



THE YOUNG PRACTICALS

CAMPAIGN STARTER KIT

Unknown Armies Campaign Starter Kits help you get started running your *Unknown Armies* campaign quickly.

Each kit features the following:

- Five characters, broken and damaged and ready to go.
- One group objective for the cabal to pursue.
- A first session scenario to get things moving quickly.
- GM hooks, additional objective ideas, GMCs, and suggestions for the antagonist phase.

With this campaign starter kit, you have all that you need to fuel your imagination and get things moving. The kit takes the place of the initial planning and collaborative character and setting creation system provided in *Unknown Armies*. Players select a character, choose one or two additional relationships with the other player characters, and make these obsessed individuals their own.

In *The Young Practicals*, the PCs are a cabal of upstarts in the occult underground, each of whom is guilty of some horrible deed that could ruin them. During the campaign,

these aspirants to the inner circle of the magickal community confront their pasts and fight for their futures, seeking to avoid a fate much worse than death.

The characters are:

- **Rachel Applebaum:** A day trader obsessed with the magickal power of romantic comedies.
- **Aden “Greenie” Applebaum:** A drug-addicted abuse survivor who can be whoever people want to see.
- **Matt “RightReason” Salvatore:** A compulsive gambler and open-carry advocate.
- **Jaylen Harris:** ‘Roided-up trust fund kid who is now flat broke.
- **Emilia “Petite Sparxxx” Campos:** Veterinary technician by day, cam girl by night.

Like most *Unknown Armies* scenarios and stories, this kit includes and deals with mature themes, characters, and situations. Talk with your players if you are concerned about the content, and be prepared to explore the world of the occult underground through new eyes and alternate points of view.



THE CABAL

Objective: Prevent Frank Hovat from turning the Young Practicals into something truly evil.

Marilyn Monroe got famous because she was sexy. Steve Jobs got rich because he was meticulous. We don't say it's unfair for Monroe or Jobs to get ahead based on what they can do better than others. Then why should we feel like using magick to get ahead in life is unfair? No, it's only practical. That's why the **Young Practicals** exist. It's a younger movement devoted to using magick to get jobs, money, sex, you name it. Adepts and avatars have the right (and maybe the obligation) to use their spells and channels to become more successful.

All the characters provided in this kit joined the Young Practicals with some affinity for that ethos. **Rachel**, **Aden**, **Matt**, **Jaylen**, and **Emilia** have needs that magick can help meet. Like all the Young Practicals, their obsessions are sated more easily by using magick. It still needs to be done with care though. No waking the sleeping tiger, and the focus is on helping yourself rather than hurting others. For example, if you have an important job interview, you could magickally charm the interviewer.

That has begun to change. The founder of the Young Practicals, **Fay Leifer**, has fallen seriously ill. Instead of Leifer's second-in-command **Ryanne Boyle** taking charge, ambitiously callous **Frank Hovat** has become the de facto leader. Hovat has a decidedly stronger take on the group's practical ethos: there are no limits. Instead of charming the

interviewer, Hovat and his cronies would attack and even kill rivals until there was no one left to hire.

All together, the Young Practicals count forty-eight people as active members. Hovat has ten members behind him and a good dozen on the fence. No one is particularly loyal to Leifer because that's not practical at the moment. The YPs are on the edge of the abyss, with Hovat and his team pushing hard to see just how deep it is.

The characters have all come together in disgust and concern over Hovat's changes, forming a cabal within the cabal to stop Hovat before things get out of hand. Given his violent tendencies, things have to be done discreetly — at least for now...

THE HORRIBLE DEEDS

Each character performed a particularly heinous deed during their time in the Young Practicals that gives them an extra failed notch. This deed is known only to that character and (probably) the main antagonist Frank Hovat. It's what helped the PCs realize they needed to work against Hovat.

CABAL CHECKERS

Here are the major movers and shakers within the Young Practicals, GMCs who stand a good chance of being involved throughout the campaign in one way or another:

FAY LEIFER

Wants to build the Young Practicals into a respected and admired cabal.

Wound Threshold: 50.

Fear: (Helplessness) She's afraid of dying before her cabal is stable enough to survive without her.

Noble: It's her responsibility to help people improve their lives through her leadership.

Rage: She can't stand to see people freeze up when presented with a big opportunity.

Avatar of the MVP 40%*: (* obsession identity).

Practical Corporate Raider 50%: Evaluates Self, Coerces Helplessness, Substitutes for Secrecy.

Young Practicals Founder 70%: Resists Challenges to Self, Substitutes for Status, Therapeutic.

Fay is an *avatar of the MVP*. At first, she parlayed that into financial success through hostile corporate takeovers (her business nickname is "Queen Hacksaw"). She retired in her fifties with a golden parachute and a desire to spread her

gospel of practical magick use. Leifer founded the Young Practicals and was its unchallenged leader until rheumatoid arthritis and Parkinson's took its toll. Her personality is cold and rational enough to make a Vulcan envious.

RYANNE BOYLE

Wants to help innocents who suffer from conflict.

Wound Threshold: 50.

Fear: (Self) Fears that she's too emotionally invested in others to be practical when needed.

Noble: Has to do something to help people without power or homes.

Rage: Furious when she sees violence used for pleasure.

Cameraturgy 35%*: (* obsession identity).

War Correspondent 80%: Resists Challenges to Violence, Substitutes for Dodge, Substitutes for Notice.

Mother to All 40%: Coerces Isolation, Medical, Substitutes for Lie.

Growing up, Boyle was fascinated by books with photos of war and destruction. It's no wonder she became a

FAY LEIFER

Notches	Violence	Unnatural	Helplessness	Isolation	Self
Hardened	2	5	2	4	3
Failed	1	3	0	0	2

RYANNE BOYLE

Notches	Violence	Unnatural	Helplessness	Isolation	Self
Hardened	6	3	4	3	1
Failed	3	0	0	2	1

FRANK HOVAT

Notches	Violence	Unnatural	Helplessness	Isolation	Self
Hardened	6	4	2	7	8
Failed	1	1	3	2	0

legendary war photojournalist with time spent in Panama, Bosnia, and Iraq. She stumbled into *Cameraturgy* all on her own. Like her best friend Leifer, Boyle is very practical and strongly believes in the cabal. In fact, Boyle is the unofficial heir to Leifer's throne. But she has an impractical soft spot for children, animals, and the dispossessed. She cannot stand Hovat but (accurately) fears he and his cronies would kill her if she blocked his path.

FRANK HOVAT

Wants to stay pure by living a life free from contagion and restraint.

Wound Threshold: 50.

Fear: (Helplessness) Has nightmares of being sickly and powerless again.

Noble: Wishes the powerless in society can become strong enough to take what they need.

Rage: Flies off the handle when people actively resist what he thinks is best for them.

Childhood Illness Survivor 60%: Coerces Violence, Resists Challenges to Helplessness, Substitutes for Fitness.

Katharomancy 40%: (* obsession identity).

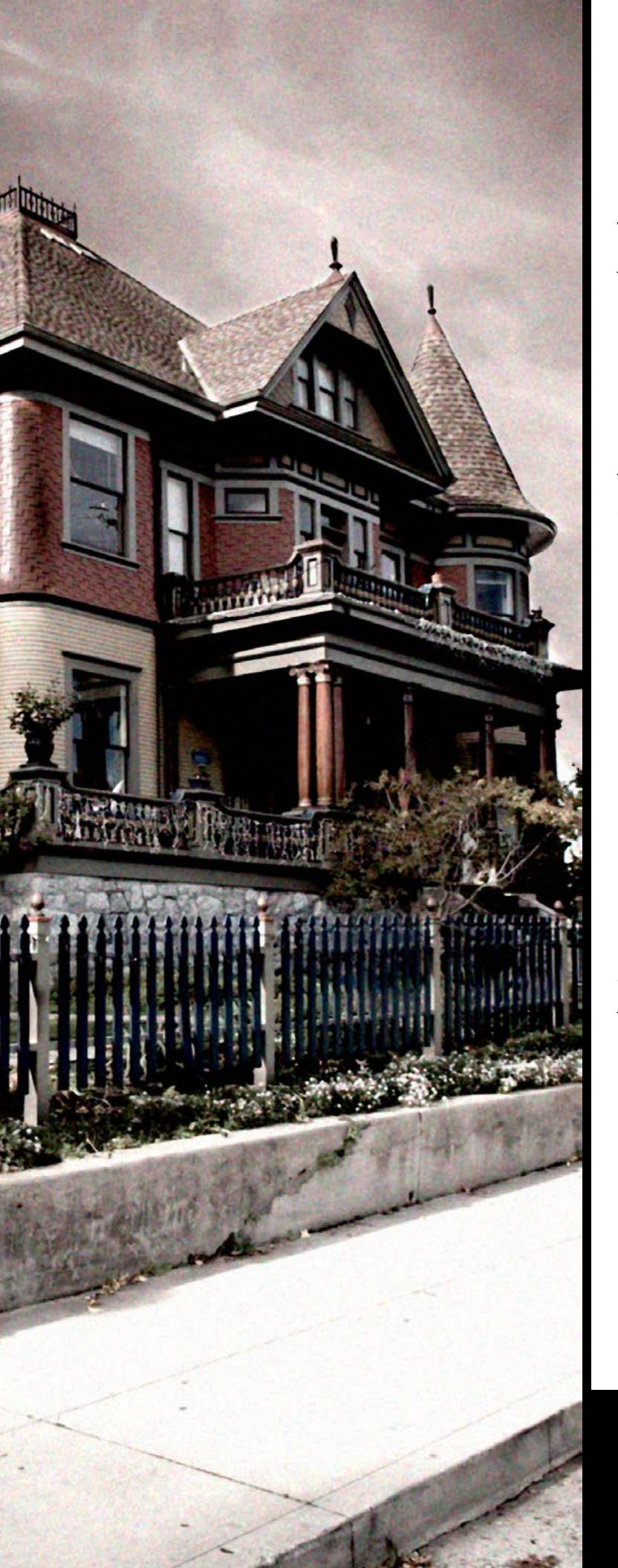
Self-Made Savior 60%: Coerces Isolation, Substitutes for Connect, Substitutes for Status.

Hovat grew up in the poor part of town. He was always sick and has enough allergies that his doctor once recommended he live in a bubble. Over the years, he grew into *Katharomancy* as a way to stay alive. These days, Hovat is quite healthy and physically fit. But years of ridicule, bullying, and pain (from illnesses and peers) have given him a practical view on life: take whatever you can get away with. He sees the Young Practicals as weak and misguided, a group that could blossom and help the disenfranchised get what they deserve.

See
"Cameraturgy"
on page 146
of Book One:
Play.

This new
magickal
tradition is
described in
full in Book
Five: Mine.
There's a
summary on
page 13.





