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HOWLING FURY

a  
Frother Sourcebook  
for

S L A  
INDUSTRIES

Pic to go  
here -  
preferably  
not stolen  
this time?

## **The World of Progress and the Big Picture**

"The World of Progress spans the galaxies, uniting all cultures, all planets, all peoples, covering them all; sheltering them all. SLA Industries created Progress, owns all aspects of it, supplies everything anyone could ever need to live in the thriving environment that is their Progress. Progress is not an umbrella, it is a net. Or more accurately, a web. SLA sits at the centre of this web, sensitive to it's upkeep. ready to respond immediately to any break in it's continuity; ready to strike out at invaders, to devour potential opponents before their struggling in the web can cause any lasting damage to the fabric of Progress. Peoples and societies that struggle to free themselves from the web more often than not simply tear themselves to pieces on its razor sharp threads. They seem blind to this self destructive aspect of their struggle; the more they fight, the tighter they are bound. They think they can escape the web, fall through it's holes; but fall in to what? The web is multi-layered, the apparent holes simply lead to deeper layers within the same, all embracing web. There can be no escape, we are all bound by the web of Progress. Our conflict must be one of survival not of escape. Our struggle must be to embrace all aspects of Progress and make them our own."

**Marie Campbell ('River'), SCL 8 Ebon Operative with the squad 'ColdFire', Mort 903 SD.**

'Well... I dont know about all that shit. All I know is SLA supply the best drugs. the best clubs,, the best weapons. the best TV and the best enemies in the whole fucking universe. Shit, what else do you want from life friend?"

**Kurt 'Fire' Koban, SCL 8 Frother Operative with the squad 'Ride', Mort 903 SD.**

# HOWLING FURY

## FROTHER SOURCEBOOK

### DEVELOPING FROTHERS IN THE WORLD OF PROGRESS

“Philosophy? Yeah, I got a ‘philosophy’. get in quick, jack up, and don’t come out ‘til you’re the last one standing. Get the rush going and go down fighting.”  
Licy ‘Flint’ Aldridge, SCL 8 Frother Op with DedBeat, Mort 903 SD

<b>Introduction</b>	Why we bother to produce this booklet
<b>Old Frothers</b>	Frothers born from generations of Frothers.
<b>The Clans</b>	Who they are and what they can do for you.
<b>Frother Operatives</b>	Example of Frother PC’s, ready to rumble characters.
<b>Walking The Fine Line</b>	Being a Frother in the World of Progress.
<b>Frother BPN’s</b>	Two BPN’s designed with Frothers in mind.
<b>New Skills &amp; Abilities</b>	Further Developments...
<b>Frother Equipment</b>	Designing for the discerning Frother market.
<b>Leath Sheals Frothers</b>	Leath’s take on the whole ‘Frother’ gig...

**Howling Fury** is an *unofficial* supplement for SLA Industries. Nightfall, who own all copyrights regarding SLA, have no knowledge of it’s production and in no way do any of the Nightfall crew endorse any of the contents of this booklet. This supplement is produced by a few fans of the game who just want to keep it alive. We don’t make any money from anything we produce, all cover costs covering production and distribution only. **Howling Fury** is produced in conjunction with **THE BIG PICTURE**, the SLA Fazine.

If you want to support us; buy our stuff. If you don’t want to support us; fair enough. If you want to help us; write something we can use either in TBP or one of our supplements. Anything contained in this booklet that may get us into trouble, was done by someone else while we weren’t looking. Anything that might get us some brownie points, was done by us.

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See you on the flip side

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**Drugs can kill you,  
so can the truth.  
Drugs can never  
replace the thrill  
of seeking the truth.  
refuse / resist Kaos SD**

Produced by;  
Max Bantleman  
Sam Pay  
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Listening and learning...

Unless specifically credited to an author, all material in *Howling Fury* is written by Max Bantleman. Soulfly - Music to Progress.

# HOWLING FURY

This booklet has been produced in response to many requests from both players and Gamesmasters alike. It expands both the existing 'official' knowledge of Frothers, as well as adding a considerable amount of new stuff. What you want; use. What you don't like; change or throw out. Be in control (where Frothers are concerned - always be in control).

As with all of our stuff, the layout of the book has been determined by our lack of artwork. Text only looks heavy going, but it allows us to pack more in, there are enough illustrations of Frothers in the official rules and stuff to give you a good 'feel' for them.

Chocolate Frog Enterprises is a non-profit making Clan, whose only aim in charging for their products, is to pay for production and distribution. We have no affiliation or connection to Nightfall and do not wish to imply otherwise, this is not an official supplement.

Frothers are an interesting, challenging aspect of Progress. Both for the player and Gamesmaster alike. Everyone seems to have their own ideas about the nature of Frothers and their 'culture'. The one inescapable, dominating factor is the proliferation of narcotics. If you have anything to do with Frothers, you must accept that you are going to come in to contact with a lot of drugs. If you are not comfortable with this, either as a player or as a GM, don't mess with Frothers.

As we see it, it's all a question of control over dependency. Free-will or addiction. Use them or let them use you. All backed by the overwhelming philosophy of living for the moment, to experience it all before you go. "It's better to burn out than fade away."

Getting to grips with the drug culture of Progress is the first step to understanding Frothers. It is not simply a matter of jacking up and shouting a lot; if it was, there would be a lot of dead Frothers and not much else. It's about balance. About juggling. Compromise. Tortured physicality and confused spirituality.

The writers and publishers in no way endorse the use of any narcotic, and actively discourage their use (except for Shatter, which is really cool).

Howling Fury has been play tested and mocked by Carnage; The Role Playing Society, whom we thank (though we sometimes wonder why).

If you want to buy anything direct from us, please make cheques and P.O.'s payable to M. Bantleman, not Chocolate Frog, and in Sterling only please.

Max would like to thank; Glenn (for drinking with him), Sam (for doing everything), Leath (much needed encouragement and groovy material), Dennis and Mark (Pendulum rocks), Caz ('casual' Goth Frother). Extended thanks to everyone who has bought THE BIG PICTURE, doubly so if you've contributed. Now you've bought this and read it, let us know what you think.

"We live through our sense. We only exist because our senses tell us so. Why should I limit my world? Why shouldn't I extend my experience, my existence, through the use of drugs? It's not a matter of approval or disapproval. It's a matter of choice. We live in the ultimate consumer society, and my money says I have the right to buy what I want. And I want drugs...." Lawrence 'Psycho' Phillips, SCL 6 Frother with RazorBlade, Mort 903 SD.

"Yeah drugs are cool! Fighting's cool too.... and partying. Yeah, I love it all. Anything else? Er... like what...?" Dennis 'MadDance' Douglas, SCL 7 Frother with BeatNicks, Mort 903 SD.

## B A C K G R O U N D

Frothers are humans that have become, or were born addicted to the various narcotics produced and supplied by SLA Industries. The term 'Frother' is derived from the way these drug addicts tend to foam at the mouth once they are in the grip of their 'fix', though this is usually only apparent when the user is on 'combat drugs'.

Frothers can be split into two very separate and distinct categories; those who through their lifestyle and upbringing have acquired the need for narcotics, and those who were born with it (the so called 'UV babies' or 'Old Frothers').

The vast majority of Frothers started out as 'normal' citizens of the Downtown districts. Their early lives were spent roaming the walkways looking for trouble, more often than not they would be loners, scornful of those around them. In their latter teen years they may have joined a gang. All these Frothers share the same 'realisation' that the only real way to escape Downtown is through the release from reality brought about by the use of drugs.

Frothers are not however, common 'drug addicts'. They think of themselves as connoisseurs, their knowledge allowing them to select only the best, the most suitable drugs for their specific needs. As they grow older, and their habits become more exclusive or exotic, they soon find that they need to turn to crime to finance their habit.

The Frothers soon turn to robbery, burglary, extortion, anything to get the money to buy the drugs they need. The Downtown police (Monarch or Shivers) will eventually catch up to them. This is when their life with SLA Industries really begins. SLA Industries actively 'headhunts' Frothers, keeping an eye out for promising candidates coming into police custody. The

# SLA INDUSTRIES

offer is one the Frother can't turn down. Once in custody they are given the choice of the death penalty, life imprisonment, or a contract with SLA Industries, where they will have legal access to the best drugs money can buy.

Once within SLA Industries, these Frothers become combat drug junkies, needing their fix of Rush™ or UVTM (and now Blaze UVTM) before they go into combat. Once they have their fix, they fight with a berserk ferocity that strikes fear in the hearts of their opponents. Frothers use Power Claymores and other close combat weapons, they shun the use of rifles and such, seeing firearms as removing them from the 'buzz' of close combat. They want to get down and dirty, mixing it with their bare hands if they have to.

As soon as Frothers are recruited by SLA Industries, they adopt an identity different from their past life. They will always change their name, and sometimes have their records altered to hide their past history. They see their employment in SLA Industries as a 'rebirth'. Most Frothers draw on the inspiration of ancient clans and tribes for their new appearance and identity.

The 'old world' traditions of the Highland clans are a favourite source from which they draw, adopting the clan tartans and names of the period. All Frothers leave their hair to grow long and wild, often they dye it many colours and weave beads or cloth into it. Frothers are not concerned with camouflage or stealth. They want to make a massive impact both physically and visually on their surrounding environment. Third Eye loves Frothers and will go out of their way to help them with sponsorship and management of their careers.

So it is for the Frother snatched from the jaws of Justice by SLA Industries.

But there are other Frothers, those born with the addiction, those that come from a long line; often of seven or eight generations, of drug addicts. These Frothers have entirely different mental and spiritual make ups from their brethren from the streets.

Frothers born to the tradition of drugs have enhanced physical attributes and their bodies already have the craving for narcotics, in extreme cases babies have been born already addicted to UVTM, the ultimate combat drug.

## OLD FROTHERS

To be classed as an 'Old Frother' the Frother must be 7th, 8th or 9th generation, born from a line where both

parents have been classed as Frothers. Frothers with a family history of addiction tend to be very withdrawn, most become sociopaths, all have great difficulty forming relationships with any but their closest family. Old Frothers tend to shun the use of recreational drugs, concentrating on combat drugs, they are prepared to shoot up with combat enhancers even if there is no apparent need. Old Frothers have a very warped outlook on life, accepting that their lives are going to be cut short by their addictions, they lead hectic, violent lives, trying to cram in as much combat experience as they can before they burn out.

Nearly all Old Frothers walk a fine line between addiction and insanity, brought about by their burning need for UV, and their knowledge that once they succumb to the lethal addiction, their days will be numbered. But hey, it's better to burn out than fade away, right?

Old Frothers often seek the social company of Wraithriders, though they find it impossible to work together.

Old Frothers will not accept White, Grey or Yellow BPN's, they simply do not have the patience for these assignments. (Though if Cloak insist, hey, a Grey sounds fine.)

In 'quiet' moments of their lives, Old Frothers will often disappear into the Cannibal Sectors, sometimes for days at a time. No one is quite sure what they do there, maybe they just need to unleash their violence on something, and they find the Cannibal Sectors full of appropriate targets.

Old Frothers have a loathing for DarkNight that far surpasses other Operatives hatred of these arch enemies. Thresher hold a special place within the heart of all Old Frothers, and they will go out of their way to get assignments that will bring them into conflict with them.

While Frothers in general will gladly enter into combat with anything that moves, Old Frothers will not willingly attack anyone they see as grossly inferior to them. Old Frothers will also learn to use some pistols, as well as their close combat weapons, their favourite is the KK30 'Ripper'. Old Frothers have an affinity for the GASH 021070 Chain Axe.

Old Frothers are generated the same as other Frother characters, with the following changes to their characteristic range;

STR 7-12, DEX 7-12, DIA 5-8, CONC 5-8, CHA 4-8, COOL 6-12.

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Base 'Racial' skills; Detect (Conc) Rank 2, SLA Info (Know) Rank 1, Unarmed Combat (Str) Rank 2, Blade 2H (Str) Rank 2. Old Frothers are naturally ambidextrous. Old Frothers have Sociopathy at Rank 4, but gain no points from it. They must take at least another eight ranks of phobias and psychoses, spread among the list as they wish, for which they gain no advantage points.

Due to their genetic make up, Old Frothers have certain limitations as to the drugs they may use for medical and recreational purposes. All Old Frothers may only gain benefit from Kick Start Solo as a medical drug, they are immune to Honesty. The only recreational narcotic they 'benefit' from is Slosh, though many take other forms of drugs (such as caffeine and nicotine) as a physical habit.

Old Frothers roll for addiction as usual, except they get the first dose of any drug 'free', that is it does not count as a modifier or towards their cumulative total. They also have a lesser period for addiction rolls of seven days. That is, only drugs taken in a seven day period count towards the cumulative addiction modifier.

If an Old Frother has a two day 'clear' period, the drug is naturally flushed from his system. During a clear period the Old Frother must steer clear of all related drugs, i.e. medical, combat or soft.

## S H A T T E R   U S E

This is a skill unique to Old Frothers, and can only be bought by them (during character generation). Shatter is a very dangerous pharmaceutical produced by Dark Night and distributed by the back street dealers of Downtown. It is an imperfect copy of the SLA Industries drug Ultra Violence™. Shatter has a mutant strain of DNA alteration code laced through it. This DNA mutation alters the 'victims' body. Old Frothers have the effects of years of drug addiction passed down to them through their ancestors. They have learned a far greater degree of control over both their bodies and the drugs they pump into them than their 'normal' Frother brethren. Old Frothers use Shatter to replace UVTM and to permanently alter one or more aspects of their bodies.

## G a m e   S y s t e m   S t u f f

Shatter Use is a Physique governed skill. Old Frothers using Shatter in conjunction with this skill do so by sacrificing their use of UVTM and Blaze UVTM. Once a Frother has used this skill, he may never again benefit from the effects of either type of UVTM, indeed the drugs are now a poison to him, causing him to suffer the Detox. Effects immediately upon taking. The Game Effects of Shatter are as follows; 1 free phase per round, 2 hours duration, no Phys or Cool rolls for 6 hours, damage cut by 50% duration 1 hour. Addiction: -1 Phys per dose, +3 Ranks Psychosis. Detox. Effects: -1 Str, -1 Phys, -1 Hits permanent. -2 Concentration permanent. Addiction: Continuous. Cost: 30cr per dose. Old Frothers must exercise their Shatter Use skill every time they use the drug. After a number of uses equal to the Old Frothers Physique, the user is said to be 'saturated' with the drug. The Old Frother may then try to control the effects of the mutant DNA strain on their body. The Frother may try to 'use' the DNA to enhance one of the following characteristics by +1 permanently; Str, Dex or Cool. Every time the Frother uses enough Shatter to 'saturate' his body he may attempt to increase one of the attributes listed. For example, an Old Frother with a Strength of 10 and a Dexterity of 9 has a Physique of 10. Once he has taken 10 doses of Shatter, he may attempt to increase one of the attributes listed. When he has taken twenty doses, he may try again, and so on. An increase in the attribute is achieved through the successful use of the skill. Racial maximums are ignored.

Failure at an attempt means that the mutant DNA strain has altered the Frothers body in an uncontrolled way. The Gamesmaster will impose a change on the Frother. The change may be in such things as an extra limb, either stunted and useless or tiny and perfectly formed, blindness, deafness, heightened sense of smell or taste, gross deformity in a limb or facial feature, sudden spurt of growth (or shrinking). Failure does not mean the Frother may not try again at his next saturation point, he may even try to reverse the effects of his previous failure.

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## FROTHER SOCIETY; THE CLANS

Once the cream of the street junkies of Downtown have been busted by the Monarch Police or Shivers, they are given the stark choice; life imprisonment, the death penalty or a contract with SLA Industries. Once they become Operatives, these new recruits embark upon their lives as Frothers. As Frothers they completely change their identity, associating themselves with the 'old world' clans. Old Frothers are born in to their clans and will not seek to join an 'outsider' clan. We have gathered details of Eight of the most prominent clans, some actively recruit young Frothers, others are joined through birth. Listed here are six Frother clans and two 'Old Frother' clans / families.

### T H E M C G I V E R S

The McGivers are the largest, most powerful clan on Mort today. They are closely tied to SLA Industries and have first pick of candidates from both Monarch and the Shivers, their reach extends to Meny, where they are offered first refusal on candidates who can only make it through their use of narcotics. To be a McGiver is to be well protected and well supplied. Access to both equipment and narcotics is granted to members of the clan, who show their loyalty by accepting both BPN's and 'private' jobs from their clan elders. The Chief of the McGivers is the most powerful Frother on Mort, demanding the respect of all other clan Chiefs and their subjects. Although the McGivers have many enemies among the smaller clans, none are so stupid as to openly war with them. At the last count there were well over a million members of the clan.

