

Kickstarter Manuscript Preview – Part 3



Chapter Three: Allegiances

“Foes of crime! Enemies of evil! To them, all wrongdoing is a menace to be overcome and stamped out as one would smash a poisonous reptile! Each of them is a hero in his own right, but when the Justice Society calls, they are only members, sworn to uphold honor and justice!”

— All Star Comics, Issue 5, June–July 1941

Allegiances in **Trinity Continuum: Adventure!** are organizations that gather the Inspired and their allies to achieve common goals. Some of these organizations are founded on heroic or philanthropic principles as they seek to use Inspired Gifts to make the world a better place. Others focus their attention on gathering knowledge through research, exploration, or archaeological study. And others lean more toward thrill-seeking for its own sake, seeing any benefit to society as a pleasant side effect rather than a *raison d'être*. Naturally, as Inspiration does not imbue the recipient with any sort of moral compass or social conscience, some of these groups exist to execute nefarious agendas driven by the greed or megalomania of their leadership. It is also important to note that few of these organizations predate the Hammersmith experiment. Most of the groups described in this chapter are newly formed and still determining their collective identity. As such, it is quite possible that the player characters are among the founding members of their chosen organization.

The following organizations are the most prominent groups the Inspired may belong to, but they are certainly not the only. We provide information for creating and advancing your own Allegiances in **Chapter 5**.

The Æon Society

Motto: Hope, Sacrifice, Unity

History

Founded in Chicago in June 1923 by Maxwell Anderson Mercer, Michael Damien Donighal, and Whitley Styles, the Æon Society for Gentlemen formed to pursue the strange and seek out answers to the question, *“Why?”* Its members strive to explain the inexplicable and explore uncharted territories, all in the name of doing good and sharing the knowledge they gain from their adventures with the world. While Max and Whitley remain with the organization, Michael has restyled himself Doctor Primoris, and has stepped away, though he does lend his aid to them from time to time.

Helen Perkins — a black journalist covering Calvin Hammersmith’s ill-fated demonstration — reached out to Mercer in the early days of the Society’s founding, and was instrumental in shaping how the organization reaches out to potential members, including *who* it reaches out to. Other founding members include pilot Jake “Danger Ace” Stefokowski; renowned explorer “Safari” Jack Tallon; sharpshooter Annabelle Lee Newfield, aka “Crackshot”; and former assistant to Dr. Hammersmith, Benjamin Franklin Dixon. Sara Kaur, Hammersmith’s secretary, hasn’t officially affiliated herself with the Æon Society, though she is often in touch with its members and is always welcome at its chapter houses.

Though the Æon Society was originally a “Gentleman’s Club,” that part of its name was dropped before the decade was out. Mercer had seen the future — not only of his own organization, but of

the very world — and wanted the group to be welcoming to any and all who shared the Society's values.

During their adventures, Æon Society members have encountered strange beings: from aliens and the undead to creatures from prehistory. They've made enemies of evil-doers, and fought in battles that grab both headlines and the public's imagination. Their inventors' wondrous gadgets are the talk of cocktail parties, salons, and university lectures. All this attention has caused some members to question the Society's policy of staying uninvolved and monitoring global situations from afar.

Mercer seems to have heard these concerns. He's begun steering the Æon Society away from the loosely-structured social club of its origins towards more of an official organization — one with stated goals and sanctioned missions. Becoming a multinational organization requires funding, time, and connections, which Mercer has in abundance. However, some of the Society's leadership disagrees with his methodology, causing some friction in the ranks.

Recruitment

The Æon Society seeks out the best and brightest, those who've laughed at the idea of having limits and blown right on past them. It's this drive for excellence and recognition of one's own potential that attracts the Society's attention. It gathers up geniuses, adventurers, inventors and innovators, and often those who make a splash in the newsreels. However, many others are artists and thinkers — people whose accomplishments don't get much front-page coverage, but whose new ideas and breakthroughs will influence music, philosophy, and science for decades to come.

Recruitment comes via personal invitation: a visit from a member and an offer to stop by a chapter house to meet other achievers. Members extoll the benefits of joining the Society to their recruits — access, funding, mentorship — but often they don't even have to start that speech. Spending an evening hobnobbing with some of the era's greatest minds is often sales pitch enough.

Though being Inspired isn't a requirement for joining the Æon Society, a high proportion of its members are. This is partly due to Æon Society daredevils' feats capturing the public's admiration. Mercer also sends Inspired members to meet those who are just discovering their own abilities, and to offer them the guidance and resources the Æon Society can provide.

Organization and Structure

The Æon Society began with two chapterhouses: its original home in Chicago and a branch in New York. In the decade since its founding, it has expanded to dozens of locations, including several overseas, with more on the way. Members can now gather in London, Paris, Manila, and Cairo as well as many different areas in the United States.

Max Mercer remains the head of the Society, sending teams on missions and keeping up to date on their briefings. While no other official hierarchy exists, members tend to defer to the founders on decisions that would affect the Æon Society as a whole. If the Ponatowski Foundation is up to no good (which they always are), Whitley Styles expects a report on his desk first thing.

Most day-to-day decisions and plans are made socially, over discussion at a chapterhouse or when a member of the Society puts out a call for help. Members share research and discuss theories, and that collaboration may spark a trip to the lab or a trip into the field to observe

unexplained phenomena. Every member, no matter how new or inexperienced, has the power to reach out to others.

Chapters host official meetings, though their frequency depends on the number of local members. Many meet monthly, but more remote locations elect to hold their meetings whenever enough members are in town, or if someone hasn't checked in for a while. Æon Society chapterhouses are always open to members. The potential for intriguing discussions and exciting plans virtually guarantees that people drop in when they're in town.

Members also mingle outside of the chapterhouse, whether at charity events, academic talks, or various fundraisers. These gatherings are also where they make introductions and members keep an eye out for potential new recruits.

The Society functions by using strategic teams to enact missions. Most teams are put together on the fly, but certain actions have gained team designations. The Triton team is always comprised of researchers and specialists, while the Neptune team is always comprised of first responders.

Goals and Methods

The Æon Society seeks to help all of humanity reach its fullest potential. They aim to get rid of anything or anyone standing in the way of that lofty goal, whether that's defeating evil-doers or dismantling the barriers that prevent people from achieving their ambitions. The Æon Society isn't likely to solve systemic racism in the next few decades — many of its members benefit from it whether they realize it or not, while others encounter it in their daily lives. However, the kernel of awareness is there, for those willing to examine their own privilege, to listen to members' lived experiences, and to work with them on a path forward.

In the field, the members' mandate is to conduct their research and exploration in a neutral manner: don't cause a disturbance; observe but don't get involved; learn but don't judge. It's easy to hold to these in the abstract, but when confronted with an angry dinosaur, sometimes you have to fight for your life. Likewise, when members come across an entity — human or not — doing harm, that mandate goes right out the window.

Teams form based on the skills needed for a particular mission, despite any normal designation. Anyone can put out a call for aid, and whoever is qualified (or up for an adventure) may respond. Max Mercer occasionally handpicks a team and sends them after a specific goal, often with the intention to introduce new members into the fold.

Recently, Mercer has grown more hands-on, deploying teams where he believes they can make a difference. Whatever ugliness his forays into the future showed him, he's not talking about. Publicly, the Æon Society holds to its standoffish policy, though several members have suggested that now is the time to use the members' collective power and influence to speak out against the rise of fascism in Europe.

Advantages

Æon Society members become part of an elite group of adventurers with a well-connected network. Even its most junior associates find themselves rubbing elbows with influential people in their own fields and beyond. This allows them to get their projects in front of decision-makers and grant committees and seek mentorship from distinguished colleagues.

If someone needs a contact within a particular company, government, or academic institution, chances are another member can make the necessary introductions, and if not, they know

someone who can. Members can find aid virtually anywhere the Æon Society has established its presence. This may take the form of another member calling in a local favor, or offering transportation and housing while a colleague is in town.

Money flows into the Æon Society from charitable donations, grants, patents, and private investors. Members' research and travel are easily funded, though the Society expects that money to be used wisely. Most members who have day jobs keep them, as the Society pays for meals while traveling, but not to keep one's home pantry stocked or mortgage current.

Additionally, members gain access to gadgets and tech well beyond what the public deems possible. Sometimes, they're asked to field-test an invention, or use a prototype before it's made available (cheaply) to the masses.

Why the Æon Society?

Games focused on Æon Society characters work well with mixed groups. Not every character has to be Inspired to excel, and the Æon Society embodies that belief. With members set up in strategic locations and the resources to travel, characters can go nearly anywhere in the world. If their Paths don't grant them access, someone else in the Society will open doors for them.

The Æon Society exists throughout the Trinity Continuum's history, so games involving its members can span the game's eras. **Adventure!** characters may plant seeds for the future, or games that started in the **Aberrant** or **Æon** eras may discover plots set in motion in their past.

Air Circus

Motto: Together, Everyone Soars

History

The Air Circus began as the "Carnival of the Air," a traveling air show whose performances spanned the United States, then extended into Europe and beyond. Its founder, Great War veteran and aerial stunt man, Jake "Danger Ace" Stefokowski, brought together other fliers, their crews, and families to entertain from above. Of course, if trouble didn't follow Danger Ace to a venue, he'd unearth it on his own. The carnivals were often threatened by dastardly foes and unusual happenings, which Jake and his crew thwarted with death-defying midair maneuvers. Their heroics won accolades from audiences, but Jake wondered how many *other* pilots had experienced similarly strange phenomena.

He corresponded with them, and began an informal information exchange network in the process. Letters poured in documenting odd encounters, and he realized it was time to join forces. Jake had flown enough missions for the Æon Society to recognize a mystery in need of chasing.

He arranged for a meeting in Kansas City, calling all interested pilots to attend. It was the largest Carnival of the Air to date, and drew such prominent aviators as Bessie Coleman, the first African-American woman pilot, and Amelia Earhart, who would soon enough be the first woman to fly solo across the Atlantic. Though the gathering was intended for allies only, the devious Doctor Zorbo sent his death balloons to attack. The pilots and their crews destroyed the balloons before they could harm the crowds watching from the ground. From that victory, the Air Circus was born.

Today, organizations like the Æon Society and the International Detective Agency hire Air Circus pilots to deliver packages and people, and to fly rescue missions in dangerous territories. While they often have pilots of their own among their ranks, Air Circus pilots' reputation for competence and crack flying put them in high demand for the most crucial and risky missions.

The United States Army was initially wary of the Air Circus. Its officials weren't sold on civilian pilots carrying out what it considers to be military maneuvers, but have had to grudgingly admit the Circus' teams saved an awful lot of lives. As the world's attention turns to Europe, many Air Circus pilots enlist in military service.

Recruitment

Can you fly a plane? Can you fix one? Can you talk a pilot safely to the landing strip while her cockpit's full of smoke? Maybe you're support staff, making sure everyone gets to the hangar on time, or you're the person whose photo is pinned inside the pilot's flight jacket. If you're any of the above, the Air Circus wants you.

The Air Circus has no formal recruiting process, relying on word of mouth, recommendation from friends-of-friends, and enthusiastic air show attendees to fill its ranks. A love of the skies and a clear head in dangerous situations are all anyone needs to join. Interested parties don't have to know how to fly from the get-go: The Circus' pilots and mechanics are willing to take new members quite literally under their wings.

Inspired members are most welcome — daredevils make excellent pilots, after all. Mesmerists can sense enemy's traps before the pilots spring them, and stalwarts can turn a stormy sky clear... or drum up thunder and lightning to stymie the opposition. As Europe moves towards war, wingwalkers, gunners, navigators, and spies join the Air Circus.

In recent months, the vetting process has grown a bit stricter. The short version is, or soon will be, "No Nazis."

Organization and Structure

The Air Circus' hierarchy is even looser than that of the Æon Society. Danger Ace is its de facto head, but he's more of a public figure than its official leader. He trusts each team to determine where they're needed, how to do the job, and how to get home safely. For larger operations, however, he's willing to fly at the head of the formation. Doctor Zorbo's attacks almost always draw Danger Ace into the sky.

An Air Circus team consists of one or two pilots, their mechanics and ground crew, and any necessary support staff. Frequently, the crew's spouses, children, or other family members are part of the team. Many are part of the crew itself: the pilot's sister is his best mechanic, or the aviatrix' girlfriend is also her wingwalker.

The pilots speak for their teams when it comes to decision-making, but normally they convey decisions reached as a group. For a team to function smoothly, everyone's voice should be heard, and their opinions taken under consideration. Communication is key, especially when a team is venturing off on a dangerous mission or heading behind enemy lines.

Any combination of teams may participate in an air show. The more planes in the sky, the more excited the audience. When the call goes out, whichever teams are already nearby or within a short flying distance respond. Since the Kansas City show, Air Circus organizers keep their eyes and ears open for whispers of trouble, and sound the alarm when it appears.

It's up to each individual team whether to take a job that's been offered. Often, if the challenge and money are right, that's all the incentive they'll need. However, if something doesn't seem right, or if the team suspects their potential employer would use them to do harm, they may refuse and spread warnings throughout the Air Circus network.

Goals and Methods

The Air Circus vows to stop anyone who uses the skies for evil, soaring in to save the day whenever danger threatens. This might mean intercepting and destroying a prototype drone before it can release a dangerous chemical over a town, requiring a steady-handed pilot to fly close to the drone and a wingwalker with perfect balance and a delicate touch to snatch it out of the sky. It could mean flying a reconnaissance mission to take photos of the villain's base of operations. Sometimes, it requires aerial battles in cutting-edge planes against an enemy in a sleek new model of their own.

It's not all fighting, however. The Air Circus' other main objective is to travel into new-to-them territories and explore strange phenomena. Intrepid pilots venture into places ground-based explorers can't reach, or carry them there faster than an overland expedition could, saving time and money. They spot ruins and wonders from high above, find a place to safely land, and keep the aircraft ready should the explorers need to make a hasty retreat to the safety of the skies.

Pilots in the Air Circus are aerial aces, able to execute complicated and often dangerous maneuvers to outfox enemies or sneak into contested airspace. However, they don't do it alone. The mechanic keeps the plane in tip-top shape. The team strategist studies maps and dossiers to chart the best routes for success. The radio operator relays crucial information and thinks three steps ahead, just in case something goes sideways. The pilot may get all the glory, but it's rarely a solo job.

Advantages

Over the years, the Air Circus has grown into one large extended family. Members happily share their knowledge and expertise with newer fliers, outlining their new maneuvers and charting favorable new routes on one another's maps. If one member's plane comes into the airfield a smoking, shot-up wreck, every mechanic in the hangar works together to get her flying again. Air Circus teams pool money and resources to keep one another in the sky — no one remains grounded due to lack of funds.

When other organizations invent new tech, they contact Air Circus pilots to test it out: navigation systems, upgraded engines, improved weaponry and communications. They put innovations through the wringer in the skies and report back with recommendations. The best pilots are tapped to test out prototype aircraft and new stunt planes. All of these come with their share of danger — if equipment stops working at 20,000 feet, sometimes all you can do is hope your parachute's not a prototype, too. Of course, being in the Air Circus means it's a risk most pilots happily take.

Why the Air Circus?

Games involving Air Circus teams can be full of light-hearted, thrilling adventure, or tense, risky spy missions. Players may wish to play one team, filling the various roles as a tight-knit group, or come together as several pilots headlining an air show.

Air Circus members travel the world, allowing players to explore different settings throughout the time period. Their stories are heavy on the action, whether that's showcasing a series of aerial battles, making stealth bombing runs on cloudy nights, launching rescue missions, or spearheading expeditions into the unknown.

Branch 9

Motto: Observe, confiscate, contain.

History

No one can agree which government first formed a Branch 9. The Americans say Teddy Roosevelt started it, the next step from his Rough Riders and paid for through slush funds and given the discretion to do whatever they need to. Their mission? To protect not just America, but all of humanity from the dangers of the unexplained. Others, however, believe that he stole the Branch 9 concept. The British claim they had their Military Intelligence, section 9, or MI9 years before the Americans. The organization was given leave from Parliament and funding from King George V's private accounts, making sure that the whole of the empire was not only prospering, but progressing. In the Soviet Union, Stalin claims they had been keeping an eye on strange happenings for decades before he turned Branch 9's focus towards keeping watch over his people. They were to ensure that advancements were shared with the state, rather than going to capitalist markets.

