



# JACS Holiday City

A SUPER HERO WORLD BOOK FOR THE JACS RPG

**BOOK 1: CHARACTERS AND THE WORLD**







# **JAGS HOLIDAY CITY**

**A SUPER HERO SUPPLEMENT FOR THE JAGS RPG**  
**WWW.JAGSRPG.COM**

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# JAGS HOLIDAY CITY

Welcome to JAGS Holiday City--a JAGS Superhero world book set in what might be the most important city in North America--maybe in *the world*. Of course you just think of it as a midwestern, mid-sized place on the south shore of Lake Superior.

Their tourist scene is pretty good . . . if you like a Minnesota-famous aquarium and the last open department store of a chain that was big around 1928 or something.

No--if you've thought of Holiday City your impression is either a



Maybe in history class in high school when reading about The Gilded Age you read about the big railroad magnates running a few key lines through there--an important shipping hub and some mining?

If you follow the Luminary scene a lot (I mean, everyone does to some extent--you can't escape it!) you know that it has a really unusually high percentage of para-humans. It stands out for that--but it's not the *only* place that's an anomaly for the number of emergency situations that, in cop-slang, "turn into Comic Con."

It's never been in one of the top 100 nicest places to live--although some of those homes and gardens magazines have had shoots from the stately parts of town from time to time. Could be you fired off a college application: it's got a university that's hard to get into--and has quite the reputation . . . for a place without a football team in flyover country.

You might've even visited. They've got a "famous" boardwalk. They have a couple of Grand Hotels in the 100-most-haunted hotel lists.

sprawl of urban blight created by the collapse of heavy industry and the drying up of mines and industrial shipping--or you think of it as a sleepy little city out there in the big empty that is in the news *every once in a while* because one of the big time midwestern rich guys who lives around there is doing something with coal mining or new-energy or whatever.

That's how the rest of the world sees Holiday City.

Holiday City . . . likes it like that.

**Luminary:** A parahuman evidencing superhuman capabilities including non-human biology, extreme physical training and reflexes beyond what is scientifically humanly attainable, energy or mental manipulation, flight and levitation, etc.

**Illumination:** The term for the event of "becoming" a Luminary. A transition for some, an event at birth for others.

**Eminent:** The condition of *being Illuminated*. Evidencing the powers and traits of a Luminary.

**Power Categories (Makarov Scale) 1 - 5.** Each level is double the power-level of the previous.

Luminaries per Capita per 1k population	CAT-Weighted AVG
Holiday City	1.61
National Average	.21

## Excerpt: Institute for Advanced Study - Establishing a Theoretical Understanding of Luminary Distribution

IAS-2014-0031 Avi Leodsan

The hypothetical framework around the distribution of efficacy established by Leonard Makarov in 1968, and still dominant today, holds that the retention of "efficacy" as measured by thermodynamic improbability follows a Navier-Stokes distribution. As such we should see, in human populations, a propagation of the Illumination phenomena within a Gaussian or Poisson distribution.

As such, the variance in locations such as **Holiday City** are so far outside the modeled understanding that, taking the frequency of Luminaries as a measure of thermodynamic entropy it is as though the locality **is effectively a Luminary itself**.

## Excerpt: So, Your Just Boyfriend Illuminated

Chapter 2: Category 3? Handle With Extreme Caution, Emily Alledel, Golden Goblin Press

**Now Your Boyfriend's a Rock Star:** If he was full of himself before, now it's hella bad. He'll be recognized even if he's not in uniform. He'll get free drinks at the bar and his own table in the

restaurant. If he's the friendly type? People will ask him for selfies and autographs.

**He Just Blew You Out On Social Media:** Just give it up: he got 20k followers overnight. These are Lumi-groupies and they'll tell him he's aces no matter *what* he does. If he's active on Instagram? One hundred thousand is about the minimum. You can just shelve your account. He's an *influencer* now whether he likes it or not.



**He's a Movie Star:** If y'all get stopped by the cops for any crime less than, like murder, they'll probably just let him go--especially if he's cool about it. He can go into a shop and *take things* and the odds are they'll just thank him on the way out. They'll prosecute you though--don't think you try to pull that shit. You know how movie stars get away with things over and over? It's like that--and he's never even read a line.

**He's Like A Mixed Martial Arts Champion:** At Cat-3 you've gotta watch yourself. If he's the wrong type he could bury a SWAT team without breaking a sweat. If he's ever *raised his voice to you* this, right now, is a good time to leave. Tough guys will idolize him. Tough stupid guys might want a piece of him.

**Now He's a Socialite:** You might need to show him how to tie a tie or put a boutineer on because if he puts himself out there, he can get invitations to parties. Not the kind you get to go to either--if he wants to go and drink with the back-tie and white pearls set he can. He can just *crash*. He's a Luminary. You--if you're his +1--are gonna get treated like something he tracked in on his shoe. Sorry.

**He's a Reality TV Star:** If he doesn't like the fine dining, he can be as tacky as he wants to be and he'll get his entourage of assholes--including a few wealthy hangers on who will *enable* whatever he wants. Did he ever do drugs? Did he drink a lot? Did he want to drive a fast car? When you can fly? People will *hook you up*. You though? They won't hook *you* up. They want you gone.

Face it, girlfriend, you're probably really, really screwed--and that's if he's one of the "good ones."

## Excerpt: Goliath, Archimedes & Achilles, and Mark Twain

### Introduction - Man vs. Myth. Dr. Sarah Millicomb Ph.D.

The discovery of a 30-foot humanoid giant with metallic reinforced bones in the 3000 year old Philistine burial site in Ashkelon Israel was, for 20 years considered to be a fake as was in vogue at the time. This reaction--that the "wonders of the ancient world" were exaggerated and were usually based on myths was perhaps due to the Roman tradition of "Modestus" or Keeping Within Measure.

The discovery of a completely whole--yet clearly dead Achilles--or a bronze-age power-system using an alchemical engine to power a directed light weapons system built into an augmented armored harness (the Archimedes "Siderénios Ánthropos") eventually convinced those who were skeptical that, indeed, giants had--and it turned out, still did walk the earth . . . or fly over it.

Of course the understanding of them as *Luminaries* was the element necessary to get them fully from the realm of myth and monsters and into the realm of men--even if they wielded near god-like power in some instances.

After all, *Mark Twain* was a luminary of his age--even if he was not a Luminary. The use of the term marks them not as idealized heroes of ancient lore or of angels or demons--but as people who, for better or worse are in a position that we must acknowledge as *specialty gifted*. Luminaries are not morally better than us. They are not spiritually superior. However, in a very real if intangible way they are exalted--above the great mass of us.

In the table set at the top of the human pyramid, despite merit, persistence, intelligence, wealth, or military might and the force of the state, most of the seats are set for *them*.

## Civilian Action Team Act

Morrison Act, 1932 The Morrison Act that ruled that Luminaries could not be part of a civilian police force (and were limited in action in the military) created Civilian Action Teams--licensed Luminary teams that were given a charter by the local government to handle problems within a listed purview.

In Holiday City, the C.A.T. is **The Tower**, a team of four CAT-3 Luminaries who keep the peace . . . but maybe not very well.

## JAGS Holiday City

You're a Luminary--life just got complicated--extra complicated. No, worse than *that*. In JAGS Holiday City you'll make a character to plunge into the weird, chaotic, and often dangerous world of Holiday City and the Luminary society that surrounds it. Here's what you need to know:

### Making A Character

Making a Luminary Character is like making other JAGS characters with a few curve-balls thrown in. We go into detail in the next chapter but here's the summary version.

**Step 1:** Figure out what the basic idea of the game will be (we have a list of common choices and rules for setting them up). This should include a power CATEGORY level)

**Step 2:** Everyone rolls *random power categories*. Yeah--you don't get to pick the sections you can buy powers from.

**Step 3:** Within those power categories, spend you can buy any of the powers listed with Archetype Points to create your Luminary power set. There's also some random-roll stuff that can be used to help figure out how you illuminated (this is optional)

**Step 4:** You can use the optional random roll tables to give you some material to help figure out who your "normal guy" is / was (if you ever were)

**Step 5:** Using the life-path stuff, the origin-story stuff (if you like it) you spend your CP and build your character.

### Holiday City Stories - What Kind of Game Is It?

There's an infinite number of stories in Holiday City. What's yours? We have a few game-types detailed because we think they are good approaches to Holiday City. Here are some of them:

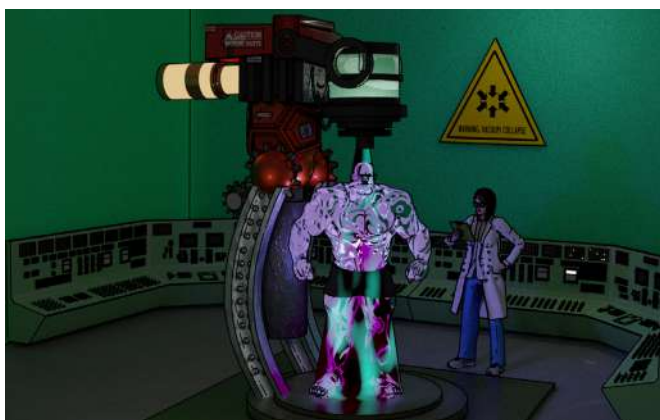
Alma Mater <b>64 AP (CAT-2)</b> <b>50 CP</b>	High school super heroes. You go to one of the high schools that has both regular kids and Luminary kids attending. Good luck.
Mean Streets <b>64 AP (CAT-2)</b> <b>50 CP</b>	You're in the bad part of town--the wrong side of the tracks. Life isn't <i>fair</i> anywhere, but at the bottom of Holiday City there are predators and everyone else is <i>prey</i> --but not you. Not now. It's time to start making a difference.

Operational Tetrad <b>128 AP (CAT-3)</b> <b>50 CP</b>	That's the technical term for a "team of Luminaries" who are actually "in it together." A single CAT-3 Luminary is notable. Four working together can be alarming, and even if they seem like pretty good guys, forming a team with an agenda is going to get <i>attention</i> .
Power Houses <b>256 AP (CAT-4)</b> <b>128 AP (Scale 2)</b> <b>50 CP</b>	You are Category 4 power-houses--and there's a group of you. Holiday City and the monsters and leaders in it have sat up to take notice.
<b>Above CAT-4 (512 AP +)</b>	The scale goes up to CAT-5, which includes some of the most powerful individual beings in existence. These guys tend to be somewhat on the reclusive side but they can <i>make policy</i> .

## Value - The Secret Energy That Luminaries Can Feel

There's one more thing we've gotta tell you: when you defeat a Luminary in (serious) combat--or clean out a neighborhood of crime and make it a better place to live, you get Experience Points (XP).

When you get XP equal to your *current AP total* you go up a level: +8 Archetype Points and +2 Character Points (you can get Character Points for things other than winning Luminary battles or taking and holding ground).



That's not so unusual in tabletop roleplaying games--but the distinction here is that *your characters know it*. They feel it.

Luminaries can sense a kind of invisible flow of what they call "Value." They know they can get Value (XP) by *defeating* other

Luminaries--by taking over neighborhoods and remaking them in *their images*. Doing this is walking the path to power.

They call it "Climbing The Ladder" or "Being In The Game." Everyone knows they're *worth something* to everyone else (fortunately you don't have to kill an opponent to get their Value--and taking on people who are way less powerful than you isn't that useful--but . . . it can happen).

So you have an opportunity here. Is someone causing problems in the neighborhood? It's suddenly *worth your while* to do something about it.

## The Secrets of Holiday City

Holiday City is built on secrets. It's lousy with them. We have divided JAGS Holiday City into two books. The first is for everyone. It has the list of characters you've heard of (or read about) and notes on their power-level and abilities. It has descriptions of the places you might go to school or visit City Hall or whatever. All of this is designed to be read as common-knowledge for someone who has been exposed to it.



Then in the Occult History of Holiday City we have all the supplementary information--the secrets--about all of this stuff. This includes the stats (as well as any secret facts) about the characters and so on.

# WELCOME TO HOLIDAY CITY



Please review the Office of Tourism Guide

- Dinner on Holiday City's Famous Boardwalk
- Stay at the Cambrian Hotel
- Visit The Aquarium
- See the Museum of the Plains
- Concert in the Park (??)
- Bar Crawl (College Town)

## Liminal Amusements

Ride Ezekiel's Wheel of Fire or brave the Power Dive.

Opening Times: 10 AM-9 PM  
Admission: 17.50 Adult  
10.00 Senior  
6.00 Child under 12

## Brockton Bar

Our famous eatery. You might see one of our Luminaries dining in!

Opening Times: 5 PM-1 AM

## Carousel of Progress

See the wonders of The Future *today*. Courtesy of the Progress Foundation

Opening Times: 10 AM-9 PM  
Admission: Free

## The Cambrian Hotel

A Holiday City destination since 1860! Please call ahead for availability.

## Dr. Dilemma's Dungeon of Horror

His diabolical games and insidious plans terrified and fascinated a nation. See his famous Murder Box, the Trolley Dilemma, and other horrors.

Opening Times: 10 AM-9 PM  
Admission: 12.50 Adult  
8.00 Senior  
Children Under 12 Free



## The Frozen Tourist

Swimwear, souvenirs, and more.

Opening Times: 10 AM-9 PM

## Anbury Park Amphitheater

Watch a performance, take in a concert, or enjoy the Anbury Park experience.

Opening Times: 10 AM-9 PM  
Check Website for Performances

## Holiday City Grill

Relaxing dining with a friendly staff. Check out the collection of Holiday City memorabilia.

Opening Times: 10 AM-9 PM

## Applebee's

It's the restaurant you know and love—even on vacation!

Opening Times: 11 AM-1 AM

## ParaCloth

Outfit yourself like the Luminaries—check out our selection of space-aged fabrics and body-shaping undergarments! Look like you can fly!

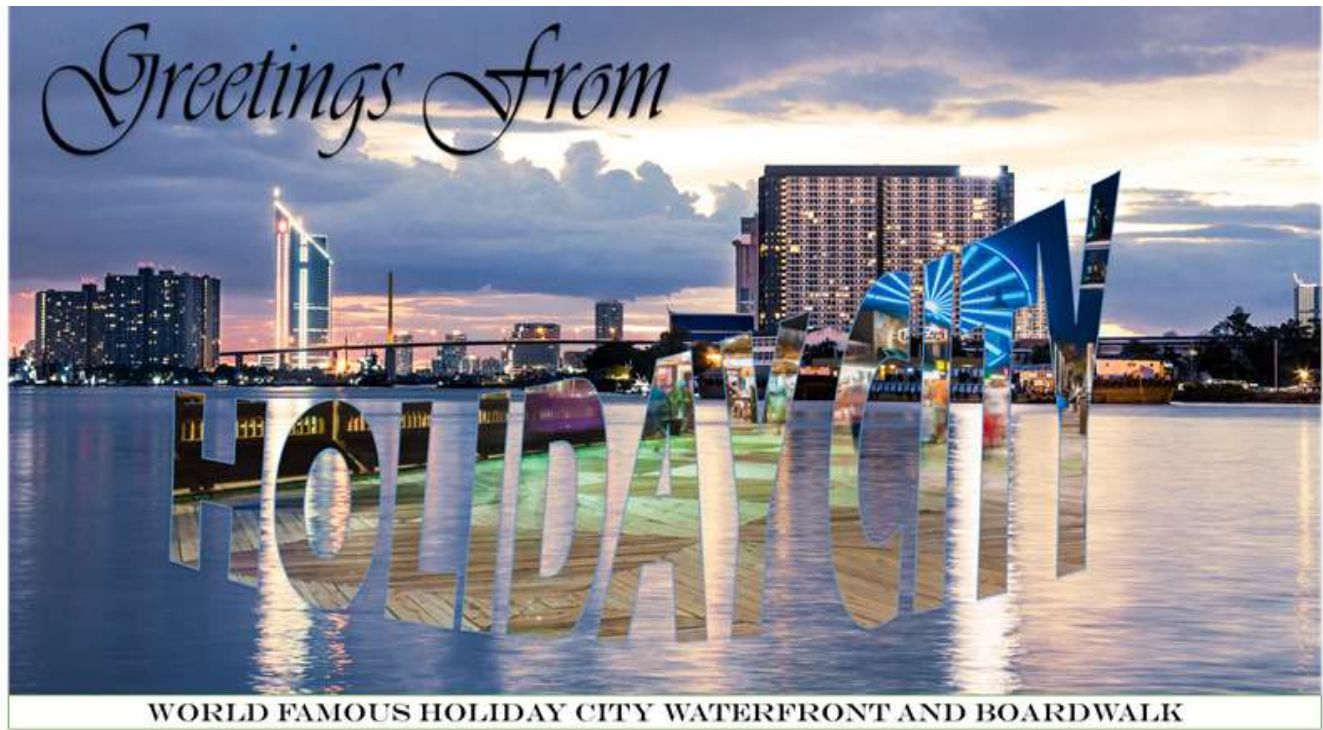
Opening Times: 11 AM-9 PM

## Diamonds International

If you're on vacation, that's the best time to buy jewelry!

Opening Times: 11 AM-9 PM

# GREETINGS FROM HOLIDAY CITY!



## Holiday City By The Books

Just the Facts:

Holiday City is a major port and rail city located on the southern tip of Lake Superior in Minnesota. The waterfront Boardwalk passes along Holiday Park with views of the 1903 Grand Rail Bridge and the home of the world-recognized Cambrian Hotel.

Holiday City was sacred ground to Native Americans for several tribes in the Lake Superior region for more than 500 years. From 1650 to the early 1800's it was a major fur post for European traders seeking beaver pelts. By 1830 it had become a major center for shipping (connected to the Great Lakes Waterway, the Saint Lawrence Seaway, and then the Atlantic Ocean) and rail hub that joined the Great Northern Railway and Taggart Transcontinental.

At one time it was considered as a possible location for a "Western Command Center" for the United States government should anything happen to Washington DC. During the 1920's it played host to the arts and culture--boasting its own fashion designers, a lauded symphony orchestra, and several famous painters. Its local,

exclusive clubs saw many notable American personages on their lists of members.

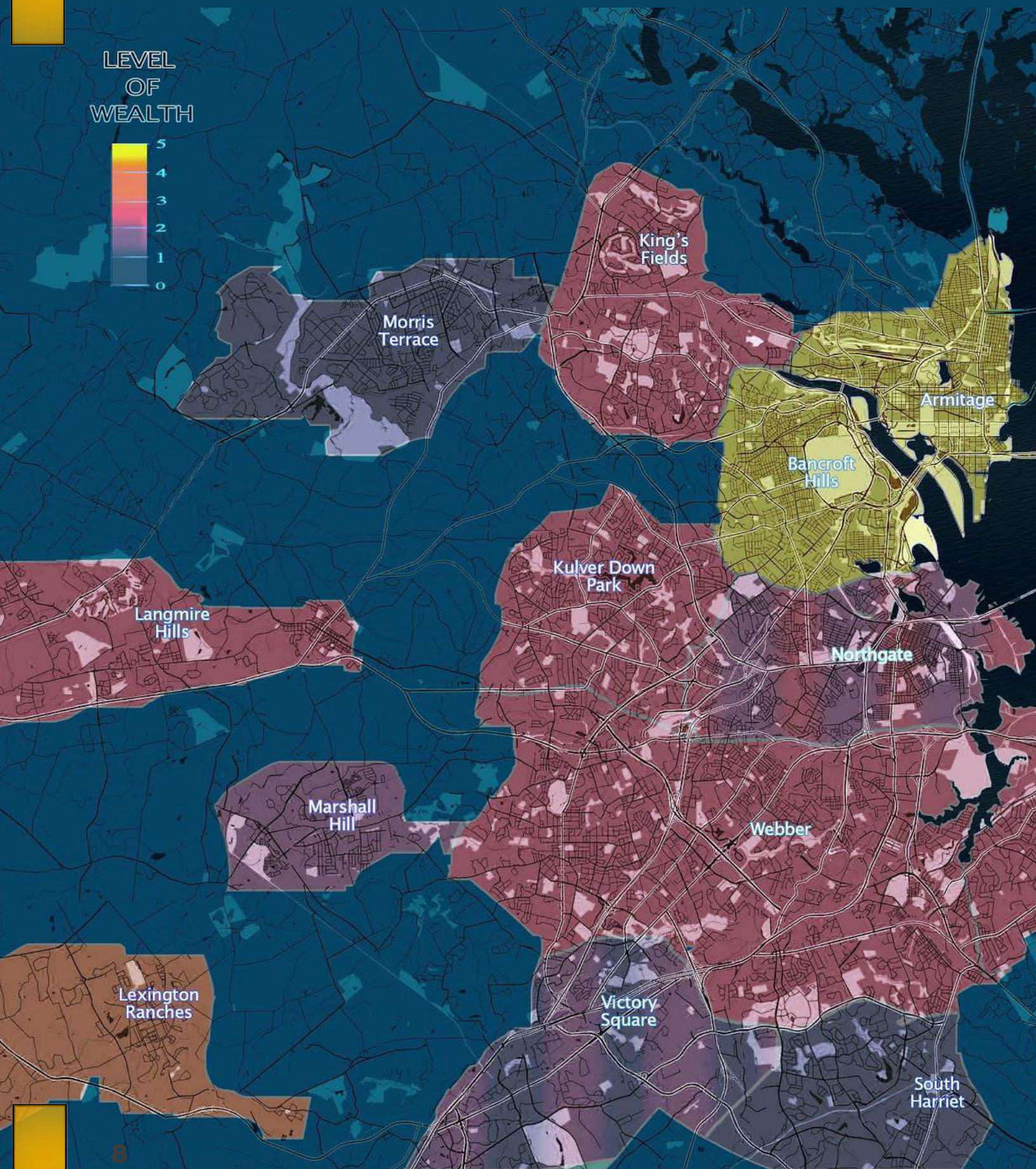
In the late 20th century the iron and copper mining in the area and heavy industry in general, declined and Holiday City itself became less prominent--in many ways slipping further into decay--but it was already transitioning to a financial and tech-sector based economy. Today it is certainly not thought of as one of the great megapolises or shining jewels of American urban development--but it is said that the people there prefer it that way. A staggering 19% of all sea and rail shipped micro-technology components move through its docks and it has more heavy rail capacity than any midwestern city of similar size and density.

It is a regional epicenter for banking, retail shopping, and medical technology. It has the only Biosafety Lab level 4 in Minnesota and one of the few ISO-2 level cleanrooms in the United States.

## Holiday City Districts

Holiday City is a sprawling place with a broad range of neighborhoods from the extremely well kept and wealthy to the violent and impoverished. This section provides a few notes for each one along with an attempt to give a sense of the atmosphere and flavor.

LEVEL  
OF  
WEALTH



# HOLIDAY CITY



Lake  
Superior

SOUTH  
PORT

Prospect  
Park

Signal  
Hill

WESTERGREN  
ISLAND

Iktomi

Euclid  
Bay

Union  
Gardens

Lyndell  
Heights

Lyndell

ACTON  
EAST

## Bancroft Hills

### Wealth Index: 5 (Very Wealthy)

Predominantly residential communities with both single-family homes on large lots and low-rise apartment complexes. Country club, golfing, and horseback riding.

The Bancroft Historic District features magnificent mansions from the late 1800s and shopping consists of vibrant corridors of small shops and exclusive markets.

**Neighborhoods: Elway Hills, Candlewood, Bitter Creek, Trendell, Bourbon Oaks.**

- Huge mansions on perfect plots of land. Late-model Audis and Mercedes in the driveway -- or in the multi-vehicle garage. Guest houses on little lakes. Manicured country-clubs. High-end boutique shopping. Catered garden parties with paper lanterns in the spring and late fall.



## Armitage

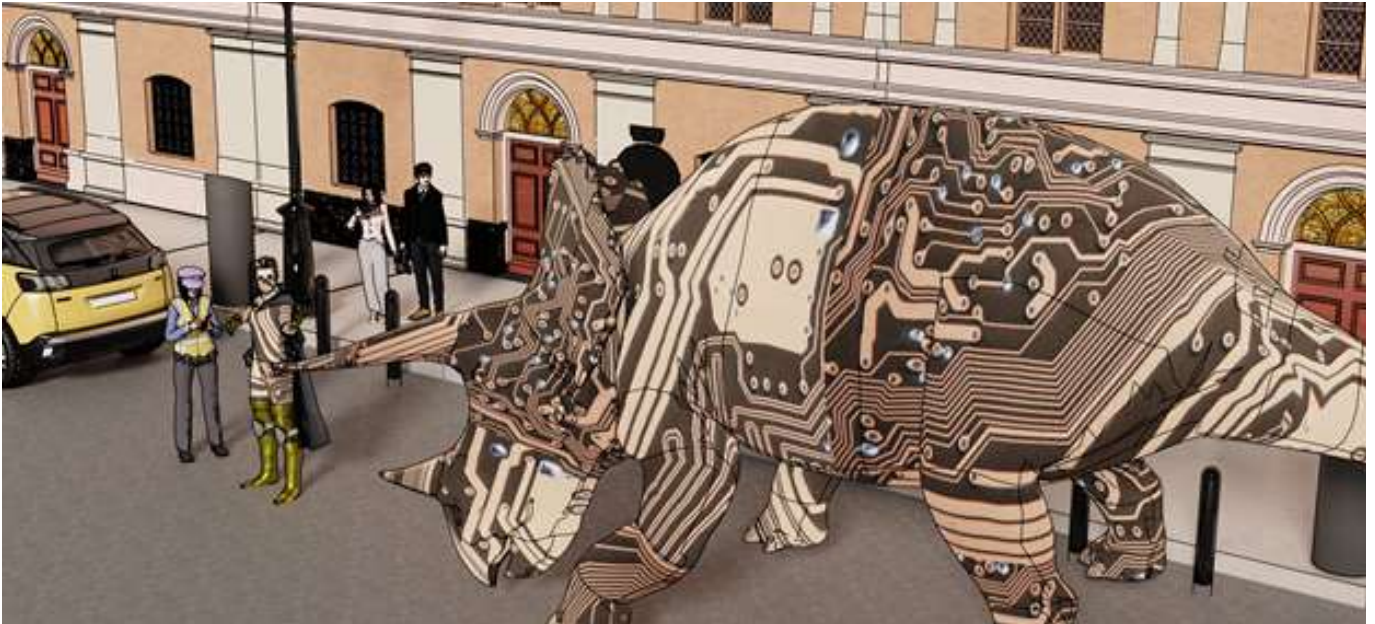
### Wealth Index: 5 (Very Wealthy)

Zoned for mid-rise Community Shopping and Office, low-rise and mid-rise residential, and 10% high rise lakefront. Historical Neighborhood with the Courthouse, the original City Hall, Metropole Bank Headquarters, the (Closed) Trumpet Publishing House, the Clock Tower, and others.

