



THE VIOLENCE INHERENT IN THE SYSTEM 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 Violence Inherent in the System*, the players take on the role of a group of young people who grow to believe in an abstract yet real force active in the world, a force that embodies systemic oppression and violence against those

who do not serve the will of authority. Over the course of the campaign, their efforts to find and understand this force may shift the scope of their activity to a cosmic level.

The characters are:

- **DeMarcus Jones:** A kid from the block who experiences prophetic dreams.
- **Tyrell Ruiz-Jones:** A hustler and avatar of the True King.
- **Bettina Toma:** A Catholic butch lesbian gearhead.
- **Tracy Rabaca:** A costumer and avatar of the Survivor.
- **Rain Walgrave:** A Girl Scout camp leader and adept of Cinemancy.

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: Discover and eliminate the Violence Inherent in the System.

The characters all know each other through the local LGBTQ+ youth group. They gravitated towards each other after realizing that each of them has various similar weird experiences. They have come to accept that magick exists but do not yet grasp its full extent.

In the first session, the characters all have an inkling that while it might have started as a quote from Monty

Python and the Holy Grail, there is a very real and active force — maybe an archetype, but let's hope not — that is the essence of the Violence Inherent in the System. They have witnessed this force at work in myriad ways in their lives and in the lives of their loved ones and understand that it is more than just a figure of speech. They must come up with a plan to track it down and (hopefully) defeat it.

WHO THEY ARE

The kids who make up this cabal are connected by both blood and shared experience, and present as more idealistic than the standard *Unknown Armies* player characters. Because they could end up playing with cosmic forces, challenged by terrifying agents that are resistant to change, their hardened notches are low. You should, as GM, ensure the cabal's moderately innocent worldview confronts considerable stress as the campaign unfolds.

DEMARCUS JONES

A kid from the block who experiences prophetic dreams. He's cousin to Tyrell Ruiz-Jones and well-liked, but dropped out of school. Tyrell and Bettina Toma live in the same housing project. DeMarcus recently had a particularly horrific dream in which a parole officer seems to infect a neighbor, Elliot Grady, and many others with a shadowy evil. In this campaign, DeMarcus' prophetic dreams act as a means for the GM to communicate information indirectly to the cabal.

TYRELL RUIZ-JONES

A hustler and avatar of the *True King*. He's bi, is currently dating Tracy, and is DeMarcus' cousin. Tyrell is a key figure because his realm, which includes the high school (where he's a senior and student body president) and his housing project (where he, DeMarcus, and Bettina live), is the campaign's primary location. He has a cast and crew of GMCs that make up his subjects; most are high school students.

BETTINA TOMA

A Catholic butch lesbian gearhead. She's dating Rain Walgrave and is good friends with Tyrell. Bettina dropped out of school and now works at her father's garage. Her cousin Luis is up to no good. She later learns that Luis is responsible for getting her father locked up by stealing car parts and pinning it on him. She's seen the shadow of the Violence work its toxicity upon others already, but has no supernatural identity at the start of the campaign.

TRACY RABACA

A costumer and avatar of the *Survivor*. She's dating Tyrell but is not considered one of his followers for the purposes of his True King avatar identity. She was recruited by *the Milk* after she left home as a kid, and they directed her avatar development. Now she's finishing up high school and working at the Strawberry Hills Community Theatre with Rain Walgrave. Tracy knows that Imir, who runs concessions at the Xanadu Theatre, was also a Milk kid. She has no idea that her boss,

Mari Dilwali, who publishes the underground zine called the Lawrence Avenue Correspondent, is a Sleeper.

RAIN WALGRAVE

A Girl Scout camp leader and adept of *Cinemancy*. She's dating Bettina Toma, having met her at the Xanadu Theatre, Rain's favorite movie house. She's also an apprentice stagehand at the Strawberry Hills Community Theatre. Rain's focus is trying to oppose the growing violent themes in the world by offering a strong counterpoint through her Cinemancy. She feels that if life was more like a Sidney Poitier movie than a violent summer blockbuster, society would be better. Rain's another character who might be useful to impart occult knowledge to through her adept abilities.

SAMPLE RELATIONSHIPS

In addition to the relationships detailed in the characters bios, below are other likely relations between the cabal or GMCs.

- DeMarcus is always being asked to look after younger kids in the project by his aunts, uncles, and neighbors. He could easily consider one his responsibility, or even all of them as a group. He might also become closer to Tracy, relying on her as his guru given how much she's been through.
- Tyrell has been helping DeMarcus find a social group that isn't just a lot of young kids. The more he realizes DeMarcus has issues with his prophetic dreams, the more Tyrell may take him under his wing as his protégé.
- Bettina is dating Rain, but she's also a strong protector of the innocent and her local community. She could develop a responsibility to Sandrin, a kid who can't defend himself against the demon inside him.
- Tracy is dating Tyrell, so making him her favorite seems obvious. She's also linked to the Milk, just like Imir Jackson from the Xanadu Theatre, who she could come to see as a mentor. And she works for Mari Dilwali, whose attitude may paint her as a guru to Tracy.
- Rain loves to hang out at the Xanadu and is sure to have developed a relationship with Imir, who handles the tickets and is quite a character in his own right. If something terrible happens to him and he survives, he might become her responsibility; otherwise he's a classic mentor figure. Because they are dating, Rain and Bettina could easily be each other's favorite.

An adept tradition described on page 150 of Book One: Play.

See page 117 of Book One: Play for more on this archetype.

The Survivor is covered on page 119 of Book One: Play.

See page 95 of Book Two: Run.

WHO THEY'RE UP AGAINST

There are multiple antagonist groups in this campaign, with connections to the cabal and to the Violence Inherent in the System. The latter is a pervasive, shadowy force that infects everything it falls across, but tends to act through groups and individuals to achieve its goals.

ORDO CORPULENTIS

This is an *order of ritualistic cannibal plutocrats* who seek to maintain the privileged status of rich white Christians in the United States. They achieve their goals through the murder and cannibalization of so-called "inferiors" whose spirits they enslave. In this campaign, the group is represented by *Mr. Big*, who has defied the Order's standard ignorance of the Invisible Clergy in an attempt to become the godwalker of the True King. Mr. Big seeks to subvert the archetype, renaming it The Man and positioning it as the power source for Ordo Corpulentis. He's also seeking out Milk kids in particular (such as Tracy or Imir) to consume and use as phasmata.

While the Order may reach out to some of the PCs, especially Tyrell and Tracy, they do not believe any of the cabal to be worthy of membership. Once the Order's true nature becomes clear to the cabal, their recruitment comes to an end and they become dangerous antagonists.

THE MILK

This *secretive group of occultists* seeks to recruit young people and train them to become avatars and eventually godwalkers of their respective archetypes, in an effort to

MEMBERS OF TYRELL'S CAST & CREW

DeMarcus is technically one too. These people can be called upon to help Tyrell out at any given time; he is also obligated to protect them. More may be invented as needed.

- **Emilia Martinez**, leading lady, step team captain
- **Anthony Bracciole**, debate team co-captain, leading man
- **Jerrel Thomas**, AV club, theatre tech
- **Latisha Littlebear**, debate team co-captain, chess club
- **Ron Jacobs**, basketball captain, wrestler
- **Analia West**, cheer captain
- **Mitchell Cuzcan**, football quarterback, soccer forward
- **Ruby Dimas**, soccer captain
- **Angie Callas**, track and field, academic decathlon
- **Christina Nguyen**, student council vice president, cheerleader, debate team
- **Autumn Dier**, band, SHARP (Skinheads Against Racial Prejudice)

change the makeup of the Invisible Clergy. They were a more potent force until the Whisper War when they clashed with the Sleepers; now they are trying to regather their assets under the leadership of seventeen-year-old agent Ulrike Frink.

In this campaign, the ticketing manager of the Xanadu Theatre, Imir Jackson, is the strongest connection to the Milk, though cabal member Tracy was also recruited by them as a young teenager. The Milk are not a big bad, they're more of an unreliable ally or a sandbag organization; they know enough about the Invisible Clergy and the occult underground to get in trouble but have a negatively charged view of all of it. They're also a target of Mr. Big's Ordo Corpulentis.

THE SLEEPERS

This *shadowy group of individuals within the occult underground* were once highly active in trying to keep the so-called "sleeping tiger" of mundane society from waking up, realizing magick and cults and demons are real, and then destroying everything. After clashing with several other groups in the Whisper War, the Sleeper leadership is all but gone; the organization has been reduced to small cells operating across the globe, trying to keep their mission going on a local level.

The Sleepers are a threat, waiting in the wings for the cabal to slip up. There are two Sleepers in the cabal's orbit: Mari Dilwali, a *vrai-sleeper* (the real thing), and Gayle Graubard, a *faux-sleeper* (knows just enough to be dangerous but is not actually connected to the Sleeper leadership). Since the Whisper War, Mari has tried to stay out of the mess, while Gayle has managed to pin down one or two contacts within the Sleepers that she can alert should she decide they need to know something. Both are potential allies and information sources for the cabal, but either one could turn on them depending on what they do.