Whatever their beginnings, the organization is now a global phenomenon. While each originating nation believes they have control over their part of Branch 9, and to a certain extent they do, the organization itself has elected their own leaders and now operates outside of their original jurisdictions. Their stated goal is the protection of humanity, which means keeping an eye on the strange and monitoring the rapid advance of technology since the Hammersmith Incident. They seek out dangerous telluric technology or Inspired who they deem dangerous to humanity.

There are nine true leaders of Branch 9, seven from each continent, one that works with the League of Nations, and one who controls their Antarctic storage warehouse, The Ninth Circle, where the most dangerous information and technology is stored.

Recruitment

When Branch 9 hunts down someone they think could be dangerous, they offer him a choice: Join Branch 9 or sit in a cell in The Ninth Circle. What they do isn't personal, and if he chooses to join and add his talents and skills to their portfolio, then they can keep eyes on him. Inspired or otherwise, if someone is the absolute best at what they do, Branch 9 wants them, and wants to keep tabs on them.

While each Branch operative has different specializations, they all get the same basic training, which includes the following: hand to hand combat training with particular interest in grappling, code breaking and cryptology, proficiency in at least English, Spanish, French, Chinese, and Russian, firearms and explosives, and the arts of the confidence person and other skullduggery. Operatives forsake their true names when they join with their branch, donning up to half a dozen identities crafted for them at a time and juggling between them like a trained jester, an operative of Branch 9 can be anyone they need to be, sometimes at a literal drop of a hat. Internally, each agent uses an alphanumeric code in place of a name.

Organization and Structure

Branch 9 has a typical hierarchical structure with the nine heads at the top, each national head of agency under them, and then groups under them. Under normal circumstances, this separation would be regional, but that's rarely true. Most branches fall under British or U.S. jurisdiction even though they've infiltrated nations throughout the world. They just have the most funding.

In the halls of the League of Nations, rubbing elbows with the world leaders from all the superpowers of the age, is Operative Omega 1, Belladonna Montague. She has one of the most difficult jobs in the world: Talking on behalf of an organization that doesn't officially exist to people who aren't allowed to acknowledge their awareness of it, about topics that might spark a war between beleaguered nations. All with a woman that no one has any record of existing. If any one of these diplomats were asked to recall what she looks like, it's quite possible they would describe completely different figures, doubly so if the world leaders being questioned were in the same meeting with her.

The Ninth Circle, Branch 9's secure storage warehouse and prison near the southern pole in Antarctica is ran by Operative Omega 9, Dr. Zieorna, who is a talking gorilla from a Strange Place in central Africa. An advanced physicist, he's developed several energy weapons and concepts for telluric energy powered suits of armor before joining Branch 9. Within the Ninth Circle, so named for the Devil's home in Dante's rendering of Hell and equally inescapable, Branch 9 stores all manner of science that the current era is not ready to deal with.

Operatives Omega 2 through 8 each head up the chapterhouses in each continent and operate outside any single government interest. They only meet at the Table of Nine, held only once a year, to discuss global issues. Otherwise, each leader has ultimate power over their continental jurisdictions. At last year's Table of Nine, Omega 4, from Europe, Omega 2, from Asia, and Omega 1 come to an accord. They wanted to change the current practices from capturing and containing new and dangerous technologies, to instead utilizing them to prepare against future war in Europe. They were voted down by the other six members of the Table with loud admonishments from Omega 9. Regardless, shipments to the Ninth Circle from Europe and Asia have been on a slight decline in the months after this meeting.

Under each of the nine leaders are cells within their continents. Usually, only the division head for a government's version of Branch 9 reports directly to the heads. But, for places like Africa and South America, where the local governments do not know of Branch 9's existence, operatives report both to their continental representative as well as their governmental representative who has stationed them there. Then these leaders have cells under them and so forth.

Agents of Branch 9 have code names within the organization, starting with the Branch number, taken from the number of its leader, a Latin letter designation whose meaning differs between Branches, and a personal number designation. Dr Delacroix's personal assistant is Operative Nine-A-Four, for example, dispatched to China to talk to Operative Two-G-Seven as to why equipment the good doctor knows were seized from a raided Black Pacific stronghold, and why shipments of captured tech and scientists haven't been making it to the Ninth Circle. That said, Operative Nine-A-Four is, thus far, two days late for their last check in.

Goals and Methods

Branch 9 exists to keep a weather eye on those who would put scientific advancement before common sense and the safety of mankind. The organization works within every nation on the

planet, even those at odds with each other. With Inspired weaponry, dangerous developments, and most countries having no regulations on telluric research, Branch 9 ensures that death rays don't end up on airships and prevents megalomaniacs from ransoming the world by threatening to put out the sun. Or at least they try. Some of it gets destroyed or sabotaged before getting built. Those they take the plans for and secure them to never see the light of day again. Others they must capture, confiscate, and store in the Ninth Circle.

Mundane technology can do more than enough damage on its own, and scientists make advancements on that front daily. These pale in comparison to the horrors that supernatural technology might create. No government has regulations on what can be done in this emerging space, if they even acknowledge it at all. The world powers can blow each other off the map with weapons advancements since the end of the Great War, but they will do it without the strange energies of these new technologies as long as Branch 9 gets its way.

Meanwhile, running counter to Branch 9's stated goals of containment, Omega 1 has kept her eye on the movement of the global powers. She nudges here and pulls there, trying to position parts of Branch 9 who are loyal to her into a place where they are poised to strike and prevent the worse from coming to pass, or at least take advantage of it. If the Great War has taught anyone anything, it is that global conflict is the mother of innovation. War itself was completely different at the end of the Great War than how it began, and Omega 1 wants to ensure the right side has a leg up. The problem is no one knows who Omega 1 thinks the right side is.

Advantages

Support from Branch 9 can get operatives into nearly any high society or government function, along with a suitable cover identity. An agent can expect fine clothing, luxury homes, and meals while on the job. Anything to get her closer to the mesmerist who is conning the wealthy elite of Manhattan to fund his secret lab. If she needs clearance to review a company's plans to develop a new poisonous gas the likes of which would put the clouds over the Somme to shame, she has it.

Furthermore, with training and experience, some of the items and sciences that Branch 9 confiscated in the past may be available to their operatives to use. Technology that might very well seem better suited for the pages of *Weird Tales* than walking the streets of Paris, Tokyo, or Leningrad are at an agent's disposal, to ensure even more outlandish items don't fall into the wrong hands.

Why Branch 9?

Branch 9 are a Men in Black style overwatch group that track down dangerous science and weird inventions. They spend their days dismantling death rays, taking down people looking to tear the barrier between this dimension and the next, and policing the super science of any number of cultures.

Because of their extra-nationality, your character doesn't have to engage with the politics of the region wherever the next villain crops up. Your character is often above it, given clearances that creates space for you. You only have to let it affect your character if you want to, and generally only need to deal with it for short periods before moving on to the next agenda.

International Detective Agency

Motto: You See, But You Do Not Observe

History

The International Detective Agency was founded in London near the end of the 19th century. Criminal enterprises were no longer restricted to local outfits, their crimes crossing borders and spanning continents. Jewel thieves funneled stolen goods out of the country. Kidnappers bundled their victims on ships and airplanes, taking them far beyond Scotland Yard's reach.

A singular factor brought together the sharpest investigative minds in the country, providing those intrepid inspectors with dossiers and the charge to solve the crimes detailed therein. This founder was C. Auguste Dupin, whom IDA members dubbed "The Old Man." He was old when he started the IDA, and he's even older now. Many IDA members question the fact that he's still alive and kicking, though he has faded out of the public eye in recent years, keeping the moniker Old Man as the only one the newspapers are allowed to use.

Among the IDA's founding members were Ignatius "Paddington" Pollaky, a Hungarian immigrant who set up a private inquiry service in London, and his colleague Jack Whicher — whose work in London's Detective Branch would go on to inspire several fictional detectives. In the United States, Pinkerton agent Kate Warne and deputy U.S. Marshal Bass Reeves were vital consultants on IDA investigations.

Prominent modern IDA members include French detective Marcel Guillaume and Lucy Hebron, protégée of Sherlock Holmes. Hebron maintains dual membership in both the IDA and the Æon Society. Holmes himself is nominally an IDA member, though he's rarely in touch.

Today, the IDA has offices around the world. Its detectives call such cities as Rio de Janeiro, San Francisco, New Delhi, and Istanbul home, and minor offices exist on every continent. Every branch provides contacts, allies, and resources for visiting detectives to rely upon, and does a steady business working local cases. Their connections are the envies of governments, who are unable to respond to threats as nimbly as the IDA's Irregulars in the area. This lack of governmental oversight is, perhaps, the IDA's greatest strength, allowing it to react swiftly to developing situations without having to wait for approval from higher-ups.

Any private citizen who can afford them may hire the International Detective Agency's investigators. They take on cold cases, root out crime rings, and act as bodyguards to citizens the police have failed to protect. Irregulars don't consider themselves at odds with local law enforcement — in fact, many agents were once police officers and attorneys in their home cities. Irregulars often work *with* those agencies, acting as auxiliary police officers or consulting on ongoing criminal investigations.

Recruitment

The International Detective Agency recruits many of its members from police officers, detective agencies, private investigators, and prosecuting attorneys. However, having a background in law enforcement isn't the sole criteria for a potential recruit. The mark of a good member isn't the number of cases they've solved or crimes they've prevented. Instead, an individual's strong moral compass and unerring dedication to doing the right thing draws the IDA's attention.

An Irregular compiles a dossier on their subject. This includes their education, employment, and accomplishments, plus a write-up on the valiant qualities the Irregular has seen them display. The regional Old Man reviews the file and decides whether or not to issue an invitation.

Once a recruit accepts the honor, she's trained in IDA methods. She learns how to get in contact with other Irregulars and IDA branches, and studies the agency's procedures and policies. Her sponsor is responsible for training her in any additional skills, including tailing a suspect, hand-to-hand combat, and the art of disappearing. As Irregulars come from countries across the globe, they share their methods with one another, teaching new tactics and investigation techniques to their colleagues in other branches.

The IDA welcomes the Inspired in its ranks. Daredevils and stalwarts make excellent field agents, and mesmerists excel at interrogation.

Organization and Structure

At the head of the International Detective Agency sits London's Old Man, C. Auguste Dupin. He shapes the organization's structure and sets down its rules. Few members ever see him in person anymore, and proxies deliver the Old Man's orders to the various offices. Some worry that he might have passed, though the people closest to him know he has another reason from hiding from the public eye.

Each regional IDA office has its own Old Man, many of whom are former police officers, retired detectives, and lawyers. The number of detectives reporting to each Old Man depends on the region's size. Some branches have only a handful of active Irregulars, while others in cities like New Delhi or San Francisco, may have two dozen agents or more.

IDA operatives call themselves Irregulars and hold one another to the highest standards. While excellent police work and investigative skills come with the job, an Irregular's heart is as important as her mind. She must always display an impeccable moral compass, which isn't always easy. Criminals attempt to sway Irregulars with bribery, threats, and blackmail, testing the Irregular's mettle. Agents learn to check in on one another, not only on the lookout for signs of corruption, but also sensing when their fellow detective needs their support. It can be a lonely job, but that doesn't mean an Irregular has to be alone.

Offices share information and resources with one another freely. If a criminal active in London is planning a heist in Budapest, the telegraph wires sing with warnings. Detectives following a trail across borders can count on help from the closest IDA office, whether that's in the form of cash and cars or pulling strings with local authorities.

Goals and Methods

The International Detective Agency seeks to deter crime and solve mysteries regardless of political borders. They form connections with local law enforcement, and generally aim to nurture good relationships with their city's officials.

On occasions where an investigation puts Irregulars at odds with the authorities, the Old Man steps in after the fact to smooth any ruffled feathers — whether that means a formal apology or a donation to the policeman's ball. Unless, of course, the local authorities have fallen prey to corruption themselves. In those cases, the Old Man may direct the Irregulars' efforts towards rooting out the cops on the take and the politicians paying (or accepting) bribes.

Irregulars most often work alone, chasing down leads and surveilling suspects on their own. However, some prefer to work with partners and protégés, allowing them to cover more ground, bounce theories off one another, and have another set of eyes peeled for clues. Holmes has Dr.

Watson; Lucy Hebron works with Cian Hayden. Some teams take on a third member, though it's rare any group gets larger than that.

IDA operatives use a combination of detective work and espionage tactics in their investigations. They perform background checks, investigate fraud cases, and follow the money wherever it leads — whether that's to a criminal outfit's backrooms or corporate boardrooms. They also take on smaller, more personal cases: researching divorce cases, working as bodyguards and armed messengers, and recovering kidnapping victims. Much of this is mundane legwork, as they delve into records and tail their suspects. However, the Old Man's contacts can also grant Irregulars access to cutting edge surveillance technology, beyond anything modern police departments can provide.

Advantages

The Old Man has a great deal of personal connections, as do several of the prominent members and Old Mans throughout the organization. While they are not swimming in money, they have enough to help out an Irregular in need. Some of the most prominent Irregulars make a great deal of money on their investigations, which are subsequently shared with the rest of the IDA. Members have some access to that money in need, within reason. They may not be travelling in first class railway cars, but they can afford three square meals a day and good quality whiskey over the course of an investigation.

Irregulars have access — either through the contacts they've built up themselves, or through those their IDA office can call upon — to public records. They can pull fingerprints and rap sheets, and track down a suspect's last known location. If a detective's own regular informants don't have scuttlebutt on a crime, chances are one of their colleagues' sources will turn something up.

Traditional surveillance methods can get an Irregular far, but when she combines her skills and experience with new technology fresh from Æon Society scientists' labs, criminals ought to start quaking in their boots. Devices that make it easier to eavesdrop from afar, cars that can turn on a dime and stay on the target's tail, and new methods for processing evidence all enhance an Irregular's already-formidable capabilities.

Why the International Detective Agency?

The International Detective Agency is an excellent organization for players who want to tell mystery and espionage stories. They may solve Sherlock Holmes-inspired murders, thwart a high-society heist, or tell a hard-boiled tale set in New York or Los Angeles. As members of a global agency, Irregulars can fit in anywhere the clues take them.

In a mixed group, IDA characters might have detailed information on local troublemakers and their hideaways. They excel at Storypath's Procedural area of play, spotting clues and making impressive logical leaps. They're no slouches at Action-Adventure, either — villains tend to have itchy trigger fingers and getaway drivers at the ready.

The Order of the Stars

Motto: A light in the dark

History

Since the Hammersmith Incident, people with amazing abilities have appeared all over the world. The varied countries of Africa are not any different from any other place in this regard. Though the child of merchants, from their teen years, Casablanca native Rabia Al-Harrak knew they were different from others, for they had an empathy that pushed past just an open heart and understanding, but gave them insight that allows them to know things about the people they focus on. They learned later the term mesmerist, but they could also see the spark of potential in others.

Their father didn't survive the Great War, and their mother couldn't stand the loss. At the age of twenty, Rabia had their family's modest wealth and no interest in commanding a shipping and merchant company. Taking a hands-off approach to that, they instead looked for others like them. In that search, they found Allegiances from America, Europe, and elsewhere, were doing the same. When those Allegiances found Inspired Africans, they convinced them, or otherwise deceived them, to leave Africa to help everyone but themselves and their people.

Within the year, Rabia used the wealth from their parent's shipping company to convert their ancestral home, a small manse in the ritzier part of Casablanca, into The Brahim and Zara Al-Harrak Home for Wayward Youths. On the outside, it appears to be an orphanage for children from all over Africa, especially from places ravaged by the Great War and the proxy wars of colonial powers. Within, Rabia housed and trained Inspired from all over the continent, an enterprise that started slow, but has quickly taken off in the past two years with the addition of two additional leaders. Within that time, her work spread to Europe and even America.

The Order of the Stars seeks to protect African Inspired from predation from colonial powers, and train them to control and hone their gifts so that they can go out and help others. Already, less than five years since the opening of the Home for Wayward Youth, another base, this under the cover of a civic organization in Pretoria, South Africa, has just been opened, and Rabia is looking into ones in Alexandria, Egypt, and Mombasa, British Kenya.

Recruitment

From Casablanca to Alexandria, Cape Town to Monrovia, Order members keep an ear to the ground for anyone displaying feats of wonder or the impossible. Regardless of which country they come from, if they are of African descent, the Order is willing to house and train them to control their powers, in the least, and focus them to perfection should they be willing to stay and help out the Order. Most members are stalwarts and mesmerists, but Rabia can sense daredevils as well.

