

MADE MEN
Gloria Mundi - Part Five

MAGE™
THE AWAKENING

Free Introductory Chronicle

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MAGE

THE AWAKENING

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Made Men

Welcome to “Made Men,” the fifth installment of the **Gloria Mundi** chronicle for **Mage: The Awakening**. This story continues the characters’ investigation of the Vice-spirits and puts them in perhaps the most physically precarious position they’ve been in thus far as one of the spirits sets them up to die. The characters also witness the power that these spirits can wield given time and opportunity, and the terrible fate that can befall even one of the powerful Awakened.

Apart from their quest to find and destroy the Vice-spirits, the characters also gain a bit of insight into what happened to Adam, though not enough for them to find and aid him. They do, however, gain a great advantage over the spirits in the form a magical item Adam discovered before disappearing.

THEME AND MOOD

The theme of “Made Men” is *will*. The Greed-spirit is willful enough to remove a mage’s soul, to slip into his life and even fool his closest friends and family. The characters need to possess a similar will in order to find and rescue him. Not only that, but this story puts the cabal into conflict with normal (if deadly) Sleepers who are willing and able to kill the characters. Fighting for their lives might require taking steps that the mages have not needed to take in the past.

The mood of this story is *dangerous*. The characters face a very real possibility of death in this story, not to mention the usual dangers of tracking down the Vice-spirits. The Greed-spirit has entrenched itself more directly into human society than even the Lust-spirit, insofar as it wields authority over a group of Sleepers who are willing to kill on its orders. In addition, the characters face dangers of exposure and arrest, depending on how things progress.

STORYTELLING TECHNIQUE: RINGERS

During the first two scenes of “Made Men,” Tyrrhenus is not himself. The Greed-spirit kidnaps and replaces him, and while the other characters *can* discover the ruse, they probably won’t (unless you have some extremely paranoid or perceptive players). This tactic requires Tyrrhenus’ player to take on the role of the Greed-spirit. The specific information he needs to know is relayed on the next page. Here, we present some pointers on having a ringer (also known as a “plant”) among a troupe.

- **Don’t do it often.** Having a plant works only if the players aren’t expecting it. If every few sessions, one of the characters turns out to be a spy, imposter or saboteur, the players will refuse to work together. Unity between characters can be one of the hardest things to achieve in a Storytelling game, depending on your troupe. As such, avoid anything that will drive a wedge between the players and their characters.

Done well and sparingly, though, the betrayal from one of the characters normally serves to unify the characters as they come together against a common threat. It might still raise issues of trust among the characters, but that’s very different from showing them that they are helpless against infiltration.

- **Don’t make it obvious.** If the troupe suddenly includes a new player, portraying a character that the regulars have never seen, they usually watch the newcomer like a hawk. That means that betrayal doesn’t seem surprising and that the characters are usually prepared for it. If you are going to add a new player to mix for the session, see if you can have that player join in the group once or twice prior to

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the betrayal (or play the character yourself as a Storyteller character), just so the other players accept his character's presence in the chronicle and aren't immediately waiting for signs of treachery. If this is impossible, the players might expect the newcomer to be working against them, but you can vary that character's motives to create an interesting story. Maybe the traitor believes the characters are evil and that by working against them, he is doing the right thing. Maybe he is being well paid and the money trail leads back to the characters' true enemy.

Or, for an interesting double-blind, perhaps the newcomer isn't the traitor at all. The real traitor is a regular member of the group, working to frame the newcomer (who, perhaps, is looking to expose the traitor).

- **Consider what the players might do.** In *Gloria Mundi*, the characters are aware that the Vice-spirits can materialize and that when they do, they are nearly identical to the mages on whom they have imprinted. As such, the characters might have developed a complicated set of rituals and spells that they undergo every day to prove to each other that they are still human and not imposters. Each Vice-spirit knows everything that the others know, *except* for the Wrath-spirit (since it has been forced to dormancy inside Amelia), but not what the mages know, so setting up trick questions and passwords meant to fool the spirits should work... unless they are possessed.

The most effective weapon the characters have against infiltration, of course, is magic. Spirit and Prime can detect a materialized spirit for what it is; Mind can detect the concentration of emotion typical of the Vice-spirits; Life can detect the spirits since they don't register to it at all (as they are not truly alive). In this story, the Greed-spirit works around this by staying away from the characters as much as possible and, of course, keeping Tyrrhenus' soul with it.

All of these tools won't matter, though, if the characters don't use them. As Storyteller, you need to be aware of how much the characters trust one another and how zealous the players are going to be in trying to detect intruders or imposters. It might never occur to the players that one of the spirits could successfully impersonate one member of the cabal for any length of time; surely one use of Mage Sight would end that ruse? This kind of confidence (some might say arrogance) is very much in-theme with *Mage: The Awakening*, but supreme confidence in one's own power is dangerous. It blinds the user to the possibility that something might be beyond his ken.

- **Don't stonewall the players.** If the players suspect a mole might be about and use their ingenuity to find out where and who that mole is, don't add additional powers to the mole or artificially arrange circumstances to stymie the

players' efforts. (In mysteries, this is called "playing fair by the audience." That is, it should be possible for the audience to figure out the ending before it happens.) In movies, films and novels, that characters don't normally guess the secret until dramatically appropriate—but a Storytelling game is *not* one of these forms of entertainment. The characters are not all controlled by the same author but each by a single player. Therefore, while you as Storyteller are trying to keep the secret, you have four other people trying to unravel it. If they figure it out, good for them! That just means you'll need to be flexible enough as Storyteller to alter the chronicle to fit this turn of events (which is par for the course anyway).

THE GREED-SPIRIT AS TYRRHENUS

After you have run the prologue, but *before* you start this session, take Tyrrhenus' player aside and explain what has happened. Tell him that his character is alive and that the other characters will be able to rescue him, but for now, he is going to portray the Greed-spirit rather than Tyrrhenus. The following points explain everything the player needs to know about the Greed-spirit's role in "Made Men," but we recommend not printing them out and handing them off. (Too much potential for another player to see them and become suspicious.) Instead, simply let the player read them and take notes if necessary.

- **The Spirit's Past Activities:** Before taking over Tyrrhenus' body, the Greed-spirit made some inroads with the Licavoli family and discovered that the Mafia could be a superb source of revenue (and thus Essence). After taking over Tyrrhenus' identity, it has been participating in protection, murder, extortion and racketeering. The Licavoli family is gaining ground and a reputation on the streets, and that is what attracted the attention of the reporter, Dick McManus.

When dealing with the cabal, the Greed-spirit is careful and quiet. It mimics Tyrrhenus almost flawlessly (though it cannot help but be greedy), but it prefers to avoid associating with the mages. When you ask the players at the beginning of Scene One what their characters have been doing during the downtime, Tyrrhenus' player should respond that he has been spending time in Boston looking for the spirits and for other mages who might be able to help.

- **The Spirit's Current Goals:** The Greed-spirit knows that the other mages are dangerous to it, but it has shied away from attacking them outright thus far, for fear that doing so will blow its cover. It has recently discovered that a reporter named Dick McManus has photographs of it (in its guise as Tony Licavoli) and some of the other family

members dumping a body into the harbor. McManus hasn't released the story yet, as he is trying to identify all of the people in the photos and otherwise check his facts, but it's only a matter of time.

The Greed-spirit, then, means to trick the cabal into ambushing McManus and finding out where he's keeping the negatives for those photos. Having obtained that information, the spirit will then signal to several shooters, who will gun down McManus and the characters. The Greed-spirit knows that the characters are capable of fighting back, so it will remain on hand briefly to disarm any of the who are carrying guns. With the cabal dead, it can claim the sanctum and the Hallow for itself, and continue on in its guise as Tyrrhenus.

• **Mechanics:** Tyrrhenus' player can use the character's normal game traits but needs to be aware of a few changes:

—The spirit cannot spend Willpower.

—The spirit cannot use the Dream Merit.

—It can use any of its Numina, including Drain Mana. It can drain Mana from *any* source that contains it, including mages and Hallows.

—The spirit cannot use the High Speech, nor can it pretend to do so.

—The spirit looks like Tyrrhenus to all casual magical detection. If another character wishes to scrutinize "Tyrrhenus" with Mage Sight, have that player roll Intelligence + Occult (+1 if the Mage Sight is through the Spirit Arcanum) in a contested roll against the spirit's Power + Resistance (nine dice). *You* should make this roll, not Tyrrhenus' player. If the player wins, her character realizes that Tyrrhenus is not himself and can see his soul distinct from the spirit's Corpus. If you win, the mage sees the soul through Mage Sight, which her mind interprets as simply being Tyrrhenus. Note: If the characters have used magic in the past to verify that a cabal-mate is who she should be and not a spirit (this was mentioned back when the Envy-spirit burned Adam's house in "Driving Angry"), you should give the appropriate player a +1 to the detection roll because the character knows what to look for.

—Apart from Mage Sight, the biggest giveaway is that the Greed-spirit cannot use magic. It can mimic some of Tyrrhenus' common effects using his soul as a kind of road map, but it has nothing like the versatility of an Awakened mage. The Greed-spirit can exert some limited control over fire and electricity to mimic Tyrrhenus' skill with the Forces Arcanum, and it can perform his Kinetic Blow rote, but it has none of his other powers. Note, though, that most of his rotes aren't easily visible anyway, so the player can state that "Tyrrhenus" is casting Winds of Fate or Supernal Vision. Simply ignore the dice results and proceed as if nothing happens.

NEW SYSTEMS— MATTERS OF THE SOUL

In this story, the Greed-spirit removes Tyrrhenus' soul and keeps him prisoner for several weeks. The removal of a person's soul has terrible effects on that person's physical and psychological health, and to a mage, those effects are even more pronounced.

In rules terms, each week the character's soul is gone, he loses one permanent dot of Wisdom. When the character's Wisdom is reduced to 1 dot, this process of erosion turns on the character's Willpower dots. Once his Willpower dots drop to 0, the soul-less one becomes practically catatonic, shuffling through life by force of habit, if at all. He might wander the streets mumbling to himself, challenged to put together coherent sentences. The streets and lunatic asylums of the World of Darkness are full of insane, homeless beggars, and many of the Awakened are convinced that a significant portion of that population consists of victims of soul-theft. As a secondary danger, a living body that's had its soul severed is at a particularly high risk of being possessed by any spirit that wants a physical body for a while. (The possessing spirit gains a +2 modifier on the attempt to take control.)

Assuming an individual's soul *can* be recovered, it can be reconnected to the body with Spirit 3. (Unfortunately, Niamh has not yet reached this level of mastery in the Spirit Arcanum.) Once a person regains his soul, the dots he lost from Wisdom and Willpower return at the rate of one per day.

