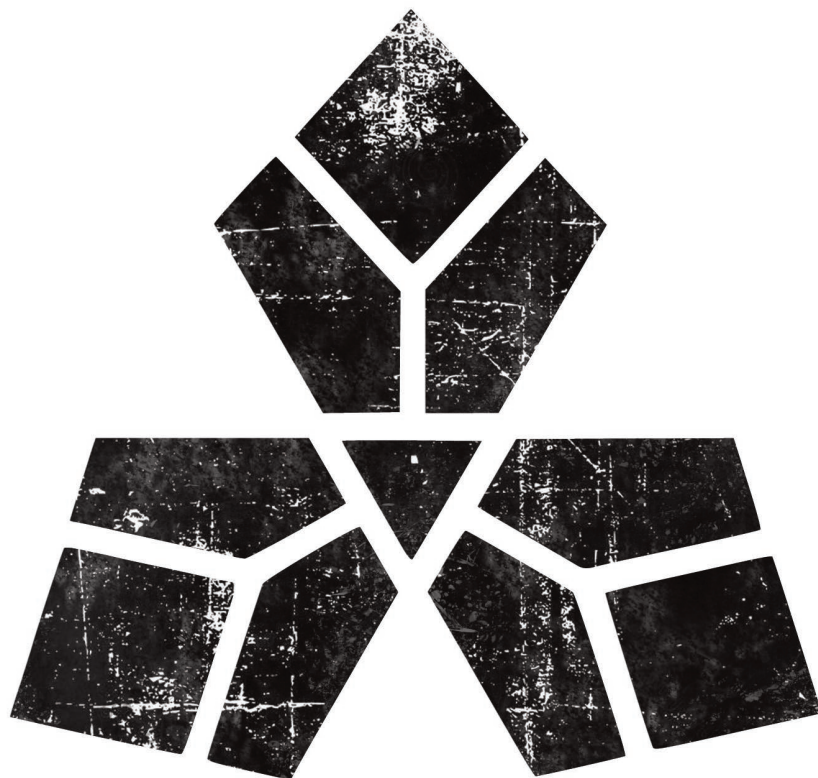


DEGENESIS



AQUITANIAN



CREDITS

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LAYOUT & TYPOGRAPHY

All layouts based on the DIY layouts provided by SIXMOREVODKA

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AQUITANIAN

The boy pulled back his hand with a shrill scream. He had pierced his fingers again and was bleeding. His father grabbed his hand firmly.

"You know what that is? Nothing you clumsy fool!" He pulled a single grape from his basket and put it in front of his son's eyes. "This! This is everything! This is our blood, our roots, our wealth, so pay attention dammit!" The kid was sweating, breathing heavily. Then the old man smirked and bit the fruit, splashing some juice of the child's face. All the workers around burst out laughing. "Put your damn gloves on." He ruffled his son's hair and bent back to work.

PROMISE LAND

When the world descended into madness, people fled the great cities. As they ran from Bordeaux, many took shelter in the countryside wine castles surrounding the city. Their thick walls and hillside positions offered protection, while the vines and crops gave sustenance to the refugees. Decades passed, some of those makeshift strongholds fell to the drones, other to raiders. Those which remained developed a survival culture of their own, trading with each other, exchanging manpower, weapons, food, and news. At the dawn of the 26th century, only 6 houses remained, and their bond had only grown in spite of the distance and hardships. Opportunity came when House Obrion announced to its peers a morning of 2477 that scouts had returned from Bordeaux. The city was found unscathed, only occupied by a few communities of drifters and looters. The forces of the united houses made short work of those interlopers and seized their rightful place once again.

NODE

The city was at the crossroads of several merchant and pilgrimage routes, but the peddlers only stopped there for the night. The flux of goods evaded the city. The newly formed Aquitanian Council decided this would last no longer. They ordered the erection of walls, set road blocks and planted toll booths on every path. Want to cross over the Pont de Pierre? Sure, pay the tax first. Oh now you want to sell your goods on the local market? We'll see what can be arranged. Welcome to Aquitaine.

