

SHADOW HAMMER

London 1848



For over all there
hving a cloud of
fear

Why

A while ago, we were talking about how we should start a new campaign.

Jay propose Shadowrun, because playing a team of unlicensed spies running away for corporations is cool.

Warhammer was proposed, because it is an easy and silly fantastic game, with orc and Elves and whatever.

Someone said we should be playing both game merge together, called Shadow Hammer.

Then Frank said: "My character is going to be seven leprechauns!"

A role-playing game of underground spying, set in a pseudo-historical past, where a character is a bunch of leprechaun?

That's it, I'm doing this.

The game

London is a metropolis. Perhaps the first. Filled to the brim of very rich and very poor, of secret society and of criminal organisations. In the middle of all this, the characters, a group of freaks and misfits must do the Crown's dirty works.



Table of Contents

Why	1
The game.....	3
Table of content.. Error! Bookmark not defined.	
Rules.....	5
Character creation:	5
Perk	5
Disadvantage.....	5
Stat and skills	5
Static stat	5
Initiative	8
Social circle.....	8
Settings.....	9
Victorian era.... Error! Bookmark not defined.	
XIX century stories	9
London	9
City of London: The City within	10
The West	11
North	12
Dickens' London.....	13
East: rural London	14
London rural South shore	15
London posh south center	16
South East	17
Secrets & lies (Game master section)	19
Us and Them	19
Shadow Hammer.....	19
Secret society	19
NPCS:.....	20
Them	21
Telepathic control	21
O' Donald affair	22
Act one: investigation	23

Act two: The old Brewery	24
Act three: The boat	25
Aftermath.....	26

Rules

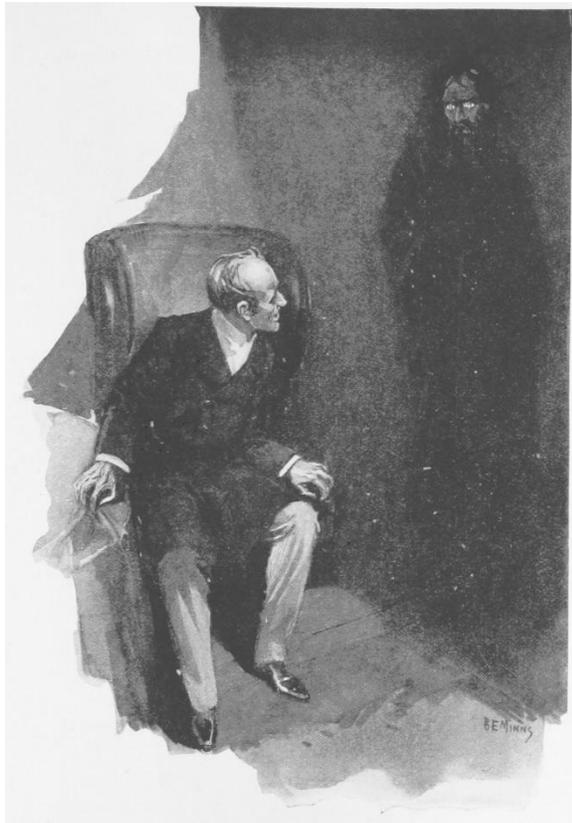
Character creation:

The Character split 14 points between the Stat.

The Character split 8 point between the Skills.

The character get 5 skill related Edges. (Contacts, locations, gear, manœuvres, spells)

A normal character would get 11 stat points, 5 skill points and an edge or two...



Perk

(3) Magic user. You can do Magic! You have access to the Magic skills and the spell edge. For spell list, see the Mini Six rulebook.

(1) Different: You are not human. Maybe you are an elf or an orc, an undead, or Djinn. One of your stat has a max of 5 and another of 3. You may choose to have the Weird disadvantage.

Disadvantage

Weird: You are a freak and people will react to your presence.

Stat and skills

Agility

Skills: Athletics, Dodge, Firearm, *Fencing*, Martial arts

Might

Skills: Brawling, *Boxing*, Melee, Stamina, Intimidate

Charm (*social circle*)

Skills: Gather knowledge, Charm, Command, Etiquette, Negotiate

Wit

Skills: Craft (*blacksmith, farming, wood working, music*), Medicine, Navigation, Drive, Ride, *Science, Magic*

Sense

Skills: Stealth, Searching, Perception, Tracking, Thieving, Lock picking

Static stat

Block is equal to either brawling*3, boxing *3 or martial art*3

Parry if equal to either melee*3 or fencing*3, depending what weapon is used.

Dodge & Soak are as described in the Mini Six rulebook.

Edge

Each character get several Edges. Edges are advantage that a character possess. They could be related to the skills the character knows or to his background. They could be a contact, a location, some unusual gear, an exceptional manoeuvre or a well mastered spell is the character is a magic user.

Character gets 5 edges.

A contact

The character knows this person and kept a good relation with him/her. This contact will help the character if it can, but will not put itself in danger for the character. (a policeman, a teacher, a store clerk) The contact comes from the same social circle.