SOUL HANDLING

A mage with Death 3 can rip a victim's soul from its physical mooring (though he needs Death 5 to sever an Awakened soul). A severed soul can be attached to a soul-less body using Death 4.

An unmoored soul is an extremely subtle and vulnerable thing, visible to those with Mage Sight, but untouchable by those who do not have the proper Arcanum lore to affect it. If it is loosed from its body by magic or spirit powers while it is in the physical world, the soul hovers in Twilight as an ethereal, ghostly presence. Any mage who is able to affect beings in Twilight (using the Death, Mind or Spirit Arcana) can affect an unmoored soul. The soul does not have a Corpus like most spirits. Instead, it is intangible even to spirits unless they have Numina that allow them to affect souls. An unmoored soul's Speed is equal to its Willpower, and it begins to slow down as it loses Willpower over time. It has no powers or ability to affect the world or those around it, though it can communicate with Twilight

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beings through a form of telepathy. If it is in the Shadow Realm, it can communicate with beings there through the same process.

An unmoored soul will act in its own best interests, trying to escape back to its mortal housing if possible. It cannot, however, reunite what magic has severed—it needs a mage or spirit to restore it to its body.

Souls can be tracked with Spirit 2 and a sympathetic connection (such as contact with the soul's mortal body). A soul that departs a body upon death cannot be affected or tracked at all. Hence, soul-stealers need to harvest their souls from living bodies.

Those who routinely steal souls usually create receptacles for holding them until a spell can be cast to attach it. The mage needs Death 2 or Spirit 2 to enchant the receptacle so that a soul placed into it cannot escape. This also protects the soul from harm. Any attacks against the soul must first breach the receptacle.

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This story begins three weeks after the events of “Siren’s Song.” Before beginning the first scene, run the Prologue. This allows the characters to gain an important benefit in their fights against the Vice-spirits, and it also helps to show the real Tyrrhenus before his abduction and replacement.

Before beginning Scene One of “Made Men,” ask each of the players what their characters have been doing over the downtime. For the most part, this should just consist of a few minutes of exposition from each player, but it will help the players slip into their characters’ lives a bit more. Also, this enables Tyrrhenus’ player (portraying the Greed-spirit) to reveal that “Tyrrhenus” has been absent from the cabal more frequently of late.

MANA

The characters’ Mana level fluctuates during the course of the downtime. Use any of the methods presented in “A Nest of Vipers” to determine their Mana levels at the start of this story.

PROLOGUE: THE HOTEL

This scene takes place shortly after the events of “Siren’s Song,” but before the three weeks of downtime separating that story and “Made Men.” If you have the time, you might consider running this prologue as a separate session from “Made Men,” to emphasize the changes that take place between this prologue and the actual story (not the least of which is the Greed-spirit’s abduction of Tyrrhenus). In this scene, the characters receive word that Adam was

staying in a hotel in Boston and that he left something in his room for the cabal.

If they call the hotel, they find out that Paul Kresham (Adam’s real name, remember) checked in more than a month ago but did not check out. The employee does not reveal any other information over the phone.

If the characters venture out to the hotel, they can find Adam’s room and gain entry relatively easily. The hotel is fairly low-end and doesn’t have card-key entry to the rooms—a successful Dexterity + Larceny roll is all that’s needed. The room has long been cleaned, however, and any physical evidence is gone. Magically, too, it seems that someone has “washed” the area. Spells based on Prime and Time reveal nothing untoward. Using the Time Arcanum to look at the room’s past shows a sort of “null space” on the night that Adam checked in, the result of powerful Time magic blocking attempts to divine the truth. Use of the Death Arcanum, however, reveals a large bloodstain just outside the door, indicating that someone died there.

If Ogma or Jack have Mage Sight active through the Space Arcanum, have the appropriate player roll Wits + Occult. Success indicates that the character feels a warp in space located behind the headboard. The characters can also find this space if they search the room carefully. Doing so requires an extended Intelligence + Investigation action, in which each roll takes 10 minutes. Five successes are required. If the characters pull the bed out, they find a small paper bag stuffed into a hollow in the wall. (The “warp” was simply a weak ward that Adam placed there to get the characters’ attention.) Inside the bag is a brass disc with a five-pointed star engraved on it, which the characters recognize as an Atlantean star. A note along with the disc says simply, “Hold this toward them and say the word ‘bind,’ and they will be unable to escape. I’m sorry. –A.” If Ogma reads this note, have his player roll Wits + Academics (his Psychology Specialty applies). If this roll succeeds, he realizes that Adam wrote this note hurriedly and under stress.

The disc is imbued with a Spirit spell that binds materialized spirits to the Fallen World. The characters can use this item to prevent the Greed-spirit, and, later, the other Vice-spirits, from escaping. Normally, this would involve a contested roll of the wielder’s Gnosis + 3 against the spirit’s Resistance, but you may choose to waive this roll if you don’t wish to leave the spirit’s escape to chance. Any of the characters can use this disc.

If the characters question some of the staff, have the appropriate players roll Presence or Manipulation + Persuasion (depending on their approach). Magic can modify this roll, and a good bribe adds two dice. The staff can reveal that one night nearly two months ago, they heard shouting and

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someone kick in a door, and then screams. They did not see anyone leave, however.

If Ogma investigates this information, he discovers that the police are looking for Paul Kresham in conjunction not only with the fire that destroyed his house, but the incident at the hotel. As best the police can reconstruct the crime, a group of people came to Adam's door and smashed it in. One of the intruders apparently took a shotgun blast to the head, but the intruders took Adam and the gunshot victim with them. (Although forensics investigators haven't discovered any physical evidence of an actual gunshot, the blood spatter on the ground was consistent with a shotgun wound to the head.) They have no other leads.

It should be clear to the characters that Adam was kidnapped by other mages and that he knew he was in danger, but if they contact the Consilium, they learn nothing new.

SCENE ONE: A NEW LEAD

In this scene, the Greed-spirit (masquerading as Tyrrhenus) informs the character that he has a lead on one of the Vice-spirits. This scene consists of the characters' investigations into this target and formulating a plan to meet and (as far as the characters know) find out what he knows about the "spirit." In actuality, the Greed-spirit wants this person and the other members of the cabal dead, and is setting them up.

Ask each player what his character has been doing during the downtime. The characters might have been searching for leads on the other Vice-spirits, but they haven't found any good leads with their own investigations as of yet. When you come to Tyrrhenus' player, however, he of course has some news to share. The Greed-spirit (acting as Tyrrhenus) informs the other characters that through his "family" connections, he has discovered a lead on the Greed-spirit. (If either the Sloth- or the Envy-spirits escaped, however, it implicates them instead.) He tells the cabal that the spirit is bedeviling a reporter named Dick McManus, and that this reporter has comprising photos of several important people in the city. Instead of publishing or burying the photos, though, the reporter is using them for blackmail. This action could easily fit into the vices of Greed, Sloth or Envy as necessary. Tyrrhenus says that the reporter even has photos of him and his family, which, if published, could bring unwanted attention down upon the cabal and possibly the Consilium. He states that the characters need to find McManus, wrest the location of the negatives from him, and discern how much influence the spirit has over him.

Of course, most of the above is false. McManus *does* have compromising photos, but not of anyone who isn't a criminal. (He specializes in stories on organized crime.) He is not under the influence of any spirit at all, and is not using any information for blackmail. The Greed-spirit's plan, however, involves the characters being caught in the crossfire when the Licavoli family rubs McManus out. All of this means, of course, that Tyrrhenus' player needs to be aware of all of this information and be able to provide information (lies) on the spot. Don't resort to Subterfuge rolls here, as making the roll is a dead giveaway that something is wrong. Instead, if any other characters become suspicious, resolve any magical scrutiny as outlined but otherwise let Tyrrhenus' player's performance stand on its own. The rest of this story assumes that the players do not seriously question or investigate the veracity of Tyrrhenus' claims about McManus, though they might look into his record.

If the characters do some research on McManus have the appropriate player roll Intelligence + Academics (for looking through back issues of the paper for his articles) or Intelligence + Computer (for finding information online). Success indicates that the character learns that McManus has been writing for the paper for nearly 20 years, and has broken several important cases during that time, most of which dealt with organized crime in Boston. In fact, he was shot a few years ago, but the assailant was never identified and the list of potential suspects was too long to mount any serious investigation. Exceptional success reveals that McManus was indirectly responsible for a police captain, a city councilman and a county sheriff losing their jobs after allegations of corruption (always with corroborating evidence) were published.

The characters have a few options with regards to meeting with McManus:

- **Deception:** A character might contact McManus by calling the paper and offering to sell photos. (His office number isn't listed, but an operator can put the character through.) McManus doesn't meet with just anyone claiming to have information, but the characters know one of his current projects (the Licavoli family), so offering incriminating evidence about them convinces McManus to agree to a meet. The Greed-spirit should urge the characters to set the meet somewhere out of sight from Sleepers, in case the "spirit" influencing McManus is present and the cabal must use magic overtly. In fact, he wants a good spot for the ambush.
- **Kidnapping:** The characters could simply wait for McManus to leave his office, incapacitate him, and take him somewhere private. The Greed-spirit is in favor of this kind of action. In fact, it suggests a locale that the cabal could use to interrogate McManus, thus ensuring that it can set the stage for the ambush. You should let the play-

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ers know, though, that such action will likely require them to check for Wisdom degeneration. McManus' game traits aren't provided, but he isn't equipped to fight the characters. If they put a gun in his back, he'll cooperate. He remains confident and calm throughout though—he has been in such situations before.

• **Official Appointment:** The characters might call upon McManus at his office, perhaps simply to talk to him, perhaps to nose around his office for the negatives. Morrigan can use the Matter Arcanum to search for photo negatives or a hidden cache in his office. (Normally, Tyrrenus would be able to do so, but the Greed-spirit lacks this ability.) If she does so, she finds a safe hidden behind his desk, which contains the negatives. Getting to that safe, of course, requires getting McManus out of the room or incapacitating him. Opening the safe requires 25 successes on an extended Dexterity + Larceny roll with a -2 modifier. Morrigan can use the Matter Arcanum to help in this attempt. (A successful improvised spell negates the penalty; an exceptional success reduces the number of successes to 12.) Other spells, such as Glimpsing the Future (which Niamh knows as a rote and Jack can cast as an improvised spell) can also benefit a safecracking character.