- Theater & Restaurant District
- Holiday City Aquarium
- Boardwalk
- Hotel & Convention Center
- HC Casino

**Neighborhoods: Stone Beach, Downtown, Dunning Creek, Wilmel Reach, Narrows Crook, Tourism District**

- Big business behind stately facades. Old-money. Old secrets held by white-haired men who glory running the world. White-glove law firms. Names on brass plates that *mean* something. Mens tailors and haberdasheries. Private clubs; yacht club. Restaurants with secret numbers. Young Masters of the Universe close major deals and go drinking. Ad agencies.



### Kulver Down Park

#### **Wealth Index: 2-3 (Lower-Middle & Middle Class)**

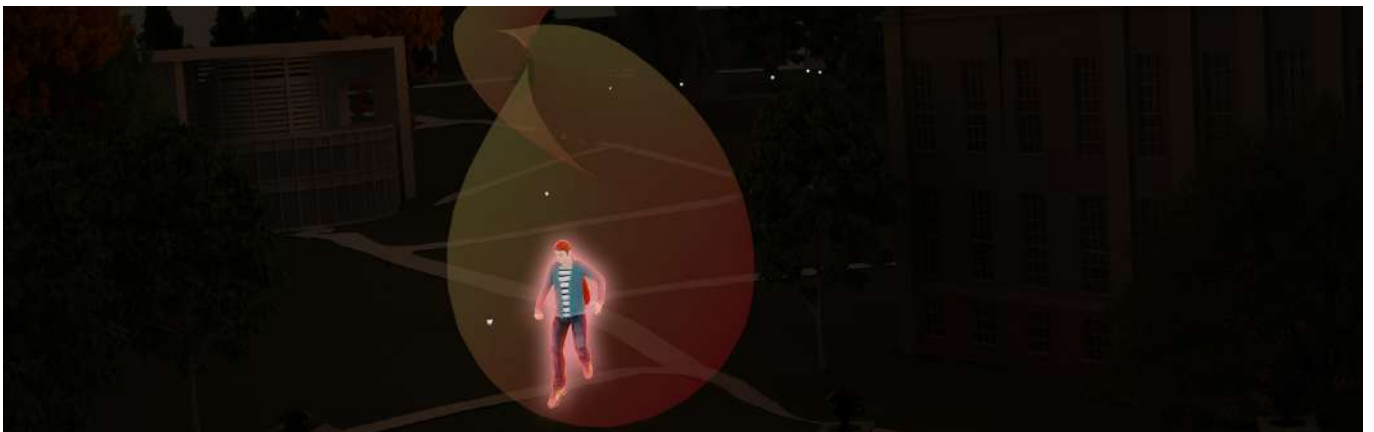
Single-family homes, multi-unit apartments, community shopping / neighborhood commercial. Student housing.

- Holiday City Community College
- HC University
- Two private preparatory schools
- Water treatment plant
- National Guard armory
- Museum of the Western Plains

#### **Neighborhoods: Provost Park, University Heights, L'Worth ("Student Slums")**

**Ownership of college narcotics trade varies; currently Code Disciples**

- The School District. Shaggy, trendy. Live music and places that last a season and are never seen again. Absinth bars. Rough characters who sell the kids their party drugs. Irony t-shirts. Irony put-a-quarter-in-the-machine video arcades. More-than-one Rathskeller. Finals drama. The street full of college-bars with a club at each end. School jackets. House parties after finals.



## Empire Zone

### Wealth Index: 5 (Very Wealthy)

Glittering towers--high-rise offices, a monorail system (only serves the Empire Zone). Very, very few residences.

- Progress Foundation 22nd Century Skyscraper
- Fitzgerald Aerospace Corporate Center
- Leland Inc. Office Park

**Neighborhoods: Namusda Park, Bayland Heights, Isla Verde, Granite Shoals**

- Never sleeps. Coursing with the feel of money and power with the promise and potential of big ideas and all-consuming ambition.



Morris  
Terrace

**Wealth Index: 0-1 (Low Class & Slum)**

Quasi-industrial, medium and high-rise residential. Tenement housing; large number of condemned and unoccupied buildings.

- U-Store It (Stadium-sized, highly automated self-storage)
- Wade Park
- Timber Trails Family Fun Park (Closed)
- Donner Avenue (Zoned for Adult Entertainment)

**Neighborhoods: Shoredale, Harbor Grove, High Forest, Winmilkee**

**Code Disciples**

- Concrete wasteland. Concertina wire on top of 18' chain link fence. Gravel parking lots. Big, dark buildings. Abandoned, stripped cars. Guys in military jackets and no shirts covered in prison and white-power tattoos watching you. Beware of Dog signs. Gleaming brass shell casings down in the cracks in the sidewalk. Nazi graffiti.



Webber

**Wealth Index: 2+(Lower-Middle with some Middle Class)**

Single-family homes, multi-unit apartments, community shopping / neighborhood commercial. Subsidized housing for Kingdom Security employees.

- Universe of Lights Skating & Bowling
- Travers Mall & 28 Multiplex
- Oh Noes Brewery
- Holiday City Science Museum

**Neighborhoods: Franklinmont, Hin Hillside, Bridgeland, Evanstream**

- Families with a bunch of kids going out to Appleby's; the movies. Teenagers flooding the theater and the mall. Everything is about to where it needs a new coat of paint. Family bars. Everyone knows someone who works for Kingdom and lives in the New Apartments. Field trips to the Science Museum.

Northgate

**Wealth Index: 1-3 (Low Class to Middle Class)**

Single-family homes, multi-unit apartments, community shopping / neighborhood commercial. Ethnic neighborhood including Holiday City's Korea-Town and a small but significant Latino community.

- Korea-Town; Chinese influence
- Dim Sum Palace (three stories of open-plan dumplings; gambling in back rooms. Mahjong Ladies)
- Dragon Gaming: Long rows of computers. Everyone's smoking. Hackers meetups.

**Neighborhoods: Mustada, Home Hills, Round Villa, Grays City, Lakebottom**

**Jo-Pok organized crime cells**

**Some Llave colombian presence**

- Tidy, Crowded, Colorful. Small shops crammed with discount goods. Everyone's selling phone cards. Western Union. Auto-shops. Bicycle & Shoe Repair. Laundromats. The school is very big, very imposing, and very old; smells like rusted water. Outdoor holidays and festivals. Places where they don't speak English. Tiny grocery stores sell DVDs from other countries. People out sell Cam-Job DVDs for movies still in theaters. The kids here look lean and tough. They know gambling games.

## Marshal Hill

### Wealth Index: 1-2 (Low Class to Lower Middle Class)

Sprawling, dense neighborhood with some single-family homes and many older multi-unit apartments, community shopping / neighborhood commercial.

- Some famous clubs that still show up in older Holiday City tourism material
- The first of the true Dark Zones ("The Quarry" to the locals, fenced off with CONDEMNED -- DO NOT TRESPASS signs)
- St. Roch's Hospital -- the biggest in Holiday City. World-class trauma ward
- Ballard Asylum -- Mental hospital for the criminally insane. Rumored to be *Bedlam*

### Neighborhoods: Hoffmans Meadows, Bensen Bluff, Willow Grove, Schumafort

### Llaves & The Nigerians

- Everything's run-down, but they still cover the graffiti when it goes up, unless they can't reach it (under the bridge). Everything's locked up tight at night. Metal doors with more than one bolt. Lots of walkups. Single-family row-houses. Empty lots full of weeds. Dismal little hotels where *you don't wanna know* goes on. Dealers on the right streets. Bright outdoor advertising; nightlife. 24 hours Waffle House restaurants. People come from the other places to get what they want here. You can feel the bass through the walls. Epic clubs, where tough guys strut like princes.



## Victory Square

### Wealth Index: 0-2 (Poverty to Lower Middle Class)

Mostly multi-unit apartments with some high-rise "project" apartments and community shopping / neighborhood commercial. Schools have a 80% graduation rate.

- Victory Square Park, itself (Traffic roundabout, park)
- Recording Studio for Midwest Hip Hop, with actual gold records on the wall
- Back (*way back*) when Holiday City had a baseball team, they were based here. The ruin of Lockhart field is still there, overgrown and green
- Two *large* Dark Zones (9-16 square blocks), and several small ones (1-2 blocks) -- **The Brickyard** and **The Factory**

**Neighborhoods: Carolburn, Highfield, Lindenwood, Hillfort**

**Nigerians & Youth Gangs**

- Trash, broken windows with rusted bars; dilapidated houses with windows boarded up; abandoned. Everyone's got a hustle, even the kids. Lots of fast-food. Lots of payday loan places. Everyone gets sized up, just walking down the street. Cop? Predator? Prey? Churches that fill up on Sunday. Social workers with thick case-loads. Greyhound. Lotta people gonna get out of Victory Square playing ball or selling music.



## Lyndell Heights

### Wealth Index: 2\*

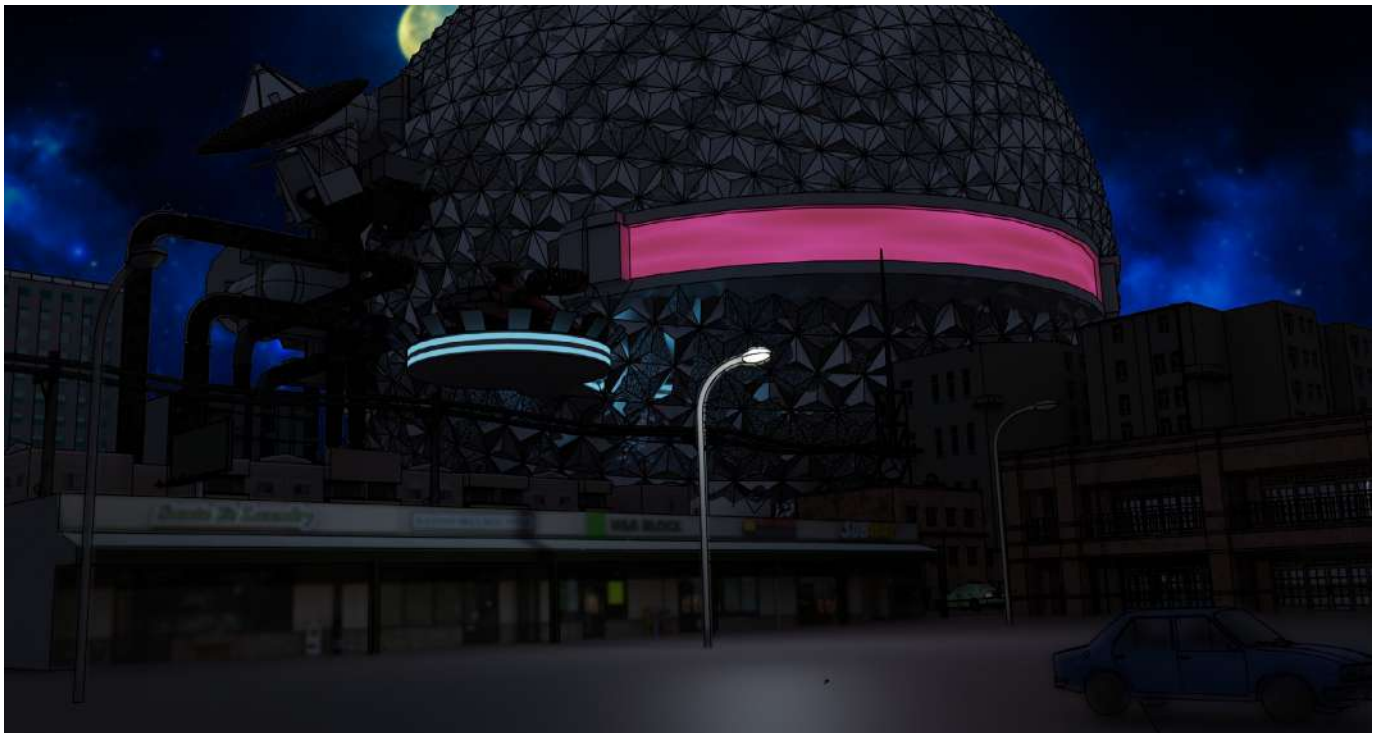
Zoned for commercial development, heavy industry, office parks, and dense, low-rise housing. Verboten HQ, like an evil-vision of Epcot's sphere looms over the district.

- Their base is a giant spheroid. It is *not* a tourist attraction: visiting Lyndell Heights to take photographs in front of the "Super Villain Base" is *NOT* advised.
- Dry docks & shipyards
- Many closed, some open factories
- Distribution centers, call centers, smelting and refining
- Paper mills

**Neighborhoods: Ash Glen, Golden Hills, Chelsa Woods, Verde Vale**

**Verboten - Entry is NOT advised**

- The fake cheer of the simulated potemkin village of the Yucca Flats atomic weapons tests. Giant washed out billboards for no-longer-sold products. Mid-range brick office buildings that appear condemned but glow with strange lights. The police are out in force--but their uniforms look a little different than normal--a darker shade of blue; almost black.



Union Gardens	<p><b>Wealth Index: 3*</b></p> <p>Zoned for urban housing with mid-rise densely packed units. Each is painted a different pastel shade. Surrounded by city-donated parkland running up to the major roads.</p> <ul style="list-style-type: none"> <li>• Held three charter schools (repurposed)</li> <li>• A Community Center youth-hall (repurposed)</li> <li>• 2-year Technical school (repurposed)</li> </ul> <p><b>Neighborhoods: Poplar Glenn, Windsor, Hinsmont</b></p> <p><b>Technocrat - Internal Movement is restricted</b></p>
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- From the roads it looks like a tight clustered block of identical mid-rise buildings towering over much lower institutional-looking schools, community centers, strip-malls, and auto-mechanics shops. The entry points have: RESIDENTS ONLY notices. Some have security gates operated by the city. Everything in there is weirdly quiet.

Lyndell	<p><b>Wealth Index: 2-4</b></p> <p>An older area that was originally not part of Holiday City--but became so when Holiday City expanded in the 1980's. Lyndell is a lot of single-family homes--suburbs or exburbs.</p> <ul style="list-style-type: none"> <li>• Verboten Takeover of Lyndell Heights has impacted property values badly.</li> </ul> <p><b>Neighborhoods: Holiday Acres, Green Creek, Garden Valley</b></p>
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- Lyndell is a "middle class" suburb of Holiday City that features expanses of single-family one-story homes. Some of the lots are large-ranch style--with horses and barns. There is some woodland there. It's quiet--almost secluded in some places. There are a few large homes--mansions, scattered across the area and, especially, the shoreline.

Euclid Bay	<p><b>Wealth Index: 2-3</b></p> <p>Waterfront areas are commercially zoned for shipping and a strip of pricey waterfront dining restaurants and hotels. The southern part of Euclid Bay is zoned for single family homes, urban housing, and mid-rise apartments. A section is zoned for high rise office complexes.</p> <ul style="list-style-type: none"> <li>• Lovepark Office Complex: one of the premier high-rise office buildings in Euclid Bay. It is a state of the art facility--but is only 70% full.</li> <li>• The Bright Line: a public transport rail system limited to Euclid Bay, South Harriet and Union Gardens. A workforce from Union Gardens keeps the magnetic rail-system operational.</li> <li>• Private schools. Euclid Bay has several private schools.</li> </ul> <p><b>Neighborhoods: Starling Estates, Fisherman's Meadows, Lazy Lagoon</b></p>
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- Euclid Bay runs from dock-side industries to densely packed low-income and middle-income 40-story towers. It has a sprawl of dock-workers, service staff, and other low-income people and then a core of several of the executives in the pricey office towers or the managers or owners of the sparkling waterfront hotels and restaurants.

## South Harriet

### Wealth Index: 0-1

South Harriet has one of the largest Dark Zones in Holiday City--blocks without power or uncondemned buildings. It also has what writers in the Trumpet have characterized as "No-Go Zones" where the HCPD will not enter without riot-gear and SWAT Teams. It is a mess of unzoned areas containing bodegas, repurposed gas stations or abandoned strip-malls (turned into chaotic markets).

**Multiple Gangs. Crime Rate NOT REPORTED**

- South Harriet is a nightmare of badly lit street-warrens, decayed public services, and several legitimate businesses built like fortresses. It has chaotic street parties, colorful gang wars, and police who seem at times to have almost given up. If you live in South Harriet, apparently, you take your life into your own hands.



## Prospect Park

### Wealth Index: Commercial / Industrial + 4 (Upper-Middle) + 2 (Lower Middle)

Prospect Park is a diverse neighborhood with most of it zoned for Industrial and Commercial space -- The Docks at the water, with warehousing, logistics, and other commerce throughout the neighborhood. Industrial chemical processing, and light manufacturing. There are also residential areas, notably expensive condominiums and low-income housing in the south area.

- The Green Zone: a collection of expensive, modern high-rise condominiums for young, trend-setting Empire Zone Executives and a small cluster of coffee bars, exotic restaurants and Montessori schools to cater to them.
- The Show Room: A warehouse that sells exotic super-cars invitation only.
- Small, but growing tech-corridor for companies that need light manufacturing like aerospace and weapons research.
- Warehouse district: hundreds of square acres of warehouses lit by yellow sodium lights on huge cement pylons. Miles of chain link fence with NO TRESPASSING signs on them.
- **The Syndicate has a subtle presence here, but The Sultan calls the shots**
- **Kingdom Logistics moves what they need to move through Prospect like it was Iraq in 2002**

- Cranes, trucks, shipping containers piled high. Trucks in and out at all hours. Union men, union bars. Inspectors with clipboards and cheap ties. Bars for shipmen near the water; italian restaurants with checkerboard tablecloths. The smell of titanium and money to the East where they build experimental aircraft in high-security hangers. *All kinds of things* move through here. No one knows *everything*.

## King's Field

### Wealth Index: 2

King's Field was once a rival to Bancroft Hills with mansions, walled communities, and even large estates. Today, however, it has fallen from grace after several of the significant families went bankrupt in the 40's and then the mortgage crisis wiped it out. Huge tracts of housing are decaying.

- Denning Estate. Home of Walter Denning in the 1920's. A massively wealthy socialite. Was held in a trust until 1990. Now vacant.
- Candlewick Park. Hosted families of the rich (it even had a riding course and stables). Today only the two playgrounds are open. The rest of it is mostly reclaimed.
- Evermore Lawns - Family burial estates. Some of the founding fathers of Holiday City are buried here (or interred in crypts).

**Neighborhoods: Brevenington Crescent, Halcyon Hammocks, Seraglio Estates**

**Law Enforcement Patrols Are Intermittent In Some Neighborhoods**

- A few neighborhoods doing fine--but surrounded by vacant "ghost town" estates and half-finished abandoned projects. Go down the wrong road and you see overgrown lawns and creepy old mansions with broken windows.



## Signal Hill

### Wealth Index: 0-2 (Lower middle is as good as it gets)

Slums and tenement housing. Abandoned industrial tracks gone *dark*. The gulfs in the fabric of Signal Hill don't even have names anymore. They're just called the Dark Areas. Light and life (such as it is) along the major roads.

- **Worst School in Holiday City: Thomsan High** is near the bottom in almost all stats (graduation rate, etc.) but at the top in terms of violence. Gangs, riots, predation are all commonplace. In fact some have said it's a school *for* violence
- **Eagle Point Lighthouse:** A closed off block with a lighthouse on it, built in the 20's by a Luminary. Never served a real purpose, today maintained, but access restricted; rumor that if turned on, it calls ghost ships
- **Belgrade League** is a notable russian bar / restaurant / live-music venue where the heads of the Russian Outfit meet to discuss matters of mutual importance

### The Russians have a big footprint in Signal Hill

- Brutal, dirty, hopeless. You Don't Belong Here. Cyrillic signs with no english translation. Warehouses behind chain-link fences with cameras and blacked-out windows. Brick buildings with heavy steel doors. Young men with automatic weapons in the front room, while the Boss holds meetings in the back. Thomsan colors (blue, black) mean trouble -- wolfpacks of teens on the prowl. Heroin and meth -- hard drugs brought in from elsewhere on sale.

LEVEL  
OF  
WEALTH



# HOLIDAY CITY

Clock Tower

King's  
Fields

Boardwalk

Armitage

Bancroft  
Hills

Kulver Down  
Park

Holiday City High school

Northgate

Langmire  
Hills

Ballard  
Asylum

Marshall  
Hill

Webber

Lexington  
Ranches

St. Roch's Hospital

Victory  
Square

South  
Harriet



# HOLIDAY CITY LOCATIONS

## The Boardwalk

### Location: Armitage

A warmly lit waterfront shopping experience with exotic stores, a glowing ferris wheel, and friendly, sanitary restaurants and bars.

- The Bar None - bar and grill
- Ezekiel Skywheel
- Dr. Delima "Dungeon of Horrors" Museum/Attraction
- The Cambrian Hotel (1895)

The Dr. Delima attraction is tacky, in bad taste, and only has *mock-ups* of various pieces of his lurid history (such as a replica of his famous horned mask, artists renditions and scale-models of The Trolley Problem he set up, re-creations of his Murder Boxes, etc.)

- The Cambrian Hotel is one of "America's Most Haunted Hotels" (according to guidebooks)
- The Ezekiel Skywheel was built in 1958 by 20th Century Motors using a then-revolutionary magnetic flywheel drive system that is still in operation today.

## Museum of the Western Plains

### Location: Kulver Down Park

A weathered looking building with a large (often empty parking lot) and a concourse entryway that has seen better days.

- Jackalope Skeleton: A horned "rabbit skeleton" with antlers and armor plates--the size of a VW Beetle. Declared a hoax in 1940s.
- "Doc Lantern" exhibit - a cowboy and gunslinger. Replicas of his "skull-adorned guns" on display. Was a "Wendigo Hunter."
- The Sarisg Tribe--a small tribe about which almost nothing is known--but they held the area, traded in exotic skins, and had a warrior who it is said single handedly kept the continental army out of there for years.

**Open:** Mon-Sat 9:30 AM to 5:45 PM.

**Admission:** 8.50, Free for children under 12, 5.50 for seniors

The Museum has a dim, musty look. The staff--a skeleton crew--is generally somewhat taciturn and less than friendly. Exhibits scatter across the floor, unchanging and often only marginally dusted off. Dead fly husks in the display cases. The only colors that aren't muted are in the gift shop.

- The Museum has a private collection which is generally off limits in its cavernous back-warehouse. This contains old city books and records as well as the Red River Express--a legendary "ghost train" that came into the station with all the passengers vanished.
- The Museum is maintained by a grant from the City Council and has been renewed every 4 years for decades.

## Holiday City Aquarium

### Location: Armitage

A large artistically designed building with blue green tiles in a band across the outside.

- Fresh and salt-water tanks
- Skeleton of the Euclid Bay Leviathan, a massive skeleton of a Tylosaurus (45+ foot Cretaceous Period aquatic predator). It was found in Euclid Bay in 1931

**Open:** Mon-Sat 9:00 AM to 7:00 PM.

**Admission:** 12.00, Free for children under 8, 8.00 for seniors

- Long halls with sound absorbing carpeting and black lights fluorescing brilliant colors from the glass-lined walls looking into aquatic wonderlands. The Leviathan skeleton spans an astonishing 60 feet and even long dead has an air of menace about it.

## Lockhart's Department Stores

### Location: Euclid Bay

A giant, stately 5 story building with ornate architecture that clings its legacy of class and culture. Once famous and with stores in 15 cities, the Lockhart Department stores were centers for women's fashion, home furnishings, and, once, even sold-and-delivered "brick-by-brick" a European castle to a buyer further north along Lake Superior.

**Open:** Mon-Sunday: 9:00 AM - 8:00 PM

- Only the first three floors are open for shopping now and they are still densely packed with displays and try to recreate the "old-world charm" of the heyday of department store shopping.
- It is said that the 4th floor holds the private Hunt Club--a gold-trimmed and red-velvet exclusive club that is now a home to Luminary Supremacists.
- There are rumors that the top floor is a fashion-house for Luminaries--a place where outfits will be made with custom designed and big name designers for *anyone*. Even complete monsters.
- The second sub-basement, discovered (rediscovered) in 1989 is believed to have been a 50's-era nuclear bomb shelter with reinforced walls, private elevators, and a great deal of electronic communications and computing gear. It is closed to the public. The plans show an underground rail system that presumably reaches City Hall--but that doesn't seem to have been completed.

## The Grain Elevators

### Location: Victory Square

A cluster of four 120' tall grain elevators on the Victory Square docks from the time when Holiday City moved many tons of grain a day from the heartland to the Atlantic. The elevators are deserted now--but still stand, held in a trust for the next decade. The owner, whoever they are, had left instructions they were to be left in operable condition--and has (according to rumor) not been heard from since (apparently the trust is paid up for the next 20 years).

**Open:** CLOSED TO THE PUBLIC--PRIVATE PROPERTY

- There have been constant problems with kids, thrill seekers, and conspiracy theorists trying to break in and look around.

## Holiday City High School

### Location: Kulver Down Park

Located on--and spanning--the border between Kulver Down Park and Webber, Holiday City Highschool is the Youth Luminary center of the city. It runs two (really three) competing Youth Luminary programs.

