



ONLY THE HOLY SEE

Alejandro Cardinal Costa

CHARACTER SHEET

Fifteen million dollars is not money. It's a motive with a universal adaptor on it.

Joe Sarno

My **GOD**, but this place is rich.

For 2,000 years, Rome has been looting and pillaging the world. First with the sword, then with the Book, it has drawn untold amounts of gold and jewels, fine art, fine wines, the best of Europe and at times of the world. Soon, it will all be yours. Not bad for a nothing little kid from the backwaters of Chubut, in Argentina.

You were younger than ten when you decided that you had to get out of there. You were surrounded by hopeless men and women, too stupid to try for the bigger and better things that you knew waited for you. You were going to move up, and out.

There were two men in town who could help you with that goal, so you made friends with both of them. Father Rafeal was a wealthy family in Buenos Aires, come to the country to do good works for the poor. He was respected by everyone, loved and adored, and held the key to learning how to move in the world outside, and how to present yourself so that everyone would think you were someone important, instead of a poor boy from the provinces. You started as an altar boy at eight, sung in the choir until you were 14, and learned everything he had to say about the Bible and God. Anything and everything you could do to make him happy with you. You would have let him fuck you silly if he'd ever had the guts to make a move on all those looks you saw him give you, if that was what it took. He was your ticket out of town. He never did, and at 18, he convinced your parents you should be sent to the City for seminary education. You went eagerly, and never looked back.

The other man was the exact opposite. Miguel Gaviria was *not* a holy man, or an educated one. But he was a rich one, as far as the town was concerned. He owned the plantations on which half the town worked, and where it was an open secret that he grew drugs for the Americans. He never left town — he paid for anything he wanted to be brought to him. He laughed when you told him at nine that you wanted to work for him, but he agreed to let you do some cleaning up and things around his house. You poked and pried and learned his secrets, taking pictures and gathering evidence and learning how the business ran. By the time you were twelve, he was letting you help him with some of the bookkeeping for his gang, the Hand of Fire, and letting you carry a gun. When you were thirteen, he did make a play for you, and you laughed in his face and told him you were too busy fucking his daughter to have time for a fat old man. He punched you, and you started telling him in detail all the evidence against him you'd stored up, and how it would wind up with his partners in the States, proving how he'd been cheating them for years, if anything happened to you. You cut a deal — he kept you on until you were 18 and left town, and then the evidence would disappear, and he'd never see you again. You both kept the deal until you left town, with the names of his contacts in Buenos Aires and the \$50,000 in U.S. dollars you'd embezzled from him in your pocket.

For over thirty years, you've kept up both halves of your life. You had originally planned to leave seminary quickly, and simply leave the good life as a drug kingpin, but you realized shortly after your arrival that it wouldn't work. Drugs could make you rich, and powerful, but that was only part of what you wanted. You also wanted to be loved. Not just loved. Adored. That, you could only get in the church. It's been a tricky balancing act, but Argentinians expect a certain amount of corruption in their public figures. As long as it's kept relatively quiet, and nothing can be proven, it provides an edge of excitement.

At this point, as a Cardinal, the *money* you get from drugs should be less relevant than it was, when you were just starting out.

But it lets you make large contributions to the poor on occasion, to buy their appreciation. . . .and, to be honest, there's just something fundamentally appealing about piles of cash. Of course, you get more than just money from being a drug kingpin, you get power and authority. Women in your room at the snap of a finger, enemies brought to heel or . . . removed. You suppose you could get drugs, too, but you've long since given up on sampling your own product. Now, you're going to make it all the way to the top. Not just a Cardinal. The Fucking Pope. If your parents were still alive, they'd drop dead at the thought.

Unfortunately, this is not the kind of contest where having your enemies removed is a viable option. The security is too tight, and the forensics too good. Whoever tried such a thing is far too likely to get caught, and the other candidates are too likely a suspect. You might be able to get away with removing one, if you really needed them gone, but for the most part, you're going to have to do it the hard way, by convincing people you're the best. Your first pass will be to point out that South America is really the core of the Church these days — Europe has lost its faith, and America has been lost to the Protestants. Africa has some claim to be faster growing, but for total numbers of true faithful, South America is far and away the strongest. If that doesn't work, you'll have to look for some ways to lean on them.

Becoming Pope¹ is your most important reason for being here, but since you're here, you also have some work to do for your other interests. One is political, and can be relatively public. The World Court has recently determined that the colonial powers of Europe owe reparations to the nations they invaded and conquered over the past five hundred years, including the countries of South America. You want to make sure that as much money as possible flows to South America. It will increase your popularity, and you know you'll be able to skim some off the top.