THE NATURE OF THE VIOLENCE INHERENT IN THE SYSTEM

The Violence is a disorporate, cosmic entity. It operates on the same level as the Statusphere does and is capable of inhabiting almost any kind of authority agent or group. It respects power, including a show of superior force. It also respects the tokens of power or authority, including class markers, skin color, government badges, etc. It is not a sentient or conscious being on any level that humans can understand but, as it manifests within humanity, it tends to respond through those it inhabits.

It is not a purposeful creation but arises as a side effect of an oppressive status quo: basically, the very existence of the current Statusphere is responsible for the Violence existing as it does. The system is fundamentally violent, and as such, the Violence exists and proliferates. The Violence is fed by beliefs and actions which support the idea that in order for one societal group to succeed, another has to suffer. It is the essence of the zero-sum game.

The Violence is currently being exploited by a group of avatars of the True King and their servants, who have come to refer to this archetype as The Man. This naturally positions them against Tyrell, who approaches the True King's

See page 67
of Book Two:
Run.

Mr. Big's stats
are on page 8.

The Sleepers
are on page 77
of Book Two:
Run.

Find the Milk
on page 95 of
Book Two:
Run.

path in a very different way. Some of the followers of The Man belong to Ordo Corpulentis.

The Violence is drawn to conflict arising from an imbalance between an authority group and those the authority group has power over such as:

- Cops and disabled or homeless people.
- Authoritarian educators and minority students.
- Bank loan officers and marginalized would-be homebuyers.

Once the Violence's attention is fixed on a conflict, it causes the authorities to feel as though they have legitimate cause to attack the other people involved. Either the authorities feel as if they're threatened, or they feel that the other side deserves it somehow. An attack can be physical, verbal, or material (like a loan officer denying an application or a drug kingpin withholding a fix), but it must be violent,

and it must be done with the intent to render the victim completely helpless.

As a result of a ritual conducted by Mr. Big and others in Ordo Corpulentis, when the Violence creates these incidents, an opening for *demons* to enter the world is created. These demons attempt to possess the victims. If a victim is successful in avoiding possession, a person with authority may be the next target, depending on the demon. The authority figure is often not aware of their own role in the matter, they just feel justified in their actions.

Seeing the Violence manifest causes Violence stress checks. Avoiding possession requires successful Self stress checks. The Violence may have started with Ordo Corpulentis but it tries to assert its toxic presence over the other organizations, both occult and mundane, around the cabal. Any imbalance of power is a prime opportunity for the Violence to become involved.

SHARED LOCATIONS

Much depends on when the PCs reach a given place, but here's an overview of what can happen on most visits to these *locations*.

LAMBDA OUTREACH CENTER

A charming converted Victorian downtown, the OUTReach center provides information, support, and community for the city's LGBTQ+ community. It also houses Rainbow Library, run by Gayle Graubard. The library mostly contains books on queer subjects, but there are a few occult texts too. The youth group meets here on Thursday evenings.

At this location, the PCs can expect to:

- Attend youth group meetings or use a room as a safe meeting space.
- Find a copy of *My Name is Dirk A.* in the library.
- Find some copies of the most recent issue of the Lawrence Avenue Correspondent.
- Encounter other queer youth and adults and hear stories of their increasingly violent encounters with authorities or anti-gay people.
- Speak with Gayle about resources like occult books. (She also warns about the dangers of loud magick use.)

Using magick too much here draws attention from the Sleepers (through Gayle), compromises the safety of the location, and could draw the Violence in the form of anti-LGBTQ+ hate groups or trouble with city regulators.

SAVANNAH PRYDE (AKA MARK SEAN)

Successful Drag Queen 70%, Outgoing LGBTQ+ Activist 50%

Facilitator of the community youth group. White drag queen. A total pony, but very dedicated to helping people.

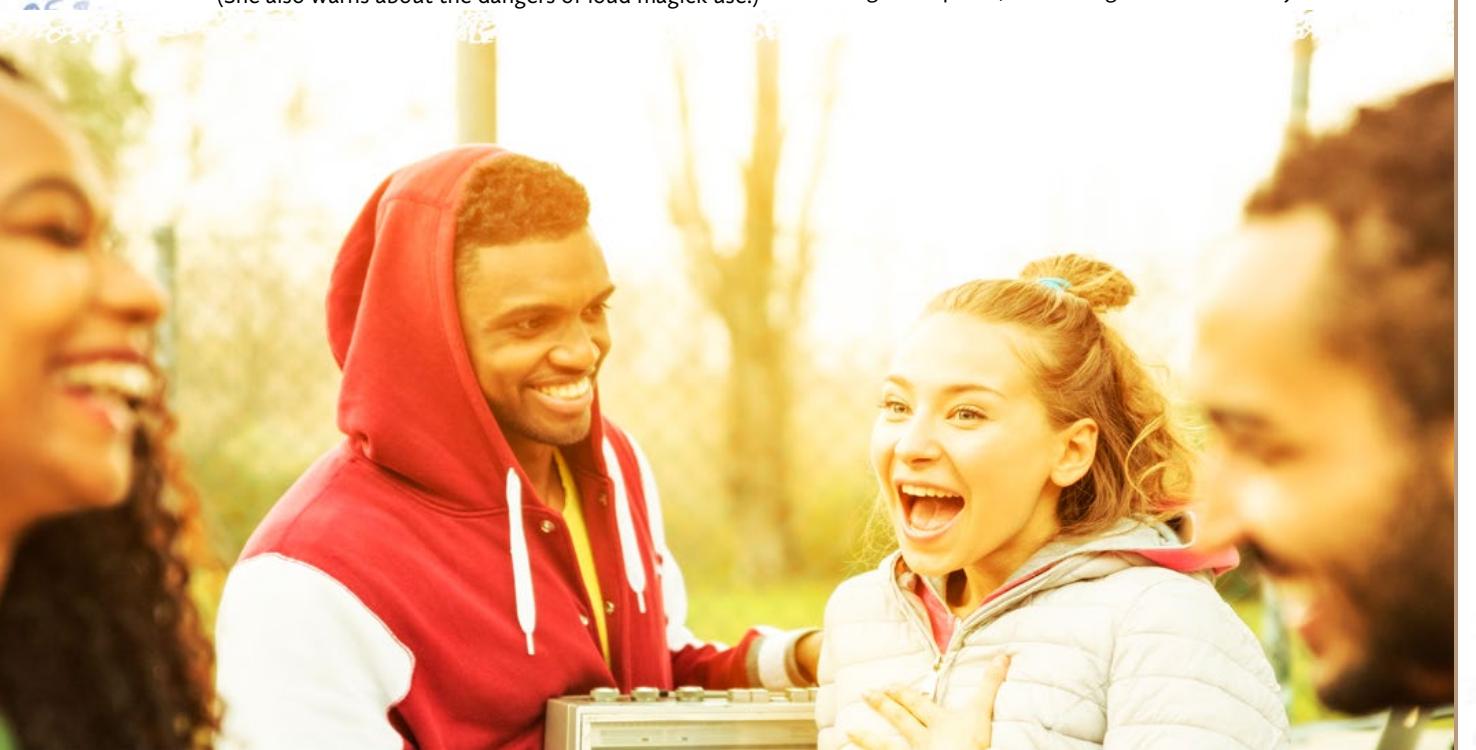
SANDRIN AMJAD-ALI

Shy Twink 80%, Iranian Expat 30%

Another regular at the youth group, though not a close friend of the PCs. Sixteen years old and Iranian, Sandrin's family fled the Shah's Iran and had no interest in returning after the revolution, but he is not personally religious. Sandrin had a recent run-in with police while hanging out outside of a club, where he was falsely accused of soliciting. He insisted that he was not and was quite suddenly and shockingly attacked by the cops who'd stopped him. Just when he was about to pass out, he heard something promising to help him, in exchange for substantially less than his

For the complete run-down on how demons work, see page 106 in Book Two: Run.

Session-specific location features are found in "The Campaign" beginning on page 8.



immortal soul. It sounded like a good deal to Sandrin, so he agreed, and now he's a vessel for the demon Abrixis, who really, really hates cops. Three on one was not great odds but Abrixis-in-a-Sandrin-suit managed to severely wound one of the cops through vicious biting. The demon got away with another cop's pepper spray, mostly dodging gunfire while taking a single bullet. This hits the news soon.

GAYLE GRAUBARD

Chapstick Lesbian 40%, Synagogue Regular 40%, Librarian 40%

Gayle runs Rainbow Library in the community center. She is a faux-Sleeper and a potential source of information for the PCs.

