

UNKNOWN ARMIESTM

SACRED PHARMA 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.

Sacred Pharma is about a cabal who are disenfranchised, deserted, and betrayed by the the American healthcare system's inability to care for their bodies. These reality bruisers perform strange body magick on themselves for

mystical solutions to their physical problems. They are determined to fight the system of Big Pharma that's refused to help them for so long.

The characters are:

- **Genesis Daniels:** A diabetic programmer who's juicing her insulin to produce more efficient physical output.
- **Hye Su Park:** A pharmacist who steals prescription drugs to tweak her mental performance.
- **Antoine Pierce:** A nurse who performs self-surgery to implant plastic components to enhance their body.
- **Lucia Morgan:** A street punk artist who does body-contorting performance art.
- **Kalisto Raye:** A witch who combines traditional shamanistic practices with LSD and mushrooms.

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: Tear down the corrupt, capitalist, occult-backed institution of the healthcare system in Philadelphia.

Diabetes costs keep rising beyond the ability of people to pay, mental health is often written off as a joke, missing limbs have no permanent pain solutions, and comfort with one's body or finding peace in illegal substances aren't even really considered health issues. The South Street cabal is already opposed to the system before the campaign begins but things start to get violent in the first session.

The South Street cabal are a group of adepts who have been working together for a few months now. They all met

in different ways but are united by their one true hatred: the state of healthcare in America. It's weird enough to have more than one body-modifying occultist in a city, let alone in the same room together, but they all have such different styles and approaches that it doesn't create conflict. In fact, there's something comforting about having people understand your weirdness so well without undoing the paradox of energy that magick creates.

WHO THEY ARE

The five cabal members realized that their strength was in a shared understanding of body modification and the magick that arises from it. Together, they created Khrusomancy and began practicing their magick together as a cabal to accomplish small tasks. Sometimes they use it to help an individual with a certain project (stealing medical supplies for Antoine's modifications, for example) or to gain more income for the whole group (hyping Lucia's performances to produce more cash flow). They're a pretty close-knit family and like many families, they've grown closer through their shared struggles.

The healthcare industry isn't just some mundane human structure. Much of its corruption is due to horrific magickal influence the cabal believes to be much like their own. Each member had strange encounters regarding their healthcare, such as witnessing bizarre creatures disguised as hospital workers, pharmacy techs, family doctors, and insurance adjusters, but they didn't see these signs until they awakened as adepts.

Magick has opened their eyes to this insidious menace: other adepts and cabals working hard to steal life, happiness, and autonomy from unknowing human populaces. These people taint the thing the cabal holds most dear: agency in healthcare and well-being. Confronting these sinister forces

WHAT IS KHRUSOMANCY?

Khrusomancy is a magickal tradition that focuses on changing the body to change the world. Through body alteration and various forms of extreme surgical modification, khrusomancers seek to alter external forces shaping culture, society, and even the environment.

All members of the cabal in *Sacred Pharma* are khrusomancers, as is one of this campaign's antagonists, the Chronic. Details on the Khrusomancy magickal tradition can be found on page 11.

and ejecting them from the healthcare industry might actually make a difference in everyone's lives — at least here in Philadelphia. It also works to eradicate a darker manifestation of Khrusomancy and allows their interpretation to grow stronger in the cosmos, though they're not consciously aware of that fact. The cabal pursues leads to follow up on the occult sightings and associated rumors.

SHARED LOCATIONS

SOUTH STREET

South Street is ten blocks of weird boutiques, dive bars, and strange culture in South Philadelphia. A historic neighborhood, the streets here are made of old brick. This is where all the punks, musicians, artists, and tattooed freaks tend to hang out, and tourists come to watch them. It's well known for its giant-sized two-dollar pizza slices, kinda-dirty streets, and witchy shops. Throughout this campaign, South Street is rainy and cold. Artistic graffiti decorates many of the buildings and trash litters the narrow sidewalks.

On the weekends, people end up pretty drunk and sloppy right on the sidewalk, and there are usually a few public arrests and traffic kerfuffles. During the middle of the weekday, there are not too many pedestrians out, and many of them are shopkeepers hiding underneath awnings to smoke or locals grabbing coffee and communing in some of the dive bars that are just opening for the lunch crowd. At

night, South Street is jumping, but it still never crowds up unless there's a show everyone's there to see.

At this location, PCs can expect to:

- Meet up with witchy friends.
- Get a lead on the cabals they're hunting.
- Talk to Mama, a powerful avatar who can help the cabal locate their targets.
- Notice people in suits on the street who seem to watch them.

MAMA

Mama is an old avatar of the Mother who has created the Sanctuary, a place where other occultists of varying stripes can come without judgement. Her goal is to save as many twisted or confused adepts and avatars as she can. She is a parent first and foremost, and she gains magick by guiding others, but especially strong magick from guiding adepts. Her connection to the Mother is strongest when she seeks to create nurturing connections.

Mama is usually at the Sanctuary on South Street.

STATS

Mama is very patient but also very stern. Tends to smile a lot.

Obsession: Giving really good advice.

Wound Threshold: 50.

Fear Stimulus: One of her protégés killing her one day.

Noble Stimulus: Nourishing and helping magick-users grow.

Rage Stimulus: People leading her charges astray.

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

Magickal Sympathy 40%: Able to find people and magickal creatures through connection, also able to hide from them (unique).

Protector 55%: Substitutes for Connect, Substitutes for Notice, Therapeutic.

Possessions: She owns many different woven pieces of clothing that she makes herself, as well as the shop above the Sanctuary.

EAST UNDERWOOD HOSPITAL

East Underwood Hospital is an old underfunded hospital in a deteriorating part of town. People who can't afford to travel or to pay the high costs of other hospitals still rely on East Underwood. After violence downtown, many ambulances funnel here. The staff don't have much input into the restrictive regulations they have to follow and many doctors expedite patients in order to keep the hospital afloat. It's unfortunately easy for patients to be overlooked.

At this location, PCs can expect to:

- Encounter an unhelpful staff that wants to call the police on the cabal.
- Learn that this place is littered with tortured old ghosts of patients who died here unjustly.
- Discover the Leech, a being who steals energy from patients who won't be missed.
- Locate the basement where the Leech used to do experiments on patients.
- Find a collection of monstrous energy cannibals who are literally eating people.

WAREHOUSE CRIB

Nestled among the many abandoned warehouses in the industrial district along the river is a four-floor warehouse that the PCs have made their own. Brick walls and large

TRICKING OUT THE WAREHOUSE CRIB

Ask the players to flesh out the Warehouse Crib a little bit. This is a place with a lot of personal taste and decoration that all of the characters have created. They've made it their home, and so it's incredibly relevant to the characters' everyday lives. It's also an opportunity to learn more about the characters through the stuff they have and the ways they adorn their living space. Have each player add one item or quality that their character cares about. It'll make it feel more like home, and help players get into character.

square glass windows are the building's main aesthetic elements. When the electricity goes out they use candles and hand warmers. There are some scavenged old signs: a stop sign, and a big chalk-on-blackboard sign that reads "I am a dream swallower, and I poison myself. I have a palate for rare, erratic impulses." Each of the PCs decorated the parts of the warehouse that they've claimed as their own rooms, with styles similar to their fashion tastes.

The cabal has protected the Crib with gutter magick. It won't keep out the "real" stuff, like avatars and powerful adepts, but it's better than nothing.

At this location, PCs can expect to:

- Find the comforts of home.
- Take refuge from supernatural forces.
- Encounter Tessa and Eric in need.
- Plan their attack on the Philly healthcare system.
- Converse and catch up with what's going on in their personal lives.

STAR PHARMACEUTICALS

STAR Pharmaceuticals is one of the larger manufacturers of medical drugs in the USA. Their corporate office and factory in Philadelphia is where STAR executives make significant decisions and deal with health insurance companies and politicians. There are also a lot of diseases, viruses, and bacteria stored in their laboratory vaults.

At this location, PCs can expect to:

- Find one of the heads of the health group cult, Gillian Sharp.
- Discover paperwork that is misleading and incriminating.
- See video or live evidence of weird supernatural cult shit going on.
- Have their lives threatened.
- Sabotage their enemies.

MAMA

Notches	Violence	Unnatural	Helplessness	Isolation	Self
Hardened	2	5	5	3	6
Failed	1	3	3	0	1

FIRST SESSION BREAKDOWN

The purpose of the first session is twofold: give the players time to embody their characters and demonstrate the magickal scope of the Philadelphia healthcare system and its victims.

Have players introduce their PCs and go through the relationship building process of choosing two more relationships

with the other PCs. Gender and race are described for each of the PCs in order to create diverse, inclusive characters. This intentional choice is important in a scenario that is specifically meant to focus on body horror.

THE SITUATION

Two friends of the cabal are victimized by a mysterious doctor. Unable to trace this dark magick, the cabal enlists the help of Mama to locate the doctor. They meet a twisted entity named the Leech masquerading as a doctor at the East Underwood Hospital. The Leech is stealing energy from patients she doesn't think are missed. The Leech adds fuel to the cabal's already established fire to dismantle the corrupt parts of the Philly healthcare system and gives the PCs even more reason to become proactive.

Stopping the Leech and putting an end to her predations counts toward the cabal's objective.

HOME SACRED HOME

The session opens in the Warehouse Crib. It's a cloudy gray day with rain pouring hard against the warehouse's windows. It's winter, and the space heaters aren't providing much warmth. Spend a little time playing out the normal morning routines: where does everyone wake up? Who, if anyone, do they wake up next to? There's a Crib breakfast meeting this morning in the kitchen, what does that look like? Who makes coffee, who cooks up some eggs, who arrives late and unprepared? Describing or roleplaying routine interactions adds depth to the characters.

When you're ready to move on, the cabal's breakfast is interrupted by frenzied knocking at their door. Tessa, a friend and local subculture punk (Free-Thinking Punk 60%), is completely soaked and carrying someone in her arms, someone who's bleeding through his shirt. She's extremely distraught and says, "I need help, I didn't know where else to go. He's real hurt, I think he might be dying."

