

The Ruins of New York

A scenario for Ken Hite's *The Day After Ragnarok* by *Atomic Overmind Press* using the *Savage Worlds Explorer's Edition* rules.

- **Learn more online:**
 - *The Day After Ragnarok*: http://atomicovermind.com/blog/?page_id=339
 - *Savage Worlds*: <http://www.peginc.com/>
- **By Ken Newquist**

Adventure Summary

When the Serpent fell, its radioactive venom tainted the world's hydrosphere. Mutated horrors emerged from the oceans, while serpentmen and naga rose from the rivers and wetlands to lead strange new cults. Conventional purifiers have been helpless to remove the toxic taint from all but the smallest water samples, but now a scientist may have discovered an antidote that just might neutralize the venom.

Operating from a secret Rhodes University funded laboratory in the ruined **American Museum of Natural History** in New York City, **Dr. Xeno** alerted his sponsors that his research is complete. The **Royal Rocketry Air Force (RRAF)** and their American allies from the Republic of Texas have dispatched a joint task force to the ruins of the great city to extract Dr. Van Prophet and research.

They are not alone. The Soviets have learned of the antidote from a British double agent, and have dispatched their own team – augmented by ape super soldiers -- to find the good doctor before the allies can.

If the heroes arrive at the museum before the Russians, they're able to secure the scientist just as a Soviet strike force arrives. That force destroys their ride, and they must find alternative transportation from the city.

If they're delayed, they arrive after the Russians. After dealing with the Red Guard contingent left to guard the facility, they discover the good doctor been captured and taken to the **Red Star**, a heavily armored Russian helicarrier for transport back to Mother Russia. They must storm the airship to recover him and save the world!

The Adventure

1. Sky Pirates of the Empire State

When the RRAF's PBY Catalina Flying Boat enters New York City airspace, it comes under assault by sky pirates intent on downing them and looting their cargo. The pirates operate from a nearby zeppelin, dispatching turbocharged biplanes to attack the boat. Our heroes must fend off the biplanes, and then make their way to the Museum of Natural History.

- **Success:** The pirates are repelled! Their zeppelin withdraws to their base at the Empire State Building and our heroes can proceed to the Museum of Natural History, arriving before the Russians.
- **Failure:** The pirates successfully down the flying boat, forcing it down in the flooded Manhattan streets. Our heroes must secure alternative transport to the museum, arriving after the Russians.

Combatants

Biplanes (6): Wounds 1; Chassis Light; Acc/Top Speed: 20/160; Climb: 25; Handling +3, Toughness 12 (2), Engines: 1, Cost \$9,300, Notes: Single Cockpit, Increase Handling +2, Skills: Shooting: d6, Machine Guns: Range 30/60/120, Dmg: 2d8, RoF: 3, Bursts: 20 AP 2 Source: *Pulp Toolkit*

Pirate Zeppelin: Wounds: 3, Chassis: Gargantuan; Acc/Top Speed: 5/40; Climb 5, Handling: -3, Toughness 18/22 (2/0), Engines: 4; Crew 30: Cost: \$111,900. Source: *Pulp Toolkit*

PBY Catalina Flying Boat (Prototype) Wounds: 3, Acc/Top Speed: 20/70, Climb 10, Toughness: 12 (2), Crew: 2+7, Machine guns (x2): Range 30/60/120, Dmg: 2d8, RoF 3, Bursts 20, AP 2. Source: *The Day After Ragnarok*

2. The Flooded Streets of Manhattan

Their plane downed on the shores New York City, our heroes must make their way to the Museum of Natural History through the flooded streets of Manhattan. A search of the wreckage reveals a single inflatable raft (with an underpowered outboard motor) has survived the crash. Stuffing the survivors and their gear into the raft dangerously overloads it, and leaves it susceptible to attack by the huge alligators lurking just below the water's surface. Successful Notice checks detect the threat, giving our heroes a chance to avoid it ... and possibly take refuge in a nearby market.

The Neversunk Market: Half market, half flotilla, the Neversunk Market is currently moored at Battery Park on the south end of Manhattan.. Several forms of transport can be found here, ranging from glorified longboats to highpowered speed boats. The price is dear, and of course, haggling is needed. The speed boat offers our heroes the best chance to arrive at the Natural History Museum ahead of the Russians (arriving just before them, instead of an hour or so earlier; just in time to see the Soviet planes streaking toward the building).