XANADU THEATRE

This is Rain's favorite hangout, and where she and Bettina met. It's a glamorous 1920s movie palace that plays classics and film festivals and rents out to various groups for events. At this location, PCs can expect to:

- See a movie to trigger Rain's obsession and get a clue as to their next useful milestone.
- Lay low for a while.
- Get information about local in-town gossip, violence, and other notable events from Imir.

IMIR JACKSON

Avatar of the Unsung Champion 99%

Concessions and ticketing manager. He's African-American and looks much older than his real age. He can tell the PCs what films are showing and describe any other events or activities at the theatre. He is also the reason why the place functions at all, being the godwalker of the *Unsung Champion*. True to the archetype he embodies, he's more focused on being a cog in the machine, à la the Ralph Ellison novel *Invisible Man*, than any kind of visible leader. He is one of the early protégés of the Milk but he left that organization a long time ago. Imir delights in being necessary to make things go right. This is entirely internal; he would never admit this, except *in extremis*.

The Violence does not generally intrude on the Xanadu, and if the PCs are drawing enough attention that it might, Imir bans them from the place, which should make Rain extremely unhappy. Imir might be a target of Mr. Big sometime during the campaign. Mr. Big wants to perform the Ordo Corpulentis' grisly cannibalistic *Great Feast* using Milk kids in order to somehow steal their power.

In Xanadu did Kubla Khan
a stately pleasure-dome decree
Kubla Khan was no Unsung Champion
He was a True King

STRAWBERRY HILLS COMMUNITY THEATRE

Tracy works here, and Rain is an apprentice stagehand.

At this location, the PCs can expect to:

- Obtain costuming materials for disguises.
- Talk with Mari Dilwali about specific occult incidents.
- Find copies of the Lawrence Avenue Correspondent.

MARI DILWALI

Occult Apologist 60%, Sleeper 60%

She's a journalism major turned theatre director. She's Hindu, speaks Sindhi, and is a *vrai*-Sleeper but still somewhat idealistic. She refuses to talk about what broke her. It's not pretty.

Through careful journalism, Mari wants to keep the sleeping tiger from waking up. She can use her Occult Apologist identity to cast rituals and use gutter magick as well as pick up occasional prophetic dreams.

Mari quietly publishes a zine called the Lawrence Avenue Correspondent, which covers messed-up stuff going on in the world and makes potentially occult stuff seem sinister in a non-occult way. Recent issues of the LAC contain information about disturbing actions on the part of local cops and bigwigs. She gave Tracy a part-time job a year ago.

MEDGAR EVARS HIGH SCHOOL

The PCs who still attend school (Tyrell, Tracy, Rain) go here; it is part of Tyrell's realm.

At this location, the PCs can expect to:

- Recruit allies and obtain aid from Tyrell's followers.
- Have run-ins with the principal or school resource officer (potentially drawing the Violence's attention).

ROGER WILKINS

School Principal 55%, Unerringly Nosy 45%

Think Clarence Thomas meets Bill Cosby when he was telling Black boys to pull up their pants. He's a serious disciplinarian and encourages teachers to call the school resource officer for relatively minor infractions.

OFFICER PHIL BLAKELY

Aggressive Veteran 65%, School Resource Officer 35%

White, pony, war vet. He's not involved in anything occult to his knowledge, but he's being taken advantage of by those who are. Officer Blakely is inclined to use force when not strictly necessary, mostly because he is enabled both by his superiors at police headquarters, but also because Principal Wilkins has zero tolerance for "thugs" in his school. His Aggressive Veteran identity gives him a wound threshold of 65.

This archetype's
on page 121 of
Book One: Play.

This ritual is
detailed on page
68 of Book
Two: Run.



STRAWBERRY HILLS HOUSING PROJECT

The other part of Tyrell's realm, where Tyrell, DeMarcus, and Tracy live. Very well-maintained and peaceful, actually: everyone knows everyone, there's no drama other than the usual drama of a close neighborhood. Most residents are Black or Latinx.

At this location, the PCs can expect to:

- Rest at the PCs' apartments (there's an awful lot of kids at DeMarcus' apartment).
- Pick up and store possessions.
- Trigger one of DeMarcus' visions or dreams.
- Potentially attract the attention of the Violence, based on the helplessness of a number of the residents.
- Learn that ugly incidents seem to be on the rise, with people getting eviction notices for relatively small things.

JENNAE JONES

Single Mom 60%, Survivor (non-avatar) 60%

DeMarcus' mother. She's in her late thirties, works a lot, and is easy to miss. She's a better cook than DeMarcus but is often too tired to make the effort after long days.

DOUG SHUM

First-Generation American 70%, Fair Landlord 50%

Building manager. Mr. Shum is the child of Korean immigrants and in his mid-sixties. He's responsible for maintenance, communicating with tenants, and rule enforcement. Employs security if necessary.

TOMA AUTO REPAIR SHOP

Where Bettina works, her family's business. A bit rundown, but well-maintained, it specializes in classic cars and custom paint jobs. It was in the papers after her father was arrested for selling stolen car parts, though he claimed he had no idea they weren't legit.

At this location, the PCs can expect to:

- Resupply Bettina with tools.
- Investigate the appearance of the Violence from when Bettina's father got arrested.
- Learn how the stolen parts got there in the first place.

LUIS TOMA

Small-time Fence 60%, Ambitious Sleazebag 60%

Bettina's thirty-something cousin, and the one responsible for the stolen car parts her father was arrested for selling. He loves his cousin, sure, but doesn't want to stick around too long. He aspires to be important enough to join Ordo Corpulentis but isn't there yet (and he'll be the main course if they let him in).

*Blood may be thicker than water but
your skin can be very thin*

FIRST SESSION BREAKDOWN

Possible Milestones:

- Share stories of systemic violence and weird shit.
- Deal with the demon Abrixis.
- Talk to Gayle.
- Develop a strategy to implement.

After filling in two of their open relationships with other player characters, play begins at the Thursday night youth group meeting. Savannah (AKA Mark Sean at group) facilitates a roundtable discussion about how the group is feeling, anything odd they've had to deal with recently, and so on. This is a good time for players to reveal supernatural weirdness that their characters may have witnessed.

THE SITUATION

In addition to the PCs, Sandrin Amjad-Ali is at the meeting, and goes last in the round-robin discussion. He tells of cops accusing him of streetwalking this past weekend and then beating him. As he details how he was attacked, it should become obvious that if his wounds were as severe as he says, he should either be in the hospital, or he should be dead. Unnatural (4) or Violence (4) checks might be required by most of the cabal due to the grisly nature of the description. Anyone who takes a hardened notch from this check observes the demon's presence within Sandrin, kind of like seeing a shadow or a halo. Savannah/Mark becomes more and more agitated as the conversation wears on him.

If the PCs decide to fight the demon in Sandrin's body, they realize that the demon is the only thing keeping Sandrin alive at the moment. If they want to get rid of the demon without losing Sandrin, they have to face a contest

The first session involves a sudden confrontation with one of the results of the Violence Inherent in the System's actions in the world, or more specifically, a result of how it's being used by certain authority figures. After resolving the main conflict of the session with the demon Abrixis, depending on exactly what happens, the cabal can seek out information from the community center librarian, Gayle, who has a limited store of occult information. If you aren't sure [how to give feedback on a plan](#), use DeMarcus' prophetic dreams to provide guidance, or through Rain's Cinemancy powers.

Sample solutions are listed in "The Campaign" on page 8.

with it, which results in either the demon being banished or one of them becoming possessed. Sandrin will also require immediate medical attention. So long as Savannah/Mark remains present, he becomes increasingly upset, failing Violence and Unnatural checks, depending on how violent and disturbing the fight becomes. If he remains too long, he could snap and become possessed himself. You might use him as an example of how the Violence opens a door for demons to possess those who are terrorized by it; in this case, Abrixis jumps to Savannah/Mark and leaves Sandrin alone.

If the PCs decide to converse with the demon while it is in Sandrin's body, they can bargain for information. The demon happily joins the cabal if they promise to help fulfill its Urge; if not, other possession opportunities in maybe a less broken body can suffice.

SANDRIN'S DEMON, ABRIXIS

Wound Threshold: 50

Urge: Kill as many police officers as possible 75%

Manifested Jaws 60%: When in a host's body, Abrixis can choose to deform the lower half of their face into a horrific set of jaws lined with rows of shark-like teeth. They do damage like big sharp melee weapons: add the two percentile dice together and add 6.

Things it knows:

- Normally, demons are summoned by specific casters. However, when the Violence Inherent in the System acts, it creates "holes" that demons can slip through.
- How the Statusphere works.
- The nature of specific archetypes (The Man, the Unsung Champion, etc.) that have shaped the universe in such a way that it permits the Violence to manifest.
- How to become an adept (it can teach magick).
- General information about the Violence Inherent in the System (see "The Campaign").
- Aware of otherspaces.