- Varsity - A licensed Youth Luminary Program run by The Tower operates out of Comity High. They have a private area called The Command Center
- Red Cell - a licensed YLP is run by a collection of interests from the Empire Zone. It has an underground base called The Ops Center.
- A group of Luminaries (and some other students) from the nearby charter school North Shore High attend classes "remotely" at Holiday City High. If a Luminary is a student of North Shore they are not required to join one of the two YLP teams.

- The school is bustling, generally upbeat, and well funded (due to competing sponsors with money to burn). Luminaries mix with the student body--usually with okay results. Sometimes not-so-good.

## Holiday City Community College

### Location: Kulver Down Park

HC-CC is a 2 year college where the average graduate takes 3.5 years to graduate--if they graduate at all. It has dorms for some of the students, sprawling clubs, bars, used bookstores, and other staples of "The College life." Some people have said that people who go to HC-CC go to experience the social part of college . . . without any of the work.

- 300 acres, 17k per year, 4000 students
- HC-CC has a Luminary Program for CAT-1 Luminaries which is supposed to cover "leading a normal life" as a Luminary.
- HC-CC does have some interesting programs--a grant from the Progress Foundation (focusing on social justice, future-shock, and computer / AI science) and the Empire Group, with a robotics lab.

**Code Disciples Known To Sell Drugs On Campus**

- A sprawl of buildings with wonderful shady trees, manicured lawns, and a few imposing buildings, usually aglow in the evening (night classes!). It has band flyers and seeking roommate boards and karaoke night programs. You can see students playing frisbee, walking and chatting, or selling crafts on multi-colored blankets.
- It is widely (and correctly) believed that The Code Disciples are allowed by the Russians to deal drugs (soft drugs, usually) on campus as a method for their *recruiting*.

## Holiday City University

### Location: Kulver Down Park

HC-U the big ivory-colored dome of the Administration building dominates the dark-green landscape around it. The buildings tend towards brick, old, and ornate. It has an almost-tactile sense of being a place with hallowed-halls of learning. There are bronze statues of the city's founding fathers (and donors to the school).

- 150 acres, 60k/year, 3000 students
- HC-U has several advanced learning curriculums including archeology that seeks to determine if people in the past were Illuminated (or if it was just legend).

- A clean, stately school--it's harder to get into than you'd think for a midwestern university that doesn't usually show up in the top-10 schools. The people who do get in are often legacies going back 100 years or more. There are places--and not just in Holiday City--where a diploma from HC-U means skipping the interview.

## Ballard Asylum

### Location: Marshal Hill

Holiday City has long had a special relationship with the criminally insane (and other extreme personality disorders). Ballard Asylum was founded in 1890 and is open today (it has had two 2-decade lapses). It has been architecturally modified many different times and has had multiple "patrons." There is a waiting list of notables looking to work there to study various, unusual, aberrant psychologies.

- Contains an underground CAT-3 rated Luminary holding facility.

- Big, gothic iron gates. Ancient cathedral architecture. Old spires.

# HOLIDAY CITY



Clock Tower

Boardwalk

King's  
Fields

Morris  
Terrace

Armitage

Bancroft  
Hills

Holiday City High school

Kulver Down  
Park

Langmire  
Hills

Northgate

Ballard  
Asylum

Marshall  
Hill

Webber

Lexington  
Ranches

St. Roch's Hospital

Victory  
Square

South  
Harriet



# HOLIDAY CITY, BY THE NUMBERS

This section covers the statistics that can help put Holiday City in a real-world city. It is at the lower end of a megapolis -- by any measure a "big city" but short of the bragging rights of America's most iconic.

**Elevation:** 702'

**Time Zone:** Central

**Population:** 201,903 (2017)

**Area:** 201 Sq Miles

**Area Code:** 218, 219

Facility	Number	Population
Primary & Secondary Schools	60	
Community College (2 Year)	1	4k Students
HC University (4 Year)	1	3k Students
Hospitals - Small	4	36-85 Beds
Hospitals - Medium	2	88-218 Beds
Police Stations	45	624 Police Officers

Violent Crime per 100k	Homicide Total (2017)
1561	40
For its size and population, Holiday City has one of the higher violent-crime rates in the United States. It is on par with Memphis--although well below Baltimore or Detroit.	

Luminaries per Capita per 1k population	Weighted AVG	CAT-1	CAT-2	CAT-3	CAT-4	CAT-5
Holiday City	1.61	.08	.18	.28	.10	.13
National Average	.21	.13	.11	.03	.01	.002

Area	Size	Population
Miami	55 Sq miles	463k
Gary Indiana	57 Sq miles	76k
Minneapolis	58 Sq miles	422k
Boston	90 Sq miles	685k
Duluth	91 Sq miles	86k
Baltimore	92 Sq miles	611k
<b>Holiday City</b>	<b>201 Sq miles</b>	<b>120k</b>
Chicago	234 Sq miles	2.7mm
New York	303 Sq miles	8.6mm
Dallas	386 Sq miles	1.3mm
Los Angeles	503 Sq miles	4 million
Phoenix	517 Sq miles	1.6mm

Facility	Number	Size	Population	Notes
Schools	60			Average MN is 0.497 schools per 1k people
Community College	1	150 acres	4k	low-Average for public CC. 15k/yr Tuition
HC University	1	300 acres	3k	35k/yr Tuition. Scores about what well regarded small universities score size/student wise.
Hospitals - Small	4		36-85 Beds	180 total beds (312 required for 120k people)
Hospitals - Medium	2		88-218 Beds	200 total beds (covers. No large hospital)
Police Stations	45	14 officers per station	624 Police Officers	Approximately another 180 personnel. Station density is comparable to other cities with the same officer-10k ratio.

Crime Rates				
Place	Pop	Violent x 100k	Homicide	Homicide per
Beaumont Tx	119	1063	16	0.13
Chattanooga	179	1066	31	0.17
Hartford	123	1093	29	0.24
Stockton CA	310	1415	55	0.18
<b>Holiday City</b>	<b>120</b>	<b>1561</b>	<b>40</b>	<b>0.33</b>
Rockford IL	147	1588	18	0.12
Milwaukee	595	1597	118	0.20
Memphis	652	2003	181	0.28
Baltimore	611	2027	342	0.56
Detroit	673	2057	267	0.40
St. Louis	308	2082	205	0.67

Police per 10k	
National Average	16.6
Baltimore	40.6
New Jersey	70.9
NYC	42.3
Washington DC	55.1
<b>Holiday City</b>	<b>52</b>

# "VALUE" – THE UNSEEN ENERGY THAT DRIVES THE UNIVERSE

If you ask a Luminary to describe what "Value" is, you'll get a lot of different answers. Some say it's a kind of power or vibration. A few describe it as a seductive "song" they hear coming from people and places. The scientifically minded will describe it as an "Intrinsic Energy" that flows through everyone and everywhere--but *accrues* in Luminaries and special places.

One thing is for sure: you, if you are a Luminary, can *win it*. By expressing an almost Nietzschean Will-To-Power you can *take* Value and grow stronger.

In Holiday City you get experience points for winning battles, driving corruption out of/improving areas (taking and holding ground), and so on.

The key point here is that the characters (PCs and NPCs) *know* they get more powerful by doing this and so it drives some behavior (such as encouraging Luminaries to fight or to exert their will over a key area).

Things that win you Value:

- Beating other Luminaries in a for-real battle (you get less Value for lower-stakes fight)
- Taking over key areas and holding them (and more for "improving" or enforcing your will on them)
- Dominating other Luminaries--controlling them by force of will / threat (this is way different than being a "team leader" or mentor or something).

## Battling Other Luminaries --

### "Climbing The Ladder"

Luminaries are naturally competitive and part of that nature comes from understanding that if you defeat--really defeat someone--you acquire some Value. If you do this enough? You rise in power.

#### Experience Points For Winning A Luminary Battle:

When a character wins a battle--decisively--so that they could have (if wanted) *killed* the other party (or parties) they get 1 Experience Point per Archetype Point of the opposition.

This total is split evenly between every member of the winning team.

When you have Experience Points (XP) equal to your current AP Total, then you go up a level: You get 8 AP to spend however desired and your XP total resets to zero.

Luminaries who are actively doing things to win Value are said (by other Luminaries) to be "Climbing the Ladder" or "In the Game." For the most part, ordinary people don't know anything about Value (or have an incorrect new-agey understanding of it). In Luminary circles, though, someone who is Climbing the Ladder is a bit dangerous. Most Luminaries are not out there, looking to dominate others of their kind--but those that are? They're getting more and more *powerful* if they're successful.

#### The Winner / Winning Side Gets This Amount of Value (based on the loser's AP totals)

Outcome	Value
Defeat In Real Stakes Battle (Could Have Killed)	1x
Shown Mercy	1x
Defeat In Monitored/Controlled Contest	1/8
Loser Escapes/Calls a halt - Would <i>clearly</i> have lost	1x
Loser Escapes/Calls a halt - Would <i>probably</i> have lost	1/2
Battle Ended Early / Leader Calls Halt - One side clearly winning	1/4
Battle Ended Early - One side Probably Winning	1/8
Battle Ended Early - No Side Obviously Winning	None
Ambush: Hit-And-Run (Ambushers "win")	1/8
One Party: Sees they are badly out-classed, surrenders.	1/8

### Using "External Weapons or Armor"

There's a reason most Luminaries don't wear armored uniforms or carry heavy weapons--even if they can. If you engage in a battle with "External Assistance" that you did not pay Archetype Points for (such as worn armor or carried weapons that weren't bought with APs) then you don't get Value for the battle, even if you win.

**NOTE:** There may be some exceptions to this, such as a character having a 9mm handgun when they have far, far better attacks (and not using it) or wearing armor that, for whatever reason, doesn't apply to the battle. This is a GM call. The rule is to prevent everyone from using military rocket launchers to solve problems.

## The Underground Fighting Circuit

A number of solo-operators compete in the Holiday City underground fighting circuit. Usually these bouts are controlled (there are forces that will step in when the battle is declared "over") and you only get 1/8th of the opponent's AP total in Value for winning. In the event of a "death match" where one party has declared intent to kill the other--and both groups agree (even if the other side doesn't intend to kill the other) then the Value would be full points.

## Teams and Splitting Value

Most Luminaries are "solo operators" but not all of them. Being a "Team" in terms of Value means more than just "sharing the same lair" or "being on the same roster." It's a connection that is as much "spiritual / ethereal" as practical. It means fighting for the same things, having a shared identity, and each person involved seeing themselves as part of a greater whole.

Size	Term
1	Solo Operator
2	Operational Dyad
3	Operational Triad
4	Operational Tetrad
5	Operational Pentad

The PCs are expected to be a team, an "Operational Tetrad" (if there are four of them).

- Teams split *all* Value gained whether they were part of an action or not.
- They will all level up at the same time (if they started at the same value, which they usually do).

## If You Aren't Part of a Team, But Help Out, You Get A Share of the Value

If four solo operators team up for a battle to take down a stronger foe, the Value is split four ways--even if they aren't part of a team. On the other hand, if one of the four goes off by themselves and wins a fight, that person gets all the Value for that fight.

Because of this rule, groups will tend to be a bit restrictive as to "who they work with" or who is "allowed to come along" on an action. If someone won't / can't "pull their weight" then some team members may resent their being there as they still get an even share in the Value.

This also allows a high level Luminary to "power level" a less experienced ally should they choose to

## Fighting Alongside As Part of a Different Team

Groups can fight alongside but still be different teams. This requires that there be some meaningful schism in the group--that is: they aren't friends (or if they are, they are serious rivals), they would "normally" not fight alongside (and don't do this too often), they are in real competition. In these cases, even if they are fighting for the same goal, they don't share Value.

NOTE: If a target is damaged by hits from different teams, the Value is split--but whoever strikes the blow that brings the target down (either to unconsciousness/death or unconditional surrender) gets 3/4ths of the Value and the other person--even if they did the majority of the damage--gets 1/4th. Thus, it is possible to "kill-steal."

## Taking and Holding Ground

You can gain Value by defeating opponents--but also by dominating the landscape.

When a Luminary (or team) "takes over" a significant area they all get +1 Level. In order for this to happen, the following must be true:

- The area must be of significant size proportional to the team (usually meaning a "neighborhood" or "meaningful establishment" for a street-scene level group--or a collection of neighborhoods for a CAT-3 or higher team)
- The characters must hold it to the extent that they *could* "collect taxes from it" (even if they do not). This means that the people there acknowledge the dominance of the characters (if not their moral legitimacy).
- The characters can enforce their will and have at least a basic knowledge of what is going on there (i.e. there are not powerful forces that are simply ignoring the character's presence).
- The characters must hold it for at least several days or "cycles"--just "planting a flag" isn't enough--other parties must have a chance to oppose the ownership and have not acted on it.

Examples of Appropriate Ground	CAT
Pacifying Areas Around The School	CAT-2
Taking Over The School	CAT-2
Evicting Gangs From a Neighborhood	CAT-2
Controlling a highly desirable establishment (such as a valuable bar, hospital, park, etc.)	CAT-2
Declaring a Neighborhood "Under Our Protection"	CAT-2
Controlling a District	CAT-3
Controlling HC-College or University	CAT-3
Controlling / Freeing A Section of The Docs	CAT-3
Controlling A Historic Site	CAT-3

## Improving Your Domain

Just holding ground usually gets you a level--but improving your domain--putting your "mark" on it--can do this as well. Typically this means:

- Improving the quality of life for people there or, ensuring they go about their business in *your way*.
- Improving infrastructure (think: raise property values) or erecting monuments or holding events that glorify you.
- Greatly reducing / controlling unwanted activity (such as stamping out a certain kind of crime or business) or creating certain kinds of activities (such as making the domain a specific hotspot for something you desire)

Taking the ground is one thing--defeating everyone with a claim on it, making it known "you're in charge"--but holding it over time--and improving it is a way to do something else. Some characters described this as "Putting a hotel on it." (a board-game reference).

Improving a Domain usually gets you half your team's AP in Value (so a 4-person 64 AP team would get each member 32 AP in XP for significantly improving a domain).

NOTE: if an area is improved then it becomes valuable to higher Category characters (making it more of a target).

## Losing Ground

In the course of human (and Luminary) events, sometimes ground you've held gets taken away from you.

When this happens the group that took it gets whatever value it's worth to them and value for defeating you if you fought them, but you do not lose the level you gained for taking it in the first place -- that's yours.

*However*

- If you do not take it back, you get *nothing* for the next area you control -- a Luminary who takes and then loses a domain is said to be "in the hole"
- This is true for multiple domains -- if you take three domains and then lose all three, you'll receive nothing for controlling and pacifying domains until you've taken three of them
- Taking an area you've once controlled back *does not* get you value. Once you've received value / a level for taking an area, you can't get value for retaking it (even if, in the interim, you took some other area somewhere and got 'out of the hole'). Retaking an area *can* get you 'out of the hole.'

## Going Up A Level

When a character either accrues Value equal to their AP their Value reserve is reset to 0 and they go up a level: Going up a level gains:

- +8 AP - these can be spent on *any power* the player wishes. There may be abilities the GM does not want in the campaign--so check with them--but the player is NOT constrained by what was initially rolled.

- +2 Character Points.

If a character takes over enough "domain" that the GM rules they have gone up a level then their Value reserve is *not* reset (that comes from combat with other Luminaries).

# CREATING A LUMINARY CHARACTER

For JAGS Supers - Holiday City, we have introduced an unusual element to character creation: random rolls. This section covers how you make your Luminary Character!

Specifically:

1. **Decide on a Game Type / Power Level:** There are multiple ways to run a Holiday City game and we've provided support for some of them. This should determine the broad strokes of what they characters are doing in Holiday City.
2. **Making a Team** (not just individual characters). Characters should be designed to have come together as a team; we recommend characters be built with connections like a shared origin, existing personal relationships, etc. The idea is that all the characters have / will quickly have binding relationships.
3. **Random Power Generation:** We have a table for rolling random power categories--and then using APs to purchase powers from those categories.
4. **Spend Character Points:** to create the "regular human" part of the character.
5. **Optional Origin Story & Lifepath:** Optional rules for randomly generating origin stories, and other aspects of your character (what your ordinary life was like before--if there was a before, etc.)

## Step 0: What Kind of Game Is It?

We've provide [X] "starting positions" for the game. For each of these:

6. The characters are all expected to be / become friends and are part of the same team.
7. The characters are "the good guys." They may not be perfect but they are interested in addressing the injustices and problems that exist in Holiday City.

Game Type	APs	Notes
Alma Mater	64 APs	The characters are high school Luminaries.
Street Scene	64 APs	Gritty streets. Underground fighting circuits, gang wars, corrupt cops, and looking for clues in condemned buildings.
Let's Make A Difference	128 APs	New--but potent--Luminaries are going to make their mark on Holiday City
Power Houses	256 APs	The characters are powerful entities--and they're going to let everyone know it!

NOTE: Exactly *who* the characters are can vary a lot within any of these but they should give you a decent starting point.

## Step 1: You Are An 'Operational Tetrad'

The players (we assume 4 plus a GM by default--but it doesn't have to be that way) are expected to be an "Operational Tetrad." This means, among other things, they share Value (Experience Points) and go up in power at the same rate, are aware of each other, and consider themselves "a team."

The default is also that the PCs are the good guys--in that they are interested in addressing the injustice and predation that happens in Holiday City--at least to the level they are able to.

As such, the players should consider the following options:

### Family Members

The PCs are all members of the same family--perhaps a notable Luminary in Holiday City's history? Perhaps a family that all Illuminated at the same time?





## Shared Origin

Maybe the characters were all friends who went out on the same camping trip and got "abducted by aliens"? Maybe they were all in the same experiment group?

## Bonding Experience

The PCs all have some kind of bonding experience together. Maybe they all came together to fight a giant monster and decided they work well together? Maybe they all ran into each other chasing down the same case? Etc.

The players should decide how the characters are related to each other and how / why they are a team.

**NOTE:** Friction between the *characters* is often fun to play out and expected to a degree. The players, however, are expected to be playing as a group and in-character disagreements should probably not be so strong as to fracture the people-around-the-table's group experience.

## Step 2: Roll Power Categories

Each player gets 4 rolls (1d100) on the Power Category Table. Each roll (with the exception of 98-100) yields a section of the Archetype Book that contains one or more powers. These four rolls are your Power Categories.

Every character, no matter what was rolled, can take up to 8 AP in Damage Points or Ablative Damage Points.

All characters, no matter what was rolled can spend 4 APs on a GAT (once).

If the abilities rolled--and then chosen--make you visibly non-human you can choose a 0 AP Short-Action Shape-Change power and keep all abilities that would *not* make the character visibly non-human in your human form.

If you are *always* visibly non-human that is a -2 APs to the character total. It is -4 if the character is hideous or highly disturbing.

Uncontrolled Change or Difficulty Shifting is worth -2 APs.

Abilities can be modified as wanted--meaning powers can be turned into devices, for example.

If Combat-GATs Weapon / Armor is rolled the player can choose energy attack powers or any form of armor, including Power Armor.

The listings in LIGHT YELLOW allow the player to choose powers from any *italics* listing under the rolled Trait. So if you roll Combat

GATs you can choose from Combat GATs, Weapons/Armor, and Total Archetype Points.

If the same power is rolled again, it may be rerolled. If Fast Company is rolled, the player may choose to take as many GATs as they want (otherwise they are limited to the GATs afforded by Fast Company that is *chosen*--see below).

This method will produce 4 Power Categories which the player may then begin to use to construct their character!

## Step 2.1: Buy Powers

Once the power-categories are rolled, the player may then use their APs to purchase abilities from within those categories. The player may choose to spend some, all, or none of their APs on any power within those categories (they may ignore entire categories if wanted).

If they decide to take no powers at all, they can be Level 4 Fast Company and spend as many APs on GATs as wanted.

## Step 2.2: Fast Company Levels

Any player--*whether it was rolled on the table or not*--may choose to give their character Level 1 to Level 3 *Fast Company* levels *in addition* to whatever powers were rolled-and-chosen.

The Fast Company packages provide APs in GATS which may be bought at the player's discretion (if Fast Company was *rolled* then the player is not limited to that number of APs for GATs). Any degree of Fast Company allows all the TAP GATs to be purchased as wished.

## Step 3: Create The Character

Once you have the powers selected, modified, and purchased, you can spend your CPs however is necessary to make the character work for you.

In the case of a character who illuminated at some point later in life, it is still expected that the CP-spend will compliment the abilities to the degree the player wants it to.



## Step 4: Optional Origin / Life-Path Rules

We have provided a bunch of tables for describing origin-stories (or "Illumination" to use the in-game term). You are not restricted to this but it can be useful for sparking ideas.

We have also included some "Ordinary Life" random roll tables.

Again, these can be useful to help flesh out character ideas (and, if used, may, of course result in revisions to the character).

It can be fun to have to work with randomly generated constraints and they can add unexpected color to the process.

ROLL	POWER CATEGORY
2	WEAPON/ARMOR
13	EXTREME BODY TYPE
57	GUN FU
48	ARTIFORGS

### REFRACTOR

EXTREME BODY TYPE: ROBOT  
WEAPON / ARMOR: GUN, PLATE  
ARTIFORG: HEAVY FUEL

### RENEGADE

FAST COMPANY LEVEL 2  
GUN FU DUAL WIELD WEAPONS  
GAT: DEFENSIVE SP POOL (GAT)

### AUGMENT

FAST COMPANY LEVEL 1  
ARMOR / WEAPONS: MY BODY IS MY WEAPON  
ARTIFORGS: HEAVY FUEL, REGENERATOR,  
ARMORED LUNGS



# JACS POWER TABLE

<b>1</b>	<b>Generic Archetype Traits</b>
1	<b>Combat GATs</b>
2	Weapon/Armor
3	Total Archetype Point
4	<b>Non-Combat GATs</b>
5	<i>Resources</i>
6	<i>Followers</i>
7	<i>Exotic Training or Expertise</i>
8	<i>Intuition</i>
9	<i>Mental Traits</i>
10	<i>SP Pools</i>
<b>2</b>	<b>Innate Powers</b>
11	Animal Body Type Powers
12	Body Powers
13	Extreme Body Type
14	Strength
15	Speed
16	Appearance/Social
17	<b>Defenses</b>
18	<i>Armor</i>
19	<i>Energy Defense</i>
20	<i>Bio-Defense</i>
21	<b>Bio/Innate Weapon</b>
22	<i>Chemical Sprays</i>
23	<i>Curses</i>
24	<i>Attack Tails</i>
25	<i>Energy Attacks</i>
26	<i>Force Attacks</i>
27	<i>Particle and Quantum Beams</i>
28	<i>Exotic Energy Attacks</i>
29	<i>Venoms and Poisons</i>
30	<i>Tangle Attacks</i>
31	<b>Movement Traits</b>
32	<i>Flight</i>
33	<i>Ground Move</i>
34	<i>Exotic Movement &amp; Teleportation</i>
35	Defensive Innate Powers

36	<b>Senses and Perception</b>
37	<i>Unusual Eyes</i>
38	Manipulation
39	Mutation and Corruption
40	Weaknesses
<b>3</b>	<b>Cybernetics</b>
41	Science Agent
42	Upgrades
43	<b>Cybernetic Enhancements</b>
44	<i>Cybernetic Arms and Hand</i>
45	<i>Cybernetic Legs</i>
46	<i>Cyber Plating/CyberShell</i>
47	<i>Hardwired Reflexes</i>
48	<i>Artiforgs</i>
49	<i>Cyber Sense</i>
50	<i>Intellect Enhancement</i>
51	<b>Cyber Weapons</b>
52	<i>Cybernetic Hand To Hand Weapons</i>
53	<i>Ranged Cyber Weapons</i>
54	<i>Cyber-Toxins</i>
55	Character Point Cybernetics
<b>--</b>	<b>Fast Company</b>
56	Fast Company
57	Gun Fu
58	Warrior GAT
<b>4</b>	<b>Psionics</b>
59	Extra Sensory Perception
60	Telepath
61	Telekinesis
62	Astral Projection
63	Empathy
<b>5</b>	<b>Domain Control</b>
64	Avatar
65	Minions and Allies
66	Fire Control
67	Air/Wind Control
68	Magnetic/Metal Control



	69	Water Control
	70	Earth Control
	71	Gravity Control
	72	Light Control
	73	Darkness Control
	74	Ice/Cold Control
	75	Time Control
	76	Sound Control [4 AP]
	77	Lightning Control
	78	Death Control
	79	Weather Control
	80	Body/Chi Control
	81	Technology Control
	82	Animal Control
	83	Life Control
	84	Love Control
	85	Hate Control
	86	Probability Control
	87	Void Control
	88	Summoning
	89	Illusions
	90	Plant Control
	91	Hearts
	92	Spades
	93	Diamonds
	94	Clubs

6	Power Armor	
	95	Power Armor Traits
	96	Jet Pack/Flight Rig/Drone
	97	Unusual Equipment
--	Wild Cards	
	98	Roll 1d6 on Titles, Choose Within That Section
	99	Choose to Reroll One Power
	100	Choose Any



# ORIGIN TABLES

These tables provide a list of various ways that people "commonly illuminate" in the Holiday City game-world. We have done some work to provide for rolls but in most cases, the player will simply choose or make something up. These do not generally have any significant game-mechanics effect but can be used to spark ideas.

1d8	Master Illumination Table	
1	Mutant	●
2	Exposure	●
3	Death Energy	●
4	Alien	●
5	Modified / Invested-Gifted	●
--	<b>Specific To Powers</b>	
6	Esoteric Training	●
7	Extreme Training	●
8	Hyper-Science	●

Results 6-8 should only be used when they make sense for the character. If they don't make sense, roll again.

## Dr. Ingebjørg Syndrome

Named after Norwegian Dr. Sigfrid Ingebjørg, a dual Ph.D. holder in physics and psychology--and an expert in the study of Illumination and Luminary life-cycle, he is credited with creating the terms for a series of mental-illnesses / alterations connected to Illumination that convince the subject they are an alien, a time traveler, someone from another dimension, etc.