No one would disbelieve that the white man's world holds few wonders for anyone who isn't also white, but Rabia finds they must convince Inspired to forgo groups like the Æon Society in favor of the Order of the Stars. Rabia sends each prospective member a personal message, and when they can, Rabia makes the contact. They offer safe housing, schooling, and a stipend for them or their families, which usually makes the choice not difficult at all.

This includes not only children but adults as well. People who would otherwise remain illiterate and impoverished while colonial powers exploit their strength or gifts, find opportunity with the Order at any age. Many who come to it as adults impart important lessons of how to use their gifts in practice to younger members.

Organization and Structure

While Rabia has fingers in every Order pie, they can't be everywhere at once. They positioned their first two students, Zooberi Mwagni and Xolani Tshabalala, as the head of the two main hubs of the Order, Mwagni is in Casablanca, and Tshabalala in Pretoria. To go along with their covers, Zooberi Mwagni is outwardly the headmaster of the Home for Wayward Youths, and Xolani Tshabalala is the director of the Pretoriaanse Raad van Vriende, or Pretorian Council of Friends. To the everyday citizen of South Africa, the PRV advocates and raises funds for schools, work training programs and the like, while doing the Order of the Stars work behind the scenes.

Membership varies in age from ten years old to adulthood, the latter often taking care of the former. Students learn from scholars paid through Rabia's wisely invested wealth. Rabia and those who have completed their training help the children and new recruits gain mastery over their Inspired abilities. Order members range from all the countries and colonies of Africa, and recently even some American, British, and Caribbean ex-patriots. Regardless of where they currently live, Rabia extends a home for any Africans who want to join.

Rabia keeps their organization's true purpose a secret, knowing full well that colonial powers in Africa would come down on them hard for denying them an exploitable resource. As much for their safety and that of the people it helps, the secrecy of the Order of the Stars is paramount. Its members avoid using the word Inspired, using Stars instead to throw off those in the know. Both the Home for Wayward Youths and the PRV have multiple routes to and from the structures as well as nearby safehouses should the worse come to pass.

Goals and Methods

The Order of the Stars has a simple mission statement: Protect African Inspired from colonial exploitation. This has since been expanded to all people who were descendants of African slaves or immigrants all over the globe. They have slowly reached out to community leaders from all over the world, including those in the NAACP, to establish connections. They all understand Rabia's mission, and why it must remain a secret, even as word of it spreads in hushed tones around the world.

For the most part, their work and information flows through word of mouth via a vast global network they have established. It's not difficult to hear stories of a brilliant child who calmed a dispute between workers and their farm owner while still in grade school, about the daring Maasai youth who was the youngest in history to attempt and succeed at hunting a lion on his own, becoming a warrior. When such stories reach the Order, they in turn send out queries for information, and a group of three envoys, one with a welcome package and two who would serve as bodyguards and aides, to the person. They interview the person and assess if they have Inspired Gifts. They have devised many subtle ways to detect mesmerists and stalwarts, though they require Rabia's gift to find daredevils.

After this, prospective students travel to either Casablanca or Pretoria, where they train in how to control and then master their gifts. They gain access to other Inspired who can help them, and a world class mundane education. Even daredevils, despite not being able to control their luck-based abilities, still gain benefits from watching mesmerists and stalwarts training with their gifts. Everyone learns the Order's history and its goals, and is offered the chance to join, or return to their lives. Through this, the Order instills a sense of togetherness and community as a shield against those who would take advantage of them.

Those who do not stay to teach new members either return to their communities to use their Gifts to uplift and aid them, or scout for new bases for the Order in other sites around Africa and the diasporic world at large.

Advantages

The Order of the Stars reaches all over Africa and into the black communities in other locales as well. These communities are as varied as any other and come to each other's aid in whatever way they can supply. They know the ins and outs of their local areas and have further connections that members can utilize should they require it. Someone's auntie might know where a pair of Inspired twins can be housed for two days until they can get on board a ship from the Caribbean back to Morocco. Someone else may know where members can get a good deal on equipment to save someone from a human trafficking ring before they get shipped off to who knows where. In almost any locale, members have support, even far away from Casablanca. Furthermore, Order members are some of the most educated people you'll find, rivaling so-called geniuses from European nations.

Why the Order of the Stars?

The Order is a group of disenfranchised people doing for themselves in a world that systematically keeps them down. At best, it won't give them anything, and at worse will use them and throw them away. Play in the Order of the Stars to tell stories of young Inspired finding themselves, and using their abilities to protect themselves, their homes, and their families and communities. Play a Star to tell stories of people of color in a genre that is usually primarily white.

Le Salon des Femmes Nouveaux

Motto: We Are the Future of Humanity

History

Le Salon des Femmes Nouveaux is an international alliance of women who aim to take control of their own destinies, while empowering women around the world to recognize and reach their own potential.

All over the world, women fight for rights, freedom, and autonomy. Certain doors are still closed to them: in the workplace, in academia. Men take credit for women's work, or scoff at the idea they can *do* the work in the first place. In every country, women are the victims of abuse and discrimination.

Every day, women push back against those who try to keep them down. Accomplished women look for opportunities to help those who need a hand up the ladder. Survivors lend aid to victims, and work to set their sisters free. Sometimes, shouting *yes* at the men who'd tell you *no* is the answer. Other times, it's best to ignore the *no* entirely and do what you'd set out to do anyway.

Minh Truong founded Le Salon des Femmes Nouveaux, though no record of a person with that name exists. Truong survived an attack on her village in Cochinchina, where bandits murdered the missionaries stationed there and took the women captive. After escaping, she dedicated her life to freeing the oppressed and preventing future atrocities. Truong deeply believes women will redeem humanity; men can help or get the hell out of the way.

Truong was joined early on by Josephine Lynch, a member of the Æon Society with a background in humanitarian aid who helped lay the foundations of the Femmes Nouveaux' network.

Members of the Femmes Nouveaux appear anywhere their help is needed. They've mounted dangerous rescue missions, breaking up trafficking rings the authorities deemed too difficult or low priority to deal with. They provide safe transportation and new identities for those they liberate. The Salon also works on a quieter level, putting proposals in front of politicians, funding women's education and research, and investing in their burgeoning businesses. They support women's labor movements with bodies at rallies and picket lines, and ink in newspaper columns.

As Truong ages, some members have begun discussing who might follow her as the Salon's leader. No definite candidate has come forward, and Truong herself has yet to suggest who she envisions as her successor.

Recruitment

The Femmes Nouveaux welcome people of all experiences and abilities in their fold, provided those members always strive toward excellence. They bring warriors, scholars, teachers, doctors, and artists into the Salon, believing that every individual's talents can be leveraged to make the world a better, safer place.

Some join the Salon after encountering its members in some form. They may be women the organization saved or set free. They may be workers at a factory the Femmes Nouveaux visited to make working conditions better. They may be volunteers for charities headed by Salon luminaries. Others are the brilliant minds and voices of their time, who Salon members approach with a pitch about helping their sisters around the world.

Women who need or want further training may spend time at the Salon's Vietnam headquarters, or at one of the handful of other compounds the group owns. Almost all members meet Minh Truong in person early in their membership: The Femmes Nouveaux' leader makes it a personal point to know the strengths and skills of those she commands.

The Salon actively recruits the Inspired. Their superior skills are valuable in the field, and their genius can be put to work improving women's lives on a global level. Mesmerists especially help add to the Femmes' mystique, erasing the moment of a cell's departure from her target's mind.

The Salon is open to people of all genders. Contrary to what other organizations believe, even men may be part of the Femmes Nouveaux.

Organization and Structure

The Salon's main headquarters are located deep in the Vietnamese jungle, from which the aging Minh Truong issues orders and oversees new members' training. Other branches and safehouses exist throughout the world, many of them in rural areas well away from big cities. In these places, women the Salon has rescued can heal and recover in peace. Their locations are kept secret from anyone who isn't a member.

The Femmes Nouveaux are organized into cells whose sizes vary based on the mission at hand. A small cell of three to five operatives can form a strike team to extract a kidnapping victim, while several cells might band together to disrupt a larger enterprise. Cell leaders review plans

with peers in their area on a bi-weekly basis, determining where resources are needed and what plans require alteration.

Les Femmes Nouveaux' organizational structure is largely decentralized, a decision Minh Truong made intentionally. If anything were to happen to her, she wanted to be sure her people could continue their work without her. For this reason, the majority of Salon cells operate independently. The organization's leadership trusts the women it puts in place to determine their community's needs, and grants them the autonomy to act. Occasionally, however, Minh gets directly involved. She calls attention to a problem in need of solving, points a hand-picked team of operatives at it, and expects results.

Cell leaders ensure their members could pick up and leave on a moment's notice — a versatility that's come in handy several times since the group's inception. Other organizations joke that the Femmes are also ghosts, with how easily they can disappear. It's a protective measure, keeping themselves and their charges out of enemy's hands, but the Femmes Nouveaux don't mind that it also adds to the organization's mystique.

Goals and Methods

The main goal of Le Salon des Femmes Nouveaux is no less than the redemption of humanity itself. Women are the catalysts for such a task; through their excellence, humanity is saved. Yet, the world over, men abuse and exploit women. Les Femmes Nouveaux dedicate their energies toward liberating such women and bringing them to safety, and promoting societal change.

In the field, les Femmes Nouveaux are masters of covert operations. They infiltrate their targets' bases with one set of objectives in mind: get in, free the victims, get out. If a few captors' skulls get cracked along the way, that's merely the price of doing business. Members of other Allegiances have tut-tutted at les Femmes Nouveaux for their use of violence, though such admonishments tend to be steeped in sexism: They show concern for the abusers, but didn't help the abused? The Salon has some ideas where they can stuff their wagging fingers and clucking tongues.

Post-rescue, les Femmes activate their network of contacts, allies, and resources. They facilitate reunions for women who wish to return to their families. For those who can't go back — whether because they'd still be in danger or wouldn't be accepted back home — they provide safe passage to other cities and countries, setting the women up with new identities and funding the start of their new lives. The Salon recognizes that the rescue doesn't end with escaping the captors; they keep tabs on the women they've helped, offering access to support and counseling for years to come.

While daring rescues and clever getaways are the Salon's trademark, its members also perform quieter, behind-the-scenes work. They support women's causes from afar, channeling money toward humanitarian aid, mobilizing the power of the press to raise awareness of women's issues, and funding women's education around the world.

Advantages

Joining Le Salon des Femmes Nouveaux opens up a world of opportunities. At their various headquarters, the Salon provides training in combat, espionage, and field medic duties. It subsidizes — or flat-out pays for — members' educations in their chosen fields, and places them in jobs where they can put their skills to work. In return, Minh Truong and the Salon leadership demand excellence and dedication to the organization's causes.

As essential as the Salon's financial support is for individual achievement and missions in the field, perhaps the most valuable thing it provides is its community. Salon members support one another, both emotionally and socially. They provide opportunities for one another, and are sources of strength and compassion. Experienced members of les Femmes Nouveaux act as mentors for those who've recently joined.

Anywhere a member goes, she can call upon a nearby cell for shelter and protection if she finds herself in danger. She can also rely on the Salon's network to open doors for her and make the necessary introductions to further her goals.

Why Le Salon des Femmes Nouveaux?

Games featuring Le Salon des Femmes Nouveaux can range from gritty espionage stories to heroic tales of rescue, or may dip into heist-style corporate intrigue stories. The Salon has a deep interest in changing the world for the better, and shines the spotlight on characters of marginalized genders doing good and gallant deeds.

Lesser Allegiances

Though smaller in size or scope, the following organizations are just as active in the world of **Adventure!** Each of these allegiances actively recruits Inspired membership to achieve their goals. While these organizations may not have the resources or prestige of the Æon Society or Branch 9, they do provide support, allies, and a sense of purpose to the Inspired who join them.

The Archivists

Motto: Words Are Power

History

Ancient scholars chronicled their civilizations' achievements, preserving their historical records, scientific observations, and religious practices for future generations. They carved their stories into stone, scratched them out onto papyrus, and brushed their letters onto scrolls. Then wars, sicknesses, invasions, and colonizers swept over them, destroying many of these records. Conquerors forbade indigenous people from passing down their language, and as those tongues' last speakers died out, the knowledge might have died with them.

Except for the Archivists. Individuals from the affected groups hid what texts they could rescue from their invaders' destruction. They buried it, smuggled it away, or whispered stories amongst themselves in forbidden languages. They passed down the locations of abandoned ruins and gifted descendants with their secrets. Now, as archaeologists from Europe and the United States seek to explore some of the same ancient civilizations their ancestors exploited and enslaved, the Archivists race to recover and restore that knowledge first.

While people all over the world have been doing similar and simultaneous work for centuries, advances in communication and technology over the last 150 years have helped bring them together to create a formal organization. In the early 1800s Rodrigo Kan, a Q'eqchi' Maya man from Guatemala, founded the Archivists as they're known today.

Archivists prioritize the work of native and indigenous peoples, and where they can, keep artifacts in their countries of origin. Often, they've butted heads with European expeditions, whose archaeologists take sacred texts, pottery shards, and other items from dig sites to display in museums and private collections.

The organization seeks to restore and reconstruct ancient languages and knowledge. While they believe in sharing what they learn with the world, they are selective about who they work with, and draw up careful contracts with any partner organizations.

Organization and Structure

The Archivists are a network of scholars and explorers, with no official overarching leadership. Each country or people runs its expeditions autonomously, and has final say over how, when, and with whom they share their discoveries. In recent years, some of the top scholars have come together at archaeological convocations, to meet and compare notes on their efforts.

Recruiting is mostly word-of-mouth. Archivists seek candidates who are eager to learn and are passionate about culture and history. Local guides are valued for their familiarity with the region's ruins and tombs. An Archivist *can* come from different cultures than the regions they're exploring, especially if another Archivist vouches for them. Without that prior vetting, it may take time for them to earn their colleagues' trust.

The Archivists don't actively recruit Inspired members, but they are welcome within the organization's ranks. Daredevils lead expeditions into forgotten ruins. Mesmerists join them, sensing and disarming traps laid centuries or millennia ago, or following Telluric Resonance to hidden artifacts. Where a mesmerist might disable a trap from a safe distance, stalwarts put their bodies on the line so their colleagues may pass safely. They also act as bodyguards, protecting their teams from rival expeditions and making would-be tomb robbers think twice.

Advantages

Though they're often pictured as bookish weaklings, Archivists are eager and able explorers. They bring vast scholarly knowledge to every dig site and share what they've learned with their peers. The organization's members share contacts with one another. Sometimes this is as commonplace as introducing two scholars whose research intersects, or pointing wealthy benefactors in one another's direction. In more recent years, Archivists have also pooled resources to hire lawyers and security details to retrieve illegally removed artifacts, or fight against governments' attempts to drive indigenous communities from their ancestral lands.

Archivists possess excellent survival skills. Ruins rarely have running water or electricity, and the path to reach them in the first place is often treacherous. Members have access to any necessary exploratory gear they might need, but they also learn to sleep rough, eat simply, and always be on the alert for impending danger.

Why the Archivists?

Archivists are brave explorers with a scholarly bent. If you want to venture into mysterious and forgotten places, seek out ancient mysteries, and restore and protect lost knowledge, the Archivists may be for you.

In a mixed series, Archivist characters may join or lead an expedition, or offer scholarly insight on texts that confound other organizations. Their local knowledge proves essential to rescue missions, and their survival skills are second to none.

Artisans of the Verse

Motto: Beauty to Art. Art to Understanding.

History

Founded in 1932 in Adelaide, Australia by poet, sculptor, and world traveler Rose Gleeson, the Artisans of the Verse is an activist organization hiding in the guise of an art club. Wherever people are being oppressed, abused, marginalized, or colonized, the Artisans of the Verse have a properly maintained art gallery fronting for a growing rebellion, activist movement, or relief center. The Inspired members of the organization go further to seek out and oppose those who would abuse telluric energy and use it to cause destruction and pain.

The Artisans of the Verse are a young organization with limited membership. Rose's vision requires disciplined people with a specific set of skills. They must both be able to maintain the artisan front and provide proper aid. Rose takes personal responsibility for vetting each potential invitee, basing her decision on their artistic skills, political leanings, and skills. Rose's major focus is advocacy for Aboriginal rights and the bulk of Artisans are indigenous Australians. She is aghast at the rising Fascism in Europe, and feels for the colonialism in Africa, and is trying to actively recruit members in those continents to spread her work there.