The guy she's carrying is her roommate, a mutual friend of the group named Eric (Struggling Artist 55%). He's slipped into a coma, breathing shallowly. His skin's extremely pale and has a strange purplish hue. Once they lift his shirt, they can see this horrible spiderweb of unnatural dark ichor coming out of a bullet wound that looks as if it were partially dressed by a medical professional. Death doesn't seem imminent but it's impossible to tell. The dark ichor is a magickal infection that can only be undone by the thing that did it: the Leech.

Other information Tessa has:

- Eric was shot by a stray bullet in a neighborhood shootout.
- She saw the doctor but only briefly and they terrified her, but she couldn't tell why.
- She can't remember what the doctor looks like or what their name was or what hospital they went to. Magick can't reveal this either, but it can reveal that some kind of confusion spell has been cast on her memory.

Eric can be stabilized for the short term, but the cabal is on borrowed time to find out what actually caused the infection. Whoever this doctor is, they're protected from any tracking or location magick the cabal might possess. The cabal knows their best shot at finding more about this threat is an old magick-savvy guru who's better at sensing twists in the occult underground than they are: Mama, in the Sanctuary on South Street.

MAMA'S SANCTUARY

The Sanctuary is an otherspace that exists beneath a local vodou shop that shares its name. The inside of the shop is covered with paintings of vevs and beautiful beaded tapestries with images of various saints and gods. There are shelves of many tall votive candles dusted with glitter, and bottles of Florida Water and other mixtures of herbs and incense. Over the door in the back of the room is a large metal heart pierced with two swords.

In order to get access to the "real" Sanctuary, the cabal is escorted to the door by the person at the counter, who knocks twice. The door is opened, and the cabal is directed down two flights of stairs. Where there would be a storage basement to others, the Sanctuary is revealed as a dark chamber lit by numerous glowing sigils scrawled on the walls.

Mama greets them there with a smile. She's a tall Black woman with long gray hair pulled back into beautiful braids. She wears an outrageous outfit of cable wires woven with plants, bright colors, a top, and skirt. Mama acts as a mentor

SEXUALITY AND BODY HORROR

Encourage the players to really think about the characters and their bodies, what they might look like, how they use them. Specifically, with gender and race be sure to do a quick Google search on how to appropriately describe skin colors and how not to focus on talking about genderqueer genitals. Because they are able to do such radical things to their bodies, how do these characters think about sex and who they're attracted to? In what ways does their body magick allow for stranger sex? You might talk about what kind of boundaries are okay when describing sex, sexuality, race, and gender. Maybe descriptions of sex happening aren't on the table, but perhaps describing the before and after could be an interesting way to bookend it during play.

and parent to some of the local supernaturals and is an old friend of Lucia's in particular. She's a powerful avatar of the Mother. Nobody knows how long she's been around, but she talks like it's been a century or so even though she doesn't look a day over fifty.

Mama asks for a charge from each of cabal's members. With that, she can trace the source of Eric's strange infection back to the East Underwood Hospital. Mama doesn't just see the hospital, she has a series of confusing visions associated with it. It's as though there are many layers of residual existence there, though she can't tell if they are real or not. There is the layer of the hospital, with pastel sea green on the walls and dirty white floors polished to try and hide the grime. Then the lights flicker, and there is the terrible sound of something that resembles lions gnawing on flesh. She sees the occasional wandering spirit, lost souls who likely died here and are still trapped. Sometimes the walls look like giant, pulsing versions of the dark ichor on Eric's chest. She senses more than sees the doctor they're looking for, like some fat grotesque slimy insect surrounded in a purple aura, leaving trails all over the hospital. Mama comes out of the visions more troubled than before, for she prides herself on knowing all of what transpires in Philly's occult underground and has never seen this before.

Mama can advise them on other supernatural concerns and serve as an introduction to the world of adepts and avatars.

As they leave the Sanctuary, the cabal may notice that they're being watched. Each PC sees a different businessperson (five total) about a block away in different places, strategically watching them. Their faces are split with terrifying toothy grins and quickly disappear after being noticed. They're *Toothy Suits* working for STAR Pharmaceuticals health insurance representatives, and it seems like they're onto the PCs. There's not really a way for the PCs to find that out at this point, even if they kill or interrogate the creatures: where they came from is a mystery for solving later.

EAST UNDERWOOD

East Underwood is a terrifying old hospital replete with outdated architecture and vending machines from the '50s. It feels like a place out of time. There's something unsettling that drips off the old walls in places, something that looks like dirty water but upon closer inspection is very similar to the dark ichor of Eric's magick-infected chest wound. In a certain light, it looks somewhat like blood.

PCs trying to investigate by talking to security or the main desk run into bureaucratic dead ends that require either permits from the city or permission from a superior to investigate the premises. They have to get past guards to slip further into the hospital interior, which isn't difficult but requires a distraction or some kind of clever use of their magick.

There's a trail of dark ichor dripping in random creepy spots throughout the hallways leading into the basement. As they're exploring, lights occasionally flicker, a patient attached to a walking IV suddenly looks like a ghost, and there's a strong vibe of the decay as they reach the lower floors. You can play this part up as much as you like, but it's the basement that deserves special attention.

The basement is like walking into a horror show. There's blood and gore and hooks and chains everywhere. Sometimes when the cold fluorescent lights flash, the PCs can see both the real world and the otherworld. There are grotesquely injured people on gurneys with the dark ichor oozing out of their wounds. Some have bullet holes, some look to have botched spinal surgeries or amputated limbs. The patients are all somehow alive, as though the ichor is keeping them in the same comatose state as Eric.

The Leech is an adept who has taken advantage of her ability to move unnoticed through decrepit city hospitals in order to steal energy from patients the system has forgotten. Her main goal is to feed, and STAR Pharmaceuticals in particular has helped her with that goal by enabling her to use this and a few other hospital basements. The Leech's

Use the stats
for whisperers
on page 114
in Book Two:
Run for Toothy
Suits.



terrifying pets, the cannibal spirits, feed on these people through the dark ichor until they die. They love the taste of suffering and extend lives as long as possible to slowly suck out every delectable drop of their pain.

The Leech can disguise herself as a doctor in the hospital, but her true appearance is a gangly and misshapen human form with huge sores leaking dark purple ooze leaking from her flesh. The ichor drips from her mouth and leaves a stain of purple around her lips. She believes very strongly that she's just a part of the city's natural order, and that these people would die regardless of her feeding on them or not. The Leech readily makes arguments about survival of the fittest and how all systems need a pecking order because it's just natural. She uses these to justify the evil she's done to these innocent victims. The energy is passed from her cannibal pets into her, enabling her to get more power and impose her own sick perspective on the world.

Resolving this dangerous situation could prove difficult, but ultimately the cabal should use their abilities and resources to either coerce or convince the Leech to release her hold on Eric (and presumably anyone else she's feeding on) or put a stop to her predations in a more direct manner. The STAR Pharmaceuticals branding is on all of the discarded medical supplies in her lair, which if nothing else should suggest to the cabal that they're indirectly culpable.

THE LEECH

The Leech was probably human once, but through her own depravity and body modification rites has become an unnatural entity. Her primary goal is to gain as much power as possible by feeding on the energy of the sick and injured. She's powerful enough to alter people's memories, keep a group of cannibal spirits under her sway, and cast spells that siphon energy once attached to their victims. STAR

Pharmaceuticals knows about her and allows her to flourish to further their agenda. Driven by her hungers, the Leech is single-minded about her selfish goals and violently forces people to suffer and die in pain so she may achieve them.

STATS

The Leech is cold to all humans who she sees as food for her own needs.

Obsession: Gain incredible magickal power through the suffering of others.

Wound Threshold: 55.

Fear Stimulus: That she won't be able to die when she wants to end it all.

Noble Stimulus: Protect the systems by which the entitled flourish (she counts herself among the privileged).

Rage Stimulus: Hearing anything altruistic about people needing to work together and support each other to survive.

Energy Vampire 55%*: Provides Initiative, Provides Wound Threshold, Substitutes for Struggle (* obsession identity).

Imprisoned 65%: Coerces Helplessness, Protects Isolation, Protects Self.

Possessions: She owns a collection of old medical torture devices and tables that are located in the basement of the hospital.

TOOTHY SUITS

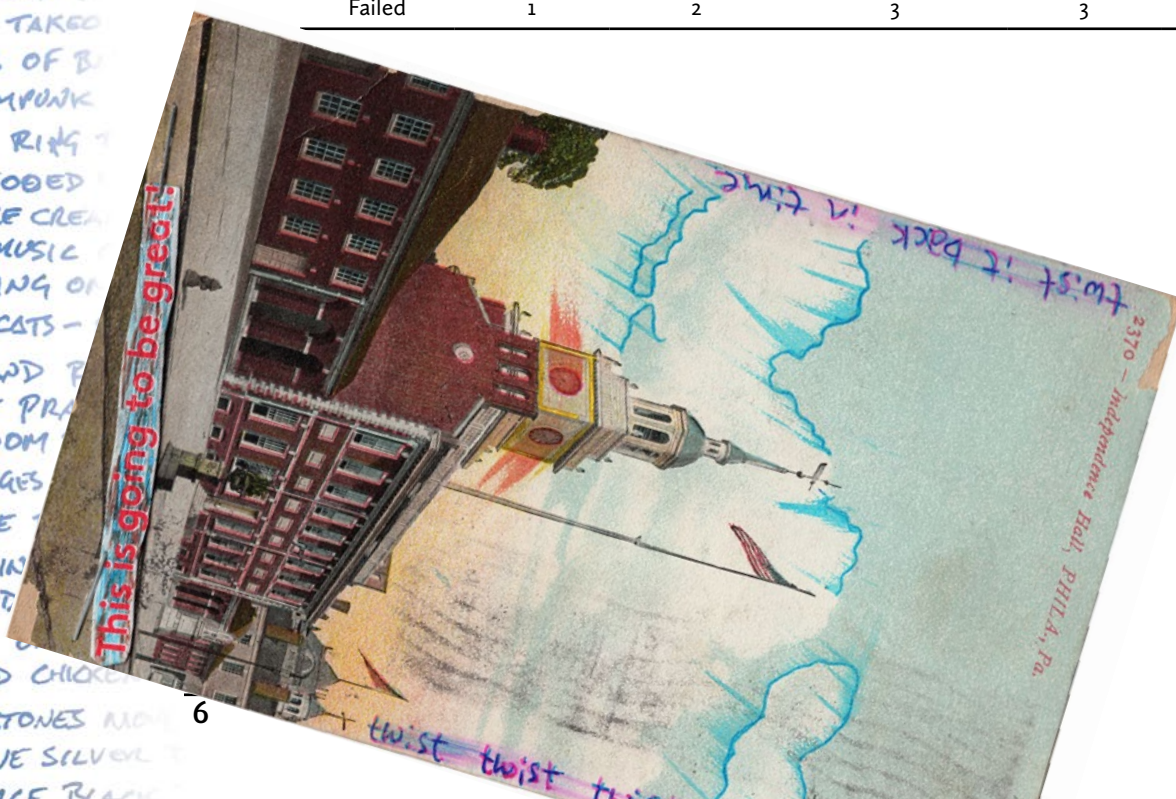
Act like *whisperers* with all the same stats except they function at any time, not just when a person is sleeping. They seek to undermine a PC's strength of will.