McGivers are typified by their arrogance towards other clans and their respect for SLA Industries, whom it serves loyally and constantly. The clan is often put second to the needs of SLA, and clan chiefs would not have it any other way. Because of their close ties with SLA, numerous benefits are offered to the members of the clan. They have access to all drugs listed in the 'official' SLA catalogue at a 20% discount, and may legitimately 'claim back' 25% of their expenditure on combat drugs upon production of official receipts. SLA has also negotiated a deal with MJL and ITB, giving McGivers a discount of 20% on all product from these companies. McGivers are often used to test out new drugs and weapons from the SLA arsenal, both under the guise of BPN's and as 'private', sponsored jobs.

McGivers hate the Connaucht clan with a fiery passion and will treat them with special contempt and violence. The battle cry of the McGivers is; "Death!"

McGivers on:

SLA Industries

"They're the main men, Mr S. is the man in the know. Don't fuck with them. SLA is the future, you want a future you go with the flow. The best drugs, the best weapons and the best chance to mix it with the big boys. SLA Industries are it. They own it all."

"Well yeah, 'course, SLA before the clan. You think I'm a nutcase? Yeah, 'course I'm loyal, the McGivers own my soul, but SLA can have it anytime they want."

Other Clans

"There are other clans. But none has the might of the McGivers. Be smart, get in or get out of our way."

"None of the other clans is worth a shit. The Connaucht's are the worst. I act like I'm better than the rest because I am better than the rest. There is really only one 'clan' on Mort, the McGivers, the others are just street gangs."

Drugs

"Buy the best you can afford and buy from SLA."

"Yeah, drugs, like yeah, drugs, like yeah, I like drugs y'know? Yeah drugs.... what about 'em?"

"Use what you need to get the job done; fight, get high, sleep, fuck, whatever, pay your money and take your choice. Your body is made to take drugs. What the fuck do you think being a Frother is all about?"

Weapons / Combat

"MJL, ITB, nothing else comes close." "Guns kill but so does a blade. Guns aint got no style. There aint no buzz in blowing someone's head off, unless it's a Waster.... can't beat the feel of steel."

### C U L L E N S C L A N

The Cullens clan, the most prolific clan after the McGivers, are the most laid back of all the clans. To be a member of the Cullens is to enjoy life to the full, taking in experiences from all of the narcotics available, not just combat drugs. The term 'life experience' takes on new meanings to a Cullens clan member. Each of the Cullens clan is addicted to at least two non-combat drugs, and may be addicted to as many as three combat drugs. The focus is on experimenting, on trying it all, giving everything a go; from chocolate to Blaze UV. Cullens clan members love Lumo, even more (if this is possible) than the other Frother clans. It is common practice to have a DNA tattoo topped with various Lumo pigmentation's for skin and hair.

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Clothing to match of course, the more outrageous the better. Recently there has been a move towards near nakedness, a sort of back to basics via the loincloth approach. Cullens clan members are fearsome warriors, willingly giving themselves up to battle frenzy, and caring little for 'tactics' or restraint. If a Cullens is in your squad, stand clear in a melee, they may see you as a friend in the Pit, but in combat there are no rules; 'kill 'em all' is the order of the day.

The Cullens clan is a great advocate of using anything as a weapon, from firearms through more traditional blades, right down to utensils and anything found in the location of the melee. It has been known for a Cullens Frother to enter combat firing from the hip with two FEN 603's, only to discard these in favour of a Power Claymore, once the Claymore had served it's purpose, it was down to fists, teeth and boots. The combat ended with the Frother smashing the skull of a Carrien with a discarded wheel from a child's trike. Needless to say, Third Eye love the Cullens.

The traditional enemies of the Cullens clan are the Connaucht clan, skirmishes between clan members are always heated and extremely violent. Although both clans discourage the fighting of armed 'challenges', their members take little notice and fatalities are common. The clan Mcleod are considered as close as you can get to the Cullens, and each will assist the other whenever they can. The battle cry of the Cullens clan is a sort of maniacal laughter followed by wailing and moaning, punctuated by more laughter.

Cullens on:

SLA Industries

"Sure. SLA Industries. Great drugs. Loyalty? Sure. The clan comes first, then SLA a close second."

"You think just 'cos I'm high I'm stupid? SLA are great. They're the boss. They busted my ass, so what do you want me to say?"

Other Clans

"I got no beef with any of the other clans, 'cept the Connaucht of course. Scum sucking maggots one and all, death's too good for 'em."

"Frothers are a brotherhood. We all recognise this. There may be some skirmishes between us, but under the skin, we're all brothers. Except the Connaucht, who are kin to no one."

Drugs

"Where do you start? You just gotta love a company like SLA that know the value of high grade narcotics.... so many drugs so little time."

"Combat, pleasure, whatever. Take 'em all, they're all great!"

"I like to be methodical, if it's new I'll try it. I try to keep up, and then there's the old favourites.... number one? Gotta be Blaze UV. What a hit!"

Weapons / Combat

"Whatever."

"Anything that draws blood is OK by me."

"I like a fight with the best of 'em, sometimes it's not real necessary to draw your blade; as long as there's furniture you're never gonna be without a weapon."

## CLAN MORRIGON

Clan Morrighon are widely regarded as the most 'civilised' of the Frother clans. They embrace technology as a weapon, they advocate control and composure, using drugs to help them understand and conquer. Combat is not an art, not an instinct; it is a science, and must be treated and mastered as such. The culture of the clan Morrighon discourages the random, uncontrolled use of narcotics. It advocates the right drug for the job, selection through necessity.

Although one of the 'big four' in numbers, the clan Morrighon remain something of a mystery. Once you join the clan, you never speak of their activities or ceremonies. The workings and rulings of the clan are strictly for the members, outsiders are treated with contempt and never given any information or help without a heavy price tag.

Clan Morrighon Frothers dress in subdued colours, darker greens and blues, as well as black and dark purple.

Their philosophy of control extends to all aspects of behaviour. Clan members are expected to never disgrace the clan by public displays, nor are transgressions of the clans code permitted, especially the dictum that unnecessary combat is a waste and so a cardinal sin. Morrighon Frothers never needlessly enter combat, and lesser brawls and scraps are unknown. They will take a great deal of provocation without reaction. The clan Morrighon idea of combat is swift and lethal. There is no thought for injury or surrender, you are expected to kill your opponent or die trying. Once your blade or weapon is drawn you must use it with lethal force. Weapons favoured by the clan Morrighon are; FEN 204, all KK products, Vibro Disc, Chain Axe and all MJL products.

The clan Morrighon is pioneering the use of concentration enhancers and perception filters. Members are encouraged to put themselves forward for these field trials.

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Morrignons are the only clan that actively seek White and Yellow BPN's. The clan Morrignon has no battle cry and their members remain completely silent during combat, their faces are set in a mask of concentration.

Morrignons on:

SLA Industries

"There is them and there is us."

"SLA Industries is Progress. Morrignons respect this. There is only one way forward for the clan and it's members. We serve SLA Industries and they serve us."

Other Clans

"Clans? Gangs and tribes. None are destined to last."

"We are a clan in name only. We share no other values with the other Frother organisations. We are bound only by our service to SLA and our use of their drugs."

Drugs

"Drugs are tools. Use them when you need to, and use the right one for the job."

"Drugs are only a part of it. They are an aid, a tool, they must be subservient to the user. To abandon yourself to the throws of unnecessary addiction is to throw your life away. Respect them, learn their uses, then use them; they must not use you."

Weapons / Combat

"Weapons are just tools. What I need I use. I use the best I can afford, and these come from SLA Industries. Guns? Of course. No substitute for a well placed shot, or slice."

"I am not limited by the perception others have of me. I use whatever I fucking well please. The right tool for the right job."

"Anything can be used. The trick is deciding what should be used."

## D E R G A C L A N

The Derga clan is the largest Old Frother clan on Mort, with well over a quarter of a million members. The only way in to the Derga clan is through a birthright. The clan is family based, being very tribal in nature. The most powerful family within the clan is the Derga itself, the High Chief is always a Derga and their right to rule is beyond question. All families are honour bound to help others of the clan, this can take many forms, both practical and spiritual, financial help is readily available to all members. Once Frothers of the Derga begin working for SLA they are expected to donate 10% of their income to the clan.

The Derga are a proud, noble, honourable clan, who see themselves above the usual squabbles and petty

disputes that rage through and between other clans. This is not to say that there is no political intrigue within the clan, or that there are not strained relations between the Derga and the other clans. The Derga are traditionalists, preferring blades to firearms, their members are expected to excel in the use of all blades and to shun the use of guns. Most Derga Frothers fight with a blade and a shield, usually from Defense Systems Shields, that can be deployed as and when needed. Derga clan colours are vibrant and primary, they are proud of their heritage and wear their tartans at all times. Many paint their faces or have DNA tattoos, the use of Lumo is restricted to hair colouring, usually orange or red.

The traditional enemies of the Derga are the Morrignon, whom the Derga despise. It is not in the nature of the Morrignon to reciprocate with open shows of aggression, though they secretly loath the Derga and all they stand for. The McKillips and the Derga are close allies, with much support flowing both ways, although the Derga are less prolific in their use of Shatter. The battle cry of the Derga is; "Derga in!"

Derga on:

SLA Industries

"Without SLA there would be no Progress. Loyalty to SLA is pre-requisite to survival. The Derga respect SLA and SLA know the value of our friendship."

"I dunno. If it came down to it, I'd support the clan over SLA."

"I'm a Frother, not a moronic imbecile.... SLA are great! I love 'em! Can I go now?"

Other Clans

"Brothers in arms. Except the Morrignon. Nothing but spit and contempt for them."

"Yeah, the McKillip are cool. Us and them man, like we're the only real Frothers, the others are just street junkies."

Drugs

"Oh yeah. Drugs. Great or what?"

"Use them all. Use whatever you need. Master them all. Trust to your inner self, do not be afraid to abandon yourself to them."

"Shatter needs to be refined by those who use it. We need to take it from the hands of the hated DarkNight and get some Frothers working on it."

Weapons / Combat

"Guns are for the weak. Frothers of any real consequence only use blades."

# HOWLING FURY

"Nothing beats a blade. Up close, naked, pure aggression, moves through a blade like blood through your veins. Nothing like it."

"Bullets are an easy way out of the horror. Face up to your inner demons. Let them loose. Get yourself a righteous blade."

## C L A N M C L E O D

The clan Mcleod can trace it's roots back to the end of the Conflict Wars, it is one of the oldest, most respected and feared clan organisations in the world of Progress. Clan members are recruited from the young Frothers while they are training in Meny. Once approached by the clan Mcleod, you are not approached again, if you do not join at the first invitation you are an outsider forever. The clan Mcleod is a tribal based clan, with the emphasis on respect and honour being shown to your elders. The clan will offer many benefits to the new Frother, including training, counselling, legal representation and of course a supply of drugs.

There is a strict 'code' enforced by the clan Mcleod. The code is honour based and stresses the need for the Frother to show loyalty to the clan above all else (apart from SLA Industries of course).

The clan Mcleod follow the tradition of being clean shaven, some members place scars on their cheeks. All of the clan members wear their hair long, either in 'dreads', plats or spiked. Weaving beads and cloth strips into the hair is a common practice. The clan colours are red, green, blue and purple. All members of the clan are forbidden to wear yellow. The tartan is worn in the kilt and in as many other items of clothing as the Frother wishes. If a clan Mcleod Frother wears armour, they are expected to 'dignify' it with the clan's tartan, either through wearing cloth over it, or by tying strips of the tartan to the armour in as many places as possible. The clan Mcleod are tried and proven warriors. They show scorn and contempt for stealth, wanting only to strike fear into the hearts of their enemies. The battle cry of the clan Mcleod is; "Mcleod to blood and Honour".

McCleod on:

SLA Industries

"Honour them or they will kill you."

"The first call for honour comes from them. SLA are our ultimate masters. I honour my elders in the clan as much as SLA honours them."

"SLA supports me. They are like a second clan to me. I would not cross them out of honour first, and a desire to live second."

## Other Clans

"Most are like children. Irresponsible and wild. Pick a fight with none of them, back down to none of them."

"Well, you know, there are a few good ones, I like the Derga's, but like the Morigons are arseholes. You know, just like everyone else I guess. None of them really do anything for me, none has the same depth of honour as us."

"If you could get the Shaktar to form a clan, maybe I'd take some notice, otherwise I don't bother with the other clans."

## Drugs

"Combat drugs are best. I'm quite happily addicted to most of them. Use them all. Get high and fight, do what I do best."

"They are my slaves, I'm not theirs. Though I suppose I would say that eh?"

"I'm pretty sure I'm in control. And the worst of my excesses do not dishonour me or my clan. I am as much addicted to combat as I am the drugs that make me good at it. And it aint all about the drugs...."

## Weapons / Combat

"Hand to hand is where I'm best, maybe I need to shoot a few people to get there, but that's OK."

"Any blades really. Yeah, guns.... if I absolutely need to. But then I can just get closer to do more damage right?"

"Face to face is where the honour is, where the buzz is, where the real feeling of freedom is. If he's better than me, I die, if I'm better he dies. Guns don't give you that."

## T H E C O N N A U C H T C L A N

The Connaucht clan is the youngest of the Frother clans. They are the most violent of the 'new' Frother clans, believing that there is only one way to live life; hard and fast. Most members of the Connaucht clan are over the edge on UV, never really coming down from the effects of the combat drug. The Connaucht clan are the most prolific drug users. They will try anything and everything that will enhance their combat capability. Many members of the clan are also addicted to one or more 'soft' drugs, such as Flip™ or Slesh™. Connaucht clan members are the least disciplined of all the clans, they are highly individual, using the clan to gain better drugs and to support them in legal battles with the authorities. Rank within the clan is governed strictly by combat experience. The better your reputation, the higher your standing.

# SLA INDUSTRIES

The Connaucht clan has no 'colours', it has no recognised tartan or any form of 'uniform'. Members of the clan are expected to dress in the most outrageous manner possible, using as many clashing colours as possible. The Connaucht clan supplies Lumo™ to its members at a 50% discounted rate. Members of the clan are notorious for their neglect of personal hygiene. The Connaucht clan shows no respect to any of the other clans, for this reason it is often in conflict with one or more of the other clans on Mort. The battle cry of the Connaucht clan is: "Aaaaaarrrrrrrrggggghhhhh!!!!"

Connaucht on:

SLA Industries

"Very cool dudes. Like them a lot. Why wouldn't I?"

"SLA? They need to loosen up a bit. Always on my fucking case about something. You'd think they cared about the scum of Downtown, so what if you gotta kill a few of 'em sometimes."

"Just the suits that give you the hassle. Parasites. Fucking hate them. If it weren't for the drugs and the Lumo, I'd have nothing to do with them."

Other Clans

"Wussies. Not worth the time it would take to spit on them."

"Do this. Don't do that. Wear this. Use that. Who fucking needs it?"

"Just more grist for the mill. Get in my way and I chop 'em up. Means nothing to me, clans or softies, if I come up against 'em I kill 'em."

Drugs

"Get high as you fucking can and stay there. Drugs are the only real way to experience the shit world of Progress."

"Drugs? Can't live without them. Make you feel so good. They can do it all for you. Whatever you need, do a drug for it."

"Lumo is just the best. I reckon I can even get my spew to change colour...."

Weapons / Combat

"Sure, use whatever you can. What does the most damage. Get in there and hit 'em with it!"

"Slice or shoot. The buzz is from slice. But shooting's OK. Especially if it gets you a chance to get in closer to some scum like a Waster or a big armoured fucker."

"I like the stuff that vibrates, the powered blade stuff, yeah, buzz-buzz, I reckon I can make my blade change colour...."

## M c C U L L O C H C L A N

The McCulloch clan is not really a clan at all, it is more like a business organisation. The McCulloch clan is also known as the 'Frother Firm'. Members of the clan are those Frothers that are only Frothers in the 'loosest' sense, they have nothing to do with kilts, tartans, and do not really like the label of 'clan' either. The McCulloch clan was forced into existence by the other Frother clans, in an attempt to keep the peace between the Frothers. Members of the McCulloch clan are simply Operative drug pushers and users. All members of the clan are addicted to at least two drugs, they turn to the clan to feed their habit and to finance their lifestyle. Members of the clan are often indistinguishable from other Operatives, they only reveal themselves in their use of narcotics.