The first controls were nothing short of brutal, but soon the strength and resolve of the Gabelous brought traders to reason, and the city slowly turned into an unmissable trade hub between south and north-west.

TECH FED

First came the Anabaptists who stopped on their way up to Briton. They brought their knowledge of crops and soils, which seduced houses of Petrus and Obrion, both eager to improve their vine growing techniques. They didn't officially embrace the Broken Cross despite the pleas of the Ascetics, but many sons and daughters of theirs did. The other houses fumed, as the newcomers came in greater numbers every day and settled southward of the city.

Then the Chroniclers arrived. Ordinateur appeared to the Council with a simple offer, a base of operations, the possibility for the Scrappers to settle nearby, in exchange for the most powerful tool the Tech-Cult could provide: currency. The Margo, Lafit, Latour and Pohiac houses gladly obliged by ceding a huge chunk of land to the masked ones and their greasy followers on the eastern bank, nobody worthy of note lived there anyway. With their newly printed Drafts, their grip on the city's economy would only increase, and surely they would be able to find some of those fabled artifacts better than those stinky mud crawlers.

Petrus and Obrion were forced to go with the deal, in spite of their reservations. The battle lines were drawn, and soon enough the Council's chambers echoed with the roars and shouts from the families' Girondins denigrating each other, all while the Placiers kept a tight knot of the trade flow. Let the councilors shout they say, here it's business as usual.

DIVERSIFICATION

Houses Latour and Lafit who control the harbor together, have started to court other customers. They took notice of those Africans coming from Lisbon, the Leopards, and they seem as interested in the artifacts as the Chroniclers are. Not to mention those perfumed dandies Neolibyans coming from the south coast cities. Why not make some money on the side by cracking the masked ones' monopsony?

POTENTIALS

OENOLOGY

PREREQUISITE: -

All Clan members are educated to savor wine. When smell or taste is involved, a character gets +1D to his Perception checks per potential level.

Additionally, he gets +1D per level to his Toughness checks to resist a poison he ingested. No one can fool his delicate palate.

SKILL BONUSES

For Aquitanian, the following skills are considered preferred at character creation (MAX + 1):

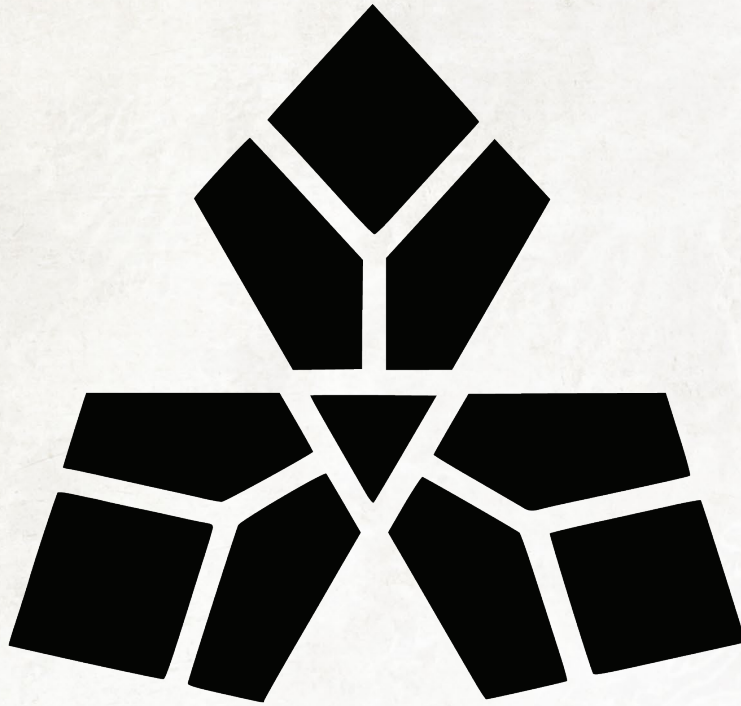
(BOD) Toughness

(CHA) Arts

(CHA) Negotiation

(INT) Science

(INS) Empathy



1 - DROLE

PREREQUISITE: -

EFFECT: "Ca daille gavé, on va prendre la quinte!" kids learn Bordeluche from an early age, and as the brats run across the city doing small time jobs for the big boys, they confuse the hell out foreigners. +1D PSY+Deception with non-Aquitainians when talking to them.