THE CANNIBAL SPIRITS

These are another take on *major fiends*, except they also eat the energy of the sick and dying as well as the flesh of the living. They're extra hungry.

THE LEECH

Notches	Violence	Unnatural	Helplessness	Isolation	Self
Hardened	3	7	3	2	1
Failed	1	2	3	3	1



See page 114 in Book Two: Run for more on these unnatural entities.

See page 114 in Book Two: Run for these, also.

THE CAMPAIGN

The PCs have various options for how they approach dismantling the corrupt healthcare system. Their focus currently is Philadelphia and this sketch of possible future sessions is based on the assumption that they're staying local and building up to national. They're not quite powerful enough yet to take down the whole system, and they have to start somewhere! Eventually, their focus is on local enemy number one — STAR Pharmaceuticals — who they learn about from the Leech's clues. In the early sessions,

EARLY SESSIONS

A SOLID PLAN OF ATTACK?

Possible Milestones:

- Figure out who their main targets are.
- Agree on and execute a plan of action.
- Heal all wounds gained from East Underwood.

There are many potential attacks the cabal can make against the healthcare industry targets in Philadelphia. Each of these might form the core of a play session.

- Approach politicians who are getting money put in their pockets to support these supernatural agents and figure out who's paying them.
- There are additional hospitals in town who could have some individuals at the top who are being blackmailed or influenced by more magick users like the Leech.
- Follow-up on rumors traced from companies that work with STAR Pharmaceuticals hinting they're a cult.
- Investigate pharmacies and potential bad agents who manipulate documents to support STAR Pharmaceuticals.
- Talk to people on the street or in their social circles who have had similar experiences to Tessa and Eric to locate other threats.

Whichever route they go, this is all about making direct, focused attacks to push their objective along. Allow them to destroy a pharmacy or politician's office, or spread a virus, or convince the people at the location to make a change. Encourage them to try something bizarre with their Khrusomancy. The initial session is their first major action as a cabal, so it's a big deal. They have cut off one of the many small heads of the corrupt health industry hydra by dealing with the Leech. The information they gather from now on connects the dots on the path to STAR Pharmaceuticals. They are the real supernatural threat that's tied to the corruption of the system in Philadelphia. Although there are many other health companies in town, this is the only one that's exploiting occult forces.

Whether it's on their first outing or one of the later attacks, being away from the Crib has given STAR an opportunity. When they return, it has been severely damaged. Personal belongings are destroyed and strewn about, the home that they worked hard to protect violated. Someone was able to break through their magickal protection barrier completely. Who was it? This is a cliffhanger for the next session, although they can brainstorm some ideas (it was the Toothy Suits, sent of course by none other than STAR).

they're going to tangle with some of STAR's supernatural agents as they pursue their objective.

The objective for this cabal is weighty and likely not something they accomplish in a couple of sessions, so be aware of the milestones suggested in the following session outlines. Once they achieve their first objective they can set up newer, more ambitious steps along the chain toward an eventual elimination of these supernaturally corrupt healthcare systems nationally (and worldwide).

TROUBLESHOOTING

You probably have to develop a random meaningless character in whatever environment the PCs decide to attack (a politician, an insurance agent, a pharmacist). They're a non-magick human that's easily persuadable but is a frustrating representation of apathy or greed involving their participation with STAR. Give them a single identity (like State Senator 55%). The real difficulty in this challenge is getting in or destroying something or creating distractions in order to do the damage they're hoping to do. It could involve a human but doesn't necessarily need to.

RECHARGE AND RECONNAISSANCE

Possible Milestones:

- Make the Warehouse Crib secure again.
- Figure out who destroyed all their stuff.
- Affirm emotional bonds and comforts.
- Figure out next steps.

There are a few ways the cabal could figure out that it was the Toothy Suits who trashed their home. They could use revelatory or sensory-based magick and see that there are psychic tooth marks all over the objects that were destroyed. Mama is also a great resource. She could direct them to a helpful spell or artifact, or with some visions of her own (don't forget the cabal feeds her with every favor she does for them). The PCs could come up with their own creative solution. Regardless of how they do it, they figure out it was the Toothy Suits who broke down their barrier and wrecked their home. They won't have confirmation that the Suits are working for STAR, only that they're part of the healthcare nightmare.

The cabal must rebuild their magickal barrier, even better this time. To do so, they need to get magick that can help with this. Again, Mama might have recommendations. Perhaps they need to build a new ritual together in order to rebuild their home. It should be something thematically appropriate for their weird family and body modification practices. Likely, they're going to need stronger and more protective magick than their own adept tradition can furnish.

Once they've rebuilt, they can begin their solid plan of action. These monsters attacked their home, how are they going to retaliate? How are they going to track them down? The PCs need to formulate a plan for what to do next to find the Toothy Suits and enact their vengeance.



TROUBLESHOOTING

It possible at this point the PCs could be pretty physically and magickally fucked up. This could be an additional plot point: how do they recover and charge back up? Especially because Mama is taking charges from them every time she helps.

There could be a few more minor GMCs in this session, people who might be on South Street: purveyors of fine (but questionably useful) magickal tomes; people who live near them who might've witnessed something really weird that went down at the Warehouse Crib; people who they might have to influence to keep quiet (or maybe what they saw was way too weird to say anything about). Feel free to add in punks, neighborhood locals hanging out on stoops, weird occult alternative culture people, food truck owners, and the like. Remember, this is Philadelphia, so these minor characters should represent the city's incredibly diverse population and culture.

If the players come up with a really wild and awesome way to figure out it was the Toothy Suits who trashed their home, feel free to roll with it. It's not really relevant how they find out, but that they do find out and still don't know they're associated with STAR.

MID-GAME SESSIONS

WE HAVE REAL JOBS!

Possible Milestones:

- Keep up appearances at work.
- Split up the team for individual productivity.
- Choose what's more important: job or obsession.
- Locate the Toothy Suits.

Drop this scenario on the cabal after two or three direct actions against occult-influenced healthcare sites. Those PCs who have real jobs get calls from work. Are they ever coming back? It's been days. This forces the cabal to make a choice: continue to skip work and lose their jobs or find a way to do some investigation from work. Their jobs afford them access to various medical information they might need. They might need to re-up on some of their supplies as well.

The other characters have the opportunity to track down the Toothy Suits. Try to time it so that when the working PCs get home from work, they have the info to go after the Toothy Suits. They're located at a set of abandoned row houses in South Philly, in a severely impoverished neighborhood. There, the PCs find five Toothy Suits (regenerated if any of the other ones died earlier) and another adept who calls herself the Chronic. She's also in a business suit, though she is supported by a metal and plastic exoskeleton frame that she has bolted to her limbs. This allows her to move despite the catastrophic levels of disease wracking her internal organs and muscles. Numerous IV inputs, tubes, and bags are hooked up to her at all times. She exploits her command over the Toothy Suits to enable her to get around if she needs to.

What the PCs do with her and the Toothy Suits is up to them, but the Suits are pretty hostile. They want to hurt the PCs or scare them away and off the path. STAR doesn't think they're enough of a threat to kill them at this point. The Chronic is sad and hostile once her Suits are attacked.

THE CHRONIC

The Chronic is not truly evil; she's just obsessed with diseases and assimilating them into her body. The Chronic is working directly for STAR and she's the one who's called up these Toothy Suits to do their bidding. In exchange, she gets access to all the disease and cutting-edge medical equipment she wants. The Chronic knows the STAR complex like the back of her hand and has network privileges few others have. If she must in order to save herself or protect her Toothy Suits from being utterly destroyed, she tells them all about STAR being behind the PC's woes. She can even get them into the main facility and distribution center.

STATS

The Chronic is sad and lonely without her Toothy Suits to give her company.

Obsession: To intentionally acquire and assimilate as many chronic diseases as she possibly can.

Wound Threshold: 50.

Fear Stimulus: That her goals are only bringing her toward a pointless end.

Noble Stimulus: Protecting her unnatural "friends."

Rage Stimulus: People attacking her Suits.

Khrusomancy 75%*: Casts Rituals, Use Gutter Magick (* obsession identity).

Relentless 45%: Coerces Self, Protects Violence, Substitutes for Pursuit.

Possessions: Upright steel mobility frame with translator screen and 4G data; duffel bag packed with syringes, test tubes, sample containers, and bandages; STAR Pharma access badge.

TROUBLESHOOTING

The PCs may or may not lose their jobs this session. This may or may not present a problem to them, though you should definitely make it clear that any income they may have had before is gone. STAR may even go after their employers, poisoning the waters so to speak, keeping them from getting their jobs back.

