

WET INK GAMES, LLC
PRESENTS

ROCK ROOST RENEGADES

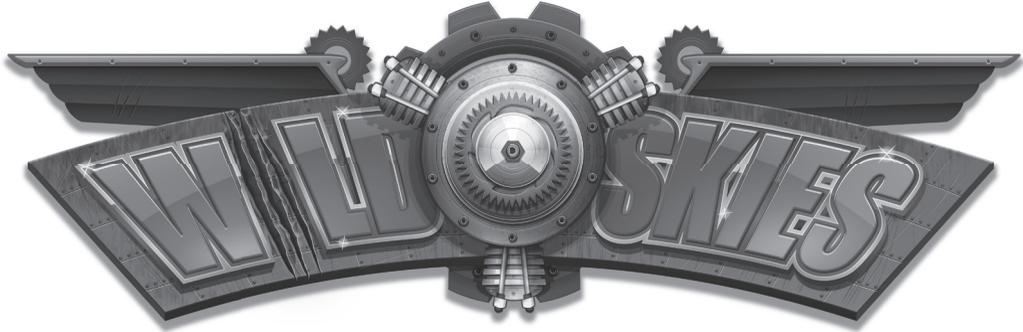
MERCENARY FACTION FOR:



Wet Ink Games, LLC Presents:

Rock Roost Renegades

A Mercenary Faction for



Faction Created With

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Wild Skies: Rock Roost Renegades WIG-103

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Nothing Left but to Rebuild

The Rock Roost Renegades are all natives of the Mediterranean island of Corsica. During the Great War, more Corsicans served relative to their population than any other country working with the Entente Powers. Their casualty rate was high as well. After the war, those Corsicans who managed to return found their hometowns had also been devastated by the fighting. In some cases villages only had one survivor. In those days many were asking themselves the question, "Why?"

An excellent military officer with an unusual gift for mechanical innovation, Petru had survived the war by his wit, his jury-rigged machines and a dose of luck. He helped others survive as well. He seemed to be a ray of light in the darkness and soldiers were ready to fall in line behind him, inspired by his determination. After sifting through the broken pieces and seeing the grief of all the survivors, Petru began asking, "What next?" Rebuild. Restore. Renew. Those were the only options. He told everyone who would listen, "You can't live on grief alone for very long." Once again, people began to fall in line behind him.

Starting with his childhood friends Bernardu and Simone and expanding to contacts he had made during the war or met in the aftermath, Petru assembled a team like he would pack a toolbox. He recruited each member for their specific skills, and gave them a name reflecting their talents. While they complement each other, the team is really only held together by their individual loyalties to Petru and his vision. Petru thinks of the Renegades as his own little army. Not an army of destruction, but an army of life. No longer sent into danger by commanders who didn't know the situation, he is now the one to choose his missions. Missions that help restore his crew and their homes.

The Renegades operate from a roost on Monte Cintu, the highest peak on Corsica. There they live in an improved natural cave system and there they build and maintain the powered wing harnesses which Petru first developed during the war and has since perfected. These small vehicles are part rocket and part glider which significantly increase the capabilities of a flighted individual in combat. Because of their size, the Renegades can operate them from a vehicle which would normally be too small for a flight deck. This often gives the Rock Roost crew an element of surprise. They will position themselves as close as possible to their target before deploying in their powered wings all at once creating the illusion the attack has sprung from nowhere and everywhere at once. The only major limitation of the wings is the short range of the rocket motors.

The Renegades will take just about any job when they need funds for on-going rebuilding work on Corsica. Petru prefers jobs which allow him to strike at military powers which threaten Corsica or those which are guilty (as far as Petru is concerned) of crimes like war profiteering, worker exploitation and purely military solutions to conflicts. When they have more of a choice in their work, the Renegades focus on what will help their native Corsica. The island is officially part of Republic of France, but an independence movement has been gathering steam in recent years. Many Corsicans feel Marseille has largely ignored them since the end of the civil war and they are questioning why they need to endure French control if they have to defend and rebuild the island without French help. Most of the Renegades are supporters of independence and as one of the more powerful factions on the island they keep getting asked to be more involved in independence efforts. Petru is hoping to find peaceful solutions to the tensions to protect the island from further attacks.