Emmett Clearwater: (Spirit d6, Persuasion d6) Used boat salesman He's got a unique fixer upper that needs some new paint, a few planks nailed down and a few buckets of water bailed out, but aside from that it's downright unsinkable. He's willing part with it for 20 silver dollars.

- **Slow Boat to Hell:** Acc/Top Speed 2/6, Toughness 8, Crew: 1+6

Chase Fortune: (Spirit d8, Persuasion d8) Speed boat operator. Wants to be paid ... and paid well. He'll take guns, ammo and other high-end military equipment, but forget money; it's not worth much in the hell that is drowned New York.

- **Speedboat:** Ac/Top Speed: 5/12, Toughness 10 (2), Crew: 1+6

3. Alligator Attack!

If they take the slow boat (or their own inflatable one from the plane) they'll have to contend with an attack by a giant mutant alligator swimming through the city streets. The attack will happen as the boat moves through an area laden with sandbars, with the reptile deftly swimming around them to approach and overturn the boat.

Seeing the submerged alligator is a Notice check, but the heroes should not have a clear look at it until it attacks. The monstrous alligator is 20 feet long, has six legs, and glowing red eyes that the heroes might be able to glimpse through the murk.

Giant Mutant Alligator* (Wild card): Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+3, Vigor d12, Skills: Fighting d8, Guts d8, Notice d6, Swim d8, Pace (land) 3, Parry: 6, Toughness: 13

Special Abilities: Armor +2, Aquatic Pace 6, Bite: Str+d10, Rollover: Hit with a raise does 2d6 extra damage to its prey as it rolls over and over, battering and flinging its victim. A roll over also does that damage to any boat it hits, other boats caught in the wave (Large Burst Template0 require immediate Boating rolls to avoid capsizing. Size +3, 20 feet long, 2 tons.

* This alligator is based on the giant alligator found in *The Day After Ragnarok* p. 89.

4. The American Museum of Natural History

The museum has seen better days. Looted a dozen times over, it has become an empty shell, inhabited by a handful of squatters and half-mad academics. Dr. Xeno's facilities are located in the building's old labs, which have been upgraded with a number of defensive systems.

It was enough to deal with roving gangs of thugs and pirates, but couldn't hope to stand up to a determined assault by the Red Army. When the army arrives, they do so in force. They dispatch two assault helicopters from the *Red Star* to seize the museum. A dozen troops and two ape-men super soldiers storm the building, and attempt to seize the Dr. Xeno.

If the PCs arrive first...

They beat the Soviets to the American Museum of Natural History and find the building a broken, ruined hulk. They must wander through the dark interior, through looming remains of dinosaur skeletons and water-logged exhibits, to track down Dr. Xeno.

Finding the Lab: *Investigation* or *Notice* checks will lead them to the building directory and/or a few remaining pieces of signage that mention of research labs on the 2nd floor of the museum.

Tracking checks will reveal a pattern to the debris inside the museum, as though someone had regularly sludged through a particular path. Both will lead them to the labs. The hallway to the labs is remarkably intact, and the lights are still functioning.

Security System: Approaching the lab hall way, a successful *Notice* check reveals a still functioning security system; a raise detects the jury-rigged robotic sentinel guns in the false ceiling. *Lockpicking* can be used to disable the security system; *Stealth* can be used to enter the false ceiling in the hall way and crawl to the guns. Once there a *Strength* or *Repair* check can be used to disable the guns.

“Dr. Xeno, I presume?”: Beyond the hall they find **Dr. Xeno** (Agi d4, Smarts d12, Spirit d4, Vigor d6, Knowledge: Ophitech: d12, Knowledge: Science: d10). The scientists and his assistants are are work in the lab, which is a huge complex of pipes and tubes, some of which are leaking strange, noxious liquids (*Knowledge: Ophitech* reveals this is distilled Serpent venom). Assistants scramble around him, clearly trying to stay out of his way as they tend to their jobs.

The doctor is, of course, quite mad. His reaction is likely to be bad (Reaction: 2d6-4). Our heroes must improve his attitude by *Persuasion* or *Intimidation* (same as *Persuasion*, but failure will make him increasingly hostile). They don't have much time: the Soviets will arrive in 10 minutes and each check takes a minute.

If convinced that they must leave, he will demand that they head to Central Park and the Central Park Zoo, where all of his extensive archives are held in the Gorilla Enclosure. From there, they can summon rescue. If the party needs transportation, they can use Dr. Xeno's own emergency escape system: rocket gliders on the rough of the building. If they do so, they leave just in time to see Soviet assault helicopters land outside the museum.

