

# Vesna Thaw

## Post-Apocalyptic Community Building In A Post-Soviet World

by Nathan D. Paoletta/Hamsterprophet Productions

written for the Reversed Engineering Challenge

many thanks to Kevin Allen Jr for organizing the competition, Martin O'Leary for creating the character sheet that this game is built around, and Alexander Cherry and Dave Cleaver for helping brainstorm the title.

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## The Background

Vesna Thaw is a game about two things: giant radiation-powered robots, and trying to build a new world out of the ashes of the old. It takes place in post-nuclear, post-Soviet Russia. The vestiges of Russian civilization survive in underground bunkers, built a decade ago in preparation for the possibility of atomic war. That war has come and gone, and the individual communities, unable to communicate and cut off from physical contact by the radioactive surface world, are dwindling. No single community has all of the resources it needs in order to survive for much longer. As the remnants of the apocalypse fade, the surface becomes marginally safer, and the old Soviet communication networks have started to come back online just enough so that these communities know that they are not alone.

Many communities have taken whatever mechanical and electrical knowledge and materials that they can scrape up to construct oversized mechanical vehicles with which to navigate the hazards of the surface. These constructs, called simply Robots by the people, are the only way to bridge the gaps between communities. The Pilots that have volunteered to take them out into the wild are both honored and regarded as fools.

In this game, each player will play the role of one of these Pilots, as he tries to solve the problems his community faces, reach out to alien communities, and brave the dangers of the surface in his Robot. The game will follow a fairly predictable trajectory for each Pilot – his early efforts will be met with little success, but once he focuses his efforts and firms his resolve, he will be able to get what he wants to do done. But, the life of a Pilot is necessarily constrained by his constant exposure to radiation, and the end of his story will come in a blaze of glory.

These boxes contain examples of how the game should play. They will concern a group of three players: Damien, John and Mary.

This game shares many similarities with role-playing games, in that each person is taking on the role of a character to play for the duration of the game, and it uses polyhedral dice, pencils, paper, and your imagination. It's also similar to story-making games, in that the focus of the game is less on achieving rewards for your character, and more about creating a coherent and entertaining story for yourself, and for the group you are playing with.

The game is designed with a definite end point, which will probably be reached after about 6 hours or so of play, which could be broken up into 2 or 3 sessions.

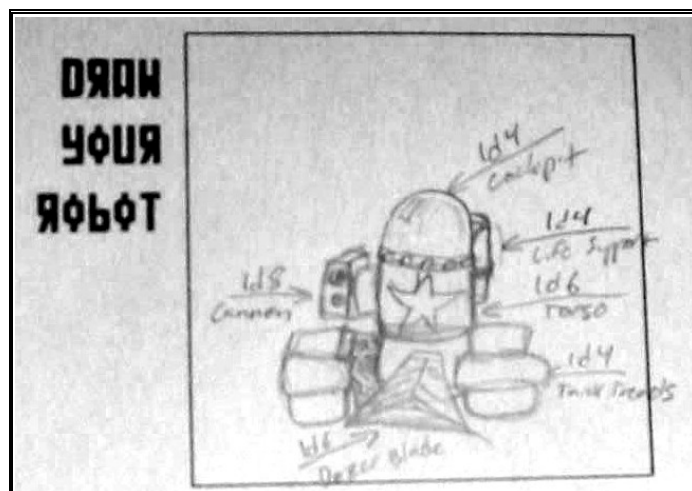
## How To Start The Game

You start this game by gathering a group of people who want to play. The game is designed for between 2 and 5 players. Everyone should be familiar enough with the backstory to get excited about giant robot battles, if nothing else.

Each player gets a Character Sheet, which he will use to record most of the pertinent information about his Pilot, his Community, and the Hazards that he will be using to make the lives of the other Pilots difficult. The group will also need a good number of four-sided (d4), six-sided (d6), eight-sided (d8) and ten-sided (d10) dice. Everyone will need a pencil – not a pen! You will be using the eraser.