The Greed-spirit argues against confronting McManus in his office, however, warning that the characters will be exposed and on unfamiliar ground if they do so. This argument is valid, even if the spirit's motives for making it are less than pure. McManus can press a silent alarm in his office and have the police waiting out front in minutes. He will do so if he feels threatened, and the players must succeed in a Wits + Composure roll with a -3 modifier for their characters to notice it.

This scene ends when the characters take action on McManus, in whatever form. The next scene assumes the characters meet McManus somewhere or transport him away from the office. If they go to his office, you will need to set up the ambush scene later.

SCENE TWO: AMBUSH

The characters find and confront McManus, and find out where he is hiding the evidence against "Tony." As soon as this happens, several members of the Licavoli family gun McManus down and the Greed-spirit reveals what it truly is.

The setting of this scene varies depending on what the characters have chosen to do about McManus. The Greed-spirit knows of a Big Dig site that hasn't been used in months, and the piles of earth and construction equipment provide good cover. It suggests this site as a good place to interrogate McManus.

Whatever site the characters choose, the Greed-spirit contacts several members of the Licavoli family ahead of time and informs them of the plan. It tells them to wait for a signal from it, and then shoot everyone present, starting with McManus.

INTERROGATING McMANUS

McManus is a dedicated reporter who won't willingly reveal the location of his negatives. Persuasion and bribery won't work, and he attempts to leave as soon as the negatives are mentioned. If the characters threaten him, especially with a gun, he puts his hands up and complies, but doesn't reveal the negatives' location.

The characters have three main options for wresting the information out of him. They can threaten to kill him, they can torture him, or they can use magic.

• **Threats:** McManus is not easy to intimidate and he's dealt with threats before. A player of a character trying to bully the information out of him should roll Presence + Intimidation (Manipulation if the character goes for a more psychological approach) in a contested roll against McManus' Resolve + Composure (8 dice, and McManus spends Willpower for a total of 11). This roll is an extended and contested action, with each roll representing one turn. If Ogma uses Emotional Urging on McManus to force fear or compliance, have Ogma's player roll for the rote while you roll four dice for McManus. If Ogma wins, McManus applies a negative penalty to his Resolve + Composure rolls equal to Ogma's player's successes.

If McManus reaches a number of successes equal to the character's Presence + Intimidation before the character reaches eight successes, McManus laughs off the character's threats. If the character reaches eight successes first, McManus breaks and tells the characters where the negatives are (in his safe in the office). At that point, the Greed-spirit gives the signal. Proceed to "Assassination."

• **Torture:** The characters can use whatever sort of torture they can dream up. Adjudicate what kind of damage their methods might inflict (simply beating him inflicts bashing, while using a knife inflicts lethal) and portray McManus' results accordingly. Any player whose character actively takes part in the torture must roll two dice, while players of onlookers roll three. If this roll fails, the character loses a dot of Wisdom. The player must then roll the characters' new Wisdom rating; failure means the character gains a derangement. Be sure to warn the players *before* they embark on this course of action that it might cause their characters to suffer degeneration.

In any case, McManus will talk after he has suffered six wounds from either bashing or lethal damage. Proceed to "Assassination."

- **Magic:** The safest and probably most humane way of getting the information is to use magic to read McManus' mind. Only Ogma is capable of doing so, and the spell is improvised (but fortunately covert). Have Ogma's player roll Gnosis + Mind in a contested roll against McManus' Resolve (four dice). If Ogma wins, he can read McManus' surface thoughts, so someone should ask the reporter about the negatives just before Ogma attempts the spell. Successful use of this spell shows that McManus thinks of a safe behind his desk when the question of the negatives is raised.

As soon as the Greed-spirit learns the location of the negatives, it signals to the gangsters. Proceed to "Assassination."

ASSASSINATION

When the Greed-spirit learns where McManus is keeping the negatives, it signals to the gangsters hiding nearby. Have each player roll Wits + Composure. Jack's Omnivision rote, if he has it active, adds three dice to this roll. If this roll succeeds, the character sees three red dots appear on McManus' chest. The character has time to take one reflexive action (fall prone, spend Mana, yell a warning to the other characters) before the shots ring out. If this roll fails, the character cannot act at all before the gangsters shoot McManus down. In any case, no character has enough time to knock McManus down or cast a spell before the action starts.

Have each player roll initiative, including Tyrrenus' player. Since Tyrrenus' player is rolling for the Greed-spirit, however, use the spirit's initiative modifier of 9 rather than Tyrrenus'. The gangsters act first this turn, but next turn you should roll for each of them. (Their traits are listed in *Dramatis Personae*.)

The gangsters fire. They have aimed their shots carefully and are using laser sights. McManus doesn't have a chance. He falls to the ground with three bullets in his heart.

The gangsters have used their action for the turn, but they too far away to reach and still act (they are 50 feet away from the characters). Remember that a character can move up to his Speed rating in yards in a turn and still take an action, or he can up to double his Speed rating if he takes no other action. A character might choose to move closer and then shoot at the gangsters or cast a spell, of course. The gangsters try to fire from cover, if the terrain permits it, which might impose a penalty on a character's action.

The fight with the gangsters might go any number of ways, depending on the locale the characters have chosen in which to interrogate McManus. The Storyteller thus needs to be flexible when running this scene. Be aware of the following points:

- **Warning:** The gangsters, in all probability, have had time to scope out the area and choose the best locations for hiding and shooting. As stated, they fire from behind cover

if possible, which can impose a -1 to -3 penalty on attempts to hit them, depending on how complete the cover is. They also choose a hiding place that doesn't box them in, and if the fight turns against them, they run back to their vehicle.

- **The Greed-spirit:** The spirit doesn't wish to hang around once McManus is dead. It tries to disarm the characters, either by force (grappling with a character and taking his gun) or guile (the player might say, "Quick give me your gun! I've got a clean shot!" and then hurl the gun away). Once the characters are disarmed or it tips its hand, it vanishes. As it does so, have the player of any character with Mage Sight active roll Wits + Occult (+1 for Spirit). If the roll succeeds, the character sees Tyrrenus' body (actually the Greed-spirit's materialized Corpus) fading away, but just before it vanishes, a glowing mass of white light with Tyrrenus' face twisted into a scream becomes visible. Don't take time to explain this now, but this information will become important in the next scene.

- **Police:** How quickly someone calls the cops to report gunshots depends on the location. If the characters chose a public meeting spot, the gangsters use silencers on their pistols and try to remain hidden after shooting McManus, picking the characters off from points of stealth. Of course, magic can ferret them out quite easily. If the police arrive, the characters probably have some explaining to do about why they were in the middle of a firefight. As in previous stories, the threat of arrest is probably a better Storytelling tool than actually hauling the characters downtown (although it might save their lives this time).

- **Lethality:** The gangsters intend to kill the characters. They do not hesitate or show mercy—they simply shoot. They spend Willpower, as well, making their already impressive marksmanship even more lethal. The characters are probably best served by fleeing the area rather than attempting to take these men on, unless they have procured weapons of their own.

Remember that when a character's Health track is filled with Xs (lethal damage), she is in a coma and cannot move or act, and she suffers one aggravated wound per minute unless she is given medical attention (a successful Intelligence + Medicine roll from another player counts). When the Health track is filled with *s (aggravated damage), the character is dead.

- **Magic:** The characters can, of course, defend themselves magically. Rotes such as Quicken Corpse (on McManus or a dead gangster), Glimpsing the Future, Exceptional Luck, Self-Healing and Spatial Map can aid the characters in escaping or incapacitating the gangsters. Of course, improvised magic allows the characters to inflict bashing damage with a psychic assault (Mind 3), disable the guns (Death 2), feign death (Death 3) or cause a gun to jam (Fate 2 or Matter 2). Remember, though, that these gangsters are Sleepers, so any Paradox roll you make receives a +2.

ZOMBIES

Morrigan's Quicken Corpse spell allows her to raise human corpses as zombies. Up until now, there has not been an instance where such corpses are readily available, and so we haven't included specific rules for these zombies. Since deadly violence plays an important role in "Made Men," however, this story is a perfect place to introduce them.

Each zombie has the following base traits:

Attributes: Power 1, Finesse 1, Resistance 2

Size: 5 (or less if the corpse is small)

Speed: 1*

Initiative: 1*

Defense: 1*

Health: 5

* These traits begin at 1, regardless of Attribute scores. The caster must spend successes on a one-success-per-dot basis to raise them.

Zombies do not suffer wound penalties and cannot heal damage naturally. Bashing, lethal and aggravated wounds are marked normally, but zombies never suffer incapacitation. They just keep going until their last Health point is lost to aggravated damage. When a zombie's final (rightmost) Health box is marked with bashing damage, no roll is required to remain conscious. When its final Health box is marked with lethal damage, it does not collapse and begin bleeding to death—it keeps going. Any damage suffered after that is upgraded to aggravated. Once this happens, the corpse loses body parts with each new upgraded wound until it is completely pulverized or disintegrated (the Storyteller decides which parts fall off with each wound).

In addition, zombies created by this spell have a vulnerability to one specific type of attack, such as fire, damage to the brain or carving a mystic sigil on one's body. If a zombie suffers at least one lethal or aggravated point of damage from an attack to which it is vulnerable, it is destroyed instantly. The caster chooses the zombie's vulnerability during spellcasting, unless he devotes a success (over and above the simple success needed to animate the corpse) to make it Indestructible. Indestructible zombies can be destroyed only when their final Health box is marked with aggravated damage.

The Shooters

Each gangster responds differently to magic and to the situation going wrong. Shooter #1, Johnny, is a consummate professional who focuses on doing the job. He is also a devout Catholic, however, and if any character shows obvious magic, roll his Resolve + Composure. If you succeed, he attacks that character specifically. If you fail, he panics and runs in the face of "maloccio." If the characters put up too great a fight, he draws a second gun and makes two attacks per turn, taking advantage of his Gunslinger Merit.

Shooter #2, Paul, is loyal to Tony and isn't easy to frighten. Overt displays of magic rattle him momentarily, but his Sleeper's mind forgets or rationalizes the magic. He has, however, been instructed to look out for Mike (i.e., Shooter #3). If Mike dies, Paul makes all-out attacks in close combat (+2 to his attack rolls, but he loses his Defense) or spends Willpower on Firearms rolls. If Mike is critically injured (Health track filled with lethal wounds), roll Paul's Resolve + Composure. If that roll fails, Paul crouches by his fallen cousin and calls for help. He attempts to shoot anyone who comes close, but he does not pursue the characters.

Mike is under the influence of the Greed-spirit, as any character with active Mage Sight can perceive (Wits + Occult to sense the lingering effect). Mind or Spirit magic can help free him. If Ogma or Niamh casts an improvised Mind or Spirit 2 spell on Mike, the effect is disrupted and Mike panics and runs.