The McCulloch clan has often been likened to a criminal style operation, with members constantly 'bending' the law. It is rumoured that the clan has its fingers in many pies, including prostitution and the notorious 'StreetFighter' trade. Members of the clan are encouraged to keep the secrecy of the clan, to never reveal another clan member and to always hold the clan above all others (some say members are sworn to place the clan above SLA Industries itself). McCulloch clan members wear 'normal' operative clothing, they are usually well groomed, even meticulous in their appearance. There is no preference within the clan for any sort of weapon, though a members drug addiction may limit their choice of weapon. The clan has no battle cry or motto, members are taught to be discreet at all times. The McCulloch clan is universally despised by all other Frother clans.

McCullochs on:

SLA Industries

"Too big to fight on your own, that's what the clan is for."

"SLA are in charge. They are the ultimate paymasters and the ultimate enemy."

"It is just a matter of time before I do not need to pander to the whims of SLA. Soon I will be strong enough to leave, the clan does not need them, we are strong enough on our own."

Other Clans

"What other clans? We are not like them."

"I prefer to think of us as an organisation rather than a clan. The McCullochs are a business not a gang."

# HOWLING FURY

## Drugs

"Drugs? Of course, what would you like?"

"There are more than just combat drugs. If you think about it, we're all addicted to something. I use narcotics to feed my desire for life. And if it makes me some money, well, all the better."

"Take drugs. Sell drugs. Nothing wrong in that. Just the way of the world my friend."

## Weapons / Combat

"If it works use it. If it makes you feel good do it."

"I like the Flick Scythe, and the 406M, but it's whatever gets you going. Guns, knives, blades, hands, whatever it takes."

"When the Blaze kicks in it's just whatever I've got in my hand. Usually a Power Claymore, but mostly blades. The drugs dictate the weapon. Ever tried aiming on UV?"

## T H E C L A N M c K I L L I P

The Clan McKillip is a ninetieth generation 'Old Frother' clan. It can trace it's direct line of descent back to 15 SD. All Frothers in the clan are family members, at the moment the clan numbers some 18,135 members. Tradition is the key to the clan McKillip, they have their own tartan and all clan members must wear kilts at all times. All members show respect to their elders and to their brethren, if a clan member needs help your are honour bound to aid them. In the whole history of the clan there has only ever been one 'expulsion' for lack of honour. The McKillip clan has often been likened to a Shaktar family unit, so strong are the bonds of family and loyalty.

Due to the long line of the clan, they are masters of control over the drugs they are born addicted to. The children are quickly educated in the ways of the drugs, being shown the many uses and applications of all pharmaceutical products available in the world of Progress. The McKillip clan pioneered the technique of Shatter Use.

Occasionally a 'new' Frother will be brought to the attention of the clan elders, either through their deeds in battle or their particular skill in drug use. Such Frothers are invited to be 'friends' of the McKillip clan. This bond is as strong as normal citizens family ties, it guarantees aid from the clan, and they in return, expect to be answered when they call. As the McKillip clan is a family, they are the only Frother clan to help the older members of the clan. Most other clans expect their members to die off before they reach 30, the McKillip clan recognises that there is a need for older, wiser members of the clan. Once a Frother of the

McKillip clan reaches 30, they are 'retired' to the Council. On the Council they use their knowledge to help younger members grow. Council members are also frequently consulted on matters of tradition and history, some work as 'advisors' for Third Eye. The training school at Meny recruits instructors from the ranks of the elders of the McKillip clan. All clan members specialise in the use of close combat weapons, favouring either the Chainaxe or the Power Claymore. All clan members are also taught the benefits of unarmed combat, often specialising in Martial Arts. Gymnastics, Wrestling and Acrobatics are also actively taught.

The McKillip clan has a large number of rituals and initiation rites that mark each stage of the Frothers development. Certain items of dress and colours are forbidden to the younger members of the clan, the Black Glove being the most notable. Black Glove is a term used to describe the clans own version of the ITB Mutilator. It is worn as a sign of rank, being exclusive to Frothers of SCL 6 or higher, the glove has the following stats;

'McKillip' Mutilator DMG PEN AD Cost Weight 8 3  
2 200c 1kg

The Frothers of the McKillip clan are expected to dress outrageously, to be proud of their heritage and tradition, and to seek every opportunity to advance their honour and the honour of the clan. The clan McKillip battle cry is; "Death and Honour!" Frothers of the clan McKillip are shown the greatest respect by Frothers of all other clans (except the Connaught clan, who respect no one).

McKillips on:

SLA Industries

"No SLA, no McKillip. Honour them and hold them close to your heart. They are the only future for us and for Progress."

"They appear to be driven by sadism and corporate greed, but there is more. SLA has a heart and honour can be found there. You just have to look real hard."

Other Clans

"I don't concern myself with them. They are there to serve their members and I am only concerned with serving my family."

"All brothers under the skin. Frothers are a unique breed in the WoP. McKillip family members should not forget that first and foremost; they are Frothers."

"We are a family, as well as a clan. No other clan can claim these bonds, and none seems to want them."

# SLA INDUSTRIES

## Drugs

"Of course I'm addicted to many drugs, not least of all Shatter. I was born addicted, I know nothing else. Drugs are an integral part of my life. I cannot imagine life without them, because there is no life without them."

"Everyone is using something. I was born to it, had no choice, and have learned to master it rather than become a slave to it. Can you say the same about that which you are addicted to?" "Born addicted. Die addicted. Live free to choose."

## Weapons / Combat

"Powered blade. Claymore, Scythe, whatever. If it's a close call, shoot the fucker."

"I have been taught the ways of the blade. I have chosen to fight the enemies of my family with a sword in my hand and honour in my heart."

"It's a matter for personal choice. I'll choose my Power Claymore everytime. Last week I was in a no win situation with some Carrien, got buried under a pile of 'em. Out came the Derringer from the small of my back, bought me enough time to reach for the leg strapped 603. Never hesitated, UV or not, I knew what I had to do to survive. Then I got the pack leader, head clean off in one blow. Nothing like it. Breath of death on your face, the smell of the grave so near you can taste it, and you pull off the blow from your dreams."

## FROTHER OPERATIVES

There are basically four 'types' of Frother in the World of Progress, and each Frother can be placed within one of these categories. Of course, each Frother is an individual, and prizes this trait almost above all others. These are guidelines to be used to help your players 'ground' their character, giving some ideas about basic character traits, etc.

### Screamers (Combat Junkies)

Screamers are the most common type of Frother and have come to represent the stereotypical Frother. When most citizens think of Frothers, they think of Screamers. These Frothers only really come alive in combat. The adrenaline rush combines with the drugs to turn them in to the very essence of howling fury. While in the grip of the combat frenzy, they care little for such things as tactics and self defence, they are looking to strike the killing blow to all around them. Their minds often become twisted and confused, unable to distinguish between friend and foe, they make no distinction between enemies, all that stand

before them must be cut down. When not under the influence of combat drugs, they are often lethargic and sleepy, seeing little point in taking part in any activities other than combat. Most Screamers use recreational drugs to keep them 'buzzing' during the boring, mundane periods of the day when they are not engaged in slaughter.

### Brooders (Moody)

These Frothers are resentful of their dependence upon narcotics, they use drugs to allow them to release their pent up aggression and anger. Often addicted to a large number of drugs, they are mentally confused and spiritually bankrupt. Their views on life tend to place them at the centre of the universe, alone and misunderstood. They seldom communicate with those they feel 'cannot understand' what they are going through, which is everyone else. Often introvert and potentially suicidal, they seek re-assurance through their use of drugs, the narcotics they use are usually designed to give them confidence and strength to face the onslaught of the outside world. In combat they are psychopathic, often sadistic, not seeking to kill, merely to maim and cause pain. Brooders will seldom enter in to combat unless they have to, they steer clear of 'casual' violence.

### Sliders (Addicts)

Sliders are heavily addicted to many drugs not just combat drugs, they must feed their habit at all costs. They are addicts first, and Frothers second. A Slider will almost never be clean, always under the influence of one mind altering drug or another. Physically they tend to be a mess, looking ill and tired, barely able to co-ordinate their tired limbs in-between the drawn out sessions on drugs. Sliders fight to release feelings of paranoia and confusion. After a while the combat becomes another addiction, they become used to the 'habit' of combat. Sliders are very dangerous in 'social' situations, they have no boundaries on their behaviour, and their perception of what's 'socially acceptable' is always coloured by the narcotics they are on at the time.

### Casual

A Casual Frother very rarely uses drugs, then usually medical or combat. They pursue other interests outside Frother 'mainstream' society, maybe in the media or business world. Casual Frothers are loyal to their Clan and to SLA, seeking to further their personal ambition in the WoP through intelligent manipulation

# HOWLING FURY

of their career. They see the use of drugs as the use of a 'tool'. Casuals will be as aggressive and viscous as any other Frother in combat, and seem to be 'coldly' efficient in their use of killing and crippling blows. A lot of people make the mistake of taking Casual Frothers to be 'normal' citizens, underestimating their loyalty to the clan and their knowledge and use of combat drugs.

## C h a r a c t e r s

We have given five examples of Frother characters, one from each of the categories listed above. These are ready to play SCL 10 characters, they can easily be 'tuned' by you and your players.

### S t a n d a r d C h a r a c t e r ( K i c k M u r d e r )

This is an example of a starting character, a Frother, generated using the bog standard rules and generation points system. We have left out a detailed description of looks and the Clan details, these will vary according to taste. SCL 10. 1.9m tall, weighs 90kgs, Will Connolly Training: Kick Murder Package. Strength: 12, Dexterity: 10, Diagnose: 6, Concentration: 6, Charisma: 4, Physique: 11, Knowledge: 6, Cool: 10. Walk: 1, Run: 2, Sprint : 5.8. Movement: 44, Half Movement: 88, No Movement: 176.

SKILLS / Rank Detect: 7, SLA Information: 2, Rival Company: 2, Streetwise: 7, Unarmed Combat: 6, Blade, 2-H: 10, Running (instead of Hide): 6, Sneak: 2, Martial Arts: 6, Climb: 4, Acrobatics: 5, Blade 1-H: 8, Pistol: 8, Throw: 4, Drive; Civilian: 4, Gambling (Hobby): 3. Advantage/Disadvantage - Rank Ugly: 5, Ambidextrous, Sterile, Drug Addict (Chocolate): 8, Bad Housing: 5, Agoraphobia: 5, Delusions: 6, Minor Enemy: 6.

Equipment Operatives 'start up pack'. FEN 603 10mm Auto Pistol, 4 clips std ammo. Starting Credits: 1,500c. 'Pulse Rush' injector system (8c), 2 air refills (2c). 4 doses Blaze UV (40c). MAC Knife (80c), Power Claymore (100c), ITB Mutilator (85c). PP644 Blocker Body Armour (400c). FEN 204 'Gunhead' 10mm SMG (350c), six clips std ammo (6c). 359c + 100c to start play with: 459c. Leaving a character with some money in the bank enables them to change as the game progresses, not to mention pay for those unexpected expenses thrown at them by the GM....

### S c r e a m e r ( D e a t h S q u a d - B l a c k V a r i a n t )

SCL 10. 2m tall, weighs 80.0kg. Bill Murray Training: Death Squad Package / BV. Strength: 12, Dexterity: 10,

Diagnose: 7, Concentration: 6, Charisma: 5, Physique: 11, Knowledge: 6, Cool: 10. Walk: 1, Run: 2, Sprint: (4) 5.8. Movement: 44, Half Movement: 88, No Movement: 176.

SKILLS / Rank Detect: 5, SLA Information: 3, Rival Company: 3, Streetwise: 5, Unarmed Combat: 5, Blade, 2-H: 10, Evaluate Opponent: 6, Run: 6, Martial Arts: 5, Wrestle: 4, Blade, 1-H: 8, Combat Dodge: 6, Pistol: 6, Tactics: 5, Intimidate: 6.

Advantage/Disadvantage - Rank Asthenophobia (of weakness): 4, Psychopathy: 6, Minor Friend: 3, Minor Enemy: 8, Drug Addict (Slosh): 6 Equipment Operatives 'start up pack'. FEN 603 10mm Auto Pistol, 4 clips std ammo. 2 Boopa Air Syringes, 3 air refills, eight capsule refills. MAC Knife, GASH Fist, Power Claymore. Blocker Body Armour. BLA 046M Blitzer Pistol, 3 speed loader clips (HEAP).

### B r o o d e r ( D e e p C o v e r )

SCL 10. 1.8m tall, weighs 80kgs. Robert Maxwell Training: Deep Cover Package. Strength: 10, Dexterity: 10, Diagnose: 8, Concentration: 6, Charisma: 8, Physique: 10, Knowledge: 7, Cool: 10. Walk: 1, Run: 2, Sprint: 4. Movement: 44, Half Movement: 88, No Movement: 176.

SKILLS / Rank Detect: 8, SLA Information: 4, Rival Company: 4, Streetwise: 5, Unarmed Combat: 6, Blade, 2-H: 10, Martial Arts: 7, Sneak: 8, Disguise: 5, Persuasion: 6, pistol: 4, Throw: 5, Drive; Civilian: 4, Computer Use: 3, Forgery: 4, Sleight: 5, Haggle: 6.

Advantage/Disadvantage - Rank Good Hearing: 4, Good Luck: 6, Allergy (Lactose/Milk): 8, Sociopathy: 4, Minor Enemy: 5, Bad Reputation (Third Eye): 4, Bad Reputation (Local Gang): 6.

Equipment Operatives 'start up pack'. FEN 603 10mm Auto Pistol, 4 clips std ammo. Antique Injector. MAC Knife, Power Claymore, ITB Mutilator Glove. Striker Motorcycle Protection (Customised PV 3, ID 7). Oyster, data slugs, various games. 'Street clothes', up to date and trendy.

### S l i d e r ( S t r i k e S q u a d )

SCL 10. 2m tall, weighs 70kg. Sean Sheagan Training: Strike Squad Package. Strength: 10, Dexterity: 10, Diagnose: 10, Concentration: 10, Charisma: 6, Physique: 10, Knowledge: 10, Cool: 10. Walk: 1, Run: 2, Sprint: 4. Movement: 44, Half Movement: 88, No Movement: 176.

# SLA INDUSTRIES

SKILLS / Rank Detect: 6, SLA Information: 3, Rival Company: 3, Streetwise: 8, Unarmed Combat: 6, Blade, 2-H: 8, Drive; Civilian: 6, Drive; Military: 6, Pistol: 8, Rifle: 5, Paramedic: 5, Blade 1-H: 10, Sleight: 6, Persuasion: 4, Haggle: 3. Advantage/Disadvantage - Rank Bad Reputation (Local Shivers): 4, Major Friend: 3, Minor Enemy: 5, Paranoia: 3, Drug Addict (Caffeine): 4, Drug Addict (Amphetamine): 5, drug Addict (Slosh): 5, Drug Addict (Alice): 3, Allergy (Fur): 3

Equipment Operatives 'start up pack'. FEN 603 10mm Auto Pistol, 4 clips std ammo. 'Pulse Rush' injector system, 2 air refills. Antique injector, drugs case and flask. MAC Knife, Power Claymore, ITB Mutilator, Gash Fist. PP644 Blocker Body Armour. GA 50 'Finisher' 10mm SMG, four clips std ammo.

## C a s u a l

### ( I n v e s t i g a t i o n & I n t e r r o g a t i o n )

SCL 10. 1.6m tall, weighs 74kgs. Bourke Shelley Training: Interrogation & Investigation Package. Strength: 10, Dexterity: 10, Diagnose: 8, Concentration: 10, Charisma: 8, Physique: 10, Knowledge: 9, Cool: 11. Walk: 1, Run: 2, Sprint: 4. Movement: 44, Half Movement: 88, No Movement: 176.

SKILLS / Rank Detect: 9, SLA Information: 6, Rival Company: 5, Streetwise: 6, Unarmed Combat: 5, Blade, 2-H: 8, Interview: 5, Forensics: 4, Bribery: 5, Computer Use: 5, Interrogation: 6, Literacy: 5, Disguise: 4, Leadership: 8, Persuasion: 5, Pistol: 5, Medical; Paramedic: 6, Tactics: 5.

Advantage/Disadvantage - Rank Cool, Good Vision: 5, Good Hearing: 5, Good Timekeeping: 5, Major Enemy: 6, Bad Reputation (Local Shivers): 6, Drug Addict (Slosh): 6.