SHARED LOCATIONS

Here are the locations common to all of the cabal members, and likely to serve as the stage upon which the campaign is set:

THE HOUSE (3209 WEST EMMANUEL STREET)

This three-story Victorian mansion is the official stronghold for the Young Practicals. Over the years, it's been a private home, a speakeasy, a temperance house, a girls' Christian boarding house, and now a private residence again. Boyle owns it now and lives on the top floor. The other floors are used for meeting spaces, casual get-togethers, and cabal resource storage. The house was infamous for being haunted long before Boyle turned it into the cabal's home. Most YPs simply call it "the House."

YUAN MORE CUP

A coffee shop run by recent Chinese immigrants. The coffee and tea absolutely suck, but their Wi-Fi is free and bountiful. Slip the owners an extra \$20 and they'll let you access their private high-speed connection and VPN. They have no idea about the occult underground, and they probably wouldn't care anyway. Rachel, Matt, and a few other YPs are regulars.

HARRY HA

Cranky Illegal Immigrant 60%

Co-owner of the coffee shop. He's a cranky, old Chinese man who speaks English badly. He spends most of his time smoking outside. He overstayed his visa and tries to stay ignored.

CONNIE HA

Cranky Business Owner 65%

Co-owner and wife to Harry Ha. She's cranky too, but she speaks English, Spanish, and Cantonese fluently. She just doesn't let most customers know that. She naturalized several months ago, but that whole "get married for citizenship" thing can take years.

ALLEY NEAR THE CORNER OF MULLIS AVENUE AND VERMONT STREET

This neighborhood is one developers look at for gentrification and say, "Nah, needs a couple more years." The houses are old and beautiful, and the neighbors keep things clean. But two rival street gangs (Insane Tres and Four Corner Lords) both claim this area as their own. Aden/Greenie sells drugs and information in this alley because hey, dealing where two gangs fight (and not being part of either) is a winning idea.

OFFICER RYAN LOTT

Proudly Corrupt Cop 65%

Lott is a new officer. He's a former gang member turned good. At least, that's the cover story. He's actually as corrupt as you can get without being a politician. When anyone questions his integrity, he blames them for stereotyping him because of his past. So far, this has kept him out of trouble while he enjoys being a jackass.

MATTISON'S SHOOTERS SUPPLY & INDOOR RANGE

One of the few ranges in the city, Mattison's is home to a motley collection of libertarians, survivalists, and gym moms. It sells pistols, rifles, ammo, and hunting supplies, and the range has room for five shooters. The outside has no sign, and the inside is utilitarian except for the occasional "terrorist wanted poster." Being accepted by the regulars opens up a grey market for guns and soft drugs, but doing so takes time. They're a bit anti-government but not stupid.

CHRISTY MATTISON

Foolish Romantic with a Gun 45%

Sole owner and manager of the range. She's an avatar of the Fool and has no idea. If she weren't, she'd probably be dead by now from an accidental gunshot wound — just like her late husbands Keith, Ronnie, and Ronnie Jr. Christy falls in love fast and hard, and she's currently crushing on Matt.

PRI/SEC

Pri/Sec is the gay bar straight folks get taken to so they stop thinking such bars are full of leather and public sex. The bar itself is award-winning, with craft beer and reasonably priced, trendy plates like Norwegian tacos and candied hummus. On weekends, the dance floor is hot and packed, and the bar attracts many polyamorous people and swingers. A group of Ordo Corpulentis members drop by every first Friday of the month seeking dinner, but never order from the menu. Jaylen is a regular and Emilia has been there a few times.

NIC FOSTER

Ambitious Bar Promoter 60%

The bar's promoter and marketing expert, Foster has brains, beauty, and a penchant for classism that has made him a recruitment target for Ordo Corpulentis. So far, Foster has only talked over drinks with them, but he likes what he's

heard so far. No, he hasn't gotten to the point about magick and eating people.

HOWIE TAFT

Serial Tech Startup Founder 70%

Yes, he's distantly related to the president who got stuck in a bathtub because he was too fat. And yes, he's quite large. He's somewhere between Vincent D'Onofrio's Kingpin and an ancient fertility idol. But Taft is also self-deprecating, witty, rich but generous, scarily smart, and honestly fun to be around. Too bad he's a cannibal who believes anyone not Christian is a devil worshiper.

PINK RHINO LOUNGE

This gentleman's club is a diamond in the rough. It sits off a busy road in a run-down, industrial part of town where the streetlights rarely work. But inside, it's clean and actually tasteful (as far as strip clubs go). A few chargers and criminals do business here, so there's an unofficial vibe of truce.

The dancers tend to be young and skinny, but they don't engage in prostitution. Several are soccer moms here to feel naughty and hot more than earn extra cash. The DJ is absolutely horrible and cheesy. Emilia has many close friends here, while Jaylen and Aden/Greenie have been here enough to know the place.

SAIF "SOOEY BOY" IBN SAUD

Newly Minted American 50%

Despite being a disowned son of a Saudi prince, Saif still has a ton of money. He bought out Pink Rhino Lounge to show everyone he has given up his Wahhabi upbringing. He goes by Sooeey Boy whenever possible, and he tends to dress like an Arab idea of what an American looks like. Saif is also one of those rare people who knows about the occult underground but doesn't use magick himself. In fact, he cares nothing about what you do as long as you are nice to the dancers and treat him well.

FIRST SESSION BREAKDOWN

First, each player introduces their character and explains why they're comfortable with opposing Hovat and his murderous take on practicality. However, do not share the horrible deeds! These should come to light organically through tough decisions in play. For now, they serve as

private reasons why the individual PCs hate Hovat and what the Young Practicals are turning into.

Once players choose their relationships with the other PCs, they'll go on their first mission to stop Hovat's growing power — and maybe save their own lives.

THE SITUATION

Boyle has been quietly keeping an eye on Hovat. Yesterday, she found out Caravan Taboo is coming to town. This is a traveling market where chargers and checkers can purchase goods and services that only someone in the occult underground could use. Worse, she caught a rumor saying Caravan Taboo is selling a powerful relic called the Photoshoot Rounds. With a significant charge, you could shoot one of these bullets at a photo and hit that person anywhere in the world. Shoot the photo in the head, and you've headshot the poor sucker in real life.

You know who would love that? Frank Hovat. You know who shouldn't have that? Frank Hovat.

Boyle moves quickly, contacting the PCs and requesting a meeting. She pleads with the PCs to find Caravan Taboo

and either buy the Photoshoot Rounds or destroy them before Hovat can get his manicured little hands on them. (Alternatively, the players could be the ones to hear these rumors and approach Boyle voluntarily or skip her and play hero on their own.)

First, the PCs will have to discover where Caravan Taboo will end up in town, which is normally not known until they open their doors. Then they'll have to convince whoever owns the artifact to part with it, and the cost might be high. Lastly, they also have to keep Hovat and his followers in the dark while they do the same thing the PCs are trying to do. Have fun with that.

FINDING CARAVAN TABOO

Few people are able to predict where it will show up. That means the PCs will have to devise a clever (and possibly foolish) plan to find it.

- Use a channel or spell that gains information not otherwise available.
- Summon a demon and ask it.
- Locate the Hyena, a powerful infomancer known for finding unknown stuff.
- Visit Shonin Web Marketing, a stronghold for two avatars of the Merchant who rumor says have bought from Caravan Taboo before.

Instead of finding where Caravan Taboo will show up, they could also tail Hovat. That's cutting it a bit close, though.

GMs should stretch out this search so it's complicated and takes some time but without getting annoying. This is a perfect way for players to give their characters a test drive

and stretch some magickal muscles. Anyone who knows where Caravan Taboo will appear (or knows someone who knows) is not going to give up that info easily. Everything costs something in the occult underground.

Fun tip: make the cost related to a PC's identity. A financial cost should be high enough to damage Jaylen's credit score. It could take a day's worth of work, causing Rachel to miss Netflix. Matt might have to work for a gun control organization for a bit. Don't trigger a taboo, just make players realize their character's obsession is more than a personality quirk.

Eventually, the PCs learn Caravan Taboo will arrive in a dense commercial neighborhood, squeezing into the back of a local big-box retailer. Unless the PCs do something ridiculously stupid, they always have just enough time to get there as it opens — fifteen minutes before Hovat and his thugs arrive.

GETTING THE PHOTOSHOOT ROUNDS

If GMs need to slow things down a bit, the PCs could need an invitation to get in. They're met by **Murmur** and two heavies at the entrance (yes, in the break room of the superstore) and turned away. If this option is chosen, Hovat shows up fifteen minutes after the PCs get inside.

Caravan Taboo is run by **Sara Hughes** and Murmur, the demon possessing her most of the time. The whole market is filled with fake artifacts, false rituals, and just enough real versions to keep the occult underground coming back for more. It has its own human-looking guards called the Bouncers that nonviolently but powerfully end any physical fighting or obscene arguments.

Weird shit happens on the hour like clockwork. Mass dizziness, disembodied voices, and technology fails are the most common, but toss in any *minor phenomena* that's fun. Any threats or fights will be dealt with severely by the Bouncers.

The Photoshoot Rounds are being sold by a weapons dealer named **Odin, God of Evil**. He's eager to sell something to stay on Murmur's good side, so he clumsily tries to

sell fake Magic Bullets and "anti-incorporeal" knives. The only bit of real magick is the three Photoshoot Rounds. Odin knows they're real, so he'll drive the price up as far as possible.