The Arrival of the Soviets: The Red Army arrives in force soon after our heroes. If they choose to confront the Soviets, the battle is a pitched one that our heroes are not guaranteed to win. If they are forced to retreat, the doctor will lead them to the rocket gliders on the roof. If the heroes lose, they and the doctor are captured by the Soviets, who gloat menacingly and take them by assault helicopter to the *Red Star* helicarrier.

Combatants:

- **Soviet Ape Super Soldier (2)***
- **Red Army Troopers (12)***
- **Red Army Captain (Wild Card)***

* Statistics for these NPCs can be found in the appendix.

If the PCs Arrive After the Soviets

They find signs of a pitched battle at the front entrance. The stone stairs have been shattered by rocket fire, as has one of the museum's pillars. The other pillars have been blasted by bullets, and the front doors has been blown off of their hinges.

They also find its cause: Two assault helicopters resting on sandbars. Pilots wait in each helicopter, while four guards and a single super-ape wait on the remains of the front steps.

A firefight out front will draw Soviet reinforcements in the form of the rest of the Red Army Troopers, the Captain and the remaining Super Ape. After defeating the Soviets, our heroes can explore the museum.

As before, *Notice*, *Investigation* and *Tracking* checks can be used to locate the office, but the damage is easy to follow (+2 on checks).

They'll arrive to find the labs smashed and looted. A *Notice* check will observe this appears to have been an operating laboratory, but there's nothing in the way of official records. Additionally, a *Notice* check reveals a locked desk; opening it (*Lockpicking* -1) reveals a contingency escape plan that uses rocket gliders to reach the Central Park Zoo's Gorilla Enclosure via rocket gliders.

With two consecutive successful *Notice* checks (or one with a Raise) they notice a concealed door that leads to the roof. Up there they find a number of launchers, which look like they may have held some sort of fixed wing glider. Notice checks reveal scorch marks on the floor.

If the PCs still have their plane...

If the PCs flying boat wasn't destroyed, then they can come directly to the museum and they have twice as much time to convince the good doctor to leave. He will demand that they go to Central Park; in this case they can fly in their own plane.

5. The Central Park Zoo

When the good doctor and his handlers fled their base at the Museum of Natural History, they had a destination in mind: the Central Park Zoo, where they've got a backup facility located in the former **Gorilla Enclosure**. If they have transport in the form of the flying boat, they can summon it for water landing in Central Park, and make their escape using it.

If not, they'll need to make haste for a makeshift helipad located in the **Lion Enclosure** and the doctor's refurbished escape helicopter. If the players are itching for combat (and if there's time) then it may be that some of the lions have returned to take up residence in their old homes, and won't be pleased to see the humans.

6. Escape from the Ruins of New York

The *Red Star* is a heavily armored Soviet helicarrier dispatched to New York for this particular mission. As the heroes attempt to flee (either by flying boat, helicopter or some other means they may have discovered) they'll be confronted by a flight of rocket troopers from the *Red Star*.

Combatants:

- **Red Army Rocket Trooper*** (6)
- **Red Army Rocket Trooper Leader*** (Wild Card) (1)

* Stats are available in the appendix.

Appendix A: Non-Player Characters

Note: These characters are based on NPC entries in *The Day After Ragnarok*; they're included here for completeness' sake

Soviet Ape Super Soldier / Man-rilla: Agility d8, Smarts d6, Spirit d4, Strength d12+2, Vigor d8, Skills, Climbing d6, Fighting d8, Guts d5, Notice d6, Shooting d8, Stealth d4, Survival d6, Throwing d6, Pace; 8, Parry: 6, Toughness: 8, Size +2

Attacks: Fighting (Claws d12+2+d4), Shooting (SG-43 7.62 machine gun, Range: 30/60/120, Dmg: 2d8, RoF 3, AP 2; Man-rillas can move when carrying this gun).
Weakness: If shaken, a man-ape must make a smarts roll or give into his animal instincts and flee.

Red Army Troopers: Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6, Skills: Fighting d6, Guts d6, Shooting d6, Charisma 0, Pace; 6, Parry 5, Toughness: 5, Edges: Soldier; Hindrances: Vow; Gear: Rifle, Bayonet, entrenching tool

Attacks: Shooting (Rifle: Range: 24/48/96, Dmg: 2d8, RoF 1, AP 1, Bolt-action) Fighting (Bayonet, Str+d4)

Red Army Captain (Wild Card): Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8; Skills: Fighting d8, Guts d8, Notice d8, Shooting d8, Stealth d6, Survival d6, Throwing d4, Charisma 0, Pace: 6, Parry 6, Toughness 6, Edges: Block, Combat Reflexes, Marksman, Soldier; Hindrances: Vow, Gear, Rifle, Bayonet, entrenching tool.