Questioning

If the characters manage to incapacitate and question the gangsters, they can find out the following through any of the methods of interrogation listed previously:

- Tony Licavoli has been active in the family business only recently, beginning about a month ago. He has already built up some loyalty based mainly his pure drive and ambition.
- Tony called in this hit. The idea was to kill McManus and then anyone else present.
- Tony has already made arrangements to have the negatives removed from the safe. Indeed, if the characters check up on this, they discover that the safe has been opened and cleaned out. (The Greed-spirit had someone standing by to receive the information about the negatives).
- Tony frequents a restaurant called Pauli's. If this comes up, now or in the next scene, have Ogma's player roll Intelligence + Socialize (his Beer and Wine Specialty applies). If this roll succeeds, Ogma recognizes the restaurant as a small, family-owned establishment notable for its selection of Italian wines.

- There is something of value to Tony in a storage unit north of Quincy. The facility is called “Lock-It-Up.” None of the gangsters know exactly what is there, but Tony has them call the desk work once a day to make sure the unit is intact. (The worker is well bribed to do this task and keep quiet about it.)

This scene ends when the characters have escaped from or bested the gangsters and are ready to begin trying to find the real Tyrrhenus.

SCENE THREE: SOUL RETRIEVAL

In this scene, the characters track down and rescue Tyrrhenus and discover that his soul has been removed.

Once the characters have escaped from, killed or otherwise dealt with the gangsters in Scene Two, they probably return to their sanctum to regroup, especially if any of them are injured. Injured characters can heal one level of bashing or lethal damage by spending three points of Mana, but they can do so only once per day.

Once the characters have reconnoitered and bandaged or healed their wounds, they should begin looking for Tyrrhenus. The characters have two main methods of doing so. Ogma can use Space 2 to find Tyrrhenus, or Niamh can use Spirit 2 to track his soul. The latter method, of course, requires that the cabal knows his soul has been removed. If the players raise the question of how the Greed-spirit fooled them for so long, have each player roll Intelligence + Occult. If characters saw the white light as the Greed-spirit disappeared, grant the appropriate players a +2 on this roll. Success means the characters realize that Tyrrhenus’ soul might have been removed, but are at a loss for how it might have happened. (Morrigan is aware that *she* can remove a Sleeper’s soul, but as far as she knows, only a Master of Death can do so to a mage.) An exceptional success means that the character guesses that the Greed-spirit’s connection with Tyrrhenus probably gave it the power necessary to remove his soul.

If the characters are truly stuck for ideas, Niamh or Jack could use Time 2 to look into the future and see Tyrrhenus’ fate, which might give them a hint as to where he currently is. Likewise, Jack can call on Sisyphus for a favor. If Jack explains what has happened to him, Sisyphus raises the possibility that Tyrrhenus’ soul might have been removed and admonishes the characters to find him quickly. Contacting Chain Parris grants the same information.

- **Scrying:** Using Space to find Tyrrhenus requires Ogma’s player to roll Gnosis + Space with a –2 modifier. (Clearly, this roll would benefit from use of the High

Speech and/or a Willpower point.) If the roll succeeds, Ogma sees Tyrrhenus standing in a filthy room, lit only by light seeping in under what looks like a garage door. He can smell human waste and mildew, and he hears traffic in the background. This window lasts only one turn, however. Once Ogma knows where Tyrrhenus is, though, he can use an improvised spell (Mind 3, Space 2) to read Tyrrhenus’ mind and learn his location. (Tyrrhenus knows where he is, he’s just too deep in shock to try to escape.) This spell requires a roll of Gnosis + Mind – 2 (for the sympathetic connection) and requires Ogma to use a point of Mana or cast it at the Hallow. If this spell succeeds, Ogma learns that Tyrrhenus is in a storage unit just outside Quincy.

- **Soul Tracking:** Niamh’s Spirit Arcanum can track Tyrrhenus’ soul, but not his body. The roll is Gnosis + Spirit – 2, and success leads the characters to Pauli’s restaurant and thus Scene Four. Try to steer the players toward recovering Tyrrhenus’ body first, though, if for no other reason than to allow his player some time in the game.

- **Mundane Methods:** The characters don’t have to rely on magic to find Tyrrhenus. If, for example, they remove a cell phone from one of the gangsters in Scene Two, they find only a few calls in the memory. One of them is the number of the storage facility. If the players come up with another method of looking for Tyrrhenus, or just investigating the Licavoli family’s activities in hopes of finding him, feel free to have it lead to the storage unit. Not all problems can or should be solved with magic, after all.

LOCK-IT-UP

The storage facility consists of rows of small individual compartments, each accessible through a sliding vertical door. A high fence surrounds the facility, and the characters need to pass through a locked gate to access the lockers. Doing so requires a code (given to people renting lockers). The characters can, of course, simply park in the front parking lot and walk around the gate into the facility. The desk worker doesn’t notice them sneaking in (and probably wouldn’t care if he did). If they approach the desk worker, he tells them that he can’t give out information about other people’s lockers, but he’s gullible and lazy. If a character succeeds on a Manipulation + Persuasion roll, he lets them into the yard. If they make the mistake of mentioning Tony Licavoli, the man becomes suspicious and asks if the characters are “with the Licavolis.” Convincing him that they are requires another Manipulation + Persuasion roll (with a –2 modifier, as the characters don’t look Italian). He lets them in if this roll fails, but then he

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calls the family. The number that he calls, though, is Paul Licavoli, so depending on what the characters did to the shooters in the last scene, the result of this call might be disastrous, inconvenient or nothing at all.

Finding Tyrrhenus at the lot requires some searching. Some possibilities include:

- **Mind:** Spells like Sense Consciousness can be used to find his mind. Morrigan knows the rote, and Ogma can improvise the spell.
- **Life:** Niamh can use the Life Arcanum to detect human beings, just as described in “Gazing into You.”
- **Space:** Ogma can use Mind and Space together to “home in” on Tyrrhenus’ consciousness.

Don’t let the characters waste too much time wandering the facility looking. The unit they want is close to the back of the facility (which any character can guess with a successful Intelligence + Investigation roll, if none of the players think of it), and with their magic the search should be quick. When the characters reach the unit, they find it locked (Dexterity + Larceny opens it, as can uses of Matter, Fate or Death). Once they open the unit, proceed from this point.

Read the following:

You slide the door up, and light spills into the unit. The room is small, only a few square feet. A bucket of human waste sits in one corner, and a pile of fast food wrappers lies in another. Tyrrhenus sits against the far wall, staring out as if in shock. He blinks in the light, but does not move.

Stop reading aloud.

Inform Tyrrhenus’ player (privately, if possible), of the following:

- Tyrrhenus is in shock, but can be talked back to cognition.
- He remembers going to church, being hit over the head as he was walking to his car, and then feeling an indescribable pain that seemed to last hours (his soul being torn out).
- He cannot use magic or spend Mana, though he can use the Dream Merit (which he might use to learn the Greed-spirit’s ban). He is not considered a Sleeper for purposes of witnessing vulgar magic.
- His Wisdom is considered 3 lower until his soul returns, at which point it comes back at one point per day.

A successful Intelligence + Medicine roll reveals that he is not hurt, only a bit dehydrated. Let the players play through talking Tyrrhenus back to awareness. Time is of the essence, though. Have each player roll Wits + Occult, including Tyrrhenus (and his Curses Specialty applies). Success means that character realizes that the Greed-spirit might be able to sense that Tyrrhenus has escaped, and is still in possession of his soul.

This scene ends when the characters retrieve Tyrrhenus and go off in search of his soul.

SCENE FOUR: A SIT-DOWN WITH GREED

In this scene, the cabal confronts the Greed-spirit and either retrieves or forever loses Tyrrhenus’ soul. They have a chance, also, to destroy the Greed-spirit.

The Greed-spirit (still disguised as Tyrrhenus) is at Pauli’s restaurant. If the characters arrive during business hours, it is seated in a back room playing poker with several members of the family. If the characters arrive after midnight, the spirit and the gangsters are playing poker but are seated in the main dining area. If the restaurant is open, it is bustling and crowded with local patrons. If it is closed, all of the chairs are stacked on the tables (except for the ones the spirit and his cronies are using) and the place is dimly lit and forbidding.

WHICH GANGSTERS

If the characters did not injure or kill the gangsters from the last scene, they can be present here. If the shooters died or were badly wounded in the fight, then obviously they aren’t present at the poker game. In any case, you might want to make up two or three other members of the family. You can use the same traits as the shooters (see *Dramatis Personae*) should the numbers become important, but tailor their personalities to allow for interesting interaction with the characters. Of special import is how these gangsters will react to talk of buying and gambling souls, and to seeing an exact duplicate of Tony.

The characters have a few options when dealing with the Greed-spirit. They can, of course, go in guns blazing. If they do this, the gangsters retaliate (and if they do it while the restaurant is open the police will be there in minutes), and the Greed-spirit begins the process of eating Tyrrhenus’ soul (see “Chaos Ensues”). Run combat as usual, but unless the players are *extremely* clever, the spirit will probably escape.

If the characters sneak in after hours, roll the Greed-spirit’s Power + Finesse (eight dice) and the gangsters’ Wits + Composure (five dice) and have each of the players roll Wits + Stealth. If the spirit or *any* of the gangsters achieves more successes than *any* of the players, the characters are found out. (Of course, if they approach from different directions they might not all be fingered.) The Greed-spirit doesn’t wish to bargain. If the characters arrive this way, he orders his men to shoot them.

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If the characters enter the restaurant while it is open, the Greed-spirit is in a more delicate position. It can't simply order a firefight without jeopardizing its masquerade as Tony. It invites the characters to sit down and join the game while it considers its options. See "Poker Game".

No matter how the characters enter, if the gangsters see Tyrrhenus and the Greed-spirit together at the same time, they are quite taken aback. Have the player of any character with Mage Sight active roll Wits + Occult. (The Spirit gains +1; Tyrrhenus' player gains a +3 and may make this roll even though he is currently unable to use magic.) Success means that the character notices that the Greed-spirit seems to lose color and definition for a second when the gangsters see "both" Tonys. This is due to their inherent Disbelief disrupting the spirit's powers, as well as the fact that Tyrrhenus' soul wants to return to its earthly home.

CHAOS ENSUES

If the characters enter the restaurant violently, or try to sneak in and are caught, the Greed-spirit shouts, "Shoot them!" and begins to consume Tyrrhenus' soul. Consuming his soul takes five turns. During each turn, you roll Power + Finesse for the spirit. If the roll succeeds, the spirit gains two Essence while Tyrrhenus loses one *dot* of Willpower. This loss is permanent, even if Tyrrhenus later recovers his soul. If the spirit succeeds in consuming Tyrrhenus' soul entirely, go to "Destruction", on the following page.