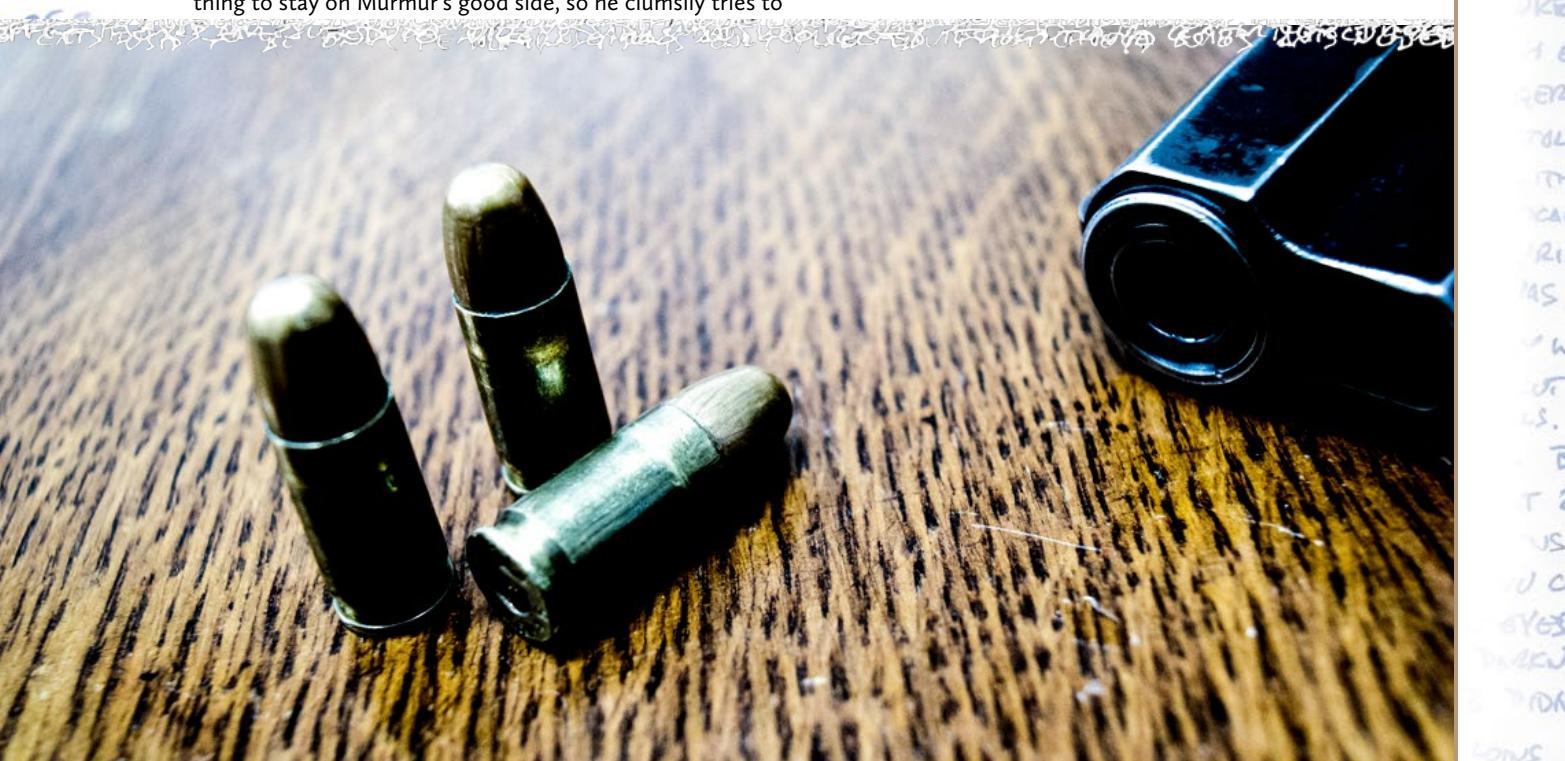
When Hovat shows up, he sends his three buddies to search for the Photoshoot Rounds. Hovat goes to Murmur and tries a more direct (but only subtly threatening) approach. Let the players decide how deal with this complication.

THE PHOTOSHOOT ROUNDS RITUAL

Why are the rounds so expensive? Take the bullet that killed Kennedy. Add in the bullets that killed Gandhi and Lincoln. Then add bullets used by snipers Simo Häyhä, Lyudmila Pavlichenko, and Billy Dixon. Melt it all down, sprinkle in some metallic silver and use it to cast three 9mm bonded bullets. Wrap the bullets in a study published by physicist John Stewart Bell along with an 8x10 headshot of the intended victim. Keep this in a box with a cat overnight.

That's why these are so valuable. They're hard to come by.

See "Minor Phenomena" on page 82 of Book One: Play.



KEEPING HOVAT IN THE DARK

It's up to the PCs to decide how to stay below Hovat's radar. GMs should feel free to toss in a few near misses. For example, if the characters head to the Hyena's Burrow, they can spot Hovat casually walking down the street towards their location

HOVAT'S REACTION TO THE CABAL

How will Hovat react if he discovers the PCs are after the Photoshoot Rounds? Like he always does — poorly. He's not ready to tip his hand yet, so he won't openly confront the PCs. Instead, he'll hire some local gang members to beat the PCs into a long hospital stay. (At this point, Hovat wants them alive. Like all good arrogant sociopaths, he's convinced all Young Practicals will come around to his vision eventually.)

If the PCs managed to get the Photoshoot Rounds without Hovat knowing, he'll rage in the Caravan Taboo until beaten senseless by the Bouncers. Then he'll know someone is actively working against him. His paranoia will blossom nicely.

HOVAT'S SCHEDULE

Here's what Hovat will do if the PCs never bother him. No times are listed so GMs can pace the session as they see fit.

- Get his followers to pressure local checkers hard for where the Hyena lives.
- Start by respectfully offering to buy the Caravan Taboo's location from her. When that fails, he beats the information out and leaves the Hyena crippled.
- Fill a briefcase with cash and two minor artifacts to trade.
- Head to Caravan Taboo with three brutish followers, arriving fifteen minutes after it opens.
- Fail to convince Murmur to give him a deal on the Photoshoot Rounds and join his followers searching the market.
- Spend roughly thirty minutes quizzing vendors until he finds Odin's table.
- Use threats and cash to purchase the Photoshoot Rounds.
- Go home and shoot a picture of Boyle in the head. Drink expensive whiskey and clean the house in celebration.

GMCs AND ANTAGONISTS

Outside of the checkers in the Young Practicals, here are the primary characters the PCs are likely to run into during the opening session and potentially the rest of the campaign:

CHARGERS

Movers and shakers.

SARA HUGHES AND MURMUR

Demon-Possessed and Happy About It 65%

Sara started channeling the Opportunist in college. Since then, she became enmeshed in the occult underground as a fence, scrounger, and dealer in magick. Deals were her opportunities, and she moved from project to project climbing the Invisible Clergy ladder.

She hit a roadblock three years ago when a failed ritual allowed a demon to possess her. Murmur is obsessed with taking advantage of humans. Instead of fighting the possession, Sara saw an opportunity — so she took it. For three years now, Murmur has controlled Sara for days at a time. Since Murmur is skilled at getting deals done, Sara has guided it to fulfill her Opportunist goals. Of course, Sara is confident that she can get rid of Murmur whenever she wants. Murmur thinks the same.

THE HYENA

Insatiable Infovore 70%

Her real name is Maria Saputo, and her real nickname is Jaina, but so many people mispronounce it as "Hyena" that she's gotten used to it. (Although anyone who calls her Jaina will earn her favor.) She's a powerful infomancer who came up with her own ritual to build ethernet ports in her skin. She is literally plugged into the internet 24/7 in a very gross but effective way.

The Hyena trades datum for datum. She knows almost as much as a demon; Big Data is way deeper than a lot of people realize. But she needs something that isn't available online

or she will not trade. Although her personal hygiene is damn awful, she's very formal, polite, and always wears expensive dresses. Too bad they all have stains from... something.

CHECKERS

Players in the game.

CONNOR TRACY

Jingoistic Loyalist 55%

Hovat's unofficial second-in-command didn't just drink the Flavor Aid. He has it running through his veins. As an avatar of the Solid Citizen, he has picked Hovat and his followers as his chosen group. He explains away any violence as necessary for the "greater good" — which is whatever Hovat wants. Tracy has become one of those political junkies whose party can do no wrong. If pushed in a metaphorical corner by obvious evidence, he will lash out in a non-metaphorical way.

ODIN, GOD OF EVIL

Passive-Aggressive Servant of Hell 50%

Willie Sykes was a junior avatar of the Warrior years ago. Then he ran into Murmur and made a proverbial deal with a demon. Murmur can't enforce it — that's not what demons can do — but it tricked Sykes into believing his soul will go to hell if he doesn't work for Murmur forever. Sykes fights back with passive aggression. He named himself "Odin, God of Evil" knowing full well that it sounds stupid. His stall in Caravan Taboo is full of weapons and middle school goth-level "Satanic" stuff. His weapons are often fake or exaggerated for the price. (His "anti-incorporeal knives" do nothing against unnatural creatures.)

PONIES

Newbs and nobodies.

MIKE AND MINDY HAWKINS

Materialistic Social Media Marketers 60%

These two are a time bomb waiting to go off, and everyone seems to know that besides them. They are newlyweds who both follow the Merchant. They founded the social media marketing company Shonin Web Marketing as co-presidents (and the only employees). At some point, one will need to undercut the other. Then boy, will there be fireworks. But for now, they're obviously in love and work well together.

Did they ever buy from Caravan Taboo? That's up to the GM. If the players need help finding Caravan Taboo, this cute couple has bought before and knows where to go. If things are moving too quickly, Mike and Mindy have no clue.

LOCATIONS

Here are additional locations key to the ongoing campaign:

CARAVAN TABOO

This magickal flea market set up shop in the Fitzgerald Ballroom and has never left. It's the ballroom that moves. It's either an otherspace bubble or a room of the House of Renunciation. Every thirty-three days, it appears in a random building in some city and stays open for nine hours. It doesn't take over any space. Instead, whatever building it falls into suddenly always had the Fitzgerald Ballroom in its architectural plans no matter how ludicrous that looks.

The ballroom features fifty-two vendors. Each is run by a single person and sells one themed thing: one table sells candles, the booth next door books, and so on. That one person selling wares is either overly tired, strangely happy, or obviously touched. The Bouncers are Caravan Taboo's occult security force. No one is sure if Hughes/Murmur controls the space or vice versa.

BOUNCERS

Human-ish Security Guards 75%

Caravan Taboo's eight security goons are not human. They all look like a cross between a mall cop and a TV newsman from the '70s, but they never speak. They understand simple words only, and they obey Murmur more than Hughes. Normally, they wander the floor in a Brownian-motion style. If anyone starts a fight or vulgar argument inside Caravan Taboo, they will run, grab everyone, and gently place them outside.

HOVAT'S FOLLOWERS

Selfish but Capable Pricks 55%

Toadies, thugs, or cultists — whatever label fits, these folks are new to the occult underground and mostly in agreement with Hovat's take on being practical. Sometimes, they think Hovat is a bit obsessed even by occult standards, but they're on board with "practical" meaning "I hurt who I want when I want."

HYENA'S BURROW

The Hyena lives in two condos (one atop the other) in a decent, near-suburban part of town. She destroyed most of the floor between them and keeps the upper condo shadowy and unlit. In the darkness above, she has a variety of drones under her control. Some are spiders that carry and store things. Others are small military drones capable of shooting you dead. One even maintains the Hyena's hygiene, albeit poorly.

The front door is metal and reinforced. All windows are barred and covered with heavy drapes. It smells like rotting garbage and hydrocarbon-rich air fresheners.

SHONIN WEB MARKETING

This is the bottom floor of a three-story building on the edge of town. The rent is cheap, and once you get inside, you see why. The ceiling is water-stained, and the floor is bare concrete. Mike and Mindy Hawkins have two metal desks facing each other, a mobile whiteboard, and a sickly potted plant.