Attacks: Shooting (Garrand clone: Range: 24/64/120, Dmg: 2d8, RoF: 1-2, semi-auto – can fire double tap shots if he doesn't move): Fighting (Bayonet, Str+d4)

Edge Details: *Block*: +1 to Parry, *Combat Reflexes*: +2 to Spirit roll to recover.
Marksmen: If he doesn't move, he can fire as though he took the aim maneuver (+2 shooting/throwing)

Red Army Rocket Trooper: Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8, Skills: Fighting d8, Guts d6, Pilot: d8, Shooting d8, Charisma 0, Pace; 6, Parry 6, Toughness: 6, Edges: Soldier, Steady Hands (negates unstable platform penalty); Hindrances: Vow; Gear: Rifle, Bayonet, entrenching tool, rocket pack

Attacks: Shooting (Rifle: Range: 24/48/96, Dmg: 2d8, RoF 1, AP 1, Bolt-action) Fighting (Bayonet, Str+d4)

Red Army Captain (Wild Card): Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8; Skills: Fighting d8, Guts d8, Notice d8, Shooting d8, Stealth d6, Survival d6, Throwing d4, Charisma 0, Pace: 6, Parry 6, Toughness 6, Edges: Block, Combat Reflexes, Marksman, Steady Hands, Soldier; Hindrances: Vow, Gear: Rifle, Bayonet, entrenching tool, rocket pack

Attacks: Shooting (Garrand clone: Range: 24/64/120, Dmg: 2d8, RoF: 1-2, semi-auto – can fire double tap shots if he doesn't move): Fighting (Bayonet, Str+d4)

Edge Details: *Block*: +1 to Parry, *Combat Reflexes*: +2 to Spirit roll to recover. *Marksmen*: If he doesn't move, he can fire as though he took the aim maneuver (+2 shooting/throwing), *Steady Hands*: Negates the “unstable platform” penalty.

Appendix B: Player Characters

Note: This appendix includes Edge, Hindrances and Spell write-ups taken from the *Savage Worlds Explorers Edition* rulebook; they're included here for completeness' sake.

Andrea Boundless

Nationality: British

Concept: Freelance scholar, adventurer

Inspiration: Lara Croft, *Tomb Raider*

Wounds: 1 2 3

Fatigue: -1 -2

Attributes

Agility d10

Smarts d6

Strength d6

Spirit d6

Vigor d6

Charisma: 2

Pace: 6"

Parry: 4

Toughness: 5

Bennies: 4

Skills

Climb (Str) d6

Fighting (Agi) d6

Lockpick (Agi) d6

Know. Ancient History (Sma) d6

Know. Ophitech (Sma) d4

Persuasion (Spi) d4+2

Shooting (Agi) d8+1

Stealth (Agi) d8

Notice (Sma) d6

Hindrances

Curious (Major)

Wanted in India (Minor)

Stubborn (Minor)

Edges

Attractive: +2 Charisma, adds +2 bonus to Persuasion or Streetwise

Trademark Weapon: +1 Shooting with signature weapon

Luck: +1 Bennie

Weapons

<i>Weapon</i>	<i>Range</i>	<i>Dmg</i>	<i>RoF</i>	<i>Shots</i>	<i>Special</i>
Silverplated S&W .44 6 silver bullets	12/24/48	2d6+1	1	6	AP 1, Revolver
Derringer	5/10/20	2d6+1	1	2	AP 1
Knife	3/6/12	Str+d4	1	1	n/a

Background

The Boundless family have long been adventurers, scouring the earth for new challenges, and using the knowledge and treasure they looted to found a dynasty. That dynasty was nearly ended when the Serpent fell, crushing London, but fortunately Andrea's father, **Richard Boundless**, was abroad in India when it happened.

Andrea grew up with the best of everything, but in her case that meant the best schools ... and the best rifles. She attended university at the famed **Rhodes University** in South Africa, but she found academic life didn't suit her. "Why *read* about exotic locales when you can actually go there?" She told her father. "That's what *you* did."

She stayed in university long enough to go on a few field expeditions and gain practical experience, then left South Africa to see the larger world, bankrolled by the Boundless family fortune. She explored tombs in the shattered remains of Egypt, delved into the depths of Indian temples (including one where she was technically trespassing, was imprisoned, and subsequently escaped). "India? That was a ... misunderstanding."