A location

The character has access to a specific location that is usually unavailable to most person. The character is not the owner of that location, but he has access (a morgue, a thief hideout, a stable)

Unusual Gear

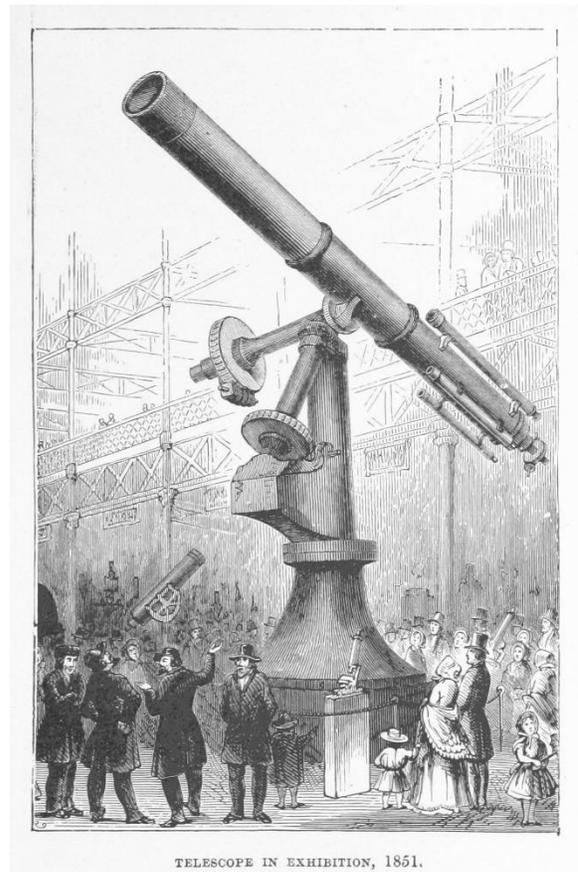
When practicing this skill, the character acquires some specific equipment. Rare weapons, scientific gear,

An exceptional manoeuvre

An exceptional manoeuvre is a manoeuvre (a fighting move) that is not accessible to all characters. A powerful uppercut, or a power bomb! (the Victorian nobility used to power bomb the commoner all the time.

Additional spell

A spell the character has mastered. The target number for this spell is 5 lower than the normal target number. Refer to the Mini Six rulebook for spells and target numbers.



Manoeuvre list

Manoeuvre	Skill	Damage	Defense	note
Attack	-	-	-	
Defense	No test	No dom.	Dodge +10	
Prepare/throw in the ropes	No test	No dom.	-	Next test: +1d to skill
2 Attacks	-1d	-	-	Roll two different attack, both with -1d to the skill check.
Turn the Tables	-1d	No		Gain upper hand or make opponent lose upper hand

Exceptional Manoeuvre	Skill	Dom	Defense	Note	Upper Hand
Vicious hit	-1d	+1d			
Defensive stance	-1d		+3		
Precise attack	+1d	-1d			
Defensive blow		-1d	+3		
Charging attack	+1d		-3		
All or nothing Hit		+1d	-3		
	Skill	Dom	Defense		
Charge		no	-3	Gain upper hand or make opponent lose upper hand	
KO attack	-1d	No		Roll damage VS soak+5 to KO	Need U H
Subdue		No			Need U H
	Skill	Dom	Defense		
Killing blow	-1d	+2d			Need U H
Waiting for opportunity	-1d		+6		Need U H
Lighting jab	+2d	-1d			Need U H
Defensive stance		-1d	+6		Need U H
Careless precise	+2d		-3		Need U H
All out attack		+2d	-3		Need U H

Manoeuvre

When fighting, a character can choose between the following manoeuvre

You cannot do two manoeuvre in a single round. (if you want to attack twice, you choose the two-attack manoeuvre, but you cannot do a normal attack and a defense)

Exceptional Manoeuvre

Exceptional manoeuvres, like manoeuvre, can be use in combat. During Character creation, a player can choose one or multiple exceptional manoeuvre that his character will know and that he will be able to use.

An exceptional manoeuvre is simply an attack with get modified by minus 1d and that get a bonus of 1d somewhere else. Example: An strong attack manoeuvre, where the attacker roll one less die when he attacks, but if he succeeds, he rolls one more dice of damage. If the manoeuvre alters the defense, it will affect them by +/- 3.

Finisher

Some manoeuvres are more powerful but required to have an advantage over your opponent. Those manoeuvre an extra +1d to the attack roll or the damage or a +3 bonus to the defense.

Upper hand

Sometimes during a fight, one group has an advantage over the other. They have the upper hand. When a group has the upper hand on their opponent they are allow to use certain exceptional manoeuvre called Finishers. Killing blows, precise attack, Tombstone pile drivers...

Initiative

Actions:

Player can do one or more action, as detailed in the basic rule book (doing 2 action remove dice from both rolls...)



Social circle

In most situation, a character is used to one social circle. The social circles are:

Aristocracy, Bourgeois, Commoner, Underworld

When a character is using a social skill to affect somebody from the same social circle, there is no modifier. If a character is trying to influence someone from a different social circle, the difficulty increase by at least 5. (easy become moderate, moderate become hard)

During character creation, the player decides the social circle from which the character is from.

Settings

1830, Victoria take the crown of England. Thus, start the Victorian era, which will persist until the end of the XIX century. It was a long period of peace, prosperity, "refined sensibilities" and national self-confidence in England. Steam train criss-cross the countryside. During that apparent opulent period, children are still employed in factories. The gap between rich and poor is vast.