EQUIPMENT: -

2 - GABELOU

PREREQUISITE: AGI+Projectiles 6, INS+Perception 6

EFFECT: The Clan's main source of income are the taxes it take from the flow of goods passing through the city and its markets. Like the custom officers of old, it's the Gabelou's job to ensure the taxes are paid, the roads in and out of town are secured, and the law is upheld. He may use his Authority with anyone when performing his duty.

EQUIPMENT: Rifle, a leather jacket with the Clan's insignia sewn on the front.

2 - VIGNERON

PREREQUISITE: BOD+Stamina 4, BOD+Toughness 5, INS+Survival 6

EFFECT: Vine work is tough. Those who cut the grapes all day long under the sun learn the hard way what makes a good harvest and what doesn't. +1D INS+Survival when it comes to plants.

EQUIPMENT: Leather gloves, leather apron, a vine pruner.

3 - MANGANE

PREREQUISITE: BOD+Brawl 7 or BOD+Melee 7, INT+Artifact lore 6, PSY+Cunning 7, Renown 2

EFFECT: Why should the dirt-diggers get all the fun? The Chroniclers don't care who brings them the artifacts, might as well take advantage. Scavenger with a pedigree, the Mangane is the Clan very own truffle pig, hunting for the same scrap as the outlanders he mixes up with, and who have ended up accepting him. His Allies score applies to the Scrappers, and he adds +2D to his Legends checks to find a proper scrap vein.

EQUIPMENT: A fine knife (+2D Hand., 3+F/3 Damage), digging equipment.

3 - MAITRE DE CHAI

PREREQUISITE: AGI+Crafting 6, INT+Medecine 6, INT+Science 7, Secrets 3

EFFECT: Keepers of the wine-making techniques inherited from the Bygones, they get +2D to INT+Legends when it comes to their craft. Without their knowledge, the grapes couldn't be turned into the wonderful nectar that all crave so much. They protect their secret recipes like a lioness would protect her cubs, and in turn their families watch over them zealously. They have an easier access to ingredients (+2 Resources).

EQUIPMENT: A notebook containing recipes passed down from generation to generation, personal notes, a key to unlock their family's cellars, a handpicked apprentice.



HIERARCHY AND RANKS - AQUITANIAN



4 - PLACIER

PREREQUISITE: CHA+Conduct 7, CHA+Negotiation 8, INS+Empathy 7, Network 3

EFFECT: The city has 6 major market places, each under the control of a House which has chosen a Placier to run it. One of Aquitaine's actual trade lords, the Placier sees and decides all in his little corner of concrete and pavement. Want to set a stool to sell cabbages? Pay up. Don't like that emplacement? Pay more. Or maybe a favor for a favor, when does the next shipment of Hybrispania's sugar cane arrive? The Streamers would like some of it... If the Placier does his job right, he gets some respect out of it (+2 Authority), but should he choose to use his position to please the Cluster, his life could become much more comfortable (+2 Ressources).

EQUIPMENT: Fine clothes, crates of the finest grand cru their family produces to be given as a gift (+2D to CHA checks after a drink), an army of salesman and workers, can muster 1D Gabelous in case of a dire situation.

5 - GIRONDIN

PREREQUISITE: CHA+Expression 10 or PSY+Domination 10, CHA+Leadership 8, PSY+Faith 8 or PSY+Willpower 8, Allies 4, Secrets 4

EFFECT: Each family sends its five brightest offspring to the Council to discuss daily matters, represent their interests, vote the laws and rule over the city. Behind the smiles and warm handshakes lie shrewd minds prone to backstabbing tactics and empty pockets eager to be filled by petitioners from Cults and Clans alike. They get +3 Network and +2 Resources.