Andrea soon burned through her family trust, and ultimately returned to Rhodes hat in hand, and began accepting freelance "grey ops" jobs for them. Andrea is smart, but most of what she knows from practical experience, rumors and guess work. Book learning is simply not her thing.

She's had an on again, off again relationship with British rocketeer **Jules Drake**, having worked with him on several high-profile joint missions of the British government and Rhodes University. Most of these professional and personal trysts have ended in apocalyptic yelling matches, but they're usually able to keep the fireworks in check until the mission is completed.

Equipment

Money: 30 silver dollars

Ammo: Silverplated S&W .44: 25 rounds of ammo on cartridge belt,

Derringer: 6 rounds

Gear: Backpack (in pack: Bedroll, Binoculars 8x, Bedroll, Compass, Canteen, Flashlight, Lockpicks, Rope (100'), 1 week rations, 25 rounds of .44 ammo)

Jules Drake

Nationality: British

Wounds: 1 2 3

Concept: Rocketeer

Inspiration: Rick O'Connell, *The Mummy*

Fatigue: -1 -2

Attributes

Agility d12

Charisma: 0

Smarts d6

Pace: 6"

Strength d4

Parry: 5

Spirit d6

Toughness: 6

Vigor d8

Bennies: 3

Skills

Fighting (Agi) d6

Overconfident (Major)

Guts (Spi) d6

Loyal (Minor)

Know. Ophitech (Sma) d6

Stubborn (Minor)

Notice (Sma) d6

Piloting (Agi) d10

Shooting (Agi) d12

Hindrances

Edges

Combat Reflexes: Recovers quickly from shock and trauma. Adds +2 to his Spirit roll when attempting to recover from Shaken.

Deadshot: Jules doubles his total damage when making a successful shooting attack on any round in which he drew a Joker.

Steady Hands: No penalty for shooting from a moving platform (e.g. flying a jetpack, riding a horse, etc).

Ambidextrous: Eliminates the -2 penalty for firing two guns.

Soldier: Royal Air Force Flying Officer of the RAF.

Weapons

<i>Weapon</i>	<i>Range</i>	<i>Dmg</i>	<i>RoF</i>	<i>Shots</i>	<i>Special</i>
Colt .45	12/24/48	2d6+1	1	7	AP 1, Semi-Auto
Colt .45	12/24/48	2d6+1	1	7	AP 1, Semi-Auto
Knife	3/6/12	Str+d4	1	1	n/a

Background

Jules Drake is the epitome of the dashing rocketeer; brave to the point of reckless, utterly loyal to the cause and his cohorts and unwilling to back down in the face of danger.

He's been extraordinarily successful in his endeavors, fighting for king and country and doing his part to ensure that the British Empire survives in the shadow of the Serpent. As such, Jules has often been tasked with special operations teams directed by MI6, and is on permanent loan to that agency.

Jules believes in getting the job done, and isn't overly concerned with how the regulations say it should be done. He counts on his abilities to cover any shortcomings that might be in a given plan. This confidence has served him well, but it's only a matter of time before his reach exceeds his grasp.

Jules has had an on again, off again relationship with **Andrea Boundless**, a woman he finds utterly intriguing ... and utterly infuriating. He enjoys the passion she brings to a job, as well as the challenge of matching wits with her. Unfortunately for him, here his overconfidence is his undoing, as Andrea almost always manages to show him up while on a mission, a turn of events that usually ends in a shouting match between the two heroes.

Equipment

Money: 20 silver dollars, 5 gold dollars

Ammo: Colt .45: 25 rounds of ammo in belt

Backpack (in pack: Bedroll, Binoculars 8x, Bedroll, Compass, Canteen, Flashlight, Swiss army knife, 25 rounds of .45 ammo)

Jules Drake Jetpack

Acc/Top Speed: 15/35 Climb: 35 Toughness 8 (2), Crew: 1

Activating a jetpack require an Ophi-tech roll or Piloting at -2, but all the maneuvers using Piloting. **Fighting** while flying uses the lower of the Users Fighting or Piloting skills at a -4 penalty. **Shooting** while flying likewise uses the lower of Shooting or Piloting, but at a -2 penalty. The Steadyhands negates this penalty. **You can carry another person** at half normal speed and a -1 to all Piloting rolls.

