



# DEGENESIS

CLANS OF THE RHÔNE



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## DEGENESIS DLC: VOLUME 01

CLANS OF THE RHÔNE is a DLC add-on to DEGENESIS: THE KILLING GAME and a sequel to the contents of that sourcebook. To understand its context fully, reading the scenario about Operation Mirage and the fall of Toulon is recommended.

LA **MORT** N'EST RIEN,  
MAIS VIVRE VAINCU ET **SANS** GLOIRE,  
C'EST MOURIR TOUS LES JOURS.

[NAPOLÉON BONAPARTE]

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# TOULONI

Delmar stands with his back towards the dawn. Against the light, his face is but a silhouette, all blackness and sharp angles. His hair is graying, his skin is sunburnt, he carries heavy ropes and nets over his shoulders.

He jumps on board his boat. With a serious facial expression, he looks at his realm – the piers, the fishing boats, and the chain cables of Port Lagagne. Satisfied, he pounds his own chest and nods at himself appreciatively. His sons almost convulse with laughter. They love it when their old man mimics great Hamza Abubakar III., the ruler of Toulon. The joke makes all the toiling out on the sea more bearable. A long day in the hot sun lies ahead of them, and humor is a good traveling companion.

## CALLOUS

The Anabaptists clung to the Touloni and recruited feverishly. Then came the Spitalians with their rules and regulations and in the end, the Chroniclers with their bossiness and control mania.

Then, the Cults disappeared, and the city and the Clan became meaningless. “Rien ne va plus” - the Touloni realized that the heroics of the Cults had been nothing but empty promises.

When 10 years ago, the Neolibyans arrived in the port, their home was close to collapsing. It was time to form new alliances, to turn their backs on the European besiegers and look for shelter with the Africans. What did the Touloni have to lose, after all?

In fact, they gained a lot – autonomy, the right of self-government, free trade. The Neolibyans had brought peace and prosperity to the five great families of Toulon.

Ever since, the Anciens of the families ensure that the many scions of the various branches of the family learn the basics of education: reading, writing, and maths.

As soon as Chiots reach the age of 13, they are old enough to contribute to the common good of the city and get to choose – either they serve in the Beau Monde for at least five years, join the fishermen and carriers in the harbor or negotiate a student loan from the Grantors with the help of the Anciens. Those loans usually come with an option for a future business loan. The Africans invest in the future – those who successfully graduate from the University and have internalized the secrets of trading will need Dinars later to start their own companies.

The Anciens are influential enough in the surrounding region to purchase real estate and concessions for the Artisans and Marines of the clan in smaller settlements. Sometimes, whole branches of the family move out, and new manufactories or trading posts that will pay taxes to the Touloni in the future and expand the Clan’s trade network arise on an almost monthly basis. For about a year now, the Clan also has small outposts in Perpignan, Montpellier, and even Toulouse. Its influence grows.

## LUST FOR LIFE

Even if some Touloni adopt the African lifestyle – the fishermen are the foundation of the Clan. They are its inner core. As long as the sea provides them with everything and selling the catch brings a nice extra income, there is no reason not to celebrate life with buckets full of wine and sire an improper number of children. This lustful life is contagious, for the fishermen have never forgotten how to enjoy everyday life, even if it’s full of hard work. In fact, their earthy humor makes the Toulonis of the southern coast popular customers in all taverns and mariners’ joints. Some of them even sire some more kids in foreign ports.

## IRREGULARS

Ever since the Scourgers have started keeping order in Toulon, the Beau Monde only has a purely representative function. While the militia members are assigned as guards for transport ships sailing along the coast, they never face any real conflicts. This is why the Beau Monde acts as irregulars to collect the necessary combat experience. Any member can be released from pay for a certain amount of time to hire themselves out in the coastal villages or strengthen the ranks of the Resistance, which is not detrimental to the reputation and the battle readiness of the militia. Quite the opposite is true.

## POTENTIALS

### FRIEND OF THE LION

#### PREREQUISITE: -

The Touloni are used to living amongst Lions, they are hard to outsmart. With Friend of the Lion, a character gets +1D per Potential level to CHA+Negotiation and PSY+Cunning to recognize a bad deal and turn it to a good one with a smile.

## SKILL BONUSES

For Touloni, the following skills are considered preferred at character creation (MAX + 1):