Petru Benedetti “The Old Soldier”

As a soldier in the Great War, Petru participated in most of the major battles. He lost friends at Ypres, Verdun, Somme and Otranto Straits. He saw more death and dying than most and too much of it was death he was responsible for. Petru still retains his fighting instincts and can be lethal when necessary, but he doesn't care to see any more killing. He has turned his thoughts to restoration. He believes the present of shattered lives, unstable politics and dangerous travel can be changed. He is on a personal mission to restore order to the world. He wants to spend the time left to him righting wrongs and leave the world a better place.

When Petru returned home to find too many empty roosts he decided he couldn't live in sorrow forever and decided to become an optimistic voice. He drew other survivors to his cause and together they began to work to change things. He helped cool his childhood friend Bernardu's purposeless rage and he built mechanical augments for another friend Simone's injured wings. His charisma and his constant drive to move forward soon brought others to his side and they soon formed a team. Petru inspires loyalty in his followers and he has been able to weld his mercenary

misfits into an effective operational force. He is known as “Rock” because he is the solid center of the Renegades. Petru chooses all the missions the team goes on and he will not take work which violates his sense of justice.

Petru's has an innovative mind and he can both see new types of machines and make them a reality. He combines scientific knowledge with practical experience to produce things no one else has dreamed. He often cobbles things together from scraps and junk for his first draft of an idea, but when refining things he prefers to make his own custom parts and build up his creation from there. Petru is not known to drift off into his own thoughts during conversation, but he will often be found working out new ideas and checking over his engines in the machine shop as a form of relaxation. Petru is genuinely personable with everyone he meets, but just below the surface those who know him best can see he approaches his social relationships in the same way he looks at his machines. Everyone becomes a cog in his eyes with a job to do and they can all be replaced with better “parts” if they are no longer meeting expectations. Lisandra, who feels she can't criticize Petru, and probably Rita, who rarely tells anyone what she knows, are the ones who see this truth about Petru most clearly.



CHARACTER SHEET

Name Petru Benedetti Player Name _____
 Age 42 Sex Male Size Normal Height 5'5" Weight 140 pounds
 Animal Type Long-Fingered Bat Nationality Corsican
 Careers Mechanic/Officer Affiliation Rock Roost Renegades
 Character Concept The old soldier. Mission name "Rock"

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

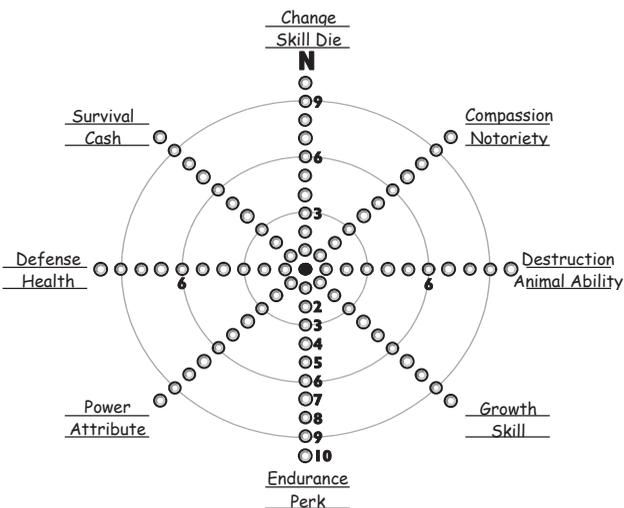
Perks
Charismatic: Add Guts + Know-How to Social skill rolls.
Quirks

Abilities
Mechanic: Add Know-How to Mechanics and Engineer skill rolls.
Officer: Bonus from Command or Motivate skill rolls.
Notoriety as a Freedom Fighter.
Fly
Sharp-Ears
Echolocation

Skills and Specialties	Difficulty	Skill Dice
Mechanics	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Aircraft Mechanics (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Jury-Rig (Know-How)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Engineer	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Inventor (Know-How)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Pilot	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Fighter (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Leadership	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Command (Valor)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Navigation	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Orienteering (Know-How)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Melee	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Blade (Fleetness)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Social	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Sneak	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Knowledge	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Business	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
Officer Saber	Melee	2	+2 Damage
La Stella	Mid	1D6	Armor Piercing (1)
Health		Armor	
/12			

Languages
Corsican, French, Italian, German
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%

Lisandra Navroli

“The Fighter”

When people began to leave her neighborhood to join the war effort, Lisandra decided to become a soldier as well. She decided to risk death for the chance at some adventure rather than be left alone on Corsica. During the war, she met both Bernardu and Petru. She still harbors some distrust for Bernardu because of “the incident at Ypres.” Besides themselves, only Petru knows that happened, but none of them discuss the incident openly. Throughout the war Lisandra worked closely with Petru and they saw a lot of combat together. They have saved each so many times they have moved beyond counting who owes whom and reached a point where they trust each other explicitly. That is why Petru made Lisandra second-in-command of the Renegades.

