



DERBY GIRLS DESTROY DC

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.

Derby Girls Destroy DC is about a team of roller derby champs who, rightly or wrongly, believe that reptoids have infiltrated the highest corridors of power. They seek to

uncover the truth, root out the reptoid menace, and smash their opposition in roller derby matches (not necessarily in that order).

The characters are:

- **Dana Skull-y:** She's the team's pivot, founder, and a true believer.
- **Area 69:** She's the blocker and resident anarcho-feminist anti-capitalist.
- **Foxy Muffler:** She's the party girl and a child of DC royalty.
- **Rose-well Endowed:** She's the jammer and a total witch.
- **Nancy Collins:** She's the one chronicling the team's fight against the reptoids.

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: Get enough information on the “reptoids” to prove, at least internally, that they’re totally a real thing that is happening.

Nobody thinks that the nation’s capital is free of corruption and these days it seems as if every politician and lobbyist is chin-deep in the swamp. And while it’s easy to pin this down to simple partisan bickering and political scandals, there are some who believe the swamp is populated by gators. Or,

to be precise, reptoids out to subvert humanity and bring about the end of the world as we know it. The only thing standing between the mundanes and the coming repto-occult apocalypse may be those brave enough to embrace this belief and hit it, hard, at high speed.

WHO THEY ARE

The XXX-Files have been a cohesive roller derby team for the better part of five years now. Area 69’s been with team founder Dana Skull-y the longest; Rose-well Endowed is the newest recruit. Journalist Nancy Collins isn’t on the team, of course, but she’s so regularly hanging out, taking pictures, and even traveling to out of town matches so they talk a lot. And that talk always seems to come back to reptoids.

Three years ago, after a match, Area and Dana were minding their own business with Rose’s predecessor Traci “Deep Throat” Ortiz when a junior senator stumbled out of a nightclub and started a fight with them. Area got cold-cocked, and so only Dana was conscious enough to see the senator’s true form when he ripped off his skin and ate Traci’s face. Dana’s sure, Area’s unsure, and everyone else is somewhere in the middle.

The thing is, everyone agrees that Dana saw something terrible on the night their former jammer disappeared. They want to be on the same page, and that’s why their focus now is to find proof that the senator is or isn’t what Dana claims he is.

DANA SKULL-Y

Dana founded the XXX-Files roller derby team around the same time she got heavily involved in fringe theories and conspiracies about aliens. She’s the one on the team who believes the hardest, and she’s the one who feels she has first-hand proof. Dana is the pivot on the team, which means her job is to call the plays and lead the others to victory.

AREA 69

Area is short and mean and the best blocker in the region, to hear most people tell it. She’s also constantly irritated by the way “the system” (AKA society) works and wants to just tear the whole thing down with her bare hands. Area doesn’t really believe in reptoids, but she does believe that they’re a useful metaphor on the road to anarchy and the end of the existing oppressive power structures, so why not. During a jam, Area’s role is to get in the way of the other team’s path to victory. She’s not as good as everyone says, but she’s on her way up.

FOXY MUFFLER

Foxy was raised in a family of DC movers and shakers and had a specific idea about power drummed into her from an early age. She’s obsessed with using her resources to eventually grab a wealthy husband, but she’s buried this a little at the moment as she indulges in a partying lifestyle and a string of relationships with men and women. On the team, she’s as much eye candy as she is a scoring member, but she revels in the physical activity and keeps things moving hard.

ROSE-WELL ENDOWED

Rose is the jammer brought on to replace Traci “Deep Throat” Ortiz, who died horribly on the night that got this whole reptoid thing started. She was introduced to the group by Foxy and has adopted the girls as her “sweeties.” Unlike the others, she’s already deep into the occult way of life as an actual witch, but she is not an adept in the truest sense.



NANCY COLLINS

Nancy's a photojournalist and blogger who got started by looking to write about derby and was swept into the whole reptoid conspiracy that Dana is spinning. She's very much not a member of the team and wouldn't try roller derby even if she thought it would bring her a better story, but she's taken the best pictures of the women they've ever seen and she's enthusiastic and ambitious. She's almost always around them, chronicling their story.

SAMPLE RELATIONSHIPS

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

- Dana's got a strong sense of responsibility to Nancy, but she's also close to the others on the team. Any one of them makes a good candidate for a relationship. Perhaps the most notable would be Area 69, who could be Dana's favorite due to their long history.

- Area 69 really digs Foxy but she has a different approach to the other jammers on her team, treating them as allies in her ongoing crusade against the kyriarchy. One example of another relationship of note might be Rose, who is Traci's replacement and could be an excellent protégé for Area.
- Foxy brought Rose in because she was smitten with her, and she looks up to both Dana and Area: either could be her mentor or a guru.
- Rose harbors feelings for Foxy and she could be Foxy's favorite, but Rose is more likely to move on now that the whole team could be her responsibility. And just because she's new doesn't mean she won't assign herself to one of the others as an influence, especially with her witchy knowledge. She might choose Nancy to be her protégé in the occult.
- Nancy considers Dana her spiritual guide but there's a lot to be learned about derby and the way the world's supposed to work from Area. This contrast of Area as mentor and Dana as guru could be fruitful for Nancy during play.

WHO THEY'RE UP AGAINST

The primary antagonists of this campaign are the Blue Ties, although who and what they are is part of the developing story that you create with the players. In most games, it's pretty clear and obvious what the mystery is, and usually we'd fill you in on all the details, but that's not the case here. Instead, this kit provides you with hooks, stats, and situations, and lets you decide where you go with it.

THE BLUE TIES

All three of these guys are at the party in the first session of the campaign, and their stats here also include what happens if and when the XXX-Files follow them back home. You can use that information later in the campaign if they weren't followed after the party, as a means of adding more weirdness to any encounter with them or if you'd like to spring some surprises on the derby girls.

ALEX FISHER

Alex went to law school and now spends his time intimidating witnesses and low-key threatening cops who get in the way when the boys are having a good time. In terms of lawyers, he is as crooked as they come, and cunning enough to get away with it for the rest of his life. Slick, handsome, a sort of a devil's advocate embodied.

Wound Threshold: 55.

Obsession: Winning. Alex just loves to win and will occasionally create conflict just for the sake of winning.

Fear Stimulus: (Self) Alex is terrified of people discovering his handsome façade is just that. He'll kill to protect the lie.

Noble Stimulus: Alex is extremely loyal to his buddies.

Rage Stimulus: Losing his cool drives Alex up a wall.

Blue Tie 55%*: Provides Initiative, Provides Wound Threshold, Substitutes for Violence (* obsession identity).

Lawyer 65%: Coerces Helplessness, Protects Self, Substitutes for Status.

After the party, Alex gets home then goes out again, starting a fight with a pair of bikers, who he rips limb from limb with impossible inhuman strength, but no obvious lizard-person transformation.

HENRY FORTHMAN

He's a little like Politician Bot 214, a frame to carry a program of perfect political aspiration. If there's more to him, it doesn't show; he's just benign opinions and big soulless eyes to go along with his plastic conversation. Henry is a toothy smile and talking points, but there's very little to him past that.

Wound Threshold: 55.

Fear Stimulus: (Helplessness) Threats to his physical well-being in public cause Henry to flee.

Noble Stimulus: Henry doesn't have noble intent but will behave as a "good man" is expected to in public.

ALEX FISHER

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

HENRY FORTHMAN

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

RUSTY WHITEHALL

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

Rage Stimulus: Threats to his physical wellbeing in private will be met with extreme force.

Blue Tie 55%*: Provides Initiative, Provides Wound Threshold, Substitutes for Violence (* obsession identity).

Politician 65%: Coerces Connect, Protects Helplessness, Substitutes for Status.

After the party, Henry leaves and goes back to his hotel. If they can get inside, or at least get a shot of him through a window, they see him “unplug” his face and set it aside, though they can’t get a clear shot of what’s under the face mask.

RUSSELL “RUSTY” WHITEHALL

Rusty is a charming, young southern gentleman, but he’s also a high-level drug dealer with access to everything from prescriptions to designer substances to hardcore street drugs. Friendly, outgoing, and always quick to offer a free taste.

Wound Threshold: 55.

Obsession: Rusty doesn’t just sell drugs — he’s deeply driven to experience every chemical a human being has ever snorted, shot, or smoked.

Fear Stimulus: (Violence) Getting caught with the goods.

Noble Stimulus: Despite the stereotype, Rusty does like to share, and “the first one’s free” is not a trick with him.

Rage Stimulus: Smug sobriety.