THERE'S A LOT GOING ON!

This campaign can seem as if it has many moving parts. It's true, it does — the Sleepers, the Milk, characters who are avatars and adepts, Ordo Corpulentis and its representative Mr. Big, and prophetic dreams.

You should highlight the elements that seem the most interesting to you and the players, and downplay or even ignore others if they don't seem as appealing.

At the core of it is a pervasive cosmic force that the cabal has awakened to. How they deal with this knowledge and how it changes them is the central plot of this campaign, and all of the GMCs and situations play into that single idea.

Breathe.

Just breathe.

THE CAMPAIGN

By the end of the first session, the PCs should have more understanding about the nature of the Violence Inherent in the System. Possible ways to deal with the Violence include the following:

- **Incorporation:** Force the Violence to incorporate as a specific entity and defeat it or entrap it as such. This is not the same as having it open a doorway for a demon! This means fighting violence with violence which is incredibly difficult. Trapping it is probably the best option, though they'd need to find a container or create an otherspace to put it in. Or force it into the House of Renunciation and see what happens.
- **Logical entrapment:** The Violence respects power. As a True King avatar, Tyrell could conceivably figure out a way to use the Violence for the cabal's own ends.

THE MAN

The Man is everything that is authority. He expresses no loyalty to a realm, or to a crew. He is the power behind the power and the cash funding basically everything. His avatars are drug kingpins, mob bosses, politicians, CEOs, and corrupt police chiefs. Women can certainly be The Man, The Devil Wears Prada-style — though that presents its own set of unique challenges. The Man is uncompromising, charismatic, and puts profits before people every single time.

The Man is the True King as envisioned by a select number of avatars of that archetype who have embraced the Violence Inherent in the System. It is by their own take on the True King's path that they hope to put forward one of their number as godwalker and, in turn, subvert and replace the True King in the Invisible Clergy. These individuals are backed up by the Violence Inherent in the System as part of a cosmic game of regicide.

Note that avatars of The Man must abide by the same taboos and restrictions as the True King's avatars, for they are one and the same. However, they employ widespread social engineering, propaganda, populism, and attacks against groups such as the media, political parties, and corporations in an effort to convince those in their realm that they are serving their common good. Indeed, these avatars must willingly and fully believe that this is the case, even as their path leads towards exploitation, corruption, and actions against the interests of their subjects.

It is no small matter that the primary avatar of The Man in this campaign is Mr. Big, a member of Ordo Corpulentis, particularly because the Order's worldview of heaven and hell doesn't allow for the Invisible Clergy. Mr. Big is not only trying to subvert the True King, he's trying to change Ordo Corpulentis at the same time.

Tyrell, in this situation, runs the risk of becoming more aligned with those who see the True King as The Man. In this case, the PCs run afoul of Mr. Big, the avatar of the True King who's working with Ordo Corpulentis.

- **Non-engagement:** The activity of the Violence as an unnatural entity is tied to the current state of the universe. The PCs could reach out to Tracy's old connections in the Milk and try to convince them that they need to focus on getting to 333, by walking their own paths to ascend and keeping Mr. Big from subverting and replacing the True King with The Man

Much depends on the specific plan of attack for dealing with the Violence; events listed here are given a session each but can be easily adjusted if needed.

MR. BIG

A large middle-aged white dude in a suit with a ballcap, because that's how you connect to the common man. Insert your favorite corrupt tycoon or politician type here.

Obsession: To rewrite the rules of the universe to suit his desires and consolidate his power.

Wound Threshold: 55.

Fear Stimulus: (Self) Being discovered as a fraud and an impostor.

Rage Stimulus: People who think they're worth something when they're not.

Noble Stimulus: Goes out of his way to reward loyalty and obedience.

Avatar of the True King 97%*: He's really almost all the way there (*obsession identity).

Fingers in Many Pies 55%: Protects Isolation, Provides Wound Threshold, Substitutes for Fitness.

Ordo Corpulentis 45%: Coerces Helplessness, Protects Self, Substitutes for Status.

Big is ridiculously affluent and feels superior to everyone. He's rude, dominates conversations, talks over those he feels don't matter, and yet ingratiate himself to these people with promises of protection, offers of opportunity, feigned understanding of their position or status, and so on. He doesn't believe the rules apply to him, and that includes the rules of Ordo Corpulentis and the rules of the True King.

Note that at his exceptionally high avatar rating, Mr. Big is capable of causing the land to initiate unarmed combat against those who oppose him. This takes the form of crowds of ordinary people attacking at his Struggle rating of 40%, dealing unarmed damage. These people firmly believe they're acting in their own best interests, of course.

MR. BIG

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

EARLY SESSIONS

OUR DEMONS

Possible Milestones:

- Keep Abrixis happy.
- Deal with threats to Tyrell's realm.
- Get info about the parole incident from Grady.

PCs should follow through on their plan, whatever it is. If they have Abrixis with them (in Sandrin's body, or Savannah's, or someone else's), it can help provide guidance if the PCs get stuck, though it insists on finding situations where it can kill cops. This either makes primary antagonists of the local police, or of Abrixis if its insistence gets too insufferable. Remember, demons cannot be trusted. They can only take the most selfish actions vis-à-vis their needs. They can plan ahead and make promises, but all Abrixis really cares about is killing cops and possessing a body long-term so that it can kill more cops. The PCs aren't going to be able to keep Abrixis "honest" no matter how much they try.

DeMarcus recently had a dream about his neighbor Elliot Grady and Grady's parole officer, and here it comes true: the Violence holds sway over the parole officer and brutally attacks Grady. The cabal has a chance to defuse the situation if they have gone there, otherwise they hear about it later in the news. If the latter, Grady is arrested.

Sandrin's altercation appears in the paper — mainstream local, and the Lawrence Avenue Correspondent. The LAC portrays Sandrin as possibly on heavy drugs.

Information about otherspaces, the House of Renunciation, and incorporation can be pursued through Gayle, the LAC, or Abrixis. Gayle and Mari are likely to support any path that involves taking the Violence out of the world, and object to any that involves creating more avatars, or using the Milk in any way. They would also prefer the PCs not use rituals or the like — staying quiet is important — but it is possible to convince Mari, in the long run, to jump off the wagon and revive her idealism. There are worse things than the tiger.

The Milk is of use in pursuing the option to reboot the universe — if the players can get in contact with their leader. Tracy does not have her information anymore, but Imir might.

If the PCs choose to use the Violence for themselves, they attract the attention of Ordo Corpulentis, who reach out to them through Bettina's cousin Luis. They eventually draw the focus of Ordo Corpulentis anyway, but the nature of that contact depends very much on how the PCs approach to the Violence.

What if the PCs come up with a completely different option? Review the *antagonist events* and have them take effect at appropriate but hardly opportune times. Threats to Tyrell's realm should begin, and may wind up summoning more demons. The demons summoned are generally criminal in nature because they are chosen specifically to be in direct conflict with authority and create more opportunities for more Violence to arise. The demons themselves aren't actually aware of this; they are simply following their Urge.

FEAST AND FAMINE

Possible Milestones:

- Come up with an approach to magick.
- Investigate the disappearance of the Muslim boys.
- Reawaken Mari's idealism.

If the players have chosen to try to get info from or work with the Sleepers, DeMarcus dreams about a sleeping tiger in a room, with a bunch of kids tiptoeing around it exaggeratedly. The tiger cracks one eye and seems to grin — it totally knows the kids are there, but it is too sleepy to bother. Then all at once, a giant bear appears and gobbles up the tiger, the kids, and everyone, until there is nothing but darkness.

If the players have been using magick, Mari either comes to find them, or takes them aside if they come to the theatre and tries to talk some sense into them regarding responsible magick use. She also makes them aware of a bunch of Muslim boys who have gone missing from the neighborhoods around the Hills. Their parents have no idea where they are and Mari believes this is a part of the government conspiracy that ended the Whisper War.

If the players decide to follow up on this, they learn that the boys are being taken by police to a secret warehouse in the south of the city. There, they are being trained to infiltrate ISIS and undermine it — or so they think. If the boys object or try to leave, they are killed for banquets held by Ordo Corpulentis. Players can deal with this situation as they wish.

If the PCs use too much magick, or if they convince Mari to jump off the wagon, they draw the attention of other Sleepers who want to shut them down. If not also reasoned with or silenced, Gayle probably rats them out, and they have to deal with Sleepers trying to kill them for the rest of the campaign.

These events may occur at nearly any time. If the PCs have reached out to Ordo Corpulentis then a lot of the events described here fail to trigger. The Sleepers are full enemies going forward, but the PCs can avoid most attacks by police. If they reach out to the Milk, this course of events still happens, but Mari tries to convince them to listen to the Sleepers and not work with the Milk at all. The PCs can keep their own counsel and try to play both sides, but this should be very tricky and difficult.

There's a list of these antagonist events on page 11.