Like the cabal, the Chronic is a Khrusomancer living with a disability. In her case, the way she has chosen to adapt is to purposefully acquire as many diseases as she can. It's a perversion of the healthcare that people, especially our PC cabal, really need. It might be best if she's not taken out in this session and instead connects the dots for the cabal, trading her safety for that of STAR. That way she can show up again in the next session, double-crossing the cabal in order to maintain her strongest access to diseases: STAR Pharma.

THE CHRONIC

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

GILLIAN SHARP

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

INFILTRATE AND ATTACK THE SOURCE

Possible Milestones:

- Break into STAR.
- Figure out who is gaining supernaturally from this.
- Do something about it.

The purpose of this session is to finally reach their objective of dismantling the healthcare system, locally at least. This is a huge hit to the corruption and a big victory for the PCs if they can pull it off (of course they can). They can do it by identifying and removing those in power at STAR Pharma.

It's most interesting if this can happen on the STAR Pharma corporate factory and grounds downtown. It takes up about six city blocks and is a sprawling maze of buildings, hallways, laboratories, and warehouses. There are any number of ways in, but you have to deal with corporate security (Corporate Security Guard 60%, wound threshold 60, always in pairs, armed with tasers) as well as secure locks, barred gates, and cameras.

GILLIAN SHARP

Heartless Care Facility Manager 55%, Manipulative Corporate Survivor 65%

Gillian is in charge of the facility, located in the main corporate building on-campus. She's the head of a health cult among the workers of STAR Pharma. The lab workers, factory laborers, even the truck drivers all seem incredibly fit and healthy but are only an overdose away from heart failure or stroke. A tall, ice-blonde woman in her fifties, Gillian is ready to throw every member of STAR Pharma's board under the bus in order to keep profit margins up.

Gillian's health cult is gaining a bit of traction and has gotten the attention of someone bigger than her, an *avatar of the Shaman* who is trying to shift the national concept of health in America. This avatar is channeling magick to Gillian and her cult members through dream transference, giving them abnormal physical strength and requiring little sleep. Gillian isn't fully aware that this is what is happening, and they'll all probably come close to dying once the avatar removes their support. Should the PC's decide to investigate on a national scale, more information about this avatar could be revealed.

Gillian sends the cabal to the boardroom on the top floor once they corner her in her office, denying real culpability. Gillian knows who they are and has been actively trying to prevent them from confronting her, since she's terrified they could actually take out her occult watchdogs and do her some damage. Then she calls in security or the Chronic to

For more information on this archetype, see page 75 of Book Four: Expose.

meet the cabal on their way out of that encounter. If she can't stop the cabal, she aims to get away.

A number of sycophants sit on the board of directors for STAR Pharmaceuticals. They profit off their horrendously labyrinthine organization of deals and managers and wage earners. The people in the employ of STAR are innocents. What price do the PCs pay for trying to save them instead of just destroying the building? How culpable are the cult members, and can they unbrainwash them at this point? Can they take out the board of directors without fallout?

The board of directors confronts the cabal with any number of these questions if the PCs burst in on their meeting. This information might push them one way or another depending on what the PCs decide, they might try a less direct method of attack as opposed to just a straight on physical assault. It's interesting to consider the morality of this situation, and what the PCs are willing to compromise, or if their obsessions just win out over other people's lives.

In the boardroom, the cabal finds a large mural map of STAR's other healthcare system locations. There are at least thirty others in the US with similar structures they would have to dismantle. They have their work ahead of them. If Gillian Sharp can escape, she uses her connections to establish herself at one of the other locations and carries on her slow erosion of American healthcare under the invisible guiding hand of the avatar of the Shaman.

FALLOUT

Possible Milestones:

- What happens now that STAR is destabilized?
- Do the PCs pursue this avatar of the Shaman?
- Debrief with other PCs.

In the last session of the campaign PCs can have a good hard think about what they've done! I mean, in theory, it's pretty great to dismantle corrupt systems, except oops, what replaces that?

What they've done to STAR, whatever it is, hits the media hard. They can watch it on their phones or on a TV in a cafe but make sure to point out the consequence of the destruction is that many people are without much-needed medication because this distribution center is down. Is that a small price to pay for a major evil being taken down? It is still something many people have to deal with.

Maybe the PCs have a rave in their warehouse or they celebrate with friends in their communities in some fitting way for what they've accomplished. A good heart-to-heart among them, and maybe including Mama, would be great. This can lead to an emotional, downbeat session. It focuses

Remember that none of these antagonists are demons or adepts or avatars in any way. They're just incredibly wealthy, protected, and privileged individuals who have created companies held together by fear and money. While Gillian and her cult are influenced by the avatar of the Shaman, they are still more or less human and just being manipulated the same way they manipulate others. This is often scarier than somebody who can bruise reality — if they're capable of holding thousands of workers under their sway without magick, how do you stop them? Granted, they've exploited the Chronic and her Toothy Suits in order to achieve their goals, but they're not adepts or avatars themselves. Their primary power is influence.

TROUBLESHOOTING

The board members don't need to be written up in full game terms beyond something like Stuffed-Shirt Health Exec 45%. Don't stress the details as much as the general feeling of them and that they're a little more powerful socially and economically than the PCs, enough to make it scary to go up against them. They know far too much about the cabal members' personal lives and contacts, for example.

The cabal may also have brought the Chronic along to help them infiltrate, since she does know the place well. Make sure she causes some trouble for them, whether she's on-site or not. The Chronic benefits from STAR Pharma and ultimately doesn't want those benefits to go away.

on the consequences of radical change, even if that change is for the better. Do the PCs advance in their study of magick because of this? Has something drastically changed in them to mirror this huge shift in their environment? What's their next move, what city do they focus on next, if at all? Maybe all this is too much, and their focus needs to change.

Wrap it up with a feeling of hope for the future, and with epilogues for what each of the PCs is doing next.

TROUBLESHOOTING

There isn't much action in this session, and thematically it's more of an internal struggle-focused session. Encourage PC conversations, ask them what they think Mama might think about all of this, and generally prod them toward scenes that focus on the emotional content of their actions and how they relate to activism in the real world. It makes it feel more poignant for the players and creates a more relevant sense of dread about activism in the US in general. That's the perfect point to end the campaign on, or potentially, keep going with a larger purpose in mind.

MAGICKAL MISCELLANY

KHRUSOMANCY

Khrusomancy is all about the transformation of the body to change things outside of it. Through internal transformation, one can affect the world. This magick can't be done simply with personal gain in mind. The personal is the political, and change impacts everyone around the caster. The body is a hackable tool for use as the imagination sees fit. Khrusomancers reject the notion of a stable, normative, unchangeable body and persona. They believe in pushing boundaries to see what human bodies are really capable of doing. They're taking what many shamans in various worldly traditions have been doing for centuries and pushing it to the next level. What can bodies endure? What is the shape of the human form? Why limit it?

Khrusomancy is similar to, but ultimately different from, the magickal tradition of *Epideromancy*. Khrusomancers aren't about shaping flesh to achieve some kind of measure of self-determinacy, they're about altering their bodies to affect external and cosmic change. Minor spells focus mostly on body alteration while significant and major effects reach out further.

STATS

Generate a Minor Charge: To generate a minor charge, the khrusomancer must make an alteration to their body. This can be a wound, a decoration, a surgery, an implant, an ingestion of an altering substance, or something beyond what people normally do to their bodies. It doesn't have to be harmful or permanent.

Generate a Significant Charge: Make a major alteration to their body. Hack off a small part, pull out teeth, replace an

eyeball, cover a large area of skin in tattoos or scars, ingest dangerous amounts of drugs, stay awake for a week, etc. It's permanent and potentially harmful and needs to represent wounds of at least a quarter of the adept's wound threshold.

Generate a Major Charge: In order to generate a major charge there must be a major alteration of the adept's body. Replace their skin with tree bark. Look like a different person forever. Cut out their tongue. Have all fluids be made of something else now. Add extra limbs where they shouldn't be. Become monstrous, more than human, inhuman, or alien.

TABOO

A khrusomancer's body can never be normal. They don't seek health by the standards of the medical establishment, or confine themselves to gender roles, or perfect previously known masteries the human body has already accomplished. They look beyond these culturally acceptable roles and behaviors of the human body. Not only must their bodies reject fashion or culture as dictated in the contemporary USA, but they must strive for them to function differently too.

Whenever a khrusomancer is forced to look normal or treat their body normally (take drugs for their intended purpose, be trapped in the same position for too long, have tattoos removed) their charges are drained.

They cannot purposefully try to conform their body to any dominant status quo. Their body cannot be average. It can't be healthy (but it can be enhanced beyond healthy).

See page 19
in Book Five:
Mine for more
information on
this magickal
tradition.



RANDOM MAGICK DOMAIN

Khrusomancy is ultimately about body alchemy. It wants to transform the body into something better and different than it was before. This is also a metaphor for transformation in general, as inside of the body is also the heart and the brain, the keepers of our thoughts and feelings and desires. The chemistry of our serotonin affects our ability to perceive and consciousness itself. Khrusomancy mostly affects the user's own body, but can also affect other people's bodies: what they see, how they move, what they feel.

MINOR FORMULA SPELLS

HANDFEET

Cost: 1 minor charge.

Turn your hands into feet or your feet into hands, or any combination of those options.

FLESHCRAFT

Cost: 2 minor charges.

Stretch, extend, or contort any part of your body into a shape it shouldn't naturally be.

NEUROPLASTICITY

Cost: 2 minor charges.

Temporarily re-map parts of a brain, yours or someone else's, for different effects. Lasts a number of hours equal to the casting roll. Example effects: don't feel pain, become right-handed, remember every detail of everything you saw today, forget how to sleep.

SHARE SENSES

Cost: 1 minor charge.