London

During the 19th century, London was transformed into the world's largest city and capital of the British Empire. Its population expanded to 3 million. During this period, London became a global political, financial, and trading capital. While the city grew wealthy, with train network expanding, naval trade kept growing and the tube became a reality, 19th century London was also a city of poverty, where millions lived in overcrowded and unsanitary slums.

XIX century stories

Many stories take place in Victorian times. Such as *Oliver Twist*, *Sherlock Holmes*, *David Copperfield*, *Gangs of New York*, *Vidocq*, *20,000 leagues under the sea*, *Around the world in 80 days*, *Jack the Ripper*, *From Hell*, *Jonathan Strange and Mister Norell*, *Phantom of the Opera*, *Dracula*...

City of London: The City within

Social circle: All of them...



London

The city of London: The inner city. Dense, rich, old and secret. The aristocracy, the Golden dawn secret society, the Freemason. The City's population fell rapidly, as people moved outwards in all directions to London's vast suburbs, and many residential buildings were demolished to make way for office blocks.

NPCs

Scale: OD				
	Might	d	Wits	d
	Agility	d	Charm	d
			Sense	d
Skill				
Gear				
Static	Dodge:		Block	
	Parry		Soak	
Scale: OD				
	Might	d	Wits	d
	Agility	d	Charm	d
			Sense	d
Skill				
Gear				
Static	Dodge:		Block	
	Parry		Soak	

Locations:

Notes:



North

Social circle: Bourgeois



St-Pancreas

St-Pancreas: Famous for its cemeteries, this borough is turning into a suburban part of central London thanks to its train stations.



Finsbury

Finsbury: A rural with a large residential region at the center.

Islington: (close to Finsbury) A rich and commercial spot with a population of between 100 000 and 200 000 habitants with large green area for exposition. A lot of vegetable farming for the needs of central London. Famous for its parks, an archery club, a hot air balloon location, some theatre and the Islington Literary and Scientific Society.

NPCs

Scale: OD				
	Might	d	Wits	d
	Agility	d	Charm	d
			Sense	d
Skill				
Gear				
Static	Dodge:		Block	
	Parry		Soak	
Scale: OD				
	Might	d	Wits	d
	Agility	d	Charm	d
			Sense	d
Skill				
Gear				
Static	Dodge:		Block	
	Parry		Soak	

Locations:

Notes:

Dicken's London

Social circle: Underworld

Holborn, is the home of Dickens. It contains a lot of taverns, inns, music halls and shady bars.



Shoreditch

Shoreditch: A byword for crime, prostitution and poverty. It contains early theatre and houses of unlawful and disorderly resort, poor cottages, and habitations of beggars, inns, alehouses, taverns, dicing houses, bowling alleys, and brothel houses. Somehow, some furniture or textile industries struggling to survive.

Stepney: Industries, docks, railway, poor people and immigrant living in cheap housing. Close to the infamous "white chapel".

Due to cheap housing the East End of London and Stepney has been home to various immigrants who contributed to the culture and history of the area, such as the Huguenots in the 17th century, the Irish in the 18th century, Ashkenazi Jews fleeing pogroms in Eastern Europe towards the end of the 19th century

NPCs

Scale: OD				
	Might	d	Wits	d
	Agility	d	Charm	d
			Sense	d
Skill				
Gear				
Static	Dodge:		Block	
	Parry		Soak	
Scale: OD				
	Might	d	Wits	d
	Agility	d	Charm	d
			Sense	d
Skill				
Gear				
Static	Dodge:		Block	
	Parry		Soak	

Locations:

Notes:

East: rural London

Social circle: Commoner



Hackney

Hackney: Jewish community. Some nice and calm rural part, some clean small town.



Poplar

Poplar: The north of this borough is the typical British little town; Victorian terrace house, perfect lawn...

In the south, a large section of Poplar is dedicated to various docks and the business that needs to be close to them; shipping, smuggling, wood working...

Hampstead: The arrival of the steam train in 1860 will change this beautiful peaceful village into a luxurious borough. Still some fields remain, a nice pond and a famous spa.

Locations:

NPCs

Scale: OD				
	Might	d	Wits	d
	Agility	d	Charm	d
			Sense	d
Skill				
Gear				
Static	Dodge:		Block	
	Parry		Soak	
Scale: OD				
	Might	d	Wits	d
	Agility	d	Charm	d
			Sense	d
Skill				
Gear				
Static	Dodge:		Block	
	Parry		Soak	

Notes:

London rural South shore

Social circle: Commoner



Battersea

Battersea: A rural area, where villages and farms are separate by small woods. Very independent of the rest of London.



Southwark

Southwark: Nice looking district, not far from the city of London, but outside of London jurisdiction for so long, it became a hiding place for organize crime. It is the home of Marshalsea, a notorious prison.



KING'S COLLEGE BRIDGE.

NPCs

Scale: OD				
	Might	d	Wits	d
	Agility	d	Charm	d
			Sense	d
Skill				
Gear				
Static	Dodge:		Block	
	Parry		Soak	
Scale: OD				
	Might	d	Wits	d
	Agility	d	Charm	d
			Sense	d
Skill				
Gear				
Static	Dodge:		Block	
	Parry		Soak	

Notes:

Locations:

South East

Social circle: Underworld / commoner



Bermondsey

Bermondsey: a notorious slum. Industrial plants, docks, debtors prison and immigrant housing. The worst part was Jacob’s island to which Dickens provides a vivid description:

“...rooms so small, so filthy, so confined, that the air would seem to be too tainted even for the dirt and squalor which they shelter; wooden chambers thrusting themselves out above the mud and threatening to fall into it — as some have done; dirt-besmeared walls and decaying foundations, every repulsive lineament of poverty, every loathsome indication of filth, rot, and garbage: all these ornament the banks of Jacob's Island.”



