

WET INK GAMES, LLC
PRESENTS

BRITON TWIN

MERCENARY FACTION FOR:



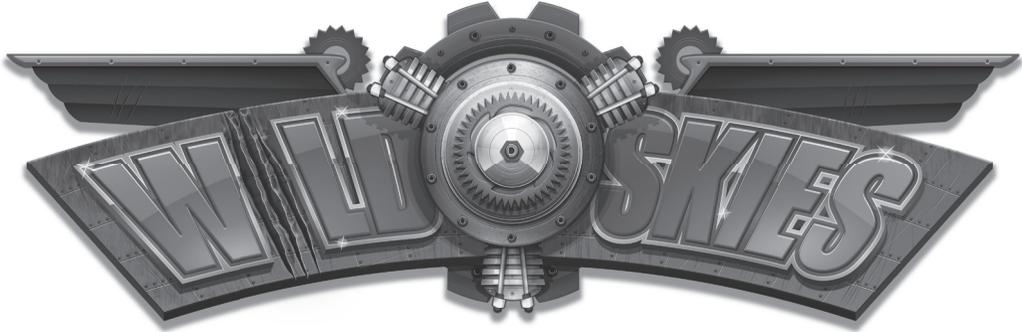
EYES ONLY



Wet Ink Games, LLC Presents:

Briton Twins

A Mercenary Faction for



Faction Created With

Harumi Ne Smith

Writer

Michele Lee

Art

Sarah Dahlinger

Wm. Knox Gunn

Layout

Wm. Knox Gunn



Wild Skies: Briton Twins WIG-107
Copyright © 2018 Wet Ink Games, LLC

All rights reserved. No part of this publication may be reproduced, transmitted or stored in a retrieval device, in any form or by any means, without the prior permission of the publisher. This book is a work of fiction. Any resemblance to actual animals, people, places, or events is purely coincidental. This project was funded through Kickstarter!

Wild Skies and the Compass System are trademarks of Wet Ink Games, LLC.

First published in 2018. • Published by Wet Ink Games, LLC • Louisville, KY • WetInkGames@gmail.com



“Better Call the Twins”

Aurora and Zander Briton are, respectively, the oldest daughter and only son of war hero Specialist Mathias Briton, and his wife, famed nurse-turned-interpreter, Gemma Briton née Rivers. This public service power couple were instrumental in establishing treaties and protection agreements which helped secure imperial control through the Orient during the height of the British Empire. The twins were born in the colony of Burma in May 1904 and grew up traveling with their parents throughout the British Raj. The Britons employed a number of tutors in every area they were stationed and the one thing they indulged their children in was the knowledge and wonder of the world around them.

After a two year sabbatical, Specialist Briton was asked to perform his magic again in Africa, and after New Year 1914 he took his family with him into the savannah of British East Africa. Less than six months later the Great War broke out and Briton helped to set the tone of

restrained hostility which kept the adjacent British and German colonies from becoming another battleground. During the War the young Britons first came to the attention of military officers. The first military commentary on Aurora quotes a letter from a Lieutenant Justin Byng to his uncle saying “It’s a shame she was born a woman, because she could have been one hell of a general!” Ten-year-old Zander was already called “little cadet” by officers and he proudly “enlisted” as his father’s page for the duration of the War.

The Britons were recalled to the newly-formed Hegemony in 1921 to help with post-war recovery efforts. Specialist Briton was accepted as a loyalist and given a position in Dominion Relations. Aurora and Zander were both accepted for collage studies and soon proved themselves to be quite adept at whatever they put their

minds to. They each came to the Hegemony Intelligence and Surveillance Services via their own path, but no one who knows the family is surprised they both ended up in this particular branch of government service.

On their first mission, the Britons were sent back to the Far East to gather information on a train line suspected of being used to smuggle weapons and building materials from the Hegemony Raj into the Russian Empire. The twins quickly discovered what they felt was a worse situation, and battled on their own to stop a gang of (suspected German) mercenaries from funneling Indian cultural treasures and historical relics out of the Raj. On another famous mission Aurora and Zander went undercover in the German Empire itself and aided a former Austrian airship captain and his family to defect before the Kaiser could force him back into military service.