The characters can prevent this tragedy, though. While none of them has the correct Arcana to reattach Tyrrhenus' soul to his body, both Morrigan and Niamh can create a temporary home for it. This is an improvised spell for both of them (Gnosis + Death for Morrigan, Gnosis + Spirit for Niamh). Because Morrigan has Death 3, she can create a container that can hold the soul indefinitely, while Niamh must re-cast the spell each turn. Any container—a jar, a wine bottle, even Tupperware—functions as a soul jar. Once the spell has been cast successfully, have Tyrrhenus' player roll Resolve + Composure in a contested action against the spirit's Power + Resistance (nine dice, so Tyrrhenus' player should consider spending Willpower). If Tyrrhenus' player rolls as many or more successes than you do, the soul flies free of the spirit's clutches and into the soul jar.

Of course, the characters must also contend with the gangsters. There are four men present besides the Greed-spirit. See the sidebar entitled "Which Gangsters?" for more information.

Even after rescuing Tyrrhenus' soul, the characters must contend with the Greed-spirit. To destroy it, they need to strip it of its clothes, its money and its support (from the gangsters). They can accomplish this last task by killing or incapacitating the gangsters, or by talking them out of siding with the

spirit. This is difficult to do during a fight, but the gangsters are frightened already. If Tyrrhenus tries to convince them that he is really their cousin Tony, have his player roll Presence + Streetwise (his Specialty applies and he also gains a +1 modifier). If this roll succeeds, the gangsters stop fighting and, depending on what Tony told them and how convincing you feel his player was, might run, attack the Greed-spirit, or just watch in horror. Remember that these men are Sleepers, so any vulgar magic used in their presence incurs a +2 to the Paradox roll. If Tony convinces them to help and tells them to tear the suit off of the spirit (or even tear it so that it becomes worthless), go to Destruction.

POKER GAME

The Greed-spirit enjoys playing poker, and it always bets big (since it can't resist the possibility of gaining more wealth). If the characters join the game, they might well be able to win back Tyrrhenus' soul. Doing so, however, requires putting something of equal value up against it—such as one of their own souls. Should Jack take a mind to throw Sisypheus' soul stone into the pot, warn his player that such an action will cause a degeneration roll (provided his Wisdom rating is still 5+). If he does it anyway, have the player roll three dice. Failure indicates a loss of a dot of Wisdom and requires a roll of the new Wisdom rating to avoid a derangement.

The Greed-spirit does not cheat. It does, however, use its Influence to make the other players bet unwisely. If the mages want to cheat, they can use magic to do so. The Greed-spirit cannot sense their powers because it requires the bond between itself and Tyrrhenus to do so, and that bond is disrupted by the removal of Tyrrhenus' soul.

MAGICAL SUGGESTIONS— CHEATING AT CARDS

- **Space:** Jack can use the Omnivision rote to see the whole room. Ogma may do so as an improvised spell. This spell allows the mage to see everyone's cards, but the Greed-spirit holds its cards up for only a few seconds when they are first dealt. A Wits + Composure roll is necessary to get a good look.

- **Fate:** Naturally, the Fate Arcanum is the most useful here. An improvised Fate 2 spell allows Jack to be dealt virtually any hand he wishes.

- **Mind:** There is no better way to read someone's "tells" than by reading his mind. Ogma and Morrigan can both do as an improvised Mind 1 spell, though Morrigan must spend Mana to cast it.

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You can simulate a hand of cards by rolling dice and assuming the highest roll wins or, if your players enjoy playing poker, you can use play money or poker chips for currency and play a few rounds. The Greed-spirit will *not* put the soul into the pot unless it has a good hand or is out of money, or someone else offers up their soul. Talk of gambling for souls with the gangsters at the table would normally cause nervous chuckles, but the strangeness of having a second Tony here is enough to frighten them off. The gangsters bow out of the game and leave the restaurant if someone offers to bet a soul (which, of course, severs their support from the Greed-spirit, nudging it closer to destruction).

If the spirit loses the soul, have Tyrrhenus' player roll Resolve + Composure in a contested action against the spirit's Power + Resistance (nine dice, so Tyrrhenus' player should consider spending Willpower). If Tyrrhenus' player rolls as many successes as (or more than) you do, the soul flies free of the spirit's clutches and hovers around Tyrrhenus. At this point, the Greed-spirit flies into a rage and grabs for the pile of money. The characters have one turn to destroy it before it regains its composure and vanishes, escaping into Twilight. They need to sever or ruin its clothes during this time and, if the gangsters are still present, either incapacitate them or talk them out of helping the spirit. (At this point, doing so is not difficult. The characters enjoy a +2 to any attempts to intimidate or convince the gangsters to leave.)

DESTRUCTION

If the Greed-spirit has succeeded in consuming Tyrrhenus' soul, proceed from this point.

Read the following:

Tyrrhenus collapses, convulsing, his eyes rolling back in his head. At the same time, the Greed-spirit breaks into a wicked grin... which quickly changes to a look of horror. It begins to become blurry and indistinct, like a reflection in a pool of water disturbed by a strong wind. In a few seconds, the spirit is gone, screaming, its Essence pulled apart by a force you cannot see.

Stop reading aloud.

The spirit, in consuming Tyrrhenus' soul, also severed its links with the Fallen World and was sucked back into the Shadow Realm. This might serve as some small consolation to the characters: If they die, the spirits tied to them are banished as well.

If the characters have destroyed the Greed-spirit, proceed from this point.

Read the following:

Its servants, money and even clothes gone, the Greed-spirit becomes translucent. It reaches out for Tyrrhenus but

its fingers are insubstantial. It tries to scream, but there is no sound as it fades away into nothing.

This scene ends when the characters have destroyed the Greed-spirit and rescued Tyrrhenus' soul, when the spirit consumes his soul, or when the spirit escapes.

AFTERMATH

The characters have much to lose in this story. Not only might they lose their own lives, but Tyrrhenus stands to lose his soul permanently. If this happens, he slowly wastes away, losing a dot of Wisdom per week and then a dot of Willpower per week. At the end of that time, he is hopelessly insane. While the decision should be left to the player, Tyrrhenus might well commit suicide during that time.

If this tragedy comes to pass, Tyrrhenus' player might take on the roll of Amelia or even Enoch to finish the chronicle. Playing Amelia has already been addressed in "A Nest of Vipers."

The characters also stand to lose Wisdom at several points during "Made Men." A quick summary of the most probable dangers to the characters' Wisdom is provided here for ease of reference. Only characters at or above the listed Wisdom rating must check for degeneration for these actions.

Wisdom Rating	Action	Dice Pool
7	Betting own soul in the card game	4 dice
7	Tyrrhenus' soul is consumed	4 dice
6	Greed spirit escapes	4 dice
6	Kidnapping McManus	3 dice
5	Betting someone else's soul in the card game	3 dice
4	Killing gangsters (self defense)	3 dice
3	Torture (of anyone)	3 dice
2	Killing gangsters after they have been subdued	2 dice

SOUL MATTERS

If the characters retrieve Tyrrhenus' soul, they need someone to reattach it. If their relationship with Chain is good, he can arrange for Anacaona de Xaragua to perform the spell. (Remember that we asked you to note his feelings toward the cabal at the end of "Siren's Song.") If not, the characters find he is unavailable. Sisyphus can reattach Tyrrhenus' soul, but doing so uses one of Jack's three favors.

After the soul is reattached, Tyrrhenus' Wisdom returns to the same level it was at the end of the Prologue to this story. If Tyrrhenus performed actions during this story that would have caused his player to check for degeneration at his normal Wisdom rating, the player must do so now. All such degeneration checks must be made, starting with the one with the highest applicable Wisdom rating.

DRAMATIS PERSONAE

The only characters likely to require game traits for “Made Men” are the Greed-spirit and the gangsters.

GREED-SPIRIT

Background: Having seen what happened to the Wrath-spirit when it bonded with a mage, the Greed-spirit was unwilling to give up its autonomy by claiming Tyrrenus. Instead, it decided it had to *become* the mage by usurping his identity. For that, it needed a way to stay in the Fallen World indefinitely, as materializing every few hours was too taxing.

Using Tyrrenus’ family ties as a lure, it attacked him and, summoning all of its power, removed his soul. While carrying the soul of the mage, the spirit can not only remain materialized as long as it wishes, but it resembles Tyrrenus to casual magical perception. The spirit wasted no time in insinuating itself into Tyrrenus’ life (including the cabal), but it also used his connections to organized crime to build up a stockpile of money and loyalty. The Licavoli family (which had heretofore been languishing) was impressed with Tony’s sudden burst of ambition and will.

The spirit set about amassing power and wealth, but it knew that it needed to eliminate the other members of the cabal.

Rank: 2

Attributes: Power 4, Finesse 4, Resistance 5

Willpower: 9

Essence: 10 (15 max)

Initiative: 9

Defense: 4

Speed: 18

Size: 5

Corpus: 10

Ban: The Greed-spirit has only one ban, but it is severe. If the spirit is stripped of *everything* it has at hand—clothes, money, support and weapons—it is immediately destroyed.

Influence (Vice ••): The Greed-spirit can instill feelings of avarice. It can also intensify these feelings where they are already present. Weak-willed people (that is, Sleepers) normally act on these urges, but mages are composed enough to resist. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit.

Claim: This Numen is a more powerful version of Possession; if successful, the possession is permanent. Spend three Essence and roll Power + Finesse in an extended and

contested roll versus the victim’s Resolve + Composure; each roll represents one hour. If the spirit gains 50 successes between dusk and dawn, it gains permanent control of the victim’s body. Use the victim’s available traits (except Willpower points, which are equal to the spirit’s current Willpower points) and dice pools for any action the spirit wishes to take. If the spirit fails to accumulate 50 successes within the required period of time, the attempt fails. If a possessed body is killed, the spirit is forced out and must possess another victim if it still wishes to act.

Mana Drain: The Vice-spirits can siphon away Mana from mages that resonate with their chosen urges (i.e., those who have the appropriate Vice). The spirit must touch the mage (normally requiring the spirit to materialize, but some mages can cast spells to touch spirits). Roll Power + Finesse in a contested roll against the mage’s Resolve + Gnosis. If the spirit wins, it drains three Mana from the mage and converts it into Essence. If the mage’s player rolls as many successes as you do (or more), the spirit receives no Mana from the attack.