Deptford

Deptford: Home of the royal navy dockyard, it is a fishing and boat building community that is slowly declining. The ship yards are less and less used and are moving to more recent location.

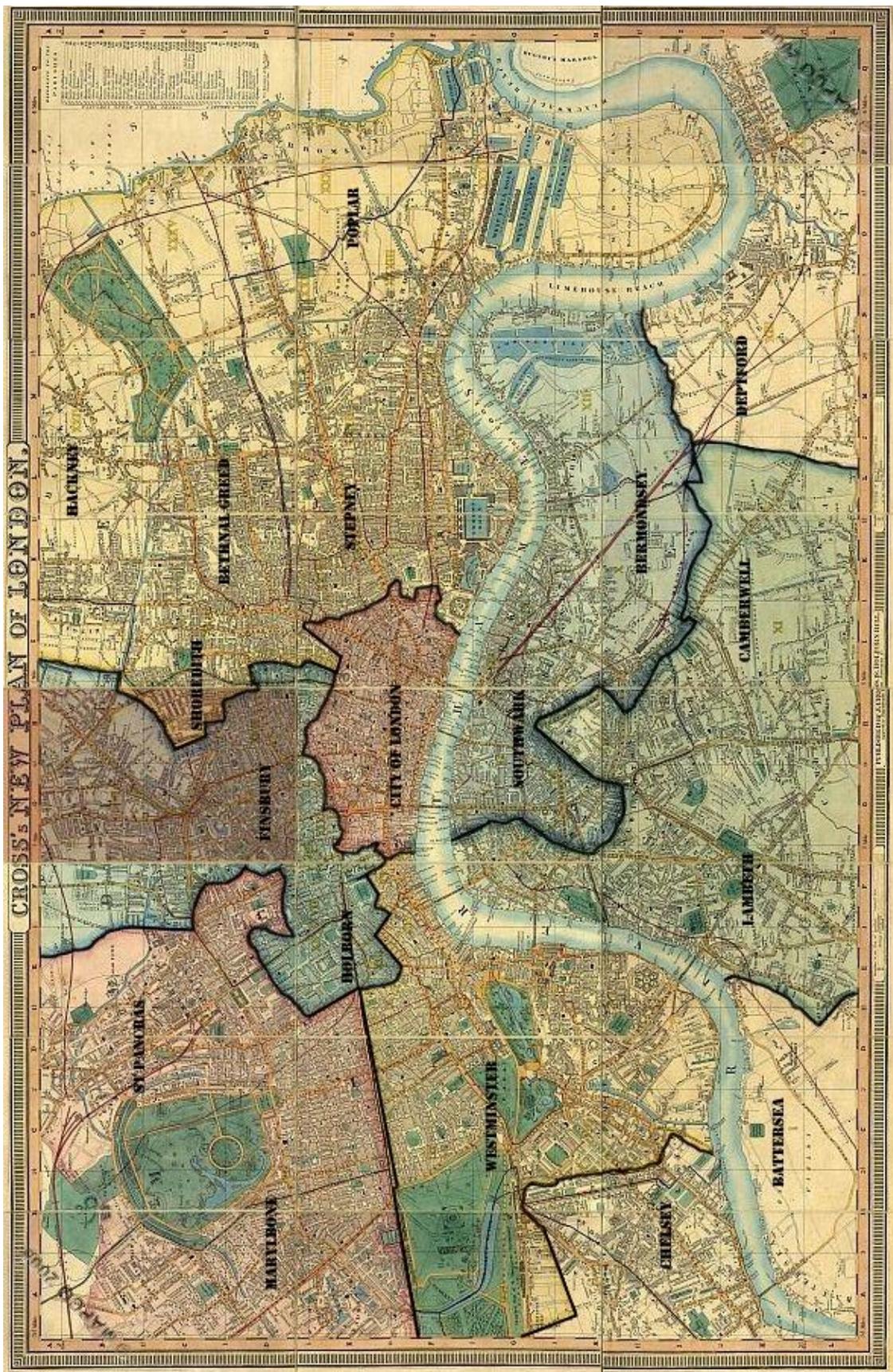
The Deptford rail station was one of the first in the world.

Locations:

NPCs

Scale: OD				
	Might	d	Wits	d
	Agility	d	Charm	d
			Sense	d
Skill				
Gear				
Static	Dodge:		Block	
	Parry		Soak	
Scale: OD				
	Might	d	Wits	d
	Agility	d	Charm	d
			Sense	d
Skill				
Gear				
Static	Dodge:		Block	
	Parry		Soak	

Notes:



Secrets & lies (Game master section)

Please do not read this section if you intend to be a player. This section contains information's that are for the game master.

Us and Them

London is a battlefield between Us, the Crown, the good people of the majesty and Them. But They do not fight like proper gentleman. They hide in the shadows. They corrupt. They are taking control of certain part of our city, our society, our government. We are being infiltrated right now. We need to regain control of our city. We need to identify them and we need to crush them.

And you are going to do this.

