Sasha Karpamov

# Life and work

You are Anatoli, a very powerful sorcerer from the Great Old Ones cult. Before the 1917 events, you lived in Russia. Your count(ess) title (Sasha Karpamov) was a perfect cover. You could commit every sacrifice required by the Ones your serve, and could carry on your occult research.

To escape the revolution alive, you had to leave all your belongings behind, except half of a powerful grimoire. Since then you haven’t had the chance to work correctly. This lack of efficiency does not please your Masters and you seriously need to correct this.

A year ago, you heard about the death of Damien Balzear, your colleague and rival. This strangely matches a weird manifestation you felt coming from your grimoire. Balzear was established in Halifax, so you decided to kill two birds with one stone: retrieve his other half of this grimoire and establish yourself in Canada. Settling there wasn’t an issue, and you learnt Charles D. Winsworthy was the new owner of the other half. You assumed your write émigré count(ess) role once more and easily got introduced.

When Charles invited you to his yacht, you conceived an evil scheme. The plan was to take advantage of the early morning silence and steal the other half of the grimoire, but you came accros the lifeless body of Charles, lying on the floor of his cabin. Intrigued, you were about to investigate the scene when a scream echoed through the boat. You barely had time to lock Charles’ cabin before going back to yours, undetected. Later that day, someone told you Charles corpse had just been discovered.

# A nice evening on the horizon

## Objectives

* arrive in New York,
* gather the two parts of the grimoire. Your future depends on it.
* keep your real identity secret, but discover what is going on on board. You hate surprises,
* prepare the following events. Your plan has to work…

## Behavior

You are impersonating a russian count(ess) now, an easy task since you have indeed been one in the past. You look like you are in your 50’, very classy, rich and dignified.

You will have a central role during the second half of the game, so make sure to stay alive. You have sorted everything: several deep ones (ocean creatures, half human half fish) will swim with the *Hettie* and eventually sabotage the ship at the end of the evening. A boat of yours, disguised as a fishing boat, will come to rescue you. The other passengers will be disarmed, but left free on the ship to reassure them ; they will soon be the *amuse-bouche* of the Devourer, a creature that you will invoke using the grimoire to regain The Great Old Ones favours, and that will surely create mayhem on the east coast…

## Quotes

* “have you ever seen such a nice dagger? This is an invaluable piece of art.” (if you want to show your knife…)
* “those bolshevists, the dregs of humanity!”
* “your society is corrupted and rotten, it will soon crumble and turn to ashes”

## What a skilful person!

### Spy on someone (1 AP)

You can spy on someone in a simulated room.

### Radio-Contact the Mary Flanders (0AP)

You can warn the fishing boat if you need to change the timing of the rescue. Your telepathic link to the Deep Ones will allow you to time the attack as you wish.

### Invoke the Devourer (4AP, full grimoire)

You can invoke - and control - this gigantic beast, by performing a short ritual. You will need the two parts of the grimoire to so though!

### Attack someone (2PA per hit)

You have a magnificent dagger from the middle ages, a fine piece of art. The first hit will knock out your victim for 5 minutes. The second hit will kill her. **Beware: you can only kill someone if you have a good reason to do so (contact the organiser to check).**

## Your possessions

### With you

A dagger (provided by the organiser)

### In your cabin

Half a grimoire, a paper with the fishing boat radio frequency, an article about Damien Balzear’s death.