Demons.

They're what we become

When we don't
fight our urges..

MID-GAME

DREAMERS AND IDEOLOGUES

Possible Milestones:

- Investigate DeMarcus' latest dream.
- Carry out Imir's request.
- Get an audience with Ulrike Frink and rekindle her idealism.

If the PCs have chosen to reboot the universe by becoming avatars and ascending, DeMarcus has dreams about a parade of little children with flowers in their hair, waving banners and singing songs. There are 333 of them, though he's not sure how he knows that. They are climbing a big hill. When they all get to the top, the hill, the road — the whole world is enveloped in a healing white light, and he wakes up.

Tracy or Abrixis can guess this has to do with the Milk, and Tracy should know that Imir is the person to see to put them in contact with *Ulrike Frink* and set up a meeting with her. The PCs can choose to talk to her and request her aid against the Violence even without serving the Milk's nominal goals, but that is much harder.

Imir is having trouble keeping the lights on lately. He thinks something or someone is sabotaging the wiring in the theatre. If the PCs investigate, they find a bunch of rats inhabited by revenants, which are attempting to make Imir's life difficult and undermine him as godwalker by preventing him from fulfilling his obligation to keep things running smoothly and invisibly. Further investigation reveals that this has Ordo Corpulentis written all over it. If they have an idea that the Milk — or anyone working with them — might be close to completing the Invisible Clergy, they are going to try to stop it. Ordo Corpulentis likes the world, and the Violence, as it is.

Frink is incredibly ambitious and is not as easy to convince of ideals as Mari is, ultimately. The big question the PCs need to answer is: what's in it for her? That said, she is interested in stopping Ordo Corpulentis from gaining any more ground — especially since they like to catch and eat her kids. If the PCs end up allied with the Milk or fail in that but still want to reboot the universe, they have the milestone of finding candidates to take the three empty archetype spots.

Depending on when this happens in the campaign, the PCs likely need to track down and find those "lucky" suckers and get them fixed in their archetypes. If all else fails, fleshing out some of Tyrell's Cast & Crew to fill the roles, or getting Frink to help convert a trio of her kids are possible solutions to this. If the PCs still have Abrixis with them, they have an incident with the cops looking for him, which may provoke the Violence depending on how it is handled.

If creating avatars was the plan from the beginning, this should happen several sessions after the first. Subsequent sessions should be about power-levelling the chosen ones towards their new roles. If the PCs are working with Ordo Corpulentis, then instead of an opportunity to help Imir, they get an invitation into a trap, where they are attacked by avatar kids trying to stop them on the Milk's behalf. This is in addition to drawing the ire of the Sleepers, and whatever incursions are being made on Tyrell's realm.

Also, if they are on good terms with Ordo Corpulentis, the cops leave them alone, though Abrixis isn't super happy with this. If the PCs persist in working with Ordo Corpulentis, and not fighting cops, Abrixis ditches them after this session, possibly becoming an antagonist in future sessions.

Ulrike is detailed on page 96 of Book Two: Run.



SEMI-AUTO-MECHANIC

Possible Milestones:

- Investigate Ordo Corpulentis (and possibly make a deal with them).
- Deal with Bettina's cousin Luis at the auto repair shop.
- Obtain a copy of the demon summoning ritual from Ordo Corpulentis (to prevent the Violence from summoning more demons).

If they have not decided to go to the auto repair shop on their own, they get an urgent message from Luis saying the shop is being invaded by repo men who are trying to take all the equipment. Once they get there, it's discovered that Luis has sold them out to Ordo Corpulentis. (If they wish to work with the Order, Luis makes the arrangements, but indicate strongly that they probably wind up as dinner and Luis thinks this is hilarious.)

If the PCs do not want to work with Ordo Corpulentis, they fight to avoid capture here. If successful, they can interrogate Luis about the Order. They learn the Order is the reason why the Violence summons demons, due to a ritual that Ordo Corpulentis used to stir up conflict between the authorities and the lower classes and minorities.

CONFRONTATION

Possible Milestones:

- Deal with the school resource officer.
- Resolve outstanding trouble.

If the PCs have sided with Ordo Corpulentis, then they have a chance to feed the Violence a bunch of Sleepers and avatars of the Milk, but members of those groups may plead with the cabal to keep this from happening.

If the PCs have sided with the Milk, then see the events list below for distractions. Also, they need to protect the chosen ones from murder at the hands of the Violence and Ordo Corpulentis.

ANTAGONIST EVENTS

Choose one or two, it could trigger the final confrontation:

- The resource officer at Medgar Evers goes absolutely haywire and puts a kid in the hospital, unless Tyrell is there to stop him.
- A drug kingpin comes into the Strawberry Hills Housing Project and starts pushing to Tyrell's people.

If they are taken, the PCs can attempt to use their capture to learn more about Ordo Corpulentis, and its relationship to the Violence and The Man. They must accomplish this and escape before the cook... well, cooks them. And eats them. There should also be an opportunity to steal the demon summoning ritual from Ordo Corpulentis, and potentially, figure out a way to reverse it. Even if they are not taken, strong-arming Luis into getting them inside the Order's place to look for the ritual is a good idea.

The main antagonists in the headquarters of Ordo Corpulentis — a sumptuous penthouse downtown — are private security officers, corrupt cops, and Mr. Big, the ranking avatar of The Man in the town. He's not the godwalker, but he's fairly close, and he's trying to be. Depending on how this is played, Ordo Corpulentis may try to tempt the PCs — particularly Tyrell and Tracy, with promises of stability, if Tyrell attempts to change from the True King to The Man. This would mean they'd switch to using the Violence for their own ends, which probably brings them into conflict with others in the cabal. If the PCs have opted to work with Ordo Corpulentis from the beginning, then this session happens second, and the others follow from there. Abrixis, if present, objects, but stays for the time being.

- If there are members of Ordo Corpulentis left, or if they haven't dealt with them yet, then there is a news story about the Xanadu being shut down due to accusations of hosting child porn screenings.

If the PCs arrange for the Violence Inherent in the System to be summoned for an incorporation or the like, there are probably a lot of cops or other authorities to fight. The nature of the enemies here depends on where the scene is held (if at school, the teachers and school resource officer might be used, or enforcers for Ordo Corpulentis, but cops are the likeliest in most scenarios).

If the PCs are successful with incorporation, the House of Renunciation, or using the Violence, then the world mostly stays the same — the system can still be violent, but the Violence is no longer an inevitability.

*Do you have what it takes
to pull out the plug on the Universe again?*



DeMARCUS JONES

DeMarcus is about nineteen, large, and soft, with a sleepy expression and an Afro pick in his hair. He dresses in the standard sloppy, athletic clothing style of most kids his age.

Obsession: DeMarcus has semi-constant prophetic dreams and daydreams that hound him even while awake.

From the Block 60%: Evaluates Helplessness, Protects Isolation, Substitutes for Lie.

Prophetic Dreams 60%*: Casts Rituals, Prescient dreams and daydreams (vague information), Use Gutter Magick (* obsession identity).

PASSIONS

Fear Stimulus: (Self) Afraid of being mocked for the things he knows are true.

Noble Stimulus: Always puts friends and family first.

Rage Stimulus: Children being hurt.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor Tyrell 55%

Protégé __%

Responsibility __%

Wound Threshold: 50.

Possessions: Always has some kind of candy or soda on him, Pac-Man wallet.

Important Locations: His mom's apartment in the Strawberry Hills Housing Project.

DeMarcus lives in a housing project with his mom and a lot of little cousins. He is in his fifth year of high school, not because he isn't smart, but because he's got a lot of other things on his mind — like his near-constant, prophetic dreams and daydreams that occupy his focus, preventing him from paying attention in the classes he attends. Mostly, he doesn't bother to go, instead staying home and watching his cousins while his mom works. Pretty much everyone in the neighborhood knows DeMarcus, and a lot of other moms and aunts stick him with their kids through the days. Basically, everyone likes him, and he likes everyone, especially his cousin Tyrell, who is everything that a young Black man ought to be — a role model to look up to.

Lately, he's started having the same dream over and over again. The dream starts with him sitting on the front steps of their apartment building, watching people go by. As they do their normal business, he sees his neighbor, Elliot Grady, sitting a stoop over wearing his ankle monitor, smoking a cigarette. Eventually, Grady's parole officer comes by, and out from her spreads a kind of shadow. Wherever the shadow falls, he starts seeing something... off, in the faces of various people: the wrong expression when they are talking to their children or their neighbor, a furtive, uncomfortable look, gradually stretching into something a bit inhuman — fangs, a snout, elongated and creepy, almost demonic features. She comes to stand in front of Grady, and when her shadow falls on him, Grady turns into a full-on, rat-like monster, and the ankle monitor becomes a chain around his neck. The parole officer pulls out a weapon — it's something different every time — and as she raises it over her head to strike, DeMarcus wakes up.

