / saskia\_varnovicz]

**Sliver Krent** (†)

**Songaer Akkarek** (†)

**Stanis Weller** (†)

# Chapter II - Lost World: Rimpoche

**Place** Rimpoche System  
**Challenge** 6  
**Dramatis Personae**

Alia Croft, Alphonse Lanselme, Andrea Masseri, Annabella Masseri, Arno Sforza, Ashoka Sensuki, Avrel Solustan, Calistre d'Igneden, Clara Masseri, Donistar Lugh, Enzo Contura, Fenton Hardin, Fiona D'Enguerrand, Floyd Carnau, Francesco Masseri, Gail Hardin, Hans Zdravos, Imperial Troopers, Jacob Tramel, Kristof Ivanovicz, Leester Stenton, Leona Sterling Hawkwood, Marzis Dabrez, Nathanael Stern, Nicklas Lorrenz, Ravi Lobahura, Saskia Varnovicz

Azim The Blacksmith, Bjorn Rico, Egon Storken, Ezil Solomniac, Fabienne Dupré, Giacomo Kellerman, Haroun Keddah, Jasmina Keddah, Juliana Zino, Kiera Kursovna, Leira Von Dietrich, Lorenzo Carucci, Louis Gragnont, Lucia Masseri, Lucius Gazarel, Magnus Isaac, Manfred Douglas, Markam Vornicz, Mohammad Kuhnar, Moira McKean, Natasha Hardin, Nina Masseri, Rimpoche Keddah Soldiers, Romeric Juandaastas, Roscoe Klein, Sliver Krent, Songaer Akkarek, Stanis Weller, Syark Sir Sic, Taashik Al Kalibann, Timon Skaard, Tonino Vanini, Zarosinia Al Shazaar

The discovery of Rimpoche is something unsuspected as only six keys exist in the Empire (and beyond probably). Only a few people actually live on the system.

## 2.1 Another Keddah Fief

**Place** Rimpoche  
**Challenge** 3

Keddah Men

- **Jasmina Keddah\***: The sheik cousin is in charge for everything Rimpoche.
- **Ezil Solomniac\***: This eskatonic priest is responsible for the well being and behavior of the outpost.
- **Mohammad Kuhnar\***: This serf has made a mission to track all changes concerning the position of the Beast of Rimpoche.
- **Egon Storken\***: Captain of the Keddah troops, he has about 40 men under his command.
- **Rimpoche Keddah Soldiers\***: Those are better soldier than the ones found usually on Grail.

Imperial Forces

- **Timon Skaard\***: Lord-commander of the outpost
- **Lucius Gazarel\***: Representative of the Charioteers
- **Moira McKean\***: Assistant of lucius, she's an excellent pilot.
- **Imperial Troopers**: The standard forces for colonial settlements. About 30 soldiers control the imperial outpost.

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The trick here is to avoid getting to close to the charioteers, because of the key the players have. Gazarel is an intelligent and open-minded man most of the time.

But his second, the treacherous McKean will do everything in her power to satisfy the vengeful and power hungry Killroy leaders of Grail.

### 2.1.1 The hidden colony

**Challenge** 1

Only 5 jumpkeys can lead to this world. One for the Emperor, one for House Keddah and three for the Charioteers guild.

As the players will arrive on this world with another jumpkey, they will have to be quiet about where they've found it as the Charioteer, and the Killroys still have a few ears on this system.

### 2.1.2 The Rimpoche Dragon

**Challenge** 1

### 2.1.3 The ones in the Desert

**Challenge** 1

## 2.2 Expanding the Colony

**Challenge** 3

### 2.2.1 Forging Alliance

**Challenge** 1

### 2.2.2 Worst Evil

**Challenge** 1

### 2.2.3 Cursed for ever

**Challenge** 1

**Egon Storken** (†)

**Ezil Solomniac** (†)

#### Imperial Troopers

Typical Imperial Colonial Troopers  
Male Urthish Private of Imperial Forces from Byzantium Secundus Freefolk.  
Born in 4995 (22 years old) Height: 174cm / Weight: 72kg

PHY:6 MEN:4 COM:5  
REC:12 STA:2 END:55 STU:11 RES:9 DMG:1 TOL:9 HUM:45 PAS:8 WYR:9 SPD:3 RUN:10

**Skills:** Academia[2], Acrobatics[2], Athletics[4], Beastcraft[1], Bureaucracy[1], Dodge[3], Driving[2], Fight[5], Focus[2], Impress[2], Linguistics[1], Local Expert[2], Lore[2], Melee[3], Observe[2], Persuasion[2], Redemption[1], Remedy[2], Search[1], Seduction[1], Shadowing[1], Shoot[4], Streetwise[2], Survival[1], Teaching[2], Driving (Hovertank)[1], Driving (Landcraft)[1], Linguistics (Urthish)[2], Local Expert (Imperial Dominion)[1], Local Expert (New Odessa)[1], Lore (Byzantium Secundus)[1], Lore (House Keddah)[1], Redemption (Mech)[2].