There is no question that the Briton twins are some of the most dynamic, loyal, and talented of the rising generation of Hegemony children. There is no question they have achieved a level of fame for their exploits which make them ideal for propaganda purposes. The question HISS directors debate behind closed doors is if the twins are of best use to the country fighting where they can be seen or if their battles should never be exposed to public knowledge.

Aurora Briton

“The Smart One”

As a child, Aurora was precocious. She was a quick, hungry learner who was fluent in four languages by six years old, not counting the twinspeak she shared with her brother. Her curiosity and natural intelligence made her impatient with being told “no” by anyone, and she had none of her mother’s famous tact. She was a terror to her nannies and a general visiting her parents once wrote Aurora was “entirely lacking in humility due to her over education; possessing a disturbing adult-like confidence.” She has never lost that early impatience; always ready for the next challenge or discovery. She was quite happy moving first from the Raj back to England then on to British East Africa.

During the War, Aurora at first played war games with the other children riding out the War in the colony. She was good at pretend battles, but grew bored and turned her attention to the inner battlefield of the body. She felt sure disease and injury were just other problems to be solved. After the War, she was

accepted to Oxford for the study of medicine on the strength of solid recommendations from many family friends. However, she was determined to be a research doctor, not a glorified hospital aide and she could not agree with her advisors on the focus of her coursework. She stormed out of Oxford and enrolled in the controversial women’s college, Girton. She graduated at the top of her class, eventually earning a doctorate of medicine. Despite the shortage of professionals in the post-war years, Aurora had trouble finding work as a medical doctor due to her refusal to conform to expectations of what a doctor should be.

Frustrated, she called upon her father’s contacts and found work as an interpreter for the Hegemony government. In the chaos of the new world, the Hegemony found itself needing more than just soldiers. As the Prime Minister promoted a military stronger than the one which “slowly bled the country dry” during the Great War, he also ordered more covert operations. HISS desperately needed agents who were comfortable in foreign lands and had a better understanding of the world outside the Hegemony than the average citizen. Aurora fit the profile perfectly. Given the opportunity to work as more than a simple interpreter, Aurora happily became a HISS agent. She revels in the travel and in her ability to put one over on the enemies of the Hegemony,

Aurora speaks nine languages fluently, and three or four more in part. She has a fascination for all things scientific. Expanding from her understanding of biology and medicine, she can also become entranced trying to figure out mechanical items, or even political processes. She is impatient, at times, and does not suffer foolishness well. She also is awkward socially, with few friends and often an inability to understand the interpersonal workings of modern society.

Aurora has a tendency to see rules and laws, such as the rules of polite society and the laws of nature and physics, as obstacles to be overcome. She also has a firm set of personal morals which center around helping empower people, garnering justice for wrongs, and seeing the underdog get fair opportunities. She might be a closet idealist. Mostly, she just wants to do everything in her power to prevent more occurrences like the Great War which saw so many lands and lives shattered. However, sometimes she feels she is better able to succeed in her goals the further away from the Hegemony she is stationed.



Name **Aurora Briton** Player Name _____
 Age 29 Sex Female Size Normal Height 5'8" Weight 140 pounds
 Animal Type Fox (Fennec) Nationality British
 Careers Doctor/Scholar Affiliation H.I.S.S.
 Character Concept "The Smart One"

CHARACTER SHEET

Attributes	Uncap
Brawn	3 <input type="checkbox"/>
Strength	2 <input type="checkbox"/>
Fleetness	4 <input checked="" type="checkbox"/>
Smarts	5 <input checked="" type="checkbox"/>
Know-How	5 <input type="checkbox"/>
Moxie	3 <input type="checkbox"/>
Guts	3 <input type="checkbox"/>
Valor	2 <input type="checkbox"/>
Grit	4 <input type="checkbox"/>