Although he's straight, he's started going to the queer youth group with Tyrell, and met a bunch of friends there that his dreams tell him are important, and who will lead him to something even more important.

Shock Meter	Hard	Fail	Abilities	
Helplessness	1	1	Fitness 60%	Dodge 20%
Isolation	1	0	Status 60%	Pursuit 20%
Self	2	0	Knowledge 55%	Lie 25%
Unnatural	4	0	Notice 45%	Secrecy 55%
Violence	1	1	Connect 60%	Struggle 20%

TYRELL RUIZ-JONES

Tyrell is about 6'2", athletic, with rich brown skin and a diamond stud in his nose and another in his ear. He wears his hair neat and close, but not military. He dresses well for whatever environment he's in: he keeps his work clothes neat, his game clothes neat, and he looks good in formal wear too.

Obsession: Getting ahead and improving his community.

Avatar of the True King 65%*: Casts Rituals, Use Gutter Magick (* obsession identity).

Driven Hustler 55%: Provides Initiative, Provides Wound Threshold, Substitutes for Fitness.

PASSIONS

Fear Stimulus: (Self) Afraid of winding up a homeless, helpless bum with nothing.

Noble Stimulus: Tyrell wants to be a good example and help others.

Rage Stimulus: Nothing makes him angry like seeing other people of color and LGBTQ+ people get pushed around — even by each other.

RELATIONSHIPS

One is provided; choose two more.

Favorite Tracy 75%

Guru __%

Mentor __%

Protégé __%

Responsibility __%

Wound Threshold: 55.

Possessions: Nice wardrobe and good shoes, inherited dress sword, purple letterman's jacket with crown insignia (Evars Royals), spirit stick from one of the cheerleaders.

Important Locations: Realm (Strawberry Hills Housing Project and Medgar Evars High School).

Tyrell is known as the king of Strawberry Hills, his neighborhood and the housing project where he and his cousin DeMarcus live. He is in his senior year of high school and serves as student body president. People come to him when they have problems, and he is known for being fair and

reasonable, even to people who don't get what they want out of him. His clique is made up of the rest of the student council, several of the more popular athletes, theatre kids, and activists — a diverse group of fairly decent kids, who call themselves the Cast & Crew. DeMarcus is also one of his followers, and his closest friend. His current favorite is his girlfriend, Tracy. He has a knack for being where weird shit is happening, and so he believes DeMarcus's dreams have weight and meaning. He's bisexual and goes to the community center queer youth group with Tracy and has found a kindred spirit in Bettina.

Up until recently, his realm has been pretty quiet. In the past couple of weeks though, the school resource officer keeps getting called for what seems to Tyrell to be relatively minor infractions — a couple of kids getting in each other's faces (no punches thrown), a girl objecting to being called out on a dress code violation, even a kid who didn't have their homework and rolled their eyes when asked about it. When this sort of thing happens in front of Tyrell, he's been able to defuse the situation before it gets out of hand — calming the kid, the officer, or the teacher as needed, but he senses... something there, sinister and lurking, that is posing a direct threat to his realm and authority.

TYRELL'S CAST & CREW

- Emilia Martinez, leading lady, step team captain
- Anthony Bracciole, debate team co-captain, leading man
- Jerrel Thomas, AV club, theatre tech
- Latisha Littlebear, chess club, debate team co-captain
- Ron Jacobs, basketball captain, wrestler
- Analia West, cheer captain
- Mitchell Cuzcan, football quarterback, soccer forward
- Ruby Dimas, soccer captain
- Angie Callas, academic decathlon, track and field
- Christina Nguyen, cheerleader, debate team, student council vice president
- Autumn Dier, band, SHARP (Skinheads Against Racial Prejudice)

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

This archetype is described in full on page 119 of Book One: Play.

BETTINA TOMA

Looks taller than she actually is, has long, straight black hair, dresses stereotypically butch: no frills, oil-stained jeans, and a wallet chain. Not someone you want to fuck with.

Obsession: Everyone gets what's coming to them; sometimes God needs us to make it happen.

Butch Catholic 30%*: Evaluates Self, Protects the Unnatural, Substitutes for Secrecy (* obsession identity).

Gearhead 40%: Coerces Status, Substitutes for Knowledge, Vehicle repair and operation (unique).

Latina Lesbian 50%: Protects Isolation, Provides Wound Threshold, Substitutes for Connect.

PASSIONS

Fear Stimulus: (Isolation) Community is everything.

Noble Stimulus: Ensuring nobody hurts the innocent.

Rage Stimulus: Corrupt cops.

RELATIONSHIPS

One is provided; choose two more.

Favorite Rain 50%

Guru __%

Mentor __%

Protégé __%

Responsibility __%

Wound Threshold: 50.

Possessions: Mechanic's kit, Mexican blanket, tire iron.

Important Locations: Toma Auto Repair Shop.

Bettina dropped out of school a year ago to work in her family's auto shop and her dad got arrested recently for selling car parts he didn't know were stolen. She saw a dark shadow rise from the cops that arrested him, and then the beating started. Since then, she's seen it more and more, haunting friends and family members — like a few days ago, when some officials accused her cousin of being in the US illegally and busted in his door, even though he has a green card. They acknowledged their mistake eventually, but Seppe is still in the hospital with a fractured jawbone.

She has a strong Catholic identity and takes a lot of pride in her Latina heritage, but that doesn't stop her from being a proud lesbian, and most of her social connections center around the community youth group. She has a reputation as an enforcer, willing to kick the shit out of people who mess with the weaker members of the group. She bonded with Rain out of a mutual fondness for the movie *Like Water for Chocolate*, and the two of them have been going on dates for about three months.

She does not have any supernatural abilities right now, but she could easily wind up an avatar of the Firebrand, or something similar.

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

TRACY RABACA

Tracy is eighteen, short, a little chubby, with mixed heritage — Polynesian and Colombian. She wears about a pound of foundation every day. Excellent fashion sense, knows what to wear in pretty much any situation.

Obsession: Finding and building safety through liminal spaces.

Avatar of the Survivor 75%*: Casts Rituals, Use Gutter Magick (* obsession identity).

Costumer 45%: Creates convincing disguises (unique), Protects Helplessness, Substitutes for Connect.

PASSIONS

Fear Stimulus: (Violence) Physical attacks.

Noble Stimulus: Creating beauty.

Rage Stimulus: Damage to her creations.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor __%

Protégé __%

Responsibility DeMarcus 50%

Wound Threshold: 50.

Possessions: Hormone replacement therapy meds, makeup kit, sewing kit, multitool, lighter, smartphone.

Important Locations: Strawberry Hills Community Theatre and the Strawberry Hills Housing Project.

Tracy has been pulled in many different directions her whole life. First, she was born into a body that didn't exactly fit, and a family that didn't appreciate her sometimes violent and uncompromising attempts to rectify that fact. As a result, at the age of fourteen, she found it necessary to flee

their company into the loving embrace of the city streets and, occasionally, the court system. And that's when the occult started playing tug of war with her.

Tracy's main source of escape from the stresses of her life has been sewing — making costumes, fabulous outfits, hats, accessories, and more. She could have easily sewn herself into a solid and effective Vestimancy path, but in her first year on the street, she was found by members of the Milk. They decided that she was an excellent candidate for becoming an avatar of the Survivor, and pushed her along that route. And indeed, she has been kicked out of so many halfway homes, slept under so many overpasses, and (with varying degrees of success) fought off so many would-be assailants that this took pretty easily. She also realized that their leader was going to get a bunch of them killed if they kept working for her, so she ran away from the organization about a year ago. Among other avatars of the Survivor, she isn't taken as a serious contender for the Clergy because while she can handle basically any urban situation, they expect she'd be completely useless in the wild, or when the zombie apocalypse comes. And maybe that's true. But maybe it isn't.

In the course of her eighteen years, Tracy has had numerous encounters with the Violence Inherent in the System; indeed, she's so familiar with that shadow hanging over her that it's more conspicuous in its absence. And right now, Tracy's in a good stretch — she's in school at Medgar Evars, has a popular boyfriend in Tyrell, she's doing costuming for the school and for the community theatre, and is starting to have a solid group of friends through Tyrell. Not that everything is sunshine and roses, but jealous bitches hassling her about her man? That kind of trouble is minor compared to what she's been through. That said, this kind of stability is... worrisome. The other shoe is bound to drop sometime, and when it does, she would prefer not to be directly under it.

You can find all the info you need about the Survivor on page 115 of Book One: Play.

Shock Meter	Hardened	Failed	Abilities	
Helplessness	5	1	Fitness 40%	Dodge 40%
Isolation	3	1	Status 50%	Pursuit 30%
Self	3	0	Knowledge 60%	Lie 20%
Unnatural	1	0	Notice 60%	Secrecy 20%
Violence	4	1	Connect 45%	Struggle 35%

RAIN WALGRAVE

Rain is androgynous, thin, and light-skinned (dad's white, mom's Black). She favors severe black clothing with vintage accents, Chuck Taylor All-Stars, and a silver beret regardless of the season.