Equipment Operatives 'start up pack'. BLA 046M Blitzer Pistol, 4 'speed loader' clips std ammo. Boopa injector system, 2 air refills. Oyster, data slugs, navimaps. MAC Knife, Power Claymore, Gash Fist. Striker Motorcycle Protection. KPS Mangler AS, laser painting, recoil baffling (4) and telesight. 10 'slugs, 10 'shells'.

## W A L K I N G   T H E F I N E   L I N E

Being a Frother in the World of Progress is never easy, and players who choose to play Frothers have some tough decisions to make, as does the GM. First off, there's the reliance upon drugs. How complete is this? To what degree is the addiction compelling? By definition Frothers are drug addicts, or are they? Does

the GM make a distinction between 'normal' drug users and Frothers? Does the GM have a strictly structured Clan system, and does the player want this? Is the player interested in developing the character or are they after the 'immediate' thrills from drug induced, frenzied combat? If the Frother is addicted to UV, do they have two years to live? Do all Frothers have their whole psyche coloured by the fact that they are living with a clock ticking in their head, knowing that even in the 'best case scenario' that have only two years to live?

A lot of GM's steer clear of Frothers altogether, and is this going to shift the emphasis for the player? Could Frothers be extensions of Human society in the same way that Gangs are? As a GM, you are going to want the players to 'role play' their drug affected characters, with accents, volume and all? As a player, do you want to immerse yourself in the role, shouting when needed or slurring? Is this sort of behaviour acceptable within the group? Frothers, more so than other characters (even Wasters) tend to challenge a group's sense of unity.

So. It's more than wearing a kilt, waving a big sword and looking to fight all the time. Or is it? More decisions need to be made. 'Combat Junkie' is a term used to describe Frothers; if this holds true, will they pick a fight at every opportunity, seeking to experience the thrill and rush of adrenaline from combat? Starting from basics, what does a Frother have to offer a squad? Why should they put up with this drug addict lunatic? Well, there's the combat skills of course, and these may be an essential part of the balance for the squad. Clan contacts can be very useful, if used correctly, allowing access to all kinds of resource. The media tend to like Frothers, with their colour and preference for hand to hand fighting, so the squad may get extra Third Eye attention (which may be seen as a bad thing). Use and acquisition of drugs; Frothers know where to get 'em and how to use 'em, useful for other narcotics like medical or recreational, that the squad may need. With Frothers, maybe more than with other character classes, the player and the GM have to have a clear idea of where they are 'going with it'. The Frother's use of drugs will bring them in to conflict with others in the WoP on a regular basis, both physical and moral. Frother characters need to have very clear ideas about their relationship with a number of elements to the WoP;

It may be helpful for the Frother player to jot down a few lines on their character sheet before they start play regarding their attitudes towards these aspects of the WoP.

# HOWLING FURY

## SLA Industries

SLA is of course at the heart of any WoP, and the Frother must be clear on their relationship with SLA. Do they resent SLA for creating the environment in which they live? Do they hate them for making them what they are? Do they love them for supplying the best drugs and giving them a chance to 'legitimise' their use of both drugs and violence? Is SLA seen as a valuable, essential ally, or as a shadowy authoritarian figure, to be 'cheated' at every opportunity? Most of the attitudes towards SLA should be guided by the GM and how they use them to rule over and control the Frother society in their WoP. The players will have a huge input in to this, as the way their characters act will represent the vast majority of interaction between a GM and the Frother world. SLA and Third Eye need to define their relationship with Frothers, through their sponsorship, dealings and endorsement of the Clans. Frothers need drugs, and if SLA are slow in responding to this need, they will go elsewhere. Do all Frothers have street contacts for outside sources? Maybe with both Gangs and Soft Companies?

## The Clans

The Clans need to be far more than mere gangs or 'clubs', they need to be formalised communities that offer both support and demand loyalty. Or do you want Clans as 'street tribes'? With little more relevance than gangs? Are the Clans based on 'Old World' (i.e. Scottish) tribal organisations, or are they corporate? Can the Clans draw on more diverse backgrounds, more 'exotic' tribal bases? Do Clans exert influence over their members, like strong families, or do they merely collect tribute from them and offer legal assistance when needed? Clans can easily be compared to the Shaktar Tribal system, are Frothers as loyal and honourable towards their Clans as Shaktar's are to their tribes? Is there any 'warfare' between the Clans? If so, to what extent will it affect the players? Is there 'honour' among Clan members, some kind of code, and does this extend to rival and ally Clans? How much does the Frother rely upon the Clan for supplies of drugs, weapons, training and help with dealing with SLA? How much can a Clan demand of a Member Frother?

## Use Of Narcotics

Well this is the big one isn't it? For Frothers the use of drugs forms the basis of their existence. There can be no 'Frothers' without drugs, and mainly combat drugs. Drugs of all kinds play a very large part in any Frother's life. They spend most of their time under their influence, trying to buy them or trying to cope

with the effects of coming down off them. Getting to grips with this as a player and a GM is essential if the Frother is to be any kind of viable character in the game.

Conflict can arise in a number of areas;

Maybe the GM as a person does not approve of 'drugs', and sees their game use as a short step from condoning their use in 'real life'. SLA is a game. It is a game where violence and horror dominate the landscape. Players who play Frothers are no more likely to take their game behaviour to their real lives than are any others. Maybe a compromise in these situation is to allow only combat drugs to be used. The GM and the players must be completely conformable with the nature of the Frother's addiction to drugs.

Players may use drugs as 'game fixes', not wanting to take on the consequences of use. Blaze is great for no PHYS rolls, etc., but the downside must be lack of concentration (tactics goes out the window), the addictive nature and the unreasoning violence while on the drug. you can't have your Blaze and eat it. this must apply to all addictions. Taking a fist of them as disadvantages must be played, the consequences felt in the game, or they are just a cheap way to 'boost' the character at generation. Other players may feel uncomfortable with the Frother's presence, not being sure of their loyalty to the group, or their reliability as characters. This can only really be resolved by the player themselves. It may be necessary to 'tone it down' a bit for a while.

GM's must force the Frother to 'live' the consequences of their addiction, and some may be loathed to do this for fear of devoting too much time to the character to the detriment of the group. get the player to help, get them to do some of the book keeping, and get them to enjoy the downs as well as the ups. If they're physically exhausted, ham up the descriptions of their movements, give them minuses where appropriate, get npc's to comment on their 'wasted' state. In short; rub it in.

The lack of control and the abdication of responsibility while on drugs would cause the greatest problem if allowed to develop. The Frother must be in control, or if they don't want to be, then they must be aware of the consequences of their actions. The squad may be forced to 'police' them, and if they refuse to police themselves, they should have little choice but to accept this. Ultimately, it will be the 'drug culture' of the individual GM's WoP that will rule the Frothers life.

# SLA INDUSTRIES

For this reason the Frother and the GM should work together in developing the WoP along lines acceptable to both the Frother and other players. It's not just about 'big guns' or drugs....

## T h e O t h e r R a c e s

Frothers need to establish relationships with the other races, otherwise they will be impossible to play in a group, and every NPC will become a confrontation

### H u m a n s

Frothers are, to all intents and purposes, humans. Old Frothers may claim a greater degree of separation, but they too are basically human. Most of the humans in the WoP take some form of drug, be it caffeine, Slosh, tobacco or any of the thousand uppers and downers available. Drugs help a lot of people get through the day. Humans see this as acceptable. But where is the line drawn between 'normal' drug use and a Frothers drug use? One of the main fears of most humans is the shortened life span that addiction to any of the combat drugs brings. Are the humans attitudes towards Frothers coloured by this alone? Are Frothers seen as somehow irresponsible, or a threat to the stability of the human dominance in the WoP. Or merely as a colourful distraction, safe because of their (usually) limited life span? Are Frothers considered another 'race' apart, or an embarrassment to the 'human' race? Do most humans secretly admire the Frother attitude of carefree abandon and living for the moment? (perception?) Obviously as humans make up the vast majority of the WoP population, it is the interaction with humans that will define a lot of the Frothers life. Spend some time as a GM, and encourage the players, to develop attitudes and patterns of behaviour towards Frothers, based either on background or stereotyping. Get the message across that Frothers should be taken seriously as an integral part of the WoP.

### E b o n s

Ebons have no time for Frothers and generally despise the way they have chosen to destroy their bodies. Ebons are not stupid. They know that Frothers can be highly unpredictable and moody, and most Ebons will treat Frothers with a wary disdain, never braving in to open conflict, where possible Ebons will play down the Frothers desire for violence, and will in no way encourage them to launch in to drug induced frenzies. For Ebons it may be the Frothers apparent lack of desire to understand anything that really annoys them. Ebons question, investigate, twist and

turn things around to examine them from every conceivable angle. Frothers just seem to accept things or react against them. For their part Frothers usually find Ebons too indecisive and tippy-toed. Often, Frothers will take great delight in provoking an Ebon's display of disapproval. Ebon / Frother relationships are usually strained at best, and confrontational at worst.

### B r a i n W a s t e r s

Wasters hold Frothers in the same contempt as the other races. Frothers are simply weak willed, soft skinned, drooling idiots. Almost a joke to most Wasters. The Waster / Frother relationship will be the most strained of all the races, with each side goading the other to violent reaction. Frothers tend to be wary of a Waster until they can get to close quarters, where they will give as good as they get and not be put off by the Waster's Ebb use.

### S t o r m e r s

Frothers think all Stormers are kind of cool. To some extent they envy the Stormer's ability to get in close and deal out damage while being able to take a lot of punishment before they go down. Stormers for their part tend to respect the Frothers dedication to combat and their single minded application of energy towards violence. Casual Frothers and the less combat oriented would not warrant the same respect, being viewed as simply human drug addicts; weak willed and ineffective. Both Stormers and Frothers tend to be direct in their problem solving, which makes them useful allies and good together in a team. Occasionally a Frother will get on the wrong side of a Stormer through their loud behaviour, or their slightly warped view of Stormers as stupid 'creatures'. The Stormer / Frother relationship is mostly a straight forward one of mutual respect or indifference. The 'trickier' Stormer models, such as the Vevaphon and the Xeno, are thought of as different from the 313 as Frothers are to humans. For their part the Vev's and Xeno's tend to look upon Frothers as an annoyance to be ignored or worked around; potentially good allies and slightly more dangerous enemies than a 'standard' human.

### S h a k t a r

While the Shaktar recognise the fact that Frothers are competent warriors, they detest the Frothers apparent lack of control and discipline. Shaktar see the Clans as failing to uphold any sense of brotherhood or honour among the Frothers, and for this they are mistrusted and generally avoided. The more 'honourable' Frother clans, as well as the exceptional individual, may associate more closely with the Shaktar,

# HOWLING FURY

when the Clan becomes like a 'Tribe'. Socially, Shaktar are respectful or wary of Frothers, realising that they sometimes have a hair trigger. The slighting of a Shaktar's honour will not go unforgiven simply because the slur has come from someone 'under the influence' of some narcotic.

## Wraith Raiders

Frothers are generally thought of as stupid or retarded, under developed humans who have no control, or 'useful' qualities. Frothers are to be targeted from a distance, watched carefully if they are by your side, and never really fully trusted. As long as a Wraith Raider is confident they can either avoid or kill a Frother, they will treat them with polite indifference, not really considering them worth taking 'seriously'. This can infuriate Frothers. Close combat between Wraiths and Frothers is to be watched and not interfered with as it gets real messy real quick, with the Wraith usually breaking off to get the target 'to range'.

## The Use Of Violence

Violence is seen as an inevitable part of Frother life; some Frothers only really come alive in combat. Violence can become an addiction, and like all addictions, needs to be controlled if it is not to destroy your life. Frother society is there to monitor and control the Frothers passion for violence. Clans spend most of their time controlling, directing, or stemming the tide of violence that would otherwise break free from most Frothers. The individual Frothers themselves are the ultimate arbiter in these matters, with a huge variety of both attitude and application of violence within the Frother race. The Frother 'type' will determine their basic outlook towards combat. Some are frenetic, frenzied, uncontrollable and easy to trigger in to psychopathic rage, while others are cold, calculating and sadistic in the drive to apply their combat skills.

Combat in all its forms is never (generally) to be avoided. Some clans will teach restraint and careful consideration before joining in combat, but all will insist upon total dedication and application of Frother 'values' once combat is joined. Frothers never seek or give quarter while under the influence of combat drugs. No Frother expects to be shown any mercy or pity if 'outgunned' by an opponent, once the frenzy takes hold they will feel no fear towards their opponents.

The generally aggressive nature of Frothers (unless subdued by drugs) means they are often caught up in brawls, street fights, any of which can lead to a more

serious encounter due to the Frothers 'ready to rock' attitude. Because they won't back down from a fight, they're usually prepared to 'go all the way', using whatever weapons become appropriate and fighting to the death if the rage overcomes them.

Frothers tend to respond particularly badly to Shivers and 'authority' figures.

The Frothers' readiness to use violence may be a cause for concern and social conflict within the squad, and the player whose Frother drags the squad in to one too many 'pointless' fights will soon find themselves ostracised, maybe 'forgotten' about in a particularly sticky situation, where they will be left to fend for themselves. If needed, the GM must try to moderate the Frothers' behaviour, making it clear to the player the disruptive influence they are having. And conversely, he may have to encourage the squad to 'get on with it'; as far as Frothers are concerned, there's no point beating about the bush and the squad need to put their cards on the table where the Frothers' bad habits/ anti social behaviour may be an issue. As with everything where Frothers are concerned it's a question of balance. Frothers can soon become either valuable members of a squad or pains in the arse; more so and more quickly than some of the other races (with the exception of Wasters), as their character make up is by nature violent, unpredictable, prone to severe mood swings and confrontational behaviour.

It would be easy to take the attitude that Frothers are somehow 'pointless' characters. It is a brave GM and player that embark upon a campaign including a full on, well developed Frother. There are many pitfalls, and the temptation to put on a stupid Scottish accent is almost irresistible, but there is also much to explore and develop. The trick is to balance the Frothers' more obnoxious tendencies (not ignore or lose them) with some enlightening, maybe revealing insights in to the 'deeper' nature of Frothers.

Expanding the world of the Frother is hard work. Bringing both player and GM in to contact with aspects of behaviour and society that they may find awkward or at odds with some of their 'real world' personal beliefs. But isn't that what good role playing is about? Facing up to these things and rising to the challenge of resolution?

# SLA INDUSTRIES

## BPN: THE HUMAN CANVAS

( T i t l e d & I n s p i r e d B y  
H e a t h M a r k s )

This BPN is designed to get the players inter-acting with Frother society. It can be best used if there is at least one Frother in the squad, as this will aid them in getting information and access to the clans.

SCL: 9 / 10 Contact: Internal Affairs. Training Package Recc.: At least one I&I. (At least one Frother squad member recommended / preferred). Colour Code: White Summary: Investigate and capture Serial Killer; 'Leon'. Working closely with Frother Clans and some Downtown undercover work may be required. Coverage: Internal Affairs. Consolidated Bonus Scheme: 500c plus associated Bonus Scheme. Payment: Per Operative. SCL Increase: 0.5 Bonus Scheme: 2000c (squad) for live capture of Serial Killer. Getting The BPN

The BPN is issued through Internal Affairs and is sponsored by (SLA Info.) them. The Op's will be invited to attend an interview at one of the IA Chapter Houses. The BPN will only be offered to a squad, and only then if all of the members have passed recent Psyche. Evaluations.

The interview will be conducted by Nearaw Gr'Chor, a Wraith Financier for IA. Nearaw (known as Nero) will be devastatingly polite and offer the Op's all the comforts he can while interviewing them. He will be accompanied at the interview by two 'Cloak' agents, who will remain standing silently in opposite corners, weighing the Op's up with their stares. These two 'men' (without SCL badges) are wearing what looks like SilverBack with thick, seemingly anti-ballistic dusters over them, and carry twin 'Blitzers' that for some reason only seem to have room to chamber four rounds. Their faces are terribly non-descript, and the players simply won't be able to recall what they looked like. These are Stigmartyr agents: the SilverBack has twice normal ID and an 18 PV. The guns are called Truth-Killers, they chamber 15mm 'seeker' rounds. The Stigmartyr agents will not lower themselves to speaking with the Op's, and their stare has a fear factor of 11. They've seen it all, and it shows in their eyes.

The briefing will allow Nearaw to give the players the following information, he will tell them the first section in the form of a brief summary, accompanied by relevant pictures on a huge vid-screen. hard copies of all information and images is available. Before the

Wraith lets the players question him for the other details, he will make them sign NDA's and waivers that sign all rights and ownership of anything found during the BPN to IA.

