

# Docker

The ZEITGEIST setting is one of Renaissance and early Industrial Revolution, where these themes come into conflict with ancient arcane traditions. This career is suitable for use in the ZEITGEIST setting.

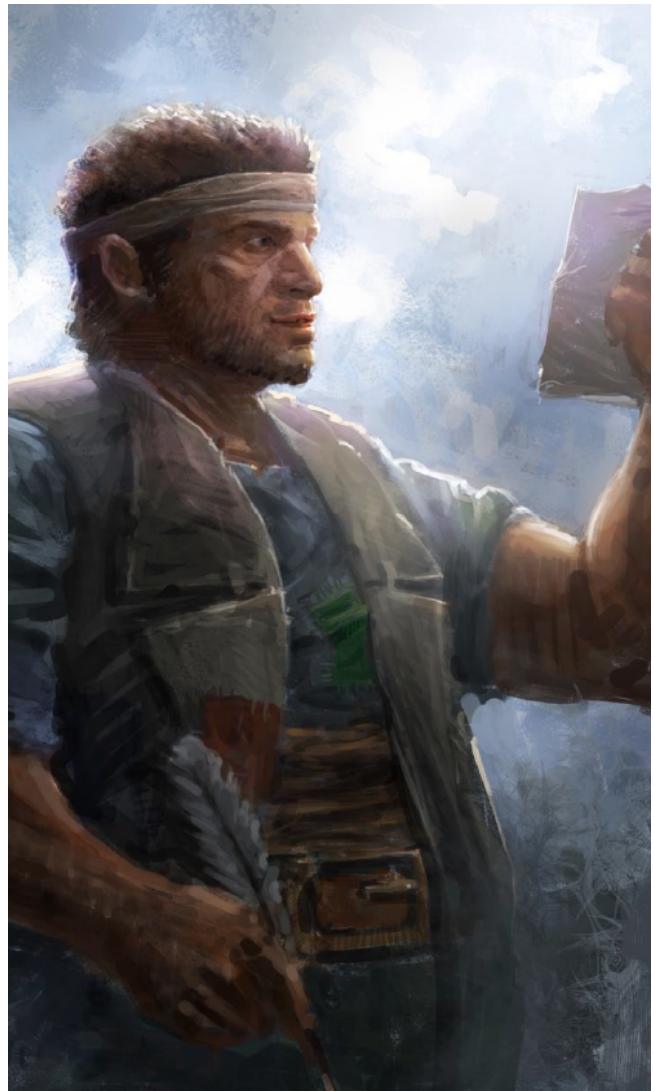
Flint's industrial docks—with their unusual conflux of peasant workers, educated engineers, and constantly-arriving refugees from the wars in the border states between Danor and Drakr—have in the past decade given birth to an unorthodox social movement. Graffiti artists brighten soot-cloaked warehouses with colorful murals and boastful self-portraits. Dancers and musicians bolster moods in breezy bars, while amateur philosophers giddy on fey pepper entertain drunken teamsters with humorous moral puzzles that often mock public figures.

Occasionally these popular artists, called dockers, get it in their heads to start a riot or get a tad too precise with their criticism. The dockers and the city police have each taken their hits in these confrontations, and tensions grow higher with every accidental death, but for now Roland Stanfield, the city governor of Flint, seems to have a soft spot for these tepid anarchists.

Dockers who remain so for long enough become notorious celebrities, having gained enough prestige or infamy to affect their foes by reputation alone. One such celebrity is musician and adventurer Rock Rackus, who claims to have explored fiery dungeons, traveled to the moon, and cuckolded a fey king.

They say gods gain power from the devotion of their followers, and kings draw strength from the approval of their subjects. Well you're damned famous, and people spend more time each day thinking about your dramatic and entertaining feats than about stodgy monarchs or absent deities. Why shouldn't your notoriety grant you power and influence?

A handful of notorious celebrities seem to only grow more impressive the more people hear of them. They demand attention, and attract followers (colloquially known as a posse) who do their bidding and share in their supernatural power. To take full advantage of their unique abilities they must make an effort to have an audience wherever they go, and they find it impossible to avoid scrutiny. Perhaps not the best choice for a constable who might need to travel incognito, but sometimes the affection of fans is more useful than the indifference of strangers.



## Playing a Docker

The docker spirit is not limited just to those who perform in public, but extends to anyone who suffers through hard work and low wages, yet can still appreciate intelligent art for its sublime beauty. The worse conditions get for the workers in Flint, though, the more they turn to dockers for relief from their fatigue. When things get heated, every good docker needs to be able to handle himself in a scrap.

Sometimes a docker gets in over his head, and with a little help from sympathetic bar owners or police officers he'll drop out of the scene and find a new safer career. In this way, the docker movement has spread to pockets of the city slums and even out to the surrounding farmlands. One popular song on the docks even tells of a graffiti artist who fled to Crisillyir and is now painting cathedrals with subversive interpretations of the Clergy's doctrines.

**Attributes:** AGI +1, INT +1, CHA +1, LUC +1

**Skill choices:** *[performance], [artistic], bluffing, persuasion, leadership, local knowledge*

### Exploits:

- **Docker's Jank (requires Bandmates):** Each bandmate may, as a free action, donate a single LUC die to another bandmate within 30' once per day.
- **Bandmates.** In a band, every musician has to know his bandmates' parts in case they need someone to pick up the slack. You may select up to four allies to be affected by this exploit. It takes 4 hours to designate your chosen allies (via a training and bonding process), and 4 hours to change that allocation. All allies within the group gain +1 REP; this does not stack if more than one character is a docker.
- **Roll With a Posse (requires Bandmates, leadership skill).** The docker gains a number of followers equal to his leadership score. These followers gain a +1d6 morale bonus to attack rolls and other attribute checks as long as they have seen him in the last five minutes. When followers die, they are replaced within 1d6 days.
- **Crowd Effect.** Whenever a docker has an audience of at least eight non-combatant bystanders, their reactions bolster him. Whenever he reduces an enemy to half its HEALTH total or to zero HEALTH, he gains 5 temporary HEALTH which lasts for 5 minutes.
- **Summon Audience (require Crowd Effect).** The docker can create illusory bystanders. Once per day as a free action, the celebrity creates up to eight illusory people in unoccupied squares within 50 feet. These illusions are stationary but immune to damage, and last for five minutes or until dismissed. The celebrity and his allies can move freely through the illusory crowd, but they are difficult terrain against enemies and grant cover against ranged attacks. These audience members count as real onlookers for the purpose of the celebrity's crowd effect and similar abilities.
- **Shock and Awe (requires Roll With a Posse).** A docker can combine his attacks with members of his posse, overwhelming his enemies with an intimidating show of force. When the celebrity hits an enemy, all of his followers gain a +1d6 bonus to attack the same enemy until the start of the celebrity's next turn. If the celebrity and one of his followers hit the same enemy in the same round, that enemy is pushed one stage down the Fear status track (although this can only happen once per round).