The first step is to choose a Name for your Pilot. If you're having trouble with Russian or Slavic-sounding names, check Appendix A for some quick suggestions. You should also choose a Callsign for your Robot. Some communities have multiple Pilots but only one Robot, and many Pilots only actually ever interact via their Robots, and call each other by their Robot names.

Next step is to draw your Robot in the box provided. Everyone is going to have a hand in everyone else's Robot, both because using the creativity of your friends is cool, and to emphasize the kitbashed nature of how these Robots actually look out on the frozen steppe. Your Robot is going to have six main Elements, things like powerplants, weapons, legs or wheels, a cockpit, and so on. You are going to draw a number of those Elements equal to 6 minus the number of players for the game – so, if your group has 3 players, you are going to draw 3 of the Elements of your Robot. Each other player is going to get to draw 1. You get to choose what order Elements get drawn in – whether you want to establish a core and have your friends embellish it, or whether you want to work off of the material they



give you, or a combination of the two. Be creative! Be funky! Don't worry about having good drawing skills. The Robots are built out of industrial waste barrels, broken turbines, rolls of barbed wire and rusty firehoses. Having a rough look to your Robot is great.

Once every Robot has been fully drawn, you all get your sheets back. Now, draw a line to each Element. On each line, you will be writing the size of the die you are assigning to that Elements. You get 3d4, 2d6 and 1d8 to assign between your six Elements, and each Element gets a single dice. In this game, low numbers are good, and the smaller the dice the better. You will be using these dice when you can bring that Element of your Robot into a scene you are in, as well as during Robot battles. So, if you give your d4s to things like weapons and armor, you'll probably be bringing your Robot into scenes as something threatening or imposing; if you put them into something like jumpjets or submersion gear, then you'll be doing better in scenes about getting from place to another or surviving in the harsh environment.

Next, you will assign your Community dice. These dice describe the strengths and weaknesses of the community your Pilot is from. Like the Elements of your robot, these dice will come into play when appropriate in scenes. The four boxes in the upper right-hand corner of the sheet are the four aspects of a Community. 0 is it's Technology Level, A is it's Leadership, 6 is it's Population, and A6 is it's Stability. You have 9 dice to split among these 4 aspects of your community. All community dice are d4s (you can remember that because the box has 4 sides), so you just need to write the number of dice in the box, if you want.

- A community with a high Technology Level still has access to some of the Soviet-era tech in good working order, or it has a number of skilled mechanics, technicians and scientists among its ranks. You can bring in 0 dice when the scene concerns technology, making repairs, or interacting with scientists and technicians.
- A community with a high Leadership has a leadership system that works well and gets things done. It may be concentrated or distributed, democratic or communistic, but whatever it is, it works. You can bring in A dice when a scene concerns working for or against community leadership, or when interacting with the leaders of the community.
- A community with a high Population has either a large or an extremely productive and robust group of members. It may be large and versatile, or small but very skilled and motivated. You can bring in 6 dice when a scene concerns issues related to population growth or control, or when interacting with the general population of the community.
- A community with a high Stability has a good relationship between it's leadership and it's population. Stability usually, but not necessarily, follows from having high scores in both of those. A community with a high Stability has a solid working relationship between the leadership and the people, or has some other factor that helps the community endure. You can bring A6 dice into a

scene when it concerns issues directly related to it's stability, or when trying to shore up or drive a wedge between the relationship of the population to the leadership.

Again, how you assign your Community dice will shape what kinds of scenes you will probably want for your Pilot – high Technology Level and Stability will be good for a community that has a Soviet tech stash as the core of it's existence, and the issues that stem from that; while a high Leadership and Population will be more about how the two parts of the community relate to each other, for good or ill. Notice that you will be getting dice just for the presence of that aspect of the community in the scene, whether you are supporting it or pushing against it.