THE CAMPAIGN

The rest of the campaign is a cold war struggle between the PCs and Hovat. Hovat continues his plans, growing bolder and more frustrated as the PCs get in the way. Eventually, Hovat snaps and the Young Practicals have a civil war.

EARLY SESSIONS

THE WITCH HUNT

Possible Milestones: Recruit Grace Sook, Find and defeat Taylor Jacobson, Ally with the Hyena.

Hovat is pissed. He knows someone is working against him (even if he doesn't really know the PCs are the ones tossing wrenches in his gears), and he's not the forgiving sort. He may be an unhinged, violent bastard, but he's a clever, unhinged, violent bastard. That's why his first activity is to purge his side of any traitors.

When he can't find any, he picks two of his followers at random and drums them out: Grace Sook and Taylor Jacobson. Sook is upset but practical, so she can be convinced to aid the PCs or even join them. Jacobson is royally pissed and starts a one-man war against all YPs that lacks any subtlety or precision. He first attacks the House conventionally but quickly, then he targets the Pink Rhino and one random PC's favorite location.

In the middle of all this, the Hyena reaches out to the PCs discretely. Even if Hovat never beat her in the first session, she's worried Hovat's getting sloppy and is bringing either the police, FBI, or someone like the Sleepers into town. She wants to recruit the PCs to stop Hovat, but she frames it as being willing to help them for a price.

GRACE SOOK

Avatar of the Messenger 45%, *Overly Blunt Urchin* 55%

Raised in a former fundamentalist Christian home, Sook struggled to come to grips with being an avatar of the Messenger. Her obsession with truth got her disowned and kicked to the streets by age fifteen. Now she's seventeen and ready to take advantage of her channels before someone takes advantage of her again.

TAYLOR JACOBSON

Abusive Pet Owner 65%, *Agrimancer* 40%

Taylor never knew his father, and the uncle who raised him on the farm was a milquetoast more comfortable with animals than people. Hovat's firm authority found a very receptive ear with him. Taylor is one of those agrimancers who love the animal sacrifice portion a bit too much.

FORCED RETIREMENT

Possible Milestones: Find out what Hovat is planning, Protect Boyle and/or Leifer, Deal with Connor Tracy, Handle a weapon-buying Hovat follower.

Now that Hovat has cleaned house, he's ready to make a move. He and his followers plan on killing both Fay Leifer and Ryanne Boyle. Who he plans on framing for these murders depends on what happened in the first session.

If the players keep adding to their objective, more people join their side. But Hovat can keep adding to his objective too, which brings more to his flag. In game terms, each side adds five Young Practicals each time they reach a milestone and add percentiles to their objective.

- If he thinks the PCs are working against him, he starts breaking into their homes, stealing some DNA and personal effects, then planting both at the crime scene. Then he calls the police. (Det. Mohammed from "Noise Complaints" can be introduced here.)
- If he thinks Boyle is organizing things, he does the same for several local members of TNI. Then he calls a general meeting at the House to "prove" TNI is at war with the Young Practicals, and it's time to take the fight to them. (Nothing solidifies your power grab like claiming a crisis.)
- If he has no clue who's working against him, he'll make a deal with Roger Burns, head of TNI in the city: if they take out Boyle and Leifer, he'll ally the Young Practicals with TNI. Burns agrees, planning to eventually force Hovat to either join TNI or die. Hovat plans on killing Burns when the YPs are fully under his control.

The problem in this session is how the PCs can discover Hovat's plan. They might already be keeping an eye on him, in which case their surveillance can bear fruit. If not, GMs can clue the PCs in through Sooey Boy (he overheard some of Hovat's people talking shit at the Pink Rhino) or Howie Taft (who is seeking allies in town as Ordo Corpulentis expands).

This is a great time to start really messing with the PCs' obsessions. Hovat's number two, Connor Tracy, declares his love for Emilia. If she dates him, he could be an inside source of information — but Campos would have to let someone get close. (This could trigger jealousy with Rachel who wants a relationship badly.) Jaylen could have a fraudulent creditor claim non-payment, damaging his credit score. Aden might be approached by a Hovat toadie looking to score some drugs and weapons. Anything that forces the player to choose between their character's obsession and the good of the cabal is interesting.

Whatever the PCs obsessions are, now's the time to hit them hard. See just how much the PCs are willing to sacrifice to stop Hovat.

ROGER BURNS

Fulminaturge 55%, *Scarily Competent Middle Manager* 75%

Burns is rather blasé about his membership in the New Inquisition. Sure, he bought what Abel was selling, and he thinks magick is bad. But Burns doesn't have much ambition. He's C Clearance, and he's finding meetings a tedious waste of time. The only thing that has kept him out of a TNI "summer camp" is being genuinely talented and effective at running operations. He's the kind of fulminaturge who can shoot your ass dead.

MID-GAME

NOISE COMPLAINTS

Possible Milestones: Convince Det. Mohammed to leave them alone, Avoid fighting (and losing to) Chen, Appear the Sleepers, Protect relationships.

Whether or not Leifer and Boyle survive, there's going to be a lot of magick thrown about willy-nilly. That's starting to wake the tiger. It's also bringing the Sleepers into town.

At this stage in the campaign, the PCs are going to suddenly find themselves being interviewed by Detective Fasina Mohammed. She's a member of the Blue Line, but she's there because crime is up: property damage, violence, mayhem, and even murder is happening as Hovat and the PCs struggle for control. She cases Yuan More Cup or Aden's alley until one of the PCs shows up.

If that's not enough, the occult underground has been talking about the recent turmoil. That has drawn the attention of Michelle "Mulan" Chen, avatar of the Warrior and *vrai*-Sleeper. She rolls into town to put a lid on things before the tiger gets cranky.

By now, Hovat has likely figured out the PCs are building a coalition to stop him. He responds in the measured, quiet way he's infamous for. He kidnaps Grace Sook, turns her into a *wheezehound*, and stalks the PCs' important locations, homes and loved ones. Whatever relationships the PCs have managed to build are his prime targets.

The goal here is to put PCs in a tough situation. If they fight for their relationships, Det. Mohammed and Chen could come down hard on them. If they don't, those relationships can be hurt or killed off. Either way, Hovat wins. Sucks, doesn't it?

DETECTIVE FASINA MOHAMMED

Detective on the Rise 65%

A black, female, immigrant police officer has at least three obstacles to overcome in her law enforcement career. Det. Mohammed succeeded with a mix of intelligence, natural

WHAT HAPPENS IF THE PCs KILL HOVAT?

He's starting a movement, not just a cult of personality. One of his followers will step up and take his place, continuing the sessions below. That's Connor Tracy, and Taylor Jacobson is next if Tracy gets taken down.

talent, and cash bribes. She was recruited by GNOMON after reaching detective, and then by the Blue Line soon after. Today, Det. Mohammed is bucking for lieutenant. She's ready to do almost anything to reach that rank — almost.

MICHELLE "MULAN" CHEN
Goal-Oriented Sleeper Agent 70%

Chen became an avatar of the Warrior in elementary school fighting bullies. She hasn't stopped, although now the "bullies" are anyone the Sleepers send her after. She's very focused an assignment's ends rather than its means. If the mission is to quiet a local adept, she'll do whatever works. If that's a subtle threat, fine. If that's murder, also fine. The occult underground calls her Mulan, and she finds that racist.

TROJAN HORSE, OR GIFT HORSE?

Possible Milestones: Meet with Taft, Meet with Burns, Decide on alliance offers, Find out what's happening to their YP allies, Rescue or protect YP allies.

When you're struggling, two types of people tend to show up: those who truly want to help you, and those who want to pretend to help as they take you for a ride. The problem is telling the two apart.

Two possible allies for the PCs emerge at this time:

- **Ordo Corpulentis:** Howie Taft brings the PCs to Pri/Sec to discuss the situation. He won't admit being part of Ordo, just that he's a rich avatar of the Captain that wants things quiet and safe for the occult underground and his crew. He offers to ally with the PCs against Hovat because Hovat rejected his offer yesterday.
- **The New Inquisition:** Roger Burns hates Hovat by now. He invites the PCs to meet him at Mattison's Indoor Range to discuss a temporary alliance to defeat Hovat.

Both groups would be able to add five to six checkers, decent resources, and magickal muscle to their side. Can the PCs trust them? GMs should play up the PCs' (and the players') paranoia. For the record, neither group will betray them. Taft and Burns are both sincere in their offers, because they each have something to gain. They just won't work with the PCs and the other group.

What's Hovat doing while the PCs possibly alienate the only help they have? He's trimming the PCs' resources. Any YPs that have allied with the PCs (through roleplaying or progressing on the objective) are getting arrested, beaten, or killed. He's sending a not-very-subtle message to any unaligned YPs that it's either his way or trouble.

See
"Wheezehounds"
on page 105 of
Book Three:
Reveal.

ALL IN (WITH FIRE)

Possible Milestones: Save the House, Save each PC's home and important location, Defeat Hovat once and for all.

Now the gloves come off. And believe it or not, it's not Hovat's fault. Either Leifer, Boyle, or an overzealous ally of the PCs starts the war by getting all arsony over Hovat's place. As a katharomancer, he needs a clean room environment. Cover him with some second-degree burns and destroy his home, and he shoots over the edge like a Saturn rocket.

Hovat and his allies spend a day readying themselves. During that time, the occult underground is buzzing with rumors of gun sales, artifact purchases, and charge generation schemes. At dusk the next day, Hovat's group attacks. They target the House first by breaking in, stealing as much as they can, then lighting the place on fire. (Oh, and they murder anyone in there. That's important too.) Once complete, they go to the PCs' important locations and homes to light them up as well.

As the city struggles with a sudden rash of structure fires, police violently enforce a curfew. Feel free to throw just about anything in the mix at this point, but here's some guidelines:

- Any blowback from early sessions shows up to make life hell for the PCs. For example, if they disrespected Det. Mohammed back in the Mid-Game, she leads a Blue Line team to take down the PCs.
- Conversely, any allies or people they helped along the way come to return the favor. If they treated the Hyena well, she tips the PCs off before police show up.

When the smoke clears, one of two things will have happened:

- If the PCs take down Hovat and his followers, their objective is met. If Leifer or Boyle survived, they lead the Young Practicals. If not, the PCs are in charge. Either way, the Young Practicals will return to being practical but not evil.
- If the PCs are killed or driven out of town, then Hovat's objective is met. The Young Practicals are weak, but Hovat will soon build them up into a decidedly evil force to be reckoned with.

WHAT IF THE PCs TAKE THE PLUNGE?

This is the climactic last stand. But what if the PCs want to roll against their campaign objective before this session? That's fine. It's their game too.