EQUIPMENT: Exquisite attire worthy of a Neolibyan, signet ring with the sigil of the family they represent.

5 - DUC

PREREQUISITE: The current Duc must die and another must be chosen by the Council.

EFFECT: Aquitaine of yore used to stretch from the County of la Marche down to the Pays Basque. They claim this land was ruled by a single warlord, a better to his contemporaries in everything, his grace, the Duc of Aquitaine. The title remained, as did the official function of military leader, but the families made sure he wouldn't threaten their business, that he could never take the upper hand over the Girondins, and that he would always keep the status quo. The Duc is a derelict old fart only good to serve as a puppet for the Clan to agitate in front of the Cult claimants too important to be thrown away, but too annoying to be received by the Girondins. However, being the king has its perks, as the guests shower him with presents and attentions.

EQUIPMENT: Anything he desires, it's not like he's going to be around long enough to enjoy his gifts, a ducal guard of 8 elite Clan soldiers.



AQUITAINE

2596 A.D.



INFORMATION

01. REFINERY
02. POWER STATION
03. RESISTANCE' BARRACKS
04. SPITALIANS' BARRACKS
05. JEHAMMED'S TEMPLE
06. AQUITAINIANS' BARRACKS
07. ORPHANAGE
08. CENTRAL SCHOOL
09. SCRAPPERS HEADQUARTERS
10. LA BRICOLE
11. WEAPON MARKET
12. LE BASTRINGUE
13. REMAND CENTRE
14. THE TANNERIES
15. THE BUTCHERIES
16. WATER SUPPLY
17. THE THÉÂTRE GALLIEN
18. HOUSE LATOUR
19. HOUSE POHIAC
20. HOUSE MARGO
21. HOUSE LAFIT
22. THE AQUITAINIAN COUNCIL
23. BASILICA ALTAÏR
24. CHURCH AMOS
25. HOUSE PETRUS
26. CATHEDRAL OF SAINT-ANDRÉ
27. HOUSE OBRION
28. ANABAPTISTS' BARRACKS
29. THE NEW HALLS
30. THE CALADE STUD FARM
31. THE WAY OF SORROWS
32. HOSPITAL
33. DETENTION CENTER