Lisandra is well-trained in many different types of combat; from shooting to using explosives to dirty grappling techniques. She likes to have many methods for killing so she is equipped for any given situation. Unlike Bernardu she prefers to be quiet and clean in her killing, if at all possible. She goes by the mission name “Scalpel” because of her precision attacks. A

twisted wrist is as good as a broken arm, if it gets the same job done. One slit throat is better than a grenade in a barracks, if it allows the same access. On the other side of the coin, Lisandra is not afraid of violence and she does not hold herself back when it is time to fight. Sometimes Petru must be the one to step in and say there has been enough killing.

The War, and perhaps even more so the aftermath, has convinced Lisandra the world is a dangerous place. She feels only the strong can survive and she is determined to be one of the strong ones. She deliberately tries to remove all signs of weakness from herself. She would like Petru’s dream of a kinder world to come to pass, but until then she senses she must be the one to defend him from the worst the world has to offer. She knows he would never intentionally endanger himself, but she keeps an extra eye out for him anyway. Whenever he is ready to trust someone, Lisandra is there to continue to doubt and keep herself ready to act in case he made the wrong call. Her devotion to him looks a lot like she is in love with him, but she will not admit this to herself. To her, love is just another sort of weakness she must drive from herself.



Name Lisandra Navroli Player Name _____
 Age 33 Sex Female Size Normal Height 4'9" Weight 106 pounds
 Animal Type Long-Fingered Bat Nationality Corsican
 Careers Pirate/Soldier Affiliation Rock Roost Renegades
 Character Concept Lisandra is the fighter. Mission name is "Scalpel"

CHARACTER SHEET

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

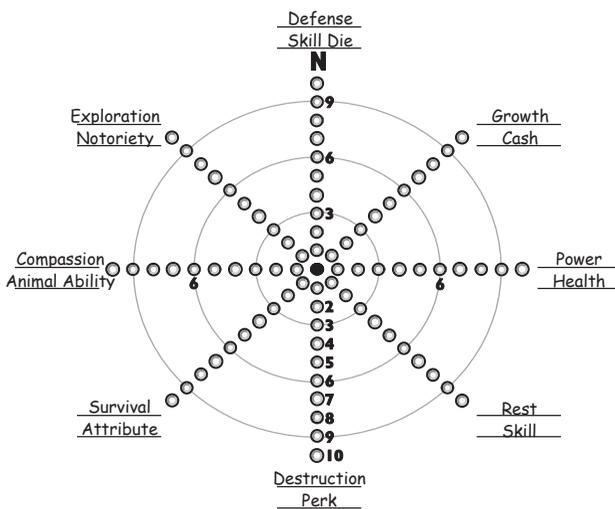
Perks
Nimble: Add Fleetness twice to Dodge
Trinket: A stone she got from Petru. Adds Fleetness to Ranged.
Quirks
Paranoid: Often slow to trust.

Abilities
Pirate: Sell anything for 1D6 UAC
Soldier: Double bonus from Command
Fly
Teeth
Sharp-Ears

Skills and Specialties	Difficulty	Skill Dice
Business		⊙ ⊙ ⊙ ⊙ ⊙
- Negotiation (Moxie)		⊙ ⊙ ⊙ ⊙ ⊙
Pilot		⊙ ⊙ ⊙ ⊙ ⊙
- Heavy (Grit)		⊙ ⊙ ⊙ ⊙ ⊙
Melee		⊙ ⊙ ⊙ ⊙ ⊙
- Brawl (Grit)		⊙ ⊙ ⊙ ⊙ ⊙
- Improvised (Moxie)		⊙ ⊙ ⊙ ⊙ ⊙
Ranged		⊙ ⊙ ⊙ ⊙ ⊙
- Pistol (Fleetness)		⊙ ⊙ ⊙ ⊙ ⊙
Drive		⊙ ⊙ ⊙ ⊙ ⊙
- Train		⊙ ⊙ ⊙ ⊙ ⊙
Navigation		⊙ ⊙ ⊙ ⊙ ⊙
- Charts		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
Science	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Tradesman	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Leadership	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
Gauntlets (2)	Melee	1	+1 Damage
Health		Armor	
/12			