### S u m m a r y

Third Eye news reports show the scenes of 12 recent murders, all in Upper Downtown and Suburbia, where the victims have been Frothers, and the bodies have all had the skin removed from their chest, neck and face. The Shiver Forensic has determined that the same 'weapon' has been used in each killing. Two White BPN's have been started and abandoned in the past six weeks, the first issued one week after the first killing.

At the site of each corpse has been found the scrawled word (signature) 'Leon', which the Shivers are assuming is the serial killer's name.

None of the Frothers has been connected to each other, they came from various clans and the sites where their bodies are found appear to be completely unrelated. Leon is attracting a lot of attention which Third Eye are keen to play up and IA keen to subdue. (Feel free to generate details of the twelve victims and their clans, placing the finding of their bodies in twelve unrelated sites.)

The Op's are to undertake the BPN with as little media coverage as possible. Their task is to track down and capture the serial killer. His extermination will not be sanctioned by IA.

### T h e R e a l I n f o r m a t i o n

Nearaw will sit back in his chair, sipping a steaming cup of hot chocolate, letting his eyes roam over the squad, inviting questions. He will be open and forthcoming once he has been asked a question, though if he feels he should not answer, or does not know the answer, he will simply tilt his head to one side, smile and say; "sorry, classified." Remember the presence of the two Cloak agents. Both Nearaw and the Op's should feel slightly oppressed by their brooding men-ace.

Both previous Whites lasted six days, after which the squad undertaking them simply disappeared. In the interim IA have been looking in to the killers using an under cover Third Eye Op; yesterday he too disappeared, hence the Op's and the current BPN.

There is no pattern to any aspect of the victims apart from the fact that they were Frothers. Nothing in their addiction, Clan, training, squad history, clothing, weapons, living quarters, or anything else as far as IA

# HOWLING FURY

can tell. Each body has been two to three days old when it was found, the victims are apparently killed and skinned near where the bodies are found, usually in a nearby alley, building, walkway. Why the bodies take this long to 'appear' is not known. Each of the victims appears to have put up a brief struggle, being killed by a blow to the heart. As the skin around the heart is missing, it is hard to get any information from the 'cut', though it must be a stabbing rather than a slashing weapon.

The word 'Leon' scrawled near each body is written in blood, but not that of the victim. From DNA/Bio-genetic patterning, it has been determined that the blood comes from a Human; though whether this is 'Leon' himself is not known. Psychological profiling and Forensic Prediction are both indicative of Leon being a 'man'. There has never been a pattern killer like Leon before. Both Psychology and Subversion Depts. have no predictions for when he killings will stop, or what their purpose is, which is unusual in itself as they like to make some analysis known and available to Op's.

## W h a t ' s A c t u a l l y G o i n g O n

Leon the Serial Killer is an SCL 4E Old Frother Operative who is losing his fight to hold on to his sanity. His 'real' name is Leo McCulloch, from the Clan McKillip. Either up or downgrade him to suit your needs;

SCL 4E. 1.7m tall, weighs 85kgs. Leo McCulloch Training: Investigation & Interrogation Package. Strength: (12) 17, Dexterity: (12) 17, Diagnose: 8, Concentration: 6, Charisma: 6, Physique: (12) 17, Knowledge: 7, Cool: 11. Walk: 1, Run: 2, Sprint: 4. Movement: 54, Half Movement: 108, No Movement: 216.

SKILLS / Rank Detect: 6, SLA Information: 6, Unarmed Combat: 10, Blade, 2-H: 15, Martial Arts: 15, Sneaking: 10, Disguise: 6, Persuasion: 5, Streetwise: 5, Survival: 6, Blade, 1-H: 10, Club, 1-H & 2-H: 10, Chainaxe: 10, Flexible Weapon: 10, Polearm: 10, Combat Dodge: 15, Vision Truth: 6, Know/Detect poison: 6, Other Awareness: 6.

Advantage/Disadvantage - Rank Cool, Good Vision: 5, Ambidextrous, Psychoses; Delusion: 8, Sociopathy: 9, Drug Addict (Blaze UV): 8.

Leo has full Nuke Tendon Shell Augmentation and five levels of Shock and Brace sinews/tendons. Leo was made and trained for life on White earth (such as it is), he is the 'perfect' insurgent Op, having no reliance on firearms or 'technology'.

Leo has a 'custom' Sword and Knife made by Edge of Darkness, the 'weapons' division of Cloak; Power Rapier (Sword) DAM; (5) 10, PEN; 6, AD; 2. DarkBlade (Katar 'punch' Dagger) DAM; (4) 9, PEN; 8, AD 2.

Leo wears no armour, only his 'street' disguise, which varies according to where he's operating, he usually dresses as a sort of reject Gang-wannabe.

## R u n n i n g T h e B P N

Leo is trying to complete his masterpiece, which will incorporate the 'hides' from 30 chosen victims. The huge work hangs on a frame 20 metres square, and has all of the skins sewn together to form a canvas, upon which Leo will 'paint' his final work. Leo will only take Frothers to form his canvas.

Leo intends to finish his work off with the hides of three of the Clan chiefs currently on Mort.

On one of his trips to White earth, Leo picked up an artefact from one of the tribes that wander the blasted wastes of the Tszu Region. This artefact is a key to summoning one of the Wind Walkers (Shard Angels) from the storms that rage through the region. Leon has slowly been twisted by the artefact in to completing the ritual that will drag a Wind Walker to the world of the living. The three Clan Chiefs skins are needed to complete the 'canvas', forming the centre piece. Once these are in place, Leon will slash both his wrists, using his sprayed blood to complete the ritual. Leon's death is required for the summoning to be complete.

The Op's will receive an 'anonymous' tip-off, either through their head sets or through their comm's. system at home. The caller is a gruff voiced man, who tells them he knows who Leon is and that the next three victims will be the three Clan chiefs. The informant also tells the Op's that if Leon 'finishes his work, all of Mort will suffer.' The Op's will have to convince the Clan's that they have valuable information and that they will be able to help. The Clans will be unwilling to listen to any non-Frothers, and even if a Frother is present, there may be some Clan animosity. If any Clan elders are approached, they may whisper curses of the 'Blood Beast', and if the Op's are successful in their diplomatic approach, they may find out about the legends.

The Blood Beast is a cursed creature from Frother myth, a beast born of the drug crazed blood lust of their ancestors. Many Frothers believe their ancestors to be more than human, and the Blood Beast is the creation of these ancestors and their addiction to the

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early, unstable combat drugs produced in the WoP. The Blood Beast is insatiable and unkillable, it roams at will, slaughtering all it comes across, until a Frother 'hero' emerges from one of the Clans to slay it.

And this is where we hand it all over to you....

Remembering Leo's skill at disguise and intrusion counter-measure, it should be easy for him to get to one, maybe two of the Frother Clan chiefs. The third should be where the Op's catch up to him. If he makes the kill, he will drag the final part of his canvas back to his lair, caring little for stealth. The Op's should be able to follow him. Whether Leo manages the summoning, or is stopped by the Op's is up to you, Remember they have instructions to capture, not kill him. Frothers from his recent victim's Clan have no such restraints.

The 'artefact' from White Earth is a Shard Knife; Leo will use this to kill himself upon the completion of his work. The Knife will then wither and fade to black dust (which will be wanted by both Dark Lament and Karma). If Leo manages to summon the Wind Walker, all hell breaks loose. the Shard Angel will only be banished by a very, very high level Necanthrope, maybe even Intruder.... make it plain to the Op's that the thing summoned is, as far as they are concerned, unkillable; they need help, and they need it now!

The BPN has been left 'bare bones' because the idea is for you to get the players to interact with your Clans and Frothers, giving you a chance to set the scene for your WoP. It also allows you to hint at some kind of Frother 'shared' heritage, maybe develop this, maybe use the Wind Walker to pull the Clans together for a concerted effort in producing a 'Hero'.

B P N :

## T H E S Q U I N K

SCL: 10 Contact: Department of Pharmacology. Training Package Recc.: At least one I&I. At least one Frother must operate with squad. Colour Code: Green. Summary: Track and find escaped animal. Live capture essential. Contact Rachel Hannon Dept. Pharm. - 668/911210-RH-01. Coverage: Third Eye (Contracted to BPN). Consolidated Bonus Scheme: 300c plus associated Bonus Scheme. Payment: Per Operative. SCL Increase: 0.3 Bonus Scheme: 1000c (squad) for live capture of animal.

Rough BPN outline this one, skeleton to hang your own 'flesh' on. Rachel is the daughter of the Dept. Head Dr. Susan Hannon, so the BPN will be offered

with some added 'clout', i.e. the chance to make a powerful friend or ally. A project that Rachel has been heavily involved in has gone wrong. The animals they were experimenting on have 'escaped'. The animals were freed by the DN splinter group 'Freedom For Animals' (FFA). All of the animals have been killed by the general population and the body's recovered; except for one, which has fled in to the Uptown sector 300.

Rachel needs a squad to capture the animal quickly, using minimal force and causing minimum collateral damage. The animal must be captured alive and with minimal stress caused to it. Unfortunately, Third Eye have a man on the inside, and have found out about the animals escape. They have agreed to keep the story quiet until the animal is either captured or killed on one condition; they can have a camera Op with the squad assigned the recovery BPN. The squad will be accompanied by Simon 'Skip' Murdoch, a veteran Third Eye Op who has served two years on Hed and one on Dante, he failed his last off-world psyche evaluation and is now confined to Mort.

The animal, nicknamed the Squink, is of unknown (to the Op's) origin. It is said to look like a small brown Bear. If put under extreme psychological pressure, or physical threat, the Squink will simply die, it's heart giving out. This must not be allowed to happen under any circumstances. The animal produces a natural toxin from it's tear ducts, this toxin; 'AmoxFenac' is the base component for a very, very powerful new drug known simply as 'Rapture'. The drug is purely experimental, with the Dept. Pharmacology aiming to pull off a bit of a coup by releasing it before Karma have a chance to respond with a variant. The toxin can also be found, in smaller traces, in the Squink's saliva and urine.

The Frother's of Clan Morrigan have found out about the Squink and it's potential for drug development, and have sent a squad of their own out to look for and capture the animal.

DarkNight have infiltrated the Third Eye link-room that will handle all of Skip's broadcasts, they will despatch a recovery squad to beat the Op's to the Squink as soon as they have a firm fix on the animals position.

Creature Profile - The Squink (Known to Shaktar as 'Dkt Dkcht Qw' - Rough translation 'Unseen-Cunder-Bear'.)

Characteristics: STR 6-12, DEX 5-10, DIA 1-2, CONC 0-2, COOL 1-6, HITS 12-22. Height (toe to nose) 1.5m - 2m, Weight 80kg - 180kg. Movement; Walk 1, Run 3,

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Sprint 6. Skills; Detect 10, Unarmed 5, Dodge 10, Swim 8, Climb 8, Sneak 5, Hide 10. Advantages; Excellent Sight, Smell, Hearing, 'Tremor' detection (vibration).

## The Secret of the Squink

The Squink is a 'dual' species, it's body has a scaly skin with thick hair, much like fur, covering it head to toe. It appears to be a 'mammal', much like a small brown bear. Once the Squink has mated, and it's 'eggs' have been fertilised, it hibernates for three weeks. After this time it sheds it's outer body and it's true form emerges. The 'true' form of the Squink is a spider like creature with four tentacles and four legs; it's only function in this form is to 'weave' a nest and to secure the fertilised eggs to it. The 'spider' Squink can shoot a web like substance up to 10 metres, and may 'spray' it's toxin either in cloud form or directed jet; it may spray toxin up to thirty times before it exhausts it's internal supply. The web is sticky and incredibly strong (STR 30 to break), the webbing will naturally disintegrate if exposed to the Squink's toxin. If cornered or trapped in 'Bear' form, the inner Squink will emerge in a frenzied spray of blood and tissue, in a last ditch attempt to nest and lay it's eggs. Once in 'spider' form, the Squink lives for 72 hours. It's movement becomes; Walk 3, Run 5, Sprint 9. Climb moves to 20. The Squink toxin has the same effect as Alice, which takes effect immediately upon exposure to the skin.

## Frother Connections

The Morigon Clan have their eyes on the Squink, and if the development of Rapture becomes common knowledge among the Clans, most will want to get in on it's development. Any Frothers in the squad tracking the Squink may become aware of it's toxin, and it's effects, either through investigation or exposure. How you develop Rapture is up to you, we use it as a 'Personal Interest' type drug, where the experiences heightened are combat rather than sexual. A kind of Frother Nirvana....

## C H A R A C T E R   G R O U P I N G S -   F R O T H E R S

A quick 'alternative' character generation system, allowing greater flexibility and depth of background development for a character. Each character 'class' has a different background and culture, giving access to a different range of skills. Each race will also have natural preferences for early skill training. We have provided a suggested list of skills from which Frother Operatives may choose. These can be seen as general categories, and should be used instead of the statutory skills listed under the Frother character 'race'. They are not 'training packages' and do not replace those skill lists under the package. Each character may choose 8 (eight) ranks of skills from the list, with a maximum of two ranks in one skill (these of course may be added to through training package and development points).

### FROTHER

STR - Strength based Blade, 1H Blade, 2H Pole-arm Unarmed Combat

DEX - Dexterity based Drive, Motorcycle Gymnastics Martial Arts Pistol

PHYS - Physique based Running Climb Throw

CHA - Charisma based Haggle

DIA - Diagnose based Medical, Paramedic Tactics Bribery Torture Intimidation

CONC - Concentration based Weapons Maintenance Drive Civilian Detect

KNOW - Knowledge based Streetwise Evaluate Opponent SLA Information

### T r a i n i n g   P a c k a g e s

Death Squad: Black Variation

The Black Variation of the Death Squad package is designed to place the Operative in amongst the enemy, with the ability to deal out maximum death and devastation in close combat. The Black Variation was designed to help with intimidation and moral destruction. Operatives are trained to be highly visual, extremely loud and terrifying in their ability to deal death to their enemies. Get in close, get in quick, do the most damage you can. Savage, simple, mind destroying, brutal and totally relentless.

Evaluate Opponent (KNOW) Run (PHYS) Martial Arts (DEX) Unarmed Combat (STR) Blade 1-H, or 2-H (STR) Combat Dodge (DEX)

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Investigation & Interrogation variant: Deep Cover

Deep Cover was designed to train Operatives specifically for undercover work in Downtown, or anywhere 'on the streets'. Operatives from Deep Cover training learn to forget their stringent SLA indoctrination, they think like those on the street, living the life of a dissatisfied citizen. The fact that they remain loyal to SLA is testament both to their common sense and the subliminal implanting that goes on while they are being trained. Deep Cover Op's are usually planted with a trigger word, phrase or numeric sequence, which when given by an appropriate agent (from Cloak say), will immediately 'break' their cover. This can be a traumatic experience and should only be done under stringent Psyche. Dept. recommended conditions.

Martial Arts (DEX) Sneaking (DEX) Disguise (CHA) Persuasion (CHA) Detect (CONC) Streetwise (KNOW)

Cover Skills: These skills will be used while undercover, but will be substituted with the skill in brackets once the Op is 'awoken' by their trigger.

Rival Company (KNOW) - (SLA Information KNOW). Medical, Paramedic (DIA) - (Forensics DIA).

The additional skills granted from this package come at a price. The Op gains Sociopathy Rank 2 and Schizophrenia Rank 2 (without gaining any additional development points).

## U S I N G   D R U G S N A R C O T I C S

GM's and players need to be familiar and comfortable with the way the rules work regarding drugs, any house rules need to be clearly laid out well in advance of the campaign.

Most drugs 'kick in' after a number of phases, usually three, though this can be more or less. Remember that 'phases' are 0.6 seconds long, this may be too short a period for some drugs to begin working, and many will be designed to act over a longer period, their effects becoming more gradually apparent. A lot of drugs will not work in conjunction with each other; Rush and Beat for example. It should be obvious by the nature of the drugs being mixed, and when two or more drugs do cancel each other out, rather than there being 'no effect', try using the Detox. Effect of the 'mildest' drug mixed. Increasing dosage does not incrementally increase effect. Any drug with a 'duration' must be expired before another dose has an effect.