Materialize: The spirit can transform its ephemera into matter and temporarily become a physical being. Spend three Essence and roll Power + Finesse. The spirit remains material for one hour per success. Doing so allows the spirit to make physical attacks (bashing damage), manipulate objects, and leave the immediate area of its fetter (if any). It can still use its other Numina, but it is vulnerable to physical attacks. While the Greed-spirit carries Tyrrenus’ soul, it can remain materialized for as long as it wishes and can de- and re-materialize without spending Essence and without the need for a roll.

Possession: The spirit can attempt to possess a living human being and control his or her body for a short time. Spend one Essence point and roll Power + Finesse in a contested roll versus the victim’s Resolve + Composure. If the spirit wins, it gains control of the victim’s body for the duration of a single scene. Use the victim’s available traits (except Willpower points, which are equal to the spirit’s current Willpower points) and dice pools for any action the spirit wishes to take. If the mortal wins or ties the roll, the spirit fails its possession attempt. As long as the spirit has Essence points remaining, it can continue to make possession attempts against a target. If a possessed body is killed or knocked unconscious, the spirit is forced out and must possess another victim if it still wishes to act.

Soul Snatch: The Greed-spirit is able to take souls from others, but only if they freely give them or agree to give up them up on a conditional basis (including a game of chance). It was able to snatch Tyrrenus’ soul by surprise only because of the bond between him and the spirit. After

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taking a soul, it can then do with it what it will. Most spirits who have this Numen slowly devour it, gaining Essence equal to twice the victim's Willpower rating. (See "Soul Handling" at the beginning of this story.)

PAUL LICAVOLI

Background: Paul has been working as a thug and hit man for the Licavoli family for the past five years. Until recently, though, he wasn't getting the notoriety or power that he felt should come with the title "gangster." Once his cousin Tony (or rather, the Greed-spirit) began taking an active role in the family's affairs, he found himself breaking legs and shooting rivals for the Licavoli family. Paul knows all this violence and illegal activity is going to land him in jail (or a morgue), but he keeps telling himself that this is the life he always wanted.

Attributes: Intelligence 2, Wits 3, Resolve 2, Strength 3, Dexterity 3, Stamina 2, Presence 3, Manipulation 2, Composure 2

Skills: Academics 1, Athletics 2, Brawl 2, Drive 3, Firearms 3 (Pistol), Empathy 1, Intimidation 2, Persuasion 2, Socialize 3, Stealth 1, Subterfuge 2, Weaponry 1

Merits: Fast Reflexes 1, Quick Draw

Willpower: 4

Morality: 4

Virtue: Hope

Vice: Greed

Initiative: 6 (with Fast Reflexes)

Defense: 3

Speed: 11

Armor: None

Health: 7

Weapons/Attacks:

Type	Damage	Range	Shots	Special	Dice Pool
Heavy Revolver	3(L)	35/70/140	6	Laser sight+1	11
Knife	1(L)	-	-	N/A	5

New Merits: Paul's Fast Reflexes Merit represents his combat experience and quick wits. He adds one to his Initiative Modifier.

GIOVANNI "JOHNNY" LICAVOLI

Background: Johnny is Tony's third cousin, and was actually born in Italy and brought into the US recently at the Greed-spirit's request for a good shooter. Johnny isn't impressed with most of the American Licavolis, but admits that "Tony" has the ruthlessness and vision necessary to succeed in the family's business. He is considering asking Tony to accompany him back to the Old Country, at least for a while, to "educate" him in how business *should* run.

Attributes: Intelligence 2, Wits 3, Resolve 2, Strength 2, Dexterity 3, Stamina 3, Presence 3, Manipulation 2, Composure 3

Skills: Academics 1, Athletics 2, Brawl 2, Drive 3, Firearms 4 (Pistol), Empathy 2, Intimidation 2, Persuasion 2, Socialize 3, Stealth 1, Subterfuge 2, Weaponry 2

Merits: Danger Sense, Gunslinger, Quick Draw

Willpower: 5

Morality: 3

Virtue: Faith

Vice: Lust

Initiative: 6

Defense: 3

Speed: 10

Armor: None

Health: 8

Weapons/Attacks:

Type	Damage	Range	Shots	Special	Dice Pool
Light Pistol	2(L)	20/40/80	17	Laser sight +1	11
Knife	1(L)	-	-	N/A	5

New Merits: Johnny's Gunslinger Merit makes him deadly in gunplay. When armed with two pistols, he can fire at two different targets in the same combat turn (one per pistol). The attack made with the weapon in his left hand suffers a -2 penalty, and the second attack suffers a -1 penalty. You may choose to have him attack once at his full dice pool and once at -3, or once at -2 and once at -1. When he is firing at two separate targets in the same turn, he forfeits his Defense for that turn. His Danger Sense Merit gives him a +2 modifier to a Wits + Composure roll to detect an impending ambush or attack.

MICHAEL ANTHONY THOMPSON

Background: Mike is only 17 and hasn't yet graduated from high school. His uncle, Peter Licavoli, has been taking him shooting at a range since he was 10 and has discovered that the boy is a crack shot. The Greed-spirit, hearing this, began training him as a hit man. Mike's mother never told him about this side of his family, and he has been spellbound by the mystique and danger of organized crime. Up until today, of course, he's never been asked to shoot anyone. The Influence of the Greed-spirit has overridden any qualms he might have had.

Attributes: Intelligence 3, Wits 2, Resolve 2, Strength 2, Dexterity 4, Stamina 2, Presence 2, Manipulation 3, Composure 2

Skills: Academics 2, Athletics 2, Brawl 1, Drive 2, Firearms 3 (Pistol), Empathy 2, Persuasion 2, Socialize 2, Stealth 1, Subterfuge 2

MAGETM

THE AWAKENING

Merits: Quick Draw, Striking Looks +1

Willpower: 4

Morality: 6

Virtue: Charity

Vice: Greed

Initiative: 6

Defense: 2

Speed: 11

Armor: Kevlar vest. 1 point of armor against Weaponry and Brawl attacks, 2 points against Firearms attacks. Also, bullets inflict bashing damage. A shooter can take a -3 penalty and aim for a target not protected by the vest, in which case Mike takes normal lethal damage.

Health: 7

Weapons/Attacks:

Type	Damage	Range	Shots	Special	Dice Pool
Light Revolver	2(L)	20/40/80	6	Laser sight+1	11

MAGE

THE AWAKENING

OGMA/BENJAMIN KENT

Ogma's traits improve for "Made Men" as he gains a dot in the Mind Arcanum. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Ogma's Virtue is *Prudence*. He regains all spent Willpower whenever he refuses a tempting course of action by which he could gain significantly. His Vice is *Gluttony*. He regains one Willpower point whenever he indulges in his appetites at some risk to himself or a loved one.

MAGICAL ABILITIES

Path: Ogma is a Mastigos mage. Such mages are extremely willful, viewed as manipulative and untrustworthy.

Order: Ogma is a member of the Guardians of the Veil. He gains +1 to any magical rote that involves Investigation, Stealth, or Subterfuge.

Mana: Ogma can spend a single Mana per turn.

Pattern Scouring and Restoration: Ogma can use Mana to heal himself, and conversely draw Mana from his very flesh, as an instant action. He can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one Physical Attribute by one dot (the latter effect lasts for 24 hours). Ogma can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Ogma to sense the presence of an active supernatural force.

Spellcasting: Ogma's ruling Arcana are *Mind* and *Space*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Mind or Space spell. (See the "Arcana Capabilities" sheet for possible effects.) Ogma also knows the following rites:

- **Emotional Urging (Mind ••):** Ogma can project emotions that last for one scene. He does so to encourage fear and forgetfulness in Sleepers. Roll Wits + Empathy + Mind (eight dice), while the Storyteller rolls the target's Composure + Gnosis; you must get the most successes for the spell to work. This spell is *Covert*.

- **Interconnections (Fate •):** Ogma can read the sympathetic connections between things and sense manipulations of destiny and their causes. This includes any supernatural effect that could result in a person's destiny unfolding other

than how it "should." Roll Intelligence + Investigation + Fate + 1 (seven dice) for this spell. This spell is *Covert*.

- **Mental Shield (Mind ••):** Ogma learned this spell to more easily protect himself from mental control and possession. While this rote is active, the Storyteller subtracts two dice from spells or supernatural powers that attempt to mentally control, detect, or influence Ogma. Roll Resolve + Occult + Mind (eight dice) for this rote. This rote is *Covert*.

- **Shadow Sculpting (Death •):** Ogma can shape a one-yard radius area of shadows or darkness, or he can thicken its gloom, even amidst bright light for one scene. The Storyteller assesses the quality of existing shadows, ranking them from light to dark to complete darkness. Each success deepens the darkness by one degree. In complete darkness, additional successes levy penalties to perception rolls for anyone peering in. Roll Wits + Occult + Death (six dice). This spell is *Covert*.

- **Spatial Map (Space •):** Ogma mentally creates a perfectly accurate local spatial map. Every success on the roll eliminates one penalty die to a ranged attack. Roll Intelligence + Occult + Space (seven dice). This spell is *Covert*.

- **Third Eye (Mind •):** Ogma senses when others nearby use exceptional mental powers, such as telepathy, psychometry, or ESP. He can also feel the mental processes created resonance, effectively detecting its context within reality. Roll Wits + Empathy + Mind (eight dice) to cast the spell and Intelligence + Occult (five dice) to analyze what it reveals. This Mage Sight spell is *Covert*.

MERITS

Enhanced Item: Ogma carries five magically enhanced steel cards. As thrown weapons, they add two dice to his pool. Each success inflicts one point of lethal damage. Ogma also uses them to draw blood for sympathetic magic.

High Speech: Ogma knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Quick Draw: Ogma can draw and throw a card as one instant action.

Resources: At any given time, Ogma has roughly \$500 to burn.

Status (Boston Police): Ogma has access to police records and personnel, and he can enter police precincts without question. He is not licensed to carry a firearm.

Status (Guardians of the Veil): Ogma is a member of the Guardians of the Veil.