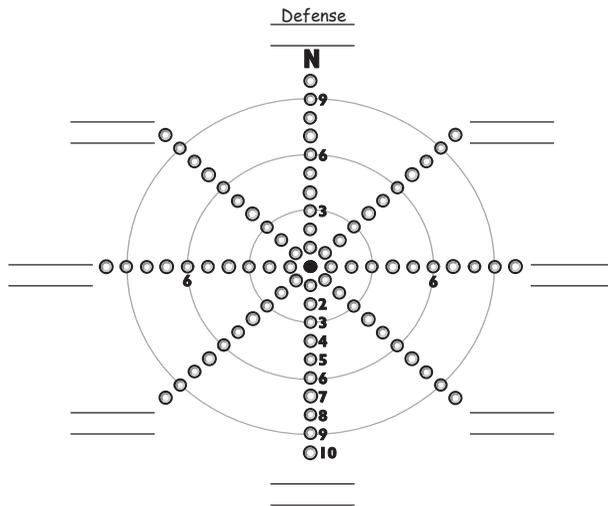
Perks
Polyglot
Polyglot
FastDraw
Quirks
Craving (raw rodents)
Temper

Abilities
Camouflage
Double Back
Teeth
Doctor: May reroll resuscitation attempts equal to Know-How
Scholar: Automatically succeed on a Scholar Skill once per session.

Skills and Specialties	Difficulty	Skill Dice
Medicine	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Doctor (Know-How)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Science	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Biology (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Poison (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Knowledge	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Interpreter (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Politics (Grit)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Streetwise (Moxie)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Art	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Compose (Grit)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Social	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Sneak	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Search	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Melee	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
Waller TFG	Mid	1D6	+1 Damage
H1919 Knife	Melee	1	+1 Damage, Armor Piercing (1)
Health		Armor	
/12			

Languages
English, Burmese, French, German, Hindi, Pashtun, Russian, Spanish, Swahili
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Zander Briton

“The Clever One”

The younger brother by a mere six minutes, Zander was known as a cheerful cherub of a baby from his first day, always smiling in family photographs and trying to please all visitors. Young Zander used to accompany his father to work; perfectly content to sit and read in his father’s office, or listen quietly during meetings. He could easily soothe the pained dispositions of nannies and tutors, as well as being the primary easer of his sister’s temper. From a very young age the pair developed a type of twinspeak that consisted of a mix of their fluent languages. Even their parents, also polyglots, only understood so much. Specialist Briton also once said of his children, “While it’s clear Aurora is the first active participant of their clever childish shenanigans, I quite suspect that Zander is not only the true instigator, but even the plotter.”

It was natural, then, when he came of age, that Zander joined the Hegemony armed forces. While willing to serve in any capacity, his intelligence, worldly knowledge, and understanding of tactics and leadership made him natural officer material. One man who trained with him said, “Of course, a guy like that. You don’t lose him down in the trenches.” After just two years in the service, he left to attend Oxford. He floundered through law and business studies... when he wasn’t more occupied by social extracurriculars. Quite a few ladies assumed they were going to be joining the Briton family during this time. With his peers, Zander wholly embraced the old saying “Manducemus, bibamus, cras enim moriemur” (Let us eat and drink, for tomorrow we die), making him quite popular. Eventually, he did earn a degree, after a flurry of study, at the same time as his sister.

From there he became aware HISS had been aware of him for some time. With the Hegemony seeking to rebuild and preserve their empire they need young, clever lads like Zander. Information gathering had become vital to military and government planners, but even more important was the ability to control events on the ground to prevent another war. To say nothing of the numerous foreign cartels and pirates with grand visions of carving their own empires out of established government regions.

Zander is bloody charming git who could probably waltz through a gathering of world leaders tense enough to make Asquith sweat and walk out with several treaties, and several drunken dignitaries on his arms. He’s not one to shy away from physicality, having been a strong member of the Oxford fencing and wrestling teams, and encourages a friendly spar as a way to help civilized men solve problems. Neither is he one to back down from complex political or philosophical discussions. Zander has been known to stay up all night in a good debate, as often as he stays up all night drinking and celebrating his life.

He is a particular kind of resourceful. If he can’t do something, or understand something, it is very likely he can find and convince someone who can that helping is in their best interest. He has a firm set of personal moral standards, which is heavy on helping the good and punishing the evil. However, his definitions are a little grayer than Aurora’s, which he credits to having seen the uglier side of war and the minds who become embroiled in it.