If they succeed, then the GM will have to create a reason for Hovat's side to give up. A likely choice is that the PCs weakened Hovat and his allies enough to get taken down by Boyle, TNI, the Sleepers, or the Blue Line. The Young Practicals are safe.

If they fail, then the Young Practicals spiral into civil war. The House goes up in flames (or worse), and it's as deadly as a gang war. Many innocent people are caught in the cross-fire, and the PCs will likely have to lay low to avoid FBI and SWAT teams. Hovat emerges victorious over what's left of the Young Practicals.



MAGICKAL MISCELLANEA

This campaign starter kit includes references to adept traditions and archetypes included in *Book Five: Mine*, a digital-only supplement to *Unknown Armies*. For your convenience we've provided a summary of the most important information about these new magickal rules here.

ARCHETYPES

Both the MVP and the Two-Faced Man are archetypes introduced in *Book Three: Reveal* (and they've appeared in older editions of *Unknown Armies*). They've been updated for the new edition.

THE MVP

The MVP is much more than good at their sport. They absolutely excel at it, and they do so consistently for their team or country. Their presence is vital. Without them, the team and maybe even the sport itself will wither. However, they must also continue to be the guiding moral compass of their team, else they lose their way and stop being the inspirational center they worked so hard to become.

TABOO

The MVP must attain their status through hard work and training. If they're ever caught cheating, or acquire a losing record, they step out of line with the archetype. Note that if they're not caught, they're fine — and one or two losses is acceptable, so long as it doesn't start to create a pattern of failure.

CHANNELS

Here is the first channel of the MVP, suitable for use with this kit. For more, see the full entry in *Book Five: Mine*.

1%-50%: Success is its own reward. Every time the MVP succeeds at a roll, his next roll is at +10%. This is not cumulative, so don't expect four good rolls to give you +40%. Each success only brings an additional +10% to the next one. Matched successes, criticals, and failures are unaffected.

THE TWO-FACED MAN

This is the archetype of selfish betrayal and noble sacrifice, a path made for tension and conflict. An avatar of the Two-Faced Man must pick two groups. One is designated her home group, while the other is her enemy group.

For this purpose, "group" can mean an organization, an ideology, or anything that brings people together under a label. However, these groups must be in conflict, at least potentially. Also, the avatar must create two separate identities, a home one and an enemy one, complete with names and looks. (There's only one obsession and set of passions.)

Once set, the avatar can change her home or enemy group designation. Doing so lowers her current Avatar rating by -20% and brings any relationships she might have in the old group to 5%. She can never return to a group she left either, so don't be too hasty to skip town.

Having an avatar of the Two-Faced Man in your cabal is both a blessing and a curse. If she defines the cabal as her home group, she can really come in handy. However, she can use her powers even if she defined your cabal as the enemy group. Which is it? Is she friend or foe? You don't know.

TABOO

Avatars of the Two-Faced Man can never be caught helping or supporting their home group by someone in the enemy group (or the other way around).

CHANNELS

Here is the first channel of the Two-Faced Man, suitable for use with this kit. For more, see the full entry in *Book Five: Mine*.

1%-50%: The Two-Faced Man's nature is to infiltrate and join people that hardly know her. To be able to do that, she needs to know what people want to hear. Angry opposition or even polite criticism doesn't get her half as far as coyly saying what they wanted her to say all along.

When someone talks to the Two-Faced Man specifically, she makes an avatar identity roll. If successful, she can see a single sentence in her mind of what that person wants to hear her say right there, right then. Speaking that sentence to them will grant a bonus of +10% to +30% to any roll with Connect, Status, Lie, depending on which the GM thinks is most sensible.

The phrase in the Two-Faced Man's mind will never have secrets, passwords, or locations of the bodies. Instead, she gets a sentence born from the crucible of exigent circumstances and a person's passions.

If she wants to push her luck, she can use this with a group of people. She'll still need to make a successful avatar identity roll first, but then her mind zeroes in on a statement that appeals to the crowd as a whole. If she fails, she needs to make a Self stress check with the rank equal to the ones digit of the failed roll.

SCHOOLS OF MAGICK

Book Five: Mine introduces the adept schools of katharomancy and plutomancy. The former is the magickal tradition of this kit's primary antagonist, Frank Hovat; the latter is a tradition practiced by Jaylen Harris, one of the player characters. In both cases, we've provided enough information for you to play these characters (as GM or player) but full details including spell write-ups and other info can be found in their *Book Five: Mine* entries.

KATHAROMANCY

It's not just about being clean for katharomancers. It's about being in control of your environment's toxic, infectious dirt and clutter. A katharomancer gains power from obsessively sterilizing himself and his workspace, staying hygenic as much as possible.

STATS

Generate a Minor Charge: Thoroughly clean yourself or a room you are in. This is much more than taking a shower, pony. You have to make things sanitary, hygienic, and pure. This process must take at least one hour. Longer is fine, but if you only need twenty minutes to clean yourself that well, you obviously missed something.

Any cleaning done for or by a spell cannot be used to generate charges. You must tell the GM which is which before breaking out the disinfectants.

Generate a Significant Charge: Cleanliness is a way to stay in control. If you face a Helplessness stress check related to getting dirty and you succeed, you gain a significant charge. It must be a die roll, so hardened notches actually block this from happening.

You can also generate a significant charge by turning any home into a clean room. We're talking positive air pressure, disinfected everything, and using UV lights to find any invisible stains to remove. And for Pete's sake, no carpets.

Generate a Major Charge: Katharomancers can generate a major charge by adding something significant to the war on contamination. Inventing a new and better formula for an antibacterial cleaner would work, as would passing a law mandating HEPA filters in all homes and businesses.

Taboos: A katharomancer cannot willingly get dirty. This includes wearing only clean clothes, not holding plants or animals, wearing gloves, and so on. However, this only applies to willful acts that will obviously contaminate you. Getting knocked into a mud puddle does nothing. You can go into dirty locations (a park, a nightclub, the mall) because setting yourself up for failure is not the same thing as failing. Just bring along some wipes.

Also, you can never never ever handle cash or coins. Those are just disgusting.

Random Magick Domain: Staying obsessively clean is the irrational response to losing control. (Was that pork chop cooked to temperature? Will it give me trichinosis? How do I know what to do???) That's why katharomancers have power over fear and helplessness. What you don't know can kill you. At the least, it can make you freak out and panic.

Katharomancy Spells: Most Katharomancy spells involve controlling an aspect of somebody or something through the invocation of their state of cleanliness, either revealing

some part of their natures or drawing upon this information to aid the katharomancer. Examples might be forcing others to confront their filth and take a -20% penalty, or using your own fear of dirt to gain a +20% bonus to Dodge.

PLUTOMANCY

For plutomancers, the key to gaining magickal power comes not from earning or spending. It comes from having. Money is the most important thing to have because it's the most versatile. Bank accounts and credit cards are Schrödinger's boxes for finance; it's definitely something, you just don't know what until it's used. Everything has a price, and people are no exception. With enough money, you could even buy your way into heaven. That's why money has magick to plutomancers; it's potentially everything.

Plutomancers gain power by having or acquiring money, not by spending it. Their central paradox is that they must make as much money as they can but live as poorly as possible.

STATS

Generate a Minor Charge: Acquire between \$100.00-\$999.99 from a single transaction. If your biweekly paycheck is \$758.23, you generate one minor charge every two weeks.

Generate a Significant Charge: Acquire between \$1,000.00 and \$999,999.99 from a single transaction. If you sell your car for \$9000.00, you generate one significant charge. If you sell a vintage guitar for \$650.00 and earn \$758.23 from that paycheck, you don't get any significant charges because those are two transactions.

Generate a Major Charge: Acquire \$1,000,000.00 or more from a single transaction.

Taboos: Plutomancers lose all of their banked charges if they spend \$1,000.00 or more on a single transaction. Financial products (mutual funds, bonds, currency trading) are exempted, since you are really just changing the way your money looks. Watch out for those broker fees, though.

Random Magick Domain: The reason plutomancers are obsessed with money is that it provides leverage. You can acquire almost anything with a big enough wallet. Plutomancers have power over getting and giving things. They're also about real stuff, not illusions. Dreams are worthless; cold, hard cash is king.

Plutomancy spells: Plutomancers spend charges to acquire information about others' finances, influence powerful figures through financial means, and extend their own senses into the world through banks, lending institutions, and Wall Street. Sometimes they have to spend a little money to do this, which normally doesn't count as breaking taboo, so long as they keep under their spending limits. Minor spells typically grant bonuses to rolls to coerce or provide the plutomancer with useful information they couldn't otherwise get.

RACHEL APPLEBAUM

Rachel is an average-looking woman in her late twenties. Her auburn hair is usually in a ponytail, and she wears neutral shirts and skirts. Her pale skin has many freckles and moles. Overall, Rachel is the kind of person who enters a room and no one notices. Her one unusual trait is being very tall; without heels, she stands at 5' 11".

Obsession: Rachel is obsessed with romantic comedies.

Netflix Addict 55%: Evaluates Isolation, Resists Challenges to Isolation, Substitutes for Knowledge.

Daytrader 25%: Coerces Helplessness, Provides Initiative, Substitutes for Notice.

Cinemancer 30%*: See "Cinemancy" on page 150 of *Book One: Play* (* obsession identity). She begins with 8 minor charges.

PASSIONS

Fear: (Helplessness) Not being able to pay the bills.

Noble: Bends over backwards to encourage loving, supportive relationships.

Rage: Easily riled when people interrupt her work for trivial reasons.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor __%

Protégé __%

Responsibility Aden Applebaum 50%

Wound Threshold: 50.

Possessions: In her apartment, Rachel has several cardboard boxes full of VHS tapes and DVDs, mostly romantic comedies. She always has the latest and biggest iPhone and owns two laptops: an old one riddled with viruses from downloading too many risky torrents, and a powerful one that she mostly uses for work. When out and about, Rachel usually has a white cloth napkin crammed in her purse.

Important Locations: Yuan More Cup.

Rachel grew up very poor with parents who hated each other. She might have been extroverted early on, but years of neglect and being alone (besides her baby brother Aden) left her withdrawn and comfortable with the predictable life of solitude. She still yearns for company; it's more a lack of experience and social skills than anything else. Her life is so empty that she can easily tune people out — until they bother her for no good reason.

Rachel stays in her house for days at a time, either day trading or binging on Netflix from one of three rooms in her small, run-down apartment. That's why she's passionate about romcoms. If her obsession and introverted nature prevent her from having a fairytale romance, she can live vicariously through some half-developed characters.

She became aware of magick after her brother introduced her to it. Instead of freaking out, she stayed in her tiny one-bedroom apartment for a full week researching on the deep web. When she felt ready, she "came out" to some cinemancers in town. Since then, she joined up with the Young Practicals to see if she could use magick to get wealthier and maybe even some friends.