Shut down one or more of your own senses and transfer them to someone else. You have to have sensed that person with the sense you're transferring — seen them, smelled them, and so forth. They sense what you would sense were they in your body, where you are. Lasts for up to a number of minutes equal to the casting roll.

EXTREME EMPATHY

Cost: 1 minor charge.

You can feel what others feel, or felt, like an imprint on the heart. Choose anyone within sensory range and experience their emotional state as you adjust your sensory aura to accommodate it. With this active, you take the same shocks they take. Lasts for a number of minutes equal to the casting roll, or until you take a failed notch while it's live, whichever comes first.

SIGNIFICANT FORMULA SPELLS

SYMPATHETIC IMPOSITION

Cost: 2 significant charges.

Do something physically to yourself — punch yourself, pinch yourself, cut your hand, get off — and make someone else you have previously been in some kind of physical contact with feel the sensation (pain, pleasure, pressure, whatever) instead of you. If you harm yourself, you still take the effects of the harm, but you don't feel any of the pain. You can inflict wounds in this way, but the amount is only 1/10 of the wounds you've inflicted on yourself.

FEELING BOMBS

Cost: 1 significant charge.

Emit pheromones that affect the people around you. Make them feel love, anxiety, confusion, anger. Use this to attack or coerce the shock meters of others. It has a fairly limited range, no more than the size of a restaurant dining area or high school gymnasium, but nobody can tell where the pheromones are coming from.

MUSCLE MEMORY REPLACEMENT

Cost: 2 significant charges.

Steal someone's practiced skill or technique and replace it with a new one. It can be whatever you like and be as real or absurd as you can imagine. Examples include replacing somebody's ability to juggle competently to being able to do Irish dance competently. It doesn't include any cognitive memory at all, so the target usually has no idea how they can do the thing they're now able to do or why they can't do the thing they used to be able to do without thinking about it. This spell can be useful in replacing somebody's rote use of a data entry door lock keypad with something else, creating confusion in security personnel.

TOXICITY

Cost: 1 significant charge.

Your skin, tongue, or fingertip becomes poisonous to the touch or taste. Not to you, of course. Use Struggle to get your poisonous body part in touch with your target, assuming there's resistance. Otherwise, anyone exposed to the poison makes a Fitness roll. If they succeed, they're just nauseated for a number of minutes equal to the casting roll, taking a -30% penalty to physical rolls until the effect wears off. If they fail the roll, they take wounds like a punch (add the dice together) and are nauseated. If they get a matched or critical success, they're fine. If they get a matched failure, the damage is equal to the casting roll with a cap of 40 wounds. If they get a critical failure, they drop dead.

GHOST LIMB

Cost: 2 significant charges.

Remove a limb, eyeball, finger, ear, or other body part and reduce your wound threshold by 10. Leave it in a place and it remembers whatever the body part you leave there could taste, hear, feel, etc. Retrieve it, and it absorbs back into your body and restores your wound threshold. You gain a +10% shift on any roll you make that exploits the absorbed information.

MAJOR EFFECT

Since Khrusomancy focuses mainly on body horror, and the connection of bodies as a system within a system, consider thinking about all the bodies in an area being connected. Affecting many sensory systems at once. Drastically changing a person's own body or five of their closest friends. Removing a muscle memory from the whole world. Eradicating a virus. Global body stuff.

GENESIS DANIELS

A thirty-two-year-old Black woman with big gentle eyes and short natural hair. She often wears warm knits and layers in neutral colors draped about her tall figure. Fingerless gloves adorn her agile hands.

Obsession: Genesis is obsessed with trying to program her own body. She does this using the insulin she'd normally use for her type 1 diabetes, but in severely abnormal ways: dosing much more or much less; pinpoint injections to specific organs; using more than one kind of insulin. She also no longer thinks of it as insulin but rather as a code that she can insert into her body for hyper-programmable efficiency.

Activist 40%: Coerces Helplessness, Substitutes for Connect, Therapeutic.

Khrusomancy 50%*: Casts Rituals, Use Gutter Magick (* obsession identity).

Programmer 30%: Evaluates Self, Protects Helplessness, Substitutes for Secrecy.

PASSIONS

Fear Stimulus: (Self) Her body really isn't under her control.

Noble Stimulus: Protecting those who have social justice causes.

Rage Stimulus: When people condescend to her.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor __%

Protégé __%

Responsibility Antoine 60%

Wound Threshold: 50.

Possessions: Genesis is never without her tech, the latest hacked smartphone, laptop freshly updated and loaded with Kali, Python, and Ubuntu so she can do all of her freelance coding work. She's always got way more insulin than she needs and, since it needs to be kept cool, portable ice packs and a storage fridge. Lots of different credit cards and IDs, all with her picture on them. Various ski masks and hoods to hide her from surveillance. A pin from her best friend in college that's the symbol for anti-fascism.

Important Locations: Warehouse Crib.

Genesis has been a type 1 diabetic since she was twelve. Type 1 is the insulin-dependent kind, which means without injecting herself with insulin several times a day she'd be dead. She's completely dependent upon the healthcare system's regulation of insulin, its randomly rising cost and diminishing functionality, as well as the high cost of many additional pieces of machinery. The most depressing part is that better diabetes technology exists to greatly improve her life but the drugs and machines are being released with only profit in mind and are way beyond her budget.

Her resentment over the inability to get access to better drugs grew while the repetition and pattern of her injection rituals began to bend in her head over time the more she did it. Calculating the numbers of her dose and the amount of carbs she needed to ingest while simultaneously working late on some Linux security programming made something click in her brain. The numbers and algorithms in the code and insulin were the same, obviously. From that point on, she ignored the prescribed use of the insulin, and instead started juicing at her own illogical rates according to her programming expertise. Drugs are just numbers to feed her internal software.

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

HYE SU PARK

A twenty-six-year-old woman of modest build and Korean descent. Her bangs are always perfect, clear plastic glasses frame thoughtful dark eyes, and she often fidgets. Loves patterned button-down shirts, jackets, and jeans.

Obsession: Hye Su is obsessed with finding the unlocked potential of the human mind. We know much of this is uncharted, and she seeks to discover exactly what she's missing through every combination of pharmaceuticals she can get her hands on. The chemicals aren't really tangible to her, but rather, a means to an end.

Khrusomancy 60%*: Casts Rituals, Use Gutter Magick (* obsession identity).

Perfectionist 40%: Evaluates Self, Protects Self, Substitutes for Knowledge.

Pharmacist 20%: Evaluates Helplessness, Provides access to controlled substances (unique), Substitutes for Status.

PASSIONS

Fear Stimulus: (Isolation) Always being alone.

Noble Stimulus: Making others understand how medicine works.

Rage Stimulus: Children being ignored.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor Kalisto 60%

Protégé __%

Responsibility __%

Wound Threshold: 50.

Possessions: Lots and lots and lots of prescription drugs. About just as many notepads scrawled with frenzied thoughts. Keeps many different glasses that she cycles through compulsively when deep in thought.

Important Locations: Warehouse Crib.

Hye Su always did everything right. She performed well in school, got a degree, and became a competent local pharmacist. It was easy to be interested in medicine, since she was something of a prodigy when it came to the study of the human brain. Obsessed with how complex and uncharted a territory it is, she did all the research science would allow, and is still endlessly curious about the potentials that seem beyond realness (telepathy, memory manipulation, our capacity to hold information and control other parts of the body). It was also what helped her learn about her anxiety, depression, and ADD. Gaining knowledge that a series of psychiatrists couldn't impart gave her the feeling of having more control over her mental illness.

Late one night at the pharmacy, alone, she was counting and measuring out prescriptions. Compelled by something she had read recently about electrochemical impulses driven by painkillers, she just started popping a whole bunch of pills into her mouth. It was like watching someone else do it after a while, as she went through the entire place and swallowed as many pills as possible. She heard a pop in her brain, and had never been able to think more clearly nor see so many patterns in the world. She scribbled notes, took pictures, solved problems she'd been working on for years.

Hye Su woke up the next morning on time, not dead, and when she returned to work it was clean as though someone had been tricky enough to clean up after her and hide the missing inventory in all the systems. This is something she now does on the regular, and while she still has a few moments of lost time like that first night, almost all are lucid.

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

ANTOINE PIERCE

A twenty-five-year-old genderqueer Black person with a lean muscular build. Their body features many prosthetics and artificial organs, but none are obvious at first glance. Their style could be described as "health goth."

Obsession: Antoine wants to replace most of the body parts they were born into with more efficient versions. They don't really care what the replacements are made of (metal, plastic, liquid hybrids, vat-grown) as long as they do what the previous part was doing but better. So far, they've replaced a hand, a kidney, and muscles in their right thigh.

Intense 30%: Coerces Violence, Provides Initiative, Substitutes for Connect.

Khrusomancy 70%*: Casts Rituals, Use Gutter Magick (*obsession identity).

Nurse 20%: Evaluates Fitness, Medical, Substitutes for Knowledge.

PASSIONS

Fear Stimulus: (Self) It's truly impossible to know yourself.

Noble Stimulus: Helping people be their best selves.

Rage Stimulus: Inefficiency.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru Lucia 60%

Mentor __%

Protégé __%

Responsibility __%

Wound Threshold: 50.

Possessions: Often carries tools to make tweaks to their implants and various metal, plastic, and tubes as well. They have a nice set of scalpels that they keep on hand. Local anesthetic and infection-curing drugs are best for the self-surgery they might do. Much of the other medical equipment they might need they borrow or use on-site at the hospital.

Important Locations: South Street, Philadelphia.

Antoine went into nursing because they had always been such a good caretaker. It wasn't just a career for them but a state of mind. They never really considered their body to be... sufficient. It wasn't just the body shaming they grew up with as a queer child assigned male at birth, or the fact that they never really felt comfortable with the gender binary, but more that they knew that somehow, they'd be able to make themselves into something they liked better. Antoine tried lots of normal ways first: yoga, body building, steroids, the stuff people do to change their physicality. They tried to get gender confirmation surgery to remove all evidence of masculine or feminine gender but were stuck in the stage that needed approval by a psychologist. They couldn't give institutionally backed reasons to have their gender presentation changed surgically, so they were met with a series of denials. Everything else that they did... it never felt like enough.