Malfunction: On a malfunction, roll whichever die rolled the 1 again. If it was snake eyes, the player chooses the die). On another 1, the jet pack explodes, causing 3d10 damage to everyone in a medium burst template. On any other result, it merely flames out, which is bad if the user is in midair. If the pieces can be recovered, repairing the pack takes 2d6 hours and a really good workshop, plus a repair roll.

Coromir

Nationality: American

Concept: Modern barbarian

Inspiration: Conan. Kull. Thundarr

Wounds: 1 2 3

Fatigue: -1 -2

Attributes

Agility d10

Smarts d4

Strength d10

Spirit d6

Vigor d6

Charisma: 0

Pace: 6"

Parry: 8

Toughness: 8

Bennies: 3

Skills

Fighting (Agi) d12

Guts (Spi) d6

Throwing (Agi) d6

Notice (Sma) d4+2

Stealth (Agi) d8

Intimidate (Spi) d6

Shooting (Spi) d8

Hindrances

Bloodthirsty: Abomination (major)

Illiterate (minor)

Luddite (minor) Rolls of a 1 on a die (regardless of wild die) when using mechanical device means it's broken.

Edges

Alertness: +2 to all notice checks.

Brawny: +1 to Toughness, can carry 8x his strength without penalty.

Nerves of Steel: Coromir has learned to fight through the most intense pain. He may ignore 1 point of penalties

Improved Sweep: Coromir may make a single Fighting attack against all adjacent targets (allies included).

Weapons

<i>Weapon</i>	<i>Range</i>	<i>Dmg</i>	<i>RoF</i>	<i>Shots</i>	<i>Special</i>
Bastard Sword	n/a	d10+d8	n/a	n/a	Two-handed
Bowie Knife	3/6/12	d10+d6	1	1	n/a
Bow	15/30/60	2d6	1	1	n/a

Leather Armor +1 toughness to torso, arms and legs.

Equipment

20 gold coins, 50' rope, backpack, leather armor (chest only), football helmet, 20 arrows in quiver, flint and steel, tinderbox, pocket knife

Background

Coromir is a modern barbarian. Born outside of Pittsburgh, as a teenager his family was slaughtered by the Black River Cults. He barely escaped the culling, and spent the next few years living on his own in the wilderness of western Pennsylvania. He swore an oath to avenge his family's death, and when he was 19, he succeeded in finding and killing the naga behind the cult.

His desire for revenge was not sated however, and rather than return to civilization, he pledge his life to hunting abominations. His travels have taken him throughout the ruins of the United States. He has been consistently disappointed with thwe people he's found there, cowardly, manipulative bastards all too eager to pay someone else to solve their problems, obsessed with returning to the Old Ways. As though technology can save them. As though a gun can help you when you've used up the last of your precious bullets.

He's taken their silver and beer ... but he's refused to live with them.

There's one exception to this: the **Texas Rangers**. These elite soldiers and trackers share his hatred of the abominations, and their skills are unmatched among the civilian populace. Foremost among the Rangers is his longtime friend **Jason Freewalker**, who is perhaps the one man he'd trust his life with. The two of them have tracked Serpent cults in Mississippi, mutated alligator-spawn in the Everglades, and ghouls feeding on the hurricane-slaughtered dead of Houston.

Jason Freewalker

Nationality: American

Wounds: 1 2 3

Concept: Texas Ranger

Inspiration: Walker. Roland of Gilead

Fatigue: -1 -2

Attributes

Agility	d8	Charisma: 0
Smarts	d6	Pace: 6"
Strength	d6	Parry: 6
Spirit	d6	Toughness: 6
Vigor	d8	Bennies: 3

Skills

Fighting (Agi)	d8
Riding (Agi)	d6
Shooting (Agi)	d10+1
Survival (Agi)	d6
Tracking (Sma)	d6
Notice (Sma)	d6

Hindrances

Heroism (Major)

Edges

Quick Draw: Allows Jason to draw a weapon and shoot, ignoring the normal -2 penalty.

Command: Companions receive +1 to their Spirit rolls to recover from being Shaken.

Texas Ranger: +2 bonus to Charisma for those who respect the badge. +1 to Knowledge rolls about monsters or criminals in the Poisoned Lands.

Level Headed: Draws an extra an additional action card in combat, keeps the best one.

Trademark Weapon: +1 shooting with his father's gun.