Shadow Hammer

Shadow Hammer is a secret bureau that is trying to understand and fight Them. It was created by Mister Charles Vincent. It is funded by a secret government account and officially it does not exist. Officially, only Scotland Yard managed police activities in London.

Historically, M. Vincent received information from a friend, the director of Scotland Yard's Special Branch, Frederick Adolphus Williamson. That information was about cases where official police had their hand tied. M. Vincent would act as a contractor and hire goons or soldier to handle the situation. That's how Shadow hammer was formed and how it became involved with Them.

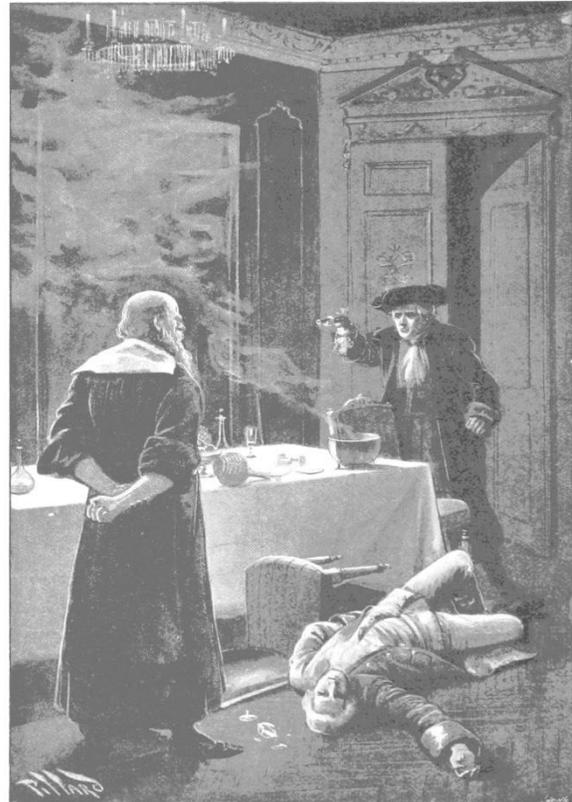
This month, Charles Vincent was murdered. The organisation still has access to funding so the officer can still pay the agents, but they no longer have a connection with Scotland Yard. They are now rogue.

All official connection between Shadow hammer and the crown died with Vincent.

Since the death of Charles Vincent, Scotland Yard have created a team to investigate on Them. This team knows nothing the Shadow hammer's presence.

Secret society

A lot of people in London are acting in the shadows, Freemasons, Golden Dawn, Opus Dei, Russian spies, British spies, other member of shadow hammer, members of Scotland yard. All those people could be against the characters. And across all this shit, the characters will still have to face Them.



NPCS:

Thief		Scale: 0D			
<i>What ever you say Boss...</i>					
	Might	2d	Wits	2d	
	Agility	2d	Charm	2d	
			Sense	3d	
Skill	Stealth 4d, Thief 4d, Athletics 3d, Firearm 3d, Street wise 3d				
Gear	Knife, lock picks, stolen goods				
Static	Dodge:	6	Block	6	
	Parry	6	Soak	6	

Thug		Scale: 0D			
<i>It's nothing personal.</i>					
	Might	3d	Wits	2d	
	Agility	2d	Charm	2d	
			Sense	3d	
Skill	Dodge 3d, Boxing 4d, Melee 4d, Stealth 3d				
Gear	Knife, Brass knuckle, pistol				
Static	Dodge:	9	Block	12	
	Parry	12	Soak	9	

Boss		Scale: 0D			
<i>I have an offer for you.</i>					
	Might	2d	Wits	3d	
	Agility	2d	Charm	3d	
			Sense	3d	
Skill	Thief 4d, Street wise 4d, intimidate 5d, Firearm 3d, Dodge 3d, Tactics 4d				
Gear	Pistol, Nice suit, Money				
Static	Dodge:	9	Block	6	
	Parry	6	Soak	6	

Worker		Scale: 0D			
<i>I was just passing by...</i>					
	Might	2d	Wits	2d	
	Agility	2d	Charm	2d	
			Sense	2d	
Skill	Craft 4d, Hobby 3d				
Gear	Tools,				
Static	Dodge:	6	Block	6	
	Parry	6	Soak	6	

Policeman		Scale: 0D			
<i>You there, stop.</i>					
	Might	2d	Wits	2d	
	Agility	2d	Charm	2d	
			Sense	3d	
Skill	Firearm 3d, Tracking 3d, Dodge 3d, Brawling 3d, Streetwise 3d				
Gear	Uniform				
Static	Dodge:	9	Block	9	
	Parry	6	Soak	6	

Ogre Doorman		Scale: 0D			
<i>Keep your hand off the waitresses.</i>					
	Might	4d	Wits	1d	
	Agility	2d	Charm	2d	
			Sense	2d	
Skill	Wrestle 5d, Intimidate 5d, Search 3d				
Gear	Suit				
Static	Dodge:	6	Block	15	
	Parry	6	Soak	12	

Street kid		Scale: 0D			
<i>Paper for a penny sir?</i>					
	Might	1d	Wits	1d	
	Agility	2d	Charm	2d	
			Sense	2d	
Skill	Dodge 2d+1, Stealth 3d, thief 3d, brawl 1d+2				
Gear					
Static	Dodge:	7	Block	5	
	Parry	3	Soak	3	

Aristocrat		Scale: 0D			
<i>See you at the club</i>					
	Might	2d	Wits	2d	
	Agility	2d	Charm	2d	
			Sense	3d	
Skill					
Gear					
Static	Dodge:	6	Block	6	
	Parry	6	Soak	6	

Them

The Lobsters. The soldier and worker bee.

