

TOXIC CHEESE

A RunePunk™ One Sheet for Savage Worlds™
by Barry Green

TOXIC CHEESE

Deep in the recesses of Bartleby Brakepin's mind lurked a taste for a legendary food. A taste arguably found in the very essence of every Ferren in Scatterpoint. Cheese! Glorious cheese! Ever since the Ferren were transported here some 500* years ago, cheese has been nothing more than a long lost legend. Bartleby knew the recipe called for milk, but there were no sources of milk in Scatterpoint. Then one day he saw a litter of those feral cats that seemed to be everywhere. Everyone knew the cats were poisonous, but Bartleby was a chemist - perhaps he could neutralize the poison? For years Bartleby worked on eliminating the poison from the tainted cats' milk, and one day he decided the levels were low enough to actually make cheese. Ahh, the aroma was intoxicating and Bartleby couldn't resist! Without any further tests he ate his newly made cheese and was instantly hooked. The legends were true - this was the nectar of the gods! Umbriel herself would be impressed. More was needed, and it was needed now. Bartleby set to work. He knew this was his chance to leave the warrens behind and become a Cloudbreather. Bartleby began producing and selling Bartleby's Blue Cheese - so called due to the blue film that covers each batch, the deep blue streaks running throughout it, and perhaps that horrible feeling some people get in the pit of their stomach when they are denied their tasty treat.

There was one tiny little problem. Some people would eat the cheese and hours later go violently insane. The good news though was that those who did not go insane often became addicted to the cheese.

Needless to say, there are a lot of people who want to get their hands on Bartleby and his recipe. Bartleby knows this and does his best to hide his cheese factory from prying eyes as well as keeping a close guard on the secret recipe.

Visit our website at www.runepunk.com for maps, character sheets, One Sheets™, and more for RunePunk™!

CHEESE DELIVERY AND PRODUCTION

Bartleby trusts no one and does all of his own production and delivery. He sells the cheese to select street vendors in the warrens and delivers it once per week to each vendor. He delivers the cheese in his traditional Doctor's bag where it is also protected by his homunculus, Tox, who also travels in the bag.

Bartleby owns an entire floor of a building in the warrens that consists of a maze-like design of interconnected rooms. One could easily find himself lost in this confusing place. The rooms are packed full of cages of feral cats hooked up to milking machines as well as pots and containers of cheese in various states of production. The cages are attended to by Remnants. The Remnants are programmed to whistle an alarm if anyone other than Bartleby or Tox is seen in the factory. The alarm attracts all of the other Remnants, and the Remnants are trained to attack all intruders.

BARTLEBY'S BLUE CHEESE

Eating even a small wedge of cheese requires a Vigor roll resulting in one of the following:

- 1. A roll of 1 (snake eyes for Wild Cards) results in a slow descent into madness. Those affected will start exhibiting homicidal tendencies in 1d6 hours.*
- 2. A normal failure means the person has acquired a major Habit as per the hindrance. A person who doesn't get his fix becomes depressed and must make the required fatigue checks. Once the incapacitated level is reached the person becomes morose, develops a blank stare, drools, and suffers a -2 penalty to all trait rolls until he gets his "fix" or until he is able to buy off the hindrance.*
- 3. A success means the person is immune to the effects of the poison.*

The only time a Vigor roll is required is the very first time the cheese is eaten.

GETTING YOUR PLAYERS INVOLVED

There are many ways to get your players involved with Bartleby. They may know someone who is addicted and needs help, or someone who has gone crazy from the cheese. They could be hired by an individual or a hub to investigate Bartleby or the "mysterious man behind the cheese." Perhaps a Bluecoat wants a piece of the action, or a cloudbreather hires them to steal the recipe.

BARTLEBY AND FRIENDS

BARTLEBY BRAKEPIN

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d8

Skills: Concoct d10, Fighting d4, Gearcraft d6, Healing d6, Knowledge: Chemistry d10, Notice d8 (+2), Repair d6, Stealth d6, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

HINDRANCES

Light Frame: ½ carrying capacity

Small: -1 Toughness

Habit (Major): Addicted to cheese

Vow (Minor): Bartleby strives to be a cloudbreather

EDGES

Alertness: +2 Notice rolls

AB: Inventor

Arcane Companion: Homunculus

Chemist

Claws: Str +1 and Climb +2

Heightened Senses: functions as Danger Sense in the city districts and the barrens.

Low Light Vision: Ignores penalties for dim and dark lighting.

Scrunch: Ferren may squeeze through small gaps at least as large as their Strength die type in inches while unencumbered. Whenever grappled, they get +2 to all rolls to break free.

Powers (Injectables): Fear, Healing, Invisibility, Speed

Power Points: 15

Gear: Doctor's Bag

Description: Bartleby Brakepin looks like your typical Ferren at 4' tall and 70 lbs. When in the lab he wears a soiled white labcoat, protective goggles, and always has his Doctor's bag near. The bag contains his injectables, an assortment of chemistry tools, and often his sleeping homunculus – Tox. When Bartleby leaves his factory he wears a very expensive suit, topcoat, hat, the latest style of goggles, and always has his Doctor's bag with Tox inside. Bartleby is very smart and somewhat paranoid. He will not hesitate to use invisibility and speed to quickly avoid danger when he senses it.

TOX – HOMUNCULUS ARCANE COMPANION

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d10

Skills: Fighting d4, Knowledge: Chemistry d8, Notice d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Special Abilities

Fear Chemical Gland: Tox can cause Fear as a touch attack as per the power. This gland has 10 power points.

Invisibility Chemical Gland: Tox can turn himself or others invisible via a touch attack as per the spell. This gland has 10 power points.

Construct: +2 to recover from being Shaken; no additional damage from called shots; piercing attacks do half damage; constructs do not suffer from poison or disease.

Helper: A Homunculus may aid its creator with any skills it knows.

Size -2: Homunculi only stand 12" tall and attackers take a -2 to attack rolls.

Low Light Vision

Description: Tox stands about 12" tall, is hairless and looks like a cross between a rat and a man with oversized feet and hands. Tox usually can be found sleeping in Bartleby's Doctor's bag or assisting him in the lab.

REMNANTS (2 PER CHARACTER)

Through clever clockwork and foul magics, Ferren inventors and Andari runecasters have collaborated to create the walking abominations that are the Remnants. Once human, their bodies are mere shells for machinery; their limited mental capacities allow them to follow simple directions. Their strength lies in their durability and expendability.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 8

Special Abilities

Metal Claws: Str + 2

Construct: +2 Toughness, +2 Recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half damage.

Fearless: Remnants are immune to Fear and Intimidation.