Weapons

<i>Weapon</i>	<i>Range</i>	<i>Dmg</i>	<i>RoF</i>	<i>Shots</i>	<i>Special</i>
Father's Colt .45	12/24/48	2d6+1	1	7	AP 1, Semi-Auto
Rifle	24/48/96	2d8	1	5	AP 1, Bolt-action
Knife	3/6/12	Str+d4	1	1	n/a

Equipment

30 silver coins, backpack, ammo belt (20 bullets), sleeping pad, dry rations, canteen

Background

Jason Freewalker is a second-generation lawman, his father having become a Texas Ranger just after Serpentfall. In the early days after Serpentfall, he rode with his father, battling scaly monsters crawled out of the Rio Grande to drink the blood of children and the Serpent cults arose from the Gulf looking to spawn realms of madness.

He's been riding and shooting since he could walk, and he's wanted nothing more or less than to walk in his father's footsteps. Tragically, he's done just that; the year he became a Ranger, his father died at his side, fighting an infestation of ghouls in Houston. He now proudly wields his father's gun – a pearl-inlaid, silver-gilded Colt .45 – and wears his steel-toed, Serpent-skinned boots (their skin being about the only good thing to come out of those Fallspawn).

Like his father, Freewalker has heroism in his marrow. He never backs down from a challenge, and never shirks his duty to Texas or the people he protects. Unsurprisingly, Freeman's become a legend in the Rangers, and as such as been dispatched on all manner of special missions on behalf of Texas. Accompanying him on many of these has been **Coromir**, a northern barbarian from Pittsburgh whose been waging his own war against the serpents. The barbarian helped him retrieve his father's remains from Houston, and they have been steadfast friends ever since.

Ollivander Ellis

Nationality: British

Wounds: 1 2 3

Concept: British Occultist

Inspiration: Trevor Bruttonholm, Hellboy **Fatigue:** -1 -2

Attributes

Agility	d4	Charisma: 0
Smarts	d10	Pace: 4" (1d4 run)
Strength	d4	Parry: 2
Spirit	d10	Toughness: 5
Vigor	d6	Bennies: 3

Skills

Guts (Spi)	d8
Healing (Spi)	d4
Investigation (Sma)	d4
Know. Occult (Sma)	d8+2
Know. Ophi (Sma)	d8+2
Notice (Sma)	d6
Spellcasting (Sma)	d12
Shooting (Agi)	d4

Hindrances

Bad Leg (major) slows movement
Bad Eyes (minor) -2 shooting/notice
Snakebit (minor) -2 to Guts, Spirit & Vigor checks when fighting Serpentspawn.

Edges

Background (Arcane): Can cast spells.

Power Surge: When dealt a Joker, Ellis experiences a surge of arcane power, allowing him to recover 2d6 power points. He can't exceed his daily limit.

Scholar: +2 to any two knowledge checks (already included).

Weapons

<i>Weapon</i>	<i>Range</i>	<i>Dmg</i>	<i>RoF</i>	<i>Shots</i>	<i>Special</i>
Colt .45	12/24/48	2d6+1	1	7	AP 1, Semi-Auto
Swordcane	n/a	Str+d4	n/a	n/a	n/a

Magic Spells

Power Points: 10

Ellis has mastered a portion of the arcane energy unleashed by the Serpentfall, but it's come at a terrible cost. His leg was warped and ruined by a spell gone horribly wrong during his apprenticeship, and he carries the effects of that disaster with him to this day.

Casting a spell costs a certain number of power points, as specified by the spell. However, there is a danger in doing so – if he casts a spell, he must make a Vigor check or risk becoming Shaken. If he gets a raise on the check, he must make a second Vigor check (so failing two such checks could yield a wound).

Elemental Manipulation (water):

- **Power Points:** 1
- **Range:** Smart x2
- **Duration:** Instant

Ollivander has gained arcane insight into elemental water. He can conjure up a pint of water somewhere within his sight (but not inside objects or people). A wave of his hand also purifies one gallon of water, whether it be poisoned, salt-water, or Serpent tainted. Those who have been poisoned within the last minute also get a second chance to resist any remaining effects. Other creative uses may be possible.

Bolt of Ghostfire

- **Power Points:** 1-6
- **Range:** 12/24/48
- **Duration:** Instant
- **Trappings:** Daggers of sickly green fire.

Basic usage: An attack power that does 2d6 damage and uses 1 power point.

Additional bolts: Oleander may cast up to 3 bolts by spending a like amount of Power Points. This must be decided before the power is cast. The bolts may be spread among targets as the character chooses. Firing additional bolts does not incur a multiple attack penalty.

Additional damage: The character may also increase the damage by 3d6 by doubling the Power Point cost per bolt. This may be combined with additional bolts, so firing 3 bolts of 3d6 costs 6 power points.