Lobsters are parasites. They come from an egg. The egg is minuscule. A jelly that contain the egg is applied on the back of a human. They latch onto the back of humans. They grow inside a cavity in the back. The host become sick. Then their tendrils enter the spine and they take control of the host.

Lobster		Scale: 0D	
	<i>Small puppet master.</i>		
	Might	1d	Wits 2d
	Agility	1d	Charm 0d
			Sense 1d
Skill	Dodge	2d (can only dodge if removed from the host)	
Static	Dodge:	6	Block 3
	Parry	3	Soak 3

Host		Scale: 0D	
	<i>That man who keep staring at you.</i>		
	Might	2d	Wits 1d
	Agility	3d	Charm 2d
			Sense 3d
Skill	Stealth 4d, track 4d, Brawl 3d		
Gear	Tools, gray clothing		
Static	Dodge:	9	Block 9
	Parry	9	Soak 9
Note	A precise hit in the back will be against the Lobster.		

Changed host		Scale: 0D	
	<i>No longer a man.</i>		
	Might	3d	Wits 1d
	Agility	3d	Charm 1d
			Sense 3d
Skill	Melee 4d Dodge 4d Stealth 4d Track 4d Stamina 4d		
Gear	Claw (4d dom.)		
Static	Dodge:	12	Block 9
	Parry	12	Soak 12
Note:	A precise hit in the back will be against the Lobster.		

The poulpe is a leader that can mentally control

We don't know where they come from.

They look human from afar. But all their limbs are in fact tentacles.

Poulpe		Scale: 0D	
	Might	3d	Wits 3d
	Agility	3d	Charm 2d
			Sense 2d
Skill	Telepathic control 4d, Dodge 4d, Firearm 4d, Track 3d		
Gear	gray clothing		
Static	Dodge:	12	Block 9
	Parry	9	Soak 9
Note			

Poulpe Master		Scale: 0D	
	Might	3d	Wits 4d
	Agility	3d	Charm 3d
			Sense 4d
Skill	Telepathic control 6d, Dodge 5d, Stamina 4d, Brawl 4d Firearm 4d, Track 4d		
Gear	gray clothing		
Static	Dodge:	15	Block 12
	Parry	9	Soak 12
Note			

Telepathic control

A poulpe can control a lobster or it's host, a human or an animal. The test is affected by distance.

Target	Telepathic test difficulty
Lobster / host	Easy (6)
Human	Hard (16)
Animal	Very hard (21)

Target range	Telepathic test modifier
Close range (same room)	-
Medium (20M)	+5
Far (1 mile)	+10

The Poulpe

O' Donald affair

Location: Poplar

Players are hired to follow and understand what is happening to Officer O'Donnell, chief of the police in the borough of Poplar.

The Chief is now a host. He has been infected one year ago in the hospital. Currently a poulpe hideout hidden in a closed brewery has been partially destroyed by an terrain slide and the poulpe require all host to help move his gear into a new hide away. O'Donnell, officer of the police and powerful host, took charge of the brewery site, evacuating a family and forcing bums out the road and closing the bridge. He's managing the transport of the gear to the new location a boat we have bought with all the money he had. Sadly, part of that money, he owed to a group of criminals...

The quest could go as follow:

An investigation at the police station/ house point toward an old brewery.

At the brewery, odd people are carrying odd stuff, at night. They are bringing gear to an old boat.

The boat is the new hiding place for the poulpe. This is where the final showdown will take place.

Act one: investigation

Police station: They are low staffed, and stressed.

Easy to find facts: The chief is not here right now. Yes, he is working. Yes, you can make a rendezvous with him. The rendezvous would be in two week. If it is an urgent matter, you can talk to an inspector right now.

Moderate facts to find: finding an officer how saw him 3 days ago. Finding an officer that will tell you his address or some personal information. The chief is managing a situation somewhere in the north.

It is hard to find that two days ago he was on the Brewery site. He decided to overview that operation personally. He also emptied his bank account and all his life savings.

Chief O'Donnell 's house. The officer will come back to his house to gather stuff and rest a bit. Rarely. He live alone. Clean and well cared for. O'Donnell live alone. In the back yard, there is a rose garden (where the rose bushes have not been trimmed properly. If confronted, O'Donnell will deny everything, and get back to work. He can easily be followed back to the old Brewery

Word on the street:

Poor people places talks about the bums being relocated from the north bridge.

One family (the Teaworth) is angry at policemen. They were relocated from their house, but the father saw someone enter their house. He thinks we was robbed.