At the House one night, Rachel was complaining about a rival day trader getting a big bonus she needed to pay her bills. Hovat suggested (read: bullied her into) using magick to fake evidence that her rival's husband was cheating on her. A few days later, the day trader emailed Rachel and blamed her for being the other woman. Then the rival committed suicide.

Shock Meter	Hardened	Failed	Abilities	
Helplessness	2	1	Fitness 55%	Dodge 25%
Isolation	4	2	Status 45%	Pursuit 35%
Self	3	0	Knowledge 50%	Lie 30%
Unnatural	3	0	Notice 50%	Secrecy 30%
Violence	1	2	Connect 60%	Struggle 20%

ADEN "GREENIE" APPLEBAUM

Aden is rail-thin, sickly pale, and already starting to go bald despite being barely out of high school. He has the most beautiful green eyes you could ever find. His fashion sense is somewhere between street thug and thrift store, and he wears the same damn black hoodie no matter how warm or cold. He doesn't have a beard so much as he forgets to shave for days at a time. Aden can be very friendly and even charismatic when he's not high.

Obsession: Aden is obsessed with making illegal deals.

Awkward Dealer 55%: Provides Firearm Attacks, Provides Wound Threshold, Substitutes for Secrecy.

Failed "Entrepreneur" 45%: Protects Helplessness, Substitutes for Knowledge, Substitutes for Lie.

Black Sheep 20%: Evaluates Self, Provides Initiative, Substitutes for Status.

Avatar of The Two-Faced Man 15%*: His two groups are the YPs and the drug dealers. (* obsession identity).

PASSIONS

Fear: (Self) Worried that his family is right and he's really a failure.

Noble: Wants to help others who get screwed by bad luck and stupid accidents.

Rage: Is pissed off when people suggest he's too stupid or incompetent to handle simple shit.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor Rachel Applebaum 45%

Protégé __%

Responsibility __%

Wound Threshold: 55.

Possessions: Aden has a lucky black hoodie that he wears way too often. He's also never caught without a sleek, black folding knife. Chances are, he has a few small plastic bags of weed or heroin on him and a fat roll of \$1 bills (with a \$50 on top). His phone is a burner, and he has a silver-plated Zippo lighter with a nude woman engraved on the side.

Important Locations: Alley near the corner of Mullis Avenue and Vermont Street.

Aden grew up with his older sister Rachel taking care of him. His parents emotionally abused Aden for most of his childhood. To survive, he developed a knack for being whatever people wanted to see. At home, Aden was a quiet failure who apologized for everything. On the streets, he was a loud, pushy kid who would steal things and sell them for candy money. Eventually, he experimented with drugs and found selling them earned some real green (hence his nickname). Unfortunately, he was never motivated (or sober) enough to make any of his business ventures succeed. Even his drug dealing game is weak.

That's how he became involved in the occult underground. A narco-alchemist traded him some "special pills" for heroin. After the trip ended, Aden started hearing voices of his customers when they really wanted him to say something. Today, he's still the black sheep of his family. But instead of hating his sister Rachel for growing up "normal," he has nothing but love for her. That's why he showed her magick exists. When she joined the Young Practicals, Aden was right behind her.

Hovat discreetly asked Greenie to get some pain pills a few weeks ago. He couldn't find any, so Hovat teased him hard for being the "most incompetent drug dealer in town." To prove Hovat wrong, he broke into the home of his supplier and stole a bunch of fentanyl. It was earmarked for the Four Corner Lords, who beat the supplier into brain damage and a respirator.

This archetype is mentioned in Book Three: Reveal but described in full in Book Five: Mine. There's a summary on page 12.

Shock Meter	Hardened	Failed	Abilities	
Helplessness	3	0	Fitness 50%	Dodge 30%
Isolation	4	2	Status 45%	Pursuit 35%
Self	2	2	Knowledge 55%	Lie 25%
Unnatural	2	0	Notice 55%	Secrecy 25%
Violence	4	1	Connect 45%	Struggle 35%

MATT SALVATORE

Matt is a short, out-of-shape twenty-something male. He dresses in business casual clothes everywhere, even to a pool party. His jet-black hair is slicked back and hard as a rock. As an open-carry advocate, Matt carries a pistol on his belt everywhere. (Yes, even pool parties.) People have called him a cross between a mafia movie extra and a federal agent, and that's being kind.

Obsession: Matt is obsessed with hardline constitutional gun rights.

Compulsive Gambler 45%: Evaluates Violence, Substitutes for Notice, Substitutes for Secrecy.

Online Constitutional "Scholar" 55%: Coerces Self, Provides Firearm Attacks, Substitutes for Status.

Fulminaturge 30%*: See "Fulminaturge" on page 154 of *Book One: Play* (* obsession identity). He begins with 8 minor charges.

PASSIONS

Fear: (Violence) Becoming a victim of violent crime.

Noble: Helps abuse survivors whenever he meets one.

Rage: Clear, unhindered hypocrisy.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor __%

Protégé Emilia Campos 55%

Responsibility __%

Wound Threshold: 50.

Possessions: The only time Matt doesn't have a well-thumbed copy of the US Constitution or his Ruger SR1911 pistol on him is when he showers or sleeps. He often wears a gold chain with a corno. Since he's online a lot, he can usually be found with a high-end laptop.

Important Locations: Mattison's Shooters Supply & Indoor Range.

Matt grew up in a far-right, middle-class household. His neighborhood once was exclusively Italian, but by the time he went through school, his classmates were Mexican, Haitian, and Arab. Despite his family growing racist in response, Matt never did. He got into his share of fights with the newcomers, and he often felt alone, but he escaped without becoming racist or sexist. That's because he firmly believed in the American Dream and his country. If America welcomed the huddled masses, so would he. These people had the same constitutional rights as him.

His one escape was gambling. His father ran a local poker night for the "right kind" of people, so Matt quickly learned to love poker, horses, and more. That love morphed into a full-blown addiction during college. He dropped out after losing his tuition money in Atlantic City. These days, he spends his days working in a factory and his nights online as "RightReason," a libertarian troll who actually knows what he's talking about. After pissing off the wrong guy, he found himself on the wrong side of some magick. That opened his eyes, and his gun became his totem. Matt soon joined the Young Practicals to see if magick can help people protect their rights.

Matt listened to Hovat's ideas at first, appreciating how they emphasized the power of individual action. After a heated argument online with a liberal in town, he went to that guy's work and used a Fulminaturge spell to frighten him. The hope was to show him guns are welcomed by liberals when scared. Instead, the guy ran into the street in terror and was run down by a truck. He survived but will never walk again.

Shock Meter	Hardened	Failed	Abilities	
Helplessness	2	1	Fitness 55%	Dodge 25%
Isolation	3	1	Status 50%	Pursuit 30%
Self	1	1	Knowledge 60%	Lie 20%
Unnatural	2	0	Notice 55%	Secrecy 25%
Violence	3	1	Connect 50%	Struggle 30%

JAYLEN HARRIS

Standing just over six feet tall with dark skin and high cheekbones, Jaylen could almost be confused with a model. It's his horrible acne and oddly large muscles that destroy the image. He's barely twenty-one but looks much older. In terms of his mood, he's the kind to go from perfectly happy to nearly violent and back again in a single conversation.

Obsession: Jaylen is obsessed with his credit score.

Poor Trust Fund Baby 45%: Estimates others' financial situations (unique), Resists Challenges to Self, Substitutes for Connect.

Roided Gym Rat 35%: Coerces Violence, Substitutes for Pursuit, Substitutes for Struggle.

Ethical Slut 30%: Evaluates Self, Resists Challenges to Isolation, Substitutes for Lie.

Plutomancer 25%*: Magick of hoarding money. (* obsession identity). He starts with 8 minor charges.

PASSIONS

Fear: (Isolation) Fears growing old and dying all alone with no one to take care of him.

Noble: Shares his wealth and good fortune with those who truly need it.

Rage: Pissed off real quick when someone ignores him.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor Matt Salvatore 55%

Protégé __%

Responsibility __%

Wound Threshold: 50.

Possessions: Jaylen doesn't carry much. He sometimes has a backpack filled with some protein bars, a few condoms, and in a dark box, needles and a small vial of anabolic steroids.

Important Locations: Pri/Sec, a gay nightclub friendly to polyamorous bisexuals like Jaylen.

Jaylen's mother died early and left him a large trust fund. Even with his dad sponging off cash, Jaylen grew up decidedly upper class. The day before his eighteenth birthday, his dad emptied out the trust fund, sold everything he could, and ran off to Barbados. Jaylen suddenly found himself dirt poor and homeless. He survived by opening credit cards and doing a few things he doesn't want to talk about, including helping a *plutomancer*. That introduced him to the occult underground.

Jaylen feared living on the streets, so he turned to steroids and gyms to bulk up and look more threatening. He also began exploring his sexuality, finding refuge in the arms of just about anyone that would have him. Jaylen calls himself an "ethical slut," meaning he sleeps around but only with people who are safe and stable. He wants to be loved, not abused.

At the House a few weeks ago, Jaylen was complaining about this woman he met at Pri/Sec who freaked out over his bisexuality. Hovat kept feeding him whiskey until eventually suggesting that woman needed to be taught a lesson. Jaylen agreed, and egged on by Hovat, he cast a Plutomancy spell that bankrupted her. Turns out she was diabetic, and her blood sugar crashed while she was talking to Jaylen because she couldn't afford insulin. She disappeared a few days later.

This new magickal tradition is described in full in Book Five: Mine. There's a summary on page 13.

Shock Meter	Hardened	Failed	Abilities	
Helplessness	3	2	Fitness 50%	Dodge 30%
Isolation	3	1	Status 50%	Pursuit 20%
Self	2	0	Knowledge 55%	Lie 25%
Unnatural	1	0	Notice 60%	Secrecy 20%
Violence	2	1	Connect 55%	Struggle 25%

EMILIA CAMPOS

Emilia is a short, curvy Latina in her mid-twenties with dark hair streaked with greens and blues. There seems to be two versions of her. One has facial piercings, revealing dresses, and dangerously high heels. The other wears green scrubs covering her tattoos, sensible shoes, and no makeup. In conversations, she'll often stop in mid-sentence to answer a text or take a photo.

Obsession: Emilia is obsessed with being unattainable.

Cam Girl 65%: Substitutes for Fitness, Substitutes for Struggle, Therapeutic.

Vet Tech 55%: Medical, Resists Challenges to Violence, Substitutes for Notice.

Avatar of the Naked Goddess 15%*: See "The Naked Goddess" on page 111 of *Book One: Play* (* obsession identity).

PASSIONS

Fear: (Unnatural) Has serious anxiety about who could have magickal power over her.

Noble: Drawn to help innocent people, especially young women.