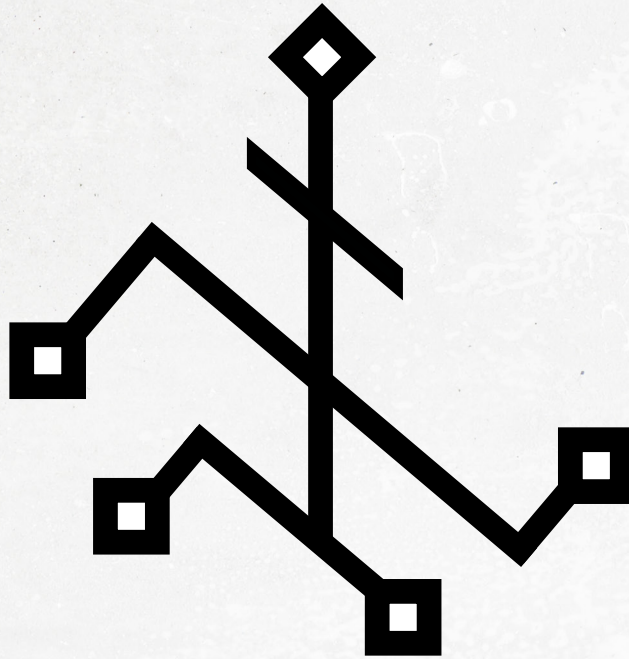
(BOD) Toughness

(AGI) Crafting

(AGI) Navigation

(CHA) Etiquette

(PSY) Cunning



### 1 - CHIOT

**PREREQUISITE:** -

**EFFECT:** Touloni rarely remain whelps after their 13th birthday. Should that be the case, though, deadbeats are chased through the city as assistants and runners, because that is all they can do.

**EQUIPMENT:** -

### 2 - BEAU MONDE

**PREREQUISITE:** AGI+Projectiles 6, CHA+Etiquette 6, INS+Orienteering 6, Authority 2,

**EFFECT:** The Beau Monde gets great equipment from the Clan. All members learn to use their home territory to their advantage at all times. Members of the Beau Monde get +2D to AGI+Stealth to move through the city unseen.

**EQUIPMENT:** Reinforced uniform, beret, saber, and rifle. Knows Toulon inside out, including maps.

### 2 - MARIN

**PREREQUISITE:** BOD+Toughness 5, BOD+Melee 6, AGI+Navigation 6, INS+Orienteering 5

**EFFECT:** The fishermen and sailors of the Clan are popular regulars in the city and the coastal villages. Marines pay only two thirds of the regular prices for all kinds of services in Toulon and its vicinity.

**EQUIPMENT:** Fishing knife (personal weapon, handling +2D instead of +1D)

### 3 - OFFICIER

**PREREQUISITE:** BOD+Melee 7, AGI+Projectiles 7, AGI+Navigation 7 or CHA+Etiquette 7, CHA+Leadership 6, Authority 3, Renown 3

**EFFECT:** The Officers of the Touloni command the coasters as well as the Beau Monde. The Cults consider them incorruptible which opens even more doors for them:

Network +2

Officers have extraordinary contacts in the hinterland of Franka, negotiate passage fees directly with the Resistance, and enjoy free lodging with the people in the area of Toulon. Their influence slowly expands into the Rhône Delta where they sometimes hunt smugglers in shallow tributaries or crush pockets of rebels.

**EQUIPMENT:** Uniform, beret, saber or cutlass, rifle

### 3 - ARTISAN

**PREREQUISITE:** AGI+Crafting 7, CHA+Arts 7, INT+Science 6

**EFFECT:** Artisans are very respected which brings them Renown +2. The majority of them works in one of the manufactories in Toulon or founds their own in the hinterland. The real talents choose the path of the artist and master their Crafting. Many own Crafting parlors and booths in Port Lagagne and secretly do business with African Leopards. In any case, their income rises: +2 Resources.

**EQUIPMENT:** Crafting tools (level 2)



## HIERARCHY AND RANKS - TOULONI



## 4 - DIGNITAIRE

**PREREQUISITE:** CHA+Etiquette 7, CHA+Negotiation 7, PSY+Cunning 8, Authority 4, Secrets 2

**EFFECT:** Mayors, ambassadors, and negotiators – the Anciens of the five families appoint the Dignitaires of the Touloni. All of them are masters of diplomacy and skilled at making the best for the clan of any given situation. They get Allies and Resources +2. Additionally, all Dignitaires have a personal guard consisting of six members of the Beau Monde. All villages in the ambit of Toulon pay taxes to the Dignitaire that he needs to manage the city. When nobody is looking, he pockets some of the tax money for himself.

**EQUIPMENT:** Chain of office, Neolibyan seal of oaths (for diplomatic purposes), letters of credit of the Grantors (worth: 2.000 Dinars), recording device, carrier pigeons

## 5 - PATRIARCHE

**PREREQUISITE:** Must be appointed by the Anciens

**EFFECT:** There has not been a Patriarche in Toulon for a long time. Only in times of war, the Anciens appoint a single person, usually a Dignitaire, to this position. The Patriarche can use all resources of the Clan freely and without consulting with the Anciens to protect the city. At the same time, the Patriarche is the commander-in-chief of the Beau Monde and directs their missions all over the city.

**EQUIPMENT:** Access to the Patriarche bunker below the Fortress of Toulon. Radio equipment, medical supplies, escape boat, letter of asylum for the Neolibyan Embassy at Montpellier.

## 5 - ANCIEN

**PREREQUISITE:** Elder of one of the five families of Toulon

**EFFECT:** The Anciens govern the fate of Toulon from the shadows. They are exceptionally well connected with the Africans: +2D to all action roles on Negotiation, Network +3 (permanently). Anciens negotiate on par with the Patriarche. They can apply diplomatic pressure, hold back shipments or raise a toll on the Scorched Path.