Languages
<u>Corsican, Italian, French</u>
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%

Bernardu Malatetsa

“The Muscle”

With his imposing physical size, shaggy fur and ferocious appearance, Bernardu makes about the same impression as a barely restrained force of nature. His attitude and usual patterns of behavior only serve to confirm that impression. Bernardu is ruled by his passions. He was a terror on the battlefield and survived the War when everyone else in his company died. Then, when he returned to his roost, he found his entire family had died in air raids. He was ready to fly off in a rage and murder someone, anyone; until Petru checked his anger with some simple questions. Whom would he kill first? Which army would he start with? Bernardu realized revenge was a problem too big for one person. He became the first recruit to Petru's team of purposeful renegades.

While he still harbors a lot of resentment and anger, Bernardu has learned to let himself be directed by cooler heads, at least most of the time. He goes by the name “Hammer” while on a mission. His strength and stamina are a definite asset to the Renegades. He loves to be given a target to smash with his fists, crush

in his arms or clobber with the heaviest object he can swing around. Without guidance, he tends to see every problem as a nail in need of pounding. While not particularly bright, Bernardu is not at the mercy of his teammates. He can be directed by Petru, manipulated by Rita and despite their cool indifference to each other he will obey Lisandra's orders when she is in command, but everyone knows no one really controls Bernardu. He can and will do things his own way when he has a mind to.

Over the years as he has seen the successes of the Rock Roost Renegades and watched vitality spring again from the blasted rocks of Corsica, Bernardu has almost come to believe in Petru's dream for a better world. He still holds back, though, because the dark shadows of those early days after the War still hang over him. Bernardu knows Petru considers him one of his greatest challenges. Some deep part of Bernardu wants to keep embracing his darker instincts just to prove his old friend wrong. Another part of him keeps sticking with Petru hoping he is right and Petru really can help him find some redemption; that will mean there is hope for the world after all.





Name **Bernardu Malatetsa** Player Name _____
 Age 42 Sex Male Size Large Height 7'5" Weight 250 pounds
 Animal Type Bat Nationality Corsican
 Careers Handyman/Thug Affiliation Rock Roost Renegades
 Character Concept Bernardu is the muscle of the group. Mission name "Hammer"

CHARACTER SHEET

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

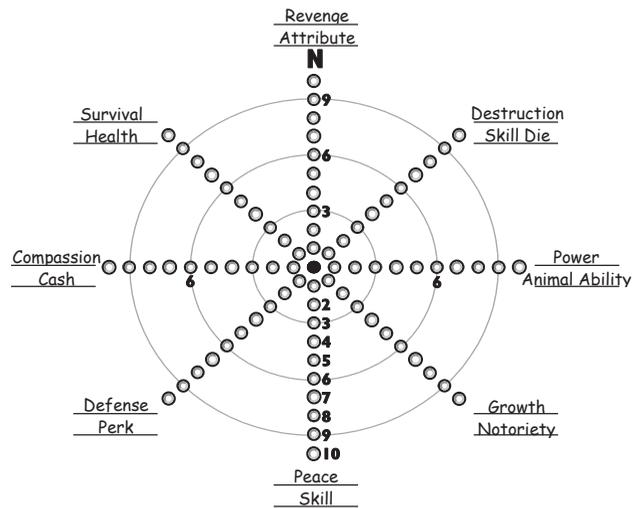
Perks
Daredevil: Negate one Dice Pool penalty die by using one of the GMs Bonus Dice
Steady Hand: No penalty to Ranged while in motion.
Quirks
Temper: Critical Failures mean there is a risk of a tantrum.