One night while working in the ER, they saw someone come in missing half a hand. It was the first time they'd really thought about what would happen without that extremity and what it could be replaced with. As they aided the doctor with this patient their mind was racing. What if... they didn't need to be injured or wrong to add things to their body? What if they could just add parts to... enhance it? Later that night with equipment borrowed from the hospital, they surgically sawed off their own hand and replaced it over time with a robotic one. It's stronger, faster, and more capable than any robotic hand that exists in normal reality. They experimented with other parts of their body too, soon adding a kidney that could process all kinds of things a normal one can't, and experimental muscle replacements in their thigh that they're thinking of utilizing in their entire body. Antoine's body no longer follows the rules of normal humans; it's altered, cybernetic.

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

LUCIA MORGAN

A twenty-four-year-old half Italian, half Cuban woman with a curvy build and long purple hair. She prefers to wear handmade T-shirts with radical slogans, lace-up boots, and a leather jacket with spikes and patches.

Obsession: Lucia is obsessed with the concept of form. She believes that by knowing your body well enough to trick it just so, you can convince it to comply to any kind of motion or mutability. Her performances are not only about identity politics, but also about seeking to move her body in new ways. With the right finesse the body can move and function in any way you want it to.

Artist 25%: Entertains others (unique), Substitutes for Connect, Therapeutic.

Khrusomancy 65%*: Casts Rituals, Use Gutter Magick (* obsession identity).

Punk 30%: Coerces Helplessness, Evaluates Isolation, Substitutes for Fitness.

PASSIONS

Fear Stimulus: (Helplessness) Authority.

Noble Stimulus: Creating what she puts her mind to.

Rage Stimulus: Someone trying to control her.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor __%

Protégé Hye Su 60%

Responsibility __%

Wound Threshold: 50.

Possessions: She has many different costumes as part of her performances that she alters and creates herself with a sewing machine and dressmaking supplies. Lots of makeup and body paints and hair decorations as well. Much of it is within the punk aesthetic she cultivates in her non-performance life, but fabrics that give a little bit more with her movements.

Important Locations: South Street, Philadelphia.

Even before Lucia learned anything about magick, the people in her punk community called her a body wizard. She practiced contortionism, belly dance, yoga, and various other sideshow performance-focused ways of manipulating her body in an entertaining way. Lucia loves the illusion: showing people that more is possible with the human form than they previously believed. Lucia suffers from fibromyalgia, and her practice of these myriad body flexes started out as a way to work through her pain since she can't afford the expensive pain killers and physical therapy. Her style is strange and a little horrific, pulling inspiration from carnivals and punk rock shows and performance art from the '70s that involved self-inflicted violence.

As an artist, contorting into forms and gaining the approval of the audience was satisfaction in and of itself. One day while practicing she gazed at her body in the mirror. She was bent completely over, back arched, looking at the shape she was in, and the image began to blur. Lucia felt compelled to push further and kept arching until she had created a completely inhuman arch, as though she were bent tall and almost in two. It felt good. Freeing. She can now constrict and expand her body into all kinds of positions, shapes, and sizes like it's no big deal.

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

KALISTO RAYE

Kalisto is a twenty-two-year-old genderfluid Latinx. Their short, delicate frame lends them a somewhat androgynous skeletal look. Tight leggings and shirts enhance this weird style. They are covered in piercings and tattoos, and often sport a shaved head and winged eyeliner.

Obsession: Kalisto's obsession with body modification started out decorative but became transformative over time. Mimicking shamans who drank ayahuasca before climbing mountains, Native Americans who pierced their skin and hung from trees, Hindus carrying metal cages called kavadi that pierce all parts of their bodies for ritual, and tribal tattoo endurance rituals, Kalisto became obsessed with transforming their physical form into something more mutable.

Khrusomancy 55%*: Casts Rituals, Use Gutter Magick (* obsession identity).

Savvy 35%: Protects Helplessness, Provides Initiative, Substitutes for Knowledge.

Witch 30%: Protects the Unnatural, Substitutes for Secrecy, Therapeutic.

PASSIONS

Fear Stimulus: (Helplessness) That nothing matters in the big picture of the eternal cosmos.

Noble Stimulus: Expressing fierce loyalty for others.

Rage Stimulus: Seeing friends hurt.

RELATIONSHIPS

One is provided; choose two more.

Favorite Genesis 60%

Guru __%

Mentor __%

Protégé __%

Responsibility __%

Wound Threshold: 50.

Possessions: Psychedelic drug stash that's evergreen. Numerous traditional ritual items from lots of New Age practices, like incense, crystals, candles, and chalk, used more as decoration than anything functional. The basics of tattoo and piercing equipment.

Important Locations: South Street, Philadelphia.

Kalisto used to just do psychedelics with their friends while listening to records and watching cartoons. That was how they got started, anyway, getting into witchcraft basics and thinking a whole lot about altered states of consciousness as a link to the divine. They got involved in alternative urban primitive cultures and fell in love with the idea of body modification as altered state too. It was a needed escape from the autoimmune disorder that Kalisto couldn't get diagnosed. Doctors said they had a thyroid problem but the prescription drugs never worked and they gave up trying to find the correct diagnosis. The pain and endurance of piercing and tattoos is not just an aesthetic or a culture to Kalisto, they symbolize the passage of time, rituals of change, and the potential to overcome chronic pain, exhaustion, and confusion.

One night, Kalisto was tripping on ayahuasca, giving themselves a tattoo as part of a ritual to Open the Way. They felt lost, unable to break through the barrier that they'd battled their whole life, break through maya and see things as they really are. Another Kalisto appeared in front of them, and told them, "More!" Kalisto felt compelled to drink more ayahuasca, and tattoo more and more. After they ran out of space on their own body they covered every square inch of their room and belongings with tattoos, their doppelgänger watching. After it was complete, Kalisto was able to see the map of all things before them, like a great heartbeat full of many veins, everything connected, and suddenly their own body became limp, and they became their doppelgänger, traveling through the city astrally.

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

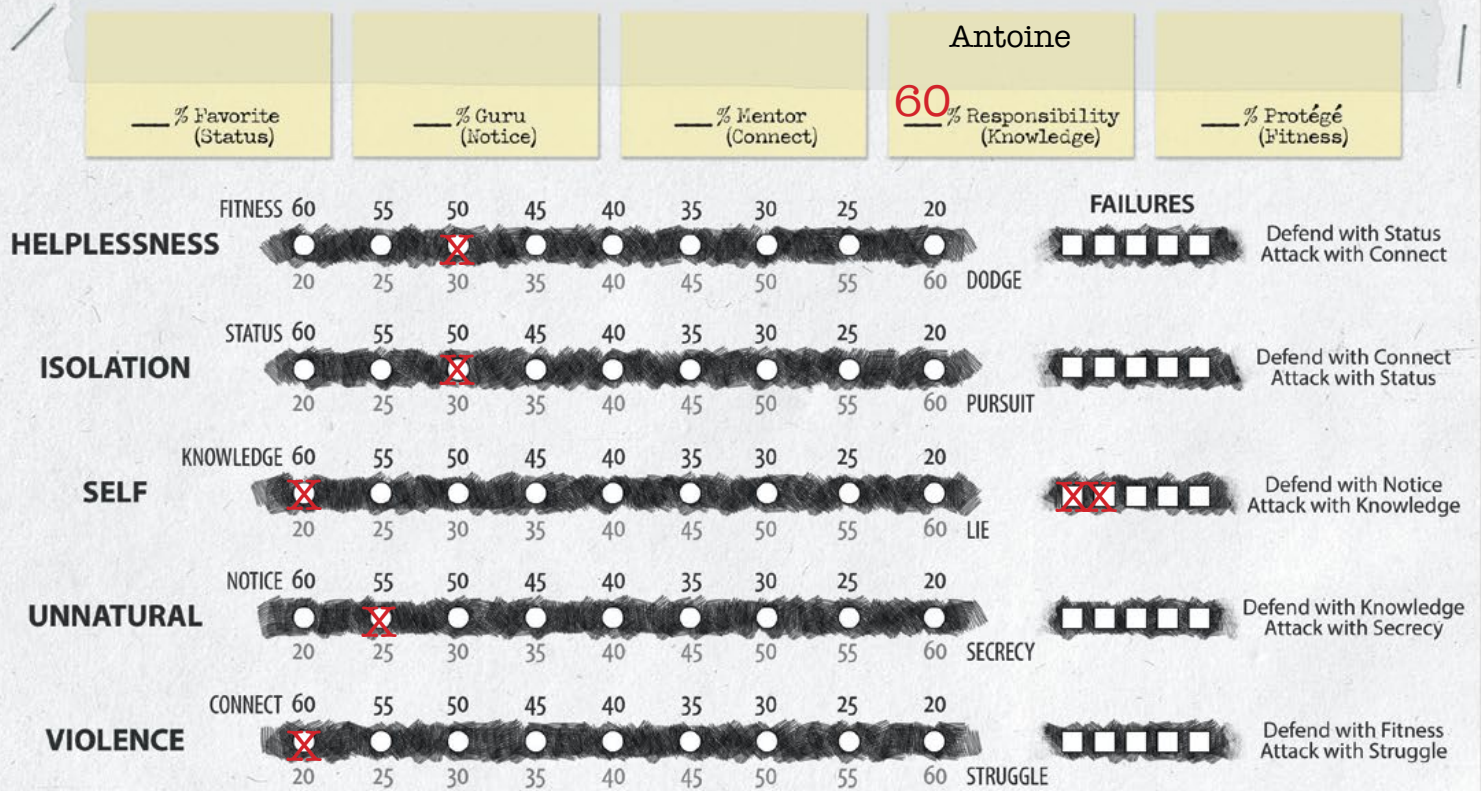
Name: **GENESIS DANIELS**
Cabal: South Street Cabal
Current Objective: Tear down the corrupt, capitalist, occult-backed institution of the healthcare system in Philadelphia.