Your other political objective is more secret. Some friends of yours have recently kidnapped Jenkins's family, in order to put pressure on him to defeat a recent Republican Free Trade initiative, that would reopen America's borders with Europe and, more importantly, allow the Middle Eastern drugs that dominate Europe to cut into your market. They've asked you to run him while you're here, making sure he gets the law killed. In return, they're willing to let you make use of him for your own purposes, as well, if you need anything. He doesn't have any idea who you are, or why you want the law killed, and you should keep it that way, so you'll have to be careful with exactly what you ask for. His orders so far have all been sent through the mail, so you'll keep contacting him that way for now, but a dropsite may need to be established at some point for more rapid communication.

Your next goal also mixes politics and business. Takeshigi, the Japanese Ambassador to the Vatican, is missing. Unbeknownst to most people, he was not merely the Ambassador, but also the local Yakuza . . . liason to the Mafia. If he's missing, it's likely that their involved. Even if they're not, it would be good if the Yakuza *thought* they were. You have reason to believe that he, or at least his cell phone, is in the sewers, and you're going to find it and make sure that it looks like the Mafia got rid of him.² A Yak/Mafia war would be a prime opportunity for you, especially if you will be moving into Rome as Shepherd at the same time.

Anything else you can do to find and weaken the Mafia would be helpful as well, although you don't have many good leads. You know Don Antonio Gaultieri is their head, but he's sick and bedridden and impossible to accidentally run into. And you don't think he knows your relationship to the drug business, which is probably just as well, and you should keep it that way. He might decide he didn't want a rival moving into town as the Pope.

Finally, there's one other person you need to find. Sergei Alexandroff, the Captain of Gorsky's Folly, is apparently somewhere in Rome. Gorsky's Folly is a remote controlled nuclear submarine that the Russians recently lost on its maiden voyage. It was believed lost with all hands, and there was no attempt at a rescue, as the entire mission was top secret. But you and your friends had been keeping an eye on their research for some time. A remote controlled nuclear submarine would be a *perfect* device for smuggling drugs without their being detected. If you could duplicate the remote control technology, even without the submarine itself, you could do a better job with surface ships than you do now. You need to find Alexandroff and figure out what it will take to get the controls from the submarine from him, and whether the submarine itself can be salvaged. You're

¹Alright, they call it "Shepherd" now. It's really Pope, and everyone knows it.

²See Searching the Sewers.

sure that the fact there was a yellow post-it note with a “3” on it next to the 8 when you got there has something to do with it. The other numbers didn’t have any, perhaps they’d gone missing by the time you got there.³

Your drug business could keep you busy for your entire trip, what with nuclear submarines, blackmailed politicians, mafia wars, and the like. But you need to remember throughout it all that the first, and most important plan, is to become Shepherd. You’ve kept the balance between Drug Lord and Priest for 35 years now, you can certainly make it another week without one overbalancing the other, right?

Plus, the Pope is **really** rich.

Contacts

- Father Lucio Di Rocco (Jim Waldrop): One of the Roman cardinals, he came to you recently with a preserved heart, asking a number of questions about the conquistadors. Really, it’s not your field, but you tried to answer as best you could, and he seemed happy enough afterwards. Never hurts to do someone a favor.
- Andrea Worhall (Laura Boylan): A world famous artist. You’ve never met her, but you’ve seen several of her works, and they’re quite good, if somewhat...disturbing. If she’s putting something on here, you’d like to see it.

Guilt

- You lose 5G percent in support, across the board, for the Papal election.

Bluesheets

- Colonial Reparations in the World Court
- The Prefeterati
- Basic Catholicism
- the Good Works of the Church

Greensheets

- Strike Teams
- Searching the Sewers
- Affecting Colonial Reparations in the World Court
- The Hunt for Gorsky’s Folly
- The Vatican Archives
- On Choosing the Heir to St. Peter’s Throne
- Reputation and Damage Thereto
- On the Formation of the Greater Christian Faith

³See The Hunt for Gorsky’s Folly for more details.

Abilities

- Transubstantiation
- Clever
- Confessor
- Do Me a Favor
- Famous
- Frame Mafia
- God's Gifts
- Conduct Mass
- Rich
- Taunt World Court Defendants
- Particular Vice: Avarice
- Virtuous against Gluttony
- P.O. Box
- Standard Temptation Attacks
- Temptation: Gluttony
- Temptation: Sloth
- Temptation: Lust
- Temptation: Avarice
- Temptation: Wrath
- Temptation: Pride
- Temptation: Envy
- Confess Sin

Psychological Limitations

- None

Items

- Briefcase
- Chemical Encephelograph Kit

Whitesheets

- Library Notes (*Pope Leo Reparations*)

Memory Packets

- FRAME
- “final cell phone call”
- “Hand of Fire”
- V01
- V02
- V03
- V01
- V02
- V03

Stats:

- Virtue (Virtue): 3
- Vice (Vice): 5
- Signature (Sig.): 9817
- Sin (Sin): 0
- Sigma (Sigma): 1
- Gamma (Gamma): 0
- ST (ST): 5
- FT (FT): KYSWFC
- Q numbers (Q): 344, 881
- MHC (MHC): UBS
- Phi (Phi): 4
- Lambda (Lambda): 0