**EQUIPMENT:** Family crest, numerous bills of credit (worth: 5.000 Dinars)







# SANGLIER

The red dome: White ivy curls up the pillars of the sanctuary of Montpellier. Within, an ancient Ventricle sits with eyes closed.

A young couple kneels in front of her, ready to enter into the eternal bond and enhance the bloodlines of Franka. The Ventricle opens her opaque eyes, looks to the left, to the right, then down at herself. The crowd hums with excitement. Then, the quick blade slashes the wrinkled palm of her hand. Sticky blood oozes forth, and the couple starts sucking at the wound. The old woman grins down at them, and the ceremony is over. This womb will soon give birth to a new generation of Sanglier, and the Ventricle knows that only a strong trunk can carry good fruit.

## SUBDERMAL

The old Franka was weak, decadent and had no king. A withered family tree with crippled branches birthing only afflicted and dimwitted children. The Sanglier however cultivated the blood of the ancients, cleaning away the dross and strengthening it through marriage. The blood of the Sanglier was pure like the blue blood of the kings of the past, unique, beyond blemish. Behind the walls of Montpellier, a new generation of Frankans was born. One day, the true king of the New World shall be born from their ranks. With his scepter, he will divide the afflicted from the strong and the dimwitted from the wise. When the Spitalians encountered the Sanglier, they had already mastered written language and arithmetics. When the Neolibyans opened up their first trading post in Montpellier, they acted as counselors and experts from the beginning. Quickly, the Clan stood out due to its cleverness and its fanatical attitude: an exceptional ally for trade as well as for recruiting front soldiers. Greedily, they sucked up anything both Cults had to offer. They combined regal bearing with purity and breeding.

## LINES OF SUCCESSION

Cerveau and Neurone lead the Clan. They hold court in the Hall of the Sanglier, always one man and one woman who have proven to be of exceptional value to the Clan. Their blood and their wisdom are unparalleled, their judgment can extinguish whole families from the bloodline. They alone decide which relationships the Sanglier may have. It has been thus for two centuries now.

However, the stories of the glorious fight of the Resistance have reached Montpellier now as well, especially the ears of the young members of the Clan. More and more of them follow the call of self-determination and head for Toulouse. That is a disaster – a whole generation with exceptional aptitudes threatens to be lost. The Cerveaus know that it is time for a change.

## FLESH AND BONES

At the core of the Sanglier, there are 17 houses descended from the original families. Their bloodline is old and strong. From them, the Clan recruits the Vertèbre, the backbone and spirit of the Sanglier. The Cerveau appoints every Vertèbre with an office or send them to neighboring cities as ambassadors and determines the ties between the families. The position within the Clan is highly contested: while demonstrating unity to the Cults and the Frankan neighbors, intrigues and power plays run rampant in the shadows. They are like a stroke of the whip to the back: sudden, bloody, and implacable. The legionaries are the meat of the Clan. Side-by-side with Preservists and Chagas, they follow their Neurone into battles against the Primer and defend the walls of Montpellier. Often, Sanglier who have been introduced into the Clan from the outside and have no ties to the 17 houses join the legion.

## AMONGST JACKALS

Anubians have come to Montpellier. While the official delegation of Enchanters does sightseeing in the halls of the bastion, a lone Hecatean tries to contact the Sanglier. He says their blood called out to him. This is why he has made the arduous journey across the Mediterranean.

## POTENTIALS

### BLOOD CALL

**PREREQUISITE:** Faith

Before the battle, the Sanglier legionnaires mix their blood with a little Petro and burn it to obtain the blessing of the Cerveaux. If a Sanglier sacrifices some of his blood before a battle (1 damage), he gets +1 x Potential level to his Passive Defense until the end of the combat.

## SKILL BONUSES

For Sanglier, the following skills are considered preferred at character creation (MAX + 1):

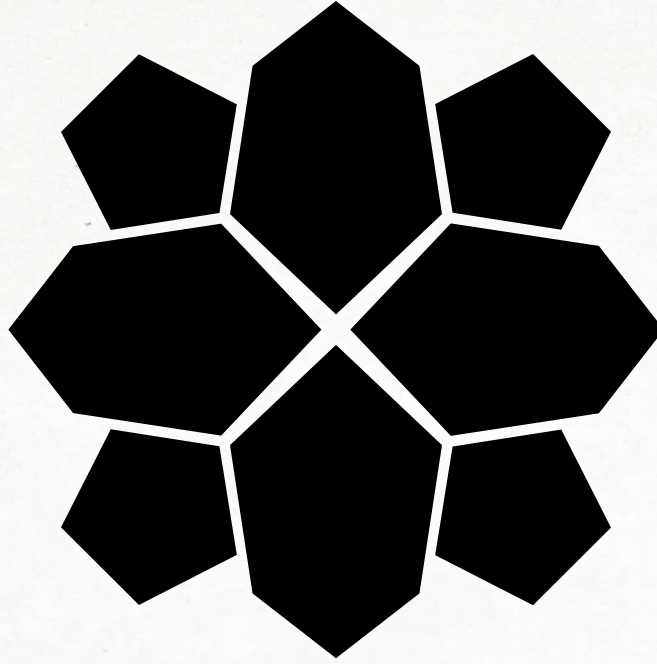
(AGI) Projectiles

(CHA) Expression

(INT) Science

(PSY) Faith/Willpower

(PSY) Cunning



### 1 - BAISSE

**PREREQUISITE:** -

**EFFECT:** Not long ago, a Veine introduced him into the Clan. He will perform menial tasks until the Ventricules have gauged his worth. Otherwise, he will join the legion.