Abilities
Handyman: One automatic success of a handyman career skill per session.
Thug: Double the penalty from Aggravate
Fly
Teeth

Skills and Specialties	Difficulty	Skill Dice
Tradesman	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Smith (Strength)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Mechanics	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Automobile (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Athletics	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Swim (Strength)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Wrestling (Grit)		⊙ ⊙ ⊙ ⊙ ⊙
Melee	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Blunt (Strength)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Axe (Grit)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Drive	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Wheelman (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
Social	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
HA-X Chopper	Melee	2	+2 Damage
Starling SMG	Mid	2D6	Spray
Health		Armor	
/20			

Languages
Corsican, French
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%

Simone Lazarini “The Faithful One”

The first day of the Battle of the Somme produced more casualties than any other single day of the War as the Entente Powers began a desperate and ultimately futile effort to end the conflict. Simone was one of those casualties. Both wings suffered such damage from barbed wire and explosions they became little more than limp flaps of flesh. Simone was dismissed from the army and sent home to recover. As part of the recovery process, Simone became determined to be authentic to self. This true self includes an identity which is neither male nor female. Simone presents as either gender or neither gender at will or as needed. Simone prefers no pronouns be used when being discussed. Before the injury, Simone always felt the need to lie about what Simone was really thinking. This avoidance of the truth remains almost pathological, but Simone now strives to be honest about everything all the time. One benefit of a life of lies Simone is able to benefit from is an uncanny knack for spotting other liars.

Simone’s emotional recovery from the ravages of war was almost easy compared to the physical damage. Loss of the ability to fly, something central

to a bat’s nature, made Simone feel less than useless. When Petru reconnected and proposed building a mechanical harness of articulated tubing and metal plates to replace Simone’s lost wings there was no reason not to give the crazy idea a try. After years of development, Simone now has artificial wings which provide flight characteristics which are superior to most other bats. Though they are painful to wear and give off a constant smell of oil and ozone, using them is better than feeling helpless.

Simone sees the whole process of surviving battle, developing a new identity and getting wings back as a gift not to be wasted. Living to the fullest now involves helping Petru in his quest to make the world a little bit better. Because Pertu helped Simone regain flight, Simone is now fiercely loyal to him and, by extension, to any cause Petru is behind or anyone he trusts. Simone puts Pertu’s safety first and is always ready to face anything which threatens him. Within the Renegades, Simone goes by “Signal” because of the imitative calls and gift for music Simone is known for. Simone has even learned to manipulate the workings of the mechanical wings to produce a unique sort of music which is just one more thing which makes Simone atypical.



CHARACTER SHEET

Name Simone Lazarini Player Name _____
 Age 39 Sex Female Size Normal Height 6'0" Weight 175 pounds
 Animal Type Long-Fingered Bat Nationality Corsican
 Careers Soldier/Sneakthief Affiliation Rock Roost Renegades
 Character Concept Simone is the faithful one. Mission name is "Signal"

Attributes		Uncap
Brawn	4	<input type="checkbox"/>
Strength	2	<input type="checkbox"/>
Fleetness	6	<input checked="" type="checkbox"/>
Smarts	3	<input type="checkbox"/>
Know-How	1	<input type="checkbox"/>
Moxie	5	<input type="checkbox"/>
Guts	4	<input checked="" type="checkbox"/>
Valor	4	<input type="checkbox"/>
Grit	3	<input type="checkbox"/>

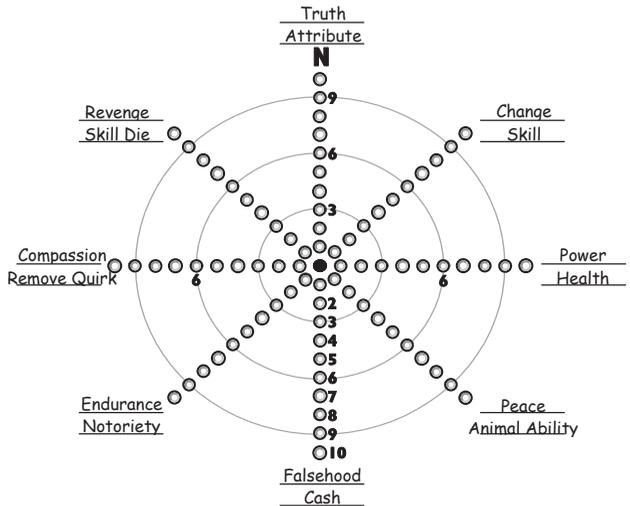
Perks
Fast Healer: Heals twice as fast.
Rhythm: Additional die when timing is critical.
Looker: Brawn+Moxie to Social Rolls
Quirks
Odor: Scent is always detected.