The final step to filling out your sheet is the 5 vertical stars underneath your Community boxes. These are where you will record Hazards, the monsters, obstacles and dangers that you will be using to make the lives of the other Pilots harder. All Hazard dice are d10s (which you can remember because the stars have 10 sides), and you get 13 points to put among the 5 Hazards. You must put at least 1 in each star. Unlike Community dice, this number is not the number of dice you will roll, but rather the number of times you get to invoke that Hazard. Next to each Hazard, you need to write a description of that that Hazard actually is – a radioactive snowstorm? A mutated cosmonaut/yeti? A niggling Robot malfunction? The displeasure of a Pilot's mistress? You do NOT need to nail down all 5 Hazards right now. If you have an idea for a Hazard you will definitely want in play, you should write it down – but if you don't have anything concrete in mind, you can wait until an opportune moment in play. The first time you invoke a given Hazard, you must describe it, and that's what that Hazard is for the rest of the game. Of course, if you get a good idea for a blank Hazard at any point, feel free to write it down. You should all talk about what Hazards you're taking as you write them down, and don't try to overlap too much.

Damien creates his Pilot. He knows that he wants Dmitri to be the Pilot's first name, but he rolls on the tables to get a Patronymic and last name. He ends up with Dmitri Valentinovich Rokissovsky, and he decides his callsign is RASKOLNIK.

There are two other players, so Damien draws four Elements of his Robot. He draws a cylindrical body with a Soviet Star on the chest, tank treads, a bubble cockpit and tank on the back (“A life support system”). John adds a boxy cannon of some kind on the Robot's left side, and Mary adds a triangular bulldozer blade/ramp sticking off the front.

Damien gives the cockpit, life support and tank treads d4s, the torso and dozer blade d6s, and the cannon the d8, indicating that he's more interested in his Robot as transportation and survival than combat.

Damien assigns his Community dice: 2 to Technology Level, 1 to Leadership, 4 to Population, and 2 to Stability. He describes his Community as one that has a leading council that is more concerned with maintaining their positions than trying to help the people, and the population is fairly sizeable – and thus not as manageable as the council would like.

Finally, Damien fills in his Hazards. He assigns a 5, a 3, two 2s and a 1. He describes the 3 as Mutated Snow Yeti, because he definitely wants to see some of those in the game, and he gives the 1 to Critical Robot Failure – he wants to do this once, but he doesn't want it to come up over and over. He saves the 5 for something nagging that he can use over and over, and the two 2s for cool things that come up in play.

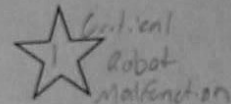
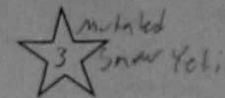
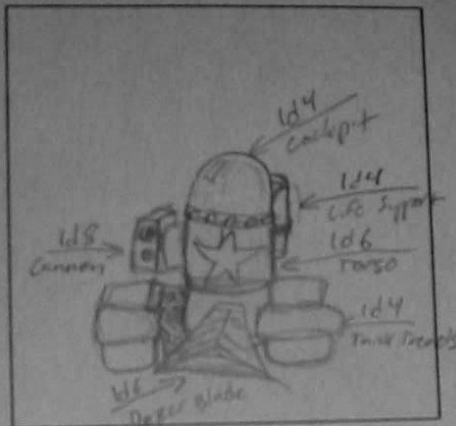
# IN SOVIET RUSSIA CHARACTER SHEET DESIGNS YOU

NAME: Dmitri Valentinovich Raskolnikov

CALLSIGN: RASKOLNIK

Q: 2  
A: 1  
B: 4  
AB: 2

ДРАЖ  
УФУЯ  
ЯФЬФТ



FACIAL HAIR

VODKA

SNOW

SOCIALISM

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The four scene tracks (Facial Hair, Vodka, Snow and Socialism) start the game empty, with no marks.

If someone in particular wants to start the game by framing the first scene, then he should do so. If this is not the case, the player with the most facial hair starts. Play proceeds clockwise, with each player framing a scene for his Pilot in turn.