**EQUIPMENT:** -

### 2 - SANG

**PREREQUISITE:** BOD+Toughness 6, AGI+Projectiles 6

**EFFECT:** The Sanglier legionnaires are trustworthy brothers in arms and skilled shooters. They get +1D to Aimed Attacks. Their blood red capes are well known far beyond the borders of Montpellier. Those who cause trouble in the Rhône Delta will eventually have to confront the Sang. They are not squeamish at all. As an experienced militia, they are feared, but also popular with the people because of their executions. Authority +1, Renown +1

**EQUIPMENT:** Red cape, short sword, hunting rifle

### 2 - VEINE

**PREREQUISITE:** CHA+Seduction 6, PSY+Cunning 6, Network 1; scion of one of the 17 houses of the Sanglier

**EFFECT:** The Veine's blood is strong. She looks for ways to strengthen her house's bloodline. If the Veine introduces a promising newbie to the Clan, she gets Allies +1. If the newbie shows no promise, she gets Allies -2.

**EQUIPMENT:** Hematite necklace, scented oils, recipes for blood rituals (regenerating 2 Ego/day)

### 3 - OS

**PREREQUISITE:** AGI+Projectiles 8, CHA+Leadership 6, PSY+Faith/Willpower 6, Authority 2, Renown 2

**EFFECT:** The Os have survived a number of battles and now train new legionnaires to lead into combat. An Os is responsible for Authority x 3 Sang legionnaires - their deeds reflect back on him. Once per day, the Os can inspire his troops: All allies regain 2 Ego.

An Os and his Sang can freely use Spitalian camps and get the best medicine, food, and lodging. During expositions into the Rhône swamps, the Os gets Resources +2 when negotiating with Anubians or Spitalians.

**EQUIPMENT:** Radio, assault rifle, Marduk oil (8 doses), Sanglier marker (blood samples enhanced with Pheromancer ichor; used by the Sanglier to locate each other in the thicket).

### 3 - VERTÈBRE

**PREREQUISITE:** INT+Science 6, PSY+Cunning 8, PSY+Faith/Willpower 6, Allies 2, Network 2

**EFFECT:** Vertèbre are the Clan's foundation. They hold important positions in the city government, they represent the Clan outside their hometown and curry for reputation with the Ventricule and the Cerveau. There is no way past them if you want to be involved in anything in Montpellier. They organize forced marriages, evaluate newcomers with the help of blood tests, and even influence the Neolibyan slave trade. The intrigues of the Vertèbre are hard to figure out. They get +2D to PSY+Cunning to avoid being caught lying.

**EQUIPMENT:** Walking cane with crest of their respective house and hidden stiletto. Poisons, vials with blood clotting agents, miniature Pheromancer idol.



## HIERARCHY AND RANKS - SANGLIER



## 4 - VENTRICULE

**PREREQUISITE:** CHA+Leadership 8, PSY+Faith/Willpower 8, INS+Empathy, Authority 4, Resources 3; the old Ventricle must die

**EFFECT:** The Ventricle is the leader of his house. He only defers to the Cerveau and the Neurone. Many of the old families own complete streets in Montpellier, gaining a fortune from renting the houses out. The Ventricle also defends his house against the machinations of his rivals and tries to strengthen his family's influence with the Cerveaus.

**EQUIPMENT:** Singnet stone

## 5 - NEURONE

**PREREQUISITE:** AGI+Projectiles 10, CHA+Leadership 10, PSY+Faith/Willpower 10, Renown 5, Authority 5

**EFFECT:** There is always only one Neurone commanding the legions of the Sanglier. Together with the Cerveau, he leads the Clan. If the Cerveau dies, the Neurone appoints his successor.

The Neurone is only activated in the direst cases of emergency. He represents the highest life form of the Sanglier. His position makes others walk through the fire for him. At the same time, he has access to the holiest arsenals of the Sanglier.

**EQUIPMENT:** Red Kevlar vest, heavy pistol, cartridges of nerve agent, blowgun, and darts coated with viper toxin

## 5 - CERVEAU

**PREREQUISITE:** INT+Science 10, CHA+Expression 10, PSY+Cunning 10, Authority 5, Secrets 5

**EFFECT:** If the Neurone is the body of the Sanglier, the Cer-

veau is their mind. He guards the family trees of all families, cultivating the Sanglier bloodline like a garden. If the Neurone dies, the Cerveau appoints a successor.