Blue Tie 55%*: Provides Initiative, Provides Wound Threshold, Substitutes for Violence (* obsession identity).

Dealer 65%: Coerces Isolation, Protects Self, Substitutes for Connect.

Rusty goes back to his hotel room after the party. Through his window, the characters can see him take a glass from the complementary bar, break it, crush it with his bare fist, and then once it’s basically sand, take a thin metal tube and snort the glass shards.

THE WOMAN

Also known as MacMillan’s Lady or just the Lady. She’s the mysterious antagonist who never actually appears until she fakes her own suicide near the end of the story. The XXX-Files should discover that she’s behind the scenes pulling strings and that the Blue Ties aren’t the only thing they should be worried about. How and when she finally makes her big appearance is likely the subject of the next arc but see “What’s Going On Here?” at the end of this kit for more suggestions.

SHARED LOCATIONS

If you live outside of Washington, DC, you might not have any idea that inhabitants of the nation’s capital don’t have self-governance the way the rest of the nation does. Everything is federal, and all rules and laws are for the benefit of the Beltway. For those who live and work in here, the system’s corruption is plain to see, and for the XXX-Files and their fans, it often means life without a voice despite the powerful and wealthy being just a stone’s throw away.

THE BUNKER

Six years ago, Dana received just enough money in a wrongful death suit to purchase a warehouse and build the Bunker, a gym and track for modern roller derby. Women from all over DC come here, pay dues, and use the workout equipment in a space free of gym rats and judgmental dudes. But more, women try out derby just to say that they did. The XXX-Files are an official team on the circuit, with the Bunker a stop for teams from all over the country. It’s not exactly making money hand over fist, but Dana’s doing all right. Aunt Vivian would have liked the place, but the hospital killed her so Dana hopes she haunts the Bunker now.

Aside from the gym equipment and the track, there’s the office/apartment where Dana lives. The whole place is decorated from floor to ceiling with conspiracy theory regalia, both Dana’s personal obsessions and weird funny ones she’s come across over the years.

At this location, the team can expect to:

- Work out.
- Compete in a derby jam.
- Encourage or spot other women there to exercise.
- Read conspiracy theories.
- Plan, eat, drink, and hang out in relative safety.

Of course, this is still DC, and even though the team isn’t especially important in the grand scheme of things, tentacles of corruption — or at least the results of corruption — occasionally creep into the Bunker.

The Bunker is not actually haunted, but weird things do occasionally happen, most often when Dana’s alone. The fact is, a few of her souvenirs are the vector for minor phenomena. It’s an *almost-seen* but Dana doesn’t know that and may grow to think it’s a reptoid. When Rose learns of it, she’s likely to try to end the phenomena to protect her friends from the truth.

Important GMCs present at this location are:

FARRAH FARNSWORTH

Hard-Working Lobbyist 60%

In her forties, fit, and lovely, Farrah comes to the gym to stay in shape and escape the stress of the Beltway. She’s a lobbyist and congressional hopeful, but not too bad a person. She’s married to a very bad man, but the team only suspects it. They don’t know how real it is, or how bad “bad” is.

BETSY BOMB-ASS-TIC

Badass Derby Captain 80%

Leader of the rival Baltimore Bombers derby team. The whole team comes by to train pretty frequently as they don't have their own registered track. Betsy's got an attitude problem, and while she gets along with the team well, it's only a matter of time before she runs afoul of DC's trigger-happy law enforcement.

ALAN

Creepy Fanboy 45%

He's a derby fanatic. He loves all things derby and follows any derby girl around like a puppy. He doesn't technically violate boundaries, but he's still kind of a creep. So far, the team has let it go because he seems harmless and rumor has it he's connected to some powerful relatives, but no one knows for sure.

ERIN'S BAR AND GRILL

Just like any city, DC has various strata of bars, from cop bars to places for truckers and bikers, to clubs just for the young, ones by country of origin, and of course the places the elite drink. What's sort of unique to DC is there are certain clandestine drinking holes where the men in politics can "safely" meet with the sorts of people they create laws to criminalize by day but they desperately want to be with at night.

Erin's wasn't always this kind of place, it once had a proud history with lovely architectural features. But as its neighborhood went downhill then back up again, it was forgotten by most. Now, it caters to the powerful and the powerless.

It's where senators meet their coke dealers without being bothered. Where cops and private military contractors hang out in plain clothes to make sure the status quo isn't interrupted, and where lobbyists purchase women for conservative congressmen under the table, sometimes literally. No one asks questions here, and not many outsiders are welcome inside. Among them are Foxy and as long as she doesn't cause too much trouble, no one is willing to deal with the nastiness of trying to stop her. The rest of the team occasionally drink with her there, but never without her. They don't know exactly what kind of a place it is. Not as intimately as Foxy does.

At this location, the team can expect to:

- Get hit on by old drunk men with too much money and too little sense.
- Overhear deeply coded political gossip.
- Meet the sex workers with an "in" to the Beltway.
- Get hassled by private contractors if they start any trouble.
- Hear the whispers of the demons haunting the powerful and corrupt.

Foxy pretends she comes here for the thrill of it, and maybe that's partially true. She also comes here, and brings the others, because she's collecting intel and potential blackmail material. But like any secret place full of powerful men, the power here is not strictly terrestrial. Magick — dark magick — abounds. Once the team has discovered more about the realities of the occult underground they might come here to learn more.



The place is, simply, a demon magnet. At first, the team won't be able to tell this, but later in the campaign, they may realize the building is an ideal place to get in contact with a demon. Why they would want to, however, is another matter. The demons who are drawn to the bar are especially manipulative and expert liars, as they were in life. Are these the damned souls of the heads of state? That's what they claim, for sure.

Important GMCs present at this location are:

COLIN HAMILTON

Old Money Barfly 65%

A man of lineage and power. His father and his grandfather were senators and his great grandfather was a general. He... is a pathetic drunk, the sad fellow more successful men invite to parties and golfing to feel superior to. He's tied up in some Beltway religious group but doesn't talk about it much. Given enough to drink, he talks about a lot of other things, however.

MARGERETTE MADEWELL

Clued-In Sex Worker 70%

A professional Domme who meets her clients here to subtly humiliate them in public and gets paid top dollar for it. She knows so much about the men who worship her boots that she's aware how deadly they can be. She is very careful about gossip because of this.

FRANK

Burned Out Mercenary 60%

He's seen some shit. He wasn't in the military, not properly so, but he was a private contractor for a subsidiary of a subsidiary doing very questionable things to soldiers and insurgents alike. He's damaged but loyal, and to get anything juicy out of him, someone would have to dig into his personal nightmares and appear to share his damaged world view.

MARISSA

Professional Bartender 65%

She tends the bar four nights a week. She's not paying her way through school. She doesn't want a sugar daddy. She just wants to earn her money and forget about this place when she's not here. But the men love her because she's off-limits. It could put her in a bad position someday, and she knows it.

RITUAL SPACE

Everyone who's been there kind of loves Rose's little house in it's quiet part of DC. It always smells a little bit

like cinnamon and spicy herbs. It's always the right amount of warm or cool depending on the season, and the light's always slightly dimmer than you'd expect... though it's still comfortable. The tiny row home isn't magickal, though. Not exactly. That's all Rose's hard work.

The real magick of the place is in Rose's secret basement, where the ritual chamber built by her *strega* grandmother decades before.

At this location, the PCs can expect to:

- Get some rest and clean up.
- Feel a little more centered despite how weird it's getting.
- Lick their wounds and treat their injuries.
- Worry about how long before this place ends up corrupted too.
- Discover Rose's secret and/or that magick is real.

It's unlikely that strangers or outsiders are hanging around in Rose's home, and so the team can't expect to meet too many GMCs unless they're trying to reach out to the team and get invited there. The place isn't haunted or anything exciting, but because of the ritual space and Rose's witchcraft, it's possible that unnatural entities may pop up, or at least some phenomena, if it would spice up an otherwise calm re-grouping or planning scene.

OTHER LOCATIONS

DC was built by Freemasons and so every major building and historical landmark has occult significance. Maybe. Probably. Here is a brief list of places that have weirdness, at least according to rumors:

- Memorial Park has gremlins.
- The Lincoln Memorial hides a secret stash of gold and a handful of occult artifacts.
- The Lincoln Memorial Reflecting Pool goes somewhere... else... if you get in without breaking the surface somehow.
- The White House is *holy crap* haunted. Obviously.
- Constitution Hall also hides a hidden stash of gold and occult artifacts. The Constitution is, of course, highly magickal.
- The Smithsonian is run by a cult. A blood cult.
- The Washington Monument is the final piece of a live, cosmic-level ritual that just needs two small actions to complete.
- Ford's Theatre, also *holy crap* haunted.
- The White House Rose Garden is a magickal dead spot. Totally null.