There are no immediate rules for 'over dosing' in the main rulebook, but we suggest you introduce some. Some guidelines for 'OD-ing' are;

If the dosage causes the 'PHYS Addiction modifier' to exceed the users actual PHYS, they will suffer an overdose. Example; Beat has a PHYS Addiction modifier of -1 per 2 doses; if a user with a PHYS of 6 were to take 12 doses of Beat at once, they would suffer an overdose. The same user would overdose on 6 shots of UV taken at once. The two main types of drugs are; Regular and Continuous. Regular drugs have no specific duration per dose, but rather a direct affect. Such drugs as Kick Start. Continuous drugs are those with a 'duration', this will be stated in the drugs description and can vary from 12 Hours (UV) to 1 hour (Personal Interest), with all variance in between. There is a move towards 'quick burn' drugs in the WoP, with shorter duration but more violent effects.

## A d d i c t i o n

Getting addicted to drugs is easy. In the case of Regular drugs (no duration), the addiction roll is made after a number of doses are taken, usually specified in the drugs description. Kick Start for instance is after 30 doses, Pain Away 3 doses. Continuous drugs require a roll after the duration of the drug has finished. With UV for instance, this is after 12 hours, i.e. once the drug would wear off.

Addiction rolls are made as PHYS rolls, that is, with PHYS as a 'skill', using whatever modifiers stated for that drug, trying to make 11+ to succeed roll and avoid addiction. Example; If our user with the PHYS of 6 from the above example, were to take UV, after the 12 hours duration they will need to make an addiction roll. The roll would be PHYS (6) with a -1 modifier for 1 dose taken. The user would need to roll 6+ on 2D10 to avoid addiction. It is worth noting that addiction affects are cumulative within a 30 day period. So if our user takes more UV the day after their last addiction roll, their next addiction roll will be made at -2 modifier. A 30 day 'clear' period must occur before the cumulative modifiers are dropped.

If a user makes their addiction roll, and avoids addiction, then nothing much happens. If they fail, one of two things will happen; They can either take the 'Detox. Effects' as listed under the drugs description, to come off the drug. Or they can take a regular or continuous dosage, ensuring the drug never wears off. Some drugs, Flush for instance, are designed to clear the body of the drugs effect. One dose needs to be taken each day for a month to clear the drug from the body without suffering the Detox. Effects. While on drugs like Flush, other drugs need to be 'double

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dosed' to have their 'normal' effect. So if our user is trying to avoid UV addiction and is on Flush, but then needs to shoot up with UV, they will need to take two doses to secure the drugs effect; 1 to override the Flush, 1 to kick in the usual effect. After the UV wears off, they will have to make an addiction roll with an additional -2 for their last 'trip'.

## STREET DRUGS

Everybody knows that Karma produce the highest quality drugs available in the world of Progress. Whether you want soft drugs, combat drugs or medical drugs, Karma is the name you look for on the packet (or tube). Karma means quality and consistency at a reasonable price. But what if you want something a little bit more specialised, a little bit more immediate, if a little bit more dangerous? This is when you have to look to the street vendors, the back street chemists and the trainee rocket scientists. All of the narcotics listed here are 'illegal'. Possession carries a hefty fine or imprisonment, Operatives face an immediate decrease in SCL.

Many Frothers walk a fine line between the legal and the frowned upon, both by their clans and by SLA. Individuality is one of the key elements of the Frother psyche, there will always be Frothers who look outside SLA for their fix, no matter what the risk. As long as there is a market, there will be Soft Companies to serve it. The availability of these street drugs is best determined by you, make them as difficult or as easy to get hold of as you want.

## Bubbles

Bubbles is currently being produced by Neeto Pharm, though it has been 'boot legged' by various street chemists, with varying degrees of success. Bubbles is a 'Hallucinogenic Inhibitor', with certain 'mind application' properties. The user of Bubbles is unable to suffer any of the effects of Alice™, Drum™ or Flip™. Use of Personal Interest™ is cancelled, and if large enough doses of Personal Interest™ and Bubbles are mixed, the user dies. Bubbles directly affects the users ability to concentrate. It produces the effect of an extremely narrow train of thought. Whatever the user is thinking of when they take Bubbles becomes an obsessive thought driving out all others. The user on Bubbles will put his deductive powers into overdrive, concentrating to the point where he will not take any other actions apart from those associated with solving his current 'problem'.

Bubbles comes in ready to use, one shot syringes. It is dark blue in colour, it breaks down into a harmless acid on contact with the air.

## Bozerker

You want that feeling of invulnerability? That feeling of power, of limitless strength? Don't care about the come down? Then Bozerker is the drug for you. Forget Blaze UVTM, forget Bass™, get into Bozerker. Bozerker is a very dangerous drug. Rumours abound about it being a refined version of Shatter, the Dark Night pharmaceutical. Bozerker is a powerful adrenaline based muscle enhancer, with traces of tissue bonding chemicals. The affects of Bozerker are very immediate, the user MUST burn up a massive amount of energy immediately after taking Bozerker. The drug affects adrenaline output, boosting it by up to 300%, then it 'locks' the stimulants in muscle bundles. Users of Bozerker have been likened to fit victims, going into violent spasm for several minutes. If Bozerker is taken by someone already using Blaze UVTM or Bass™, the user will go into 'overdrive'. They will have the benefits of Blaze UVTM for 24 hours, after which time they will die. Possession of Bozerker results in an immediate custodial sentence for all those caught.

## Gelly

Gelly is a direct pirate copy of Flip™, with some extras thrown in for good measure. Like Flip™ it is designed to be an antidepressant, but it goes one step further, making the user actively interested in cheering everyone else up. It makes you feel great and you just want to share this with those around you. Users of Gelly cannot be provoked into violent action, unless their life is threatened, when they will 'flip out'. Gelly cannot be used in conjunction with any other drug, if mixed, the user will suffer stomach cramps and vomiting for 24 hours. Gelly is available in small green capsules or as a liquid for injection.

## Push

Push is a clean out drug much like Flush™. The main difference being in the speed of the affects, and their violent nature. Push can be fatal to certain users, mainly those whose body has been 'saturated' with a drug, or those mixing drugs. The user of Push has his natural immune system boosted to aid in the 'burn off' of unwanted substances within the bodies chemistry. Unfortunately, one of the side affects is severe vomiting and diahorhea, which can last for 2 days.

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Push is available as an injected fluid. It is produced and distributed by Pod Pharmaceuticals, a small soft company operating from Downtown.

## S T R E E T   D R U G S ( G a m e s   S y s t e m   S t u f f )

**Bubbles Game Effects:** Focuses users mind, accelerates concentration and shuts out 'distractions'. +2 to Concentration for 1 hour. Addiction: -2 Phys / 10 doses Detox. Effects: -2 Concentration (instant effect after coming down, lasts for 2 hours). Addiction: 2 doses per day. Cost: 700u

**Bozerker Game Effects:** 1 free phase per round, duration 10 rounds. No Phys or Cool rolls for 1 hour. +2 to Str, +1 to Dex for 1 hour. Addiction: -3 Phys per 5 doses. Detox. Effects: -2 to Str, -1 to Dex, permanent. Addiction: 1 per day. Cost: 400u \* Special: If the user of Bozerker does not enter into frantic activity, preferably combat, for a number of turns equal to their Physique immediately after taking Bozerker, they suffer the Addiction penalty straight away. Being addicted they will need to take at least one fix per day, or suffer the Detox. Effects.

**Gelly Game Effects:** +2 to Cool for 2 hours Addiction: -1 Phys, -1 Char per 20 doses. Detox. Effects: -3 Cool, -1 Dia. Addiction: 2 doses per day. Cost: 150u \* Special: The user of Gelly must try to 'cheer up' those in their immediate vicinity. If they does not, or they fail to manage this, they will immediately suffer from the effects of a Rank 7 Paranoia Psychoses. The Psychoses may (or may not) have lingering effects, at the Gamesmasters discretion (is there really any doubt?).

**Push Game Effects:** Prevents Detox. Effects from any other drug, -1 to Phys, -2 to Str for 2 days after taking. Addiction: -1 Str per 30 doses. Detox. Effects: -1 Str Permanent. Addiction: 1 per day. Cost: 200u \* Special: Push acts within 2-12 hours, after this period any other drugs will have been flushed from the body. Using Push to flush out a body that has been 'saturated' with any drug is a dangerous business. The user must make a Physique roll (D20 vs Physique, lower or equal to for success), if they succeed the drug works, if they fail, they die.

## P O D   P H A R M A C E U T I C A L S

Company slogan: "Chemicals are your friend. Let Pod make you happy." Pod are a relatively large company, having around 80 members. They operate from a warehouse in Downtown, under cover of Panyos Pizza Pie Emporium. Pod Pharmaceuticals are an independent company that owe allegiance to no one.

They have resisted all efforts of DarkNight to supply them with exclusive 'experimental' drugs. DarkNight hate Pod almost as much as SLA Industries. The strength of the company lies in it's amazingly talented chemists and workers. They have managed to copy nearly all of the most popular SLA Industries drugs, even managing to refine and improve (?) one or two. The big problem with all Pod products is their tendency to kill people. Impurities and ultra cheap ingredients mean that many people suffer poisoning from Pod's drugs. Even when the drug has the desired effect, there is no guaranteeing that the next fix from the same batch is safe.

Pod will sell their wares to any and all that can afford them, including street gangs and even Carriens. Pod regularly employ Props to hit SLA Operatives to steal drugs, sometimes they supply the Props with 'experimental' drugs to 'help' them. The two most noted Props currently under employ to Pod are Nitro and Pop-Tooth, both are Bozerk addicts.

Although Pod manufacture a couple of combat drugs, notably Vio-Let and the Kil-Pil, they specialise in recreational, or 'soft' drugs. Pod strongly deny any connection to the combat drug Bozerker. It is rumoured that Karma has a secret vested interest in Pod, either through developing the talent of it's chemists or using them as a testing ground for some of their more 'specialised' products.

At the moment, Pod's biggest seller is Push, the system flush drug.

## P o d G a m e   S y s t e m   S t u f f

Pod are currently under investigation from the Department of Pharmacology, which may issue a Yellow BPN to gather information on the soft company. Pod prices are roughly 10% cheaper than other soft companies. They can also supply SLA Industries drugs, such as Bass™ or Flip™ at 10% below the current black market price. Pod may be closely linked to the McCulloch Frother 'clan', which would explain their longevity and their access to Karma products. If this link is proven the Department of Internal Affairs may decide to initiate an inquiry, placing Grey BPN's in the process. Pod have access (in extreme emergencies) to both DarkNight and Thresher contacts. DarkNight will only help Pod if they think they are 'buying in' to the company, either through product supply or loyalty.

# HOWLING FURY

## NEW FROTHER ABILITIES AND SKILLS

### Combat Dodge

The Gymnastics skill gives access to a 'dodge'; here it is classed as a skill and may be bought/learned in it's own right. Characters with gymnastic can still use that skill as a dodge (passive) or they can use the Combat Dodge (active). Dexterity Based Skill. The Combat Dodge is taught specifically to be used in close combat. Users of this skill learn to move away from a blow, to anticipate the direction of an attack and to move accordingly. The aim is to not only avoid the attack but place yourself in a position to take advantage of your opponents miss.

"The 'art' of combat? Simple. To not be where the pain is." Terri 'Hatchett' Dillon, SCL 6 Frother with Blade, Mort 903 SD.

### Game System Stuff

The character using Combat Dodge can use it in one of two ways; They can use it as a negative modifier to their opponents chance to hit them in close combat, or they can roll it as a skill in opposition to their opponents attack roll. If they roll it as a skill in opposition, and they beat their attacker (achieved a higher total), they have dodged the incoming blow. A successful dodge means they have a chance of launching a 'free' counter-blow. To achieve this they need to re-roll their Combat Dodge skill, using their opponents attack skill as a negative modifier. If they succeed they can launch one close combat attack at no 'cost' in actions. Example; FiFi our Frother has Combat Dodge 6, her Carrien attacker has Unarmed Combat 7. In phase one they both act, FiFi elects to Combat Dodge, the Carrien to attack. FiFi rolls 12 (+6) 18, the Carrien roll 7 (+7) 14; FiFi wins the round. She elects to counter-blow, the chances of a successful attack are; 2D10 +6, -7. She rolls 10 and fails to hit.

To launch the 'free' counter-blow, the user of the Combat Dodge must have some kind of close combat skill, although they are making the counter-blow using the Combat Dodge (and CD skill rating). Characters rolling 'double 1' when using Combat Dodge, fumble and add their CD skill rating to their opponents attack roll.

### Aimed Blow

"Bide your time. Pick your moment. Then strike." Shui T'Kuru, Killing Blow instructor, Clan McKillip, Mort 903 SD.

Knowledge Based Skill. The Aimed Blow is the directed strike, the finding of the weak spot, or the hitting of a desired area. It is a skill learned and advanced like any other KNOW based skill.

### Game System Stuff

This skill is used in tandem with one other close combat skill, as a sort of 'pre-cursor' to the attack. It helps the user 'place' their blow. This can be used in one of two ways; 1) Specific target area. 2) Penetration. 1) In specifically targeting an area, the skill is rolled before the close combat attack, and only after the user has specified the targeted area they are going to try to hit.. The higher the success, the greater the positive modifier in placing an aimed blow;

Modified Aimed Blow Skill Roll Modifier 11 - 15 +1  
16 - 18 +2 19 - 20 +4 21+ +6

Example: FiFi has had enough of scrapping with the Carrien and decides to finish it with a blow to his head. She has Aimed Blow at Rank 5. The next attack she gets, she rolls Aimed Blow before the attack, rolling 13 (+5) 18, giving her +2 to her head shot, which is at -4, a total modifier of -2.

2) In penetration, the skill is rolled in lieu of an attack (unless the user has more than one action a phase), but can be used in conjunction with either Dodge (Gymnastics) or Combat Dodge. For each consecutive round the skill is successfully used, the user gets a cumulative +1 to the PEN of their eventual close combat attack, which must be launched after a successful Aimed Blow roll, a failed Aimed Blow roll 'breaks' the cumulative modifier cycle, setting it to zero. The total positive modifier cannot be greater than the users rank in Aimed Blow. Users can use Aimed Blow to 'manoeuvre' in phases where their opponent has no action. Aimed Blow cannot be used the same phase an attack goes in, unless the user has more than one action for that phase, and then the attack 're-sets' the Aimed Blow counter to zero, any bonuses having to be used for that attack.

Example: FiFi has Combat Dodge 6, Aimed Blow 5. She has DEX 10, acting in phases 1, 2, 4, 5. Upon entering combat with a lowly DN operative (light body armour), and realising she is on camera, she decides to make a show of it. She has decided to Combat Dodge in each of her phases (where needed) and to hold her strike for phase 5, using the additional PEN for her Power Claymore. The DN Op attacks phase 1, 2, 3. So in phases 1 and 2 FiFi will actively use her Combat Dodge to avoid the DN attack. The DN Op will get an unopposed attack in phase 3, then FiFi will use phase

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4 for her last Aimed Blow. The strike in phase 5 will go in at +3 PEN, assuming all her Aimed Blow skill rolls were made successfully.

## Know / Detect Poison

This is an ability that can be acquired by all Frothers, though Old Frothers are born with it. Frothers become sensitised to what they put into their bodies, they seem to instinctively know when something would do them harm, or if a drug is 'unclean', that is, laced with impurities or poison.

## Game System Stuff

This is a Diagnose based skill. Frothers that have progressed to the regular use of UVTM gain a -3 modifier to their roll, they seem to have become de-sensitised to poisons, probably through their bodies full time efforts in the direction of coping with the UV. The Frother may only roll for substances that are meant to be ingested into the body, such as food, drink or drug capsules, etc. They may not use this skill to determine if a creature has a poisonous bite for example. Success means they are aware of the poison, the higher their success roll, the less they need to ingest to detect it and the more they know about it. A roll of 20+ will tell the Frother through 'instinct' of any naturally occurring antidotes, or the best way to 'purge' the poison.

## Other Awareness

This is a skill based on the Diagnose characteristic, and must be bought the same as any other skill, it is thought to be unique to Frothers, though some say Shaktar have access to it as well. This is a type of combat sense, based on the use of forces known as Sa-chi (pronounced 'ssarchy'). The Frother has become saturated with combat drugs to the point where his body reads signals of threat on a subconscious level. Minute changes in air pressure and temperature betray the presence of enemies, slight muscle twitches or subtle changes in body stance allow the Frother to read when a person is about to launch an attack.