Ingebjørg Syndrome is a common-term for a number of what appear to be delusions that are not common--but are well evidenced in the Luminary Community: Namely that non-human races and groups exist and have / are visiting earth.

According to experts (including Dr. Ingebjørg) there is compelling evidence to believe those who identify as "non-human monsters" or "alien warlords" are not *lying*--but also are not *actual aliens*.

Most people believe that those claiming to be aliens or time travelers or whatever--even with unusual technology--are operating under Ingebjørg syndrome. They should *not* be challenged on this point--but their claims of what the Alien Empire is like don't have to be taken overly seriously either.

This also covers many "mystical" / "esoteric" Luminaries to a degree.

## Mutant Origin

Your Illumination was part of your innate biology. Many times these abilities reveal themselves under extreme stress or in catastrophic situations.

1d6	Mutant - Evidenced When
1-2	From Birth
3-4	Puberty
5-6	Under Stress

1d6	Mutant - Your Parents Were
1	Ordinary
2-3	One Was A Mutant*
4	Both Were Mutants* <sup>1</sup>
5	Orphan / Adopted
6	Non-Mutant Luminaries

## Exposure Origin

Illumination can come from exposure to usual chemicals, substances, or through disease vectors like the bite of a mythical creature.

1d6	Exposure	Notes
1	Toxin Accident	A spill or leak (or just toxins being dumped into the general environment)
2	Alien Substance	Pieces of meteorite, material from (alleged) space-ships, "unearthly radiation"
3	Lab Accident	Exposed to a theoretical process or some other accident-type
4	Exotic Disease / Bite / Etc.	Lycanthropy, radioactive mongoose bites, etc.
5	Energy Accident	Struck by green lightning? Exposed to a prototype energy weapon?
6	Ingestion of Drug / Chemicals	Drugs meant to do other things sometimes have unusual side effects

## Death Energy Origin

Many reports of Illumination Involve the subject dying--and coming back somehow. These are treated similarly to Ingebjørg Syndrome when they involve "after-life entities" but there are well recorded reports of the death-process reversing itself.

1d6	Death Energy
1	Accidental Death
2-3	Murder
4	Heroic Death
5	Reincarnation
6	Reanimation

<sup>1</sup> Player can choose "From Birth" if either parent (or both) were mutants--even if random rolling is being enforced.



## Accidental Death

1d4	Accidental Death
1	Bizarre Accident
2	Extreme Sports
3	Darwin Award - You were trying to do something really ill-advised to show off / "be awesome" and the opposite of irony happened.
4	Stupid Risk - You weren't showing off or anything--but you should NOT have stepped out on that tiny ledge trying to get your ball back

## Murder

1d8	Murder
1	Personal Reasons
2	Killed By Luminary
3	Murdered Intentionally
4	Murdered Accidentally
5	Conspiracy
6	Mass Murder (Luminary / Other)
7-8	Don't Remember

## Heroic Death

1d4	Heroic Death
1	Police Officer
2	Military Personnel
3	Fireman
4	Citizen Hero

## Reincarnation

You seem to have had a past life--or, at least, you feel like you did. Who might you have been?

1d6	Reincarnation
1	Spotty Past Memories
2	No Past Memories--but shares traits - Things in your life both events and traits you have, seem to perhaps conform to someone else's (someone who is dead now). You can feel the dejavu when this happens.
3	Possible Famous Personality
4	Possible Infamous Personality
5	Possible Luminary
6	Possible Non-Human Spirit - You think your past life may not even have been as a human.

## Reanimation

You died and were *sent back* (at least that's the memories/impressions you have).

1d6	Reanimation
1	Unknown / "Got Better" - You were clearly dead . . . and then you weren't. No explanation.
2	Raised (Necromancy) - Brought back to life <i>not</i> as undead. This can be done by mystical/esoteric means or by some other mechanism.
3	Revived (Hyper Medicine)
4-5	Reanimated (Undead) - You came back as "undead" <sup>2</sup>
6	Risen (Second Chance) - You were sent back by [ something / someone ] for a <i>reason</i> . Either to redeem yourself or right some wrong?

## Extreme Training

It is possible to exceed human limitations by --the right person, the right training--and the right force of will seems to be able to do it. No formula is, as yet, reliably replicable, however. What inspired your training

1d8	Extreme Training
1	Parent Was Hard-Ass
2	Raised By Clan / Cult
3	Knew From Young Age
4	Learned Secret Techniques
5	Became Driven (Because... Event)
6	Natural Talent (Extreme)
7	Met/Sought Master
8	Special Program (Govt?)

## Esoteric Training

Some Luminaries claim a mind-shattering discovery which led them to their Illumination. Insights and infinites.

1d6	Esoteric Training
1	Raised by Coven
2	Explored Forbidden Knowledge
3	Found Forbidden Documents
4	Met/Sought Guru
5	Found / Formed Coven
6	Spirit Guide / Mentor

2 If players are beholden to these origin rules and this is rolled, the character may spend points on the Death Control Domain (in addition to other areas, as rolled).



## Extreme / Esoteric Master Is . . .

1d4	Master Is...
1	Out of the Picture
2	Gone / Missing / Needs Help
3	Evil / Antagonist
4	Patron / Supportive

## Alien

Note: characters that claim to be from a non-human civilization are generally explained with Ingebjørg Syndrome. It is our suggestion that all evidence of such be equivocal.

1d8	Alien
1	Believes Self To Be Extra-Terrestrial
2	Remote Island / Mountain Civilization - These actually exist and have produced Luminaries.
3	Underwater / Subterranean Civilization
4	Moon-Civilization - Documents indicate that both the US and Germany established covert moon bases in the 1940's. Some records suggest there was evidence of in habitation prior.
5	Time Traveler / Alt-Timeline
6	Dimension Hopper
7	Summoned / Mystical Creature
8	Artificial Person (e.g. Robot, Android, etc.) - These are unquestionably real. No reliable mechanism produces artificial intelligences, however.

## Hyper-Science

1d6	Hyper Science
1	Built Devices / Armor
2	Modified Self (Genetics, etc.)
3	Unlocked Potential (Psionic)
4	Unlocked Potential (Biological)
5	Gifted / Stolen (by/ from Scientist or Org)
6	Found (High Tech Device)

## Modified / 'Empowered'

1d4	Modified
1	Cybernetics
2	Super-Serum (Intentional)
3	Genetic Therapy / Enhancement
4	Empowered (Granted Powers)

## Modified By

1d6	Modified By
1	Military Program
2	Black-Market Labs
3	Private Hospital
4	Own Fortune (Rich)
5	Rich Patron
6	Unknown / Mystery

## Empowered By

1d4	Empowered By
1	Powerful Luminary
2	Spirit Guide / Entity
3	"Alien Entity"
4	Guru / Master

## The Entity Is . . .

1d6	Entity Is / Seems To Be
1-2	One of the 'Good Guys'
3-4	One of the 'Bad Guys'
5-6	It's Unclear

## How I Felt About My Origin

Illumination not only allows you to reinvent yourself, it sometimes reinvents you all on its own. Illumination can be traumatic, inspiring, or anything else. Almost never is it "mundane."

1d6	My Origin Was
1	Traumatic - It damaged me!
2	Cool - It was what I always wanted!
3	Intentional - I planned it this way or tried for it!
4	Unpleasant - It messed up my life!
5	Inspiring - It gave me a direction / purpose!
6	Altering - It changed my personality entirely!

1d6	Today My Origin
1	Haunts Me - There are Still Repercussions
2	Annoys Me - Stuff from my origin <i>still</i> comes up (but not in a disturbing fashion, just an annoying one)
3	Follows Me - There is <i>unfinished business</i> I still have with it
4	Energizes Me - It still gets me going / pumped up!
5	Is In My Past - I'm over it.
6	Mystifies Me - There are unresolved mysteries about it



## Luminary Facts

These are some random/chosen notes about you as a Luminary.

### I Can Investigate!

Many of the Holiday City stories<sup>3</sup> will require someone to investigate things. This can be roleplayed (ask questions, use logic, follow up on things, research, etc.) but it is often helpful to have specific skills or contacts.

At Least One Character On the Team Will Ideally Have One Of These

1d8	Avenues of Information	Implied Skills
1	Underworld Contacts	Streetwise L2 or L3
2	Police Contacts	Background
3	Patron Luminary	Iconoclast, Progress, Doctrinaire
4	Oracle Luminary	Agent of Fortune, TealDeer
5	Deep Web	Hacker L2 or L3
6	Member of The Club	Operator Bar, Mystical Club, Elite Night Club, Legacy at "Historic Club"
7	Investigative Reporter	Research L2+
8	I am an Investigator	Police Procedure L3 (Private Eye or Detective). This gives the character an automatic job on the Jobs table.

### My Public Brand Is

This is what the general public thinks about the character. Note that it is not necessarily accurate (although there is usually a reason people think what they do).

1d6	Brand	Roll	Specific Brand
1 - 3	Light Brand	1	Tower Tryout (I want to work for The Tower)
		2	Not A Vigilante (Public, Friendly Luminary--but not crime-fighting based)
		3	Helps Out In A Crisis (doesn't make waves, but won't stand by either)
		4	Good Guy (CAT-3+ Luminary, Seeks to Make Things Better)
4 - 5	Gray Brand	1	Operator. People Think I do "jobs" for money
		2	Dangerous. People think I am powerful and lack self-control
		3	Shady. People think I am involved with criminal enterprises
		4	Unwholesome. People think I want to do "bad things."
		5	Vigilante. I take Justice Into My Own Hands (and get it wrong sometimes?)
		6	Unpleasant. I have a very unpleasant--but not actually criminal demeanor
6	Dark Brand	1 - 2	Volatile. People think I am prone to violence
		3 - 4	Hazard. People think I am dangerous due to lack of containment of powers
		5 - 6	Criminal Origins. I am associated with a gang or crime family

**NOTE:** The table weights towards Good Guy--and even in games where rolls are being used, this should be considered highly optional (many of these perceptions won't make sense for all characters). In any event, no matter what was rolled, any player can decide to have a character with *no* public brand at the start of the campaign.

### Costumes and Code Names

Luminaries have a long history of using "code names" and having specific costumes or colors/brands associated with them--even the ones who despise humans and humanity. How you choose to outfit yourself will help determine what your "brand" is like.

You will get a **Public Perception** Score, starting at zero. It may be positive or negative.

**NOTE:** For optimal humor value, it should be the other players who score the questionable sections, playing "the part" of the public (the GM is included in this and can override as necessary).

### Your Personal Charisma Scores

Charisma Type	Modifier
Charm	+2 per 2pts of roll above 10 ; -2 per point of roll under 10
Recruit	+2 per 2pts of roll above 10 ; -1 per point of roll under 10
Intimidate	+1 per 2pts of roll above 10 ; -2 per point of roll under 10
Persuade	+1 per 2pts of roll above 10 ; -1 per point of roll under 10

### Luminary Appearance

It's not fair--but people make all kinds of decisions based on how you look.

Appearance Trait	Modifier
Horned One	-4
Angelic	+2
Mutant Defect	-3 per -1 AP of Trait
Insectoid	-2
Feathered Wings	+1
Bat Wings	-1
Tentacles	-2
Claws & Teeth	-1, -4 if character has ever <i>bitten</i> someone

<sup>3</sup> High School characters may be exempt from this. They will get information through traditional high school channels (of course they *may* have it as well)



## Behavioral Score For Your 'Brand.'

Your Brand is made up of a bunch of things--how you present yourself, what actions you take, and what the public knows / thinks they know about you.

Behavioral Brand	Modifier	Description
Bright White	+4	Hero!
Light	+2	Good--but not a "champion of people"
Light Gray	+1	Not bad--but not real good either
Gray	+0	Some rough edges
Dark Gray	-2	Dangerous--handle with care
Dark	-4	Violent, Volatile
Pitch Black	-8	Luminary Terrorist

## Your Costume

Studies have shown that although everyone *says* they don't care what costume a Luminary chooses . . . they *do*!

Costume	Mod
Primary Colors	+1
Secondary Colors	+0
Bad-Boy/Girl Leather, Rubber (etc.)	-1
Cute	+1
Cape	+1
Full Mask / Face-cover	-2
Bandana or other half-cover	-1
Black / Tactical	-1
Primarily White Costume	+0
Animal Theme	+1
Esoteric Theme	-2
Symbol or Letter	+1

## Special Effects / Vibe

You get modifiers based on how your powers present themselves beyond just how your costume is colored. Note: For the VIBE score it's what the GM feels the public gets from you.

Special Effects / Vibe	Mod
Glowing Lights	+1
Powered or Rocket Flight	+1
Esoteric	-3
Alien / Monster	-2
Robotic	-1

## Extreme Training

People react *well* to lower-Category Luminaries who Illuminated through training. It's seen as "a win for humans!" At the upper Categories, though, for some reason, this flips to distrust.

Category	Mod	Reasoning
CAT-1	+2	They're Well Trained!
CAT-2	+1	Wow! Bad-ass!
CAT-3	-1	Poser. No one is that good.
CAT-4	-3	Mutant--they're cheating!
CAT-5	-5	Bullshit!

## Code Name

Experts say this can matter--just not as much as people tend to think.

Code Name	Mod
Wholesome	+2
Scary	-2
Makes No Sense	-1
Changes A Lot	-1
-Lad/Boy/Girl	+1 if Young, -1 if Adult
-Man/Woman	+1 if CAT-4+, -1 if CAT-3, -2 if CAT-1 or 2
A Pun	-2
Self Deprecating	+1
Taken / Confused	-2
Animal Themed	"They're all are already taken"
Color + Word	+1 if Costume Matches
Reeeally Generic	-1



## My "Ordinary" Life

Many Luminaries have an "ordinary life" they either kept from before the Illumination happened or still continues just in altered form. Here are some tables you can use to randomly generate a life in Holiday City.

**NOTE:** In many games this will be fairly explicit ("You are all high school students at the schools with Luminary teams"). In other cases it may be a lot more flexible. The players and GM should decide what is appropriate.

1d10	Your Ordinary Life	
1	High School Student	●
2	College Student - Community College	●
3	College Student - University	●
4	Works For - Special Tech Sector	●
5	Member Of - Luminary Family	●
6	Member Of - Crime Family	●
7	Ordinary - Street	●
8-9	Ordinary - Middle Class	●
10	Ordinary - Upper Class	●

## High School Student

1d12	Clique	Description
1	Populars	Rich and/or attractive students, well-known and known to party
2	Jocks	Affiliated with a sports team; well known and known to party
3	Floater	Float between groups
4	Good-Ats	Well rounded and well liked
5	Fine Arts	Skilled in artistic endeavor
6	Brains	Excel academically and take advanced classes
7-8	Normals	No observable clique / invisible
9	Druggie / Stoners	Use and sometimes distribute marijuana
10	Emo/Goths	Dres Dark, screamo Music
11	Anime/Manga	Love Anime/Manga, etc.
12	Loners	Keep to themselves, low self esteem

## Holiday City Community College

Going to Holiday City Community College is said to be a little like taking a vacation from life for as long as it lasts! You get to do all the cool college "stuff" and, at the end, you're 17k poorer! Or, maybe your parents are?

1d4	Community College
1	Slacker - Lives in shared house
2	Poor Student - Shares apartment
3	Local - Lives at home
4	Special Program

## HC CC Special Program

It's not *all* slacker--several interests run high-tech training programs for the exceptional at HC-CC . . . but if you were that good, why didn't you go to Holiday City *University*?

The Luminary Program is for Cat-1 Luminaries and tries to teach them how to live an "ordinary" life.

1d6	HCCC - Special Program
1-2	Luminary Program
3-4	Empire Technology Program
5-6	Progress Grant

## Holiday City University

The elite school in Holiday City! If you've made it . . . you've *made it* . . . almost. The work is demanding and for a lot of people it's a serious stretch of hard work and good education. USA Today called it "One of the top 4-year schools you've never heard of"!

1d6	Holiday City University
1-2	Underclassman
3-4	Grad Student
5-6	Special Program



## HC-University Special Program

HC University has a bunch of programs that look "under the covers" of the Luminary phenomena. They don't publish often--and *everything* is behind a stupid paywall--but if you want to learn what's going on with Luminaries, this is a place to go.

1d6	HC-U Special Program
1	Falconer Labs
2	ParaHistory
3	Cryptid Research
4	Xeno-Archeology
5	Esoteric Science
6	Value Science

## Special Tech-Sector Employment

There are several Hyper-Technology groups in Holiday City--more than are even on this list--and you work for one. Note: this usually means you are a scientist (usually ordinary) working at the fringes of hyper-technology. It's still pretty exciting.

You have met some of the key Luminaries! You might even "know" them!

1d4	Employment - Tech Sector
1	Progress Foundation - Hyper Engineering, Biology
2	Kingdom Medical - Cybertech
3	Century Leland - Chemist / Biologist / Geneticist
4	Falconer Labs - Hyper Engineering, Bio-Chem
5	Fitzgerald Aerospace (Note: You cannot normally roll this. Working for Fitzgerald Aerospace is Hell)

## Press Sector Employment

Working for the press in Holiday City can be exciting and dangerous--reporting things a powerful Luminary doesn't like is a way to get them mad at you. The paper is reasonably well *protected*--but individual reporters usually aren't.

1d6	Employment - Press
1	Trumpet - Cub Reporter / Intern
2	Trumpet - Ace Reporter
3	Channel 23 - Local Reporter
4	Channel 23 - Vice (Special Lurid Reporting)
5	Podcaster - HeroTalk Reporter
6	Page 6 - Holiday City Tabloid

## Luminary Family

You are part of a Luminary family. NOTE: The default assumption is that they are *not* in Holiday City--but that is up to the GM and players (that's simply the easiest to handle).

1d4	Luminary Family
1	Well Known - Light (Good Rep)
2	Well Known - Gray (Questionable Rep)
3	Well Known - Dark (Bad Rep)
4	Not Well Known

1d6	Family Ties
1-2	Family Expects Things From You
3-4	Family Is Moderately Well Balanced
5-6	Family Is Upset With You

1d4	Family Comes With
1	Obligations To Other Family Members
2	Enemies In Holiday City
3	Gray - Brand Friends In Holiday City
4	A Catastrophic Secret

## Crime Family

Your family is connected to organized crime (or you are / were). Since we expect the PCs to be "the good guys," presumably you still have family ties--but are no longer working "with" the criminals. NOTE: some of these people are more despicable than others. A small inner-city gang might even be reasonably "good guys" since it's really tough out there in some places.

1d6	Crime Family
1-2	Syndicate
3-4	Russians
5-6	Gang Ties

1d4	Gang Ties
1	Los Llaves (Colombians)
2	Nigerians
3	Code Disciples
4	Inner-City Small Org



## Ordinary - Lower Class

You lived a lower-class life. NEET stands for Not in Education, Employment, or Training.

1d6	Ordinary - Lower Class
1	Homeless
2	Wage Slave - Retail, Waiter, Delivery, etc.
3	Lives at Home - NEET
4	Intern (Tech Sector)
5	Skilled (Paralegal, Medical, Trade)
6	Activist (Street Activist)

## Ordinary - Middle Class

You had a pretty good middle-class life. You still might . . . for a while.

1d6	Ordinary - Middle
1	Assistant Manager - Retail / Service
2	Office Worker
3	Tech Sector
4	Skilled (Corp Lawyer, Medical, Trade)
5	Activist (Non-Profit)
6	Teacher

## Ordinary - Upper Class

It's hard to call an Upper Class life "ordinary" but compared to Luminaries? Yeah--that scans. In most locals, being in city government doesn't make you rich--but in Holiday City, being a council-member . . . well, it sure *can*.

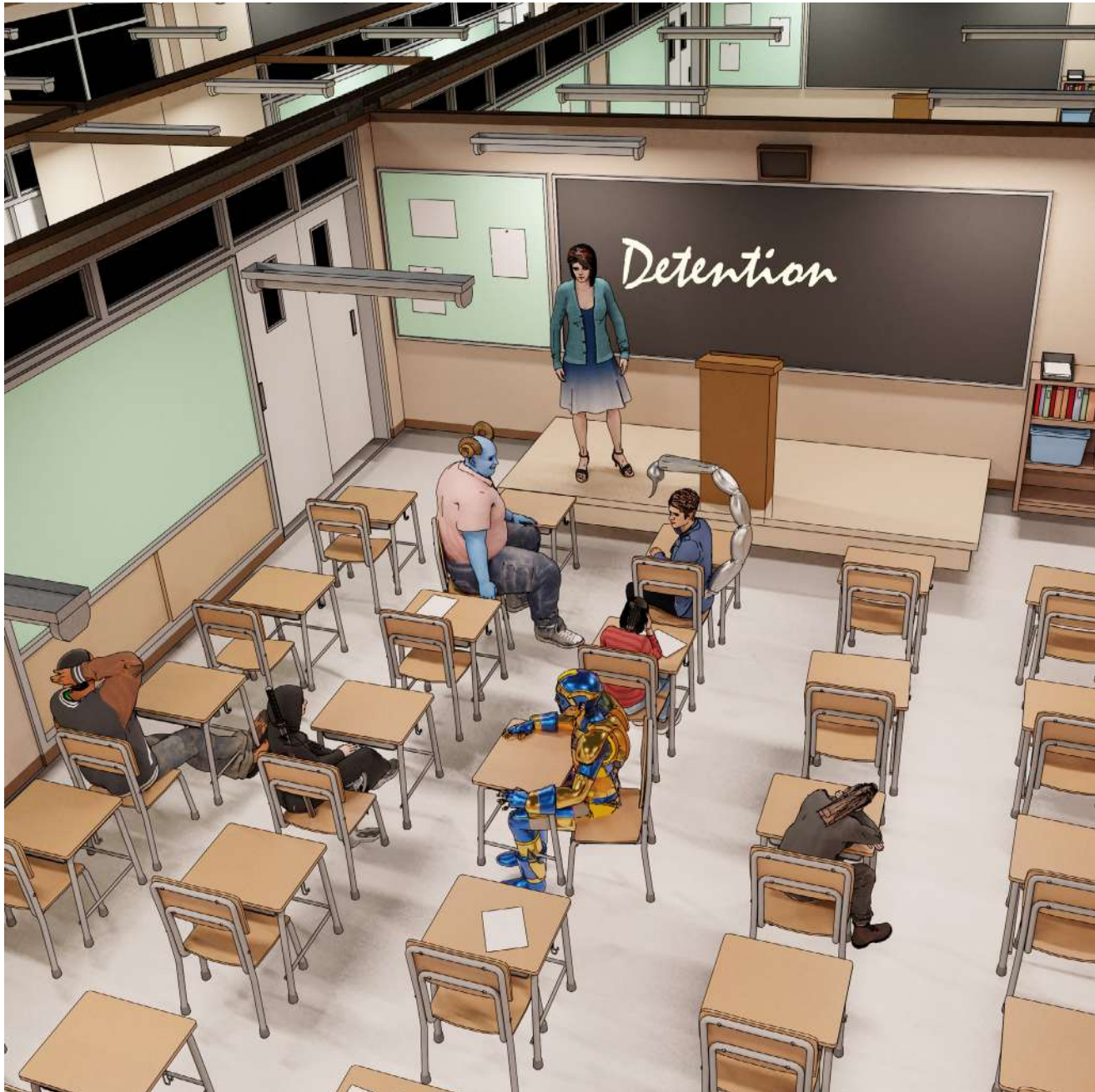
1d6	Ordinary - Upper
1	Business Owner (small, successful)
2	Large Company Director / VP
3	Tech Sector Sr. Exec (Product Lead?)
4	Highly Skilled (Corp Lawyer, Medical, Trade)
5	City Government
6	Wealthy (Investments, Inheritance, etc.)



# ALMA MATER - HIGH SCHOOL LUMINARIES

High School can be confusing enough without being a Luminary but here you are anyway. In the Alma Mater game you are high

school kids with the superpowers that come from being a Luminary: At least you won't be bored!



The Alma Mater game differs from the others in that the characters, if they do "exactly what they're supposed to" will basically spend all their time going to school. Of course you're not that lucky--no,

in addition to everything Holiday City itself can throw at you, you also have complications.

# THE LUMINARY YOUTH PROGRAM



The Alma Mater game nominally takes place in the dual school-zones between Webber 21 and Comity High, now collectively called Holiday City High School. The characters, if they attended or lived somewhere else, are now getting bussed into this area as part of Consolidated Educational Initiative.

The Consolidated Educational Initiative is a relatively recent initiative run by City Hall that takes students from various districts and puts them into the combined district of "Holiday City High" (Comity) and "Empire High" (Webber 21).

- If the characters are "announced" (known) Luminaries then they were moved there as part of the included Luminary Youth Program (which requires all known Luminaries to be part of an accredited Youth Program--with a few exceptions).
- If the characters are unannounced (meaning the authorities don't know they're Luminaries--although they may be aware of the Luminary identity) then the characters are being bussed to Holiday City High as part of the larger program.
- If the characters were going to North Shore High and are announced, then they are a special case where they can't be made to join a Luminary Team under the Youth Program--but are still getting bussed there anyway as part of the CEI. They don't have the clubhouse or an ops center. They're independents.

The PCs are presumably either part of one of the two teams (Varsity or Empire)--at least nominally--undeclared (which means they haven't been identified yet), or came from North Shore and so are "independent."

The characters can, therefore, replace some or all of the listed team-members for a given team (if the total number is unwieldy) or the existing team can be split (i.e. The characters are "Junior Varsity" instead of "Varsity" or The B-Team for Empire or what have you).

All the teams go to classes in close proximity, eat lunch in the same cafeteria, etc. This has its share of problems when there is friction between the teams.

## The "Ballard Arc"

Dr. Glenn Ballard of Holiday City University is credited with identifying and defining what is generally called The Ballard Arc. This is a plot of Luminary power-level by age: if someone is CAT-2 in high school they often reach CAT-3 shortly after graduation and may reach CAT-4 in 4 years.