## **How To Play The Game**

The game is played by each player setting up, or framing, a scene of play for their Pilot. In each Pilot's scene, the other players will play NPC's (Non-Pilot Characters) as well as describe and play the Hazards that get in the Pilot's way. The four scene tracks show how far along the game each Pilot has progressed. The game is over for a Pilot once he has reached the sixth hex on two of the tracks, and the entire game is over once all of the Pilots have done so.

There are three kinds of scenes in this game: Color, Conflict and Action. Color scenes are scenes that establish backstory, show off relationships, or demonstrate Robot or Pilot badassery. Conflict scenes are scenes that showcase a conflict of interest between Pilots, between a Pilot and his community, or between a Pilot and an alien community. Action scenes are scenes that concern physical confrontation, whether in or out of a Robot.

Three of the scene tracks correspond to these scenes, while the last is more flexible: Facial Hair tracks Color scenes, Snow tracks Action scenes, Socialism tracks Conflict scenes, and Vodka tracks any scene that has your Robot in it. Each track has 6 octagons.

You start the game with no octagons filled in, as no scenes have happened yet. When you frame a scene, you declare which kind of scene it is, and check or fill in the left-most octagon on the corresponding track. This becomes your Target Number – any dice you roll in the scene that roll that number or lower counts as a success.

You always roll 1d8 for anything you need to roll in the scene, trying to get your Target Number or lower. You can remember its a d8 because your Scene tracks have octagons. You will also be rolling other dice, the ones you can bring in because your Robot or your Community dice apply, or because another player gives you a Hazard.

Before the rules for scenes continue, you should know what it means to make a roll.

## **Making A Roll**

Whenever the rules say to make a roll, you roll 1d8, trying to get equal to or below your target number. You check your boxes when you begin the scene, so your first scene will be against TN 1. For any roll, if you can bring in any of your Community stats (Technology, Leadership, Population or Stability), you roll that number of d4s as well. If its a Robot scene, you can bring in any of your Robots Elements, you also roll those dice. Any other player can use one of their Hazards to make the roll more difficult for you (except in Color scenes), giving you a d10 to roll. Each other player can give you one Hazard per roll (so, any given roll can have a number of d10s on it equal to the number of other players) Once you have all of the dice, you roll them. Anything equal to or below your TN is a success. Your number of successes equates to how well you do at the roll – one success means that you do marginally well, two that you do fine, three

that you do well, four that you do very well, and five or more is a smashing success. There are other mechanical effects for rolling high numbers, each is which is covered in the section that describes that kind of roll.

As you can see, the game follows a predictable trajectory. The Pilots start off doing very poorly at whatever they are attempting, but the more they do the better they do. By the later scenes of the game, Pilots will probably be succeeding at everything they attempt, which is all leading up to the final flameout of each Pilot, ending the game in a blaze of glory. The question is, will your Pilot achieve anything important in the time he has?

Damien has framed a Conflict scene for Dmitri, and it's his third Conflict scene. He is arguing with one of the council members, behind closed doors, about whether the community can afford to send him out into the wastes. He gets to roll 1 d8 (base die for a roll), and he brings in both the Leadership and Stability aspects of his community, as he thinks the scene concerns both of these, which give him 1 d4 and 2d4 respectively. Mary hits him with a Hazard, which he defines as "the council is cowardly and won't let anyone take risks." So, Damien is rolling 3d4, 1 d8 and 1 d10, trying to get 3 or lower.

He rolls, getting 1, 2, 4 on the d4s, 4 on the d8, and 5 on the d10. Two of his dice are lower than his target number, so he does fine in the conflict, and roleplays how he convinces the councilman not to stand in his way.

Say it was his 5<sup>th</sup> Conflict scene. His target number would be 5, so he'd have 5 success, but that's equal to the highest number he rolled, so it's a problem for his community. He narrates his success, but then describes how the councilman decides that everything is going to hell anyway, and he commits suicide! Damien lowers his Leadership stat to 0.