Distinguishing Characteristics: A thirty-two-year-old Black woman with big gentle eyes and short natural hair. She often wears warm knits and layers in neutral colors draped about her tall figure. Fingerless gloves adorn her agile hands.

RAGE When people condescend to her.

NOBLE Protecting those who have social justice causes.

FEAR (Self) Her body really isn't under her control.



WOUND THRESHOLD / 50

IDENTITIES	
I'm a	ACTIVIST, of course I can
	40 %
Substitutes for Ability:	Connect
Feature:	Coerces Helplessness
Feature:	Therapeutic
I'm a	PROGRAMMER, of course I can
	30 %
Substitutes for Ability:	Secrecy
Feature:	Evaluates Self
Feature:	Protects Helplessness
I'm a	, of course I can
	%
Substitutes for Ability:	
Feature:	
Feature:	
I'm a	, of course I can
	%
Substitutes for Ability:	
Feature:	
Feature:	

OBSESSION IDENTITY

56070	1a. Adept School	KHRUSOMANCY	1b. Percentage	50
For Official Use Only GR3-GST-0Z	4a. Spell Name:	Fleshcraft	4b. Cost:	2
2. Taboos	4c. Effect	Stretch, extend, distort any part of your body into unnatural shape.		
Reject status quo fashion or culture, can't be healthy, can't look "normal."	5a. Spell Name:	Share Senses	5b. Cost:	1
3. Domain	5c. Effect	Shut down one of your senses and transfer them to someone else, a number of minutes = % roll.		
Body alchemy, transformation of body and brain, affect other bodies.	6a. Spell Name:	Handfeet	6b. Cost:	1
	6c. Effect	Turn your hands into feet, your feet into hands, or any combination.		
7a. Minor Charges	Make an alteration to your body: a wound, a decoration, a surgery, an implant, an ingestion of an altering substance, or something beyond what people normally do to their bodies. (Start with 8 of these)			
7b. Significant Charges	Make a major alteration to your body: hack off a small part, pull out teeth, replace an eyeball, cover a large skin area with tattoos, ingest dangerous amounts of drugs, stay awake for a week.			
7c. Major Charges	Major alteration to your body: replace skin with tree bark, look like a different person forever, cut out your tongue, have all fluids replaced, add extra limbs.			

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Name: HYE SU PARK
Cabal: South Street Cabal
Current Objective: Tear down the corrupt, capitalist, occult-backed institution of the healthcare system in Philadelphia.

Distinguishing Characteristics: A twenty-six-year-old woman of modest build and Korean descent. Her bangs are always perfect, clear plastic glasses frame thoughtful dark eyes, and she often fidgets. Loves patterned button-down shirts, jackets, and jeans.

RAGE Children being ignored.

NOBLE Making others understand how medicine works.

FEAR (Isolation) Always being alone.

Kalisto

___ % Favorite
(Status)

___ % Guru
(Notice)

60 % Mentor
(Connect)

___ % Responsibility
(Knowledge)

___ % Protégé
(Fitness)

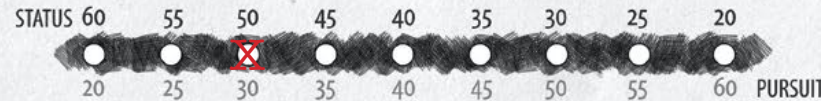
HELPLESSNESS



FAILURES

Defend with Status
Attack with Connect

ISOLATION



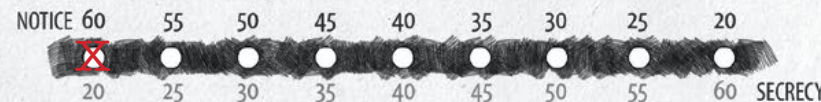
Defend with Connect
Attack with Status

SELF



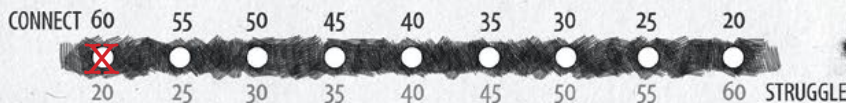
Defend with Notice
Attack with Knowledge

UNNATURAL



Defend with Knowledge
Attack with Secrecy

VIOLENCE



Defend with Fitness
Attack with Struggle

IDENTITIES

I'm a **PERFECTIONIST**, of course I can

40 %

Substitutes for Ability: Knowledge

Feature: Evaluates Self

Feature: Protects Self

I'm a **PHARMACIST**, of course I can

20 %

Substitutes for Ability: Status

Feature: Evaluates Helplessness

Feature: Provides access to controlled substances (unique)

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

OBSESSION IDENTITY
150070

1a. Adept School **KHRUSOMANCY** 1b. Percentage **60**

For Official Use
Only GR3-GST-0Z

4a. Spell Name: Neuroplasticity 4b. Cost: 2

4c. Effect Re-map parts of a brain, yours or someone else's, for a number of hours = % roll. Ex: don't feel pain, become right-handed, forget how to sleep.

2. Taboos

Reject status quo fashion or culture, can't be healthy, can't look "normal."

5a. Spell Name: Share Senses 5b. Cost: 1

5c. Effect Shut down one of your senses and transfer them to someone else, a number of minutes = % roll.

3. Domain

Body alchemy, transformation of body and brain, affect other bodies.

6a. Spell Name: Handfeet 6b. Cost: 1

6c. Effect Turn your hands into feet, your feet into hands, or any combination.

7a. Minor Charges

Make an alteration to your body: a wound, a decoration, a surgery, an implant, an ingestion of an altering substance, or something beyond what people normally do to their bodies. (Start with 8 of these)

7b. Significant Charges

Make a major alteration to your body: hack off a small part, pull out teeth, replace an eyeball, cover a large skin area with tattoos, ingest dangerous amounts of drugs, stay awake for a week.

7c. Major Charges

Major alteration to your body: replace skin with tree bark, look like a different person forever, cut out your tongue, have all fluids replaced, add extra limbs.

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Name: **ANTOINE PIERCE**
Cabal: South Street Cabal
Current Objective: Tear down the corrupt, capitalist, occult-backed institution of the healthcare system in Philadelphia.

Distinguishing Characteristics: A twenty-five-year-old genderqueer Black person with a lean muscular build. Their body features many prosthetics and artificial organs, but none are obvious at first glance. Their style could be described as "health goth."

RAGE Inefficiency.

NOBLE Helping people be their best selves.

FEAR (Self) It's truly impossible to know yourself.

Lucia

60

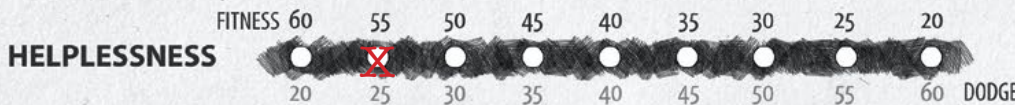
— % Favorite (Status)

— % Guru (Notice)

— % Mentor (Connect)

— % Responsibility (Knowledge)

— % Protégé (Fitness)



FAILURES

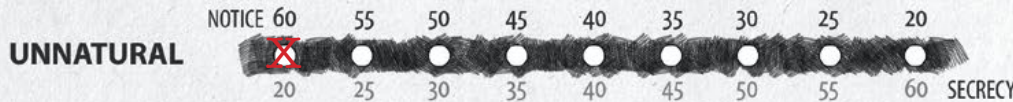
Defend with Status
Attack with Connect



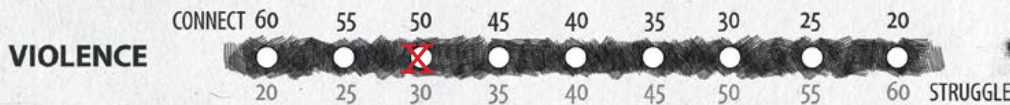
Defend with Connect
Attack with Status



Defend with Notice
Attack with Knowledge



Defend with Knowledge
Attack with Secrecy



Defend with Fitness
Attack with Struggle

IDENTITIES

I'm a **INTENSE**, of course I can **30 %**

Substitutes for Ability: Connect

Feature: Coerces Violence

Feature: Provides Initiative

I'm a **NURSE**, of course I can **20 %**

Substitutes for Ability: Knowledge

Feature: Evaluates Fitness

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:

WOUND THRESHOLD / 50

OBSESSION IDENTITY

56070 1a. Adept School **KHRUSOMANCY** 1b. Percentage **70**

For Official Use Only GR3-GST-0Z

4a. Spell Name: Fleshcraft

4b. Cost: 2

2. Taboos

Reject status quo fashion or culture, can't be healthy, can't look "normal."

4c. Effect Stretch, extend, distort any part of your body into unnatural shape.

3. Domain

Body alchemy, transformation of body and brain, affect other bodies.

5a. Spell Name: Share Senses

5b. Cost: 1

5c. Effect Shut down one of your senses and transfer them to someone else, a number of minutes = % roll.

6a. Spell Name: Extreme Empathy

6b. Cost: 1

6c. Effect Feel what others feel. Choose anyone within sensory range and experience their emotional state. Take same shocks that they take for minutes = % roll.

7a. Minor Charges

Make an alteration to your body: a wound, a decoration, a surgery, an implant, an ingestion of an altering substance, or something beyond what people normally do to their bodies. (Start with 8 of these)

7b. Significant Charges

Make a major alteration to your body: hack off a small part, pull out teeth, replace an eyeball, cover a large skin area with tattoos, ingest dangerous amounts of drugs, stay awake for a week.

7c. Major Charges

Major alteration to your body: replace skin with tree bark, look like a different person forever, cut out your tongue, have all fluids replaced, add extra limbs.