In the short span of the Artisans' existence, members have worked to change legislation, provide aid and relief to refugees, and study and experiment with telluric energy to understand its dangers. The Artisans cloak their activities with gallery openings, free art exhibits, and unconventional art installations, which usually draw in the very state legislators Rose seeks to sway the opinions of. So far, the work is slow, and mostly in Australia, but Rose has hopes and dreams of expanding worldwide.

Organization and Structure

The central base of operations for the Artisans of the Verse is the Visions of Tomorrow gallery in Adelaide, Australia. Rose Gleeson owns and operates the gallery. In addition to showing her own work and that of indigenous Australians, the gallery provides a neat meeting space for Artisans to discuss business. Rose's poetry, sculpture, and skill as a curator have afforded her enough wealth to fund the Artisan's goals, but she relies on patrons and donors to take on more ambitious projects.

In addition to Rose's gallery, the Artisans have galleries in three other locations: Adelle Larssen, a poet from Gothenburg, Sweden, runs the gallery there which is actively working to assist Jewish people to gain admittance into France and England. Jedda Orley, an indigenous Australian painter runs the gallery in Sydney and organizes indigenous advocacy groups. Aroha Tuhaka, a Māori singer and dancer runs a gallery in Auckland, New Zealand and has long worked for Māori rights now focuses on helping her people rebuild after the earthquake that shook the island.

In each of these galleries, Inspired members split their attention between their activism and scientific inquiry to telluric energy. While some create telluric energy powered inventions, most seek to understand what other scientists are doing, so they can know when to target dangerous actors. Their biggest foe is the Rational Experimentation Group, who seeks to gain admittance to New Zealand.

Advantages

The Artisans of the Verse are a niche group with a narrow focus. Their involvement with the arts positions them to have strong connections to high society. While the members may not all be wealthy, most Artisans entertain wealthy patrons who are eager to fund their favored artist's next

project. Their artistic endeavors are not just for show, and they use their skills to gain wealth and fame enough to have the ears of important people.

Members of this organization have access to underground resistance groups, special aid groups, and underground agents. They also have access to crafting materials for telluric energy devices at their disposal. Many members may obtain or create these devices for other members, all in the pursuit of keeping them out of the wrong hands. These are frequently shared and traded between members.

Artisans have a built in safehouse in the guise of the galleries they work under. These are fully stocked for anyone to live in for a short time and provide excellent cover when traveling abroad. Artisans help each other out. So if one member is down on their luck, or doesn't have the requisite contacts for a particular problem, another Artisan is sure to have what she needs and freely give access to it.

Why Artisans of the Verse?

Artisans of the Verse are both optimistic entertainers, and devoted activists. They are skilled individuals who are quick to draw inspiration from the world around them and have hope for a future they can shape. Play an Artisan if you want to act to help marginalized groups, use fame and fortune to help out the less fortunate, or engage in high society as a covert agent.

In a game featuring characters from multiple organizations, the Artisans can fit in other groups readily as experts on art and culture and crafters. They work well with groups like Branch 9 in their shared goal to remove dangerous telluric energy devices from the world and the Æon society in their goal to help the less fortunate of the world.

Lodestar

Motto: Hope Is a Beacon

History

No one is sure this organization even exists. They are nothing more than a rumor. They're a tall tale told in Air Circus hangars and they're the trail gone cold that makes even the best International Detective Agency member furrow her brows and stare broodily into the distance. The Æon Society has found records of their appearances as far back as the late 1700s, but other, earlier events suggest this group has been in business far longer. Its agents have a way of appearing at the right place at the right time, intent on averting disaster or saving the day.

Max Mercer himself has occasionally been noted in the group's presence. His older journals dub them as "Lodestar," though whether it's their acting moniker or a codename Mercer assigned is unclear. Some of the Æon Society's principles take heavy influence from his notes on Lodestar, though with Mercer's ability to slip into different times, it's possible he had a hand in shaping Lodestar as well.

Lodestar agents seek neither accolades nor glory. They arrive at the scene of a crime about to take place, or at the site of their target's secret weapon test, do their job, and disappear as quickly as they arrived. On the rare occasions an agent is captured, they disappear from custody within a few hours. Whether they're simply Houdini-like escape artists, have access to superior tech or Inspired abilities, or have simply placed bribes and planted getaway drivers for every contingency is a matter of scholarly (and often frustrated) debate.

In the last decade, they've grown more visible. Agents appear alongside other Allegiances' operatives, offering a helping hand before vanishing once more. Sometimes they're helpful, marking an elusive foe's hideout on a map. Other times, they swoop in and steal the very same prototype another party of peacekeepers is after.

Organization and Structure

Lodestar has one central leader, an anonymous benefactor and director who goes by the name of Pharos. Teams composed of three to five people work independently, acting on orders Pharos sends. His communiqués detail the missions: where they're headed, who the targets are, what the objective entails. Any required resources await the team at their destination. Unless Pharos sends several teams on the same mission, communication between members outside of their own group is rare.

Lodestar recruits people from all walks of life. Having a propensity for bravery in the face of danger and doing the right thing at personal risk are key. Some recruits come to the organization well-trained and full of experience, but others aren't aware of their own potential until Pharos contacts them. *Pharos* sees their promise, and that's what matters.

Most Lodestar teams contain at least one Inspired person. Outsiders suspect it's their aptitude at manipulating telluric energy that gives Lodestar agents their mysterious edge. While there's certainly a kernel of truth to this, Pharos also assembles teams intentionally, assigning people who will work well together, embolden one another, and work as a cohesive unit — Inspired or not.

Lodestar teams don't care to take credit for their deeds. They're happy to leave criminals incapacitated and restrained in a spot where the local authorities can find them, usually with evidence piled up beside them.

Advantages

Working closely with one another in high-stakes situations helps members of a Lodestar team form tight bonds (**Trinity Continuum Core Rulebook**, p. 87) with their colleagues. They tend to anticipate one another's actions without needing much discussion. In practice, this might mean catching a friend's arm as they make a wild leap, or following their teammate's lead as they bluff their way through a conversation.

Pharos provides any resources the team might require for a mission. This covers not only lodging and meals, but also includes things like invitations to exclusive events, ID badges for a facility the team needs to infiltrate, and dossiers on key targets. Pharos' influence is far-reaching; teams find people willing to perform small favors for them wherever they go.

The team may also receive high-tech weapons and other gadgets to help them with the job at hand. All such items must be returned upon the mission's completion.

Lodestar operatives receive three dots in the Covert Edge during missions.

Why Lodestar?

Games centered around a Lodestar team lets players carry out clever heists, like those depicted in Leslie Charteris' *The Saint* series. Their mysterious benefactor provides exciting and varied missions, where resources aren't an obstacle.

For mixed group games, Lodestar characters may be assigned to work alongside other groups, lending their aid in a pinch. Pharos may still give those characters their own hidden objectives, providing opportunities for extra intrigue.

Miscreants and Evildoers

Not all Inspired apply their gifts to altruistic ends. The following organizations work as antagonists and foils to the heroes of **Adventure!**. Members of these groups leverage their Gifts to pursue diabolical schemes and forward criminal agendas.

The Contedorri

Motto: Peace is Fleeting. War is Eternal.

History

Intelligence agencies the world over have heard stories of the mysterious "King of the World" and his criminal empire, the Contedorri. Some say the Contedorri is a secret military that has been ruling Europe from the shadows since the middle ages, others that the King is the heir to the Holy Roman Empire while, yet others claim the group is actually run by the Ubiquitous Dragon.

In truth, the Contedorri is a relatively new organization built from the ground up by their ruthless and enigmatic leader, King of the World, into the largest exporter of violence and arms in the Western world. Few have ever seen the King's face, fewer still have done so and lived. If more people had, surely the greatest secret of the Contedorri, that the King is a Queen, would be in the open.

The story of the Contedorri begins and ends with one of the wealthiest women in all old Europe, Lady Argentine De Winter. The Daughter of exiled French nobility, her grandfather, Gustave De Winter, amassed a great deal of wealth in Italy before his passing. He'd sought to retake France for the monarchy through an alliance of criminal and military contacts, even gaining the support of powerful mercenary commander Guiseppe Garibaldi in 1843. Sadly, he died before his ambition was realized, but not before passing a love for criminal enterprise onto his favorite granddaughter. Lady De Winter's father was a less ambitious man, preferring to squander the family's fortune on petty squabbles, and brandy.

One evening she overheard her father's plan to whittle away the family's fortune through another fruitless investment, and she decided to take the reins of her destiny. One of the busts atop the roof of the De Winter estate became loose, and a stiff wind blew through Geneva that day, causing it to plummet into the late Lord De Winter, killing him on impact.

Argentine spent little time in mourning. Using the code name King (A pseudonym her grandfather had used in the past), she contacted her grandfather's mercenary and criminal contacts and set to work funding a series of operations that rebuilt the De Winter empire and then some. Having her first taste of victory made her hungry for more. She coordinated assassinations, drug shipments, military coups, and weapons transfers the world over while flying from place to place under cover of "sight-seeing."

Over the last 20 years, Argentine has levied her reputation as a fixer and her contacts in the underworld into the thing she's come to crave most, control. The Contedorri is the fruits of her labor. The Contedorri has agents all around the Western world, though the base of their power is in western Europe. Their mercenaries work as bodyguards for the rich and powerful, their

military advisors serve fascist dictators and legitimate governments alike, and their smugglers run guns and drugs from St. Petersburg to Philadelphia.

Recruitment

King of the World and her agents are always looking for talent. While they prefer recruits who are martially capable, determined, and morally flexible, the Contedorri finds a use for anyone. Most come from one of two sources. The first and most straightforward method of joining is to climb the ranks of a criminal organization and catch the eye of a recruiter. Over the last decade, the Contedorri has been aggressive in its acquisition of other criminal entities. Many of these lower agents may not even know they work for the Contedorri, but the organization has eyes all over the criminal world, so anyone who makes enough noise eventually catches their attention.

The second method pulls directly from military boot camps. The Contedorri sell the services of their instructors to militaries throughout Europe, the Americas and the Middle East. If one of these trainers sees someone of merit, they offer them far more than what they'd make as an enlisted man. One faked death later, and the recruit is on their way to one of the Contedorri's training centers.

Speaking of training, There's nothing the King hates more than a failed operation. Mercenary work has a high mortality rate for incompetents, but even if they self-eliminate, it doesn't stop them from screwing up jobs in the first place. For this reason, one of the first significant purchases that Lady Argentine made was a small island off the coast of Africa. There she built her training center, The Royal Garden, and staffed it with veterans of the Great War. Recruits for the Contedorri who make it to the Royal Gardens receive training equivalent with that of the best special forces in the world, under the tutelage of one of the King's most trusted advisors, Jack.

Organization and Structure

The Contedorri pride themselves on being consummate mercenaries, and the organization is structured to allow members the utmost freedom in how they operate while ensuring they know as little as possible about the organization.

Low level members have likely never even heard the name. They just know they have a boss or client who pays on time. Anyone who asks too many questions at the lowest level likely does not have a long career in the Contedorri ahead of them.

Above the rank and file criminals, hired guns and professional soldiers are the captains. Captains know that they are part of a larger organization, but few grasp how large the empire they work for is. Powerful gang leaders, mercenary squad commanders and handlers who distribute jobs occupy this rank.

Above the captains are the lieutenants. These are the first members who could guaranteeably call themselves Contedorri but even they are insulated against having too much information about the scope of the organization. Lieutenants are comprised of the Contedorri's elite assassins, recruiters, task force commanders and those who handle big projects, such counterintelligence and asset acquisition.

At the top of the pyramid, are the King's most trusted advisors, Queen and Jack. Jack handles training and asset development. Queen handles coordination between the various cells.

Goals and Methods

On the surface, the Contedorri seems motivated only by profit. Through their various front companies, they work for basically everyone. Despots and freedom fighters alike can hire their soldiers. They smuggle drugs and guns into war-torn countries with one arm while supplying medicine and vaccines to doctors with the other. While they trade in drugs weapons and violence, the Contedorri are not human traffickers and refuse to work with organizations that deal in flesh, shutting down such organizations themselves.

Money makes the world go round and for the majority of the Contedorri, cash is the be all end all. However, there is a deeper goal known only to the King and her most trusted lieutenants. Lady De Winter never forgave the loss of power her family suffered at the hands of "democracy" and views governments by the people to be one of the greatest evils the world over. Democracy is a failed concept. Rule by the many has put a demagogue in power in Germany and a coward behind the wheel of Great Britain. Though this is clear to Lady De Winter, the people are proud. They must be humbled before they can accept rule by their betters once again.

The Contedorri acts behind the scenes to drive the world closer to a war that will end all wars, the last great conflict. When their governments fail them, the people will call out for a hero, and the Contedorri will be there to forge order from the chaos. Lady De Winter will step forth from the shadows. From the ashes of the old world a new European empire will be born.

Using Contedorri in your Game

The Contedorri are the ultimate throwaway bad guys. They are involved in most criminal activities, and anyone can hire out their muscle for any purpose. Contedorri mercenaries can show up as bodyguards, assassins, or any other type of opposition forces.

Getting elite back-up from the Contedorri is just a matter of cash and finding their fixers. Also, the Contedorri have a fierce rivalry with the Ubiquitous Dragon and would jump at a chance to deal a blow to their rivals while making a buck.

While the Contedorri can show up anywhere, plots focused on them should revolve around the players stopping their true goal of sowing discord throughout Europe and the Americas. A good way to introduce the players to a Contedorri plot would be to have the players invited to a politician's ball or fancy party. Allow them to foil, or witness a political assassination and then follow the trail of breadcrumbs from the boots on the ground agents, to their boss, to the fixer all the way up to a Contedorri training facility where they finally see the name of their adversary for the first time.

Invictus Umbra

Motto: Remember Humility

History

Invictus Umbra dates to the ancient city of Constantinople — founded in 500 CE by the flamboyant and magnanimous, Vagrant Prince. Salim Musharra, last of the line of Byzantium rulers who lost control of the city when the Romans broke their treaty and torched it to the ground, took on this name at night to protect his identity. He grew up with the belief that no empire or government was trustworthy, and that good people must always challenge them. By day he was a loyal Roman citizen, but he spent his nights pilfering coffers and ruining the lives of the wealthy elite.

He spent his time in underground spaces, and soon attracted a group of like-minded individuals. Together they robbed nearly every powerful person in the city at least once over. Soon as their exploits attracted notice, those they targeted started calling them shadows. That name eventually stuck, and they styled themselves Invictus Umbra. They struck only at the powerful and wealthy, ensuring they never stole from the disenfranchised or unfortunate. Whenever a politician used their power to oppress or a noble visited cruelty upon the defenseless, the Invictus would visit.

In the twilight of his life, Salim held a competition: Who ever could steal his blade would take leadership of the group and the title Vagrant Prince. A woman named Priscilla won handily and took leadership. To everyone's surprise, she held another competition for leadership just five years later. She also won this one but promised to revisit the competition every few years. This started the practice of deciding leadership through a contest every half-decade to ensure that the guild's leader was always the best among them.

Through the decades, the Invictus Umbra evolved from a mere collection of rogues fighting the government into a fully-fledged thieves guild. Soon members paid guild taxes, they built safe houses, and started to work all throughout the Roman Empire and beyond. All through this, they ensured that they always kept on task. Never steal from the destitute or poor, always strike at power.

Invictus Umbra's might has waxed and waned over the years, but they are still active to this day. They are the largest thief's guild in existence. Invictus Umbra safe houses dot the world, with the current Vagrant Prince living in Istanbul, their ancestral home.

Their code hasn't changed much in all these years, though their goal of making political changes or standing against governments has fallen by the wayside. They're in it for the money, acting as mercenaries for the highest bidder or stealing from the ultra-rich only for the sweet payout. While some guild houses still believe in stealing from the rich and opposing the powerful, many members of the modern guild are mere criminals with a penchant for extravagant heists and garish dress.

Recruitment

While the organization still believes in stealing only from those who can afford to lose it, they aren't picky about who they recruit. At current, any thief of repute who is willing to swear to follow the codes can become a member. The rules of the Invictus forbid telling people of the organization, so new members are often brought in with some amount of pageantry, such that they are never told what they are joining until they arrive at the ceremony. Some older thieves bring their protégé to a meeting without telling them where they are going. Some chapter masters invite young prospects on a "job" that sees them breaking into the chapter house so that they find their way into the first meeting by proving their skills. The Invictus Umbra has also taken to helping prospective members escape from prison, or at least give them a leg up so they can escape on their own.