And that's just a small sample.

FIRST SESSION BREAKDOWN

Possible Milestones:

- Identify Senator MacMillan's school buddies.
- Find out what kind of guy McMillan was.
- Trail MacMillan's buddies.
- See something inexplicable and photograph it.

SETUP

You're not making characters, and you're not picking your objective, so let's break down the first session fast and dirty. Are you ready?

First, have each player pick a character. There are no secrets out-of-character, and plenty in-character. Ask each player describe their character physically and detail other important characteristics, including their pre-generated relationships. If the characters have any relationships mentioned, say those too.

Next, read or summarize "The Cabal." Finally, have the players select two more relationships by asking questions corresponding to their characters' personalities. Example questions:

DANA

You're in a jam with the Baltimore Bombers. They're crazy good, and you train together a lot, so you know just how capable they are. As pivot, your job is to call the plays and lead the team, but you can also score later in the game.

- It's early in the jam, and you spot someone trailing behind the pack. They're having trouble and you must check on them. Who are they?
- It's later in the game. You're able to score points for your team now, so you're pushing to the front of the pack. An enemy blocker is on their way to lay you out, but one of your girls is at your side to lay them out first. Who is it?

NANCY

You don't play, of course, but you take photos at games.

THE SITUATION

It's almost the third anniversary of the death of Traci "Deep Throat" Ortiz, a good friend and the best jammer the XXX-Files ever had. The details are still foggy and painful. Dana and Area were there, Area knocked out cold, Dana concussed and high, but Traci was murdered and it was probably by a junior senator named Mark MacMillan who "committed suicide" the next day.

By all accounts MacMillan was a good man doing a hard job. He was never linked to Traci's murder. In fact, she supposedly just disappeared. Dana and Area ran as soon as the murder took place, and cops never came asking about their dead friend. She was just gone. No leads, no testimony, no body, but a whole lot of conspiracy fodder.

Even though it has been nearly three years, Dana and Area haven't entirely given up on the idea of justice. With some information, Foxy figures out that MacMillan had some close buddies back in Tampa who were coming up to DC, just as soon as one of them won a seat in Congress

"We all fall down at some point. It's what you do when you get up that matters!"

— Helen Wheels, #67, Denver Roller Derby

- You've caught a girl in midair, elbow slamming into an opposing player's jaw. Who is looking badass?
- After a jam, you get a great shot of a team member with a bloody nose and scrapped knee. Who is it?

FOXY

You're OK in a jam, mostly because your teammates are so protective.

- You don't get elbowed in the face while skating along with the pack. Who took the hit for you?
- A blocker decides they're going to start a fight with you between jams to mess up your pretty face. Who deescalates the situation?

AREA

This is therapy for you, really.

- Some newbie has violated a minor bit of etiquette and you ram her into the ground when she accidentally hurts a teammate. Who got hurt?
- Between jams, you talk patriarchy and emotional labor with some other women. Who casually makes a good point you think about the rest of the game?

ROSE-WELL

You're here for the comradery and you really care about your teammates.

- Whose knee did you patch up after the jam?
- Someone in the crowd might have been trying to jinx someone on your team with crude witchcraft. Who did you have to un-jinx later without them noticing?

and they were planning to celebrate. But no garden parties for these guys. They were headed to Erin's with extra hired security and planned to wine and dine any Beltway types willing to party with them. And Foxy knows exactly how to get in.

After prying the "Capitalism is Murder" T-shirt from Area's angry fists, the derby team heads undercover to a debauched party for minor elites to try and prove or disprove Dana's claims.

And of course, since the place is full of cops and private military contractors, throwing a punch is not going to go well. Not well at all.

IDENTIFY SENATOR MACMILLAN'S SCHOOL BUDDIES

It might seem obvious but discovering which of the partying Beltway men are connected to each other and

MacMillan gives the characters lots of options to follow up on and move them along toward their objective.

FIND OUT WHAT KIND OF GUY MACMILLAN WAS

Plenty of people knew him, the bartender, the working girls, and of course the party boys, his buddies in life. Here are some MacMillan facts to spread around as the characters move through the scene. Why do they all wear blue ties? It's weird. They are totally weird, even for idle rich Florida power players.

- In Florida, so MacMillan claims, he was a very devout Christian.
- He was involved with the Senate Cultural Preservation Committee, but no one knows what that was.
- He didn't want to be president because he didn't want to have to get married first.
- He wasn't receptive to sexual advances from ladies.
- It's unclear if he was interested in men, but if he was, someone would here would gossip about it, surely.
- His tastes were expensive, way beyond a junior senator's pay grade. Even considering lobbyist money.
- He spent a lot of time with a married woman. She'd even met him at Erin's a few times, but it was probably not sexual as far as body language suggests. No name is given for her, they only refer to her as "the Woman."
- He was a strict vegan, and rarely ate in public.
- He always wore the same blue tie.
- He got weird about six months before he died.

TRAIL MACMILLAN'S BUDDIES

Near the end of the session, some or all the characters should be ready to follow one of the fellas back to his hotel to dig a little deeper into who he is, because he's certainly weird.

SEE SOMETHING UNEXPLAINABLE AND PHOTOGRAPH IT

When and if they can get a good photograph of one of MacMillan's weirdo buddies being super weird, the girls should hit a milestone. There are a few other unexplainable things that can happen over the course of the night that Nancy might catch on film but the key moment happens when they get photographic evidence of what they do after the party. For more on the bizarre things the guys do at the end of the night, see the individual profiles under "The Blue Ties."

OTHER PARTYGOERS

A few other people the derby girls might interact with over the course of their party crashing.

CRYSTAL

Minor League Insider 45%

Crystal is a working girl: young, kinda dim, but charming in her own way. She's in sex work because she enjoys it and it's easy for her. She's not especially clever or playing any huge political game, but that doesn't mean she doesn't know some good dirt. She just doesn't know she knows it.

MR. BLACKWELL

Alcoholic Career-Buster 55%

Blackwell is a retired party whip and lawyer. He's the sort of person who makes sure that investigative journalists get sued out of a job long before they can destroy careers. Well, he used to be. Now he just shows up at events like this and drinks. He's got a lot of advice and a lot of guilt.

TRENT ARCHER

Trust-Fund Triggerman 40%

Trent should have been in politics or modeling, but he wanted to be a warrior. Only his daddy's money couldn't buy him combat prowess or bravery. But it could buy him a cushy position with a private security provider. Now he spends his time pretending he's an elite warrior and spy.



OBSTACLES AND DISTRACTIONS

These are obstacles you can toss out to make the characters' paths to their objective more interesting. Each is geared to a character's stimulus.

DANA

Demonstrate clearly for Dana that some of these guys are totally not human, but stage it so that whoever else she's with misses the clue she spots. Maybe she catches Henry's face slip a little bit, but Nancy doesn't turn around in time. Put her in a situation where the intel she needs would be easiest to get if she can convince the GMC that MacMillan wasn't human, and if that doesn't work, she's got to deal with the reality that they might never be able to prove this to anyone.

AREA

Most of this whole scene is going to piss Area the hell off, hitting a lot of her anger and fear buttons all at once. Set her up with an obstacle that tempts her to violently act out but also reminds her that violence could get everyone killed. Maybe one of the security guys is derelict in his duty, and being a little demanding with the bartender. Sure, it'd be easy to hit him with a bottle, but no good would come of it. Describe the easily accessible tools of violence right at hand.

NANCY

While she's here to catch the Beltway elite being monstrous, it might be fun to distract Nancy with promises of a great shot just outside the bar. Tell her how just outside, she spots something incredible. A cat walking a dog on a leash? Later, there's a 98-year-old woman carrying her infant great-great-granddaughter for a walk. After that? A known liberal pundit and a conservative lobbyist locked in a lovers' embrace across the street. Is it weird that these things keep popping up right here, right now? You bet it is.

FOXY

Rusty isn't the only one here dealing and promising freebies. Offer Foxy what she wants: sex, drugs, and blackmail material. She got the team this far, surely they don't need any more help from her tonight.

ROSE

Some of the bar napkins have scribbles on them, scribbles that suggest part of an occult seal Rose has seen in the past. Now she's got to collect them all to see what they're supposed to do, and who's making them in the first place. Why? Well, that follows the other questions, right?