Unlike those who illuminate later in life, who tend to remain more static at their power-levels, Luminaries identified and trained /

coached in high school have a higher potential to reach the upper observed power-levels.

This has serious ramifications for a number of entities: if you can find and mold young Luminaries you have a chance of getting a really powerful Luminary in a few years who is (hopefully) loyal to you. Conversely, if you can teach them to be good citizens you lower the risk that a Category 2 Luminary will become a Category 4 hazard thanks to a few tough breaks.

While most people don't talk about the Ballard Arc, for the administrations and those forces running the teams, it's certainly in the backs of their minds.

## The Villain Program

If a young Luminary is committing crimes, often they can be arrested or, even if conventional police forces can't, other Luminaries will (somewhat uncharacteristically) step in to help contain them. Once they can be controlled in custody, they are given the chance of joining up with one of the certified teams (assuming the crimes weren't too bad and the Luminary is young enough) or being sent to The Locker (a Luminary containment supermax facility). Some of the Red Cell have joined through that program.

## A Fourth Team?

While the media likes Varsity and the Red Cell is seen as a great outreach program for the more underserved populations, not everyone is happy with just the two teams. The Progress Foundation, Falconer Labs, and Fitzgerald Aerospace have discussed starting their own (certified) Youth Luminary Program and the PCs might be founding members.

## The Mirth Academy

Although it was not commonly known, there was already a school for young Luminaries in Holiday City--the very, very private and very very elite Mirth Academy. Also located in Kulver Down--but almost unmarked, the school has been run by private interests for decades.

From what is known, it is an invitation-only almost-entirely-Luminary establishment that caters to the offspring of established Luminaries (perhaps of a certain dark philosophical bent?) and will induct identified young Luminaries if they are deemed suitable.

It is secretive, shadowy, and thus far has stayed well out of the public eye. There are some rumors, though, that it has an interest in recruiting.

## Your High School Luminary Experience - Complications!

Nothing is ever simple! Here are some random tables that generate the raw material to help with your character's origin and history that make their life more unpredictable than it might be!

NOTE: As with the other life-path rules presented, these should be considered optional and should be modified with discussion between the players and game master to create the optimal most sensible combinations.

1d6	Your Complication Is
1 - 2	You Have Mental Issues . . .
3 - 4	Had An "Interesting" Past
5 - 6	Your Life Is Harder Than It Should Be!

### Mental Issues

You're not (necessarily) insane but you've got some issues that mean you tend to get into trouble. What are they?

1d6	You Have Mental Issues . . .
1	Known Not To Refuse Request For Help
2	Prone To Making Bad Decisions If Something Seems 'Fun'
3	Can't Let Go Of A Mystery
4	Need Value-Style Accomplishments
5	Must Match/1-Up Anything A 'Peer' Is Doing
6	Have A War On Crime (Maybe A Specific Type)

### Your Past Was "Interesting"

These can replace or augment other "past" issues. This refers more to things that happened around your Illumination--but were not necessarily the cause of it.

1d6	Had An "Interesting" Past
1	Have Obligations To Questionable Luminaries
2	Have A Secret That Keeps Getting Almost-Exposed
3	Have People From Your Past Looking To Control You
4	Have A Questionable Luminary Who Influences You
5	Get Missions From Somewhere Unofficially
6	Are Considered A Potential 'Bad Guy' By The Tower

1d4	Because . . .
1	You Associated With Gray / Dark Luminaries
2	You Were Involved With Org-Crime / Gangs
3	Someone Questionable "Bailed You Out"
4	Did Something Significant With Questionable People

## Life Is Hard!

You have complications that other people ... just generally don't. Even Luminaries!

1d6	Your Life Is Harder Than It Should Be!
1 - 2	You Have Uncontrolled Powers
3 - 4	Something Is Nagging At You
4 - 6	You Have A Nemesis!

### Uncontrolled Powers

Characters with Uncontrolled Powers will need to find a mentor to get them under control. The exact kind of mentor isn't necessarily clear at the outset of the game and the GM can have it be unexpected--but the character intuitively feels that someone can help them (and someone can)--the question is who? And what will it cost?

1d4	Uncontrolled Powers
1	Uncontrolled Change
2	Uncontrolled Damage
3	Uncontrolled Activation
4	Uncontrolled Usage

Uncontrolled Change is for characters who shape-change. It can mean changing at inappropriate times (and not being able to change back) or having some kind of lack of control or losing control during a change.

- Uncontrolled Damage means that a power (either an attack or otherwise)--usually an energy one--does moderate damage in an area around the character under some circumstances. This is usually something like 1/10th of the character's damage output and can cause chaos or injury--but usually not death.
- Uncontrolled Activation means that a power may not activate under some conditions or may activate when it is not wanted. Usually the character can get it going under stress (WIL roll)--but it can have glitches at other times.
- Uncontrolled Usage - A character's power can get out of control entirely (such as an attack being "always on" and held in check by a special suit).

### Something Is Nagging At You

1d6	Something Is Nagging At You
1	A Parent Luminary Is Hounding You
2	You MUST Prove Yourself
3	Of A Traumatic Event In The Past
4	You Secretly "Owe" A Powerful Force
5	You Have A Deeply Felt Obligation
6	You Have A Demanding Patron

### Your Nemesis

1d6	Your Nemesis Is
1	A Parent Upset You Exist!
2	A Parent Wants You To "Go Dark"!
3	A Peer Rival Who You Must Match / 1-Up
4	A Mysterious / Resourceful Enemy or Agency
5-6	A Mysterious Figure A LOT Like You

The purpose of the Complications is to provide avenues for the PCs to get into trouble, do things that might be risky, or have other NPCs with intentions of acting on them / causing problems. They're meant to help get the game going.

## The Luminary Teams


There are two certified Luminary Youth Program Teams and one known-but-not-official group in North Shore. There's also the completely underground group--the Revanche Club.

### Varsity

Being a member of Varsity gives you a good reputation! But it comes with some pretty serious restrictions and controls. Varsity is run by The Tower and "citizenship" is the main focus. Characters are expected to behave as role-models, following the rules, staying out of trouble, and otherwise being upstanding citizens who just happen to have Luminary powers.

The characters get guest lecturers (The Tower's own Luminaries, Progress, and so on). Often these feel like, well, lectures.

The team has The Clubhouse--a building at the edge of campus that serves as a dormitory, training / danger-room, computer center, and clinic for the Luminary students. They can go there for their homeroom and after class. Often there are no adults there--although members of The Tower and other "Adult Luminaries" do drop by.



Varsity has a curfew and the Tower expects the team leader (Cavalier with the provided roster) to keep things well in hand and under control.

The characters are allowed to “skip class” going off campus with Cavalier’s permission--they’re not supposed to be doing “Luminary Things”--but everyone knows, sometimes you just gotta. They’re expected to keep the reputation of the school, the team, and The Tower in mind (in that order).

## Red Cell

The Red Cell was a shock to The Tower. They thought they had the only certified Luminary Youth program in Holiday City only to find that, in fact, the titans of industry behind the Tax-Free Empire Zone had already put a project into the City Codes concerning young Luminaries. It also turned out they had identified several--and recruited (or “recruited”) them to their team.

Being a member of Red Cell means getting analyzed. The people in charge are rarely seen--although they will work through some Luminaries and usually have the complete agreement of Red Cell’s leader. They want to know what their charges are capable of, how they operate under stress, and some things about their moral center of gravity.

The team has the Operations Center, a complex built into the basement of Webber 21 with high-tech consoles that monitor the media and information feeds, a training chamber (not quite as nice as the “Danger Room”), and dormitory / living quarters.

There isn’t a curfew--and there are a lot fewer lectures--but each member gets a rating that is presented on “The Big Board.” The rating is hard to decipher. What gets you or loses you points seems kind of obscure. Going off and doing things--getting into “trouble” usually loses you points--but do it with the whole team, in the “right way”? You can gain points.

Generally if your score is bad enough, you have to do chores around the base--or may even be confined to it outside of school hours. There are also batteries of computer driven test and training exercises that apply to this score.

The Red Cell is brought to see operations like Kingdom Security’s cybernetics labs, Malthusian’s technology plaza, and Peter Bishop’s various enterprises that have some Luminary relevance.

## The North Shore Kids

If the hole in Varsity’s plan was Red Cell, the the hole in Red Cell’s plan was North Shore. The charter school had been around for a

few decades and part of its agreement with local and state government was that the students couldn’t be removed from its roles for any reason (other than crime or other serious conditions). As such, when the Varsity Team went into effect and the Red Cell emerged, it turned out that any Luminaries who went to North Shore were exempt.

They could still be bussed, daily, to the Comity-Webber campuses--and they were--but they couldn’t be forced to join one of the two teams. They were independents.

Also, unexpectedly, North Shore turned out to have a bunch of Luminaries. Now those kids (and other non-Luminary students--whose population, it happens, contains a bunch of unannounced Luminaries) all wound up going to Comity. They attend class alongside Varsity and Empire--but they aren’t part of either team.

That, it turns out, doesn’t sit well with either team.

The North Shore Anomalies (what they decided to call themselves, often pronouncing it as ‘Nomalies) are independents. They don’t have a clubhouse or ops center--although they have used the Webber 21 old drama room, which has a stage and a amphitheater-like seating.

They don’t have curfews or rules--but they do stick together. They don’t trust the other teams--or the people behind them.

## The Revanche Club

There’s one more team in the mix--none of them are announced and their identities are not known. It is believed they came from North Shore as well--but there is evidence that at least one of them (and maybe two) attended either Webber or Comity prior to the creation of the licensed teams.

The Revanche Club is all about revenge. It’s revenge on the student body and “ordinaries” for not giving the Luminary students their due. It’s revenge on the Luminary teams for being public faces of Luminary Obedience or Servants To Wealth (or whatever else, depending). The Revanche Club wants to extract a price in blood--from, well, a bunch of people.

The Revanche Club met online (it’s said) and now has secret meetings in person. They are plotting ways to show the system that it is obsolete--that it is fatally flawed, and unfair--that it needs to bend the knee to the real Luminaries who deserve what they are due--what they can take.

# THE VARSITY TEAM

Of all the teams and groups in Holiday City High, Varsity is probably the most functional. Despite Pedigree arguing with Cavalier about command decisions, Flaunt often backsliding into bad behavior, and NowhereLass often getting into sticky situations by being overly curious and a bit naive, they are a solid team that typically has each other's backs and works to make their environment better for everyone.



The group has access to the high-tech Command Center (a private building for The Tower's Luminary project) and, while they get more heavily monitored than Red Cell, they have been partaking of "outside / unsanctioned" exercises and operations.

They are also pretty friendly to other non-Varsity Luminaries and have few problems working with those they have a degree of trust in.

## Cavalier

(a.k.a Bryce St. John)

Basic Information	
Class	CAT-2
Threat Level	Green (Varsity Team Lead)
Biology	Human Male, Aged 17
Power	Elite Training
M.O.	High School Student
Known Associates	Varsity, Red Cell, Anomalies
Violence Index	Known Body Count: 0
	Inflicted Injury: 3
	Property Damage: none

### Appearance

Bryce wears a black combat suit with gold highlights and a cowl / cape. It has a gold symbol of the Neo-Khan Combat Arts Program.

### Abilities and Powers

Cavalier is trained exotically in a combat art that specializes in blunt, damaging moves as well as in tactical stealth, climbing, and spycraft.

### Personality and History

Bryce is the product of the only-rumored to exist Neo-Khan Combat Arts School. It was a disciplined developed in secret after the second World War by a strategy experts in a multi-national task force. It traced its roots to imperial guards in China, Ronin in Japan, secret schools in France and Italy, forgotten teachings of the Paladins, and a revamp under a "Circle of Masters" following the Second World War. Bryce found his way into what exists of "The School" and then, after 5 years of training, left when something catastrophic happened to it. He now leads the team at Holiday City High.

When he was out on the streets at age 9, he was already a scrapper--and already knew he had to be careful of hurting people too badly. For a 9 year old boy to be that dangerous, was unheard of--except by the NKCA--the legendary and shadowy school of a combat art that most experts believe never really existed. Except it did--and Bryce was inducted as a trainee.

He made his way through the 23 Chambers--each one with an

inscrutable lesson--an insurmountable test--and, over the years of practice and training he beat them--coming out the other side as a graduate of the school--a member of the elite. Something happened. He doesn't talk about it--but he has come to Holiday City to complete his mundane education (the members are expected to be learned) and to live by his master's code: protect the weak, stand for justice. Do what is right.

St. John is gloomy sometimes and impatient most of the rest of the time. He has what he feels in an absolute moral code and is sometimes shaken by shades of gray.



## Pedigree

(a.k.a Kadence Kallastin)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Green (Varsity Team Second)</b>
<b>Biology</b>	<b>Human Female, Aged 17</b>
<b>Power</b>	<b>Highly trained physically, powerful energy defenses and weapons</b>
<b>M.O.</b>	<b>High School Student</b>
<b>Known Associates</b>	<b>Varsity, Red Cell, Anomalies</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b> <b>Inflicted Injury: 5</b> <b>Property Damage: 3k</b>

### Appearance

Katherine wears a blue and gold body outfit and is able to produce a crackling azure force field.

### Abilities and Powers

Pedigree has advanced reflexes and a deceptively powerful (but within human range) build. She is able to summon and control an energy force that she can both project and use to protect herself. While concentrated assault rifle fire can hurt her and degrade the field, she is largely immune to handgun fire or similar attacks.

### Personality and History

Pedigree is the daughter of Athena, a nationally famous Luminary Hero out of Los Angeles. She was sent to Holiday City High because of the school's Luminary program and to get her away from the LA Luminary Scene which, her mother thinks, has way too much Hollywood. This turned out to be a pretty big miscalculation. As a teammate, Pedigree is certain she should be the team-leader no matter what anyone else thinks and she can be somewhat callous and abrasive--but she isn't outright bad.

Kadence has been training since as far back as she could remember. Athena--mom--is a household name to her millions of fans and a titan-sized legacy for Kinsley to live up to (as well as being an indestructible, power-house, pain the neck sometimes). The name Pedigree was chosen for her when she got a top-tier "super suit" to

go with her nights of grueling training and lessons in Luminary etiquette.

Her "public persona" as the daughter of world-class, if distant, Luminary is that of star student. Respectful, perky, up-beat, full of school spirit and always trying to do the right thing. This is also her hero ID when she wears the uniform. Underneath that, though is the entitled sarcastic, sometimes even cruel high schooler who feels like she's been dumped in nowhere-ville--and has to deal with yokels far below the Hollywood glitterati she should be hanging out with.

Still, she's got a destiny--to be a heroic Luminary--and once she graduates she's ditching this greasy little town and looking for the real action. ... at least that's what she thinks.

NOTE: Pedigree feels the code-name Pedigree, given to her by her mother, is terrible. She is reported to be quite volatile in relation to her mother.



## Nowhere Lass

(a.k.a Jane Doe)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Green (Varsity Team)</b>
<b>Biology</b>	<b>Demi-Human Female, Aged approx 16</b>
<b>Power</b>	<b>Able to redirect energy of attacks into luminous colors, project beams of force, fly.</b>
<b>M.O.</b>	<b>High School Student</b>
<b>Known Associates</b>	<b>Varsity, Red Cell, Anomalies</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 0</b>
	<b>Property Damage: 0</b>

### Appearance

Nowhere Lass appears as a light-blue skinned humanoid female with some exaggerated features. She is often surrounded by glowing colors.

### Abilities and Powers

Nowhere Lass is able to shunt the energy (kinetic or radiant) of an attack off her, converting it to visible "color splashes." She is highly durable, able to project beams that can damage non-living structures but inflict no serious permanent damage on living targets. She has a number of unusual other abilities as well.

### Personality and History

Nowhere Lass existed--has memories of existing--in what may have been a fantasy world. She says she remembers vast, sweeping towers, brilliant white cyclopean arching bridges, and broad plazas with ornate buildings surrounding them. She says she remembers that the people there were all perfectly matched--for life--by the Majestic Dodecahedron, some kind of god or super computer, or something. She says she remembered the elders discovering that she had to leave--to take on a trip or a quest--to another realm--to learn their ways--so she did. Appearing in Holiday City and then, after some confusion, being signed into the Luminary Program at the high school (her age is 16, she believes--by Earth accounting).

It is also noted that her backstory eerily matches a set of documents written by the psychotic owner of the hate-ridden Can't Get A Date website dedicated to angry men who feel rejected by women and have vowed various forms of vengeance. He currently resides in

the Holiday City Psychiatric Ward. The documents were discovered after he was arrested for plotting to blow up a school dance three years ago. No one knows if there is any connection.

Nowhere Lass does not have a good understanding of human ways. She is a valuable team-member but is unusually naive and innocent in terms of understanding the modern world.



# Flaunt

(a.k.a Brad Connelly)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Green (Varsity Team)</b>
<b>Biology</b>	<b>Human Male, Aged 17</b>
<b>Power</b>	<b>Powerful (human) physiology and exceptional reflexes. Able to command a telekinetic force to manipulate, strike, and also to fly.</b>
<b>M.O.</b>	<b>High School Student</b>
<b>Known Associates</b>	<b>Varsity, Red Cell, Anomalies</b>
<b>Violence Index</b>	<b>Known Body Count: 0 Inflicted Injury: 4 Property Damage: 0</b>

## Appearance

A powerful human specimen (within human range). He is fond of wearing "muscle shirts" and other such clothing to show off his physique. His skin is a golden-hued color.

## Abilities and Powers

Although he appears heavily muscled (and his strength is in the extreme range for an ordinary human) he is exceptionally quick and athletic (well above human ordinary maximums) and is capable of commanding a powerful Telekinetic force

## Personality and History

Brad wanted to go by Flex--but after one two many times breaking the rules and leaving the team, Cavalier gave him a choice of "Flaunt" or "Flounce"--or leave for good and probably face legal action for his next mistake. He chose Flaunt and is trying to keep it under control. It's hard, though, when you're that good looking--literally golden skinned, buff--255 pounds of solid muscle--he's literally superhuman--and he can fly and lift things with his mind.

Brad was always a bully and always big. He played football--he had fun with the guys--he did . . . okay in school--the future looked as bright as it could when you're 15, everything is easy, and people are either afraid of you or want to be your buddy. But it wasn't enough: his parents relentlessly pushed him to excel. They did well--but not as well as they liked. They were educated, sure--but they wanted to be seen as experts in their fields. His dad managed and auto-dealership--but he felt he should own it.

So of course he doped--even at that age--even without needing to--and in Holiday City, if you have a stack of bills taken out of the safe at your dad's dealership you can luck into some strange stuff. His dad had him on Human Growth Hormone--but this was some other kind of Growth Hormone. They said it came from telepathic whales.

Brad didn't believe that--but he took it anyway--and what results. He always used to see it as part of his deal to keep the little people in their place. He didn't rob them--or flatten them--unless they stood up to him and then he taught them a lesson. Now everyone's

a little person . . . except for some other Luminaries and he still can't understand how he got beat by Cavalier.

Flaunt is aggressive, sneering, and conceded. He also thinks he's a lot tougher than he is and everyone who has ever beaten him has had some amazing luck



# RED CELL

The “answer” to The Tower’s Varsity initiative came in the form of Red Cell. Put together by various financial interests in the Empire Zone, the team landed with a multi-million dollar investment in

refurbishing the school, creating the Ops Center (their counterpart of The Clubhouse) and bringing in several young Luminaries whom they had, apparently, been tracking.



As you can see from the first attempt at a group picture, there were some ... “hiccoughs.” Where The Tower’s team was focused around citizenship and picking students who would be role models (or, in the case of Flaunt, a Luminary who could definitely benefit from having a good role model) the Red Cell team had a different philosophy. Firstly, while the rules mandated that all Luminaries be inducted into a program, the structure of it was never specified. Thus, the Luminaries that were being tracked and monitored tended to be those that had come to the attention of the financial interests in the Empire Zone rather than those that exhibited a strong moral character.

They got lucky with Paragon who, apparently raised from a young age to have a commanding presence and (it turned out) a decent

moral center, made a strong--perhaps too strong--leader. The rest of it was a bit of a disaster.

The charter called for standardized color schemes in the uniform--they decided on metallic red and matte black. Their costume designers also worked extremely quickly since the program went from inception to operation virtually overnight. As a result some of the team members did not like and/or outright refused to wear to their uniforms.

Secondly, with no actual team structure other than a leader there were a number of arguments and altercations only barely managed.



## The Mentors

If the rapidity (and attendant chaos) with which the team was formed was one problem, another was the mentorship. The Malthusian and Tyrant both make hard, demanding, and somewhat mean-spirited or at least aggressive leadership models. They want their team to be "the best"--which means outdoing any accomplishments by Varsity--while still being "cool enough" to attract recruits (The Op's Center's lavish game room seems to be part of the pitch to prospective members).

They want metrics and reports from Paragon at a constant rate, with goals to show a steady state of improvement--but in terms of dealing with any of the usual confusion or social issues of being teenager--not to mention a Luminary who has just been thrust into a new school, they had almost nothing to offer.

Bishop, Holiday City's mega-businessman, for his part, sees the team as an investment and wants to make sure it is properly leveraged.

As a result, the rules for Red Cell are less restrictive than those for Varsity--but the whole thing risks encouraging bad (or at least dysfunctional) behavior.

Still, it is a better environment for young Luminaries than letting them run free--and the presence of both Paragon, as the leader, and Varsity, as a sort of counter-force means they are still perceived as a positive force by most of the student body and the administrators.

Allegations that they are being groomed for a sort of Luminary supremacist world-view seem to be unfounded.

## Paragon

(a.k.a Damien Conwell)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Green (Red Cell Leader)</b>
<b>Biology</b>	<b>Human Male, Aged 17</b>
<b>Power</b>	<b>Highly developed physique, well trained, highly resilient</b>
<b>M.O.</b>	<b>High School Student</b>
<b>Known Associates</b>	<b>Varsity, Red Cell, Anomalies</b>
<b>Violence Index</b>	<b>Known Body Count: 0 Inflicted Injury: 1 Property Damage: 0</b>

### Appearance

Paragon appears as a young hairless black man with an extreme physique. He wears gold bracers and a circlet as well as an emblem on his chest.

### Abilities and Powers

Paragon has an extremely developed and honed physique. He displays superhuman levels of strength as well as excellent technique and control. He does not have superhuman reflexes but he is extremely strong and focused. His body is very resilient but while he is immune to most handguns he is not fully resistant to heavier rounds.

### Personality and History

Damien's parents seem to somehow have known they would have a Luminary son and prepared him for it from birth. While both of them are somewhat shadowy (his mother was a city magistrate and his father is a businessman) they seem to have no extra-normal talents.

They raised their son with dedicated instruction and relentless attention to training and precision. Remarkably, it appears to have worked--Paragon began to show signs of Luminary levels of physique from a young age and has grown rapidly into his powers, assuming the role of leadership in Red Cell easily.

Unfortunately, for all his preparation and ability, he is still a teenager and he tends to be alternately overconfident, overly hard on his teammates, or, at times, consumed with self doubt.

He carries a great psychological weight--and while he is strong, he is in danger of embracing some of his darker desires (having the physique of a god while having the maturity of a teenager doesn't help).

Still, more than, perhaps anyone else, he wants his term of leadership at Red Cell to be successful.

That means accomplishments and cohesion, and doing the right thing.



## FloodLight

(a.k.a Ethan Frheely)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Green (Red Cell Member)</b>
<b>Biology</b>	<b>Human Male, Aged 17</b>
<b>Power</b>	<b>Project, summon, and control luminous "super fluid"</b>
<b>M.O.</b>	<b>High School Student</b>
<b>Known Associates</b>	<b>Varsity, Red Cell, Anomalies</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 0</b>
	<b>Property Damage: 0</b>

perhaps effectively is--the second in command (Paragon trusts him).

### Appearance

FloodLight is tall, a bit "geeky" looking and sometimes his hands and eyes glow with a blue-green force.

### Abilities and Powers

FloodLight can summon and control "The Light" which is both a force he can project from his hands (and wrap himself with defensively) and a fluid "standing wave" which can strike, grab, and flow on his command.

### Personality and History

Ethan evidenced his abilities as a mutant / innate outbreak several months ago. He was always an avid student of the sciences and a bit of a "geek." Once he realized what was happening--that he was a Luminary--he began immediately to try to study and understand his power.

He is often categorized as slightly socially awkward and may be on the spectrum for neural atypicality--but if he is, it is only very mildly. He believes that Red Cell is a perfect environment for him and respects Paragon as a leader. He is also very dedicated to the order that it brings to his teammates (hence, his anger at other members not following the rules about uniforms, etc.).

The Light is powerful and, potentially dangerous if it got out of control--so he practices with it. He acts as--and



## Conjurers

(a.k.a Nelly Leonela)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Green (Red Cell Member)</b>
<b>Biology</b>	<b>Human Female, Aged 16</b>
<b>Power</b>	<b>"Majick"</b>
<b>M.O.</b>	<b>High School Student</b>
<b>Known Associates</b>	<b>Varsity, Red Cell, Anomalies</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 0</b>
	<b>Property Damage: 0</b>

### Appearance

Nelly appears as a young high school aged student. She tends to dress "normally" and generally refuses to wear uniforms (she will keep to the black and red colors if she must)

### Abilities and Powers

Conjurers evidences the suite of manifestation and control abilities that is called "majick" (a form of telekinesis and bio-synthesis, according to scientists). She can create apparently independent life forms--both large and smaller ones, summon a defensive force, and create a physical animation of what appears to be her shadow.

### Personality and History

Nelly claims to have Illuminated in some sort of "dream quest" where she was taught the skills / arts of Majick by an Outer Being. While these explanations do appear from time to time and seem to have some level of coordination, most observers believe that the effect is more of a psionic one than anything else.