There is one complication, though. If you ever roll more successes than the highest single number you've rolled, your Community has a problem – while you succeed at whatever you're doing, your Community is facing trouble. You must subtract one from one of your Community stats, and describe what the problem is, and how it relates to that stat. If you can bring in the action you were taking and link it to the Communities problem, so much the better.

## Scenes In General

Framing a scene involves setting the location (both physical and temporal), any NPC's present in the scene, and any action or situation that is immediately facing your Pilot. This can be simple ("So I'm on the surface, trying to track down those life signs that showed up on the machines back home") or complex ("I'm facing the tribunal that leads my community the morning after the police force discovered I left the compound without leave. The premier of the tribunal, who used to be my wife, begins to read the list of charges against me.") You can frame your own scene's however you want, bringing in any amount of backstory or relationships with NPCs. Any NPCs in the scene are played by the other players – you get to assign them, if nobody volunteers for one. A scene can contain multiple rolls, and lasts either until you decide that it is played out, or until the rest of the players are ready to move on. If continuing on with a scene would involve changing the local, major NPCs or the situation to something different, this usually means that you should end that scene. You always frame scenes for your

Pilot, and you never frame scenes for other Pilots. You can frame another Pilot into your scene, but only if you have that Pilots players permission.

## **Color Scenes**

The intent of a Color scene is to establish stuff that you want to see as part of the game, as part of the game. This stuff could be as minor as "All Robots have glowing red eyes" or as complex as the description of how the suns rays reflect off of the mountains of metal slag on the surface, forming rainbows on the ever-falling snow. Color Scenes follow the Facial Hair track on your sheet. When you have narrated a piece of awesome color that you want to keep in the game, you roll. If you succeed, that Color is officially established, and other players can and should use it in their scenes – and they cannot contradict it. Once per Color scene, on a successful roll, you get to fill in one of your other scene tracks (Vodka, Snow or Socialism) by one. In general, you should try to link the color to the kind of scene that track corresponds to, but this isn't a requirement. Your next scene must correlate to the track you filled in. Color scenes make you more effective in your other scenes. If your Robot has any irradiated or destroyed parts, instead of checking in a hex, you can repair that part as the result of the color scene, restoring its original dice. Other players cannot use Hazards against you in Color scenes.

## **Conflict Scenes**

A Conflict scene is a scene that concerns a non-physical or non-violent confrontation with someone or something that opposes the interests of the Pilot. Conflicts are always binary and opposed – there is something that your Pilot wants that the other person doesn't want. You can frame the scene by describing the conflict at the start, or by saying "This is a conflict scene with X, lets play until a conflict comes up." Once you are ready to resolve a conflict of interest one way or another, you roll. If you succeed, you get what you want! If you fail, the opposition gets what it wants. Success is its own reward. If you fail, whoever is playing your opposition gets to refresh one of their used Hazards. You can have multiple conflicts in a scene, if you can establish another conflict of interest within the scene once the first is resolved. Other players can and should use Hazards against you in Conflict scenes.

## **Action Scenes**

In an action scene, you ask who wants to fight with you. This is a physical fight. You can fight another Pilot, someone from your own or an alien community, or a Hazard. Once someone steps up, you frame the scene at the start of the fight, including any backstory as to why you are fighting. You roll. If you're fighting a Hazard, that Hazards player must give you the Hazard dice for that. Other people can still contribute Hazards! If you win, you win! Hooray! You get to refresh one of your used Hazards, or shift a point from one of your Community aspects to another one. If you lose, your opponent gets to untick one of your tracks of their choice.

## Robot Scenes

A Robot scene is any of the other three kinds of scenes, except that it involves your Robot. Some basic examples: a Robot Color scene is you fixing up or outfitting your Robot; a Robot Conflict scene is you trying to take your Robot out against the wishes of your community leadership, or your Robot scaring the members of an alien community; a Robot Action scene is a Robot battle out in the wastes with another Pilot. In Robot scenes, how you roll works a little differently. You roll your scene (d8) + Community (d4) + Hazard (d10) dice as per usual. Then, for every element of your Robot that you can bring into the scene, you roll that Elements dice, one at a time. You can stop at any time – you do not have to bring in every applicable

Element. When you're in a Robot Scene and you're not facing another Robot, you can use any of the dice that you can work into the scene in a manner that makes sense on your roll. So, if you have a big Soviet Star on its chest, and your trying to impress an Alien community, that could apply. Most weapons will apply just from their intimidation factor.