THE CAMPAIGN

The team has accomplished its first objective, probably, leading to some pretty convincing evidence that something weird is going on in DC. At least with the Blue Ties. (If they failed, they can still believe the weirdness they saw, but don't have any pictures, or at least not convincing photographic evidence.) What they do next can go a few different ways, and what follows are suggestions you can play around with.

EARLY SESSIONS

THE DAY AFTER

Possible Milestones:

- Get Henry to short out a bit by talking him in circles.
- Catch Alex breaking the law in a more explicit act of violence.
- Offer Rusty a drug he's not tried before.

The team is on the same page or at least reading from the same book now. Whatever is going on with the Blue Ties, it's clear they aren't human, not completely. The girls could go public, sure, but they don't have enough solid info yet. They needed to build something undeniable.

DC isn't standing still, waiting for the player characters to act. There are moving parts you should consider between sessions and while playing. Here's what could be happening off-screen.

BLOWBACK

Of course, you can't hang out in a clandestine politicians' hook-up spot asking questions about new pawns on the board without the bigger pieces hearing about it. Rumors are floating in certain circles now, thanks to the party crash.

- The Woman that MacMillan spent a lot of time with is now aware people are asking about him, three years after his death.
- Henry and friends aren't yet aware that anyone is digging in.
- The broader Blue Ties conspiracy is aware that the Woman is on alert, but don't yet know why or if they should be concerned.
- The occult underground has started to hear rumors of some kids poking fingers in holes full of spiders, and they know it's connected to Rose. They may officially reach out to Rose, especially if she goes looking herself.

OBSTACLES AND DISTRACTIONS

- Introduce Foxy to an insider: a normal, easily manipulated type who's generally a good guy. She can play him if she wants, or use him, or build him up. This distraction should build along the course of the campaign, with him providing information from time to time.
- Give Area a real chance to confront a problem with violence. Let her get in over her head. Don't be too cruel about it, but let her know, let them all know in no uncertain terms, that with an enemy as well-connected as these, violence only gets you destroyed, one way or another.

OH, HENRY

Possible Milestones:

- Find a safe source to receive the evidence collected.
- Find out that the Woman definitely exists and was connected to MacMillan.
- Give Henry and friends the choice to flee or expose them (and potentially abandon their objective).

Things are moving, and new threats lurk, moving closer to the characters as they explore the conspiracy after them.

BLOWBACK

The characters have, in some way or another, exposed themselves to Henry and friends, and so they're making plans to lay low and telling their friends in higher places that there's a threat to them.

- The Woman is hurriedly erasing her trail and making herself harder to find.
- The Blue Ties are waiting to see how Henry and friends handle the situation. If they botch it, the rest of the conspiracy won't bail them out. But now they're becoming vaguely interested in what this group of women is up to.
- As before, if Rose goes looking for the occult underground, she gets an answer.

OBSTACLES AND DISTRACTIONS

Put someone close to the characters in danger. Another teammate or perhaps another reporter Nancy knows. Make it personal and make sure that the risk to them is bigger than being tied up in a warehouse on top of dynamite. The threat should be to the person's whole life, not just an imminent death. The powerful don't play softball, and Henry and friends aren't going to either. Whatever they're doing though, it could be turned to damn them further if the team plays their cards right. If it's going too well, give them a hard choice: save their friend, free and clear, or get more dirt to bury Henry with while possibly condemning their friend.

OPPORTUNITY

Hey, it's a derby team! Maybe they should play the damn sport, huh? Offer the players a chance to throw some dice at the derby game for a fun change of pace. Rather than going jam by jam, or time around the track, roll dice for overall success, or moments to shine rather than the nuts and bolts of the game.

Let the ladies roll to impress a fan, knock out a rival, catch a perfect shot, intimidate an opponent, that sort of thing. You can use derby any time you want to change up the pace. A lot of women love derby because it's a chance to compete and express themselves physically in a way that it's unsafe to emotionally. Consider letting the characters treat it as therapy if you like.



MID-GAME

LUCK BE A LADY

Possible Milestones:

- Find a name for MacMillan's lady friend.
- Locate others who have witnessed weirdness around certain "social clubs" in DC.
- Talk to the Woman's husband... before the brain damage finishes him off.

If the team is successful, they've driven Henry and friends out of DC. They never make it back to Florida because the Blue Ties don't care for failure, but the characters won't know that right away. Even if Henry and friends aren't forced out of DC, the Blue Ties, unhappy with how much noise the boys caused, remove them from play, so to speak. Pawns are for sacrificing after all.

Surely it can't just be that three guys from Florida are crazy and weird? What exactly what were they? Lizard-men? Monsters? Robots? It might never be known. It's time to follow the only lead left: MacMillan's lady friend.

It's unfortunate when pawns are lost, but when that happens it's time to reinforce protections and hide, not react out of revenge. Henry and friends weren't well-liked in DC, which is why they were expendable. From here out though, the team runs into harder targets.

BLOWBACK

- The Woman has been busy covering her tracks, but her clean-up isn't perfect. She spends her time now bracing for confrontation. She won't leave DC because some upstart human children want her to. She'll hide, but if they get too close, she's ready to lash out.
- The Blue Ties are casually looking for new pawns to put down on the board between themselves and the team. If the team wrongs anyone this session (or earlier) the Blue Ties may reach out. They're not actively protecting the Woman.

OBSTACLES AND DISTRACTIONS

Instead of finding clues at first, the team is going to find a lot of dead people. Dead ends and dead bodies should be a big frustration for the characters, and maybe even cause some strife among them. If Foxy has been nurturing or at least cleverly abusing her contact, he might be able to give them some information about the Woman, but he's going to need some help with a project he's working on soon in return. That favor? Soup kitchen work. He's that kinda guy.

Of the dead in the Woman's wake, there is some evidence of magickal mischief involved. Maybe it's because she's a sort of serial killer femme fatale with a weird tell, or maybe she's an adept. Dana should be curious about it. This puts Rose in a difficult situation: if she digs in that direction, she'll find out about the Woman fast, but how can she do that without exposing the rest of the team to the harsh reality of the occult underground?

CONNECT THE DOTS

Possible Milestones:

- Solve a murder!
- Visit the Druthers' estate.
- Connect the photos in the lockbox to MacMillan's supposed suicide.
- Find a new trusted source to release the information or else confront the Woman directly.

Martin Druthers was married to Marilyn Druthers (AKA the Woman) for about two years before Traci's murder and everything else went down. Ironical that Martin, a big pharma advocate, should be taken out by an untreatable, unidentified brain disorder. Is it magick or just coincidence? It's hard to say. Anyway, Martin's got a lot to say about his wife and all the evil in the Beltway. He knows that there are men, men that his wife knew, and they are bad and powerful men. He's highly suggestible, sadly, and so if Dana even vaguely suggests reptoids he agrees that the men must be lizards. He'll say that their skin is blue in their true form, not red. Then again, his brain is disintegrating in his skull. That said, he's got a key to a lockbox in his home that he thinks has things the team would find very interesting.

The Woman is considerably less subtle than the Blue Ties and so the peril is real at this point.

BLOWBACK

- The Woman just straight-up hires some thugs (Murderous Rent-A-Thugs 50%, add spice to taste) to murder the derby team or set the Bunker on fire. Give the characters an opportunity to thwart this, particularly Area, as if to give her another confusing message about violence and survival, complicating her current struggles. You can dovetail this conflict for her with a distraction mentioned below.
- The Blue Ties, to up the ante, will encourage someone who feels the characters have wronged them to take revenge. They'll give this party some occult weirdness they didn't have before, and in dealing with this conflict, the characters should be able to deduce from the weirdness that someone powerful is backing their enemies now.

OBSTACLES AND DISTRACTIONS

A paper Area wrote about a year back has picked up some attention in academia. A professor friend has reached out, offering her a chance to speak about the paper at Georgetown and Howard. It's an opportunity of a lifetime, but it may mean Area is leaving her friends vulnerable or herself exposed to attack by the conspiracy they now know is against them.

Meanwhile, Dana has met a support group of people who have had run-ins with weirdness in the DC area. The counselor running the group is accepting of their weird stories, but always challenges them, gently, to think how those oddities can be explained away. For Dana, it's a wonderful

opportunity to draw out information and gather more data about the conspiracy she's sure exists. Or it may end up helping her deal with her more extreme beliefs (if she lets it). So long as she doesn't allow herself to ask who would run a support group like this and why they would want to.

LITTLE DEAD CORVETTE

Possible Milestones:

- Meet Larry, the Blue Tie washout.
- Make a friend in the press corps who has some patterns that might be useful.
- Gather clues from Dana's support group.

Like MacMillan, the Woman will not settle for being embarrassed and exposed publicly, so if the characters try to confront her or release her information, they'll find that she's committed suicide.