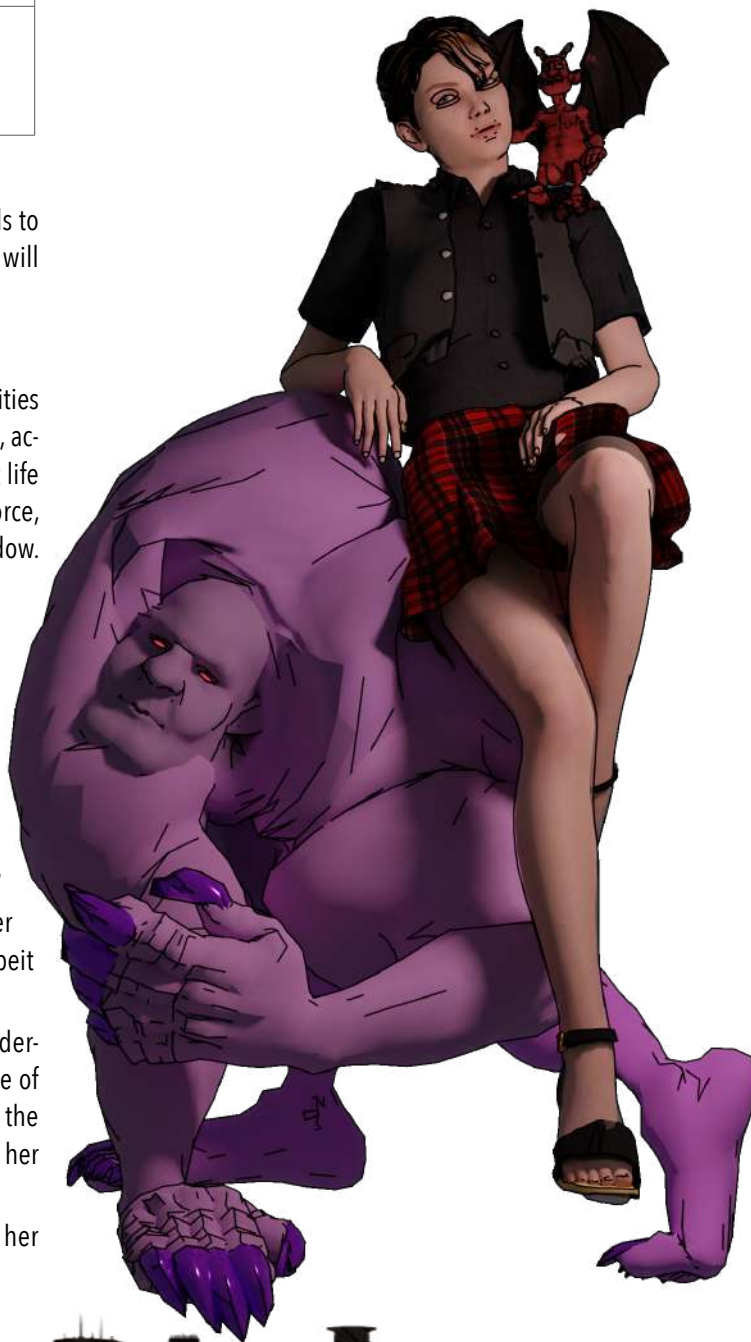
In person she affects being a somewhat arrogant "sorceress" (or her idea of what a sorceress would be like, anyway) but her friends say that she is much friendlier once she trusts you--albeit she is, it seems, slow to trust.

Online allegations suggest she may have suffered some moderate trauma before her Illumination and that she has a degree of "acting out." She also has said she isn't sure she "belongs on the team" with the "more conventional Luminaires"--a reference to her "Majickal Origins."

Apparently her discovery by the Empire Zone team scared her

(she was previously unknown to the world at large and even her parents) and she has said she feels "exposed" being made into a public figure.

She has a permanent "summoned" companion: "Impy"--a small winged "imp" that often is mischievous or argumentative and, research suggests, may be her projected alter-ego / subconscious "acting out."



## Neoteris

(a.k.a Justin Bronislaw)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Green (Red Cell Member)</b>
<b>Biology</b>	<b>Human Male, Aged 16</b>
<b>Power</b>	<b>Hyper-Technology, Cybernetic augmentation</b>
<b>M.O.</b>	<b>High School Student</b>
<b>Known Associates</b>	<b>Varsity, Red Cell, Anomalies</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 0</b>
	<b>Property Damage: 0</b>

### Appearance

Neoteris wears a tight suit--his body has a visible hexagonal grid pattern--and seems to gleam with low-friction surfaces. He has a sensory augmentation helm and a backpack folding recumbent motorcycle.

### Abilities and Powers

Neoteris has cybernetic augmentation and several devices including sensory and a collapsible lightweight recumbent motorcycle that he can wear as a backpack.

### Personality and History

Justin is a highly intelligent young man who was on the "radar" of Fitzgerald Aerospace for some time before he fully "Illuminated." He has a particular talent for improving existing systems (such as taking a recumbent folding bike and turning it into a high-performance electric cycle).

He has a reputation for being difficult to get along with--being arrogant--and sometimes caustic. He has publically called Dr. Falconer (of The Tower) a "Moron" and said that Fitzgerald Aerospace is "wildly inefficient" (something that could get him into serious hot water with his new team mentors). He said in an interview that the Progress Foundation "isn't as visionary as she seems to think it is."

Despite some hard edges, however, he is interested in doing things that will both make him (eventually) very wealthy and making the world better. While he may have some unorthodox ideas about how to do that, he is seen as a potential break-out genius by the Empire Team controllers and everyone feels it is best if he has proper structure and controls around his development.

NOTE: Neoteris has been described (perhaps charitably) as "over-weight." Reports suggest that the Red Cell costuming department received "significant pushback" due to the form-fitting design they created for him. Uniforms have been an extremely touchy subject for Red Cell and it is advised to steer clear of them.



## Whisper

(a.k.a Lindsey Kellerman)

Basic Information	
<b>Class</b>	CAT-2
<b>Threat Level</b>	Green (Red Cell Member)
<b>Biology</b>	Human Female, Aged 16
<b>Power</b>	Extra Dimensional movement
<b>M.O.</b>	High School Student
<b>Known Associates</b>	Varsity, Red Cell, Anomalies
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 0</b>
	<b>Property Damage: 0</b>

### Appearance

Lindsey appears as a young woman in a black and red body suit. She usually wears goggles or reflective glasses.

### Abilities and Powers

Lindsey has the ability to shift "outside" of the regular space-time continuum while still being able to observe--but not interact--with it. This observation seems to be the result of a kind of clairvoyant link since light cannot reach the higher dimensions she exists in when "external." She is completely invisible when "external" but can shift her orientation around a fixed point of exit--her tether--which may, itself be attached to a person or place.

### Personality and History

According to accounts Lindsey was, before her Illumination, something of an expert in the world of teenaged social infighting and mean-girl politics. She was beloved by adults--but hated by her rivals (and was sometimes nasty to her peers). Now that she is "outed," it turns out she had an edge. Her ability to "go external" while spying on the common-reality made her an unbeatable spy or lurker.

She came to Red Cell via the criminal justice system--apparently due to some kind of blackmail scheme--but the records are sealed.

NOTE: Whisper's original costume was deemed horrendous. It has been speculated that the original costume was done intentionally as a form of punishment by some member of the Empire Zone management team.



# THE NORTH SHORE KIDS

If the Varsity Team is really formed around the ideas of citizenship and character--and Red Cell seems to have a much more corporate flavor, The North Shore kids are a wild-card.

For reasons that are unclear, the North Shore charter school had an unusual density of CAT-2 Luminaries. It wasn't a school for Luminaries. In fact, its charter didn't have anything to do with Luminaries at all--it was just trying some alternate methods of

education in a controlled environment. It was targeted at students who had struggled, possibly socially, in other schools. Maybe that's why?

Since the rules for the charter surrounding North Shore meant that the students couldn't be forcibly unenrolled (although each day they attend classes at Holiday City High) both Varsity and Red Cell have made attempts to induce them to join. Thus far: no takers.



Whatever is/was going on in North Shore, the students seem to like their independence. Instead of the high tech Club House or Ops Center, they have an unused room on the third floor and some ancient game consoles and used furniture--and that's even when they hang out together. They acknowledge they sort of are a team--they

check in with each other, keep each other's secrets, and, periodically, do things together--they distrust both Varsity (more because of The Tower than the team themselves) and Red Cell (they are fully aware of the somewhat machiavellian bent of the sponsors).

## Beastie

(a.k.a Sidney Tames)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Green (Even Tempered)</b>
<b>Biology</b>	<b>Demi-Human Female, Aged 16</b>
<b>Power</b>	<b>Ultra Physique</b>
<b>M.O.</b>	<b>High School Student</b>
<b>Known Associates</b>	<b>Varsity, Red Cell, Anomalies</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 0</b>
	<b>Property Damage: 0</b>

### Appearance

Beastie appears as a 7'6" tall red-skinned "giantess." Her eyes are black and her fingers have armored blades instead of fingernails.

### Abilities and Powers

Beastie is tall, dense, and physically powerful. She has built in armor and her claws are extremely dangerous bio-ceramic material that can cut through steel bars.

### Personality and History

Sidney was never great socially. She was always bookish, somewhat timid, and anxiety plagued. She had problems fitting in and was picked on for being overly tall for her age. As far back as kindergarten she remembered it--and the kids could be cruel. She wasn't looking forward to high school. Then something happened: she hit a growth spurt. A spurt that, erm, didn't stop--not until she was over 7 feet tall and almost 800 pounds--but it was of bulging bright-red muscle.

Doctors told her panicked parents about irregular viral-driven genetic infection. They conjectured about new kinds of "radiological" chromosome "damage." Whatever had happened, though, she was built . . . well, to hunt things--to kill them. Her body came with weapons--wickedly armor-piercing claws. She could see and hear outside the human range. She could carry heavy loads for miles. No one picked on her any more.

Sidney is even tempered and hardly violent by nature. The fact that she is now decidedly lethal if she chose to be is okay by her if it means people stay out of her way. She was quite lonely, however, until the Anomalies formed. She considers them her true

friends--although she has a great deal of respect for Cavalier and likes Nowhere Lass as well.



## Cuttlefish

(a.k.a David Mills)

Basic Information	
<b>Class</b>	CAT-2
<b>Threat Level</b>	Amber (Dangerous if Seriously Provoked)
<b>Biology</b>	Demi-Human Male, Aged 16
<b>Power</b>	Tentacles
<b>M.O.</b>	High School Student
<b>Known Associates</b>	Varsity, Red Cell, Anomalies
<b>Violence Index</b>	Known Body Count: 0
	Inflicted Injury: 0
	Property Damage: 0

### Appearance

Cuttlefish appears as an overweight high schooler. When his powers are active, he opens a massive vertical mouth down his body that tentacles spill out of.

### Abilities and Powers

Cuttlefish has radically altered physiology. His skin is highly resilient and he is biologically tough. He is equipped with multiple tentacled arms and a powerful oversized mouth.

### Personality and History

David's powers manifested from birth where X-rays showed strange, almost "jaw-like" structures dominating his rib cage. It got worse when a tiny slit appeared down his torso--and that was nothing still when he could open it and release a mass of sucker-covered tentacles.

While he had always carried extra weight, he increased in size even more--adding 75 pounds in Junior High. He was teased relentlessly. His parents sometimes seemed actually embarrassed by him.

For a time he felt utterly screwed: some people got cool powers--he got extra fat and horrific abilities out of 30's pulp novels. When he met the rest of the Anomalies, though, his perspective shifted--he wasn't the only "freak" in the group and he could be more openly "out" about his mutations.

NOTE: Although he possesses an absolutely lethal bite, he absolutely does not bite things in combat unless lives are on the line or he knows the target is well armored.



## Speed Demon

(a.k.a Barry Chapman)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Green (High School Luminary)</b>
<b>Biology</b>	<b>-Human Male, Aged 16</b>
<b>Power</b>	<b>Enhanced speed and reflexes</b>
<b>M.O.</b>	<b>High School Student</b>
<b>Known Associates</b>	<b>Varsity, Red Cell, Anomalies</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 0</b>
	<b>Property Damage: 0</b>

### Appearance

Speed Demon appears as a relatively normal high school student. A well to-do uncle has provided him with a professional Luminary outfit which he wears . . . sometimes.

### Abilities and Powers

Barry converts amphetamines into extreme speed and high agility. In order to activate his abilities he must ingest schedule 2 drugs (methamphetamine, cocaine, other illegal amphetamines) . The effects last for several hours. NOTEL he is not susceptible to the addictive effects of these drugs. He doesn't get high--just fast.

### Personality and History

Barry was always 'twitchy.' He had a hard time sitting still, he was on a sugar rush or caffeine high. In his freshman year of high school, Barry, never adept at making good decisions, discovered crystal meth. He also discovered / activated his innate mutant conditioning. While in effect, he was superhumanly quick, accurate, and strong. He could destroy a normal pair of shoes just running down the street--in about a second.

Barry was always something of a class clown, a bit of a loner--a person who didn't fit in--but now he has found his people in the North Shore Anomalies. As Speed Demon, he must take something like Cocaine, Speed, or Meth--some kind of powerful amphetamine--but instead of getting him high, it gives him a few hours as Speed Demon. He is no longer abusing drugs--his system just won't let him--but he still has to buy them--or take them.

He is described as funny and likable--a middling student (according to reports) but, outside of personal risk taking and an indifferent attitude towards school work, he is well centered morally

and had a reputation for standing up to bullies even before his powers activated.

Today he carries expressly limited supplies of medical adrenaline--but allegedly he does keep stashes of other drugs around . . . just in case.



## Molly Rave

(a.k.a Lauren Graham)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Amber (Mood Altering Persona)</b>
<b>Biology</b>	<b>Human Female , Aged 16</b>
<b>Power</b>	<b>Mood altering aura, enhanced reflexes</b>
<b>M.O.</b>	<b>High School Student</b>
<b>Known Associates</b>	<b>Varsity, Red Cell, Anomalies</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 0</b>
	<b>Property Damage: 0</b>

For a time she was in extremely high demand in Holiday City until she was identified and the authorities have somewhat curtailed her outings.

Molly Rave has had incidents of encounters with the underworld--including some of the Syndicate and Russians who believed she had dealings in narcotics they were "interested" in.

While Lauren was, later, terrified of the implications, Molly Rave seemed to have little difficulty dealing with low level Syndicate enforcers and, now that she is a member of the North Shore Anomalies, considers the night-and fun, peaceful gatherings, to be under her protection.

### Appearance

In her "normal form" Lindsey appears as normal--perhaps even "mousey" teenaged girl. As Molly Rave she is a "rave goddess."

### Abilities and Powers

Molly Rave exudes an aura--similar to a lighter than air gas--in multiple vibrant or glowing colors. Her eyes emit light in shifting colors. She is able to shift into a set of "Rave Wear" that seems to be a component of her abilities. Within the aura, affected subjects report lower inhibitions and increased enjoyment.

### Personality and History

Lauren says that nothing actually "Illuminated" her--and that the abilities came on suddenly along with a shift in personality when she activates them (or, at times, when they activate on their own). In her Molly Rave persona she is outgoing, reasonably fearless (in a social sense--she still takes precautions against physical danger) and seems to have nearly elite skills as a dancer and DJ.



# THE REVANCHE CLUB

The Revanche Club, a kind of “I broke out my thesaurus” name for ‘The Revenge Club’ is dedicated to these young Luminaries getting even for a world that hasn’t lived up to their expectations.

Dysfunctional, dangerous, and unstable, the Revanche Club has been described as being “like that guy with nunchucks<sup>1</sup> that doesn’t have any damn idea how to use them--he may do a lot of damage in the short term, but pretty soon he’s gonna knock himself out.”

The Club is active online in private forums (they do have some sycophants and hangers on who they sometimes interact with) and they meet in a dingy puzzle-and-games shop called The Puzzle

Indeed--for all the fury and comparative power of the club, if they had any actual leadership they could be terrifyingly dangerous. While they are not yet stone-cold killers, they would be about two steps away from a nightmarish tragedy. As it is, they are horrible bullies, predators, and abusers--but they are not dedicated to body-counts or mayhem like the Misery Tourists or some of the Luminary Supremacists. They are just angry, entitled, and powerful adolescents with really, really bad ideas about what the world is (or even “ought to be”) like.

Box--whose ‘management’ (if it can be called that) has allowed the teenagers to meet and plot.



## Challenger

(real name unknown)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Extremely Dedicated Bully)</b>
<b>Biology</b>	<b>Human Male, Aged 17</b>
<b>Power</b>	<b>Luminary Level Martial Arts and Physical Training</b>
<b>M.O.</b>	<b>High School Student</b>
<b>Known Associates</b>	<b>Revanche Club</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 3</b>
	<b>Property Damage: 0</b>

### Appearance

Blond, muscled, big for his age--and even potentially described as handsome, Challenger has managed to score a fairly professional metallic green and gold suit which he wears whenever he can--but covers it with jackets and coats if he thinks he needs to get gone quickly.

### Abilities and Powers

Challenger is a natural physical specimen and is a more than competent martial artist. He also seems to heal quickly when a situation gets the worst of him.

### Personality and History

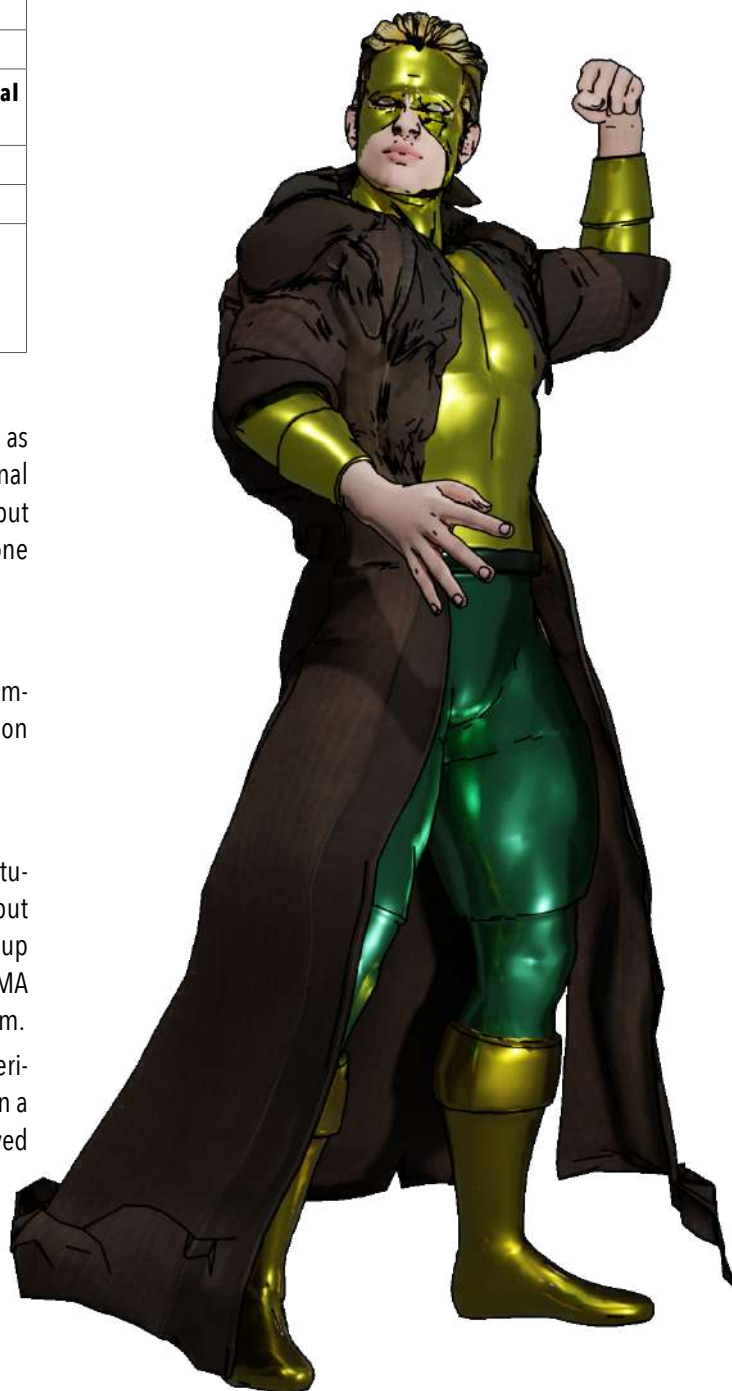
What we know about Challenger is that he is a high school student--perhaps 17 years of age. He has a fantastic physique but seems to be so little of a team player that he has not showed up in any sports or athletic activities. He claims an extensive MMA background (training wise, anyway) and lots of hours in the gym.

He is a dedicated bully, working hard to teach lessons to his inferiors (everyone) to "improve them" through abuse. He has gotten a professional Luminary outfit--he says he stole it--and he is believed to wear it under clothes using its adaptations to "quick change" so he can perform his bullying in character--but fade away before other Luminaries show up.

Oddly, because of his dedication to picking on the weak, he seems to not want direct confrontation with adult authority and will exit if grownups show up.

He has described himself as the leader of the Revanche Club--but

this is subject to debate (Trenchant seems to be the real leader so much as anyone is).



## Savant

(real name unknown)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Spurned Hyper-Genius)</b>
<b>Biology</b>	<b>Human Male, Aged 15</b>
<b>Power</b>	<b>Power Armor, Super Science</b>
<b>M.O.</b>	<b>High School Student</b>
<b>Known Associates</b>	<b>Revanche Club</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 2</b>
	<b>Property Damage: 0</b>

### Appearance

Short, average looking, generally scowling, Savant wears the metallic Vector-Plasm Power suit under his clothes when he is going operational.

### Abilities and Powers

The Vector-Plasm suit is capable of generating a Power Field, performing a kind of directional ballistic flight, and he has energy weapons, strength enhancement, and "Warbler Grenades" (Sonic balance disruptors).

### Personality and History

Savant is unquestionably smart--a hyper-intellect, he has created the VectorPlasm manipulation suit which is a feat many of the leading Luminary scientists in Holiday City would like a look at.

In appearances he is, like many hyper-intellects, incredibly arrogant and entitled--believing the world owes them both a tremendous debt just for existing and being in what they see as an existential battle with every other hyper intellect in the vicinity.

Savant is more viciously insulting and interested in intellectual dominance of others than in viciously attacking them--but he is constantly offended by "smart kids" who he says are really "complete morons" if challenged online--even by (or especially by) an ordinary bright kid--he may extract physical revenge in the form of a VectorPlasm beating.

He also couches his (generally contrarian) views of pop-culture as the result of his towering intellect. He vocally hates popular movies and sees it as proof of moronicness in those (sheeple) who like them.

He is often found arguing about movies or video games and those who get into it with him risk physical retribution if he can find them.



## Trenchant

(real name unknown)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Vicious Streak, Unpredictable, possible Psychopath)</b>
<b>Biology</b>	<b>Human Female, Aged 16</b>
<b>Power</b>	<b>"Devouring Blood"</b>
<b>M.O.</b>	<b>High School Student</b>
<b>Known Associates</b>	<b>Revanche Club</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 6</b>
	<b>Property Damage: 0</b>

either gender--appearing with her devouring darkness to terrorize and humiliate them.

It is speculated that she may have gotten in trouble with the school because she has made threatening statements online about the staff and their rules--she can show them what "overly harsh" looks like--they'll never be seen again.

### Appearance

Trenchant is a darkly attractive high school girl who dresses in conservative nearly-gothic attire with some punk or dystopian flair. She carries a straight razor.

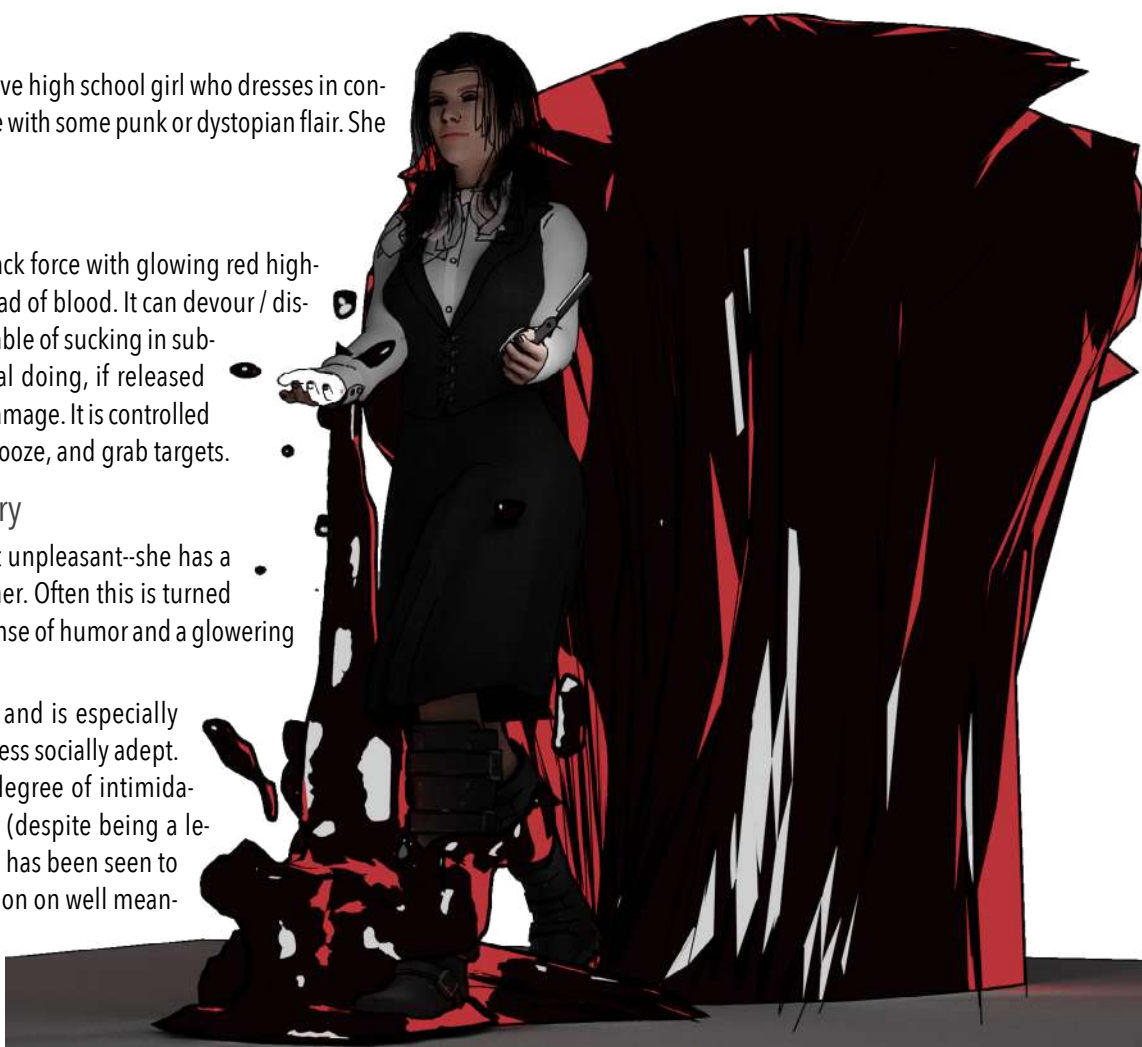
### Abilities and Powers

When she cuts herself a black force with glowing red highlights flows out of her instead of blood. It can devour / disintegrate matter and is capable of sucking in substantial portions of material doing, if released into a crowd, catastrophic damage. It is controlled by her and can flow, pulse, ooze, and grab targets.