Organization and Structure

The Vagrant Prince leads the Invictus Umbra at its head with chapter masters below him. The current prince has worn the crown for 40 years. Every major city has a chapter house which acts as a safe house for the thieves, and a base of operations. Chapter masters consider the chapter houses their domain and treat anyone who visits as a guest. Their main duty is to caretake these houses, meaning they take great pride in the place, keeping it in top shape and invisible to

outside eyes. Chapter masters make fronts from art museums, tailor shops, distilleries, universities, and even hostels. Otherwise, chapter masters run the local Invictus Umbra. They set marks, collect dues, punish rule breakers, and keep tabs on all members coming in and out of the city. Most chapter leaders wield their massive influence to push their political agenda, punish their enemies, or shape the culture of a city.

Chapter houses have various resources for Invictus members such as fences, engineers, gunsmiths, blacksmiths, and fixers, to name a few. Most houses forbid violence, but the odd duel for entertainment does happen. This is also where most members get their jobs. A member can pull any job she wants, including setting her own targets, but the chapter masters often have jobs available to members that come from their various contacts. Many Invictus Umbra thefts are executed on behalf of a benefactor, rather for their own gain.

Individual members work alone or as groups. Some may look like common street thieves, while others consider their trade an art. No matter how they structure themselves, they answer only to the chapter master of the city they call home, and the Vagrant Prince. When visiting a sister chapter in another city, they are considered on loan to that city's chapter master, who keeps tabs on them. But ultimately, if they mess up and need punishment, their home chapter deals with the issue.

The Invictus Umbra thieves are rascals to the core and do almost anything to acquire their targets. Grifters, goons, con-men, break-in artists, and self-professed masterminds all find their home within the guild.

Goals and Methods

Where the Invictus Umbra's original, lofty, goals included pushing back against government structures, hamstringing the rich and elite, and taking down powerful figures, the current Invictus Umbra works solely to earn an even greater amount of wealth. They still have their values, but those values tend to stretch and bend in the right circumstances.

Each individual member is out to make as most money as possible. They steal for sure, but often this money comes as payment for using their skills for others. Paid jobs are the most lucrative, and these range from heists to fencing goods to helping someone disappear.

Members tithe ten percent of their take to the organization. The organization once used that money to work against oppressive regimes, but now the Vagrant Prince is more interested in using it to buy herself a place in the League of Nations. Chapter masters live large as well, often infiltrating local governments, paying off law enforcement, and generally having fingers in every pie around.

While the average Invictus Umbra member is likely no better than a two-bit criminal, they enjoy a great deal of leeway afforded by their membership, so long as they follow the rules. The rules are simple, never steal from someone who can't afford it, and never kill anyone. That last one is a sticking point for the average bruiser, one that no one crosses without severe consequences. The first one, while a firm rule, is one that gets more leeway. If a member steals from someone who coincidentally runs into some bad luck and suddenly can't afford the loss, they show the thief leniency. How was she to know? Such an infraction might be ignored all together if the person is on the chapter master's shit list.

Using Invictus Umbra in your Game

The Invictus Umbra are thieves one and all, but their motives, targets, and the consequences of their actions present interesting variables for a group to contend with. They work in a mercenary fashion, meaning the characters might find that the thieves they captured are working for someone much more sinister. It also means the characters may find need to employ a member of the guild for fake IDs, or information they couldn't gather otherwise.

Invictus Umbra plots can involve a theft that interests the character's Allegiance, giving them reason to investigate. The Invictus Umbra may target one of the player characters, but when they investigate, they find someone else is behind it. Low level Invictus Umbra members are great non-lethal bodyguards, accomplices to crimes, and scapegoats for bigger fish. Higher level Invictus Umbra members make great social foils, uneasy allies, and sinister masterminds.

The Order of Murder

Motto: Through Death, Freedom.

History

History records that on the 19th of May 1536, Anne Boleyn was executed by beheading. This is the product of an elaborate deception, wrought by the conspirators who would come to be the founders of the Order of Murder. When King Henry VII and Thomas Cromwell began their plot to discredit and ultimately execute Boleyn, allies within the court informed Anne of the impending danger. Knowing that she could depend neither on the mercy of her husband nor the conscience of her former friend in Cromwell, Boleyn began formulating another plan. With the aid of a network of secret allies, including Thomas Cranmer, Lancelot de Carle, and the bold sacrifice of one of her attendants, Anne Boleyn was able to orchestrate the falsification of her own execution. Once the plan was complete, she met with de Carle and spirited away to France where sympathetic allies gave her shelter.

Anne would have been content to live out her days in obscurity in the French countryside. She and her conspirators had secreted away more than enough wealth from Henry's coffers to support her in comfort, if not extravagance. But two years after her arrival, de Carle came to her with an offer. Observing that she had shown great wit, resourcefulness, and resolve in her conspiracy to avoid the executioner's blade, de Carle suggested that those skills might prove useful in the service of others who were likewise imperiled. Naturally, such services would come at high cost, but could also prove quite profitable. After some convincing, Anne accepted de Carle's first offer and suggested client. In that moment, the organization that would come to be known as the Order of Murder was born.

In the centuries since its founding, the Order of Murder has faked the deaths of hundreds of wealthy and powerful aristocrats, nobles, members of the church, and other folks of means. Such services do not come cheap, and the Order demands a significant payment for services rendered. This has led to the Order of Murder being one of the most well-funded organizations for its comparatively small size. When the need arises, the Order can bring significant resources to bear to achieve an objective.

In recent years, as crimefighting tools have become more sophisticated, so too have the methods of the Order of Murder. In addition to forgery, larceny, abduction, and providing false identities to their clients, the Order has developed surgical techniques to alter the appearance of a subject to such a great degree that even one's closest family would not recognize them. These techniques also allow for the creation of more accurate body doubles when faking a client's death. Such

extreme measures combined with proficiency born of nearly 400 years of experience keeps the Order of Murder one step ahead of the world's law enforcement agencies...for now.

Recruitment

Many recruits brought into the Order of Murder are either clients or the close allies of clients. Those who exhibit proficiency with the skills required to pull off such elaborate deception as faking a death and getting away with it are always welcome among the Order's ranks. Furthermore, the Order swears all clients to secrecy on pain of death. Having a shared secret, a need to start a new life, and an organization that specializes in something you have experience with can be a comfort to those who are dealing with the loss of everything they once were.

As one might imagine, the Order of Murder is especially interested in recruiting Inspired members. Each case the Order takes on is perilous and holds the potential for disastrous failure. The abilities of the Inspired can negate some of that danger and help make the impossible achievable. While recruiting Inspired can be a challenge, there is at least one stalwart among the Order's ranks, a surgeon who goes by the moniker Cutter Edison. It is this Inspired doctor who developed the techniques now used to alter the appearances of the Order's clients as well as the body doubles employed in faked deaths.

Organization and Structure

A triumvirate of members who were once clients oversees the activities of the Order of Murder. Each member of the triumvirate assumes a title, and the member conducts all Order business using that title. This provides another layer of secrecy and deniability for the leadership of the Order. The titles used by these shadowy leaders are Lord Scrope, Lord Cambridge, and Lord Northumberland. It is worth noting that the title of Lord applies regardless of the gender of the person occupying the position, a tradition unbroken since Anne Boleyn assumed the role of Lord Northumberland.

Operatives at the field level collect dossiers on potential clients. Before the Order of Murder accepts a job, the triumvirate performs an extensive review on the prospective client's dossier. The triumvirate uses multiple criteria when judging a potential client such as their ability to pay the cost of service, risk of betrayal, and potential for recruitment. The Order certainly takes clients that they deem to be low recruitment potential, but the other two metrics are inflexible.

Once approval is determined, surveillance begins. Field operatives (often the very operatives who referred the dossier) initiate contact with the client. The operatives explain and offer the services of the Order. Operatives also observe potential conspirators. If the client accepts, the process begins as experts within the Order craft a staged demise. The Knights share the plan with conspirators from within the client's life as cautiously as time permits. During this phase, the Order's operatives assess conspirators for recruitment potential. Once the plan is in place and the necessary components are in place, the Order extracts their client and stages their death. With each successful extraction, the Order's ranks swell.

Goals and Methods

The primary goals of the Order of Murder are to amass great wealth and preserve the anonymity of their members and clients. While some members of the Order of Murder carry out personal vendettas and nefarious plots under the anonymity provided by the group, most are content to maintain their focus on the organization's agenda and live otherwise quiet, comfortable lives. The preferred methods of the Order involve forged paperwork, surgically altered body doubles,

and false evidence. The Order also has access to a secret process by which they can craft a duplicate of their client's body with remarkable accuracy capable of fooling most autopsies and forensic investigations. The use of these replica corpses has become more commonplace since the Hammersmith incident. These tools, used in combination, confound the authorities while removing their clients from harm and attention. Once the client is safely out of the limelight, they step into the new life prepared for them, complete with new identification and credentials.

When seeking new clients, the Order of Murder looks to those who are wealthy but facing some sort of life-altering trouble that could make the extreme measure of faking their death and walking away from everything seem reasonable or preferable. Obviously, those whose lives are endangered due to criminal entanglements make for good clients, but there are several other scenarios which can lead to a visit from the Order. The Order might reach out to someone of means whose business is in danger of failing, or someone whose marriage is on the rocks and they need an escape. The Order of Murder's first client was a prisoner and prisons have continued to provide potential clients ever since. The challenge for the Order of Murder becomes identifying and locating potential clientele who match the exacting criteria for their elite services. Fortunately, many of the Order's operatives are skilled investigators.

Blackmail, breaking and entering, theft, murder, and kidnapping are all tools the Order of Murder are willing and able to use in order to secure information on a client, extract a client from public view in order to place their murdered double into play, or to protect clients that have already undergone the process from discovery. The triumvirate is well aware of the damage that clients past and present could suffer were the Order exposed.

Using Order of Murder in your Game

The Order of Murder can be great antagonists for a story focused on mystery. This can be a case where the heroes are looking to solve a murder only to discover that the corpse does not belong to the supposed victim. Tracking down clues and unwinding the web of deceit left in the wake of the Order's actions could be the work of several sessions, with increasingly difficult obstacles placed in the party's way as they inch closer to the truth. Another option could involve the adventurers discovering surveillance on an ally or point of contact from another case. Those responsible are unlikely to simply introduce themselves and state their intentions. Instead, the player characters must discover the truth about these mysterious spies before their target disappears into seemingly thin air.

It is also possible that the Order of Murder may have a client who is seeking to fake their death to escape the clutches of one of the group's known enemies. This type of story fosters cooperation between the heroes and the nominally villainous Order of Murder. Perhaps the Order's client has sensitive information on a particularly challenging enemy. Only by cooperating with the Order and their client can the heroes hope to gain access to this sensitive and crucial data.

The Ponatowski Foundation

Motto: Adventures in the Great Unknown

History

Count Wladisaw Ponatowski, a wealthy noble with a strong interest in exploration, created the Ponatowski Foundation in 1902. The Ponatowski Foundation's initial goals were to explore the unknown and document it for public consumption. Their initial expeditions included two forays

into Siberia, a venture into the Gobi Desert, and an ambitious, but unsuccessful attempt to reach the bottom of the Black Sea. The group detailed these exhibitions in a quarterly journal called *Journal of Exploration*. Many scholars consider the first edition of *Journal of Exploration* one of the finest and most comprehensive archaeological journals of the period. In 1912, the group broadened the scope of their expeditions, including forays into Africa and South America while expanding operations in Russia. These expeditions continued until 1914 with the beginning of the Great War.

During the Great War, the Ponatowski Foundation suspended all expeditions and stopped publication of *Journal of Exploration*. Though the Foundation appeared to shut down, the group remained active, shifting their focus to preserving the safety of Russian nobility. As tensions mounted in Russia leading to the Revolutions of 1917, the Ponatowski Foundation constructed a network to smuggle endangered nobility to safety. Ivan Staynskaya, a fierce and wicked Russian noble with aspirations to the title of Czar, was among the architects of this effort. Through connections he had forged with members of the Bratva, Ivan was able to create a secure and effective method of moving nobles in secret while increasing his influence with all parties involved in the conspiracy.

As Russia fell, Ivan Staynskaya's influence in the Ponatowski Foundation grew. By the end of 1919, Staynskaya and his allies had effectively seized control of the Ponatowski Foundation's resources. Staynskaya began plotting to take Russia back over and claim the title of Czar. He even started referring to himself as Czar, forcing those within the organization to call him as such. Though Russia was a lost cause in the short term, and the criminal enterprises now feeding the Ponatowski Foundation coffers were thriving, Staynskaya recognized an opportunity to amass wealth and allies by bringing the Ponatowski Foundation back into the public eye.

The Ponatowski Foundation reemerged in 1920 after the installation of administrative functionaries who were unaware of the group's true activities and goals. Publication of *Journal of Exploration* resumed, the focus now shifted to an entertainment magazine based on the Foundation's exploits. While the events depicted in the magazine were true, gone was the presentation of scientific findings for public consumption. The public did not seem to mind the shift in tone, as *Journal of Exploration* has since become one of the most popular magazines in publication.

Ivan Staynskaya is brutal and ruthless in the pursuit of his goals. He hopes to retake Russia, but his aspirations do not end there. Shortly after the Hammersmith Incident, Staynskaya became aware of telluric energy. His scientists raved about Hammersmith's experiments, and one of them even developed a sort of hyper-intelligence which he attributed to the stuff. If he could figure out how to harness it, or even just control enough instances of it, he would become the most powerful man in the world. He uses the exploration side of the Ponatowski Foundation to seek out areas in the world rich in telluric energy. He hopes that if he can understand and control these pockets, he can figure out how to harness them for his own purposes.

Recruitment

The Ponatowski Foundation brings in scientific minds, explorers, and brutes. In the early days, the Foundation recruited permanent members from the scientific community and Russian nobility in equal measure. Now the only way into the organization proper is by way of the Bratva with the explicit approval of Staynskaya. In general, scientists are the most prized recruits, though they have need of explorers and brutes as well.

Ponatowski Foundation functions on two levels. They hire freelance members on a case-by-case basis for initial exploration and procurement. These members are non-permanent and come from all walks of life, though often owe debt to the Bratva and this is a way to pay that debt off. If that initial team finds anything interesting a dedicated team of explorers and scientists then go to the area to take charge of it. The Foundation's coffers can withstand the fees of the best and brightest explorers in the world. In addition to the material benefits of accepting a contract from the Foundation, those hired enjoy immortalization as heroes in the bombastic writings of *Journal of Exploration* volume two.

Organization and Structure

The Ponatowski Foundation maintains three divisions of operation: Administration, Exploration, and Publishing. Administration handles hiring freelancers, managing resources, and keeping an eye on the membership. Administration operates under the oversight of Ivan Staynskaya and an inner circle of his closest allies, though the day-to-day operations fall to salaried employees who are unaware of the Foundation's true purposes and connections. This offers the Foundation's leaders deniability in the event of infiltration by rivals or scrutiny from law enforcement. Only a handful of employees in Administration suspect anything is unusual about the Foundation's operations, and none of them would imagine anything like the nefarious truth behind their secretive employers.

Exploration is overseen by Count Wladisaw Ponatowski who maintains his desire for exploration and ignores Staynskaya's more sinister desires. Exploration has only a few regular employees, mostly scientists with enough knowledge about telluric energy to accompany a freelance team on a mission. The freelancers who perform well and maintain appropriate discretion are frequently rehired, but never brought into the fold. Staynskaya knows that the adventuring types tend to have a meddlesome streak and he is not comfortable allowing such influences to get too close to the Foundation's internal workings for fear of discovery. On some occasions, references for relative unknowns make their way to Administration from above, requesting a particular individual be hired to accompany a certain expedition. This is typically a Bratva member planted by Staynskaya to spy on the freelancers hired for a sensitive or high-profile mission.