Probably.

Her car, a distinctive cherry red Corvette drives into a wall — a clear suicide — about the time the team is making their final move. Police say the body was burned and mutilated by the impact, but they're sure it's her. No DNA tests will be performed; the dental records should be fine. She's dead or gone though, and therefore out of the characters' reach.

It's time for the team to reach out to contacts and allies, maybe even enemies, to know what they're up against and unmask the conspiracy.

The Blue Ties have acted and are now retreating to observe. However, old enemies of the team are already empowered, and when they are free of Blue Tie intervention they cause some mischief for the ladies.

BLOWBACK

At this point, there should be plenty of blowback for the characters from their own actions that the meta story doesn't even need to supply more.

OBSTACLES AND DISTRACTIONS

If you're planning to take these characters through a new chronicle after this, something attached to the larger *Unknown Armies* mythology, this is a good place to plant the seed of a wider conspiracy. A run-in with a Sleeper? A taste of the Cult of the Naked Goddess? Make it something weird and big to let them know the world is even weirder and bigger than they imagined.

OPPORTUNITY

If it hasn't happened already as a part of other digging, it's time to have a decent person from the occult underground come to Rose to tell her a bit more about the way the world works. They have some hints about the bigger picture, the next level of understanding, and maybe some idea about *who the Blue Ties are*. You should have decided by now what the Blue Ties are, and you should have this helpful GMC drop hints but never fully explain. Hand Rose a juicy ritual she can use by the final session to get an edge. But at a cost, of course, like any ritual.

See "What's Going On Here?" on page 14 for ideas.



THE BIG FINISH?

Possible Milestones:

- Make a friend in the FBI.
- Expose a mole spying on the characters at the Bunker.
- Get the documents into the hands of a national publication.

If the previous session was a little light, that's a build-up to this session, which should be over the top. The characters should scramble and run nonstop because their chance to expose the Blue Ties is very real now, but also very dangerous. Treat this like a kind of chase and don't slow the pace even once. Exhaust them, keep at them, throw another threat, like a haunted house with a guy in a mask jumping out at every turn. Only instead of rubber masks, the threats are unmistakably real.

The Blue Ties, much to their horror, are threatened by these nobody freaks. Turns out, while entrenched and powerful, they're not as big as the characters thought, and they're desperate at this point.

BLOWBACK

The Blue Ties are throwing everything they've got at the characters, and so the first few avenues the team rushes toward should result in dead bodies. Reporters they trust. Witnesses they've talked to in the past. Maybe even loved ones. For every door that the Blue Ties close, you, as the GM, must open another one, not so much in the interest of fairness but to keep the team moving. They need directions to run in, and if they hesitate, push them with carrots or sticks as is appropriate.

OBSTACLES AND DISTRACTIONS

In the chaos of the events, it's time to expose some more secrets to keep the characters running.

- If no one has seen Rose's basement, it's time. Manipulate events so that Rose's witchcraft can't be hidden from the others.
- Dana's support group is worried and her counselor reaches out to that the other player characters because Dana needs serious help. Whether she does or not depends on the game play. If she doesn't, though, who is this woman really? What is she after? Only your table can be sure.
- If she accepted the teaching gig or not, Area is offered a teaching assignment, a good one — a once-in-a-lifetime experience in Europe. (Of course, someone could wonder about the timing; who is pulling the strings here?)
- Nancy is offered a position at the national paper they reached out to. They want to pay her a lot of money to follow a private security contractor to somewhere hot for an exposé that could destroy a presidency. She doesn't have to accept it this second, but sometime in the next six months. She can finish up her work with the team, sure, but there's some pressure to keep her nose clean before she heads off on this secret mission.
- Foxy's insider, the young up-and-comer with a golden heart and big dreams? He's in love because of course he is. He asks Foxy to marry him. He doesn't want to destroy what she's doing or get in her way, he just wants to protect her. He wants her as a partner, an equal. It's almost everything Foxy wanted, and the guy is decent and could make the world a better place. Sure, it won't be wealth and power like she dreamed, but maybe this is better? She could make a lot of room for him to do his thing, doing the work he's too moral to do. But, does she love him? Is she willing to give up her dreams? And again, why now?

Things are coming to a head, and just as the characters are ready to expose the Blue Ties, they make their move.

Instead of exposing them, wouldn't the team benefit from their friendship? They've proven themselves to be smart, cunning, and resourceful, and the Blue Ties want their help, not their ire. They're not the bad guys here — there are greater threats to the people of DC that the characters cannot begin to understand. They'll lean on this existential

WHAT'S GOING ON HERE?

Are the Blue Ties reptoids? Yes. No. Maybe? It's up to you.

There are a few possibilities as to what's going on here, depending on what suits the table. If this is a player's first taste of *Unknown Armies*, you may want to keep the Blue Ties vague even when they're defeated or allied with. In fact, they're probably a small occult conspiracy, chargers to be sure, but minor players in the wider cosmic scope of things. This adventure should be one step into larger danger and give a glimpse of the Statosphere.

If the players know the setting better, or have expectations of *Unknown Armies*, you can always spice this up and set the game as a "next level" event to start with. The Woman could easily be an avatar of the Naked Goddess. The Blue Ties are a group of adepts converting political power into debauched chaos and vice versa. Or maybe they're a branch of Ordo Corruptentis? What if Foxy's insider

threat as something only they can help the characters fight. If that doesn't work, they'll offer money and power.

The question is, what do they do? Do they accept the alliance? Do they finish the job and destroy the conspiracy? Do they accept their other offers and go their separate ways, or do they look at the wider potential threats? This is all, of course, fodder for a new adventure. You're welcome.

is secretly working with Mak Attax? What happens if their friend at the FBI is on the New Inquisition's payroll? You can tie any small conspiracy into a large one, which is half of the fun of *Unknown Armies*.

The important thing here for you, as the GM, is to carve nothing in stone. Be flexible and receptive to the character's guesses and suppositions. No matter how you guide the story, make sure that the characters are always at least somewhat right about what's going on. When in doubt, go back to a theory they dismissed as impossible. That's the one that turns out to be right, but not the way they suspected. Reward your players for making clever connections, but twist them, make them weirder than imagined. If they're weird to begin with, make them tragically mundane. And above all, don't let the reptoids get you.



DANA SKULL-Y

She's a cute, tight dynamo: all muscle, curves, and bruises. Currently, she has a badly busted lip from a run-in with the Seattle Coughies. Her round brown eyes, when not bruised shut, sparkle with intensity. Her skin is dark and smooth and won't wrinkle for decades to come.

Derby Pivot 55%: Provides Initiative, Substitutes for Dodge, Substitutes for Fitness.

Project Red Scale 65%*: Protects the Unnatural, Substitutes for Connect, Substitutes for Status (* obsession identity).

PASSIONS

Fear Stimulus: (Helplessness) Scared that she's completely right about the reptoids and that there's nothing anyone can do to stop them.

Noble Stimulus: Freedom only comes through truth.

Rage Stimulus: Nobody. Calls. Her. Crazy.

RELATIONSHIPS

One is provided; choose two more.

Favorite ___%

Guru ___%

Mentor ___%

Protégé ___%

Responsibility Nancy 55%

Wound Threshold: 50.

Possessions: Dana owns the Bunker and it's her prized possession and the center of her life's focus. The actual track area is "decorated" with her research, looking fitting to the theme of the team, but Dana hopes all her notes, maps, pictures, and enthusiastic writings have a residual effect on anyone who comes to see the team play.

Important Locations: The Bunker.

Dana is the epitome of the true believer. She's believed in aliens since she was a kid in the '90s watching *Alien Autopsy: Fact or Fiction?* on Fox. She just never thought it meant anything until she started seeing Them. She was the first. She doesn't just want to be right, she wants to be known to be right. She wants the world to see her, to see her as the first to know the truth.

She started the roller derby team about the same time she started getting into all this conspiracy stuff. At first, it was a big joke, an amusing curiosity and a funny theme for a DC-based derby team. Only Dana started seeing patterns, truths, and eventually, saw a reptoid in a business suit eating a friend's face. She was concussed and high at the time, but she's still sure of what she saw.

Dana can recite intricate and complicated fringe theories about Washington politics that range from convincing to utterly impossible. In the middle of all these theories, which she collects and studies for fun, is her core philosophy. The Powers That Be are cannibalistic red-scaled reptoids, and her drive is to collect every conspiracy she can find, match them up against what she "knows" and build her personal mythology.