### Personality and History

Trenchant is more than just unpleasant--she has a literal river of darkness in her. Often this is turned semi-inward in a morbid sense of humor and a glowering dramatic broodiness.

She is often casually cruel and is especially interesting in goading the less socially adept. She seems to have some degree of intimidation from the popular girls (despite being a lethal Luminary) and, instead has been seen to focus her dangerous attention on well meaning boys (especially handsome ones) or on further abusing shy students of



## QueenAn

(a.k.a Tracey Wells)

Basic Information	
Class	CAT-2
Threat Level	Red (Monster)
Biology	Demi-Humanoid Female, Aged 16
Power	Bio Weapons, greatly enhanced reflexes.
M.O.	High School Student
Known Associates	Revanche Club
Violence Index	Known Body Count: 0
	Inflicted Injury: 6
	Property Damage: 0

### Appearance

QueenAn is a shapeshifter. In her altered form, she appears as an open mouthed elongated skeletal humanoid with gray, "dead," skin.

### Abilities and Powers

QueenAn transforms from a normal looking person to an elongated, quick, powerful monster with the ability to invoke a "wasting" (which feels like starvation) effect from her eyes. She can slash with nails, wrap and crush with her body, etc.

### Personality and History

Little is known about QueenAn in what is presumably her human identity. As QueenAn she is almost "undead" in aspect--ever hungry, black mouth gaping, possessed of long wicked claws and overly stretched arms and legs.

One thing is clear: she believes she is becoming beautiful--she has a weakness for looking at herself in mirrors to admire her deformed body.

On the Revanche Team she is the one who shows the most predisposition to kill--not because she wishes to murder, per se (that would be Trenchant--neither Savant nor Challenger seem to have a boodlust)--but because QueenAn is hungry and it has been so long since she has eaten (observers believe this refers to . . . eating a person).

Some of the other Revanche Club members seem more than a

little unsure about her as well, as she becomes more and more detached.

Online she is the least active of the group--but has made mention of being in popular circles and having parents who are so distant they may as well not exist. While that could fit a lot of profiles, no one has determined if this seems to be consistent with the rest of her statements.



# Game Designer's Notes on the Holiday City High School Game

The above concludes our Player's Section on the Holiday City High JAGS Game. This section offers some brief guidance for Players and GMs about how you might approach the games.

## The High School Genre

High School is an enduring genre in movies, TV, and, yes, even games (and even superhero table-top RPGs!). There are some definite advantages it brings to the table as a venue for gaming. These are some:

High School is about as close as we get to a "shared cultural experience" these days (in America / the developed West, anyway). Almost everybody goes, the experience has a bunch of broad similarities, and, yes--it's "formative" in many ways.

High School has a built-in 'strong sense of character.' The different high school social types are already pretty close to 'character classes' in reality. It isn't hard to "get into character" when you have a fairly easily understood basis for your social position.

The high school superhero archetypes are often pretty well understood. We've utilized some here--the guy raised with parental expectations to be a star (Paragon), the child of a known celebrity (Pedigree), the serious fish-out-of-water (NowhereLass), and so on. These aren't explicit categories--but they work at least as well as the Jock, Popular Girl, Nerd, Yearbook Kid, etc.

There's a reason high school is an enduring genre and you can leverage it.

## Approaches To The Game

We have left it pretty "agnostic" as to who the players are "supposed to be" in this set up. There are a bunch of different ways you could do it--but we still strongly recommend that the characters be a "team" or very highly "potential team" from the start (whether it is because they are friends, family, a team of necessity, highly compatible individuals who just don't know each other yet, etc.).

### Junior-Varsity: Playing One Of The Groups New Members

The most basic approach is for the players--possibly with some NPCs to be one of the team's new--but separate--groups. Maybe they have an "assigned leader" from the 'senior team' and they might have 'mentors' dropping by from the parent organization to police / monitor / and advise them.

In this case the characters are assumed to either be "looking for a way to express themselves" (both Varsity and Red Cell are each quite restrictive in their own ways) or have other extra-curricular issues going on that complicate their lives in addition to the regular training, classes, and so on.

The more senior versions of the teams might be a bit more powerful and while presumably not antagonists, can be useful foils as they interact with the PCs.

### Varsity - Replacing One of The Teams

If you really like some of the teams but not others, it's easy enough to replace a listed team (either entirely: they all graduated, etc.) or partially--just swap out some characters--with the PCs.

In this case, more so than the Junior Varsity scenario, the players are a heavier focus of the team's adult sponsors. They might also do more real-world "training" or even "ops" (depending).

### Outbreak - New Luminaries

If you want to go for a more chaotic game, the PCs could be just-illuminated characters--and no one in authority yet knows they are Luminaries. They may have "secret identities" (or be from North Shore, etc.) and will presumably have part of the game being either maintaining their relative freedom from the structured teams (or, maybe, signing up--which has advantages, such as dorms so you can move out of your parent's house) and dealing with the after-effects of the Illumination.

### Forced Service - Villain Teams

A final option we have thought about is having the PCs be a group of wayward young Luminaries who got caught and, as part of their rehabilitation, they are forced to serve on one of the teams with added supervisory rules (such as wearing tracking ankle braces, earlier curfews and oversight, etc.). In this mode the environment seems a little more oppressive--but also has some good built in conflicts.

## Have Fun!

This concludes the Holiday City High School Player's chapter. What comes next are the secrets for the listed game-type and some GM-only notes (under the assumption that the players will want to not-spoil surprises).

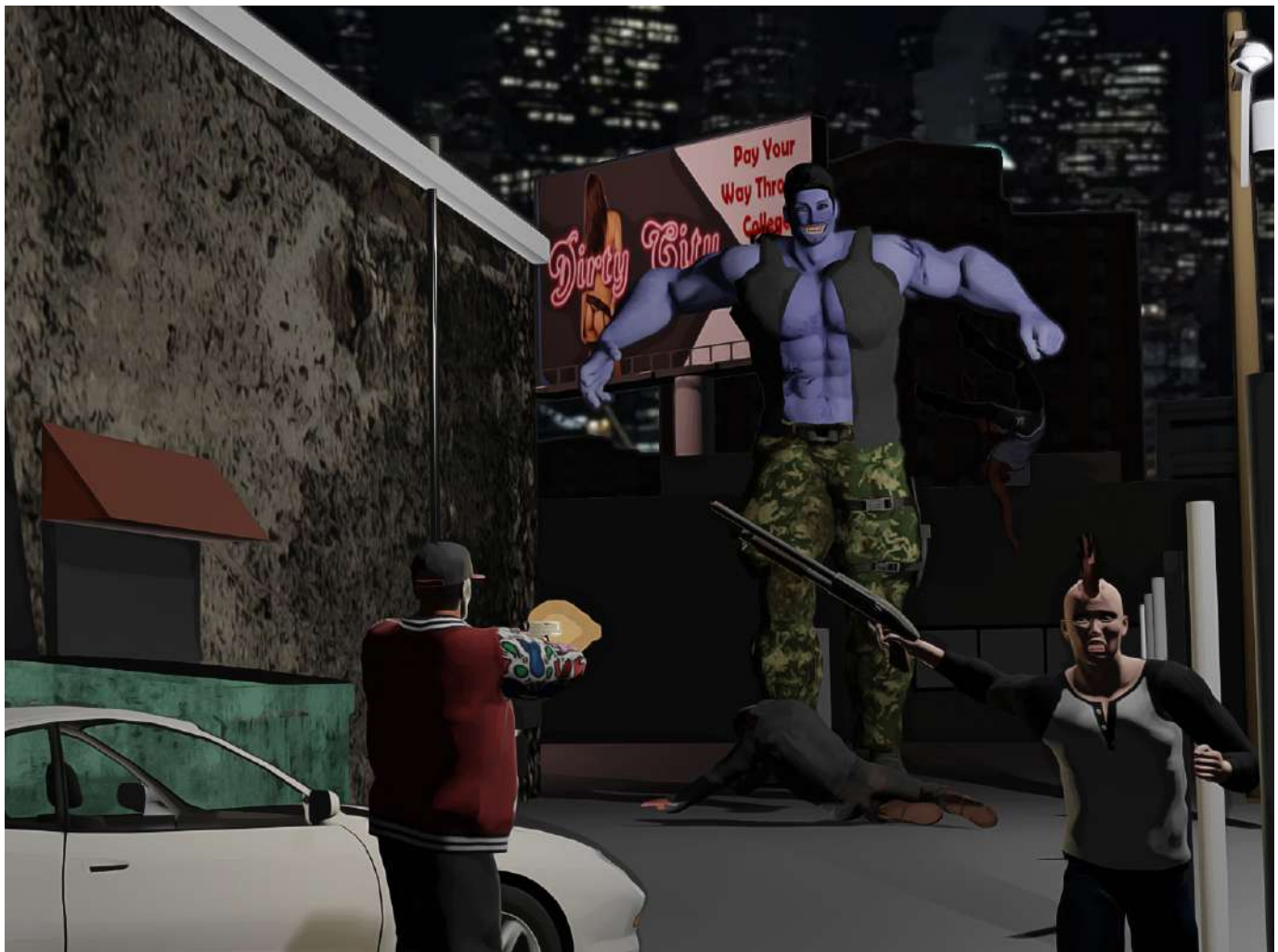
# MEAN STREETS












The streets are mean--the streets are messy. The term doesn't refer to just a physical road or public thoroughfare--it means an ethos. It means a feeling like prickling on the back of your neck. It means being attuned to threat and opportunity.

Being "street" means being tough. It means being careful. It means not trusting what you are given and, often, being untrustworthy yourself. It means knowing secrets--knowing people who don't like to be known--living in the *underbelly*. The Street Luminary scene takes all that and dials it up to 11.

## Street Level Characters

Street Level characters are typically CAT-1 to CAT-2 and are usually not in school (they may have dropped out--but they are typically adult). They usually live in Wealth Index 3 or lower areas and have regular run-ins with criminal gangs, organized crime, and other Luminaries. Street Level Luminaries have costumes and code names--and they are generally acknowledged by other Luminaries--but the combination of their "low-life" environment and lack of commanding Luminary-scale power (L3 or above) means they are generally not immersed in the Luminary social scene.



	<div> Validated User Level: CAT-1 Newbie </div> <p><b>Ramblar</b> Today at 10:32 AM - #1 New</p> <p>How come <b>Viral</b> is listed as "Street Level" while <b>Infectious Girl</b> gets listed as a Society Champion?? She's listed as CAT-1!! <b>Viral</b> is CAT-2! She grew up on the streets. Is it because she's supposed to be cute or what? I know we're not supposed to talk about rankings and categories but this <i>stinks!</i></p> <div> Report Quote Reply </div>
	<div> Moderator Level: CAT-3 HERO </div> <p><b>Butterfly Boy</b> Today at 11:12 AM - #6</p> <p>That ramblar guy is f'ing <b>Viral</b>. He's trying to boost his social media count by linking to his shitty video. And he's a loser. CAT-1 for sure.</p> <p>Loser loser loser</p> <div> Report Quote Reply </div>
	<div> Moderator Level: CAT-5 HERO </div> <p><b>Mod-Mistress</b> Today at 10:58 AM - #2</p> <p><b>Infectious Girl</b> is listed as a Societal Champion because she works in medicine, Ramblar. The Street Categorization is for Luminaries who are active but about which little is known—who work in shades of gray.</p> <p><b>I-Girl</b> is out there vaccinating people. <b>Viral</b> is in the database but what do we know about him? Just that he fought with the police and really cares about social media.</p> <div> Report Quote Reply </div>
	<div> Validated User Level: CAT-1 Newbie </div> <p><b>Ramblar</b> Today at 11:13 AM - #7</p> <p>I AM NOT and if i were at least my name isn't butterfly boy. <b>Viral</b> is a CAT-3 <b>OPERATOR</b>. You'll see--and u better hope he doesn't see this because I think he'd <i>remember</i>.</p> <div> Report Quote Reply </div>
	<div> Validated User Level: CAT-5 HERO </div> <p><b>Speedy-B</b> Today at 11:05 AM - #3</p> <p><b>Viral</b> is listed as CAT-1 according to the database.</p> <div> Report Quote Reply </div>
	<div> Moderator Level: CAT-3 HERO </div> <p><b>Butterfly Boy</b> Today at 11:12 AM - #6</p> <p>Come get me, <b>Viral</b>, you street-punk. Loser loser loser loser loser loser the loser of loserville. The captain of the USS fail-boy.</p> <p>Come at me loser-supreme of the supreme loser battalion of the Loserly-Lame. Loser.</p> <div> Report Quote Reply </div>
	<div> Validated User Level: CAT-1 Newbie </div> <p><b>Ramblar</b> Today at 11:06 AM - #4</p> <p>Well, that's bullshit. Did you see the upload of <b>Viral</b> taking out those cops? CAT-2 at <i>least</i>. Probably CAT-3. I get that people love the goody-2-shoes but let's be real: the rating system goes against people who don't tow the line. He should be CAT-3 and <b>OPERATOR</b>. Not <b>STREET</b>. People just don't like to face facts.</p> <p><a href="#">WATCH IT AGAIN</a></p> <div> Report Quote Reply </div>
	<div> Validated User Level: CAT-1 Newbie </div> <p><b>Ramblar</b> Today at 11:15 AM - #7</p> <p>Your dead.</p> <div> Report Quote Reply </div>
	<div> Moderator Level: CAT-3 HERO </div> <p><b>Butterfly Boy</b> Today at 11:21 AM - #8</p> <p>All the non-street punk Luminaries know that it's "You're." Loooooooooooooooooser.</p> <div> Report Quote Reply </div>
	<div> Moderator Level: CAT-5 HERO </div> <p><b>The Mighty Ban-Hammer</b> Today at 11:10 AM - #5</p> <p>We don't link to violent videos with ordinary people being hurt, Ramblar. We also don't allow arguing about ratings. These things never end.</p> <p><b>Viral</b> is listed as CAT-1 and Street Level because he presents himself as violent (see that video), at odds with the law (see that video), and is little known outside of his home territory. That's "street."</p> <div> Report Quote Reply </div>
	<div> Moderator Level: CAT-5 HERO </div> <p><b>The Mighty Ban-Hammer</b> Today at 11:10 AM - #9</p> <p>I'm closing this thread. Note: WE really don't advise anyone provoke a Luminary of any category. In this case the user Butterfly Boy is a registered Category-4 Luminary 5th Horseman out of Chicago so the usual cautions don't really apply.</p> <p>But seriously, folks, don't play with fire. This is a positive board.</p> <div> Report Quote Reply </div>

# THE UNDERGROUND FIGHTING CIRCUIT

Everyone knows about The Circuit. It's exciting, brutal, cool. You get to watch demigods bloody each other in the pit. You can make good

money betting (or lose it all). Being cool enough to know where it's being held *this week* proves at least a little something about what a



## The Gangs and the Syndicate

The streets in the bad parts of town are ruled by the gangs. Large scale organized crime--the Russians, the Syndicate--even the large and powerful "gangs" that span multiple states (the neo-Nazi Code

In the street scene, they are gods--largely immune to the law, often highly resistant to the best weapons that their opponents can muster. They are desperately sought after as soldiers and usually paid handsomely (for a gang-member) even if all they do is hang out all day.

Just *having* a Luminary on your team means you're playing on another level. Some gangs are run by Luminaries--but fewer than you'd think: it's work.

Disciples or the Nigerian Confraternity) have Luminary support. CAT-3 Operators work with the big names, handling the elite jobs. The CAT-1 and CAT-2 Street Level Luminaries tend to run with the gangs.

## Living The Low-Life

Luminaries -- even CAT-1 and CAT-2 -- can usually find ways to pull themselves out of the streets. The ones who *don't* are stuck there because they can't or *won't*.

The Luminaries who stay on the street either have something else driving them that takes precedence over a bargain-rate version of the good-life *or*, even for pay, they can't get along in polite society.

This latter half, the bottom feeders, are fearsome not just for their power levels (a CAT-1 or CAT-2 Luminary can easily be a murder machine if they feel like it) but because of their brutality or their lack of moral center. Many of the Luminaries in Holiday City fall into that category.

But there are also those who see the Streets as their home -- the martial artists who feel like the Streets are the only place to hone their abilities and find students they authentically want to train, or Luminaries who would simply feel out of place in a different setting. Not everyone on the streets is a monster.



# Molotok

(a.k.a Dorby Vasiliev)

Basic Information	
Class	CAT-2
Threat Level	Red (Street Level Operative)
Biology	Human Male, Aged 29
Power	Cybernetic augmentation with prototype Russian prosthesis
M.O.	Street Operator
Known Associates	Street Scene, Roid Rage
Violence Index	Known Body Count: 0
	Inflicted Injury: 33 Property Damage: none

## Appearance

Molotok appears as a Russian male with an oversized mechanical arm. It is heavy-metal, rust colored, and has partial plating in a high-impact ceramic.

## Abilities and Powers

Molotok's arm is incredibly strong and resistant to damage. The moorings / mountings for it give him a subdermal layer of armor and genetically modified muscle. He is reasonably resistant to damage and can kill with his grip or a punch.

## Personality and History

Dorby wanted to be Spetsnaz but he washed out of the training program. When you wash out, you get other options--or, well, they're not exactly *optional* for you. Dorby was entered into a cybernetics program. Almost none of the trials worked--usually with terrible results for the subjects. *Basic* prosthetic cybernetics? Sure. But the kind of illuminated cybernetics that the program was trying to create? Only a tiny percentage worked stably for any period of time and those, it seemed, were unpredictable--they were also dumped directly into one of Russia's undeclared border wars, something Dorby might have done as a highly trained elite combat unit--but not as a science experiment.

So he ran. One of the problems with trying to make cybernetic Luminaries above the basic level is that the controls that you can use on a small number don't scale for large numbers of test cases. Dorby was able to rip his way out of the camp, convince his pursuers there were better ways to die than hunting him, and he went

to the Land of Opportunity--America--illegally entering through the harbor and setting up shop.

Molotok (the word means "Hammer") is thrilled to be in America where the people are soft, beer is plentiful, and the police know to stay out of his way.

He fights in the underground circuit and takes jobs--sometimes "collections," sometimes Other things (breaking into installations, for example). He is friends with some very unsavory sorts: he doesn't judge!



# Stretchy

(a.k.a Victoria Chase-Fox)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Street Level Operative)</b>
<b>Biology</b>	<b>Human Female</b>
<b>Power</b>	<b>Plastic deformation of her body</b>
<b>M.O.</b>	<b>Street Operator</b>
<b>Known Associates</b>	<b>Street Scene</b>
	<b>Known Body Count: 0</b>
<b>Violence Index</b>	<b>Inflicted Injury: 14</b>
	<b>Property Damage: none</b>

## Appearance

Stretchy wears a skin-tight body suit in blue and orange that is designed to deform with her body.

## Abilities and Powers

Stretchy is able to severely deform her body with an internal structure that allows it to maintain strength and control even with the extreme ranges of deformation.

## Personality and History

Victoria Chase-Fox had what many would consider to be a pretty good life. She was a young professional with a steady boyfriend, savings going into her bank-account . . . college loans that were *almost* paid off (well . . . in a few more years). By outward appearances she was happy, up-beat, even . . . peppy.

But she burned: she was--and she *knew she was--boring*. Her friends knew it--she was *totally non-threatening*. Even her boyfriend was perfectly fine with her--she wasn't dumb--she could hold a conversation--but she knew--she could sense--that he felt she was a little . . . unexciting (but in a nice way--a safe way). She could feel the train of life leaving the station with her left on the platform drinking her latte and waiting to hit 40 and wonder what happened.

Then she *illuminated*. It was that one-in-a million chance--sudden impact of one of the transit busses--a moment of . . . disorientation--and *deformation*. She splattered, yes--but she came back together--stronger. Far stronger.

She set out to make a name for herself--to rise in the Society of the Luminaries. She even got the outfit--and press coverage--and the first question was, of course, "What's your code-name?"

". . . Stretchy." All the other names were taken--plastic? Elastic? Rubberband-Man--all of them. She hadn't thought about it too much until right then.

It was a nearly fatal mistake.<sup>1</sup>

"Isn't that--isn't that kind of . . . boring?"

Now she fights in the underground circuit, does jobs for the underworld and, if the chips are down, wreaks havoc. She is a lot of things--but she's not boring anymore. .



<sup>1</sup> For the reporter who did, eventually, get out of the hospital.

## Snarl

(a.k.a Frank DeSoto)

Basic Information	
<b>Class</b>	<b>CAT-1</b>
<b>Threat Level</b>	<b>Red (Operative, Disease Carrier)</b>
<b>Biology</b>	<b>Non-Human (Rodent Phenotype) Male, Aged 26</b>
<b>Power</b>	<b>Heightened reflexes, armor-piercing claws and teeth</b>
<b>M.O.</b>	<b>Criminal Operative</b>
<b>Known Associates</b>	<b>Blackmail, Aspersions, Fire Eater</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 7</b> <b>Property Damage: 25k</b>

### Appearance

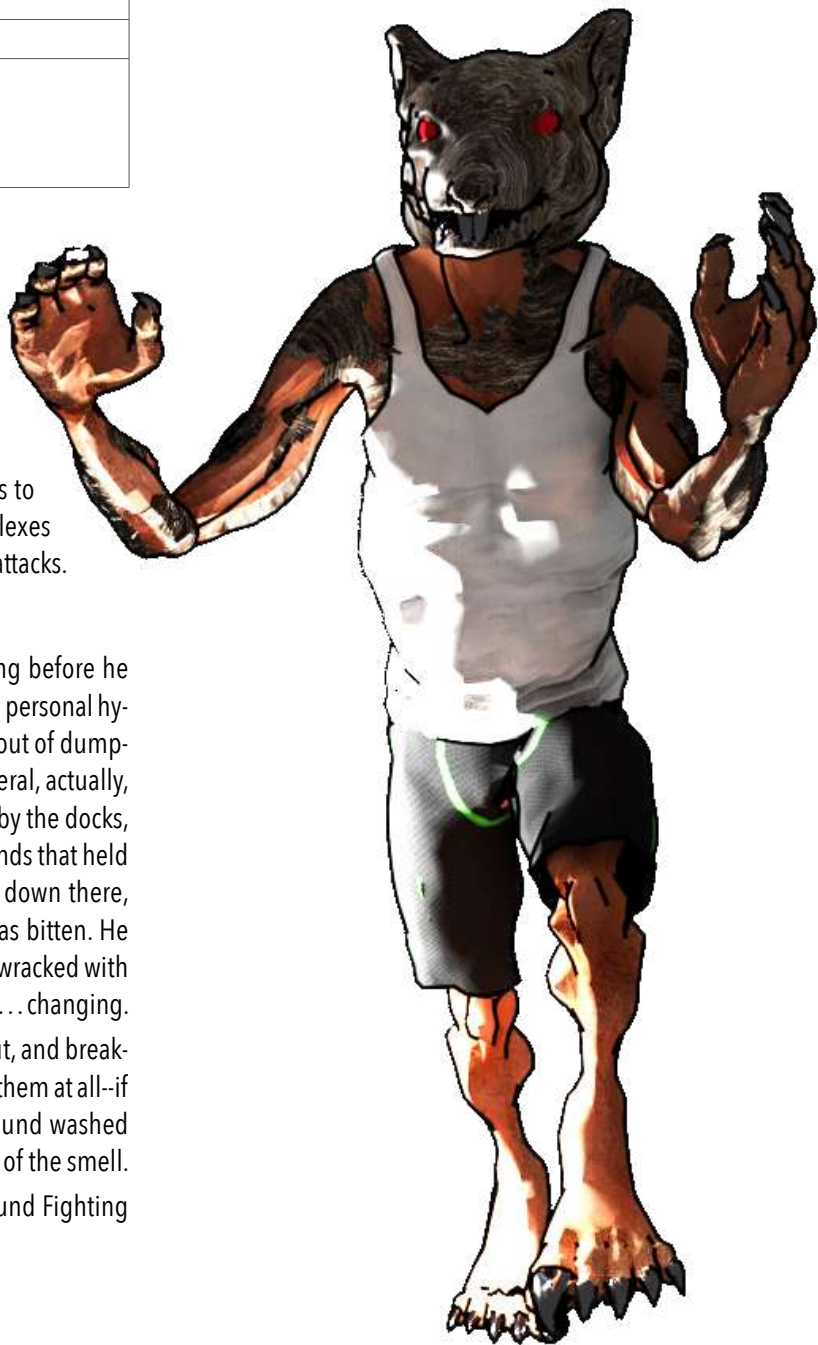
Snarl appears as a humanoid with a rat-like head and metallic claws and teeth. He is emaciated and stringy looking and has patches of fur bursting from his skin.