Abilities
Soldier: Double bonus from Command
Sneakthief: Add Fleetness to Sneak or Search rolls.
Fly
Sharp Ears
Echolocation

Skills and Specialties	Difficulty	Skill Dice
Sneak	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Bluff (Moxie)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Search	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Notice (Moxie)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Melee	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Brawl (Grit)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Ordinance (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Drive	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Wheelman (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Radio	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Codesman (Moxie)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
Social	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
Chapele 24	Mid	3D6	Armor Piercing (1)
Health		Armor	
/16			

Languages
<u>Corsican, German, Spanish</u>
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%

Elodia “Sneak” Silver

Career: Sneakthief/Artist

Animal Type: Bat

Size: Normal

Abilities of Note: Sharp Ears, Wall Walk

True North: Wealth

Elodia’s years of teen mischief coincided with the years the island was most depopulated by the War. Shrugging off the need for interaction with other people for the thrills of taking what she wanted Elodia became self-sufficient and defiantly independent. Her joy is found in the process of stealing rather than in the money itself, and she tends to spend almost as freely as she takes. After Petru returned to Corsica it didn’t take long for him to hear about Elodia and her devious skills as well as her selfish mindset. “Can’t you do something about her?”, people asked.

To everyone’s surprise, Petru recruited Elodia to the Renegades as “Sneak,” the one who can bypass security systems when they are in the way and take keys, watches, parcels and trinkets which Petru decides the team needs. Elodia is thrilled by the constant stream of challenges and she has broadened her skills since she joined the team to include infiltration and spying. While she likes the work, she knows her own worth and makes sure she is well-paid for her talent.

Rita “Relay” Rafucci

Career: Radioman/Revolutionary

Animal Type: Mole (Shrew)

Size: Small

Abilities of Note: Chew, Sharp Nose

True North: Survival

Unlike the other Renegades who were recruited, Rita found and joined them. She has a keen survival sense and knows a good thing when she sees one, even if she is blind in one eye. After living hand to mouth during lean times, she marked Bernardu when she first saw him as someone big and strong enough for them both. She sensed she could charm him with flattery, little gifts and white lies. From there, she worked to make herself indispensable to the whole Renegades crew by always being there and being willing to help.

Rita took to the radio so she could stay useful but keep out of harm’s way. As “Relay” most of the team communications go through her at some point. She is not above altering messages a little so she always places herself in the most favorable light. She can also manipulate enemies over the airwaves with careful double speak. While she doesn’t really believe

in Petru’s mission, she knows the best way to keep herself alive at this point is to keep the Renegades together and make sure they succeed.

Antone “Envoy” Graziani

Career: Man of the Cloth/Scholar

Animal Type: Rodent (Hedgehog)

Size: Small

Abilities of Note: Pouch, Surefooted

True North: Compassion

Consistent with Petru’s goal of remaking the world as a better version of itself, he knew he needed someone who could be a voice of reason within the team and serve as diplomat and negotiator in situations where talking serves better than weapons. He asked his old classics professor Antone if he would be willing. Having already watched the world descend into madness, Antone had just about given up on the whole idea of “civilization” before Petru asked. He fully supports Petru’s goal and hopes it can be accomplished without as much violence as everyone else assumes. He feels it is his duty to preserve as much rational discourse as he can.

Antone goes by “Envoy” when they are on a mission. He serves the function of a negotiator and deal-maker with others, but always has a quip, quote or story from literature ready to inspire the team as well. He is always trying to give a deeper meaning to the Renegades’ actions. He often hangs out with Simone because Simone is always willing to listen to his philosophizing.

Carlu + Lucia “Repeat” de Lacroix

Career: Gunner/Sneakthief

Animal Type: Rodent (Mouse)

Size: Small

Abilities of Note: Surefooted, Whiskers

True North: Exploration

Carlu and his twin sister Lucia are indistinguishable from one another to other people. They dress the same and both will respond to either name. Most people call this unusual pair by the combined moniker Carluca. The two operate together as a single unit so seamlessly, they seem to have a psychic connection. After a very isolated childhood they have joined the Renegades in part because they want to see the wider world. They are a bit naive to the dangers which are out there and the rest of the Renegades often have to keep them from harm, but their curiosity and optimism make the rest of the team happy to have them along.

Carlucia goes by the mission name “Repeat.” They position themselves near whomever is in command; usually Petru, but sometimes Lisandra. They make sure the commander is free to stay focused on command. They keep pathways clear of debris, make running repairs, operate control panels in tandem or provide covering fire as needed. Everything goes off better with Carlu and Lucia taking care of the details.