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

AREA 69

Area is small, all wiry muscles and bony elbows. She's gristle and spite, and for as short as she is, she fills the air around her with palpable menace. She looks like she's willing to hurt someone. Her eyes and skin suggest a Polynesian ancestry, but that was generations ago.

Anarcho-Feminist Anti-Capitalist 40%*: Protects Helplessness, Protects Self, Substitutes for Knowledge (*obsession identity).

Irritable 35%: Coerces Violence, Evaluates Helplessness, Substitutes for Struggle.

Roller Derby Blocker 35%: Coerces Helplessness, Protects Violence, Substitutes for Fitness.

PASSIONS

Fear Stimulus: (Self) What if all this anger is not pure and cleansing, but violent and destructive? What if there's no such thing as "punching up"?

Noble Stimulus: Anyone more screwed by the system than her deserves her protection and respect.

Rage Stimulus: She's nothing like them! She's not the bad guy here!

RELATIONSHIPS

One is provided; choose two more.

Favorite Foxy 50%

Guru __%

Mentor __%

Protégé __%

Responsibility __%

Wound Threshold: 50.

Possessions: A hard copy of everything written by Eleanor Marx, either printed out from the internet and hand-bound, or in old published books when she can find a copy back in her apartment. Area has a five-year-old green Korean compact car that she describes as the only useful thing her father ever gave her. With this, she often acts as chauffeur for the rest of the team.

Important Locations: The Bunker.

Area is Dana's best friend, but Area believes in violence as much as she believes in friendship or anything else. The answer to pretty much all societal issues is for the right person to beat the living shit out of the right privileged person. But this is the real world, not a comic book... and Area is going to have to wrestle with her personal anger issues before she gets herself or someone she cares about killed.

Area is in an early stage of discovering politics where she is totally obsessed with not just change but violent upheaval. The other side isn't just a bad system, it's a kyriarchal kleptocratic murder cult. She doesn't believe the enemy is a group of literal lizard cannibals from outer space, but she does believe that everyone supporting the oppressive political regime are rapists and murderers. She is totally free of moral ambiguity when it comes to those she calls "them."

There's another path in front of Area if she can accept it. She's a budding scholar and her university writings suggest, if she doesn't take too many more blows to the head, she can write the sort of arguments that change hearts and minds. But right now, that feels like the coward's path. Area wants bloody knuckles, not ink-stained fingers.

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

FOXY MUFFLER

Foxy isn't tall or short, but thick in all the right places. She's got a face and a smile that comes from very good breeding: the sort that ends in RICO cases but no charges. Her ass won't quit, and every boy or girl she's ever tumbled with never quite gets the smell of her hair out of their minds. Foxy's as whitebread as a distant Kennedy, so she knows she's not likely to age well.

"First Lady" 30%: Evaluates Status, Protects Self Substitutes for Status.

Hot 50%*: Coerces Helplessness, Coerces Isolation, Substitutes for Lie (* obsession identity).

Party Girl 30%: Evaluates Isolation, Protects Helplessness, Substitutes for Connect.

PASSIONS

Fear Stimulus: (Isolation) Someday, she'll be old and used up and all these worshipers will be gone.

Noble Stimulus: There's no point in taking from the poor — the rich have all the good stuff.

Rage Stimulus: Her rise is meteoric; don't get in her fucking way.

RELATIONSHIPS

One is provided; choose two more.

Favorite Rose 60%

Guru __%

Mentor __%

Protégé __%

Responsibility __%

Wound Threshold: 50.

Possessions: Foxy doesn't have possessions; she has gifts. She has things other people have given her. She has cash and clothes she's coerced out of married men. Foxy also has a growing collection of tapes, photos, and other blackmail material she's been building over the years. She only blackmails people who do something wrong, so it's not like it's bad.

Important Locations: Erin's Bar and Grill.

Foxy is a party girl in it for the good time. Physical contact, violence, occult conspiracies, and aliens? There are a lot of drugs and sex to be had chasing down all that shit, and Foxy wants more. More. More! Secretly, she's always wished she was a Beltway wife. Connected, powerful, untouchable without having to work for a living. She wants what they have, badly.

The parties, the lovers, the drugs: they were a means to an end to a means. Foxy's parents are "somebodies" in DC politics, but she keeps that secret. She's doing all this to become the most interesting, sexy, and irresistible femme fatale, not to destroy men, but to trap the richest and most powerful man she can find. She wants to be more than just a party girl, she wants to keep and be well kept. Once she's got the power and the money, she can have some real fun.

Foxy's parents showed her early on what happens to the powerless, and that politics are a man's game. That real power is something men acquire, and women usurp. On some level, especially listening to Area talk when they're high together, she realizes everything she was raised to believe is wrong, but that doesn't erase it. Could she expose her inner poisoning and get it treated? Probably, but it's not likely.

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

ROSE-WELL ENDOWED

Rose is all tits, ass, and — to anyone who gets in her way on the roller derby track — fists. She's not beautiful by any stretch, but she's unapologetically charming and radiates warmth such that people are drawn to her. She's just big enough to make an excellent jammer. Rose has olive skin that tans easily in the summer, and has southern European all over her DNA.

Caring 35%: Substitutes for Connect, Substitutes for Status, Therapeutic.

Roller Derby Jammer 25%: Protects Violence, Provides Initiative, Substitutes for Fitness.

Witch 50%*: Casts Rituals, Medical, Substitutes for Knowledge (* obsession identity).

PASSIONS

Fear Stimulus: (Unnatural) Magick leads to monsters, and monsters will just destroy her sweeties.

Noble Stimulus: These girls are broken, fragile, and obsessive, but she loves them just the same and she will help them.

Rage Stimulus: There are things in the dark, and when they try to put their taint on her sweeties, she will drive them back.

RELATIONSHIPS

One is provided; choose two more.

Favorite ___%

Guru ___%

Mentor ___%

Protégé ___%

Responsibility XXX-Files 55%

Wound Threshold: 50.

Possessions: Rose has a small row house in a neighborhood that's never quite finished gentrifying. Some of the girls have crashed with her occasionally. They haven't been into her basement, where she keeps her grandmother's tools and book of shadows, and if she can help it, they never will.

Important Locations: Her ritual space.

Rose started out as Foxy's fallback lay, but she's got a good head on her shoulders. Her real passion (and her greatest fear) is the secret world of witchcraft she learned about from her grandmother, a strega. The other girls don't know how much she knows. Yet.

Dabbling too carelessly with magickal rituals killed her mother and father, leaving her to her grandmother's care. She loves witchcraft, but hates the occult. Magick is a world of light and shadows, and as happy as she is in the light, she fears the shadows will eat her newfound family. She knows magick and witchcraft are real. And these sweeties are right on the cusp of finding out about the occult underground. Rose knows just exactly how dangerous magickal knowledge can be. She's convinced that she knows what's best for the rest of her team, and she'll do anything she can to keep her sweeties from discovering too much about magick before they're ready.

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

NANCY COLLINS

Compared to the flamboyant and wild derby team, Nancy Collins is tragically uninteresting. She's tall, gangly, unfashionable, with wild curly hair and ambiguous heritage. Absolutely nothing about her stands out as unusual.

Academic 45%: Protects Self, Protects Violence, Substitutes for Knowledge.

Photojournalist 65%*: Capture the moment and create art, clues, or evidence (unique), Evaluates Self, Substitutes for Status (* obsession identity).

PASSIONS

Fear Stimulus: (Violence) Blood and gore are why she couldn't become a war correspondent. It's just too hard to see that stuff.

Noble Stimulus: Everyone benefits when the news reaches a wide audience, so long as it's legit.

Rage Stimulus: Censorship, real censorship, is the death of democracy.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru Dana 50%

Mentor __%

Protégé __%

Responsibility __%

Wound Threshold: 50.

Possessions: A small apartment, a laptop with top-of-the-line digital software, a Canon EOS 1D Mark IV, and tens of thousands of dollars in student loans.

Important Locations: The Bunker.

Nancy was just trying to do something interesting with her blog. Maybe get a coffee table book out of the sport and friendship between women in derby. This? This alien thing? She's not totally convinced. But these women and their crazy story? It's irresistible. It's like Pulitzer Prize-winning crazy. She wants the story. No, she needs the story. So, she's along for the ride.

It's simple. Nancy wants to be the best — the best of the best. She doesn't want a Pulitzer; she wants a shelf of them. She wants them to invent new awards in journalism and name them after her visionary talent. She wants to take the shot that makes everyone forget the green-eyed Afghan girl, the flag raisers, the smoking towers. She didn't think it was possible before, but if these girls are right...