It is the task of the Cerveau to find the new king of Franka. In his search for the blue blood of the Regent, the Cerveau can use any available Clan resources. He has the power to demand that prolific women of the Clan birth children, to unify whole families in marriage and to cast them out should their blood be sullied.

He governs his people and keeps tabs on all ramifications between the families.

**EQUIPMENT:** Hematite scepter, tome containing the family trees of all houses.





# BORDENOIR

For decades, the Bordenoir have collectively tried to save their home. Once they were only a handful of Clans hailing from the same area, pressed together like sheep, circled by lions, crows, and worse. Today, they are like a human power plant behind a black shield wall. Whoever wants to join them is welcome. For the Bordenoir, origin is not important, the only thing that matters is skill.

## MELTING POT

There is a circle of soot in Franka, Northeast of the Pyreneans. Anything within this black border is the territory of the Bordenoir. It is a melting pot in which the Frankans, Hybrispaniards, and Africans have to leave their differences and prejudices behind, for the Bordenoir are shaping the laws of this area. From Perpignan, they watch their domain with protective eyes. Some of them sail the Mediterranean on colorful boats, others prospect the best silver of the Pyreneans. On sweltering evenings, they sit together in the light of the sinking sun, telling stories, playing Sataranji and counting their Dinars.

## OUR SEA

For the Bordenoir, the Mediterranean is a cornucopia from which they have drawn for centuries. They have turned the wrecked ships that once blocked the harbor basin into a protective ring of steel. Now, they put to sea in dhows with black sails to cast their nets. However, the sea is full of terrors. Tiger sharks, pirates, currents, smugglers, fugitives – there is an abundance of potentially deadly threats.

This is why the Faucons, the pirate hunters of the Bordenoir, fight terrible naval battles against monsters of all sorts, against animals and humans alike. They are the wardens of the black border, safeguarding the seas to sustain Perpignan and divert any damage from the city.

Every single combat demands a high blood price. However, the Bordenoir would rather trust in themselves than depend on the protection of the Africans. Yes, they do respect them, but they do not want to depend on them. They look at their neighbors, the Sanglier, who use the Cults to force their madness upon the other Frankans, and the Touloni who have sold their souls for a handful of Dinars. Their fate is a warning for them.

In Perpignan, they negotiate on a par with the traders from Tripol. They are well-disposed allies of the Bordenoir, but the elders watch out for the scales to remain well balanced. They are used to tough times and would rather refrain from the simple prosperity that costs them their freedom bit by bit.

## OUR MOUNTAINS

The Mineurs say that you have only accomplished something once sweat drips from your brow. They find secret passageways across the Pyreneans and into the tunnels that have lain dormant for centuries. There, they find veins of silver: blood of the mountains, a leather-skinned Mineur calls it auspiciously before his words end in a coughing fit. The Mineurs live in a sort of symbiosis with Perpignan's Jehammedan jewelers who turn the chunks of silver into beautiful jewelry. The miners enjoy the hospitality of the Abrami whenever they bring them crates of silver.

Mining has led to conflict with the Hybrispanian Clans who have settled close to the mines and try to claim the valuable resource for themselves. Veracq, the fist of Perpignan, sends his best fighters to the mountains to aid the Mineurs. Many of them do not come back because the resistance is growing.

## SATARANJI

This game that the Neolibyans have brought to Perpignan has become the national pastime of the Bordenoir. Parents teach their children the movement patterns of the various playing pieces as well as simple opening moves. Older Bordenoir play in tournaments against the Africans in front of the embassy and in the gardens of Perpignan. Good Sataranji players are highly respected in the Clan.

## POTENTIALS

### LANCE THRUST

#### PREREQUISITE: Focus

Any good fisherman knows how to thrust for the brain to kill a tiger shark immediately. Dodge and thrust. The Bordenoir exhibit the same precision in melee when they hit their enemies is especially vulnerable spots. In melee, Characters with this potential get +1D x Potential level for Aimed Attacks.

## SKILL BONUSES

For Bordenoir, the following skills are considered preferred at character creation (MAX + 1):

- (BOD) Athletics
- (AGI) Navigation
- (AGI) Projectiles
- (CHA) Negotiation
- (INS) Survival



### 1 - MOUTON

**PREREQUISITE:** -

**EFFECT:** Eat, sleep, and bleat. Get shorn every now and then.

**EQUIPMENT:** Excellent maps of the Pyreneans and the southern coast of Franka.

### 2 - CAPRICORNE

**PREREQUISITE:** BOD+Athletics 6, AGI+Crafting 6, Allies 1

**EFFECT:** He climbs the mountain paths of the Pyreneans and digs for ore in the old tunnels with his fellows. He gets a small share for his effort.

He knows all about the Jehammedans living in the area and can enter Hybrispania without paying toll. A Capricorne gets +2D to INS+Survival and BOD+Athletics when moving in mountainous terrain.

**EQUIPMENT:** Climbing gear, pickax

### 2 - FAUCON

**PREREQUISITE:** BOD+Toughness 4, AGI+Projectiles 6, AGI+Navigation 6

**EFFECT:** For the Bordenoir, the Faucon is a hero: +1 to Allies. His sharp eyes monitor the coast, always on the lookout for threats to warn others. His alertness guards Perpignan against all dangers lurking in the water. If he saves a fisherman from pirates or sharks, he gets +1 Renown (MAX 3).