Obsession: Seeing the echoes of the future in film.

Cinemancer 90%*: (* obsession identity). Rain starts the first session of the campaign with 4 minor charges.

Girl Scout Camp Leader 30%: Medical, Protects Isolation, Substitutes for Dodge.

PASSIONS

Fear Stimulus: (Helplessness) Life isn't always wonderful and Mr. Potter wins.

Noble Stimulus: Being the hero when it counts.

Rage Stimulus: Unsatisfying narratives and lousy endings.

RELATIONSHIPS

One is provided; choose two more.

Favorite ____%

Guru Tracy 45%

Mentor ____%

Protégé ____%

Responsibility ____%

Wound Threshold: 50.

Possessions: Plex account (digital film library) with huge collection of movies, iPhone with video editing apps and a lot of memory.

Important Locations: Xanadu Theatre and the Strawberry Hills Community Theatre.

Rain is eighteen, mixed race, and a recent high school graduate. She is planning on taking film studies at the local community college, though she's not sure what they can teach her. She met Bettina at her local haunt, the Xanadu Theatre, where they got into a discussion about Mexican and Spanish language cinema after a showing of *Like Water for Chocolate*. They've been dating informally for about three months.

While Rain doesn't have a lot of direct personal experience with violence, she has begun to identify significant societal problems as a thread in the history of cinema, and certain tropes of violence and the state are being played out in local and national politics, eerily so — even something as innocuous as *It's a Wonderful Life* has some sinister implications for the world at large. She doesn't think that an adept is behind it exactly, but she does think that the best way to fight a trope is with another trope, and sees the true hope for the future in Sidney Poitier films. If you have to live in a movie, after all, *To Sir, with Love* ain't a bad choice.

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

Name: DeMARCUS JONES

Cabal: Lambda OUTreach

Current Objective: Discover and eliminate the Violence Inherent in the System.

Distinguishing Characteristics:

DeMarcus is about nineteen, large, and soft, with a sleepy expression and an Afro pick in his hair. He dresses in the standard sloppy, athletic clothing style of most kids his age.

RAGE Children being hurt.

NOBLE Always puts friends and family first.

FEAR (Self) Afraid of being mocked for the things he knows are true.

Tyrell

55% Mentor (Connect)

% Favorite (Status)

% Responsibility (Knowledge)

% Protégé (Fitness)

HELPLESSNESS

FITNESS 60



FAILURES



Defend with Status
Attack with Connect

ISOLATION

STATUS 60



DODGE



Defend with Connect
Attack with Status

SELF

KNOWLEDGE 60



LIE



Defend with Notice
Attack with Knowledge

UNNATURAL

NOTICE 60



SECRECY



Defend with Knowledge
Attack with Secrecy

VIOLENCE

CONNECT 60



STRUGGLE



Defend with Fitness
Attack with Struggle

IDENTITIES

I'm a FROM THE BLOCK

, of course I can

60 %

Substitutes for Ability: Lie

Feature: Evaluates Helplessness

Feature: Protects Isolation

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

Feature:

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

Feature:

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

Feature:

WOUND
THRESHOLD

50

OBSSESSION IDENTITY
00823

a. Percentage 60

For Official Use Only
ST-0-LZ3

1. Supernatural Ability

2a. Vague Specific

Prophetic Dreams

2b. Harm Information Protection

3. Influence Versatility

4. Notes FEATURE: Use Gutter Magick.

Semi-constant prophetic dreams and daydreams that hound him even while awake.

Form SUPERNATURAL 3 permission granted to photocopy for personal use

Name: **TYRELL RUIZ-JONES**

Cabal: Lambda OUTreach

Current Objective: Discover and eliminate the Violence Inherent in the System.

Distinguishing Characteristics:

Tyrell is about 6'2", athletic, with rich brown skin and a diamond stud in his nose and another in his ear. He wears his hair neat and close, but not military. He dresses well for whatever environment he's in: he keeps his work clothes neat, his game clothes neat, and he looks good in formal wear too.

RAGE

Seeing other people of color and LGBTQ+ people get pushed around, even by each other.

NOBLE

Be a good example and help others.

FEAR

(Self) Winding up a homeless, helpless bum with nothing.

Tracy

60 % Favorite (Status)

— % Guru (Notice)

— % Mentor (Connect)

— % Responsibility (Knowledge)

— % Protégé (Fitness)

HELPLESSNESS

FITNESS 60



FAILURES



Defend with Status
Attack with Connect

ISOLATION

STATUS 60



DODGE



Defend with Connect
Attack with Status

SELF

KNOWLEDGE 60



PURSUIT



Defend with Notice
Attack with Knowledge

UNNATURAL

NOTICE 60



SECRET



Defend with Knowledge
Attack with Secrecy

VIOLENCE

CONNECT 60



STRUGGLE



Defend with Fitness
Attack with Struggle

IDENTITIES

I'm a **DRIVEN HUSTLER**

, of course I can

55 %

Substitutes for Ability: Fitness

Feature: Provides Initiative

Feature: Provides Wound Threshold

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

Feature:

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

Feature:

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

Feature:

WOUND THRESHOLD

55

00386

OBSSESSION IDENTITY

1a. Archetype **THE TRUE KING**

1b. Percentage **65**

4. Channels
1%-50%:

Tyrell can sense, with an avatar check, when his realm or his followers come under attack. Tyrell can call specific followers within his realm to him, speaking out of the shadows or from nearby radios or TVs, letting the follower know that their presence is desired.

51%-70%:

While within his realm's borders or within line-of-sight of a number of followers equal to the tens place of his avatar identity, he gains a +10% bonus on all actions.

71%-90%:

91%+:

5. Notes

Your specific followers are:

Emilia Martinez, leading lady, step team captain; **Anthony Bracciole**, debate team co-captain, leading man; **Jerrel Thomas**, AV club, theatre tech; **Latisha Littlebear**, debate team co-captain, chess club; **Ron Jacobs**, basketball captain, wrestler; **Analia West**, cheer captain; **Mitchell Cuzcan**, football quarterback, soccer forward; **Ruby Dinas**, soccer captain; **Angie Callas**, track and field, academic decathlon; **Christina Nguyen**, student council vice president, cheerleader, debate team; **Autumn Dier**, band, SHARP (Skinheads Against Racial Prejudice). Tyrell's realm is **Strawberry Hills**, his housing project and the neighborhood around it.

For Official Use Only GRG-ST-LZ3

Form **AVATAR G M5**

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Name: **BETTINA TOMA**

Cabal: Lambda OUTreach

Current Objective: Discover and eliminate the Violence Inherent in the System.

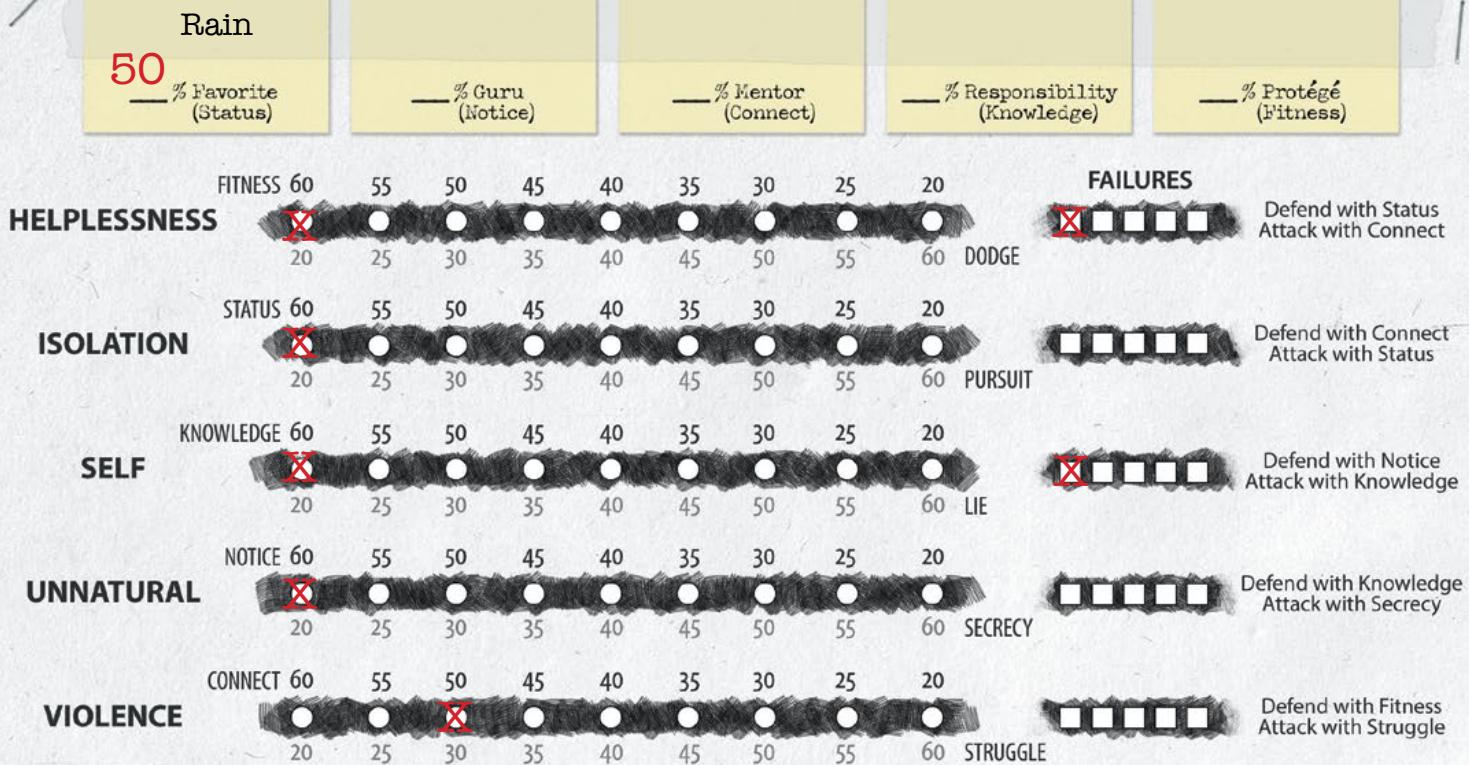
Distinguishing Characteristics:

Looks taller than she actually is, has long, straight black hair, dresses stereotypically butch: no frills, oil-stained jeans, and a wallet chain. Not someone you want to fuck with.

RAGE Corrupt cops.

NOBLE Ensuring nobody harms the innocent.

FEAR (Isolation) Losing her community.



IDENTITIES

I'm a GEAR HEAD, of course I can 40 %

Substitutes for Ability: Knowledge

Feature: Protects Helplessness

Feature: Vehicle operation and repair (unique)

I'm a BUTCH CATHOLIC, of course I can 30 %

Substitutes for Ability: Secrecy

Feature: Evaluates Self

Feature: Protects the Unnatural

I'm a LATINA LESBIAN, of course I can 50 %

Substitutes for Ability: Connect

Feature: Protects Isolation

Feature: Provides Wound Threshold

I'm a , of course I can %

Substitutes for Ability:

Feature:

Feature:

WOUND THRESHOLD

50

00823	a. Percentage	For Official Use Only ST-0-LZ3
1. Supernatural Ability	2a. <input type="checkbox"/> Vague <input type="checkbox"/> Specific	
	2b. <input type="checkbox"/> Harm <input type="checkbox"/> Information <input type="checkbox"/> Protection	
	3. <input type="checkbox"/> Influence <input type="checkbox"/> Versatility	
4. Notes		

Form **SUPERNATURAL 3** permission granted to photocopy for personal use

Name: RAIN WALGRAVE

Planned: **Cabal: Lambda OUTreach**

Current Objective: Discover and eliminate the Violence Inherent in the System.

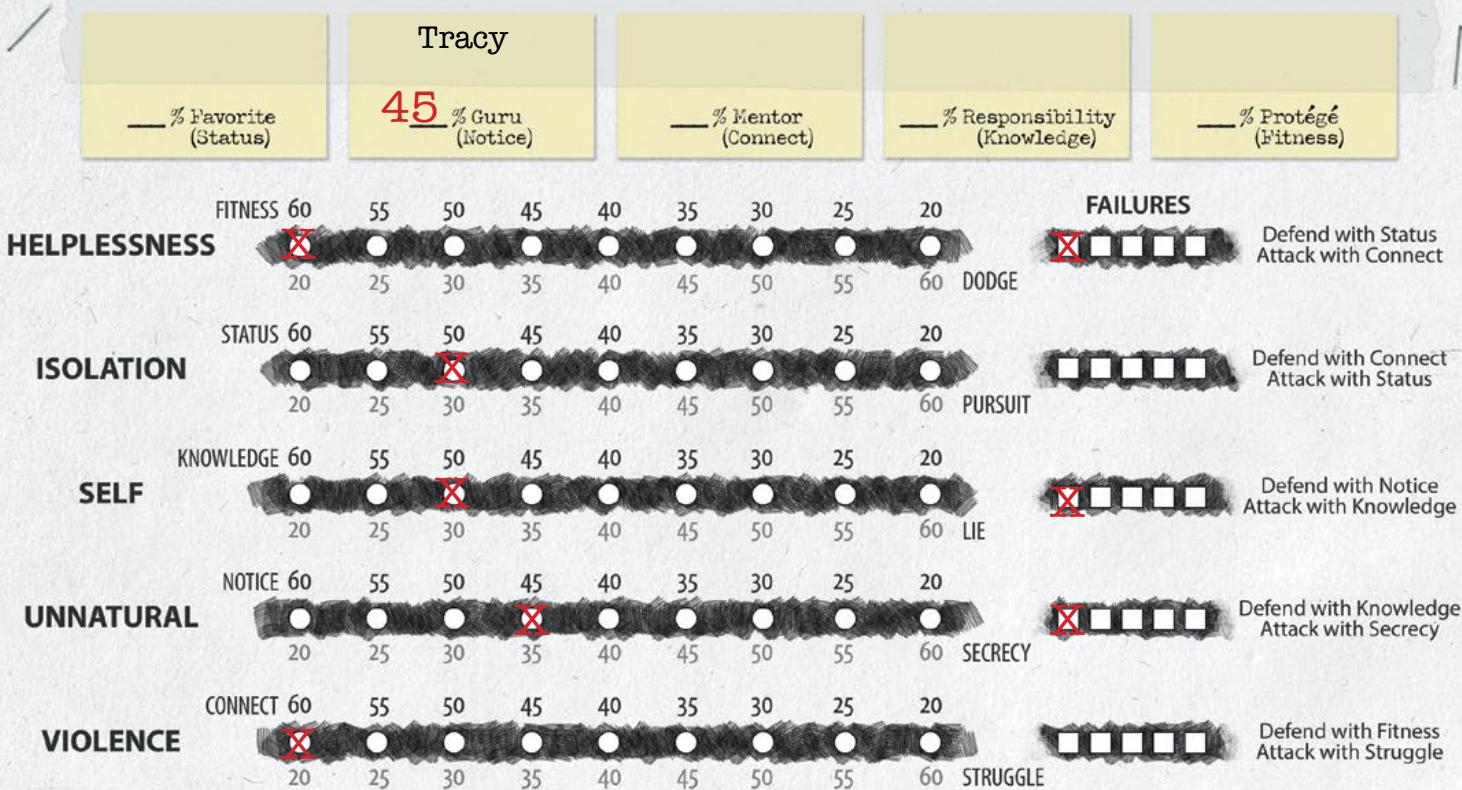
Distinguishing Characteristics:

Androgynous, thin, and light-skinned (dad's white, mom's Black). She favors severe black clothing with vintage accents, Chuck Taylor All-Stars, and a silver beret regardless of the season.

RAGE Unsatisfying narratives and lousy endings.

NOBLE Being a hero when it counts.

FEAR (Helplessness) Life isn't always wonderful and Mr Potter wins.



IDENTITIES		
I'm a GIRL SCOUT CAMP LEADER	, of course I can	
	30	%
Substitutes for Ability: Dodge		
Feature: Protects Isolation		
Feature: Medical		
I'm a	, of course I can	
		%
Substitutes for Ability:		
Feature:		
Feature:		
I'm a	, of course I can	
		%
Substitutes for Ability:		
Feature:		
Feature:		
I'm a	, of course I can	
		%
Substitutes for Ability:		
Feature:		
Feature:		

WOUND THRESHOLD / **50**

OBSSESSION IDENTITY

6070	1a. Adept School CINEMANCY	1b. Percentage 90
For Official Use Only GR3-GST-0Z	4a. Spell Name: Stock Wardrobe	4b. Cost: 1
2. Taboos Can't see the beginning of a cliché and not fill whatever role necessary to ensure the cliché finishes.	4c. Effect Dress in traditional garb for a profession and pass as a member of that profession to others in that profession.	
3. Domain Movie magick – illusions based on popular tropes, genres	5a. Spell Name: Does this smell like chloroform to you?	5b. Cost: 1-7
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. (Starts with 4 of these)	5c. Effect Cover somebody's mouth with a white cloth by surprise and drop them into deep sleep for five minutes, even without any actual chloroform.	
	6a. Spell Name: What Could Go Wrong?	6b. Cost: 2
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.	6c. Effect When someone says X won't happen, spend charges to make X happen; +2 charges if that person knows how this spell works.	
	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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