The Publishing arm is responsible for creating and distributing *Journal of Exploration* volume two. The writers and artists of this arm are pulp enthusiasts with a flair for the dramatic, a love of heroics, and the joy of working in their dream job. *Journal of Exploration* is a best-selling magazine with a loyal readership and is responsible for a significant portion of the Foundation's revenue. Staynskaya and his allies understand the value of the Publishing arm, but often overlook the risk the employees in Publishing represent. If the Publishing arm ever got wind of the true nature of the Foundation's work, disaster would certainly follow. Few things present such danger to a criminal enterprise as writers with a strong sense of justice and truth.

Goals and Methods

On its surface, the Ponatowski Foundation is an academic group dedicated to the exploration and documentation of the known and unknown. The adventurers on assignment must record the findings and events of the journey. If the freelancers hired for a mission are not confident in their ability to do so, administration assigns a journalist to attend the voyage. Upon return from the field, freelancers turn over artifacts, relics, and other items acquired during these expeditions to Administration for cataloguing and storage. In this case, "cataloguing and storage" is a euphemism for the personal collection of Ivan Staynskaya. The account of the voyage then goes

to Publishing where the writers and artists on staff prepare an article based on the expedition for inclusion in *Journal of Exploration*. Freelance groups operate with great latitude in the field. The Foundation cares little about the conduct of those they hire so long as the mission is profitable and suitable for print.

Since seizing power, Staynskaya has used the Ponatowski Foundation to amass wealth and power to realize his desire to become Czar. This desire is only checked by his even greater desire to control all the areas of the world rich in telluric energy.

Using the Ponatowski Foundation in your Game

The Ponatowski Foundation provides an excellent foil for groups like the Æon Society, the Archivists, or Branch 9. Archaeology, exploration, and telluric studies are all high priorities for the Ponatowski Foundation. This makes them easy to integrate into a tale as professional rivals competing for discoveries and resources. The Ponatowski Foundation also employs freelancers including independent scholars and adventurous world-travelers for many of their ventures. Such a team of contractors can include player characters, setting up the Foundation as employers for a mission. Alternatively, Ponatowski could hire existing rivals or your adventurers' enemies to pursue the same goal or McGuffin, adding an element of personal conflict to an otherwise professional rivalry.

Beneath the surface of academia, The Ponatowski Foundation hides a rotten core. Ivan Staynskaya and his network of criminal allegiances plunder the Foundation's findings for nefarious purposes. Items of significant value, especially those with telluric properties, make their way to Staynskaya's private collection to strengthen his underworld empire. Stories involving any organization, especially Branch 9, might address attempts to unearth the connection between the Ponatowski Foundation and Staynskaya's criminal enterprises.

Rational Experimentation Group

Motto: Mastery Through Method.

History

Shortly after the Hammersmith experiment, adventurers and law enforcement the world over began to note an increase in highly equipped laboratories engaging in ethically repugnant research. The laboratories went undiscovered until after their abandonment. Each contained evidence of horrible human experimentation, weapons development, and other unthinkable perversions of science and technology. Those laboratories caught red-handed, still in operation, confirmed these dark insinuations. The Inspired Age had unleashed not only hope for a bright future, but tools for malfeasant manipulation of telluric energy. Investigations by Branch 9, the Æon Society and various other organizations into this rash of unethical research that had popped up around the globe led to a name: The Rational Experimentation Group.

Unfortunately, despite the herculean efforts and remarkable investigative skills of the various involved allegiances, unearthing any further details about this mysterious confederation of degenerate theorists has proven impossible. Each new laboratory discovered leaves a trail of data leading to the parties responsible for its construction that quickly runs cold. Arrests and interrogations prove fruitless as even the heads of these facilities have no actionable intelligence regarding the origin of their funding, nor the destination of their findings. Each time the authorities seize a laboratory two more seemingly rise in its place, bearing no discernible connection to the location most recently seized.

Members of the Æon Society have a variety of theories as to the manipulators behind the Rational Experimentation Group, but little hard data to form a direct connection. Intelligence has indicated that at least some of the devices used by Dr. Hephaestia Geary-Wexler originated in laboratories funded by the shadowy conspiracy. The International Detective Agency, Branch 9, and the Æon Society all hold extensive files on the Rational Experimentation Group, but a decade of investigation by multiple entities has led to little more than a few decommissioned facilities, a product of foul experimentation showing up in the hands of a villain here and there, and base insults couched within conjecture.

The fact of the matter is that no one, not even the greatest financial supporters of the Rational Experimentation Group know the truth of its origins or the face of its leadership. It is as if a web of connections and potential sprung to life in the wake of Hammersmith's explosion; a globe-spanning Frankenstein's monster constructed of malevolent science brought to life by an infusion of telluric energy and cold, hard cash.

While the authorities continue their futile hunt for the masterminds behind the Rational Experimentation Group, new laboratories continue to crop up with each passing month. New horrors inflicted on human test subjects and new discoveries funnel into precisely the wrong hands with alarming regularity. In many ways, the Rational Experimentation Group represents the long, heavy shadow cast by the light of the Inspired Age.

Recruitment

Each cell of the Rational Experimentation Group handles recruitment independently. This allows each cell a great deal of latitude to tailor their recruitment practices to suit specific needs. Some cells focus their efforts on the halls of academia, watching for scientists, researchers, and engineers who do brilliant work but chafe at moral and social pressure to show restraint in their quest for knowledge and creation. The Group courts potential recruits with offers of grand resources and autonomy to follow their research to its logical conclusion.

Those potential recruits who show great promise in a laboratory's field of interest, but perhaps lack the moral flexibility to dedicate their efforts to the questionable practices of the Rational Experimentation Group receive overtures of aggression, blackmail, deceit and manipulation to ensure compliance with their recruiter's goals. In extreme cases, a laboratory may resort to harassment, kidnapping, murder, or framing the target for a heinous crime in order to guarantee compliance.

Some scientists are more than happy to accept the help of the Rational Experimentation Group. The deep pockets, secure locations, and, if needed, martial support available to each cell makes it all too easy to overlook some of the costlier aspects of employment within the Rational Experimentation Group.

Organization and Structure

The Rational Experimentation Group is comprised of a vast and varied aggregation of independently operated laboratories, warehouses, and storage facilities. An independent cell, operating autonomously, manages each of these holdings, having minimal communication with or connection to the rest of the organization. Each of these cells is remarkably well funded, though tracking the source of any cell's financial support is nearly impossible. Property, equipment purchases, wages, and expenses for each cell run through a network of intermediaries, shell companies, money launderers, and international banks. This provides a chaotic paper trail

that confounds even the most skilled investigators in trying to trace the source of any one cell's funding. In the early days of the Æon Society, Whitley Styles did manage to track the financing of a few laboratories connected to the Rational Experimentation Group to a Swiss bank account, he was unable to divine any details of that account's owner.

While several sources are responsible for the seemingly endless financing of the Rational Experimentation Group, the primary investors are the Mechinatrix, Mister Saturday, and the Ubiquitous Dragon. Each of these monarchs of the criminal underworld funnel incredible amounts of cash into the Rational Experimentation Group's cells in exchange for access to the fruits of each cell's labors. This allows the financiers to command a vast array of dangerous devices without needing to divert the time and resources of their respective organizations from more pressing concerns. By effectively contracting the Rational Experimentation Group to work as an independent research and development wing, the villains behind the money can reap the benefits of the group's work while focusing on their own pet projects, wild inventions, and primary aspirations. This also grants the financiers far greater versatility in their weapons and tools that they would be able to produce if they handled the same tasks internally.

Goals and Methods

The overarching goal of the Rational Experimentation Group is to forward the causes of science and understanding through the research and development of actionable technologies that push the boundaries of possibility. Any conceivable path of research and development within that mandate exists within one or more cells of the Rational Experimentation Group. Unlike most scientific bodies, the Rational Experimentation Group does not limit itself through adherence to moral restrictions or legal mandates.

Human experimentation is common in the Rational Experimentation Group. This typically takes the form of experiments performed on unwilling test subjects. Kidnapped subjects, often taken by a contracted party such as the Contedorri, are delivered to a laboratory with discretion, for a fee, of course. In other cases, a cell skips laboratory trials, moving directly to testing their work on the public. This often happens in remote rural areas where the chance of interference from the authorities or meddling do-gooders is minimal. The goals of human experimentation include creating chemical and biological weapons, testing the limits of human endurance to various stimuli, mind control effects, and in the case of one German researcher, the creation of an Übermensch whose might would bring prosperity and victory to Deutschland.

Another major avenue of research for the Rational Experimentation Group is weapons development. Ranging from improvements upon conventional weapons such as firearms and grenades to the development of death rays, mind control beams, and telluric Explosives, the Rational Experimentation Group includes several cells looking to push past the barriers of possibility through technology to build more effective killing machines. As with every avenue of research pursued by the Rational Experimentation Group, the results of these trials disseminate to the group's shadowy beneficiaries for implementation in their own nefarious schemes.

Using Rational Experimentation Group in your Game

The Rational Experimentation Group work in methodologies of pure villainy. Their organization exists beneath layers of mystery, with the various branches and cells of the group being unaware of activities, locations, and personnel beyond their own facility. Communication between branches of the Rational Experimentation Group is absolutely minimal. When cells must communicate, such as to deliver test subjects, report findings, or request resources, these

communications pass through coded messages, blind drops, and unaffiliated couriers contracted to deliver messages without accessing their contents. These precautions allow each cell to remain focused on its area of expertise while also ensuring that the discovery or compromise of any single cell has minimal impact on the organization as a whole. This makes the Rational Experimentation Group an excellent ongoing antagonist for most other allegiances as they are remarkably difficult to take down.

Entire campaigns could center around chasing down cells of the Rational Experimentation Group, attempting to piece together clues about the identities of the group's leadership while eliminating or containing individual cells. The varied nature of the Rational Experimentation Group's work could lead to the party investigating rumors of chemical weapon tests on a rural European populace one week and a race against the clock as a deranged scientist works to assemble components for an airborne death ray the next.

Seven Brothers

Motto: Seven wills, one family.

History

The Ubiquitous Dragon was, at one point, the most powerful individual criminal in the world. He controlled the drug, arms, and flesh trade from China to California. A stalwart, he had a rare ability to create a nigh-infinite number of clones. He used this power to its fullest, coordinating massive projects and shaking the underworld to its knees. In his hubris, he began to think himself unstoppable. With the help of scientists from the Rational Experiment Group, The Dragon found a way to spread his curse through the water supply, weaponizing it into a deadly virus that would turn any who drank the infected water into a copy of him.

In 1926, he sought to infect all of San Francisco, but the combined might of The International Detective Agency, La Salon des Femmes Nouveaux, and The Contedorri stopped him. It was a brutal battle that ended not only the Ubiquitous Dragon's ambition but also his life. The world thought him dead, and his criminal empire collapsed without his guiding hand as clones around the world erupted into flames, all except six.

These few clones had been around the longest, used the most often, and had many of Ubiquitous Dragon's thoughts and memories. So, when they felt their connection sever, they knew immediately that the dragon tattoo on their bodies would incinerate them alive. Each did what any person with an ounce of self-preservation would do: They cut the tattoo off before it could kill them.

The oldest of these, Thirty-Seven, searched the world over for survivors like him. He eventually found his brothers, each attempting to act out their last commands from Ubiquitous Dragon but despairing for a desire to do something *different*. Knowledge that Ubiquitous Dragon was dead, and that he would never inhabit their bodies again, for good or ill, was a release none were expecting.

Free to act of their own accord for the first time, the group decided to reclaim and refocus what the remaining threads of their father's criminal enterprise. They named each other brother and struck out to discover for themselves who each truly was. Like any true family, each brother had wildly different ideas about how to go about their futures, but they agreed that they would support and uplift each other no matter the cost. They sought out Ubiquitous Dragon's allies,

contacts, and agents, offering them each the same thing: Membership into their organization, not as contractors or minions, but as members of a newly growing family.

Since the start, the group has taken on one additional “brother”, Jun Yang, who saved Fifty-Nine during his first few days alone and has been working with him since. They have stylized themselves as the Seven Brothers. While they might have eschewed their father’s methods, there’s still good money in criminal activities, which they all participate in to one extent or another.

Before cutting ties with the Rational Experiment Group completely, Thirty-Seven called in one last favor owed to the Ubiquitous Dragon. He commissioned seven communication devices that the Brothers could use from anywhere in the world to communicate with one another.

Recruitment

At the start, Seven Brothers sought out members of their father’s criminal enterprise and previous contacts to offer them a place in their budding organization. But from there, they have started accepting members from outside, seeking people with specific skill sets that would help each Brother achieve their stated goal. The Seven Brothers recruits from all walks of life, looking for people who may need their help, or who can offer their help to others. While they keep an eye open for filling in skill gaps within the organization, they’ve been known to adopt whole families who needed their protection.

The Seven Brothers consider themselves a family, and therefore only recruit members who they wish to adopt into their family structure. They often recruit based on friendships, recommendations from other members, and most surprisingly through petition. Anyone who wants to join the Seven Brothers can simply ask, which then requires approval from at least one Brother before going through trials. Prospective members spend time with one of the seven brothers, doing odd jobs and proving their worth and loyalty, earning trust, and learning the family values.

Those who do not join the organization have an easy out, though they lose all contact with Seven Brothers from that point on. Those who make it join as full members of the family. The Seven Brothers don’t expect loyalty from their members, they engender it. The group ensures that members know from the start that they are a part of something greater, and that Seven Brothers will never leave them to fend for themselves.

Organization and Structure

One thing each of the clones could agree on above all else was that they would never treat anyone the way their father treated them. No one is disposable; all their members are equally valuable. The Seven Brothers is structured like any sprawling and complicated family. Every individual member has complicated relationships to each other depending on who brought them in, which Brother they follow, and a myriad of other connections.

At the top are the seven brothers, each one leading a part of the organization towards a different goal. From there are aunts and uncles, cousins, siblings, nieces and nephews, and other familial relations. While certain members may have a higher place in terms of respect, no one is truly above anyone else. Even the seven brothers defer to the other members on important topics related to their goals.

No matter what the job is, no matter where they are, members of the Seven Brothers are always family. Even when dealing with internal politics or tensions, they present a united front. Their members are fiercely loyal to one another, and anyone who messes with one member will find the force of a family coming after them before they know to regret the decision.

Goals and Methods

While Seven Brothers presents as a united family, their goals are different. Each Brother has their own set of goals, which makes pinning them down rather difficult. All the brothers are involved in one criminal enterprise or another, from money laundering to smuggling and in some cases drug running. Some of their criminality comes from taking illegal actions to help and protect those who are the most vulnerable, but they are criminals, nonetheless. While they reject the villainous methods of their maker, they still find themselves in villainous roles more often than they would like.

Each of the brothers has chosen a name for themselves, and moved across the world, except Thirty-Seven, who retains his number designation as a reminder of where they all came from and to never return. The other Brothers have mixed feelings about Thirty-Seven's refusal to pick a new name, but they support his decision regardless.

Ling has taken up residence in Hong Kong to organize violent resistance to British rule. Her long-term goal is the removal of the British Empire from the east, but right now, she settles for blackmailing their governors and raiding their ships, as she's now in charge of the new Red Flag Fleet. Keith has traveled back to the United States and has set up a smuggling ring to assist Chinese families to immigrate to the Americas. Jun Yang and Yong work together protecting the Han from Japanese oppression in Manchukuo. Huan supports the Children of Wùkōng in China, giving them resources and ways to subvert the Kuomintang government. Li Wei lives in Eastern Europe and is currently attempting to take down the Contedorri, deciding to fight fire with fire by usurping their criminal enterprises. Thirty-Seven has revived some of Ubiquitous Dragon's enterprises of drug and weapons dealing as well as smuggling between East Asian nations and the western United States.

Using Seven Brothers in your Game

The Seven Brothers are a nebulous organization that has a variety of goals that could end up at cross purposes with a group of adventurers. They pride family loyalty over everything else, so the characters could easily find themselves on the wrong end of their ire for interfering with a smaller portion of their organization.

An adventuring group may find themselves working with Seven Brothers members towards a common goal, though their methods of working towards that goal often run into a morally grey area. While adventurers may attempt to make allies with the group, without joining the family proper and pledging to support all their enterprises equally, their relationship with the organization will be tenuous at best.

Seven Brothers members remember both those that help them and those that hinder them, and the adventurers may find that thwarting one Brothers brings the other six running to their aid. Use the Seven Brothers to introduce interesting moral ambiguity, small time criminal activity, uneasy alliances, and unintended consequences into your games.