## Game System Stuff

To use this skill, a normal skill roll is made. If successful, the Frother has the skill 'switched on' for a number of minutes equal to his Concentration. During this time he will be able to 'sense' hidden enemies or people in his company that intend violent actions towards him. For instance, a Frother using this skill while walking down a dark corridor would be aware of anyone hiding in a doorway, or sneaking along behind them. The range of the detection is again moderated by the Frothers Concentration. Concentration is equal to meters for detection purposes. After the

state of Other Awareness has passed, the Frother receives a penalty of -3 to all Concentration rolls for a number of turns equal to; 20 minus their Diagnose.

## Vision Truth

This is a skill and may be 'bought' as any other. It is a Knowledge based skill. Vision Truth is a twisted interpretation of the 'soft drug' Personal Interest™. The Frother must saturate himself with the drug, taking at least four doses within an hour. This leads to the Frother becoming an insatiable sexual machine for the first hour of the drug's affect. The affected Frother will seek to have sexual intercourse with everyone and anyone they come into contact with. After this period of hectic activity, the Frother lapses into a coma like state, wherein they dream 'true' dreams. These dreams have often been called 'truth visions' as they seem to reveal some elements of the future to the dreaming Frother. Such things as the whereabouts of a particular person or item, the outcome of a battle, the winner of a race or the arrival of a being or event are all often revealed to the Frother. There is, however, a high price for these visions. Firstly the dreams cannot be controlled. The Frother may have visions that are of use to them or they may not, sometimes the dreams become terrible nightmares. Secondly, upon awakening, the Frother suffers a -2 Phy, -2 Cool and -1 Conc penalty for a whole four hours. If after taking the massive dose of Personal Interest, the Frother does not manage to satisfy their sexual appetites, they will immediately suffer the Detox. Effects of the drug (-1 Cool, -1 Conc permanent). They will also have dreadful nightmares for the next seven days, during which time they will not benefit from any soft or medical drugs.

## BLADES

To a Frother, there is nothing quite like the feel of steel, the weight of a good blade and the room to use it. Frothers know better than anyone that there is a blade for all occasions; and style matters.

If there is one company that seems to understand the Frothers love of the blade it is Multi-Job Lacerates. MJL produce the Power Claymore, and this alone would have been enough to endear them to Frothers for as long as they chose to produce it. But MJL are a successful business, and part of this success comes from never standing still in the market place. In the spring of 903 SD. MJL released their full blade catalogue, aimed fairly and squarely at capturing the Frother market once and for all.

The MJL marketing slogan is for the new release is; "A blade for all occasions." The blade range is known as 'The Final Cut'.

# HOWLING FURY

## Designing 'The Final Cut' range of Blades

Blades of all shapes and sizes will proliferate in any WoP, limited by the likes and dislikes of the GM and Players. It's all a matter of style. We strongly urge you to design weapons to fit your own vision of the WoP. We can, however, take some lessons from our own 'real' world. In various societies at various stages of development, the blade, and the sword in particular, has been developed and used to keep social order and maintain both status and rule. Societies where the sword has been extensively used include Feudal Japan, Medieval and late Medieval Europe, Rome, whenever military might drove the social development. So a GM and his Players may draw inspiration from any source, designing weapons from the Katana to the Rapier. Use your WoP as a guide, defining the style of weapons to suit the feel of your WoP. Whether swords and blades are only to be worn by SLA Op's, what kind of materials are used to make them, how effective they are against armour, all dictate the nature of blades developed.

We have listed a guide to some styles of Blades, together with their stat. This is by no means an exhaustive list, but can be a good place to start. The format is; PEN, DMG, AD, Weight, Cost. If any of these weapons is 'powered', i.e. either oscillating blade, or 'chainsaw' type action, add at least 1 point to all categories, maybe 2 for 2-Handed weapons.

### Daggers / Knives

**Rondel Dagger** - rounded hilt and guard, thin pointed blade. 2/2/1, 0.5kg, 10c.

**Quillon Dagger** - broad, flat blade, often used as 'dress' weapon. 1/3/0, 0.75kg, 60c.

**Cinquenda Dagger** - very broad, flat blade, tapering to triangular point, double edged. 2/4/1, 0.75kg, 75c.

**Stiletto Dagger** - thin bladed knife, double edged. 5/2/1, 0.5kg, 90c.

**Aikuchi Dagger** - smaller version of the classic Wakizashi shortsword, slightly curved. 1/4/0, 0.5kg, 80c.

**Sudanese Dagger** - flat bladed dagger that curves to form hook. 1/3/0, 0.75kg, 60c.

**Congolese Dagger** - thin bladed, very curved, almost scythe shaped. 0/4/0, 0.75kg, 75c.

**Jambiyah Dagger** - smaller version of Scimitar, flat bladed. 1/3/0, 0.5kg, 80c.

**Katar Dagger** - flat, broad bladed 'punching' dagger, 'T' handle. 4/3/1, 0.75kg, 90c.

**'Throwing' Knife** - double edged, balanced, small flat knife. 1/3/0, 0.3kg, 120c.

### One Handed Blades

**Seax Shortsword** - shaped like a large 'Bowie' knife, double edged blade. 1/3/1, 1.3kg, 60c.

**Kopis Shortsword** - slightly curved, flat blade, broadest towards point. 1/4/0, 1.5kg, 75c.

**'Roman' Shortsword** - stout, broad bladed weapon, double edged. 4/4/2, 2kg, 100c.

**Falchion** - much like a curved butchers cleaver. 3/3/1, 1.5kg, 80c.

**Longsword** - style varies from wide to thin blade, slash and thrust. 5/3/1, 2.5kg, 150c.

**Rapier** - very thin blade, thrusting weapon. 7/3/0, 1.8kg, 200c.

**Tachi** - classic 'Samurai' weapon, slightly curved flat blade. 3/5/1, 2kg, 180c.

**Scimitar** - flat, broad curving blade with point, primarily a slashing weapon. 3/6/0, 2kg, 150c.

**Bastard Sword** - essentially a Broadsword with a longer hand grip allowing two handed use. 5/5/2, 3kg, 200c.

**Hand Axe** - either 'Hatchet' type or 'classic' curved, half moon blade. 4/3/2, 2kg, 100c.

**Norman War Axe** - very long shaft with small axe head, often used two handed. 7/4/3, 3kg, 200c.

**Mace** - solid metal head on small (up to 3 feet) shaft, can be ball or square. 0/3/1, 2kg, 130c.

**Warhammer** - Hammer headed weapon, can be single or double sided. 0/5/1, 3kg, 150c.

**Morning Star** - short stout shaft with spiked ball on top. 1/4/2, 2.5kg, 180c.

**Ball & Chain** - short shafted weapon, heavy chain and ball, spiked or plain. 4/4/4, 3.5kg, 250c.

### Two Handed Blades

**Two Handed Sword (Claymore)** - classic two handed sword design. 5/6/3, 4kg, 200c.

**Two Handed Warhammer** - longer shafted Warhammer. 3/6/2, 3.5kg, 150c.

**Two Handed Axe** - either double headed or single headed, long or short shaft. 6/6/4, 5kg, 220c.

**Two Handed Flail** - long shafted, multiple heads, ball and chain type weapon. 4/7/3, 5.5kg, 200c.

MJL will want to recruit Frothers for field trials of all new designs. Sponsorship from MJL is much sought after, with many Clans holding a 'franchise' agreement with MJL, granting particularly loyal Clan members sponsorship on MJL's behalf. MJL also specialise in custom weapon's production; if you can draw/describe it, they can make it - for a price. Depending upon your view on Blade Technology, they may also be able to make weapons perform better, with higher PEN/DAM - all for a hefty price of course.

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## FROTHERS 'A WORLDS EYE VIEW' BY LEATH SHEALES

There is a danger when focusing on one aspect of the WoP, i.e. a single race, that the blinkers go on and you miss a perspective or two. Leath's Frother stuff is a good counterweight to the focused views so far presented. Much of Leath's stuff compliments our own ideas, some slightly different, all of it has Leath's style and view of Frothers developed in his, unique WoP. We liked Leath's Frother stuff because it has flavour and atmosphere, and because it is so consistent... so we thought; 'best put it in then'.... so here it is. Mix and match it with the other stuff in this booklet, use it for inspiration, drop or add whatever you like.

Frothers are one of the few Operative classes actively recruited by SLA Industries. In the streets of Downtown, indiscriminate drug-usage and petty crime can lead to a spiral of moral and social decay. It is these people who SLA watch and wait for, for when they trip, they can be moulded into the Frothers of the future. Over the centuries, groups of Frother Operatives have banded together to form Clans. From these Clans new Frothers are born, giving SLA Industries a second avenue to recruit their Frother Operatives from. Outwardly similar to the untrained observer, there exist many differences between the two types of Frothers, their attitudes and the way they approach life. Some of these will be dealt with in this article.

### S t r e e t F r o t h e r s .

Most Frothers are recruited into SLA Industries following unfortunate circumstances. Young drug addicts taunt Law enforcers at every opportunity, following their chemically-fuelled heaven of shooting-up, theft, killing, and whatever else they please in the immortality of their youth. These youths feel they will never be caught, that they will be absolved of blame for all their actions. They are, to a point. Eventually they will be caught through some act of their own stupidity and thrown into the prison system of Mort, awaiting trial, withdrawal and probably death. SLA Industries watches these hopefuls with a careful eye. Most of the drug-slaves they encounter are useless for SLA's purposes, but a few, perhaps 1 in 100 demonstrate that they have been discriminating enough in their drug habits to be of value to the company. These are the lucky ones.

Every prisoner has extensive toxicological profiles performed on them when arrested. It is these tests that SLA Talent Scouts look at when deciding which prisoners to use. Drug-slaves who use dangerous, pointless or plain stupid substances and cocktails are disregarded out of hand, but those with pure traces or interesting combinations will be selected for the next round of trials. With their selection complete, the SLA Talent Scout will flash their SCL badge and have the potential Operative moved to one of thousands of SLA drug clinic scattered across Mort. The trials have not yet ended though. If the drug-slave thought he had been granted a painless reprieve he is in for a shock. The Talent Scout authorises and supervises a battery of psychological, physiological and physical examinations. Frothers are expected to be at least mildly unstable, but their instability must be channelled into loyalty to SLA. Over the course of the examinations the Talent Scout must assess whether this person will be loyal to the company above all else.

With these trials passed, the prospective Operative faces their worst challenge yet: withdrawal. Just when they thought they were to be rescued, their bodies start to crave the drugs again. The Drug Clinics of SLA are home to some of the best medical personnel money can buy, and are structured to ensure that the addict has the most difficult drying-out period imaginable. The addict is locked in his (or her) padded cell when the withdrawal begins. He is given no sympathy or support, and the only living contact he will receive is twice per day when food and water is silently slipped through a hatch in the door. The SLA doctors have had plenty of experience in this business and know when the cravings and torture is worst. At this point and not before, the Talent Scout authorises the next phase of the indoctrination. A SLA employee takes a vial of the purest SLAdrug (usually Rush) to the addict, who is likely to be in agony and extremely violent. Armoured guards always accompany the medical employee at this point armed with Jolt Gloves and Pacifier Batons. If the potential Operative can calm himself long enough to listen to reason, he is allowed to take the vial and inject himself with the drug. Even though this is not what his body craves, the boost supplied by Rush helps to ease the pain. Over the next few weeks the addict is supplied with Rush at regular intervals. He is taught how to control and regulate his habit, to stretch out the period between injections so they are not wasted needlessly. Eventually the addict will be able to regulate their habit and will be given free access to order Rush when they feel they require it. Of course this privilege is monitored and can be removed instantly. They are

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almost ready for Operative training. In the last two weeks before training, the applicants (no longer drug-slaves) have their vials of Rush replaced with Ultra-Violence. They are given only minor doses, not enough to be addictive at this stage, but enough for them to know they want the sensations the drug induces in them.

Finally they are shipped off to University, either Meny or Orange Crush, depending on their chosen professions. Combat drugs are extremely difficult to get at the Universities (SLA works hard to keep it that way), but other stimulants are available. Again the student Operative is likely to trade one addiction for another. Many Frothers escape their addictions over the twelve months of training. If their grades are acceptable (and they usually are) they will finally reach graduation.

Upon graduation, the new Frother Operative finds a graduation present provided by SLA; a drug injector and one vial of Rush and one of UV. Whether they feel they can handle it or not, most newly-graduated Operatives feel secure in experiencing once more the sensations the drugs provide. Usually this one free taste is enough to begin the Operative again on a cycle of regular drug usage, and SLA has successfully produced another Frother Operative, ready to be released into the World of Progress.

## C l a n F r o t h e r s .

There are basically two types of Clan Frothers: those Street Frothers who gather to form loose affiliations of friends with which to drink, do drugs and otherwise go crazy; and those people who are born from Frother parents into one of the Old Clans. The original Frother Clans date back in origin to the earliest days of SLA Industries. Before the success of biogenetics and Stormers, Slayer's Big Picture involved the eugenic selection of a smarter, stronger human, better suited towards combat and loyalty for SLA. His techniques to achieve this included selected breeding and DNA-enhancing drugs to induce muscle growth and physical fitness. Biogenetics proved to be a success and Slayer abandoned his selective breeding experiments, but the early trials had been enough to begin a new breed of human. These pre-Frothers were indeed stronger and tougher than a normal, un-selected human, but this increased strength came at a price. The drugs used to encourage their growth had made them more unstable and much more likely to lose themselves into rage. They were still keen users of SLA drugs. Slayer saw an opportunity and rather than abandon these Frothers he influenced their con-

sumption of drugs into new, combat-oriented drugs designed to increase the users tenacity in combat, at the price of their stability. From this the Clans were born. Forming into family units, groups of Frothers began to recognise their own, creating their own social functions and units.

These original Clans and the splinter Clans that have developed from them since their inception are the originators of Clan Frothers today. Unlike Street Frothers, the children of Clans know their place in society from birth. The Clans have grown in wealth and power over the centuries, so young Clan Frothers know they have support available should they need it. These Clan Frothers also enter life with greater expectations placed on their actions, training and careers than Street Frothers. Of course, the expectations on the actions of young Frothers can be considered extreme compared to the actions of other youths.

The Clans themselves have evolved into very different, very individual entities. Some are sedate and businesslike (for Frothers) while others are the usual, wild party groups. The ones that are generally the most successful (in terms of position in SLA and Frother society) are those which strive for a balance between reserve and outrage. The evolution of influence and power of the Frother Clans within SLA society prompted Mr. Slayer to resurrect an ancient practice: the award of titles to deserving individuals. These titles may or may not come with SCL increases (usually not) but they are generally respected by Frother society and anyone else who knows anything about the Clans.

The two most common titles bestowed are 'Lord', given to the leaders of a Clan after they have proven themselves, and 'Sir', a minor title which demonstrates SLA Industries faith in the recipient. Titles may be awarded directly from Mr. Slayer (rare today) or may be recommended by Clan Elders and approved by Head Office (more common). Clan Frothers have access to the very best training and equipment. Many of the Old Clans have major investments in the equipment manufacturers of SLA. Most of them helped provide the collateral that started these companies. Clan Frothers tend to find it easier to develop Reputations with SLA and the media, their Clan Elders are able to pull the right strings. However, increasingly often today the media are making idols of Street Frothers, who are seen to have a fresh new style, as opposed to the same old Clan Frothers. The Old Clans can adopt Street Frothers into their Clan, although these individuals are generally viewed as comprising the bottom of the Clan ladder. The frequency of these adoptions

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depends entirely on the Clan itself. Old Clans tend to look after their own, so civilian Clan members who do not join SLA are some of the best-kept people on Mort. Joining SLA is not compulsory for Clan Frothers, but by far the majority will join with full Clan encouragement and support.

## Non-human Frothers.

A small but growing number of non-humans are beginning to fall victim to the effects of SLA Industries combat drugs. This group includes Ebb users and Wraith Raiders primarily. Whether this trend will continue to produce a new breed of Frother remains to be seen., but various groups are exerting pressure to prevent it. Namely, Necanthrope society are working to stop the Ebb users and Shaktar Elders will not allow any Shaktars to join these groups. The only people opposed to the Wraiths becoming a new breed of Frother are the Frothers themselves. Many feel that the right to be called a Frother should rest solely with humans, and not be allowed with any aliens. Still, with the ease of availability of combat drugs and their addictive effects, many other races are following the evolutionary step that those selected humans took centuries ago.