MAGE

THE AWAKENING

NAME: OGMA/BENJAMIN KENT

PLAYER:

CHRONICLE: GLORIA MUNDI

CONCEPT: KEEPER OF SECRETS PATH: MASTIGOS

VIRTUE: PRUDENCE

VICE: GLUTTONY

ORDER: GUARDIANS
OF THE VEIL

ATTRIBUTES

POWER	Intelligence	●●●●●	Strength	●●●●●	Presence	●●●●●
FINESSE	Wits	●●●●●	Dexterity	●●●●●	Manipulation	●●●●●
RESISTANCE	Resolve	●●●●●	Stamina	●●●●●	Composure	●●●●●

SKILLS

MENTAL

(-3 unskilled)

Academics	(PSYCHOLOGY)	●●●●●
Computer		●●●●●
Crafts		○○○○○
Investigation		●●●●●
Medicine		○○○○○
Occult		●●●●●
Politics		○○○○○
Science		●○○○○

PHYSICAL

(-1 unskilled)

Athletics	(THROWING)	●●●●●
Brawl		○○○○○
Drive		○○○○○
Firearms		○○○○○
Larceny		○○○○○
Stealth		●○○○○
Survival		○○○○○
Weaponry		○○○○○

SOCIAL

(-1 unskilled)

Animal Ken		○○○○○
Empathy		●●●●●
Expression		○○○○○
Intimidation		○○○○○
Persuasion		●○○○○
Socialize	(BEER & WINE)	●●●●●
Streetwise		●○○○○
Subterfuge		●●●●●

MERITS

ENHANCED ITEM (THROWING CARDS)	●○○○○
HIGH SPEECH	●○○○○
QUICK DRAW	●○○○○
RESOURCES	●○○○○
STATUS (BOSTON POLICE)	●○○○○
STATUS (GUARDIANS OF THE VEIL)	●○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	
Defense	3
Initiative Mod	5
Speed	9
Experience	

ARCANA

DEATH	●○○○○
FATE	●○○○○
MIND	●●●●●
SPACE	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●●●●●●●
□□□□□□□□□□□□

WILLPOWER

●●●●●●●●●●●●●●
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EMOTIONAL URGING (MIND 2)	
INTERCONNECTIONS (FATE 1)	
SHADOW SCULPTING (DEATH 1)	
SPATIAL MAP (SPACE 1)	
THIRD EYE (MIND 1)	
MENTAL SHIELD (MIND 2)	

MAGE

THE AWAKENING

TYRRHENUS/ANTHONY LICAVOLI

Tyrrhenus' traits improve for "Made Men" as he gains a dot in Composure. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Tyrrhenus' Virtue is *Hope*. He regains all spent Willpower points whenever he refuses to let others give in to despair, even though doing so risks harming his own goals or wellbeing. His Vice is *Greed*. He regains one Willpower point whenever he gains something at someone else's expense. This gain must carry some risk to Tyrrhenus himself.

MAGICAL ABILITIES

Path: Tyrrhenus' path is Obrimos. Such mages see themselves as manifestations of some Divine will.

Order: He belongs to the Silver Ladder. Tyrrhenus gains +1 to any magical rote that involves Expression, Persuasion, or Subterfuge.

Mana: Tyrrhenus can spend a single Mana per turn.

Pattern Scouring and Restoration: Like all mages, Tyrrhenus can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Tyrrhenus can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Tyrrhenus can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Tyrrhenus to sense the presence of an active supernatural force.

Spellcasting: Tyrrhenus' ruling Arcana are *Forces* and *Prime*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Forces or Prime spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites.

- **Counterspell Prime (Prime ••):** Tyrrhenus can counter spells that he cannot cast, and he can counter covert spells without identifying their components. Roll Resolve + Occult + Prime (five dice) and spend 1 Mana. If you achieve the most successes, the caster's spell fails. This spell is *Covert*.

- **Detect Substance (Matter •):** This spell enables Tyrrhenus to discern the presence of a given sort of material in his immediate vicinity. He could decide to search for

ferrous metals, clean water or a particular kind of plastic, even a unique object known to him. Among other things, this spell can reveal if a person is carrying a handgun (by looking for gunpowder) or is wearing a wire (by examining for copper wiring on the torso). Roll Wits + Composure + Matter (seven dice).

- **Kinetic Blow (Forces ••):** With this spell, the black-jack Tyrrhenus carries can cut like a blade. Roll Strength + Weaponry + Forces (seven dice). Each success translates to one attack that scene with a blunt weapon that inflicts lethal damage instead of bashing. This spell is *Vulgar*, so casting it risks Paradox.

- **Supernal Vision (Prime •):** Tyrrhenus gains a +1 dice bonus on perception and scrutiny rolls to sense Awakened magic of any kind, as well as Mana, enchanted items, and Hallows. He can also concentrate to determine if a person is Awakened or not. Roll Wits + Occult + Prime (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze resonance. This Mage Sight spell is *Covert*.

- **Winds of Chance (Fate •):** Tyrrhenus can evade or attract good or ill fortune for one scene. (If he wants to find someone interesting to share a beer with on a Saturday night, such a person happens to come along.) Roll Wits + Subterfuge + Fate + 1 (seven dice). This spell is *Covert*.

MERITS

Contacts (Mafia): Tony can find information about Boston's criminal underworld, although he's not tight enough with his family to get physical aid.

Dream: Once per game session, Tony can lose himself in prayer. Roll his Wits + Composure (six dice). If the roll succeeds, the Storyteller must give two clues on whatever topic Tyrrhenus is praying about. They must be interpreted, however, unless the Storyteller rolls an exceptional success, in which case she will offer some clarification.

High Speech: Tyrrhenus knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Iron Stamina: Tyrrhenus is resilient and hard to hurt. His wound penalties are reduced (as shown on his character sheet).

Status (Consilium): Tyrrhenus is a known figure in Boston's Consilium. He can speak for the cabal and find information without being ignored or patronized.

Status (Silver Ladder): Tyrrhenus is a member of the Silver Ladder.

MAGE

THE AWAKENING

NAME: TYRRHENUS/ANTHONY LICAVOLI CONCEPT: LIAISON TO THE CONSILIUM

PATH: OBRIMOS

PLAYER:

VIRTUE: HOPE

ORDER: SILVER LADDER

CHRONICLE: GLORIA MUNDI

VICE: GREED

ATTRIBUTES

POWER	Intelligence	●●○○○	Strength	●●●○○	Presence	●●●○○
FINESSE	Wits	●●●○○	Dexterity	●●○○○	Manipulation	●●○○○
RESISTANCE	Resolve	●●○○○	Stamina	●●●○○	Composure	●●●○○

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	○○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (CURSE)	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics	●●○○○
Brawl	●●○○○
Drive	●○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry (BLACKJACK)	●●○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●○○○○
Expression	○○○○○
Intimidation	●●○○○
Persuasion	●●○○○
Socialize	●●○○○
Streetwise (MAFIA)	●●○○○
Subterfuge	●●○○○

MERITS

CONTACTS (MAFIA)	●○○○○
DREAM	●●○○○
HIGH SPEECH	●○○○○
IRON STAMINA	●○○○○
STATUS (CONSILIUM)	●○○○○
STATUS (SILVER LADDER)	●○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	
Defense	2
Initiative Mod	5
Speed	10
Experience	

ARCANA

FATE	●○○○○
FORCES	●●○○○
MATTER	●○○○○
PRIME	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●●●○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

COUNTERSPELL PRIME (PRIME 2)
DETECT SUBSTANCE (MATTER 1)
KINETIC BLOW (FORCES 2)
SUPERNAL VISION (PRIME 1)
WINDS OF CHANCE (FATE 1)

MAGE

THE AWAKENING

MORRIGAN/CECELIA ARTHUR

Morrigan's traits improve for "Made Men" as she gains a dot of the Socialize Skill and a Stare-downs Specialty in the Intimidation Skill. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Morrigan's Virtue is *Temperance*. She regains all spent Willpower when she resists a temptation to indulge in an excess of any behavior, whether good or bad, despite the obvious rewards it might offer. Her Vice is *Pride*. She regains one Willpower point whenever she exerts her own wants (not needs) over others at some potential risk to herself.

MAGICAL ABILITIES

Path: Morrigan is a Moros (or Necromancer), and such mages are typically interested in transformation and transition.

Order: Morrigan is a member of the Adamantine Arrow. She gains +1 to any magical rote that involves Athletics, Intimidation, or Medicine.

Mana: Morrigan can spend a single Mana per turn.

Pattern Scouring and Restoration: Like all mages, Morrigan can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Morrigan can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Morrigan can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Morrigan to sense the presence of an active supernatural force.

Spellcasting: Morrigan's ruling Arcana are *Death* and *Matter*. To cast an improvised spell in any of these Arcana, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Death or Matter spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites.

- **Exorcist's Eye (Spirit •):** Morrigan can detect a ghost or spirit possessing a terrestrial being or object. Roll Wits + Occult + Spirit (six dice). This spell is *Covert*.

- **Grim Sight (Death •):** Morrigan sees the weight of death around a person—i.e., if he has suffered the loss of many loved ones or killed many people. This sight also applies to things or places. Roll Wits + Occult + Death (eight dice) to cast the spell and Intelligence + Occult (seven dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Quicken Corpse (Death •••):** Morrigan can raise a human corpse as a zombie and force it to do her bidding. Such creatures obey Morrigan's will without pain or fatigue (or abstract thought). The Storyteller makes any rolls for zombies, assuming a 2 in any Physical Attribute and 1 in any other. Roll Presence + Persuasion + Death (six dice). This spell is *Vulgar*, so it carries the chance of a Paradox.

- **Sense Consciousness (Mind •):** Morrigan can detect the presence of minds in the material world or mental projections in the state of Twilight. She can detect the presence of psychic activity, from the basest (that possessed by the simplest of animal life) to the most complex and elevated (powerful lords among spirits, the most enlightened of willworkers and the like). This sense allows her to know when other thinking creatures are present and what sorts of minds, roughly, are present. While the spell is in effect, it creates a "safety zone" around Morrigan into which no mind can enter without her knowledge. Roll Wits + Empathy + Mind (four dice). This spell is *Covert*.

- **Unseen Aegis (Matter ••):** This spell subtly defend a mage. Air forms a "cushion" to blunt the inertia of an incoming fist, for instance. This spell lasts for one scene, but if you spend a point of Mana when it is cast, it lasts for one day. Using it, Morrigan has an armor rating of 2, meaning that all incoming *physical* attacks suffer an additional -2 penalty. Roll Intelligence + Occult + Matter (nine dice). This spell is *Covert*.

MERITS

High Speech: Morrigan knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Resources: Cecelia has easy access to \$10,000 a month.

Status (Adamantine Arrow): Morrigan is a member of the Adamantine Arrow.