Chapter Four: Character Creation

Characters in Trinity Continuum: **Adventure!** can be ordinary people, but many will be daredevils (known as Talents in **Trinity Continuum Core**), or even outright superhumans — powerful stalwarts and mysterious mesmerists, who gained strange abilities in the wake of the Hammersmith incident. Products of a bold and dangerous experiment gone awry and events orchestrated by a singular visionary, they are the first glimpse of a superhuman future, full of limitless possibilities. Some seem like regular people except for amazing skill and incredible luck, while others wield powers that defy conventional explanation. It's a time of great change and momentous turning points, and these characters embody the potential of their age ... for better or worse.

This chapter covers the additional rules necessary to create Inspired characters, including new Paths and Edges unique to this time period. Character generation in **Adventure!** is handled as outlined in the **Trinity Continuum Core** p. 35-39 and p.155-158, unless otherwise noted below.

But It's My Destiny!

One important fact to remember is that while the players and certain well-informed characters may know the truth behind the origins of superhuman capabilities, it's not exactly common knowledge. Most daredevils don't think of themselves as superhuman at all, for one thing, while mesmerists and stalwarts are often more concerned with what they can do than exactly how it happened. Lacking a single well-known explanation, Inspired individuals often develop personal beliefs about the source of their capabilities. These stories range from mystical talent to divine blessing to their own strange scientific experiments, and collectively further muddy the truth of superhuman powers. Players are encouraged to let their characters believe whatever they like about their origins, so long as it's also clear out of character that even those powers that may seem like miracles and magic are still rooted in the super-science of the setting.

Character Generation Summary

Creating an **Adventure!** character takes seven steps, and is designed to help you use the game mechanics to flesh out and embellish an interesting, compelling persona.

Step One: Concept

Choose your character's name, background, and Aspirations.

Step Two: Paths

Choose your character's Origin, Role, and Society Paths. Several new Origin, Role, and Society Paths unique to **Adventure!** are found on p. XX. Gain Skill dots and Edge dots from each Path.

Step Three: Skills, Skill Tricks, and Specialties

Assign six additional Skill dots, and pick Specialties for any Skills with a high enough rating, and gain one Skill Trick in a Skill rated three or higher.

Step Four: Attributes

Assign your Attribute dots and select your character's favored approach.

Step Five: Moment of Inspiration

Decide how the moment of Inspiration occurred, and whether the character became a daredevil, stalwart, or mesmerist.

Step Six: Add Advantages

Assign three points between the Facets. Calculate your Inspiration pool as follows — 1 point base, plus 1 point for each Facet rated 1, 3, and 5. So a character with Intuitive 1, Reflective 0, and Destructive 2 would have Inspiration 3 — 1 base point, plus one for her Intuitive 1 and one for her Destructive 2.

Gain four Gifts. The character must meet the requirements for any Gifts selected. Daredevils gain one Gift from each Path associated with the Path's Keywords, and one additional Gift chosen from any Keyword regardless of Path. Stalwarts gain three Gifts from their Attribute Approach and one additional Gift regardless of Approach. Mesmerists choose Biological, Cognitive, or Energetic as their primary Psychic Gift type then gain three Gifts from that group and one additional Gift chosen from outside that group.

Step Seven: Final Touches

Calculate Health and Defense ratings, as detailed on p.38 of the **Trinity Continuum Core**. Assign one bonus dot to any Attribute, and spend four dots of Edges — these Edges can come from outside your character's Paths, but she must meet any other requirements normally.

Facets and Inspiration

As a common currency for daredevils, stalwarts, and mesmerists, Inspiration is going to come up often in **Adventure!**, so it's good to refresh what it is and what it can do. You can read more about Inspiration in **Trinity Continuum Core** (p.152-154), but what follows are brief summaries of Facets and the many uses of Inspiration.

Facets

Facets express how a character prefers to tackle problems: the head-on Intention of the Destructive Facet, the spontaneous Luck of the Intuitive Facet, or the careful Skill of the Reflective Facet.

Characters receive three points to assign to Facets at character creation.

Facets can have ratings between 0-5, and players should assign points based on how their characters respond to crisis situations. They do not need to assign points to all Facets.

Purchasing a new dot in a Facet costs 10 Experience points.

Inspiration

Inspiration is an advantage rated 1-10. An Inspired character begins with an Inspiration rating of 1, plus 1 point for each Facet rated at 1. An additional point is added to this pool each time a Facet reaches a rating of 3 or 5.

Inspiration can be spent in the following ways:

- Some Gifts require Inspiration to activate.
- Spend one Inspiration to provide an Enhancement equal to the corresponding Facet rating on a task in keeping with that Facet's nature.
- Dramatic Editing requires one or more points of Inspiration.

- Spend one Inspiration to increase Defense for a scene by an amount equal to a character's lowest Facet rating.
- Spend one Inspiration to add +1 to an action's Intensity Scale.

Inspiration is regained as follows: one point at the beginning of each scene; one point per hour of restful sleep; one point per 10 minutes spent near a flux source (aka telluric energy exposure); or as a Consolation for a failed roll.

Paths

In addition to the Paths included in the **Trinity Continuum Core** (p. 41), there are several new options for players to choose.

Origin Paths

The following are new Origin Paths appropriate for games set in the 1930s.

Field Researcher

One or likely both of your parents were traveling academics who spent a lot of time out in the field, performing hands-on research of one kind or another. As a result, you grew up in a curious mix of field camps in distant lands and chalk dusted classrooms of prestigious institutions, and are equally at home lighting a fire in the wilderness as you are debating the finer points of obscure theory in a lecture hall. Even if you didn't choose to follow in their footsteps, being around so many cultures and being exposed to so many ideas has given you a cosmopolitan view of the world, not to mention a set of skills well suited for exploration and discovery.

Example Connections: Academics, Foreign Friends, Grad Students, Librarians, Travel Guides

Skills: Culture, Enigmas, Humanities *or* Science, Survival

Edges: Direction Sense, Fame, Hardy, Library, Patron, Polyglot, Speed Reading

Daredevil Gift Keywords: Attribute (Intellect), Skill (Enigmas, Humanities)

Occultist

You were raised in an active cult or secret society, likely learning its mysteries from an early age. You should decide what the cult was called and what they believed in — a peaceful society dedicated to utopian meditation is very different than a blood cult that makes sacrifices every new moon! Perhaps your family pretended to be like everyone else while serving the order in secret, or maybe you grew up openly following the society's ways in an insular community of like-minded believers. Regardless, you grew up learning very different "truths" about the world, the universe, and the true order of things than most people did, and even if you've left the cult behind it has left its mark on you.

Example Connections: Cult Members, Fringe Theorists, Strange Hermits

Skills: Enigmas, Humanities, Integrity, Science

Edges: Alternate Identity, Covert, Danger Sense, Iron Will, Library, Polyglot, Safe House, Useful Esoterica

Daredevil Gift Keywords: Attribute (Composure), Skill (Enigmas, Integrity)

Outcast

Growing up, your character never fit in with society at large — perhaps she was poor in a wealthy community, or a member of a persecuted minority group. This otherness could also have been based on her own nature or decisions too, such as openly expressing taboo sexual desires or espousing political viewpoints considered dangerous or subversive. Whatever it was that set her apart, she never felt safe or welcomed by society, and as a result she has a hard time trusting authority or going along for its own sake. By the same token, she has great empathy for others living on the edge, and the bonds she's formed with her fellow outsiders run deep.

Example Connections: Community Elders, Political Radicals, Religious Leaders, Underground Artists

Skills: Culture, Empathy, Integrity, Survival

Edges: Always Prepared, Artistic Talent, Big Hearted, Hardy, Introspective, Iron Will, Safe House, Tough Cookie

Daredevil Gift Keywords: Attribute (Resolve), Skill (Culture, Survival)

Salt of the Earth

Your character proudly hails from a humble, blue collar background. Whether this means her family worked the land, lived in a factory town, or ran a small business on Main Street, times were often tough, but the value of hard work and determination was evident from an early age. Your character also likely grew up with a large extended family, with many close relatives, and had to fight to stand out and be heard. Even if she's no longer in the family business, however, her family still has her back, and is proud to keep up with her exploits.

Example Connections: Community Associations, Family Members, Friends Back Home, Helpful Co-Workers, Labor Unions

Skills: Athletics, Integrity, Survival, Technology

Edges: Big Hearted, Dig Deep, Hardy, Iron Will, Ms. Fix It, Sweet Science, Weak Spots

Daredevil Gift Keywords: Attribute (Dexterity), Skill (Athletics, Technology)

Role Paths

The following are new Role Paths appropriate for games set in the 1930s.

Fixer

Your passport has more stamps than a post office, and that's just the way you like it. You're a true citizen of the world, equally at home on the dusty streets of Cairo as the salons of Paris or the back alleys of Shanghai. More importantly, all that travel means you have a knack for knowing just where to go and who to talk to get most anything you need, from a sea plane to a seasoned guide to a sommelier with the perfect bottle at the ready. If it wasn't for you, instead of going on wild adventures your group would probably still be standing around with their luggage on the tarmac somewhere, accumulating mosquito bites and wondering where they'll spend the night. Fortunately, you'll never let that happen — you have a reputation to maintain, after all.

Example Connections: Bent Cops, Black Marketeers, Crooked Customs Agents, Local Guides

Skills: Culture, Larceny, Persuasion, Survival

Edges: Alternate Identity, Danger Sense, Direction Sense, Ms. Fix It, Polyglot, Safe House, Skilled Liar, Wealth

Daredevil Gift Keywords: Attribute (Stamina), Skill (Larceny, Survival)

Mastermind

For some people, plans are a necessary evil, a boring chore they must complete before they get down to business. For you, though, plans are a joy in their own right; you love working through elaborate scenarios in your head, and you've got a knack for coming up with effective solutions. Whether you prefer building solutions or building social networks to achieve your goals is a matter of taste, but you always find a way to make things happen. You don't have to be the big boss, exactly, though chances are you've prepared for just such a contingency if it happens. You just need to be in a position where people will listen up when you tell them how it's going to go down. Nothing pains you more than "winging it" when you could take a minute to do things right, just as nothing feels better than when a plan is executed to perfection.

Example Connections: Favorite Consultants, Minions, Researchers, Unwitting Pawns

Skills: Command, Empathy, Enigmas, Technology

Edges: Alternate Identity, Always Prepared, Library, Lightning Calculator, Outsized Personality, Photographic Memory, Small Unit Tactics, Weak Spots

Daredevil Gift Keywords: Attribute (Intellect), Skill (Command, Enigmas)

Show Off

Humility and subtly have their places, certainly, but they're not your style. You love being the center of attention, and what's more you're good at it too — like a great performer, you know how to make an entrance, work a crowd, and leave 'em wanting more. Your flashy displays of talent and daring help inspire friends, intimidate foes, and dazzle onlookers. You also make one heck of a great distraction for your sneakier allies. Some say your ego gets in your way, but you know they're just jealous. After all, if you've got it, flaunt it!

Example Connections: Agents, Performers, Reporters, Star-Struck Fans

Skills: Command, Persuasion, and one Skill that reflects your character's favorite method of showing off — a trick shot artist could choose Aim, for example, while a barnstorming aviator could choose Pilot.

Edges: Adrenaline Spike, Artistic Talent, Dashing Presence, Fame, Fast Draw, Hair Trigger Reflexes, Outsized Personality, Striking

Daredevil Gift Keywords: Attribute (Presence), Skill (Persuasion, Variable Skill)

Slick

You've always found it easy to work with people. Or on them. You can get them to do what you want, anyway, and make them feel like it was their own idea most of the time. Bottom line: you were born with a silver tongue, and oh do you know how to use it. Relationship webs and social dynamics are your playing field and motivation is your specialty. When your friends need someone charmed, seduced, fast-talked, or otherwise put under a social spell, all heads turn in your direction. That's fine, though. You were probably planning on it anyway.

Example Connections: Grifters, Marks You're Working, Socialites, Society Columnists

Skills: Command, Empathy, Integrity, Persuasion

Edges: Alternate Identity, Artistic Talent, Big Hearted, Danger Sense, Fast Talk, Polyglot, Skilled Liar, Striking

Daredevil Gift Keywords: Attribute (Manipulation), Skill (Command, Empathy)

Society Paths

The following are the Society Paths for **Adventure!**. While some of these Allegiances are present in the **Trinity Continuum Core**, use these Path write-ups for creating **Adventure!** characters.

Æon Society

Although there are plenty of private clubs for explorers, inventors, and scientifically-minded individuals, for sheer spirit and ingenuity none quite compare to the Æon Society. Dedicated to pushing the boundaries of human knowledge in pursuit of a better future for all, the society prides itself on bringing hope to the world — even if the population at large doesn't always know who its benefactors are. You are a member in good standing, which gives you access to chapter houses in London, New York, and Chicago, as well as an extensive social network of fellow members most anywhere you go. Many are famous figures in their own right and luminaries in their fields, but all are treated equally in the ranks of the society.

Example Connections: Academics, Inventors, Wealthy Patrons

Skills: Culture, Humanities, Science, Technology

Edges: Adrenaline Spike, Big Hearted, Library, Patron, Safe House, Wealth

Daredevil Gift Keywords: Skill (Culture, Humanities, Technology)

Air Circus

Flying is still regarded with awe and wonder by the public, and you're one of the reasons why. Only the very best pilots, ground crew, and aviation engineers are invited to join the Air Circus, from barnstorming stunt pilots to hardened combat aces from the Great War to visionaries whose new dirigible designs promise a bold future in mass transportation. While airplane pilots form the core of the organization, anyone who can take to the skies with big dreams and bigger talent is a possible candidate for membership. You're one such gifted individual, as at home in the skies as most people are in their easy chairs, and no matter what, you firmly believe humanity's destiny is overhead and climbing higher all the time.

Example Connections: Aviators, Experimental Engineers, Fans, Former Passengers, Mechanics

Skills: Aim, Command, Pilot, Technology

Edges: Adrenaline Spike, Danger Sense, Dashing Presence, Direction Sense, Fame, Hair Trigger Reflexes, Hardy, Ms. Fix It

Daredevil Gift Keywords: Skill (Aim, Command, Pilot)

Branch 9

Although many countries maintain their own espionage and intelligence services that the public is at least vaguely aware of, Branch 9 operates under a whole different level of secrecy. Each division is answerable only to its section chief and the head of state in its home nation, so that should one Branch office be compromised it cannot damage the security of others. Its skilled

Operators tackle the greatest clandestine threats to their nation, from traitor generals to genocidal scientists, and every single agent is authorized to use lethal force. While Operators have a great deal of autonomy in how they tackle their missions, it is important to note that Branch 9 takes a dim view of agents who draw too much attention to themselves — while their tasks may be high profile, discretion is the order of the day. Even if a mission ends in fireworks, the Operators had best fade into the shadows while everyone is distracted by the glare.

Example Connections: Dead Drops, Discreet Sources, Operators, Secret Radio Broadcasts

Skills: Aim, Close Combat, Larceny, Persuasion

Edges: Alternate Identity, Covert, Danger Sense, Dig Deep, Fast Draw, Safe House, Skilled Liar, Sanctum Sanctorum, Tough Cookie

Daredevil Gift Keywords: Skill (Close Combat, Larceny, Persuasion)

International Detective Agency

As the world grows ever more interconnected, so too do the criminals that prey upon it, and the IDA is one attempt to respond to such evolving threats. Backed by a wealthy and anonymous London patron known simply as the Old Man, IDA detectives share information and pool resources as they work to unravel the most devious crimes and capture the most dangerous criminals in the world. They employ a mix of modern science and old-fashioned gumshoe techniques, and aren't afraid to get their hands dirty. Though not an official police force, the agency generally enjoys good relations with both law enforcement and the public, and as such offices can be found in big cities worldwide. You're an Irregular, one of the detectives who's been picked by the "Old Man" of your city to join the IDA.

Example Connections: Beat Cops, Crime Reporters, Jailhouse Snitches

Skills: Aim, Empathy, Enigmas, Science

Edges: Always Prepared, Battle Buddy, Covert, Danger Sense, Keen Sense, Library, Photographic Memory, Safe House

Daredevil Gift Keywords: Skill (Aim, Enigmas, Science)

Le Salon des Femmes Nouveaux

Despite making major strides in recent years, women around the world still face an uphill battle for equality, but it's a battle Le Salon des Femmes Nouveaux intends to win. Members of this group fight for women's rights — often metaphorically, but they're certainly willing to be more literal if the situation requires. Whether lobbying for new laws, organizing protests, or taking direct action to protect women in peril, the society refuses to apologize for its methods.