Name Zander Briton Player Name _____
 Age 29 Sex Male Size Normal Height 5'4" Weight 160 pounds
 Animal Type Fox (Fennec) Nationality British
 Careers Officer/Revolutionary Affiliation H.I.S.S.
 Character Concept "The Clever One"

CHARACTER SHEET

Attributes		Uncap
Brawn	4	<input type="checkbox"/>
Strength	2	<input type="checkbox"/>
Fleetness	3	<input checked="" type="checkbox"/>
Smarts	4	<input checked="" type="checkbox"/>
Know-How	2	<input type="checkbox"/>
Moxie	6	<input type="checkbox"/>
Guts	3	<input type="checkbox"/>
Valor	5	<input type="checkbox"/>
Grit	2	<input type="checkbox"/>

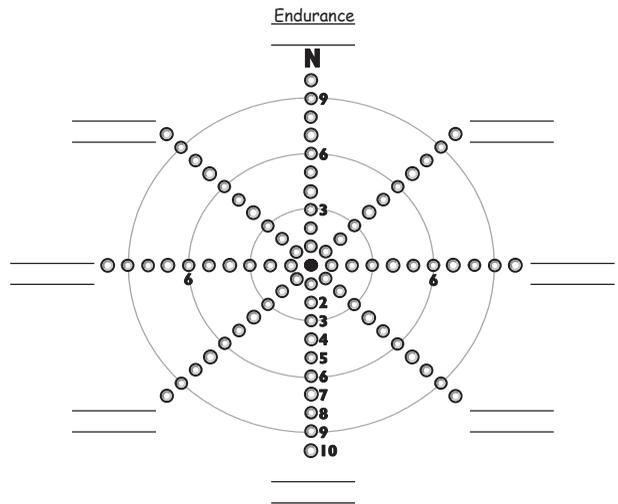
Perks
Charismatic (<u>Guts + Valor</u> to Social rolls)
Daredevil
Quirks
Prim

Abilities
Camouflage
Endurance
Float
Officer: Gives double bonus for Command or Motivate skills
Revolutionary: Gives double bonus for Aggravate or Motivate skills

Skills and Specialties	Difficulty	Skill Dice
Leadership	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Aggravate (Moxie)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Motivate (Valor)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Navigator	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Orienteering (Know-How)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Melee	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Blade (Fleetness)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Social	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Charm (Moxie)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Sneak	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Stealth (Fleetness)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Search	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
S1927 Saber	Melee	2	+2 Damage
Webb 1921	Mid	1D6	Armor Piercing (1)
Wrenfield	Far	3D6	Move up one spot in init order
Health		Armor	
/16			

Languages
English, Hindi, German, Russian
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Hegemony Intelligence and Surveillance Services (HISS)

The British government established its first modern covert operations division in 1909 as a special section within the military focused on gathering intelligence about enemy technological development during the arms race. The number of agents employed and scope of their operations saw significant growth during the Great War. Correct and timely information in the Great War saved lives, and, many times, ensured there was still an Empire to fight for. The directors made some effort to avoid getting lost in the moral miasma of war, but it proved impossible not to end up with dirty hands under those circumstances.

After the Seven Weeks Protest and the rise of the United Worker's Party, the Hegemony consolidated different covert operations run by the police, home office, foreign office and military into two new organizations. Domestic operations are carried out by an extremely secretive organization operating under a classified name and usually simply called "internal security." Operations outside of the British Isles are handled by Hegemony Intelligence and Surveillance Services, or HISS. The government denies any such operations existence, of course. Officials claim international codes of conduct explicitly forbid interference in foreign affairs, as such things clearly contributed to the Great War, which no one wants to fight over again. In reality, HISS agents conduct dozens of foreign intelligence gathering operations yearly with several overt attempts to influence events active at any one time.

While plenty HISS missions still focus on other Great Power nations, particularly the German and Russian empires, the Service is increasingly tasked with fighting fires all around the world. Conflicts in the small corners of Europe, the rise of mercenary gangs with significant firepower, and new trade cartels are all potential threats to the stability the Hegemony enjoys. Even more concerning are the anti-colonial sentiments rising throughout the Dominions. With the Hegemony struggling to maintain its colonies, more and more HISS agents are being sent to burnish the image of Britain in Asia and Africa and to tamp down local tensions before they can be exploited by anti-Hegemony forces.