## Clan Structure.

The structure of individual Clans can vary widely. Old Clans tend to form hierarchies, where the elder Frothers hold the power and influence, while the younger members (generally their children) worry about things like BPNs. These Clans generally grow in influence and power until they resemble SLA Departments. These Clans have several sub-departments, hospitals training facilities, business interests and a large beaurocracy of business Clan members to administrate it all. Other Clans, particularly those thrown together by Street Frothers to avoid being pushed around too often by the Old Clan snobs, tend to be party groups, created by common interest and the desire to be with others who understand you. Sometimes they will organise themselves sufficiently that they will actually make a few investments and will begin to develop a plan for the future. This doesn't occur all too often, but those groups who do organise have taken the first steps to evolving into an Old Clan.

## Clan Traditions and Equipment.

There are many preconceptions regarding Frothers. The stereotypical Frother is a drug-crazed, tartan-wearing, Claymore-wielding berserker. This is the

popular image cultivated by the media, and a great many young Frothers embrace the image thoroughly. However, being Frother involves a great deal of individuality, so many of these people do not, or refuse to conform to the image. With media pressure for Frothers to be what the public expect, cultivating your own image in a world of conformity and peer pressure can be difficult. Despite this, there are many Frothers willing to fill the large well of demand by created by the public of Mort.

## Tartans.

Tartans serve two roles for Frothers. First, they identify the individual as a Frother (as if the standard dreadlocks and wild-eyed look were not enough). Second, among Frothers and other people in the know, they identify the Clan the Frother belongs to. Old Clan Frothers wear their Clan Tartans proudly, proclaiming their heritage to the population of Mort. In one sense, the Tartan is a form of sponsorship, and the viewing audience are learning to identify the Tartans of the different Clans. In fact, there is a growing trend of civilians wearing mock-ups of popular Clan Tartans. Officially the Old Clans do nothing about this but frown upon the practice. Unofficially, wearing a Clan tartan when not officially a Clan member can earn the wrath of Clan members and the offenders life expectancy tends to be dramatically reduced if discovered. The right to wear a Clan Tartan can be ritually bestowed on a non-Clan member as a reward for service to the Clan (similar to a Shaktar braid of friendship). These lucky individuals will be treated well by the Clans and invited to some great private parties.

A third purpose of the Clan Tartan can be to indicate rank for a Clan member. Frothers who have distinguished themselves in the eyes of the Clan (or who have been granted a title) will be granted the right to alter their Clan Tartan ever so slightly, declaring to the observant their position within the Clan. Their families and descendants may also wear the altered Tartan, showing their relationship to the famous figure.

The status of a Tartan amongst Street Frothers varies widely. Some Street Frothers seek acceptance and covet their tartans when they form a group to wear one. Other Street Frothers despise (at least publicly) the stuffed-shirts of the Clan Frothers and wear any old pattern as their Tartan, sometimes to the point of designing a mockery of an established Clans Tartan. Even these Frothers will generally wear some kind of identifying Tartan, since its important to be recognised by the public for what you are.

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## D r u g s .

The popular audience image of a dreadlocked, Tartan-clad, berserker swinging his Claymore with abandon at his enemies while foaming at the mouth in response to the chemically-fuelled frenzy is not always correct. This image can be true for many young Frothers, but not all of them conform to this stereotype. The role of drugs in a Frothers life is different for every individual. As hinted in their recruitment, Street Frothers tend to have a dependence on drugs, but even they do not all conform to the stereotype.

Clan Frothers have a wide range of drug usage profiles. Whatever their habits they are watched carefully by their Elders to try and ensure that any drug usage does not end up fatal. Many young Clan Frothers follow the path to combat drugs, quickly working their way up to UV. Most Old Clans maintain drug clinics for Clan members, to help dry out those unfortunates who become too dependant on this (and other) destructive drugs. As they are taught the safe usage of drugs from an early age, a growing number of young Clan Frothers are choosing to restrict their drug usage to less damaging chemicals such as Rush, leaving the dangerous (and life-shortening) UV to wilder Street Frothers. After all, Clan Frothers have something to look forward to in later life: a prominent place in Clan hierarchy. Some Frothers choose to avoid the use of combat drugs entirely, using the safer medical and recreational drugs. Such Frothers tend to be those who follow the business, medical or technical disciplines, and it is very rare to find a combat-oriented Frother who totally resists using combat drugs.

## C l a y m o r e s .

The Claymore has featured in the history of Frothers longer than anyone can remember (if Slayer of Intruder remember, they aren't talking). In archive files, even the earliest Frothers can be seen swinging their great swords at the enemy. With the popularisation of powered armour, the traditional Claymore became less useful. It's powerful momentum could provide large crushing forces, yet the advanced ceramics of power armour deflected most of the power of the blow through several layers of kinetic baffling. Therefore the Power Claymore was introduced. Identical in weight and balance to the traditional Claymore, it incorporated a high-frequency oscillating blade to sheer through the layers of power armour. This new weapon was adopted with surprising eagerness by the Clannish Frothers. Today ancient, un-powered Claymores can be found held by the

highest ranking Clan Elders, but these are used for ceremonial purposes only, never for combat. They are considered among the most valuable relics a Clan can own.

Power Claymores dating from centuries ago are also passed down from parent to child as symbols of Clan unity. These have the added advantage that they can still be used in combat. Before the mass production of Power Claymores each blade was individually created from the finest composites, plus manufacturers were often experimenting with the blades, resulting in these ancient weapons being as sharp now as they were when made, in many cases superior to the Claymores produced today.

Regardless of actual age and significance of an individual Claymore, today the weapons are regarded as a symbol of honour in Frother society (among Clan Frothers, anyway). They wear these large weapons to all meetings, but out of respect have them tied to their magholds (the best weapons have scabbards) to prevent ease of drawing the sword. Elders of the Clans regularly petition Head Office to allow Frothers to take their Claymores into the Pit, but reports from bar staff have so far led to all requests being denied.

## F l i c k S c y t h e s .

While Flick Scythes are not uniquely Frother weapons and are not usually associated with these warriors, a large and growing number of young Frothers are growing proficient in its use. At least one minor Clan has adopted the Scythe as its primary weapon, eschewing the use of the Claymore as dated. They acknowledge the grace and skill required to reach proficiency in the deadly weapon, and duels fought between these Frothers armed with Flick Scythes are breathtaking to watch. The origin of this strange obsession is probably Clan White, who had close ties with Intruder and religiously follow his teachings since their joining as a Clan. This Clan has always avoided using Claymores, and have used weapons based on Intruders characteristic gutting hook for centuries. This devotion has earned them the mistrust and apprehension of the other Old Clans, who view them as fanatics.

## C h a i n - a x e .

The Chain-axe, with its vicious, characteristic sound and horrifyingly bloody properties has developed a following with Street Frothers who lose themselves to the glory of the hard combat drugs. These young Frothers have abandoned most of Frother society and are intent on going out in a blaze of glory, taking as

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many people as they can with them and causing as much blood to be spilled as possible. Some SLA officials are worried that if these Frothers join to form a Clan they could emulate Halloween Jack in a similar manner that Clan White seeks to imitate Intruder. They are being watched very closely.

The following Clans, with the exception of Clan MacKraage and Clan Alien, have all been based on Frother names and Clans mentioned in the official SLA books.

## Major Clans .

The four major Clans have the most public face of the Frothers on Mort. It is they who people think of when they think Frother. For the most part, these four Clans dominate the Pit and the political clout of Frother society. Most of their political energies are devoted to bickering amongst themselves, but occasionally a minor Clan can pose enough of a threat for them to take action.

### Clan McGiver .

Leader: Lord Brian Patrick McGiver. The largest Frother Clan and the official voice of Frothers (as much as they have an official voice). The leader of this Clan is grudgingly (by other Clans) acknowledged as the leader of all Frothers. This Clan is a mix of both business and party. Its outer face is one of excess, its inner face demonstrates cunning and true business sense. Clan McGiver allow the indoctrination of large numbers of Street Frothers, maintaining the great numbers and power of the Clan. Relations: Allied: None. Good: MacKraage, Morrigan. Neutral: Cullen, Derga, McClusky, McCurry. Bad: White, McGillan. Hostile: Alien.

### Clan Cullen .

Leader: Sir Calvin Cullen. The second largest of the major Clans and the greatest opponents to Clan McGiver for rulership of Frothers. This Clan is very similar in appearance to Clan McGiver, but is more wary of initiating many Street Frothers, fearing both the admission of subversives and the possibility of new blood revolting against the Clan Elders. Relations: Allied: Derga. Good: MacKraage, McGillan. Neutral: White, McCurry. Bad: None. Hostile: McClusky, McGiver, Morrigan, Alien.

### Clan Morrigan .

Leader: Annette Mad Annie Morrigan. A party Clan. They have few business people and much of their wealth comes from the lucky purchase of a large portion of FEN in its infancy. This Clan is comprised of

mostly ex-Street Frothers, and practices an open door policy following initiation. It appears likely to grow larger than Clan Cullen within two years, and may take their position of power. Relations: Allied: McClusky. Good: McGillan, McCurry. Neutral: MacKraage, McGiver, Derga. Bad: White, Cullen, Alien. Hostile: None.

### Clan Derga .

Leader: Dr. Christopher Derga. The smallest of the major Clans, these quiet (for Frothers) Clan maintains a distance from most of Frother society. They do not accept Street Frothers as members. The only way to be a member of Clan Derga is to be born into the position. This Clan conduct detailed and strictly controlled breeding experiments, trying to produce the ultimate human. The Frothers of this Clan are indoctrinated from birth to have absolute loyalty to the Clan and to SLA Industries. Therefore the members submit without protest to their allotment of scientifically determined breeding partners. This is the public face. In reality, a small but growing minority of Clan Derga Frothers are rebelling against this lack of choice. So far the Clan Elders have been able to suppress these rebels, but who knows for how long? Slayer is watching this Clan with interest but so far has done nothing to stop their unusual obsession. Clan Derga derive most of their financial wealth from large holdings of stock in Karma. Relations: Allied: None. Good: MacKraage. Neutral: McGiver, Cullen, Morrigan. Bad: White, McClusky, McGillan, McCurry. Hostile: Alien.

## Minor Clans .

The minor Clans are not widely known outside Frother society. They all have their own plans and desires, and wish to attain the numbers and clout to replace one of the major Clans.

### Clan MacKraage .

Leader: Sir Angus Dougal MacKraage. Secretive, quiet, controlled and quickly rising in power. Clan MacKraage was disgraced 600 years ago when Cloak Division revealed that several Clan Elders were DarkNight sympathisers. Imposed economic bans on the Clan and prevented them from appearing in SLA politics for 600 years. The many financial wizards of the Clan worked quickly to hide assets behind front organisations. Slayer almost certainly knew of this but said nothing. Now the bans have been lifted the old holdings are being brought to light and the Clan is hungrily seeking its old position as one of the Major Clans. Since the disgrace, the restructuring of this

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Clan have resulted in it being one of the most introverted and least Frother-like Clans.

Relations: Allied: None. Good: Derga, Morrigan, McCurry. Neutral: White, McClusky, McGillan. Bad: McGiver, Cullen, Alien. Hostile: None.

## C l a n M c C l u s k y .

Leader: William Billy McClusky. A party Clan made up of Street Frothers. Entry is open to any and all, provided they complete the initiation. This varies from group to group but is always dangerous, impulsive and childish. The initiation is decided by whatever the initiated Frothers can imagine and is always completed with a huge party involving alcohol, drugs and anything else the Clan can think of. Relations: Allied: Morrigan. Good: McGillan, McCurry. Neutral: MacKraage, Derga. Bad: White, Cullen, Alien. Hostile: McGiver.

## C l a n M c G i l l a n .

Leader: Dr. Nicola McGillan. On the surface obsessed with partying and fun, Clan McGillan is actually more organised and sensible than many think. Originally an Old Clan, the majority of members today are Street Frothers and converts from other Clans. Clan McGillan own many drug rehabilitation clinics and hospitals, as well as an army of medical and psychological staff to help Frothers break addictions and develop safe drug-usage plans. Clan McGillan have rescued many from drug-fuelled death and are renowned for never refusing to aid someone who asks for it. They simply ask in return that those they help join their Clan. The rehabilitation, indoctrination and brain-washing techniques employed by the Clan have ensured that in their long history, they have never (publicly) had a traitor or subversive in their ranks. Relations: Allied: None. Good: None. Neutral: All. Bad: None. Hostile: None.

## C l a n W h i t e .

Leader: Reverend Lana White. Mistrusted by most other Clans for their almost worship of Intruder. This Clan is the most prominent user of Flick Scythes as Operative weapons and has a religious-like hierarchy and private lifestyle. Members are indoctrinated through age and experience into progressively smaller circles, learning more of the Clans history and knowledge. This Clan has economic ties to Dark Lament and as many as 10% of their brethren claim Ebon blood somewhere in their past. Relations: Allied: None. Good: Derga, Cullen, McGillan, Alien. Neutral: MacKraage, McGiver, McCurry. Bad: Morrigan, McClusky. Hostile: None.

## C l a n M c C u r r y .

Leader: Judy Boss-woman Smith McCurry. A newly developed Clan, this loose collection of Street Frothers number less than 1,000 members. So far their assets are few, and there has been talk of them deserting to join one of the other Clans, such as Clan McClusky. The future of this Clan should be interesting to watch, with no-one quite sure what to do with the Clan if they fail or succeed. Relations: Allied: McClusky. Good: Morrigan, McGillan. Neutral: MacKraage. Bad: White, McGiver, Cullen, Alien. Hostile: Derga.

## C l a n A l i e n .

Leader: Snch Knch Another newly-developed Clan, membership is open only to those non-humans who have embraced a drug-fuelled lifestyle and become pseudo-Frothers. Many factions both in and outside Frother society are against this Clan and it is almost certain they will fail. If they do manage to survive through tenacity and perseverance, it will be a major shake-up of what it means to be a Frother. Relations: Allied: None. Good: White. Neutral: None. Bad: All but White. Hostile: None.

## N e w S k i l l s , A d v a n t a g e s a n d D i s a d v a n t a g e s .

### S k i l l s .

Clan Info:- Gives the Frother (or outsider) information about the various Clans, their organisation, hierarchies and interests. Especially important for inter-Clan discussions.

### A d v / D i s a d v .

Heirloom Weapon:- A hand-to-hand (never firearm) weapon developed by superior technology and passed from parent to child. Each Rank in this advantage allows the character to add 1 point to either Dam, Pen or AD of their chosen weapon (usually a Claymore, although Flick Scythes and Daggers are possible. GM has the final ruling). The higher the Rank of this advantage, the more likely it is that other Frothers will recognise legendary weapons and either awe or resent the character, or try to steal it. 3 points per level.

Heirloom Armour:- A suit of power armour based on Conflict War technology and passed from parent to child. Each Rank of this advantage allows the character to purchase up to 1,000 credits of armour. This armour is old, however and 2 points must be deducted from PV and 1D10 from each ID location. This can be repaired at normal prices. The same problems with recognition can occur as with Heirloom Weapon, but its more difficult to steal armour while someone is wearing it. 3 points per level.

**\* - DISCLAIMER - \***

**We were going to put a whole heap of blurb here about how SLA Industries is only a game,. and that all the stuff contained herein is meant in a games context only,. and that the authors and publishers in no way endorse.. or wish to encourage the use of either drugs or violence in 'real life'.**

**But then we thought; Bollox.**

**If you need to be told this; youre playing the wrong kind of games and shouldn't be reading this anyhoo.**

**If you're a casual reader, perusing the booklet out of mild curiosity it may be worthwhile mentioning that not all RPG's are like this. and that some are very nice and sedate.**

**SLA Industries is about facing up to personal horror. For us. it's about the struggle for humanity in a brutalised society. Frothers give us another way to look at and embrace this struggle.**

**If you play SLA but think Frothers are a bit too 'hectic' for you, or that the constant exposure to drugs and violence is not for you; think again. Dont walk away,, take up the challenge to play a Frother. Make them more than colourful Scott's in kilts with big swords; give them some depth.**

**At this point it may be worth mentioning that we mean no slight on the Scottish nation or character.... And fully recognise that Frothers are based on the traditional Clan warrior from Scottish history and folk lore.... If you want Frothers in your WoP to stick to this more 'traditional' background and inspiration, good for you - go for it.**

**So. The message is; Frothers are cool. And for Frothers, drugs are cool and so is the applied use of violence. If you're not a Frother; you should not adopt this approach to life.**

"dont fuck with me 'cause I don't look like you,  
we can be brothers and wear out different colours too.  
Don't fuck with me, and I won't fuck with you."  
Skid, SCL 7c, Love/Hate, Mort 903 SD.