**EQUIPMENT:** Pneumatic harpoon (harpoon crossbow), Dhow, binoculars, flare gun

### 3 - MINEUR

**PREREQUISITE:** AGI+Crafting 8, INT+Legends 6, INS+Orienteering 6, Network 2, Resources

**EFFECT:** The Mineur has survived his share of expeditions and is now able to lead a group of miners himself. The Neolibyans of Perpignan support him in doing so: +2 to Resources and Network until he returns to Perpignan. If his endeavor fails, he will have to find another way to pay his debts.

Meanwhile, he keeps visiting the Jehammedans. For the gold and silver he finds, the shepherds allow him to join them at their families' fires. If he behaves and does not molest the Hagari, he can hear news from Hybrispania firsthand. Network +2.

**EQUIPMENT:** Revolver, mule, notebook with exceptionally detailed mountain maps of the region.

### 3 - MONITEUR

**PREREQUISITE:** BOD+Toughness 6, AGI+Navigation 8, PSY+Reaction 6, Allies 3, Authority 1

**EFFECT:** In a speedboat, he circles the fishing fleet, protecting it from pirates. On board, there is a group of Faucons. He gets +2D to AGI+Navigation to chase and board pirates. A Moniteur is a naval law enforcer. The rules of the Bordenoir are his rules, as well, and he applies the law of the coast to anyone who contemns the Clan. In exchange for his loyalty and faithfulness towards Perpignan, he gets free equipment for himself and food for his Faucons from Neolibyan



## HIERARCHY AND RANKS - BORDENOIR



traders. He buys Petro at half price, and the Scourgers equip his speedboat.

**EQUIPMENT:** Revolver, speedboat, grappling hook

#### 4 - COLONEL

**PREREQUISITE:** AGI+Projectiles 8, CHA+Negotiation 8, CHA+Leadership 8, Allies 4, Network 3

**EFFECT:** The citizens of Perpignan elect one Bordenoir per city district as Colonel. He offers them protection and represents their interests in front of the Council of the Crâne. Colonels get +2D to CHA+Negotiation when trying to convince citizens of Perpignan of something.

At the same time, Colonels go on missions with Scourger packs. They serve as overseers and are supposed to make the African glorious heed the laws of the Bordenoir. While the Scourgers may complain, they are unable to harm the Colonels for the Neolibyans always approve their authority.

**EQUIPMENT:** Beret, repeating rifle (hunting rifle)

#### 5 - POING

**PREREQUISITE:** BOD+Brawl 10, BOD+Force 8, AGI+Projectiles 10, CHA+Leadership 10, Allies 5, Renown 5

**EFFECT:** The Poing leads the Faucons into battle. He gets +2D to combat actions to defend Perpignan against attackers. A Poing must be a master of unarmed combat. Over time, he will have to face the best fighters of the southern coast to gain this rank. Scourgers, Apocalyptic, sharks and buffaloes – the more enemies he has vanquished, the higher

his renown. For every superior enemy the Poing conquers in a fistfight, he gets +1 Allies. Colonels are loyal towards him, the Neolibyans share a table with him, and the Scourgers call him a friend of the ancestors.

**EQUIPMENT:** Black gauntlet (knuckle duster), shotgun, gunship with heavy MG

#### 5 - CRÂNE

**PREREQUISITE:** CHA+Negotiation 10, CHA+Leadership 10, Allies 5, Renown 5

**EFFECT:** The Council of Crânes rules Perpignan. Only the old and the wise are elected to control the fate of the Clans. Without them, there would be no order between the Cults of Perpignan. In all negotiations, they keep the balance, mediating between opposing factions and keeping their neutral stance no matter what. To oppose their position as mediators can lead to permanent exile from Perpignan.

Their immunity makes them very popular referees in all political circles of the city, which leads to all doors being open to them.

**EQUIPMENT:** Black and red sash, rod of feathers, seal of immunity, legislative texts.







# RESISTANCE

Farewell. One last time, the old woman caresses the cheek of her younger son. Her eyes blaze with pride when the boy turns around and runs across the knee-high field of wheat, carrying his crammed backpack. There, on the side of the narrow road, the Resistance recruiters weight, silhouetted against the cloudy gray sky.

Three weeks hence, they will reach Toulouse together, and the boy will no longer be a son amongst many, but a son of Franka. He will follow in the footsteps of his older brother, will carry the three colors of the nation and fight to get his battle scars. He will sing the hymns of the Bygones, will go to war with his comrades and find an honorable death fighting the Aberrants, just like his father, his grandfather and all the generations before him. His fate is the fate of Franka.

## MOVEMENT

Northeastern front: The Resistance fighters are caught up in a partisan war. Rearguard battles, constant readiness, mobility at all times and in the end the dependency on the Spitalian supply line wears down even the best of fighters.