Rage: Does not abide slut shaming or sexism towards any gender.

RELATIONSHIPS

One is provided; choose two more.

Favorite Jaylen Harris 55%

Guru __%

Mentor __%

Protégé __%

Responsibility __%

Wound Threshold: 50.

Possessions: Emilia never goes anywhere without a large purse filled with expensive makeup, a stun gun, a small mirror, and moisturizing lotion. Given her love of animals, there's usually a few treats in there as well.

Important Locations: Pink Rhino Lounge, a strip club where Emilia used to work (and still does on rare occasions for extra cash). She still has lots of friends there.

Emilia grew up comfortably with a healthy home life and good schooling — all of which she found impossibly boring. If she felt someone was pressuring her to become something, she loudly went the other way. That's why she went into adult entertainment. There was no abuse, addiction, or even a strong libido; Emilia just wanted to do the unexpected. That's also why she went to veterinary school during the day. No one expected Petite Sparxxx to be assisting in surgery on a horse.

After partying with a pornomancer one night, she discovered the Naked Goddess and that was that. She did not want to become a part of the Sect — that would be too typical — so she shopped around for a newer cabal. She found the Young Practicals and readily joined. Not only did their purpose fit hers, the cabal was full of people she had never flirted with before.

A cam show regular showed up at her doorstep a month ago asking for a date. Emilia freaked because the guy was covered in rashes and sores. She shoved him over the railing of her third-story apartment, and he died. A few days later, Hovat's protégé Connor Tracy admitted that Hovat not only sent him, but that he used a Katharomancy spell to make the healthy guy look diseased.

Shock Meter	Hardened	Failed	Abilities	
Helplessness	3	2	Fitness 50%	Dodge 30%
Isolation	2	0	Status 5%	Pursuit 25%
Self	2	0	Knowledge 55%	Lie 25%
Unnatural	1	2	Notice 50%	Secrecy 30%
Violence	1	0	Connect 60%	Struggle 20%

Name: **RACHEL APPLEBAUM**

Cabal: Young Practicals

Current Objective: Prevent Frank Hovat from turning the Young Practicals into something truly evil.

Distinguishing Characteristics:

Rachel is an average-looking woman in her late twenties, the kind of person who enters a room and no one notices. Her auburn hair is usually in a ponytail; she dresses in neutral colors. She's pale, with many freckles and moles. Her one unusual trait is being very tall; without heels, she stands at 5' 11".

RAGE

Interrupting her work for trivial reasons.

NOBLE

Encourages loving, supportive relationships.

FEAR

(Helplessness) Not being able to pay the bills.

Aden

50

% Responsibility (Knowledge)

% Protégé (Fitness)

HELPLESSNESS

FITNESS 60

55

50

45

40

35

30

25

20

20

25

30

35

40

45

50

55

60

ISOLATION

STATUS 60

55

50

45

40

35

30

25

20

20

25

30

35

40

45

50

55

60

SELF

KNOWLEDGE 60

55

50

45

40

35

30

25

20

20

25

30

35

40

45

50

55

60

UNNATURAL

NOTICE 60

55

50

45

40

35

30

25

20

20

25

30

35

40

45

50

55

60

VIOLENCE

CONNECT 60

55

50

45

40

35

30

25

20

20

25

30

35

40

45

50

55

60

FAILURES

X

Defend with Status
Attack with Connect

XX

Defend with Connect
Attack with Status

XXX

Defend with Notice
Attack with Knowledge

XXXX

Defend with Knowledge
Attack with Secrecy

XX

Defend with Fitness
Attack with Struggle

IDENTITIES

I'm a DAY TRADER

, of course I can

25 %

Substitutes for Ability: Notice

Feature: Coerces Helplessness

Feature: Provides Initiative

I'm a NETFLIX ADDICT

, of course I can

55 %

Substitutes for Ability: Knowledge

Feature: Evaluates Isolation

Feature: Resists Challenges to Self

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

Feature:

560/70
OBSESSION IDENTITY
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1a. Adept School

CINEMANCY

1b. Percentage

30

4a. Spell Name: Stock Wardrobe

4b. Cost: 1

4c. Effect

Dress in traditional garb for a profession and pass as a member of that profession to others in that profession

5a. Spell Name: What Could Go Wrong

5b. Cost: 1-7

5c. Effect

When someone says X won't happen, spend charges to make X happen; +2 charges if that person knows how this spell works

6a. Spell Name: chloroform

6b. Cost: 2

Cover somebody's mouth with a white cloth by surprise and drop them into deep sleep for five minutes, even without any actual chloroform

7a. Minor Charges

When you get somebody else to describe or act out an over-used cinematic cliché, including a memorable line from a movie that is acted out by the person who quotes it.

7b. Significant Charges

When you act like a stock character from film or TV for five hours or more, down to every stereotype and cliché; if you drop the mask you have to start over.

7c. Major Charges

Get somebody to act out a cliché from cinema or TV without realizing they're doing it. You have to plan it, you can't benefit from somebody doing it accidentally or without your involvement.

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Name: **ADEN "GREENIE" APPLEBAUM**

Cabal: Young Practicals

Current Objective: Prevent Frank Hovat from turning the Young Practicals into something truly evil.

Distinguishing Characteristics:

Rail-thin, sickly pale, and already starting to go bald despite being barely out of high school. The most beautiful green eyes you could ever find. Fashion sense is somewhere between street thug and thrift store. Wears the same damn black hoodie no matter how warm or cold.

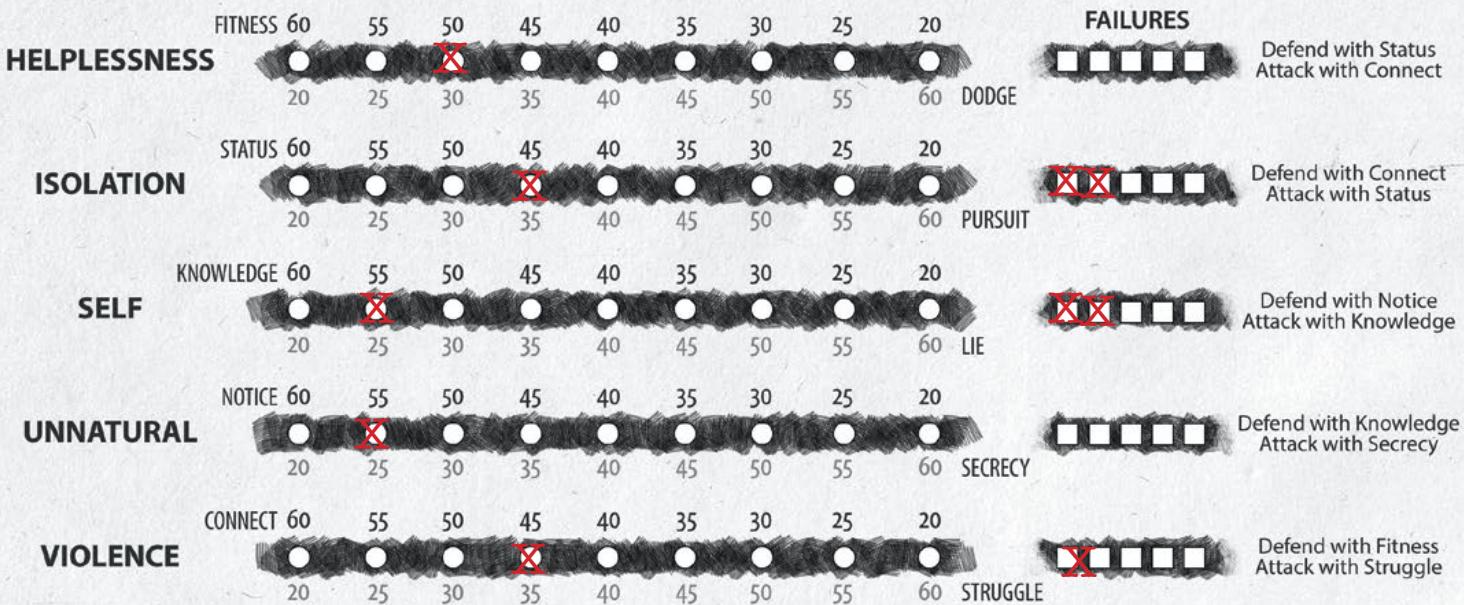
RAGE When people suggest he's too stupid or incompetent to handle simple shit.

NOBLE Helps those who get screwed by bad luck and stupid accidents.

FEAR (Self) That his family is right and he's really a failure.

Rachel

45 % Mentor (Connect)



IDENTITIES

I'm a AWKWARD DEALER

, of course I can

55 %

Substitutes for Ability: Secrecy

Feature: Provides Firearm Attacks

Feature: Provides Wound Threshold

I'm a FAILED "ENTREPRENEUR"

, of course I can

45 %

Substitutes for Ability: Lie

Feature: Protects Helplessness

Feature: Substitutes for Knowledge

I'm a BLACK SHEEP

, of course I can

20 %

Substitutes for Ability: Status

Feature: Evaluates Self

Feature: Provides Initiative

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

Feature:

WOUND THRESHOLD

55

00386
OBSESSION IDENTITY

1a. Archetype THE TWO-FACED MAN

1b. Percentage

15

4. Channels

1%–50%:

Make an avatar identity roll to know what a person wants you to say: +10%–30% bonus, depending on GM

51%–70%:

71%–90%:

91%+:

5. Notes

You must be a member of two groups, one is "home" and one is your enemy group. A group can be any organization, ideology, or common label. The two groups must be in conflict, at least potentially. Aden has the Young Practicals as his default "home" group and drug dealers as his enemy. If he changes, identity drops by -20%.

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Name: MATT "RIGHTREASON" SALVATORE

Cabal: Young Practicals

Current Objective: Prevent Frank Hovat from turning the Young Practicals into something truly evil.

Distinguishing Characteristics:

A short, out-of-shape twenty-something male. He dresses in business casual clothes everywhere, even to a pool party. His jet-black hair is slicked back and hard as a rock. As an open-carry advocate, Matt carries a pistol on his belt everywhere.

RAGE

Clear, unhindered hypocrisy.