The chief has some problem with a group of criminal. Something money related. Asking about the chief in bars around the police station will trigged the battle. (below)

Battle:

While asking about the Chief, the heroes will be notice by Big and O'Reiley. Big and O'Reiley are friends of the Chief. They know the chief have some problems with a criminal organisation and they will mistake the heroes for thugs send to collect money. They are good guys and will not kill, but they want to isolate one or two heroes and beat them brutally. Big know that the Chief is working near the old Brewery

O'Reiley Scale: 0D

	Might	2d	Wits	2d
	Agility	3d	Charm	2d
			Sense	3d
Skill	Firearm	3d,	Brawling	3d,
	Tracking	3d,	Dodge	4d,
	Stealth	4d		
Gear	Leather Sap	(dom +1d),	dark	
		suit.		
Static	Dodge:	12	Block	9
	Parry	6	Soak	6

Big Scale: 0D

	Might	3d	Wits	2d
	Agility	2d	Charm	3d
			Sense	2d
Skill	Brawling	4d,	intimidate	4d,
	streetwise	4d,	Stealth	3d
Gear	Cricket bat	(dom +1d+2),	green	
		suits.		
Static	Dodge:	6	Block	12
	Parry	9	Soak	9

Policeman Scale: 0D

		<i>You there, stop.</i>		
		Might	2d	Wits
		Agility	2d	Charm
				Sense
				3d
Skill		Firearm	3d,	Brawling
		Tracking	3d,	Streetwise
		Dodge	3d	
Gear		Uniform		
Static		Dodge:	9	Block
		Parry	6	Soak
				9
				6

Act two: The old Brewery

The police perimeter

A police perimeter was established to close access to the river side on the four mills street. Nobody can get access. The Teaworth family did try to gain access and they could not. The Chief in not available to talk. The heroes will be rudely send back to the police station.

The police officer patrolling the perimeter are real human who don't quite understand why they are there but they are under the command of an host police officer.

Only the Host police officer and 4 host-policeman go inside the perimeter. During the day, they guard the Brewery and the House, during the night they carry the gear from the brewery to the house and from the house to the train track.

The Bridge

The bums have been relocated. The bridge is closed.

The Teaworth house

This house is just across the street from the Brewery. The chief broke the lock and has take the house to hide some gear until he can arrange the transportation between the Brewery and the in facts, they were hiding gear temporarily. There is always 2 policemen-host guarding the house. They are willing to kill intruders.

The old brewery

There is always 2 policemen-host guarding the house. They are willing to kill intruder.

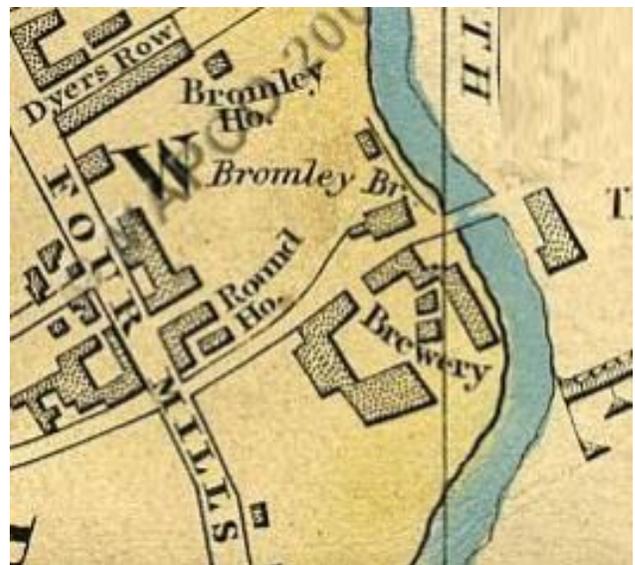
Host there are guarding the site until the last shipment leave. This site has been use to breed them for the last 8 years. But a recent land slide broke the manor foundation, exposing them to the worlds.

The battle

It is important that the heroes find about the boat. They could follow a two of the host as they carry gear with a carriage to the boat. They could enter the location, fight the host and find the name of the boat and its location on a piece of paper.

Policeman		Scale: 0D	
	<i>You there, stop.</i>		
	Might	2d	Wits 2d
	Agility	2d	Charm 2d Sense 3d
Skill	Firearm 3d, Tracking 3d, Dodge 3d	Brawling 3d, Streetwise 3d,	
Gear	Uniform		
Static	Dodge: 9 Parry 6	Block 9 Soak 6	

Policeman Host		Scale: 0D	
	<i>That man who keep staring at you.</i>		
	Might	2d	Wits 1d
	Agility	3d	Charm 2d Sense 3d
Skill	Firearm 3d, Tracking 4d, Dodge 3d, Stamina 3d,	Brawling 3d, Stealth 4d,	
Gear	Uniform, pistol,		
Static	Dodge: 9 Parry 9	Block 9 Soak 9	
Note	A precise hit in the back will be against the Lobster.		



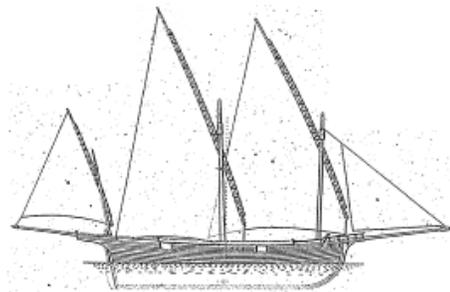
Act three: The boat

The Old dock, close to the train track. In this old docks, a single boat, the Orca.



In the boat, there is a poulpe, the chief O'Donnell and a host. A host is patrolling the docks surroundings. Hidden in ship yard warehouse, a group of criminal thug are preparing to attack the boat. They have followed the chief there and intend to kill the chief and take the boat as payment. Once as the heroes board the boat. Or at the worst moment possible.