Southern front: Better initial situation. The resistance manifests in a movement that is like a jolt through the Frankan society. Every victory against the Pheromancers bolsters the self-assurance and the will to join the Resistance or send sons and daughters to the front.

Toulouse: Freedom, self-determination, resurrection. Here, utmost importance is attached to those slogans. Books, devotional objects, relics – every bygone finding studied, restored and archived by the Savants, the lore keepers of the Resistance, keeps alive the heroic past of a nation where Cults were meaningless. The land was the people, the people was the land. This new direction of the Resistance leads straight towards the old glory the people long for.

The Savants know that traditions are based on lore. Long before new cadets hear about the operations of some Preservists for the first time, they already sing songs from the field manuals about the fallen heroes of the Resistance who died fighting for a free Franka.

Meanwhile, the generals are striving for complete independence. In Toulouse, information gathered by spies is collected and compared to that of other Cults, formations and attack tactics are evaluated, and new strategies are devised. The lessons learned become part of the strategy for new camps which in turn are a beacon in the dark for those Clans still free.

Trade with the Cults thrives, the warehouses of the Resistance are crammed with war supplies. For quite a while, the logisticians in Toulouse have not only been coordinating the supplies for their troops, but also for the civilian population. Structures arise, workers are hired, and administrations are established. However, the Resistance does not produce anything. As a war machine, it is completely dependent on donations from the population, from the goodwill and the faith of the Frankans who believe that this war of liberation will be able to free them from the yoke of the Aberrants once and for all.

## HOPE

Months ago Armand Malpierre, Marechal de Franka, appointed a new generation of generals whom he entrusted with the command over unusually large parts of the Resistance troops. Their marching orders did not lead them to the front, but to all major cities of Franka: Perpignan, Toulon, Montpellier, Aquitaine, Bassham and more. Their job is to build camps, to form tight relations to the ruling Clans and help them maintain order. Furthermore, the forces have to be ready for combat at all times. There will come a time when all of the population must become the Resistance.

## EQUALITY

Wherever the Resistance has good connections to the local ruling Clans, criminals are often not punished if they are willing to swear a solemn oath and join the movement. After three years of service, they can leave the Resistance fully rehabilitated, but this has not happened so far. Most culprits die before, the others stay forever.

## POTENTIALS

### BROTHERHOOD

#### PREREQUISITE: -

If a Resistance fighter runs towards the enemy side-by-side with his allies across an open field, he gets +1D x Potential level to all attack actions during this assault until he closes in with his enemy.

## SKILL BONUSES

For the Resistance, the following skills are considered preferred at character creation (MAX + 1):

- (BOD) Stamina
- (AGI) Projectiles
- (CHA) Expression
- (INT) Legends
- (INS) Survival



### 1 - CADET

**PREREQUISITE:** -

**EFFECT:** Members of the Resistance are held in high esteem in Franka. They get +iD to social interactions with the free Clans of Franka.

**EQUIPMENT:** Tricolor badge, field manual of the Resistance (+iD to INT+Legends concerning Franka, Pheromancers and drones)

### 2 - CHASSEUR

**PREREQUISITE:** AGI+Projectiles 6, INS+Survival 6

**EFFECT:** The hunters of the Resistance know the enemy by heart. They get +iD to all attack rolls against Pheromancers and drones. Chasseurs do not pay in inns and hostels in the cities of Franka. They are the heroes of the people, cheered and celebrated wherever they bait. They do not have to work, but get food for free everywhere in Franka.

**EQUIPMENT:** Hunting rifle, bayonet

### 2 - GENDARME

**PREREQUISITE:** AGI+Projectiles 6, Authority 2

**EFFECT:** Gendarmes maintain order in the settlements and camps of the Resistance and coordinate the Corporation with the Spitalians (+iD when negotiating with the Cult of doctors).

**EQUIPMENT:** Uniform, light pistol

### 3 - COMMANDANT

**PREREQUISITE:** AGI+Projectiles 7, CHA+Leadership 7, INS+Survival 7, Renown 3

**EFFECT:** Commandants of the Resistance have survived several forays and have proven effective in cooperation with the Spitalians. The Backgrounds Allies and Authority are raised by +1. Additionally, a Commandant has access to the Resources of the Cult of doctors at -2.

A Commandant has no Resources of his own; the population always equips him. Commandants can muster reserves from amongst the population, can confiscate food and weapons, and dispense justice. They are at liberty to execute criminals on the spot and without a verdict of guilty and may openly carry their weapons even in fortified settlements.

**EQUIPMENT:** Uniform, pistol, grenades (smoke, ozone, fungicide)

### 3 - SAVANT

**PREREQUISITE:** INT+Legends 8, CHA+Expression 8, Authority 3

**EFFECT:** As archivists and public servants, the Savants keep expanding the foundation of the Resistance. When Franka, its culture, and history are concerned, the Savant gets +iD to all INT action values.