**Shortcuts:**Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (7), Fencing:REF + Melee (9), Notice something:AWA + Observe (6), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (5), Charm others:PRE + Seduction (5), Fire a ranged weapon:REF + Shoot (10)

[000363 / imperial\_troopers]

**Jasmina Keddah** (†)

**Lucius Gazarel** (†)

**Mohammad Kuhnar** (†)

**Moira McKean** (†)

**Rimpoche Keddah Soldiers** (†)

**Timon Skaard** (†)

# Chapter III - Lost World: Verona

**Challenge** 12

## Dramatis Personae

Alia Croft, Alphonse Lanselme, Andrea Masseri, Annabella Masseri, Arno Sforza, Ashoka Sensuki, Avrel Solustan, Calistre d'Igneden, Clara Masseri, Donistar Lugh, Enzo Contura, Fenton Hardin, Fiona D'Enguerrand, Floyd Carnau, Francesco Masseri, Gail Hardin, Hans Zdravos, Imperial Troopers, Jacob Tramel, Kristof Ivanovicz, Leester Stenton, Leona Sterling Hawkwood, Marzis Dabrez, Nathanael Stern, Nicklas Lorrenz, Ravi Lobahura, Saskia Varnovicz

Azim The Blacksmith, Bjorn Rico, Egon Storcken, Ezil Solomniac, Fabienne Dupr , Giacomo Kellerman, Haroun Keddah, Jasmina Keddah, Juliana Zino, Kiera Kursovna, Leira Von Dietrich, Lorenzo Carucci, Louis Gagnont, Lucia Masseri, Lucius Gazarel, Magnus Isaac, Manfred Douglas, Markam Vornicz, Mohammad Kuhnar, Moira McKean, Natasha Hardin, Nina Masseri, Rimpoche Keddah Soldiers, Romeric Juandaastas, Roscoe Klein, Sliver Krent, Songaer Akkarek, Stanis Weller, Syark Sir Sic, Taashik Al Kalibann, Timon Skaard, Tonino Vanini, Zarosinia Al Shazaar

## In The Hands of House Masseri

The Masseri arrived on Verona from Grail in 2715 AD

## The Ukar Fraud (3305 AD)

## Clockwork: Third World (3834 AD)

## Shelter from the Storm (3917 AD)

## Perpetual Lock Down (4133 AD)

## Last fief of the House (4974 AD)

## Ennemy at the Gate (4998 AD)

## Assault (5000 AD)

Kurgans manage to go through the gate once more thanks to the treason of **Giacomo Kellerman\***.

## Breaking the cog (5004 AD)

In 5004 AD, an incident happened on Verona terraforming engine. The failure caused all water to be removed from the low atmosphere, creating in the same move the deep thick steam cloak that now surrounds Verona and make it look like a tiny gas giant from a distance.

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### 3.1 Verona Space

Challenge 3

#### 3.1.1 Calm before the Storm

Challenge 1

#### 3.1.2 Sacred Moon

Challenge 1

House Masseri holds Rotunda, the first moon of the fifth planet of the Verona System as an orbital base. It has been established centuries ago and is fully operational. It is here that all operation on the jumpgate are done, by a special mystical/religious order called the Navigators.

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#### 3.1.3 Gas Giant

Place Mudworld atmosphere

Challenge 1

From space, Verona appears as a gas giant.

#### Reaching the Ground

This operation is a really tough one, and will be done only by the best pilots.

- The Cloudstorm can disable all systems at any time if the ships goes through a node (electro magnetical node, source of terrible lightning bolts). A navigation check is needed every hour to avoid one.
- With winds reaching 500 km/h in the middle layer of the atmosphere (between 10% and 70% of the trip), manoeuvre checks are needed every 30 minutes to avoid drifting to a node.
- The upper layer (70% to 71%) is liquid water. If not handled correctly it can be a terrible impact at contact.
- The moons of verona are actually at the 30%, 45% and 69% of the atmosphere. They are obstacle that should be avoided and solid bodies that create gravity wells also.

The best way to reach the ground of Verona is by using an escape pod. House Masseri has a few that had been modified to handle the length of the trip.

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### 3.2 Crack Pilot

Challenge 3

#### 3.2.1 Hellcloud

Challenge 1

#### 3.2.2 Enemy presence

Challenge 1

#### 3.2.3 Crash landing

Challenge 1

### 3.3 Al raa'ad yiildiz

Challenge 3

#### Bad Guys

The Kurgan al raa'ad yiildiz are the elite troops based on Verona.

Commander **Taashik Al Kalibann\*** is an honorable officer. Highly respected by his men and ennemies alike.

Prophetess **Zarosinia Al Shazaar\***

#### Heroes from the Resistance

- Capitano **Lorenzo Carucci\***
- Capitano **Juliana Zino\***
- Capitano **Tonino Vanini\***

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#### 3.3.1 Open Battle

Challenge 1

#### 3.3.2 Tracked

Challenge 1

#### 3.3.3 Losing the pursuers

Challenge 1

### 3.4 Emptiness & Loneliness

Challenge 3

#### World without Water

This episode is the discovery of Verona in its current state, with the dysfunctional terraforming engine.

#### Join the Resistance

#### The Kurgan Army

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#### 3.4.1 Mudworld

Challenge 1



**Fixing the world**

This is something that can be held in a few day with the correct engine shard to fix the terraforming engine. However, the recovery for verona, and to have it back to its terraformed allure will take between one and twelve years.

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**3.4.2 The Resistance**

Challenge 1

**3.4.3 Freeing Verona**

Challenge 1

- Giacomo Kellerman (+)
- Juliana Zino (+)
- Lorenzo Carucci (+)
- Taashik Al Kalibann (+)
- Tonino Vanini (+)
- Zarosinia Al Shazaar (+)

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