MAGE

THE AWAKENING

NAME: MORRIGAN/CECELIA ARTHUR CONCEPT: TASKMISTRESS PATH: MOROS
 PLAYER: VIRTUE: TEMPERANCE ORDER: ADAMANTINE
 CHRONICLE: GLORIA MUNDI VICE: PRIDE ARROW

ATTRIBUTES

POWER	Intelligence	●●●●●	Strength	●●●●●	Presence	●●●●●
FINESSE	Wits	●●●●●	Dexterity	●●●●●	Manipulation	●●●●●
RESISTANCE	Resolve	●●●●●	Stamina	●●●●●	Composure	●●●●●

SKILLS

MENTAL (-3 unskilled)

Academics	●●●●●
Computer	●●●●●
Crafts	○○○○○
Investigation	●●●●●
Medicine	●●●●●
Occult (UNDEAD)	●●●●●
Politics	○○○○○
Science (CHEMISTRY)	●●●●●

PHYSICAL (-1 unskilled)

Athletics	●●●●●
Brawl	○○○○○
Drive (OFF-ROAD)	●●●●●
Firearms	●●●●●
Larceny	●●●●●
Stealth	●●●●●
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●●●●●
Expression	○○○○○
Intimidation (STARE-DOWN)	●●●●●
Persuasion	●●●●●
Socialize	●●●●●
Streetwise (CEMETERY)	●●●●●
Subterfuge	●●●●●

MERITS

HIGH SPEECH	●○○○○
RESOURCES	●●●●●
STATUS (ADAMANTINE ARROW)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	
Defense	2
Initiative Mod	5
Speed	10
Experience	

ARCANA

DEATH	●●●●●
MATTER	●●●●●
MIND	●○○○○
SPIRIT	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EXORCIST'S EYE (SPIRIT 1)
GRIM SIGHT (DEATH 1)
QUICKEN CORPSE (DEATH 3)
SENSE CONSCIOUSNESS (MIND 1)
UNSEEN AEGIS (MATTER 2)

MAGE

THE AWAKENING

JACK/CODY GUNN

Jack's traits improve for "Made Men" as he gains a dot of Resolve and the Omnivision rote. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Jack's Virtue is *Faith*. He regains all spent Willpower points whenever he is able to forge meaning from chaos and tragedy. His Vice is *Envy*. He regains one Willpower point whenever he gains something from a rival or has a hand in harming that rival's well-being.

MAGICAL ABILITIES

Path: Jack is an Acanthus mage. Such mages are often fickle and difficult to tie down.

Order: Jack is a member of the Free Council. He gains +1 to any magical rote that involves Crafts, Persuasion, or Science.

Mana: Jack can spend a single Mana per turn.

Pattern Scourging and Restoration: Jack can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Jack can heal one point of bashing or lethal damage by spending three Mana (over the course of three turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Jack can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Jack to sense the presence of an active supernatural force.

Spellcasting: Jack's ruling Arcana are *Fate* and *Time*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Fate or Time spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites:

- **Exceptional Luck (Fate ••):** Spend one Mana and roll Manipulation + Occult + Fate (six dice). For each success, you may designate one roll in the scene as "lucky" and re-roll 9s as well as 10s. Spellcasting rolls cannot be designated lucky, nor can rolls of chance dice. This spell is *Covert*.

- **Fortune's Protection (Fate ••):** Jack weaves a safety net of probability about himself. Roll Composure + Athletics + Fate (six dice). If the roll succeeds, Jack has two points of armor for the rest of the scene. (For one Mana, the spell lasts for a day.) This spell is *Covert*.

- **Nightsight (Forces •):** With this spell, Jack can perceive the infrared or ultraviolet spectrum and detect electromagnetic radiation, or sonic or kinetic energy, for one scene. A sudden burst of light or other stimulus might blind or deafen him momentarily, however. Roll Wits + Composure + Forces (seven dice). This spell is *Covert*.

- **Omnivision (Space •):** Jack can perceive 360 degrees around himself. He essentially has "eyes" on the back and sides of his head. He can get a flawlessly detailed picture of his immediate three-dimensional surroundings. He does not suffer penalties for darkness when locating or targeting beings or objects, but he cannot discern fine details with this sense alone—he still needs sight for that. Roll Wits + Composure + Space (seven dice). This spell is *Covert*.

- **Temporal Eddies (Time •):** Jack perceives resonance by how it "snags" things moving through the timestream. He can also tell perfect time, anywhere. Roll Wits + Occult + Time (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze the resonance it reveals. The effects last for one scene. This Mage Sight spell is *Covert*.

MERITS

Destiny: You have a pool of six dice per game session that you may add to any roll you make for Jack. You might choose to use all six on one roll, or split them up. Also, the Storyteller may impose penalties every game session totaling six dice on any roll she chooses, but only when Jack's *bane* is present. When the wind kicks up and causes a whistling sound, or when he hears someone whistling a tune, Jack's *bane* is present.

High Speech: Jack knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Free Council): Jack is a member of the Free Council.

Thrall: Jack won a *soul stone* in a card game from an Acanthus mage called Sisyphus. Although Jack could use the stone to harm or outright control Sisyphus, he wouldn't do so. Tradition grants Jack three favors of Sisyphus—anything within the mage's power. Once these favors are used, Jack must return the stone.

MAGE THE AWAKENING

NAME: JACK/CODY GUNN

PLAYER:

CHRONICLE: GLORIA MUNDI

CONCEPT: PAWN OF FATE

VIRTUE: FAITH

VICE: ENVY

PATH: ACANTHUS

ORDER: FREE COUNCIL

ATTRIBUTES

POWER	Intelligence	●●○○○	Strength	●●○○○	Presence	●●●○○
FINESSE	Wits	●●●○○	Dexterity	●●○○○	Manipulation	●●●○○
RESISTANCE	Resolve	●●●○○	Stamina	●●○○○	Composure	●●●○○

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	●○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (LUCKY CHARM)	●○○○○
Politics	○○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics	●○○○○
Brawl	●○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	●○○○○
Stealth (CROWD)	●●○○○
Survival	●●○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	●○○○○
Empathy	●●○○○
Expression (SINGING)	●●○○○
Intimidation	●○○○○
Persuasion	●●○○○
Socialize	○○○○○
Streetwise	●●○○○
Subterfuge	●●○○○

MERITS

DESTINY	●●●○○
HIGH SPEECH	●○○○○
THRALL	●●●○○
STATUS (FREE COUNCIL)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	
Defense	2
Initiative Mod	5
Speed	9
Experience	

ARCANA

FATE	●●○○○
FORCES	●○○○○
SPACE	●○○○○
TIME	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□

WILLPOWER

●●●●●●●○○○○○
□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EXCEPTIONAL LUCK (FATE 2)
FORTUNE'S PROTECTION (FATE 2)
NIGHTSIGHT (FORCES 1)
TEMPORAL EDDIES (TIME 1)
OMNIVISION (SPACE 1)

MAGE

THE AWAKENING

NIAMH/LIRA HENNESSY

Niamh's traits improve for "Made Men" as she gains a dot in the Brawl Skill. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Niamh's Virtue is *Fortitude*. She regains all spent Willpower points whenever she withstands overwhelming or tempting pressure to alter her goals. This does not include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her Vice is *Lust*. She regains one Willpower point whenever she satisfies her lust in a way that victimizes others.

MAGICAL ABILITIES

Path: Niamh walks the Thyrus Path. Such mages are often highly focused and intense, yet vaguely distracted as they commune with spirits.

Order: Niamh belongs to the Mysterium. She gains +1 to any magical rote that involves Investigation, Occult, or Survival.

Mana: Niamh can spend two Mana per turn.

Pattern Scouring and Restoration: Like all mages, Niamh can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Niamh can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Niamh can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Niamh to sense the presence of an active supernatural force.

Spellcasting: Niamh's ruling Arcana are *Life* and *Spirit*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Life or Spirit spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites:

- **Glimpsing the Future (Time ••):** Niamh quickly scans the immediate future and adjusts to improve her chances of success. Spend one Mana and roll Wits + Investigation + Time + 1 (seven dice). Success allows you to roll twice for a single instant action that Niamh performs in the *next* turn and take the better result. This spell is *Covert*.

- **Momentary Flux (Time •):** Niamh can judge an ongoing event, one about to take place (within the next five turns) or one that has just taken place (again, within five turns) and discover whether it will be beneficial or adverse for her. If all options are based entirely on chance, she instead gains a rough idea of the odds. This reveals only if the event will lead to good or ill *for her* in the immediate future. Roll Wits + Investigation + Time + 1 (seven dice). This spell is *Covert*.

- **Second Sight (Spirit •):** Niamh gains a +1 bonus on rolls to sense spirits and the use of their Numina. Roll Intelligence + Occult + Spirit + 1 (seven dice) to cast the spell and Intelligence + Occult (four dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Self-Healing (Life ••):** Niamh can heal herself (but not to others). Roll Dexterity + Medicine + Life (six dice). Each success heals one point of damage (bashing or lethal only), starting with her rightmost wound on the Health chart. This spell is normally *Covert*.

MERITS

Occultation: Anyone using magical means to detect Niamh or analyze her magical resonance suffers a one-die penalty.

High Speech: Niamh knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Mysterium): Niamh is a member of the Mysterium.

Striking Looks: Lira is beautiful. She adds one bonus die to any Presence or Manipulation roll to entertain, seduce, distract, or otherwise get her way by using her looks. People also tend to remember her.

MAGE THE AWAKENING

NAME: NIAMH/LIRA HENNESSY

CONCEPT: SIREN

PATH: THYRSUS

PLAYER:

VIRTUE: FORTITUDE

ORDER: MYSTERIUM

CHRONICLE: GLORIA MUNDI

VICE: LUST

ATTRIBUTES

POWER	Intelligence	●●○○○	Strength	●●○○○	Presence	●●○○○
FINESSE	Wits	●●○○○	Dexterity	●●○○○	Manipulation	●●○○○
RESISTANCE	Resolve	●●●●○	Stamina	●●○○○	Composure	●●●●○

SKILLS

MENTAL (-3 unskilled)

Academics	●●○○○
Computer	●○○○○
Crafts	●●○○○
Investigation	●●○○○
Medicine	●○○○○
Occult	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics (SWIMMING)	●●○○○
Brawl	●○○○○
Drive (BOATS)	●●○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	●●○○○
Intimidation	○○○○○
Persuasion (SEDUCTION)	●●○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

MERITS

HIGH SPEECH	●○○○○
STATUS (MYSTERIUM)	●○○○○
STRIKING LOOKS	●●○○○
OCCULTATION	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	
Defense	2
Initiative Mod	6
Speed	10
Experience	

ARCANA

LIFE	●●○○○
SPIRIT	●●○○○
TIME	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□

WILLPOWER

●●●●●●●●○○○○○
□□□□□□□□□□

MANA

□□□□□□□□

GNOSIS

●●○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

GLIMPSE THE FUTURE (TIME 2)
MOMENTARY FLUX (TIME 1)
SECOND SIGHT (SPIRIT 1)
SELF HEALING (LIFE 2)