**EQUIPMENT:** Seal of the Resistance (to bear witness for agreements and decrees)

### 4 - GÉNÉRAL

**PREREQUISITE:** BOD+Melee 7, AGI+Projectiles 8, CHA+Leadership 9, INT+Legends 7, Authority 4, Renown 4



## HIERARCHY AND RANKS - RESISTANCE



**EFFECT:** A Général's Renown attracts Cadets. He is a hero amongst heroes, the figurehead of a new era. His resistance inspires the people of Franka. Wherever he gives a speech, people listen. If the Général actively looks for new recruits, his Renown decides how many fighters he can win for the Resistance after a week of beating the drum: Renown x 1D. Thus, the Général can mobilize whole areas within a few months and lead a small army into battle. At Renown 0, one cadet per week deserts instead.

Spitalians have no command over a Général. They automatically suffer a penalty of -1D to Authority when negotiating with him. This penalty rises to -3D in and around the city of Toulouse.

**EQUIPMENT:** Uniform, officer's coat, officer's saber, assault rifle

## 5 - MARÉCHAL

**PREREQUISITE:** BOD+Melee 8, AGI+Projectiles 8, CHA+Leadership 10, CHA+Negotiation 9, INT+Legends 10, Authority 5, Renown 6; Armand Malpierre must yield

**EFFECT:** The Maréchal de Franka is the supreme commander of all Resistance troops. He is the genius behind every troop movement; he usually plans several generations ahead. His word is absolute. He appoints generals and negotiates with the Cults. Allies: 6.

For the Maréchal, there is only one goal: freedom for Franka. He would stop to anything to achieve it.

**EQUIPMENT:** -

## 5 - GRAND SAVANT

**PREREQUISITE:** INT+Legends 12, CHA+Etiquette 10, CHA+Expression 10, CHA+Negotiation 10, Renown 6; Pélat du Casse must yield

**EFFECT:** Maréchal and Grand Savant work hand-in-hand. Not only is the Grand Savant the head of the Capitol in Toulouse and of all Savants, he is also the spymaster of the whole Clan. The Resistance spies are more widely spread than some Cults would like. Secrets: 6.

**EQUIPMENT:** Seal of the city of Toulouse, keys to the Capitol, register of all Savants

EMILIEN -2579

PAUL -2569

RAYMOND -2587

ROLAND -2579

JEAN CHRISTOPHE

MATHIEU

VALENTIN BOUCHER

BENOIT -2591

ROBERT 2572

LE VALEUREUX  
04-12-2578

MICHEL LEMOUROY

LE SANGLAN

ADRIEN LABOUT

MAXIME LAURIN

LE BARBIER -2573-

LOUBENO

de Bessu

JEAN MOLINA  
12.05.2571

JULIEN LANOUILLE  
2576

L'ECRUELE  
2571

DAMIEN PREVU

JOSÉ LEDUC

NICOLAS

CAMILLE SEMECHAL  
-2571-

CHRISTOPH

SAMUEL LUC -2564

RIHARD LAUBE

-GERALD-

JACQUOT -2576-

PIERRE

JEAN PAUL

BENJAMIN

FABRICE LOURY

JOUBERT

DIDIER LEMUR  
-2575-

BENOIT LAUBI 2588

DURAN

LOIC -2579

8 JOEL LEMAIRE  
2586

REMI

ETIENNE

RICHARD BONLIEU

JULIEN LOUBOY  
04-09-2571

COURTEPATTE

CLÉMENT  
06.08.2577

L'INCONNU

ROLAND LAOSTE

-FRANCOIS-

LUCIEN LAUBI

AZAD

L'ILLUMINE  
2587

MICHEL

-SAM-

L'OEIL DE LYNX  
-2562-

MARC

LE SAUMUR

MATHIAS

PIERRE

EPIC LEPONT  
-04-11-2585-

LE VISIONNAIRE  
-2567-

L'ECORCHE

MARC-ANTOINE -2577

L'AFFAMÉ

ANTOINE LA ROSI

MICHEL

MATHA



GAËL GRONEZ - 2565

NEVILLE  
LAMARCHE

PIERRE  
GUERRIN

MARC PAUMIER  
2596

MIRELLE  
CAFELLAN

PHILIPPE 2571

LUDOVIC

JEAN  
COURTE PATTE 2581

ARNALD  
2586

ANDRÉ  
2581

JEREMY C

PAUL LE BORGNE

BRIGITTE  
LE MARD

TIARA BRUT  
2589

ROGER  
DURAND

CHARLE  
SAUVIGNON

JEAN LUC  
LAMOND

LANESTRE  
11.08.2590

RICHARD

JACQUES  
2567

WILLAUME LACOURT

L'AUBERGOISTE  
- 2568 -

AMBOYANT

PAUL LARIOT

ROMAIN

JACQUES  
PATTE-BLANCHE

MACHET

EDOUARD

XAVIER  
LESCOUR

LUCIEN  
D'AVIGNON - 2574

ACQUES  
- GEOFFREY -

PINOT  
2590

JACQUES  
LAHOUR

MATTI

ARMAND

THOMAS

ALMA  
2568

DOMINIQUE

LE COEUR DE  
PIERRE - 2576

RIE  
BRIGITTE

LE SULTANE

THE LAND. THE RIVER. THE PEOPLE.



  
ORIGINIS  

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SIXMOREVODKA