Host		Scale: 0D	
	<i>The man patrolling the docks</i>		
	Might	2d	Wits 1d
	Agility	3d	Charm 2d
			Sense 3d
Skill	Firearm 3d, Brawling 3d, Tracking 4d, Dodge 3d Stealth 4d, Stamina 3d,		
Gear	Uniform, pistol,		
Static	Dodge:	9	Block 9
	Parry	9	Soak 9
Note	A precise hit in the back will be against the Lobster.		



Chief O'Donnell		Scale: 0D	
<i>The chief</i>			

	Might	2d	Wits	1d
	Agility	3d	Charm	2d
			Sense	3d

Skill	Firearm 3d, Brawling 3d, Tracking 4d, Dodge 3d Stealth 4d, Stamina 3d,			
Gear	Uniform, pistol,			
Static	Dodge:	9	Block	9
	Parry	9	Soak	9
Note	A precise hit in the back will be against the Lobster.			

Poulpe Scale: 0D

	Might	3d	Wits	3d
	Agility	3d	Charm	2d
			Sense	2d

Skill	Telepathic control 4d, Dodge 4d, Firearm 4d, Track 3d			
Gear	gray clothing			
Static	Dodge:	12	Block	9
	Parry	9	Soak	9
Note				

The Group of criminal thugs. The number of thugs should not be clear. The point is not to kill all players. It's to create confusion and a tense final fight where the hosts must protect the boat against two opponents and the thugs will fight everyone on board.

Thug Scale: 0D

	<i>It's nothing personal.</i>			
	Might	3d	Wits	2d
	Agility	2d	Charm	2d
			Sense	3d

Skill	Dodge 3d, Boxing 4d, Melee 4d, Stealth 3d			
Gear	Brass knuckle (dom +2), pistol (3d)			
Static	Dodge:	9	Block	12
	Parry	12	Soak	9

The boat,

An old sail boat, that have been there for month, waiting for a buyer. The was bought this week and officially the new owner is turning it into a hospital boat.

The deck is empty. No light, no guards nothing.

In the boat, the chief is working under the influence of the poulpe. When disturbed, the chief will attack the intruder. In last resort, the poulpe will flee to the captain room, detonate the bomb, sink the ship and flee.

A: Room

A small room with superposed beds. A stepladder give access to the deck. The trapdoor is locked with a cheap lock.

B: Kitchen

A kitchenette, with a lot of cabinets, a small gas stove, dried and canned food. The table is folded. There are a dozen wooden boxes containing scientific material. A science test can reveal that halt the material are hand made. A difficult science test will reveal that

C: Storage

A very small corridor with storage for sails and tools

D: ladder

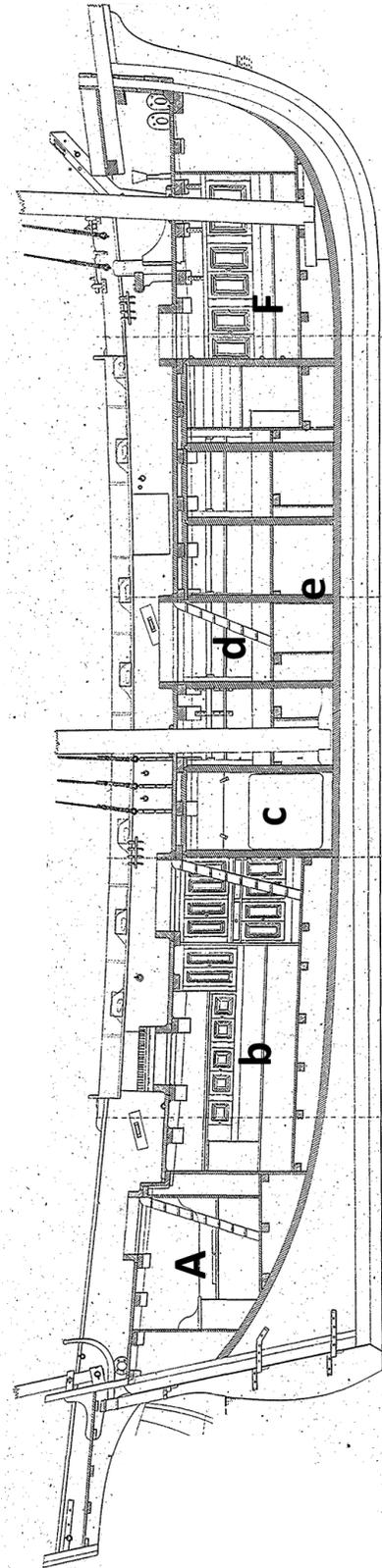
A ladder that leads to the middle trap door, locked from the inside with a decent lock.

E: Lab

The lab contain aquarium containing small lobster (1-5 cm/ ½ - 2 inches) living in a reddish water. A gas pump is running. Various scientific gear is present. The red substance is blood mixed with pure water. The

F: Captain Room

The chief of police is currently working. In the room with him is a tall man in a long brown coat. The Chief is removing old furniture and adapting the captain room for the poulpe. In the room, there is a small bomb with a detonator ready to blow. It is not string enough to kill; it is design to sink the boat.



Aftermath

The quest is worth 2 story point on its own.

An extra hero point if the heroes try to understand why the chief was a slave to the poulpe

An extra hero point if the poulpe is killed or captured.

An extra hero point for a hero who created one or many cool/dramatic/brilliant/funny scene(s).