How this works in a Robot Action scene against another Robot, is that that Robots Pilot gets to roll his Element dice as well, one at a time, just like you. You get to choose whether to roll first or second. Each time your opponent rolls, he can replace one of your dice with the dice he just rolled. He's going to want to replace your low dice with his high dice. Once both of you decide not to roll any more dice, or run out of dice, the battle is over. If you end the battle with successes, you get to destroy a number of elements on the other Robot equal to your margin of success. If you end with a failure, the other Pilot's player gets to destroy elements on your Robot equal to that margin.

Any time you roll a Robot dice and it comes up with its maximum value (4 on a d4, 6 on a d6, 8 on a d8), the radiation powering that part flares up. Draw little flames on it, and you can't use that part

Damien frames a Robot Action scene, and he calls out Mary for some robot fighting action. She accepts, and Damien frames the scene. "My Robot is rolling through a valley as I search for the entrance to the bunker that I found in those Soviet computers. I see a glint of unexpected light through the snow, and I swivel to face your Robot, which is cresting the hill to my left. You have no idea who I am, but I'm getting awfully close to your home, and you decide that safe is better than sorry. You're going to attack first."

This is Damien's 4<sup>th</sup> Action scene, so his target number is 4. He rolls his 1d8, and pulls in 2d4 for his Communities Technology Level (I'm a well-engineered Robot!). John throws down "Sudden Blizzard" as a Hazard. Damien rolls 2d4, 1d8, 1d10, getting 4, 4, 6, 7.

Mary rolls for his Robot's missile launcher (a d6), getting 5. She replaces one of Damien's 4's, saying "My initial rocket salvo throws up a wave of permafrost in front of you, throwing you off-balance. Damien rolls 1d6 for his Dozer Blade, and gets a 4. He replaces his 7 with that 4. "My dozer blade slices through the upthrust, and I rumble towards you." Mary rolls 1d8 for her sensor array, and gets an 8! She replaces one of the 4s, describing how her sensors allow her to get into a better position. Damien responds with 1d4 for his tank treads, but he rolls a 4. He replaces the 8 with it, and describes how the power plant overdrives his treads, sending him rocketing up the hill but destroying them in the process. He draws little flames on them on his picture, and checks off one of his Conflict boxes.

And so on.

anymore. You also check any one hex of your choice on the scene tracks – radiation pumps you up. If an opponent replaces one of your dice with a maximum value, this does not count as a flareup. Your opponent never flares up, only your Robot on your turn.

## **How To End The Game**

Once you have checked off the sixth box on two of your four Scene tracks, it's getting to be time for your Pilot to go out in a blaze of glory. You can do so immediately, or wait until the other Pilots are ready to go (simply skip your turn to frame a scene). You can still offer Hazards to the other Pilots, of course.

The final Scene for a Pilot should be about something that's a Big Deal – it's the culmination of the Pilots' story, after all. Finally linking Communities together into a New Soviet State, beating back the advance of the army of mutated Snow Yeti's, and taking over the leadership of his Community in the name of justice are all good Blaze of Glory goals. You frame the Scene with whatever your goal for your Pilot is, and the player with the most remaining Hazards gets to say what will happen to your Pilot when you succeed at that Goal. It's a Blaze of Glory, after all – your Pilot should be consumed by that which he will achieve.

Achieving the Pilot's goal is not easy, though. This is his last scene, so everyone else should feel free to use their remaining Hazards to make his life difficult. In this last scene, and this last scene only, you can use a Hazard to take away one of the dice the Pilot would roll before he rolls it, instead of giving him a d10 to roll.