Steadfast Barrier

- **Power Points:** 1/section
- **Range:** Smarts
- **Duration:** Lasts up to 3 rounds, costs 1 PP per section, per round. Spellcasting checks are at -1 while the spell is active.
- **Trappings:** Bits and pieces of whatever materials are at hand.

The *Steadfast Barrier* creates a solid, immobile wall to protect the user against attack or to entrap an opponent. Regardless of what the barrier is made of, it has a Toughness of 10. Every Power Point spent creates a 1” wide section of wall. The barrier ranges in width from a few “real world” inches thick for stone or other hard materials to a foot for bones or ice.

The exact placement of the second is defined by the caster, but each section must be connected to at least one other section after the first. When the spell expires or a section is broken, it crumbles to dust or otherwise dissipates.

Each section of the barrier may be destroyed by an attack that exceeds its Toughness of 10. Hitting a wall is automatic with a Fighting attack (ranged attacks must roll to hit as usual) but raises on the attack do not grant extra damage.

Opponents may climb the barrier at -2 to their Climb roll if it is made of something solid.

Equipment

Spellbook of Ilster: This spell book features a battered, leather cover inlaid and worn silver ruins. Inside the book are Oleander’s precious spells, as well as a life time of arcane and mystical notes, hand-written in a near-microscopic letterings.

Silver Cross of the Holy Order of Mystra: A cross blessed by the post-Serpentfall Roman Catholic order charged with investigating supernatural events.

10 gold coins, 25 bullets

Background

In another life, **Ollivander** might have been a physicist or astronomer, but instead, he grew up in the world of the Serpentfall. It's lead him to dedicate his life to understanding its arcane secrets ... and fighting them when they're unleashed upon the world. He's battled latter-day Nazi mystics in Argentina, negotiated with the dwur lurking in the Alps, and even ventured into the corpse of the World Serpent itself in his quest for knowledge. His quests have left deep wounds in his body and mind, but he refuses to stop because he knows that his opponents – those who embrace the horrors of Serpentfall – will never stop.

He's technically a professor at Rhodes University, and he maintains an office at that institution. He's only on campus for three months out of every 12, spending most of the rest of the time conducting field research or special operations for the British Empire.

Major Simon Cartwright

Nationality: British

Concept: Debonair Spy

Inspiration: Bond. James Bond.

Wounds: 1 2 3

Fatigue: -1 -2

Attributes

Agility d8

Smarts d6

Strength d6

Spirit d8

Vigor d6

Charisma: +2

Pace: 6"

Parry: 6

Toughness: 5

Bennies: 4

Skills

Driving (Agi) d6

Fighting (Agi) d8

Gambling (Sma) d6

Guts (Spi) d6

Persuasion (Spi) d6+2

Notice(Sma) d6

Shooting (Agi) d10

Stealth(Agi) d6

Hindrances

Code of Honor (major)

Vengeful (minor)

Edges

Charismatic: +2 Charisma

Luck: +1 Bennie per session

Common Bond: Share a bennie with any other wild card.

Deadshot: Jules doubles his total damage when making a successful shooting attack on any round in which he drew a Joker.

Weapons

<i>Weapon</i>	<i>Range</i>	<i>Dmg</i>	<i>RoF</i>	<i>Shots</i>	<i>Special</i>
Walther PPX	12/24/48	2d6+1	1	7	AP 1, Semi-Auto
Knife	3/6/12	Str+d4	1	1	n/a

Equipment

20 gold coins, diving watch, 28 rounds of ammunition, pocket knife, deck of cards

Background

Major Simon Cartwright is a globetrotting spy who's traveled to all the surviving major cities in the world ... as well as most of the ruined ones. He's a debonair spy, one who revels in the glamorous aspects of the world of espionage: fast cars, high stake gambling and beautiful women.

At the same time though, he also loves the thrill of the mission. Be it smuggling Russian ophi-tech plans out of Hong Kong or extracting a double agent from beyond the Serpent Wall, he finds the challenge of pulling off the impossible exhilarating.

While Cartwright has spent much of his professional life adventuring on his own, in recent years he's come to appreciate the value of working with a team. As such, he puts his insights and experience to good use in making sure his fellow agents get out alive. That said, he's not an arrogant commander – he listens to what his colleagues have to say, and works with them to come up with an appropriate plan. It's just that when that plan inevitably falls apart, he's got the skill -- and the experience – to pull it back together again.