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Name: **LUCIA MORGAN**

Cabal: South Street Cabal

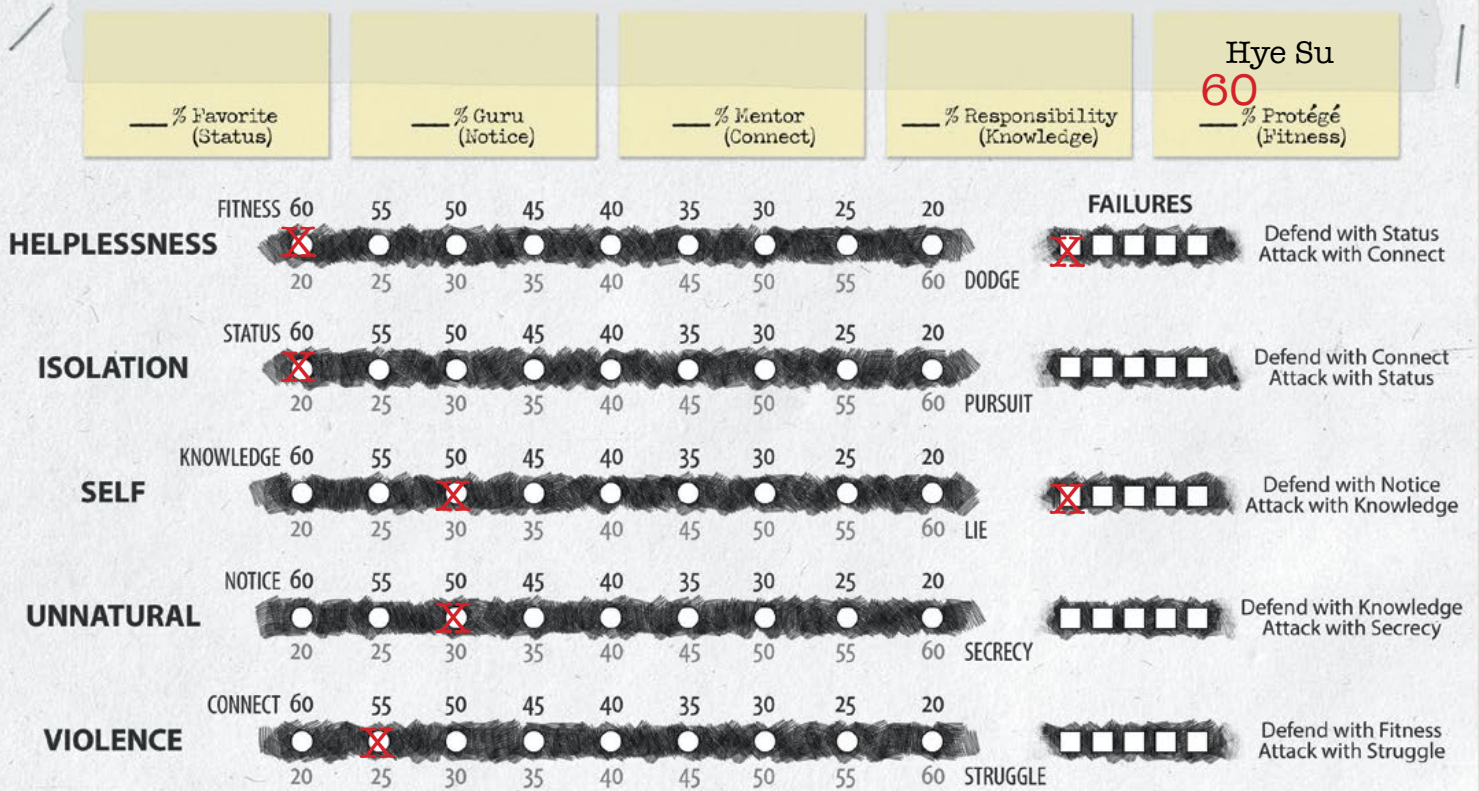
Current Objective: Tear down the corrupt, capitalist, occult-backed institution of the healthcare system in Philadelphia.

Distinguishing Characteristics: A twenty-four-year-old half Italian, half Cuban woman with a curvy build and long purple hair. She prefers to wear handmade T-shirts with radical slogans, lace-up boots, and a leather jacket with spikes and patches.

RAGE Someone trying to control her.

NOBLE Creating what she puts her mind to.

FEAR (Helplessness) Authority.



IDENTITIES	
I'm a ARTIST	, of course I can 25 %
Substitutes for Ability: Connect	
Feature: Entertains others (unique)	
Feature: Therapeutic	
I'm a PUNK	, of course I can 30 %
Substitutes for Ability: Fitness	
Feature: Coerces Helplessness	
Feature: Evaluates 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:	

WOUND THRESHOLD / **50**

OBSESSION IDENTITY	
56070	1a. Adept School KHRUSOMANCY 1b. Percentage 65
For Official Use Only GR3-GST-0Z	4a. Spell Name: Fleshcraft 4b. Cost: 2
2. Taboos	4c. Effect: Stretch, extend, distort any part of your body into unnatural shape.
Reject status quo fashion or culture, can't be healthy, can't look "normal."	5a. Spell Name: Neuroplasticity 5b. Cost: 2
3. Domain	5c. Effect: Remap parts of a brain, yours or someone else's, for hours = % roll. Ex: don't feel pain, become right-handed, forget how to sleep.
Body alchemy, transformation of body and brain, affect other bodies.	6a. Spell Name: Handfeet 6b. Cost: 1
	6c. Effect: Turn your hands into feet, your feet into hands, or any combination.
7a. Minor Charges: Make an alteration to your body: a wound, a decoration, a surgery, an implant, an ingestion of an altering substance, or something beyond what people normally do to their bodies. (Start with 8 of these)	
7b. Significant Charges: Make a major alteration to your body: hack off a small part, pull out teeth, replace an eyeball, cover a large skin area with tattoos, ingest dangerous amounts of drugs, stay awake for a week.	
7c. Major Charges: Major alteration to your body: replace skin with tree bark, look like a different person forever, cut out your tongue, have all fluids replaced, add extra limbs.	

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Name: **KALISTO RAYE**
Cabal: South Street Cabal
Current Objective: Tear down the corrupt, capitalist, occult-backed institution of the healthcare system in Philadelphia.

Distinguishing Characteristics: Kalisto is a twenty-two-year-old gender-fluid Latinx. Their short, delicate frame lends them a somewhat androgynous skeletal look. Tight leggings and shirts enhance this weird style. They are covered in piercings and tattoos, and often sport a shaved head and winged eyeliner.

RAGE Seeing friends hurt.

NOBLE Expressing fierce loyalty for others.

FEAR (Helplessness) That nothing matters in the big picture of the eternal cosmos.

Genesis

60

— % Favorite (Status)

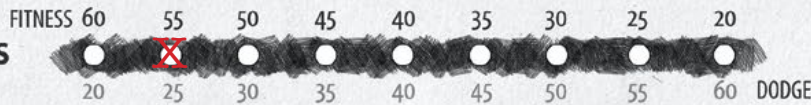
— % Guru (Notice)

— % Mentor (Connect)

— % Responsibility (Knowledge)

— % Protégé (Fitness)

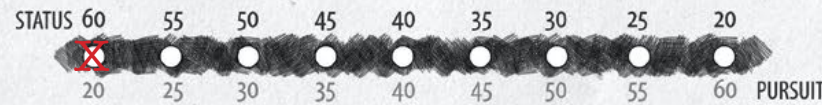
HELPLESSNESS



FAILURES

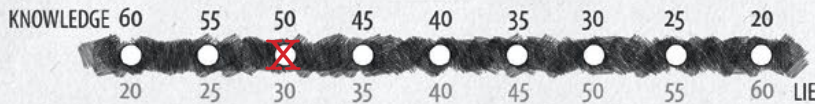
Defend with Status
Attack with Connect

ISOLATION



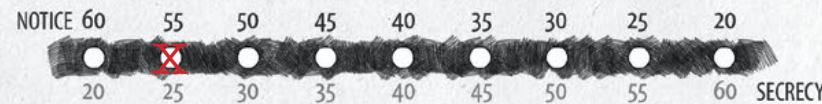
Defend with Connect
Attack with Status

SELF



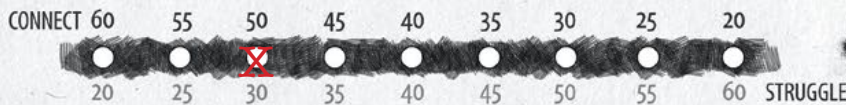
Defend with Notice
Attack with Knowledge

UNNATURAL



Defend with Knowledge
Attack with Secrecy

VIOLENCE



Defend with Fitness
Attack with Struggle

IDENTITIES

I'm a SAVVY, of course I can

35 %

Substitutes for Ability: Knowledge

Feature: Protects Helplessness

Feature: Provides Initiative

I'm a WITCH, of course I can

30 %

Substitutes for Ability: Secrecy

Feature: Protects the Unnatural

Feature: Therapeutic

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
36070

1a. Adept School KHRUSOMANCY 1b. Percentage 55

For Official Use
Only GR3-GST-0Z

4a. Spell Name: Fleshcraft 4b. Cost: 2

2. Taboos

Reject status quo fashion or culture, can't be healthy, can't look "normal."

4c. Effect
Stretch, extend, distort any part of your body into unnatural shape.

5a. Spell Name: Share Senses 5b. Cost: 1

5c. Effect
Shut down one of your senses and transfer them to someone else, a number of minutes = % roll.

3. Domain

Body alchemy, transformation of body and brain, affect other bodies.

6a. Spell Name: Handfeet 6b. Cost: 1

6c. Effect
Turn your hands into feet, your feet into hands, or any combination.

7a. Minor Charges

Make an alteration to your body: a wound, a decoration, a surgery, an implant, an ingestion of an altering substance, or something beyond what people normally do to their bodies. (Start with 8 of these)

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7c. Major Charges

Major alteration to your body: replace skin with tree bark, look like a different person forever, cut out your tongue, have all fluids replaced, add extra limbs.

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