The Pilot does not need to specify a track for his final scene. His target number is 6.

Once all of the Pilots have gone out in their Blaze of Glory, the game is over!

## **Appendix A**

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### **RUSSIAN NAMES**

**Compiled by James Holloway and Eric Provost**

#### **NOTES**

Russian names consist of a first name, a patronymic (otchestvo), and a family name. The patronymic is the name of the individual's father, with a suffix indicating gender. For example, if Ivan Petrovich Ivanov had a son and named him Boris, the boy would be Boris Ivanovich Ivanov. A daughter might be named Lyudmila Ivanovna Ivanova -- note that the surname is gendered as well. In the case of surnames ending in -sky, the feminine form is -skaya.

Name etiquette is more complex than in English: to use all three names

is very formal. Using only the first name and patronymic ("well done, Arkady Borisovich!") usually indicates good relations, while using only the first name is familiar. Most Russian names have nicknames, which may have further diminutives. Yekaterina Bogdanovna Vasilievskaya might be "Katya" to relatives and close friends, but even more familiarly, she might be "Katenka," "Katyusha," or "Katyushka." A wide range of possible nicknames exist in addition to the ones listed below.

#### **MALE**

1. Boris (Boba, Borya)
2. Ivan (Vanya)
3. Sergei (Seryozha)
4. Nikolai (Kolya)
5. Alexander (Sasha)
6. Igor
7. Oleg (Olya)
8. Yevgeni (Zhenya)
9. Piotr (Petya)
10. Viktor (Vitya)
11. Vladimir (Volodya, Vova)
12. Arkady (Arkasha)
13. Fyodor (Fedya)
14. Mikhail (Misha)
15. Yakov (Yasha)
16. Vasili (Vasya)
17. Timofei (Tima, Timosha)
18. Anatoly (Tolya)
19. Viacheslav (Slava)
20. Valentin (Valya)

#### **FEMALE**

1. Evgeniya (Zhenya)
2. Galina (Galya)
3. Olga (Olya)
4. Alexandra (Sasha)
5. Yekaterina (Katya)
6. Elena (Lena)
7. Irina (Ira, Irisha)
8. Elizaveta (Liza)
9. Lyudmila (Lyuda)
10. Svetlana (Sveta)
11. Natalya (Natasha)
12. Lyubov (Lyuba)
13. Yuliya (Yulya)
14. Tatyana (Tanya)
15. Ksenya (Ksyusha)
16. Valentina (Valya)
17. Mariya (Masha)
18. Anastasiya (Nastya)
19. Sofia (Sonya)
20. Dariya (Dasha)

#### **SURNAMES (masculine form)**

1. Kuznetsov
2. Petrov

3. Berezovsky
4. Zubov
5. Yusupov
6. Trushin
7. Sheremetev
8. Gordievsky
9. Vorapaev
10. Batkin
11. Fomenko
12. Maltsev
13. Fedorov
14. Vasilievsky
15. Rokossovsky
16. Gerasimov
17. Malinovsky
18. Bulganin
19. Alexandrov
20. Yegorov

#### **FANTASY MALE**

1. Andrusha
2. Bohdan
3. Cheslav
4. Demyan
5. Fedor
6. Gavril
7. Hedeon
8. Iov
9. Lukyan
10. Maksim
11. Naum
12. Orrel
13. Petenka
14. Rurik
15. Semyon
16. Seriozhenka
17. Tamryn
18. Ustin
19. Vas
20. Yaremka

#### **FANTASY FEMALE**

1. Adla
2. Bratomila
3. Clavdia
4. Dobrowest
5. Filofi
6. Glebovicha
7. Henka
8. Khvalibud
9. Lyuba
10. Marous
11. Nadja
12. Peza
13. Rozhneva

14. Stana
15. Tetka
16. Ulen'ka
17. Ventseslava
18. Wierga
19. Yalens
20. Zavorokhina

**You can download the character sheet at**

**<http://www.kevinallenjr.com/reverseengineer/martin%20o'leary.pdf>**