Rocket-Powered Gliding Wings

During the war years Petru developed a glider which was augmented by a set of rockets. Once airborne and gliding Petru could fire off a rocket to give himself a burst of speed when he needed it for maneuverability or a fast escape. Since forming the Rock Roost Renegades he has continued to develop his design and now the Renegades regularly use these rocket-powered craft in their missions. The small craft can be dropped from bomb bays with the pilots rocketing their craft to their final destination or they can fire the rocket on the ground to launch the glider into the air from the back of a truck or train car. These rocket wings are the one thing the Renegades have which other groups do not. Petru has advanced his design from simple single-use solid fuel rockets to a design which uses the exhaust fumes from burning liquid fuel to provide thrust. The air intake and fuel ignition systems of the rocket engine are similar to an internal combustion engine but all of the energy of each cycle is put directly into moving the craft forward. The only downside to these rocket motors is they overheat after about 5 minutes of use. They must cool down for at least 20 minutes before they can be fired again. They carry enough fuel for 30 total minutes of flying time. The glider has no integrated weapon systems, but machine guns, bombs or even passenger harnesses can be attached to the ordinance racks to suit the needs of current mission.

Crew: 1

Size Class: Small

Health: 20

Armor Score: 2

Combat Speed Class: 1 normally, 4 when rocket is engaged.

Top Speed: 150 mph (240 km/h). Glides with the speed of the wind.

Cost: Not available for sale. The raw materials cost about 1,500 UAC.

Availability, new: The Rock Roost crew make the wings by hand with a mix of salvaged and new materials. It takes about a month to build one, but they do not take orders or build then for others.

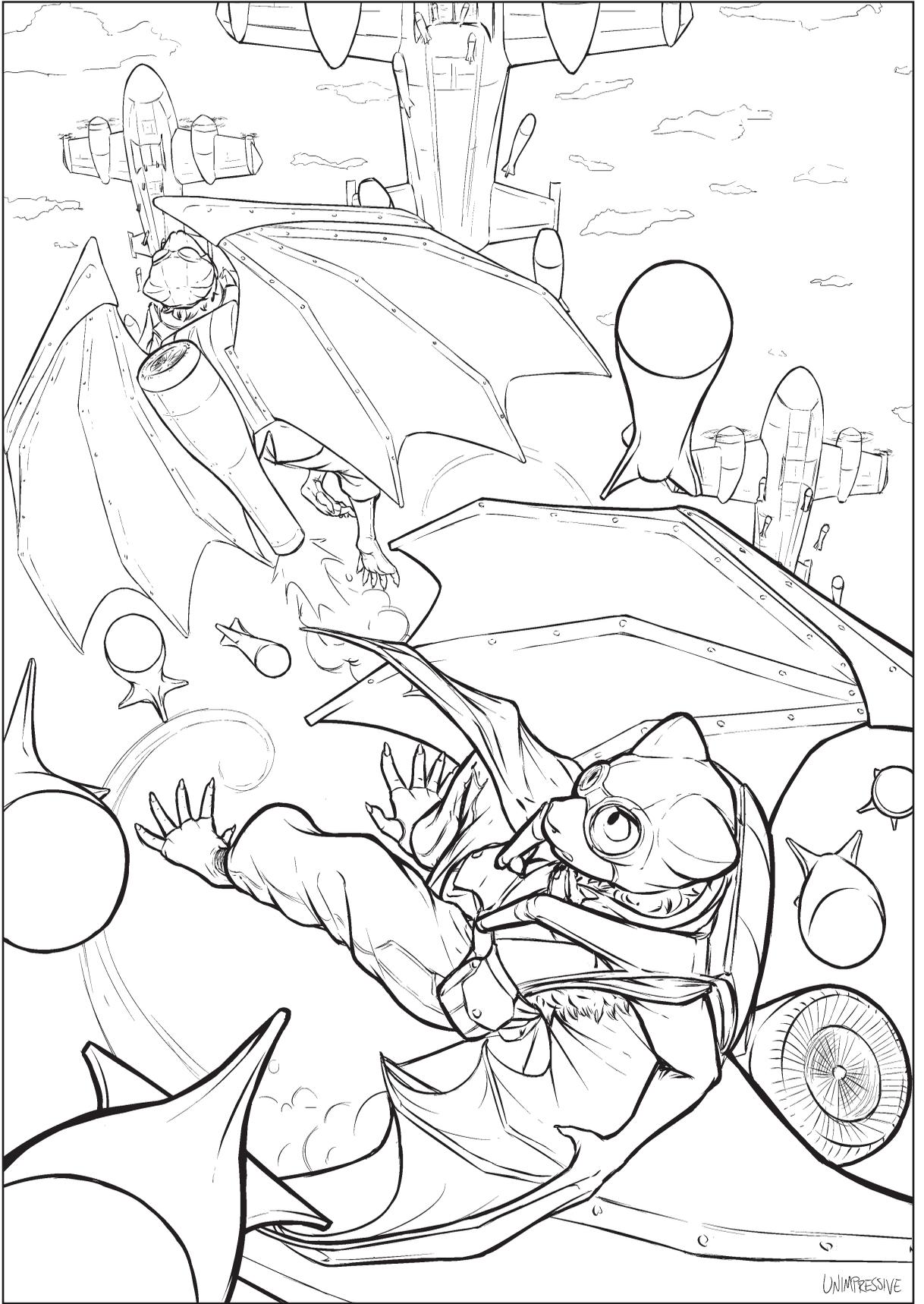
Availability, used: Unavailable.