NOBLE

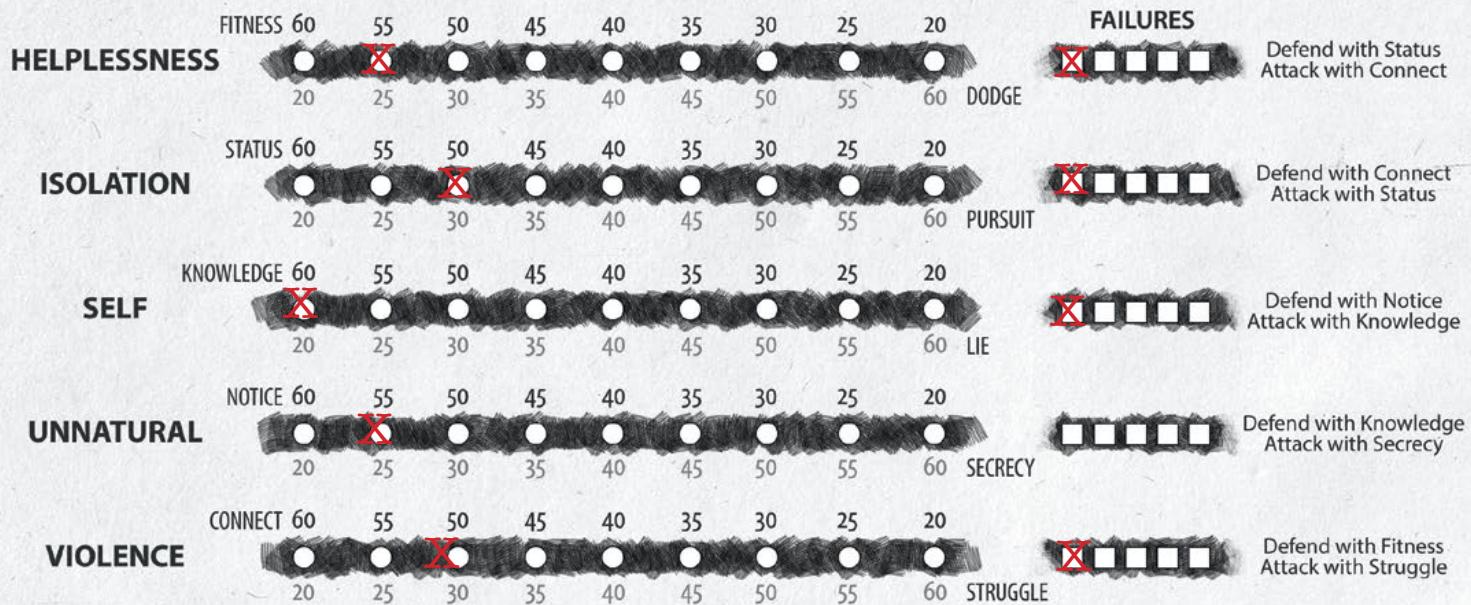
Helps abuse survivors whenever he meets one.

FEAR

(Violence) Becoming a victim of violent crime.

Emilia

55% Protégé (Fitness)



IDENTITIES	
I'm a COMPULSIVE GAMBLER	, of course I can 45 %
Substitutes for Ability: Notice	
Feature: Evaluates Violence	
Feature: Substitutes for Secrecy	
I'm a ONLINE CONSTITUTIONAL "SCHOLAR"	, of course I can 55 %
Substitutes for Ability: Status	
Feature: Coerces Self	
Feature: Provides Firearm Attacks	
I'm a	, of course I can %
Substitutes for Ability:	
Feature:	
I'm a	, of course I can %
Substitutes for Ability:	
Feature:	

WOUND THRESHOLD

50

OBSESSION IDENTITY	1a. Adept School FULMINATURGY	1b. Percentage 30
	4a. Spell Name: Stand Alone	4b. Cost: 1
2. Taboos	4c. Effect	You seem distinct, worthy of attention, important, or significant even when you're in a big crowd.
Lose your charges if you are ever disarmed or if you leave home without your gun.	5a. Spell Name: Steady Hand, Steady Heart	5b. Cost: 2
3. Domain	5c. Effect	When you fail a stress check, spend charges and your hand goes to your firearm and you have a clear mind (don't need to fight, flee, or freeze).
All about the relationship of the individual to society, perceptions of social position	6a. Spell Name: Gimlet Eye	6b. Cost: 1
7a. Minor Charges	6c. Effect	Make a threat, meet the gaze of your target, and force a Violence (3-4) stress check.
Move around in public, open carrying, for two hours. Get a minor charge every two hours of this.	7b. Significant Charges	Carry your totem gun around in public secretly for ten hours or more. Must be hidden from common view.
	7c. Major Charges	Design a new firearm that gets adopted by others, or scratch-build your own totem gun from nothing – mine all the ore yourself, make your own forge, make your own bullets, etc etc.

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Name: **JAYLEN HARRIS**

Cabal: Young Practicals

Current Objective: Prevent Frank Hovat from turning the Young Practicals into something truly evil.

Distinguishing Characteristics:

Standing just over six feet tall with dark skin and high cheekbones, Jaylen could almost be confused with a model. It's his horrible acne and oddly large muscles that destroy the image. Barely twenty-one but looks much older.

RAGE When somebody ignores him.

NOBLE Shares wealth and fortune with those who need it.

FEAR (Isolation) Growing old and dying alone.

Matt

55

% Mentor (Connect)

% Favorite (Status)

FITNESS 60

55 50 45 40 35 30 25 20

HELPLESSNESS

20 25 30 35 40 45 50 55 60

% Responsibility (Knowledge)

% Protégé (Fitness)

FAILURES

XX

Defend with Status
Attack with Connect

STATUS 60

55 50 45 40 35 30 25 20

XX

Defend with Connect
Attack with Status

KNOWLEDGE 60

55 50 45 40 35 30 25 20

XX

Defend with Notice
Attack with Knowledge

SELF

20 25 30 35 40 45 50 55 60

UNNATURAL

20 25 30 35 40 45 50 55 60

XX

Defend with Knowledge
Attack with Secrecy

CONNECT 60

55 50 45 40 35 30 25 20

XX

Defend with Fitness
Attack with Struggle

VIOLENCE

20 25 30 35 40 45 50 55 60

XX

Defend with Struggle
Attack with Violence

IDENTITIES

I'm a
ETHICAL SLUT

Substitutes for Ability: Lie

Feature: Evaluates Self

Feature: Resists Challenges to Isolation

I'm a
POOR TRUST FUND BABY

Substitutes for Ability: Connect

Feature: Estimates others' financial situations (unique)

Feature: Resists Challenges to Self

I'm a
'ROIDED GYM RAT

Substitutes for Ability: Struggle

Feature: Coerces Violence

Feature: Substitutes for Pursuit

I'm a

Substitutes for Ability:

Feature:

Feature:

, of course I can

30 %

, of course I can

45 %

, of course I can

35 %

, of course I can

%

WOUND THRESHOLD

50

1a. Adept School
PLUTOMANCY

1b. Percentage
25

4a. Spell Name: Bank Error in Your
Favor

4b. Cost: 1

4c. Effect

Give yourself or another \$1000 after you make a
cash, credit, or online transaction.

5a. Spell Name: Account Summary

5b. Cost: 1

5c. Effect Hold somebody's credit card, wallet, or checkbook
for 30 minutes. Gain knowledge of their address,
phone number, full name, email account.

6a. Spell Name: Tax-Deductible Charity
Case

6b. Cost: 2

6c. Effect

Donate money before you make a roll and gain
+2% on roll for every \$100 spent, up to \$999.00

7a. Minor Charges

Acquire between \$100 to \$999 from a single transaction without
magick.

7b. Significant Charges

Acquire between \$1000 and \$999,999,999 from a single transaction
without magick.

7c. Major Charges

Acquire \$1,000,000 or more in a single transaction without magick.

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Name: **EMILIA CAMPOS**

Cabal: Young Practicals

Current Objective: Prevent Frank Hovat from turning the Young Practicals into something truly evil.

Distinguishing Characteristics:

Short, curvy Latina in her mid-twenties, dark hair streaked with greens and blues. Two main looks: Facial piercings, revealing dresses, and dangerously high heels; or green scrubs covering her tattoos, sensible shoes, and no makeup.

Jaylen

55

— % Favorite (Status)

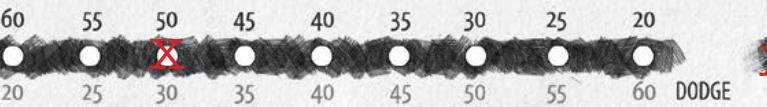
— % Guru (Notice)

— % Mentor (Connect)

— % Responsibility (Knowledge)

— % Protégé (Fitness)

FITNESS



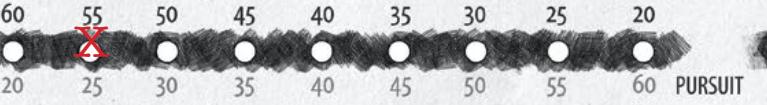
FAILURES

XX

Defend with Status
Attack with Connect

HELPLESSNESS

STATUS

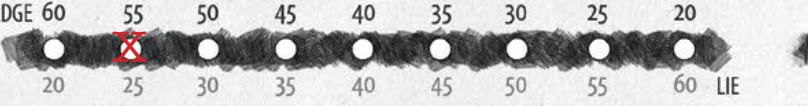


DODGE

Defend with Connect
Attack with Status

ISOLATION

KNOWLEDGE

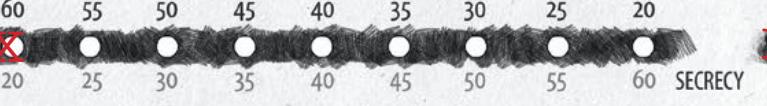


PURSUIT

Defend with Notice
Attack with Knowledge

SELF

NOTICE

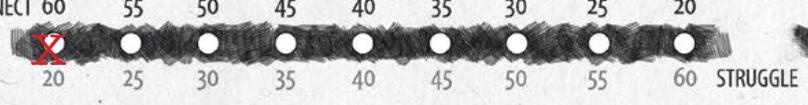


LIE

Defend with Knowledge
Attack with Secrecy

UNNATURAL

CONNECT



SECRET

Defend with Fitness
Attack with Struggle

VIOLENCE

IDENTITIES

I'm a CAM GIRL

, of course I can

65 %

Substitutes for Ability: Fitness

Feature: Substitutes for Struggle

Feature: Therapeutic

I'm a VET TECH

, of course I can

55 %

Substitutes for Ability: Notice

Feature: Medical

Feature: Resists Challenges to Violence

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

Feature:

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

Feature:

RAGE

Slut shaming or sexism toward any gender.

NOBLE

Drawn to innocent people, esp. young women.

FEAR

(Unnatural) Serious anxiety over who has magickal power over her.

WOUND THRESHOLD

60

00386

OBSSESSION IDENTITY

2. Taboos

Can't let herself be known or pinned down – change names, hair, look, avoid being defined.

3. Symbols

Paparazzi, red dresses, headless goddess statues, veils, concealer, dark sunglasses

5. Notes

THE NAKED GODDESS

1b. Percentage

15

4. Channels

1%–50%: Roll avatar identity to make somebody come closer to you (Self check rank = tens digit of your roll to resist). Or, make someone want to know more about you. 51%–70%:

71%–90%:

91%+:

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