X. ALCOVE
Y. NEST
Z. CHECKPOINT

CLUSTER

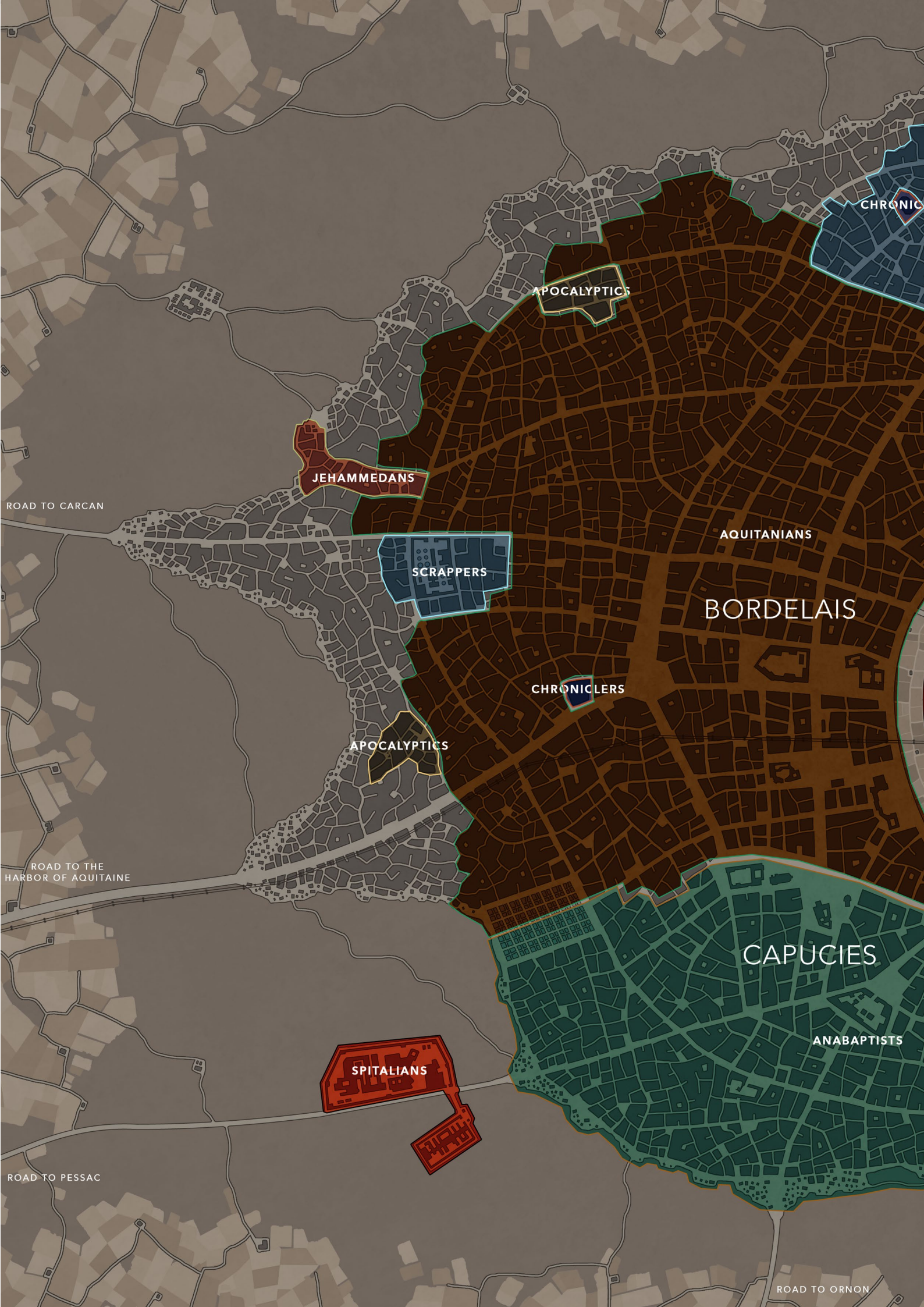
- A. AIRCRAFT HANGAR
B. CENTRAL SORTING UNIT
C. DATA CENTER
D. KERNEL
E. ELECTRICAL SUBSTATION



ROAD TO TOULOUSE

ROAD TO LANGON

0 500M 1000M 1500M



CHRONIC

APOCALYPTICS

JEHAMMEDANS

SCRAPPERS

AQUITANIANS

BORDELAIS

CHRONICLERS

APOCALYPTICS

CAPUCIES

ANABAPTISTS

SPITALIANS

ROAD TO ORNON

ROAD TO CARCAN

ROAD TO THE
HARBOR OF AQUITAINE

ROAD TO PESSAC

AQUITAINE

2596 A.D.



CLERS

SCRAPPERS

APOCALYPTICS

CHRONICLERS

SCRAPPERS

CLUSTER
CHRONICLERS

LA FABRIQUE

RESISTANCE

AQUITANIANS

ROAD TO TOULOUSE

SPITALIANS

JEHAMMEDANS

ROAD TO LANGON



- 01. PETRO STORAGE
- 02. AERIAL LIFT
- 03. ALCOVE
- 04. WAREHOUSES
- 05. RADIO TOWER
- 06. SCUM RAIDERS HQ
- 07. MASTODON
- 08. CHOPPERS HQ
- 09. RUSTY'S MARKET
- 10. ORGY
- 11. LA PÉPITE
- 12. SUNWIND FLOCK NEST
- 13. COMMUNITY CENTER
- 14. THE SANCTUM



HARBOR OF AQUITAINE

2596 AD



LATOUR



MARGO



PETRVS



OBRION



POHIAC



LAFIT