Optional Armament:

1) Ordinance (2): Each can hold light ordinance. Temporarily reduce Speed Class during rocket-powered flight by one if used. Once all ordinance is expended, this penalty is negated.

2) Self-destruct Device: Most of the wings are equipped with a timer switch which can be set for up to ten minutes before it ignites the fuel tank of the rocket motor, as long as fuel still remains. The blast does 2D6+6 damage to everything in Near Range and completely destroys the glider. This prevents the design from being copied. It can also be used to make the glider into a flying bomb with the pilot dropping from the harness and letting the craft glide or rocket on to its target.

3) Hand Weapons: The pilot and passengers, if any, may use hand-held weapons as well. All Combat Hit Actions made from the glider suffer a -2 Dice Penalty.



Rock Roost on Mount Cintu

The Rock Roost Renegades are named after their base of operations on Mount Cintu, the highest peak on Corsica. Petru, Bernardu and Simone played on the cliffs and in the caves of the mountain when they were children and called themselves the Rock Roost Renegades at that time. When he returned from the War with a vision to rebuild and improve the island Petru took up both the old name and the idea of the caves as a secure location for his new operation.

The modern incarnation of the Renegades is set up for much more than childhood games, however. Starting with the natural caves, they have carved out space inside the mountain for workshops, hangers, garages, living quarters even hospital facilities to realize the ambitious designs of Petru for Corsica's restoration. Not all areas of the caves have been improved with smooth floors and lighting, there are many areas of natural cave; dark, wet and relatively inaccessible. In these areas, not only have the Renegades preserved the natural beauty so new generations of children can discover it, they have also hidden away their most important information and their most private meeting places. It would be almost impossible to find Rock Roost's stored wealth or the hall of records or the Renegade's personal retreats without already knowing where they are. Anyone new to the twisting natural parts of Rock Roost receives a one skill die penalty on all skill rolls, even if they have their own lights, because of the truly confusing subterranean environment.

Few make it so deep into Rock Roost. Most visitors, even those who regularly work for or work with the Renegades, will only see the improved areas near the surface. A large garage is accessible from the ground level and there is a gravel road right to the entrance. Access can be cut off with heavy rolling doors. The garage is large enough for up to five Large vehicles at once. The team currently operates an old British Mace Tank, a pair of trucks and several motorcycles. The hanger is up the side of the mountain and can only be accessed by climbing or by aircraft. It can be sealed against the elements, but its doors are relatively light and would not hold up to a determined attack. The hanger is big enough to fit a small airship, but usually only houses a few light fighters. The hanger is just large enough along the diagonal to serve as runway and landing strip for these craft. Larger aircraft used by the Renegades are maintained at a proper airfield in Ajaccio on the west coast of the island. In the workshop the crew makes their rocket-powered gliding wings. These three areas are reinforced with steel and careful stonework to make them resistant to attack. They could be broken into by force, but the whole mountain would have to be leveled first. A service lift connects the garage, hanger and workshop together, but there are also many internal stairways and ramps which connect the main work areas to each other and to the many smaller living, sleeping, medical and storage areas of the Roost.