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

Current Objective: Get proof that the reptoids are a real thing.

Distinguishing Characteristics: She's a cute, tight dynamo: all muscle, curves, and bruises. Currently, she has a badly busted lip from a run-in with the Seattle Coughies. Her round brown eyes, when not bruised shut, sparkle with intensity. Her skin is dark and smooth and won't wrinkle for decades to come.

RAGE Nobody. Calls. Her. Crazy.

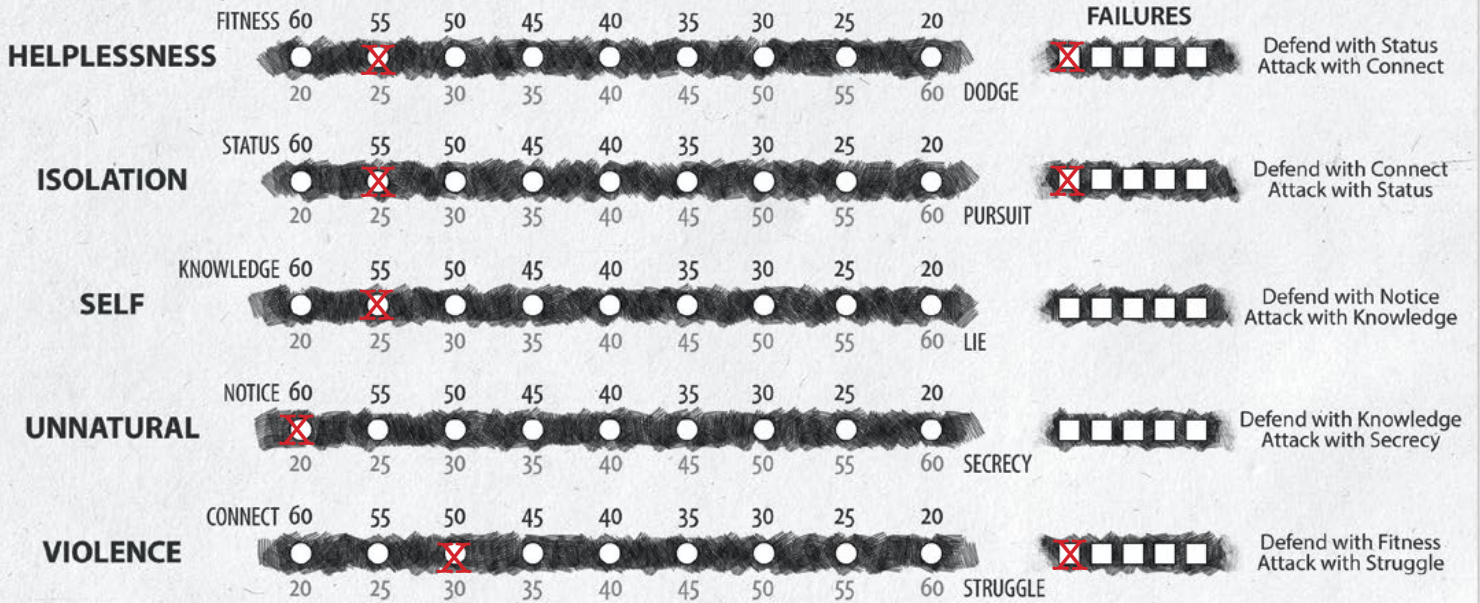
NOBLE Freedom only comes through truth.

FEAR (Helplessness) That she's right about the reptoids and there's nothing anyone can do to stop them.

Nancy

55

— % Protégé
(Fitness)



WOUND THRESHOLD

50

IDENTITIES	
I'm a DERBY PIVOT	, of course I can 55 %
Substitutes for Ability: Dodge	
Feature: Provides Initiative	
Feature: Substitutes for Fitness	
I'm a PROJECT RED SCALE	, of course I can 65 %
Substitutes for Ability: Connect	
Feature: Protects the Unnatural	
Feature: Substitutes for Status	
OBSESSION IDENTITY	
I'm a	, of course I can %
Substitutes for Ability:	
Feature:	
Feature:	
I'm a	, of course I can %
Substitutes for Ability:	
Feature:	
Feature:	

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			

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Name: **AREA 69**
Cabal: **XXX-Files**
Current Objective: Get proof that the reptoids are a real thing.

Distinguishing Characteristics: Area is small, all wiry muscles and bony elbows. She's gristle and spite, and for as short as she is, she fills the air around her with palpable menace. She looks like she's willing to hurt someone. Her eyes and skin suggest a Polynesian ancestry, but that was generations ago.

RAGE She's nothing like them! She's not the bad guy here!

NOBLE Anyone more screwed by the system than her deserves her protection and respect.

FEAR (Self) What if all this anger is not pure and cleansing, but violent and destructive? What if there's no such thing as "punching up"?

Foxy

50 % Favorite (Status)

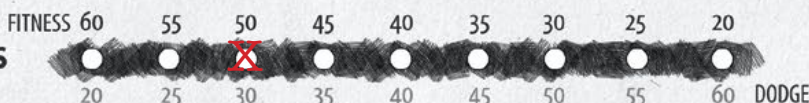
— % Guru (Notice)

— % Mentor (Connect)

— % Responsibility (Knowledge)

— % Protégé (Fitness)

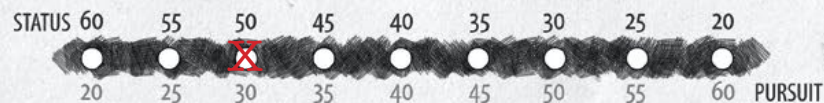
HELPLESSNESS



FAILURES

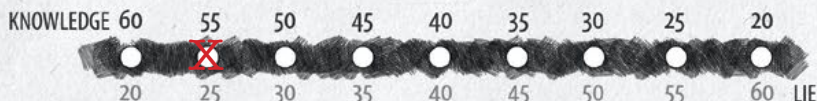
Defend with Status
Attack with Connect

ISOLATION



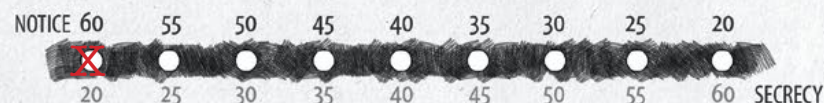
Defend with Connect
Attack with Status

SELF



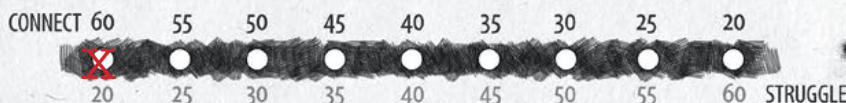
Defend with Notice
Attack with Knowledge

UNNATURAL



Defend with Knowledge
Attack with Secrecy

VIOLENCE



Defend with Fitness
Attack with Struggle

IDENTITIES

I'm a **ANARCHO-FEMINIST ANTI-CAPITALIST**

, of course I can

40 %

Substitutes for Ability: Knowledge

Feature: Protects Helplessness

Feature: Protects Self

I'm a **IRRITABLE**

, of course I can

35 %

Substitutes for Ability: Struggle

Feature: Coerces Violence

Feature: Evaluates Helplessness

I'm a **ROLLER DERBY BLOCKER**

, of course I can

35 %

Substitutes for Ability: Fitness

Feature: Coerces Helplessness

Feature: Protects Violence

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

Feature:

**WOUND
THRESHOLD**

50

00823

a. Percentage

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1. Supernatural
Ability

2a. ☐ Vague ☐ Specific

2b. ☐ Harm ☐ Information ☐ Protection

3. ☐ Influence ☐ Versatility

4. Notes

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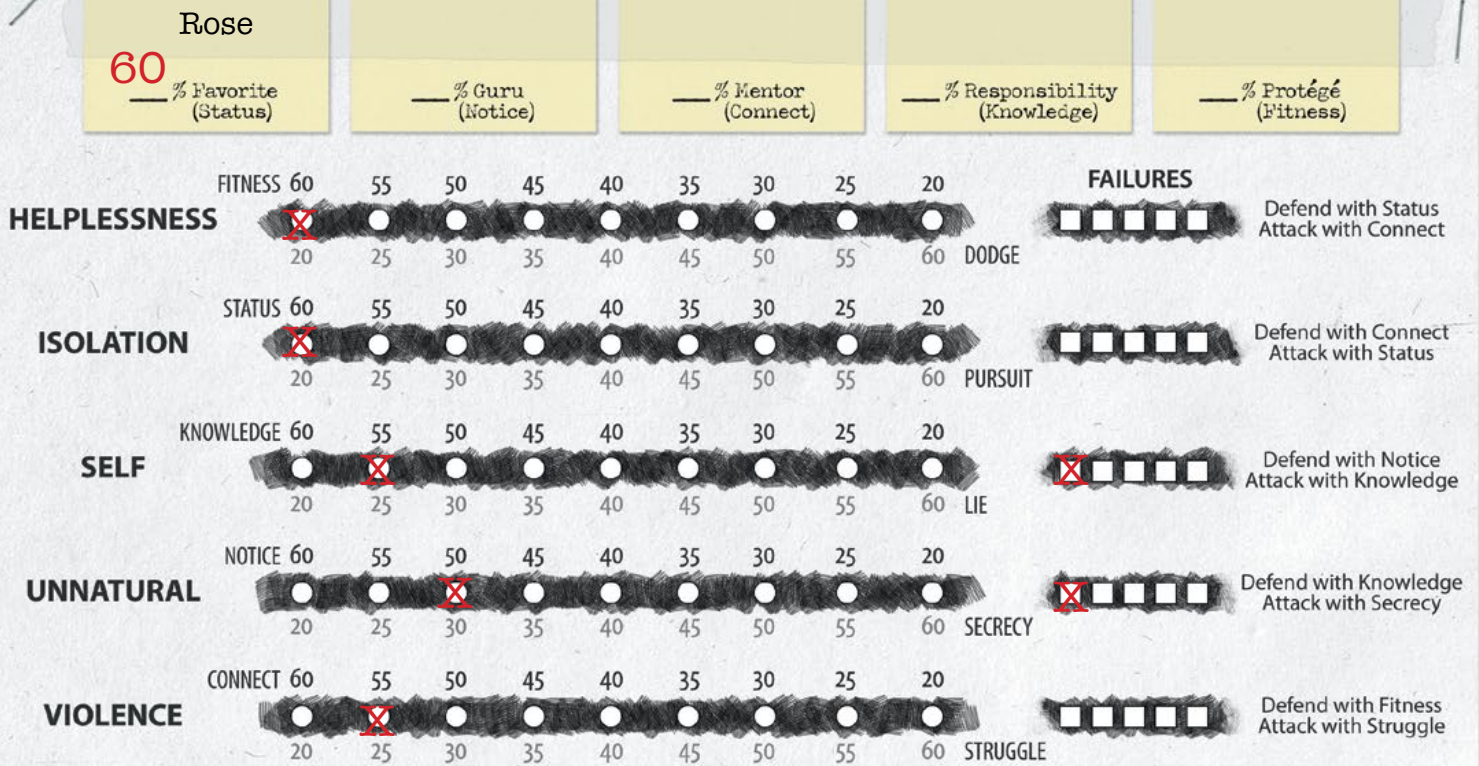
Name: **FOXY MUFFLER**
Cabal: **XXX-Files**
Current Objective: Get proof that the reptoids are a real thing.

Distinguishing Characteristics: Not tall or short, but thick in all the right places. A face and a smile that comes from very good breeding: the sort that ends in RICO cases but no charges. Her ass won't quit, and every boy or girl she's ever tumbled with never quite gets the smell of her hair out of their minds. Whitebread as a Kennedy, she knows she's not likely to age well.

RAGE Her rise is meteoric, don't get in her fucking way.

NOBLE There's no point in taking from the poor, the rich have all the good stuff.

FEAR (Isolation) Someday, she'll be old and used up and all these worshippers will be gone.



WOUND THRESHOLD / **50**

IDENTITIES	
I'm a "FIRST LADY"	, of course I can
	30 %
Substitutes for Ability: Status	
Feature: Evaluates Status	
Feature: Protects Self	
I'm a HOT	, of course I can
	50 %
Substitutes for Ability: Lie	
Feature: Coerces Helplessness	
Feature: Coerces Isolation	
I'm a PARTY GIRL	, of course I can
	30 %
Substitutes for Ability: Connect	
Feature: Evaluates Isolation	
Feature: Protects Helplessness	
I'm a	, of course I can
	%
Substitutes for Ability:	
Feature:	
Feature:	

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			
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Name: **ROSE-WELL ENDOWED**
Cabal: **XXX-Files**
Current Objective: Get proof that the reptoids are a real thing.

Distinguishing Characteristics: All tits, ass, and — to anyone who gets in her way on the roller derby track — fists. Not beautiful by any stretch, but unapologetically charming and radiates warmth such that people are drawn to her. Just big enough to make an excellent jammer. Rose has olive skin that tans easily in the summer, and has southern European all over her DNA.

RAGE

There are things in the dark, and when they try to put their hands on her sweeties, she will drive them back.

NOBLE

These girls are broken, fragile, and obsessive, but she loves them just the same and she will help them.

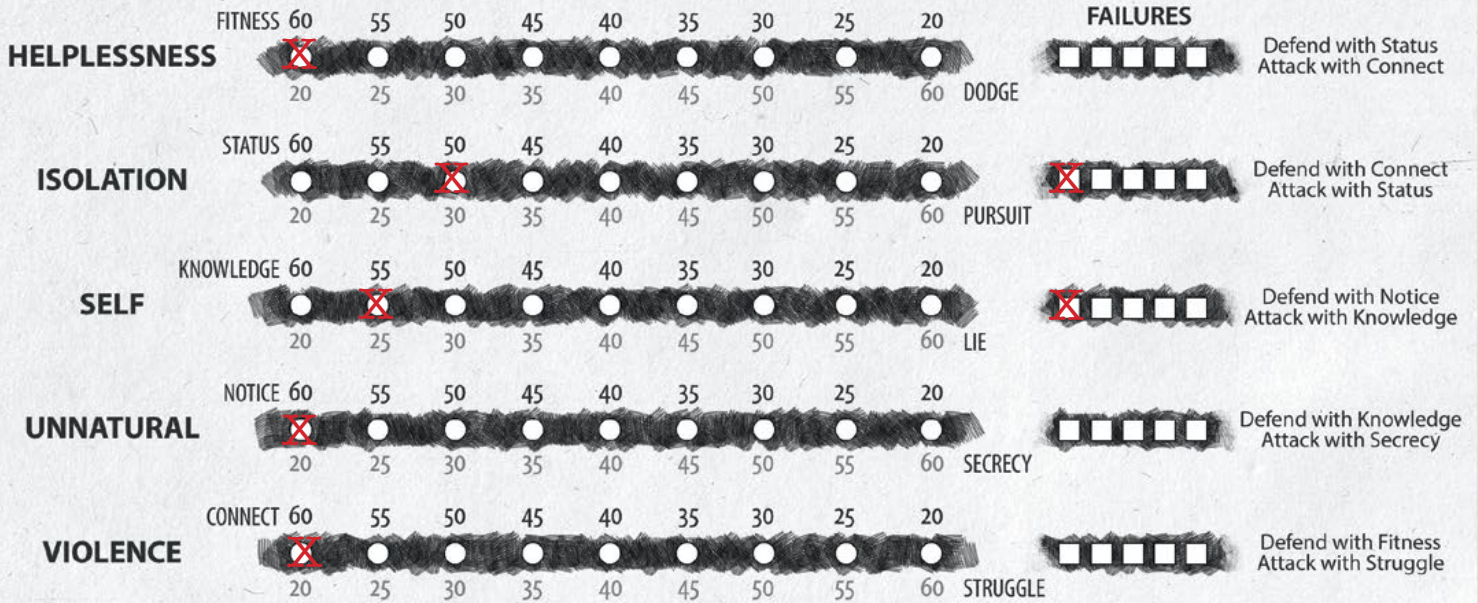
FEAR

(Unnatural) Magick leads to monsters, and monsters will just destroy her sweeties.

XXX-Files

55

% Protégé (Fitness)



WOUND THRESHOLD

50

IDENTITIES	
I'm a CARING	, of course I can 35 %
Substitutes for Ability: Connect	
Feature: Substitutes for Status	
Feature: Therapeutic	
I'm a ROLLER DERBY JAMMER	, of course I can 25 %
Substitutes for Ability: Fitness	
Feature: Protects Violence	
Feature: Provides Initiative	
I'm a WITCH	, of course I can 50 %
Substitutes for Ability: Knowledge	
Feature: Casts Rituals	
Feature: Medical	
I'm a	, of course I can %
Substitutes for Ability:	
Feature:	
Feature:	

OBSESSION IDENTITY

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			

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	2b.	<input type="checkbox"/> Harm	<input type="checkbox"/> Information <input type="checkbox"/> Protection
	3.	<input type="checkbox"/> Influence	<input type="checkbox"/> Versatility
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