Example Connections: Domestic Staff, Sex Workers, Shelter Employees, Stay at Home Mothers, Teachers, Underground Movement Leaders

Skills: Aim, Close Combat, Culture, Integrity

Edges: Adrenaline Spike, Always Prepared, Big Hearted, Danger Sense, Fast Draw, Introspective, Iron Will, Safe House, Tough Cookie, Weak Spots, Without a Trace

Daredevil Gift Keywords: Skill (Aim, Culture, Integrity)

The Order of the Stars

The Order of the Stars recruits African Inspired to teach and train them how to use their Gifts. They provide safety and resources to ensure they can focus on the Order's goals, which have gradually expanded to include protecting and fostering foreign populations of African descent as well. The Order sometimes suffers from internal disputes about procedure and methodology, not unexpected considering Africa's size and diversity, though they always unite in the face of outside dangers. This group has steadily risen in power over a short amount of time, and are dedicated to preserving Africa's natural resources and cultures.

Example Connections: Diplomats, Inventors, Private Tutors, Wealthy Business Owners

Skills: Culture, Integrity, Persuasion, Technology

Edges: Always Prepared, Introspective, Iron Will, Patron, Polyglot, Safe House, Wealth

Daredevil Gift Keywords: Skill (Culture, Integrity, Technology)

The Archivists

Explorers and researchers based around the world, the Archivists conduct scholarly expeditions but differ from many of their contemporaries in a few crucial ways. First, they place great emphasis on preserving indigenous culture and especially language, and strongly oppose sending artifacts to overseas museums and universities. Second, Archivists recruit members from the local population and quite a few are of indigenous descent, though these are not strict requirements. Finally, they tend to stay in their area of study and rarely work abroad unless they're following a research trail that crosses modern borders or they're invited by a fellow Archivist in need of their expertise. Sometimes they also quietly attempt to "recover" a crucial artifact they feel was unjustly exported and deserves to return to its native land. Peerless guides and tireless researchers, the Archivists may seem narrowly focused individually, but collectively represent a tremendous wealth of information not taught in schools or found in mainstream scholarly texts.

Example Connections: Field Researchers, Local Guides, Museum Staff, Native Advocates

Skills: Culture, Enigmas, Humanities, Survival

Edges: Dig Deep, Direction Sense, Hardy, Introspective, Library, Photographic Memory, Speed Reading, Useful Esoterica

Daredevil Gift Keywords: Skill (Enigmas, Humanities, Survival)

Artisans of the Verse

Artists who seek to use beauty to foster understanding and spread appreciation for the wonders of the Inspired world, the Artisans are less a proper organization and more of a salon in the classical sense of the term. Highly exclusive when it comes to inviting new members, the Artisans nevertheless have a larger impact on the world than their small roster might suggest thanks to their driving passion for their art (and some well-placed high society connections). Telluric energy can be a demanding and unpredictable muse, but they feel compelled to ensure it is a positive, transformative force in culture. They see art as the best way to not only get others to adopt this view but also discourage those who would use it for selfish purposes. While the Artisans seek to avoid violence, those who underestimate their willingness to get their hands dirty to protect their fellow artists do so at their peril.

Example Connections: Artists, Devoted Fans, Museum Curators, Nightclub Owners, Patrons of the Arts

Skills: Culture, Empathy, Humanities, Integrity

Edges: Art is Universal, Artistic Talent, Big Hearted, Breath Control, Fame, Keen Sense, Outsized Personality, Patron

Daredevil Gift Keywords: Skill (Culture, Empathy, Humanities)

Lodestar

Lodestar is little more than a rumor, even in Inspired circles. There's no question the group is essentially altruistic although they do occasionally compete with law enforcement or other groups to obtain dangerous prototypes or other sophisticated material. Lodestar teams are tight knit, extremely competent, highly organized, and well-supplied by their mysterious leader, Pharos. None of the teams know about each other, but all of them know that they're making the world a better, safer place. If that means other people get the credit, so be it, so long as the work gets done.

Example Connections: Double Agents, Paid Informants, Police Sources, Unwitting Allies

Skills: Athletics, Close Combat, Larceny, Technology

Edges: Always Prepared, Battle Buddy, Covert, Patron, Safe House, Skilled Liar, Small Unit Tactics, Swift, Without a Trace

Daredevil Gift Keywords: Skill (Athletics, Close Combat, Technology)

Edges

The following Edges are available to **Adventure!** characters, in addition to the standard ones listed in the **Trinity Continuum Core**.

Mental Edges

The following are new Mental Edges.

Introspective (•)

You are on good terms with your own mind, and frequently examine your feelings and motivations. While this doesn't make you immune to trauma, it does aid in your recovery. Gain 2 Enhancement on actions to recover from Conditions representing mental or emotional trauma. Alternately, you may spend 1 Momentum to remove such a Condition any time after the end of the scene where it was acquired.

Polyglot (•)

You have an amazing facility for languages, and whether from book learning or casual exposure you can pick up new languages with astounding speed. You sound like a native and you automatically know enough of any modern language to get around, as well as any dead languages your background justifies. This includes written language as well, assuming the character has been exposed to writing as well as speech. The Storyguide may rule that you do not know a language if it is secret or remote, such as the private cant of a mysterious monastic order or the lost tongue of an isolated jungle culture. Once exposed to such languages the character

learns them just as quickly as any other, however, picking up the basics in a day or two and becoming fluent after little more than a week of steady exposure.

Useful Esoterica (•)

You are a veritable fountain of strange, seemingly unconnected, but often surprisingly useful informational tidbits. This could be the result of an eclectic career, accumulated folk wisdom, or diverse reading habits, but whatever it is, it sure comes in handy. Gain 1 Enhancement for all tasks related to research and analysis, as you always seem to know some stray fact that helps you tie things together.

Physical Edges

The following are new Physical Edges.

Battle Buddy (•)

You have grown accustomed to fighting alongside a particular partner. Whether this is due to time spent in the trenches of the Great War, running the streets as partners in crime, or pairing up to battle miscreants as a vigilante duo, you are great at watching each other's back. You must designate your partner when this Edge is selected. Provided you are fighting within Short range of your buddy, increase both yours and your buddy's Defense by 1. You may only benefit from this Edge once; that is to say, if both you and your partner purchase this Edge, the benefits are not cumulative.

Dig Deep (••)

You can draw on deep reserves to shut out distractions and redouble your efforts at a critical moment. Once per chapter, you may ignore all Complications or Difficulty modifiers for a single physical action that is not an attack. You may declare this Edge after rolling for the action, but before any results are narrated.

Social Edges

The following are new Social Edges.

Art Is Universal (••)

You are adept at using your artistic ability to connect with others to break the ice and put them at ease. Gain +3 Enhancement on Intrigue actions to influence a target your character has just met or does not share a common culture with while the character is engaging in her chosen art form. Note that language is not normally a barrier for art. The Storyguide may decide to reduce the Enhancement due to language barriers if she warrants it.

Dashing Presence (••)

You have a natural flair for action that others find irresistibly compelling (or powerfully intimidating). Once per scene, you may set aside extra successes from a physical action and use them as an Enhancement for social actions to influence anyone who witnessed that feat. The action must be somehow notable or impressive. For example, lifting a couch or jumping a small stream isn't likely to qualify, but lifting a car or jumping between two buildings certainly might. As a rule of thumb, if it would look cool in a movie or it makes other players at the table cheer, it qualifies for this Edge.

Outsized Personality (•)

You don't just work the room, you fill every corner with your presence. When you're happy, everyone around you smiles; when you're upset, other people tend to run for cover. You are treated as having your own atmosphere rating of 1 (**Trinity Continuum Core** p. 86). Whether it is positive or negative depends on your current mood and outlook, but must be declared when you enter the scene. Characters must be able to see and interact with your character to be under the effects of your atmosphere, and its effects are not selective — you can't choose to affect some people but not others.

Style Edges

The following are new Style Edges.

Sweet Science (• to •••)

You are trained in boxing, which is hugely popular during this era. Though those outside the sport often dismiss boxers as just brutes throwing punches, you know better — it's as much about motion and mentality as it is raw strength. In addition to learning how to take and dish out punches, the sweet science teaches all about movement, conditioning, studying your opponent, and looking for openings.

- **Footwork:** Before throwing any punches, the first thing a boxer learns is how to stay in motion and find the right moment to strike. Provided you're on your feet and have at least a bit of freedom to move around, you can use the higher of your Athletics + Cunning or Empathy + Dexterity rating for initiative rolls.

- **Bob and Weave:** You're hard to predict and tough for an opponent to get their hands on. Opponents increase the success cost of the Grapple, Knockdown/Trip, Shove, and Feint Stunts by 2 when attacking you.

- **Chin Music:** Your hands are simply devastating. While using boxing techniques to attack — that is to say not just any Close Combat, but strictly unarmed punches — the cost to purchase the Critical Stunt is reduced by two successes, and you ignore 1 point of soft armor.

Fast Talk (• to •••)

Words are your weapons, and you wield them like a fencer uses her steel. With just a few minutes of conversation, you can lower defenses, cover your escape, or even turn enemies into friends. Note that this Edge requires you to be able to speak to a target in a language they understand well — gestures and a few simple phrases won't cut it. It also means that this Edge has no effect on animals, automatons, or any other targets who don't share a common language with you. You're good, but you're not that good.

- **Snappy Patter:** You have learned the fine art of saying a great deal in a short amount of time, essentially lulling your target to make them easier to manipulate. You reduce the Difficulty of all Influence rolls by 1, provided you can talk to the target for at least thirty seconds first. If you can talk the target more or less uninterrupted for five whole minutes, the Difficulty decreases an additional 1. After that, more time might be fun but doesn't really help — there's a point where too much starts to work against you!

- **Not the Face!:** You're adept at spitting out a distracting stream of pleading, begging, deal-making, and other phrases that make it harder for people to hurt you, even if they really should know better. Provided you talk continuously and haven't attacked the target or otherwise taken aggressive action towards them in the current scene, and aren't obviously moving to do so (like

picking up a weapon or edging towards the Doomsday Switch), you can impose a +3 Complication on a single target's next action. If the target fails to buy off the Complication, you or an ally within Short range can immediately take an action. If your character attacks a target or takes an aggressive action you cannot use this Edge again for the rest of the scene against anyone who witnessed.

••• **I'm On Your Side, Friend:** With a few deft phrases, you can sway most anyone, turning an enemy into a friend (if just for a few minutes). By spending 1 Momentum, you can change the tenor of the Attitude of a single individual you're speaking to for one scene, or until you do something that obviously violates this new dynamic. Note that this isn't magic or brainwashing — if you flip a negative Attitude 5 (Nemesis) to a positive Attitude 5 (Soulmate), the villain isn't suddenly going to forget everything you've done to oppose them and fall in love with you...but they might be convinced you're worth more to them alive than feeding you to their alligators, call off the henchmen bent on roughing you up, perhaps even tell you the details of their evil plot.

Enhanced Edges

Only Inspired characters can select these Edges.

Big Boss

Prerequisite: A Role or Society Path rating •••

When someone asks “on whose authority?” you just crack a smile. With this Edge, you're not just in charge, you're someone with tremendous authority. You could be the leader of a small nation, the CEO of a multinational corporation, the head of a religious group, the mastermind of a global conspiracy, a decorated general in command of a large strike force, or some other significant figure with a lot of power behind them. Note that this doesn't mean you can bring all that might to bear in the blink of an eye — institutions often move slowly, but when they get there, they pack a lot of punch. Don't be afraid to be colorful regarding the nature of your position, either. You could also be the head of a secretive cabal of super-scientists, or the commander of a mysterious order of sacred warriors dedicated to safeguarding world peace. The Storyguide is the final arbiter of what your authority entails, and how to access it.

Drawback: Being in charge means that you have responsibilities as well as authority, and may be forced to make difficult decisions if your duties and your personal desires clash. A military commander can't just up and leave her post without being penalized for going AWOL or even charged with desertion, for example, while the monarch of a small nation is expected to attend a lot of state events from diplomatic receptions to parades to giving public speeches. While this shouldn't make the player feel the character is unplayable due to being bogged down all the time, it should be a factor from time to time. Failure to uphold your responsibilities too often could eventually result in loss of your position.

Living Legend

Prerequisite: Fame •••

You've ascended beyond mere fame to become a household name around the world, which is no mean feat in an age before 24/7 news cycles, social media, and publicity blitzes. You might be a war hero, a movie star, a sports icon, a celebrated artist, an influential spiritual leader, or something else entirely, though regardless of the reason your reputation is a generally positive

one. Your face and name are instantly recognizable in all but the most very remote locations, and just about anything you do is considered newsworthy. This level of fame means that you can expect to receive preferential (and deferential) treatment in most places, that people are eager to shower you with freebies and fineries, and that you can ask for mundane favors from almost anyone and expect to be seriously considered. This doesn't mean a baseball star could simply command a police officer not to arrest him, for example, though the cop might be persuaded to let him off with a warning in exchange for an autographed ball for his kid brother. The more in keeping with your image, the more likely it is a favor will be granted — a war hero asking an off-duty soldier about a secret base is one thing, but a movie star might be pushing her luck to ask about it unless she phrases it just right; "It's for an upcoming role!".

Drawbacks: Being a living legend also means that it's difficult for you to go anywhere without being recognized, which in turn can mean being mobbed by adoring fans, reporters, and autograph seekers. Not to mention less savory types like stalkers and tabloid journalists. You're extremely memorable, and people go out of their way to interact with you. You cannot purchase the Covert Edge, and you subtract your Fame rating from all attempts to disguise yourself or go unrecognized in public. If you are seen to be acting too out of character too often or egregiously — a baseball player caught up in a cheating scandal, for example, or a war hero suspected of betraying his country — this Edge may be lost as you suffer a public backlash.

Sanctum Sanctorum

Prerequisite: Safe House, either Covert ••• or Wealth •••

You have access to an incredibly secure, incredibly useful hideout. It is essentially impervious to attack by anything less than a serious, sustained military operation, and breaking in is impossible for all but a handful of the best thieves in the world (and even they will be sorely tested). What's more, you should feel free to make this location something truly epic and outlandish. An undersea complex built on the ruins of fallen Atlantis? Sure. A massive fortress borne aloft by zeppelins? Awesome! The lost laboratories of Leonardo Da Vinci, scattered across Europe but connected by mysterious teleportation mirrors designed by the master himself? Sounds like Adventure! The Storyguide has the final say on the nature of the Sanctum Sanctorum, but is encouraged to be indulgent and creative in approving it.

Unstoppable

Prerequisite: Hardy •• or Tough Cookie

Your fortitude is extremely impressive, even by Inspired standards. While not outright supernatural regeneration, you recover from most injuries swiftly and with greater ease than an ordinary person. You automatically downgrade one Injury Condition after combat, provided you were not Maimed or Taken Out. You may still receive first aid to downgrade another Injury Condition. In addition, you reduce the Complication penalty from Injury Conditions by 1 (to a minimum of 1), once again provided you have not reached the Maimed Condition.

Without a Trace

Prerequisite: Larceny or Survival •••

You have an uncanny knack for leaving no trace of your presence in your wake, unless you deliberately choose otherwise. When you purchase this Edge, you must specify what setting this aptitude applies to: civilization (Larceny), or wilderness (Survival). You must meet the Skill

requirement for the selected setting as well. In civilization, this Edge means that you leave no forensic traces behind — fingerprints are smudged, blood samples are tainted, photographs turn out blurry, recordings are garbled. Even eyewitnesses have a hard time picking you out of a lineup; while Inspired individuals are immune to this, ordinary people can't definitively identify you after the fact. Note that they still recall what happened, but your face is just a blur in their recollection, making positive identification extremely difficult. The words "reasonable doubt" were basically invented to describe your presence (or lack thereof).

If you select the wilderness, you become essentially impossible to track. You leave behind no footprints or other evidence of your passage, your scent is basically nonexistent, and even animals can't follow your trail. This doesn't mean you can walk up to a grizzly bear with impunity, of course, just that a pack of bloodhounds would give up after just a few frustrating minutes. You are not actually invisible, but if you manage to get out of sight, it quickly becomes very difficult to find you. You may choose to waive this Edge if you wish, especially if you want others to keep up.

You may purchase this Edge a second time for the setting you didn't choose, provided you meet the requirements.