Judith Melba

# Life and work

On this yacht, you are known as Judith Melba, a painter. But your real name is Adeline Pulin and you are a famous thief, specialized in jewelry retrieval. You have been interested in Elisa’s riches for a long time. But let’s start from the beginning.

For the last two months, you have shadowed Elisa in order to steal her jewels. You didn’t learn much from this, except that she cheats on Charles with someone else (you only saw his back, from far away: impossible to recognize him). Two weeks ago, you met Charles and made friends with him during the private viewing from a trendy artist. Being a painter yourself - an amateur one thoug - you discussed abstract and classical art for a while. Feeling you had a chance to approach the jewels, you asked Charles if you could bring some of your paintings to his manor one evening. His answer was not the one you were waiting for, but it could not please you more: he invited you to a cruise on his yacht, the *Hettie*. You jumped at the chance and waited for the right moment to show up. On the third night, you heard Elisa leaving her room. You silently got into her cabin, snatched the jewels in a waterproof plastic bag and put them in the toilets water tank.

The next day, you were genuinely surprised to learn someone was murdered.

# A nice evening on the horizon

## Objectives

* Escape with the jewels to New York
* Find Charles’ murderer (for YOU could be suspected!)
* Steal any other worthy object if opportunity shows up

## Behavior

You are a classy thief. Re-read the best Arsène Lupin. You also are a member of the upper class and everyone believes you are a painter. But this is a mere hobby for you. You are well dressed and mannered. You hate violence and this is why Charles’ death saddens you so much. You always have visit cards signed AP with you, and use them to sign your thefts.

Whatever happens, keep cool: you must always seem to be in control and to master the situation.

## Quotes

* “Painting in itself could be seen as a religion”
* “My dear, you are both a scholar and a gentleman”
* “Is all this violence really necessary?”
* “May you fetch me a glass of this wonderful champagne, my dear?”

## What a skilful person!

### Spy on someone (1 AP)

You can spy on someone in a simulated room.

### Sleeping powder (0 AP, one dose)

You must bring a small powder quantity with you (sugar, note coke nor bleach!). You must (under the supervision of the organiser) drop it in food or drink. Shortly after ingesting it, your target will sleep for five minutes.

### Pickpocket (1 AP)

Good manners sometimes lead to bad habits. See the organiser for more explanation.

### Radio contact Passe-Partout (1 AP, a radio)

You may radio contact your trusted servant, a midget called passe-partout. He will be able to do any research you may need.