HISS agents are information collectors first, influence peddlers second, and soldiers when they need to be. A good agent will possess an aptitude for all three parts of the job. It also helps for agents to believe in the Hegemony's goals for world order. The Service is vital

to understand the fractured world and prevent pirates and cartels from expanding into areas the Hegemony has sworn to protect. Plus, citizens-by-acquisition in the colonies deserve the Hegemony's best defense from the other foreign powers that would seek to exploit them.



HISS Special Equipment

Beyond the basics of foreign currency, false papers and appropriate attire for their mission, HISS agents may be issued special equipment when the directors think something extra might come in handy. The following items are some of the special, often miniaturized, equipment available to HISS agents. These items are not generally available on the open market.

Waller TFG

This small semi-automatic weapon is a favorite of British secret agents because it is easy to conceal while still packing a decent punch. Designed in 1929, the weapon is still relatively unknown, especially outside of the law enforcement sphere, making it an ideal choice for anyone wanting to keep opponents guessing.

Range: Mid

Damage: 1D6

Ammunition: 6 shots

Bonus: When hidden (including on a person), a searcher must succeed twice at a Search skill roll to locate this weapon.

Resounding Success Bonus: +1 Damage

Cost: 30 UAC

Pocket Optics: All the usefulness of a good pair of binoculars, in a very small package. Allows for detailed

viewing from up to a mile (1.6 km) away. A rotating joint allows the optics to be converted from a straight ahead view to a simple one turn periscope. Collapses to the size of a glasses case and is surprisingly durable.

Size: Small

Cost: 120 UAC

Availability, new: Rare. Could be custom ordered from a craftsperson.

Availability, used: Not available.

Polygraph

A polygraph test works on the assumption falsehoods create stress in the body. By measuring changes in breathing rate, heart rate and blood pressure, a trained observer can detect the signs of stress and assess the truthfulness of a subject's statements. The polygraph machine itself is the size of a double-width briefcase. It contains all the monitors for blood pressure and breathing which must be attached to the subject as well as the spool of graph paper and marking equipment which report these physical changes. The test is best administered by two people; one asking questions of the subject and one with the Medicine skill monitoring the equipment. Success on any Moderate Medicine skill roll is required to properly read the equipment. If only one person is administering the polygraph test, the difficulty becomes Difficult. The subject of the test may oppose the roll with the Bluff Skill Specialty. A polygraph test should not be regarded as reliable, but its use, or the threat of its use, at least gives the observer important information about willingness of the subject to comply.

Size: Medium

Cost: 400 UAC

Availability, new: Very rare. Usually only assessable to military or law enforcement agencies.

Availability, used: Not available.

Briefcase Scooter

A tiny, collapsible vehicle in a briefcase makes for a convenient commute or a dramatic escape. The framework inside one half of the case holds two wheels and a kick-start motor. The user stands on this half and extends the other half to form the upright steering bar. Unfolding or repacking the scooter takes three minutes. All repairs to the delicate vehicle are Difficult. The small fuel tank holds enough to take the vehicle 8 miles (13 km).

Folded (equipment):

Size: Medium

Unfolded (vehicle):

Crew: 1

Size Class: Small

Health: 12

Armor Score: 0

Combat Speed Class: I

Top Speed: 16 mph (25 km/h)

Cost: 300 UAC

Availability, new: Very rare. Could be custom ordered from a craftsperson.

Availability, used: Not available.

Briefcase Hang Glider

A small, folding glider in a briefcase could be used for recreation, but is perhaps best used for a quick escape from a train, cliff or tall building. Folded spars which snap together and sail cloth with an attached harness are packed neatly into the case and assembly of the glider takes only five minutes. The glider is designed more to slow a fall than for long-distance travel and is intended as a one-time-use device as there is no way to land without destroying the flight surfaces.

Folded (equipment):

Size: Medium

Unfolded (vehicle):

Crew: 1

Size Class: Small

Health: 25

Armor Score: 0

Combat Speed Class: I

Top Speed: 22 mph (35 km/h)

Cost: 600 UAC

Availability, new: Rare. Could be custom ordered from a craftsperson.

Availability, used: Not available.