### Abilities and Powers

Snarl is extremely quick and can use his metal claws to tear through armored substances. His defensive reflexes give him the ability to at least slightly mitigate most attacks.

### Personality and History

Frank was a petty criminal, look-out, and hustler long before he was Snarl. He always had an indifferent relationship to personal hygiene and to social customs. He'd slept in and eaten out of dumpsters long before The Bite. The Bite was a rat bite--several, actually, that he got crawling through the drainage pipes out by the docks, looking for ways in to the fenced warehouse compounds that held containers not-yet-cleared by customs. Somewhere, down there, in the century-old foundations of Holiday City, he was bitten. He took ill before he was fully out of the tunnels and lay, wracked with fever, for days--withering, his back twisting--and then ... changing. Now, as Snarl, he works for gangs as an enforcer, scout, and break-in specialist. He wears shabby clothes when he wears them at all--if he bites you or scratches you, you better get the wound washed out. Some operators won't work with him ... because of the smell. He is active in the CAT-1 / CAT-2 Luminary Underground Fighting Circuit.



## Star Tiger

(a.k.a Riku Takahashi)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Amber (Luminary Level Martial Arts Master)</b>
<b>Biology</b>	<b>Human Male, Aged 25</b>
<b>Power</b>	<b>Martial Arts Mastery at an Illuminated Level. Highly developed reflexes and physique</b>
<b>M.O.</b>	<b>Underground Fighting Circuit Contender</b>
<b>Known Associates</b>	<b>Blackmail, Aspersions, Fire Eater</b>
<b>Violence Index</b>	<b>Known Body Count: 0 Inflicted Injury: 9 (in bouts) Property Damage: none</b>

### Appearance

A tall, very muscular Japanese man with vibrant tattoos over his upper body.

### Abilities and Powers

Star Tiger has honed his abilities to an Illuminated level. He has an exceptional physique, reflexes beyond what is normally possible, and grand-master levels of skill.

### Personality and History

Although the specifics of his history haven't been verified, Star Tiger says he grew up in Southern California to parents who were some of the last practitioners of an art that had been declared *illegal* and was nearly extinguished in the age of the Samurai.

He says they brought him up with the training--not just the physical combat training--but focus exercises and body conditioning--as well as reflex-enhancement exercises. The result is a young man who is extraordinarily well trained.

In Holiday City, he claims to hold the key to secrets that have been suppressed and the techniques which have been forgotten. He runs a school--called The Secret School--as it has a very low profile (no ads, nothing to give it away--access is by invitation only) and his students seek to compete with each other to reach the level where THEY will be the one chosen to train to Illuminated level. This makes them somewhat aggressive and even violent.

He says he is looking for people who will have the raw potential to succeed in his secret art--but that means he needs them to compete to reveal themselves as worthy. So he has a bunch of amped up

students who are prone to cause trouble--and while he's not at all down with picking on the weak, he's perfectly fine with a "matched" rumble.



## NyeKunDu

(a.k.a Kamaria Jelani)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Amber (Luminary Level Martial Arts Master)</b>
<b>Biology</b>	<b>Human Female, Aged 19</b>
<b>Power</b>	<b>Martial Arts Mastery at an Illuminated Level. Able to harness a bio-energy she describes as Life Force (or "Chi")</b>
<b>M.O.</b>	<b>Underground Fighting Circuit Contender</b>
<b>Known Associates</b>	<b>Blackmail, Aspersion, Fire Eater</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 4 (street fights)</b>
	<b>Property Damage: none</b>

### Appearance

A powerful looking woman with red markings on her arms and face. She wears a red fighting suit.

### Abilities and Powers

NyeKunDu (Nee-Kun-Du) is exceptionally well trained in an analytical mode of fighting that gives her great predictive power. She trained in the exotic art of harnessing her "Life Power" or "Breath Power" letting her deal catastrophic amounts of damage given time to charge it--or to absorb attacks that would destroy an ordinary person.

### Personality and History

NyeKunDu means *red* in Swahili and that certainly is where she took her colors from as well. She is an exchange student (under a different name) and is able to "suppress" the red coloring which is apparently related to her Chi-Energy training.

She was sent to HC University because it was believed by her wealthy parents to be *safe*--while they managed things back home--and sought to arrange a marriage for her.

She's having none of it. She was taught--as was the way of her family--to defend herself (from assassins?) at a young age--virtually from birth. She took to it well and now is a super-human level combatant and she finds life in Holiday City exciting and unpredictable. She also gets into her share of trouble--she's not too worried about *the law*.

**NOTE:** she has "had words" with RedLine concerning her name and

appearance--the exact status their relationship is unknown--but being on RedLine's bad side--especially interfering with her brand--is a death sentence for most people.



## Billy The Kid<sup>2</sup>

(a.k.a. Eddie Loeman)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (stone cold killer)</b>
<b>Biology</b>	<b>Human Male, Aged 22</b>
<b>Power</b>	<b>Luminary-level shootist</b>
<b>M.O.</b>	<b>Gun fighter, Operative</b>
<b>Known Associates</b>	<b>Underground Fight Circuit</b>
<b>Violence Index</b>	<b>Known Body Count: 9 Inflicted Injury: None Property Damage: None</b>

### Appearance

"Billy" goes shirtless where he has the tattoo of a striking snake. He wears a yellow trench-coat and hat. Otherwise he wears jeans and boots. He has a revolver in a side-leg holster.

### Abilities and Powers

Billy has reached extremely lethal levels of skill with his preferred weapon: a custom .357 magnum with overpressure rounds. He is capable of killing large game and other Luminaries with it--in some cases in a single shot.

### Personality and History

When you were dating girls, Eddie was practicing shooting. When you were out partying, Eddie mastered The Blockchain--and learned to shoot. When you were doing pretty much anything, Eddie was training to shoot.

He told people that he could "hear the call of Value." Most people, even today, think that was a lie. He was an obsessive Luminary watcher--but instead of admiring them, he *hated* them (of course, he didn't think much of non-Luminaries either). He told people "If I can kill one, I'm *in the game*." So he worked at it--and worked at it.

Now, he's killed several--and he has made his way to Holiday City where he plans to kill more and more and more--all the way to the top. He isn't incredibly fast--although he's really quick for a person with human-scale reflexes--but what he does is some kind of zen concentration thing where the bullets are fired with precision focus--and are *lethal*. His plan is to call out people in to-the-death matches, with guns or not--although he'd rather face another gun

than someone closer with a hand-to-hand weapon, to be honest--and he plans to one-shot-one-kill, kill 'em.

When he's not pursuing his fighting career, though, he can be induced to take other jobs. He claims he is "the most lethal shot in the world" and he's never met a Luminary he couldn't kill (note: he has met very few Luminaries above CAT-2).

He claims to have codes about not shooting unarmed opponents or not killing helpless civilians--but really? It's just talk. The only real code he lives by is "looking out for #1" and doing whatever it takes to have others in awe or fear of him.



<sup>2</sup> BillyTheKid was apparently his gaming handle on one of the larger gaming sites. According to people who knew him then he "played like a complete dick."

## Blackmail

(a.k.a. Damien Lourdes)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Violent)</b>
<b>Biology</b>	<b>Male, Aged 30</b>
<b>Power</b>	<b>Parahuman strength, intense training, weaponry</b>
<b>M.O.</b>	<b>Operator</b>
<b>Known Associates</b>	<b>None</b>
<b>Violence Index</b>	<b>Known Body Count: 0 Inflicted Injury: 3 Property Damage: None</b>

### Appearance

A man in black engraved plate mail with a mace and sword.

### Abilities and Powers

Damien is stronger than is humanly possible-and more resilient-but lacks the reflexes or innate armor that other Luminaries sometimes have. He makes up for it in modern-build medieval weaponry and armor-and master-level skills in using them.

### Personality and History

Damien Lourdes' ABD (All-But-Dissertation) in Medieval Literature vanished in a prison conviction and corresponding criminal record that would shut him out of the system he had worked so hard to earn entry to. Truth told, he had grave doubts about the System (Academia, Capitalism) long before he earned exclusion from it, but Hard Time was the nail in the coffin. Now he's going to work outside of it; tear it down when he can. Damien still has a sense of honor, and won't draw his blade if he can avoid it. He's working for rent and spending money right now, but he's got big plans -- rising up in *alternative* systems. Holiday City is just the place to pursue his ambitions.

As an operative he is hired muscle; participates in underground Luminary street-fights. Brutal and relentless, but has a sense of honor toward those in his community.



## Butterball

(Tate Somers)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Criminal Luminary)</b>
<b>Biology</b>	<b>Demi-Human Male, Aged 22</b>
<b>Power</b>	<b>Extreme size (9'10"), extreme weight (1 ton), sticky skin</b>
<b>M.O.</b>	<b>Operative</b>
<b>Known Associates</b>	<b>None</b>
<b>Violence Index</b>	<b>Known Body Count: 0 Inflicted Injury: 9 Property Damage: &lt;1k</b>

### Appearance

Butterball gets *described* as a "sumo wrestler" but up close he doesn't really look like one. He is extremely fat--but he is also utterly hairless and his skin is a strange glistening texture with a yellowish tint. He has a strange smell to him (not described as unpleasant--but "chemical").

### Abilities and Powers

Butterball is unusually strong and durable for a human--his layers of fat providing high resistance against penetration damage--but he is also *sticky*. With concentration, he is able to control it and he has been known to stick those resisting him to his body and . . . simply . . . leave them there while he goes about his business.

### Personality and History

Butterball would likely be considered one of the "losers" in the realm of Luminary Powers--he started getting bigger at the age of puberty--and then didn't stop. He works for various gangs or criminal enterprises as a solution to various problems (such as: "What if the cops show up while we're in the bank/building/etc.").

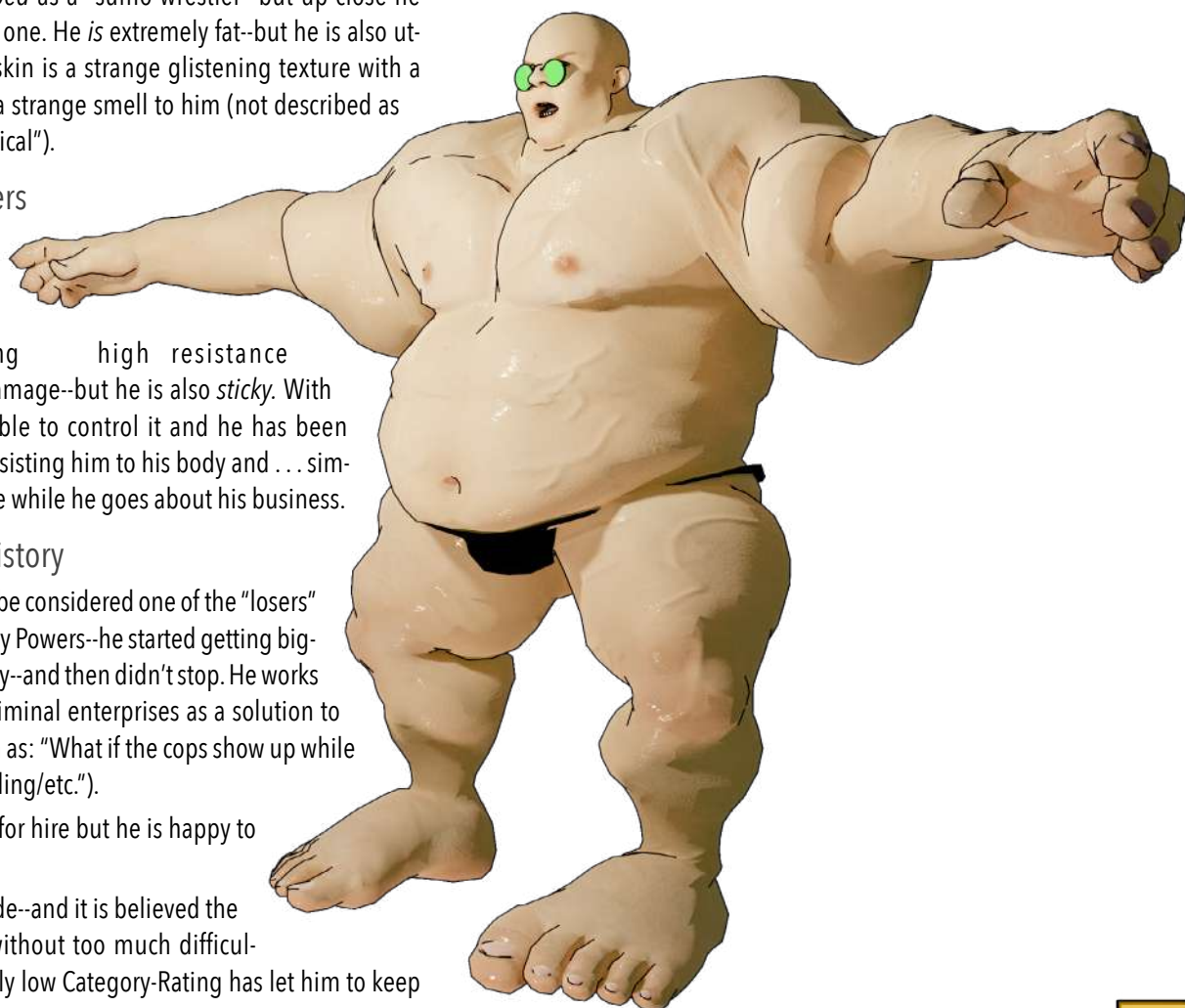
He doesn't do murder for hire but he is happy to serve as muscle.

Butterball is hard to hide--and it is believed the cops could find him without too much difficulty--this and his relatively low Category-Rating has let him to keep

as low a profile as a 1000 lb+ person who is bright yellow and smells like glue can.

Informants say he is keeping to the "bad parts of town," holed up in an apartment, playing video games and surfing porn. A bunch of guys hang out there--and the local gangs pay *him* as a kind of "retainer" in case they need him for a job.

Note that while his powers are not intensely destructive, he has logged over 1k in the Violence Index due to crashing through doors, walls, and other barriers.



## Brutalist

(a.k.a. Mark McKorman)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Highly Aggressive)</b>
<b>Biology</b>	<b>Human Male, Aged 35</b>
<b>Power</b>	<b>High durability, Martial Arts Training</b>
<b>M.O.</b>	<b>Seeks to dominate other schools / people</b>
<b>Known Associates</b>	<b>Head Students - A.B.C.D. Martial Arts</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 50</b>
	<b>Property Damage: 20k</b>

### Appearance

Brutalist is a beast of a man--huge hairy forearms, flat-top haircut, feral looking expression. He usually wears black gui pants and a custom made "fighting gui" top done in red and black. The gui is cut to expose his chest and forearms--hairy and tattooed. He has scars on his face and arms from numerous knife fights.

### Abilities and Powers

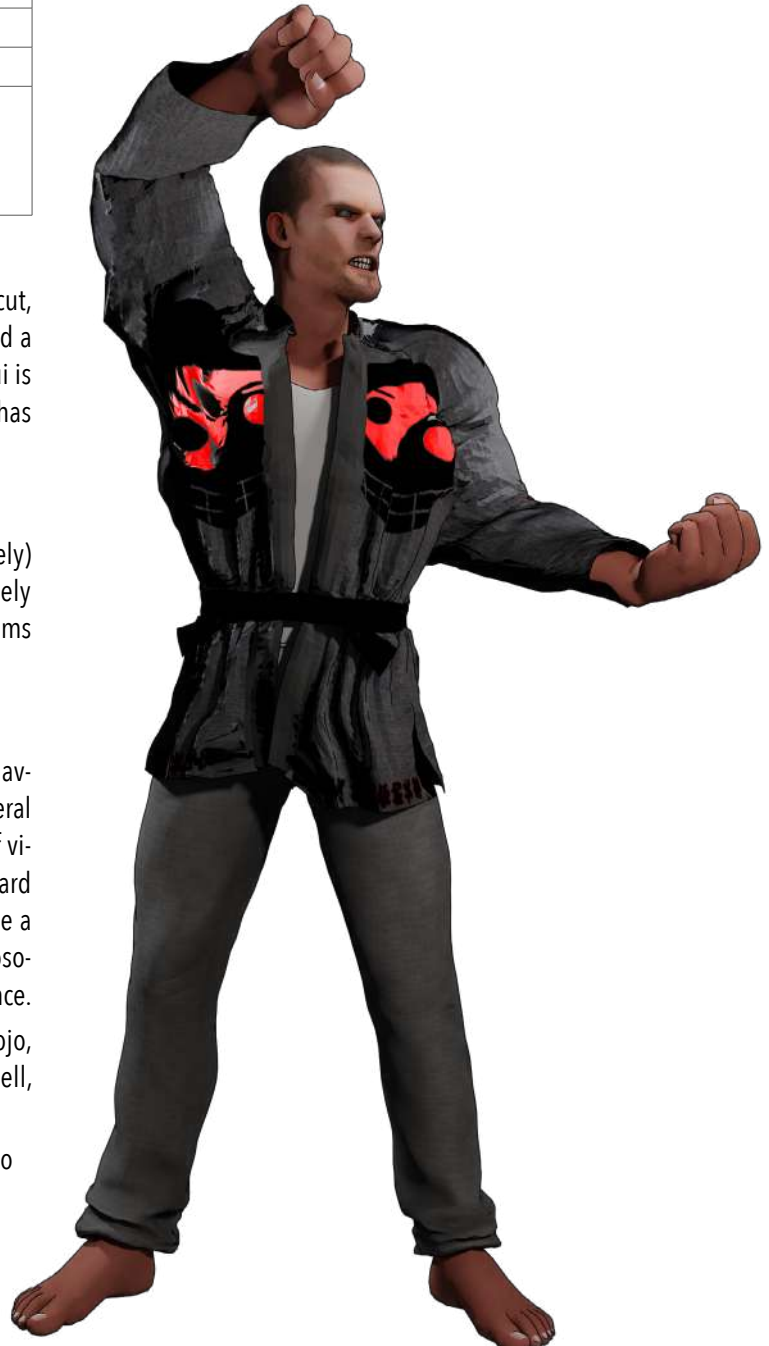
Brutalist is an Illuminated Category 2 Martial Artist. He is (barely) within bounds for human potential: very strong and extremely tough--while being normally fast and without endurance problems that extreme strength can provide. He is very experienced.

### Personality and History

Mark McKorman thinks himself a grand student of fighting--having developed and mastered his own style--having trained several of his own "teachers"--and spreading, bringing his message of violence and disdain to the city and then the world. When he heard the term "Brutalism" it never occurred to him that it might be a form of *architecture*--no, he assumed it was a term for a philosophy--one he felt he innately understood--and he followed it at once. He has opened a school, American Brutalism Combat Arts Dojo, and there he has begin training attendees. The training is, well, brutal.

Injuries--hospitalizations--are expected. The weak are given no quarter and had better not ask for any. His students--his best students are *transformed*. He pontificates--bringing his message of absolute brutality to those who either wish to--or can be made to--listen. Complaints to the police have led

to him storming a police station with his disciples--and *taking it*. He didn't *keep* it--but the police now don't mess with him. He seeks new recruits and seeks to humiliate, demoralize, and demolish all lesser arts. Brutalism is the only philosophy that matters.



## The Crows

(Various Individuals)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (sociopathic edge-lords)</b>
<b>Biology</b>	<b>Varies. Human Males, Aged 16-23</b>
<b>Power</b>	<b>Enhanced reflexes and durability</b>
<b>M.O.</b>	<b>Operator</b>
<b>Known Associates</b>	<b>Various</b>
<b>Violence Index</b>	<b>Varied</b>

### Appearance

The Crows tend to dress in outlandish styles with golden or black and and gold bird masks. Many carry gold plated weapons (including bludgeons) and handguns.

### Abilities and Powers

Crows have enhanced reflexes and durability well above what an ordinary human could possess. They can create a low-intensity protective field that provides a couple of shots worth of protection from small-arms fire.

### Personality and History

Back in the 60's Dr. Dilemma invented the Murder Box -- an enclosed chamber that created such torment through direct neurological stimulation the subject would have no choice but to commit suicide. In his experiments, he provided a self-administered lethal injection option. After his disappearance the majority of the boxes were lost or destroyed, but some survived and an additional discovery was made: willfully enduring a full day -- 24 hours -- of indescribable torment (with the 'kill switch' removed) awakened, in the subject, Luminary abilities of a basic sort. It also left them unhinged: sadistic, sociopathic, and hungry to inflict some measure of the pain they suffered on the world at large.

Whenever a Murder Box shows up, there will be Crows -- people willing to pay the ultimate price in sanity for power. They are wicked, vicious, and unreliable making them poor minions. They tend to have short attention spans and drive toward mayhem. Every time a box is found and destroyed the cost is counted and the hope that it was the last rises anew.



## Fire Eater

(a.k.a. Gustav Wheln)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (vengeance-driven psychotic ex-carnie)</b>
<b>Biology</b>	<b>Non-Human Biology, Male Aged 23</b>
<b>Power</b>	<b>High agility, resilient / strong, trained with combustibles</b>
<b>M.O.</b>	<b>Operator</b>
<b>Known Associates</b>	<b>Blackmail, Aspersions</b>
<b>Violence Index</b>	<b>Known Body Count: 2</b>
	<b>Inflicted Injury: 15</b> <b>Property Damage: 150k</b>

### Appearance

Fire Eater is a sinewy, shaven head, tattooed carnie with a flaming torch. He has small "vents" along his neck that can glow with heat and exude flame.

### Abilities and Powers

He is frenetic, highly agile, and acrobatic. He is well versed in the use of his pyrokinetic torch, using it (at high temperatures) to burn people--lethally if he wants to.

### Personality and History

When Gustav Wheln ran away to join the circus, it wasn't an adventure -- he'd already done things they lock you up for by the time he was 14. He hasn't slowed down any in that department either.

Fire Eater is a multi talented criminal with a lot to offer any team (downside: he's not reliable when he's using). He is capable as hired muscle, an expert locksmith and safe-cracker, and a second-story man. He is skilled as a con-artist and participates in underground low-tier Luminary streetfights.

Fire Eater, in person, is nasty--he seems to enjoy the discomfort his skeletal appearance causes in people (including teammates) and has an acid, sharp tongue.

He is a pure sociopath--he understands that other people feel guilt but can't imagine feeling it himself.

He enjoys taking what he wants, including vengeance on those who look down on him: it feels so *spectacular*.



## Heavy Caesar

(a.k.a. Luis Caesar)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Cannibal Gang Muscle)</b>
<b>Biology</b>	<b>Non-Human Biology, Male Aged 24</b>
<b>Power</b>	<b>Extreme size, high strength and durability, non-biological physiology</b>
<b>M.O.</b>	<b>Gang Muscle</b>
<b>Known Associates</b>	<b>Los Llaves (Columbians)</b>
<b>Violence Index</b>	<b>Known Body Count: 5</b>
	<b>Inflicted Injury: 31</b>
	<b>Property Damage: 30k</b>

### Appearance

A 9'5" giant with purple skin, bulging muscles, and an overly large mouth. His teeth, nails, and eyes have a metallic sheen to them.

### Abilities and Powers

Heavy Caesar is large and extremely strong. His body has no detectable normal biological functions--he does not bleed, does not need to breathe, etc. Puncture wounds are largely ineffective against him.

### Personality and History

Luis Caesar was killed in a drug-related gang-war in Los Angeles less than a year ago. His heart stopped in the ambulance en route to the hospital--but Caesar himself . . . didn't.

He woke up *hungry*. He wanted *meat*. He didn't need to eat human flesh--certainly not still-living human-flesh--but his appearance and reputation as a cannibal was so terrifying to the enemies of the Llaves that he couldn't turn it down. When he ate, he *grew*. Larger, and larger until he stands over nine feet tall.

He has been transferred to the Holiday City branch where much-needed Luminary muscle is more appreciated. He has been showered with money, food, and the attentions of women.

He doesn't *need* to eat--but he *wants* to. He can eat almost anything--dead bodies, stolen cars, guns? Anything the Llaves want destroyed.



## Bad News

(a.k.a. Barry Gorman)

Basic Information	
<b>Class</b>	<b>CAT-1</b>
<b>Threat Level</b>	<b>Red (Violent)</b>
<b>Biology</b>	<b>Male, Aged 38</b>
<b>Power</b>	<b>Steel-Skin Exoskeleton, Increased size and strength, high durability</b>
<b>M.O.</b>	<b>Collections Enforcer</b>
<b>Known Associates</b>	<b>None</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 33</b>
	<b>Property Damage: 10k</b>

### Appearance

Bad News is an 8'4" thousand pound giant with metallic skin that has a glow to it.

### Abilities and Powers

Bad News has armored skin, increased size and strength, and improved internal durability.

### Personality and History

Barry was always fat and always tough. When he was 16 he was working as a bouncer in Victory Park. When he was 21 he was back-up muscle for light-weight operations. He isn't clear how he caught "the disease." It started as skin-growths--patches on his arms and stomach and it spread, eventually covering his entire body in a flexible metal carapace. He hid it at first--but then embraced it as it took him, its tendrils reaching deep inside and expanding his bones and blubber until he became *huge*.

Barry likes hurting people and with the power Illumination affords him he has found his calling as a *collections enforcer*. He has a practiced, arrogant demeanor and is casually cruel. He gets jobs--very high paying jobs--collecting on people who are normally hard to get money out of. He is free with the property damage too, sometimes going "too far" with people he is hired to intimidate.

When he isn't being paid by a criminal group, he will go around and "gather up the rent" from local businesses. He doesn't have much rhyme or reason to that--he just picks someone nearby and goes in and tells them they owe.

Usually? They just pay it.



## Aspy

(a.k.a. Alison Naught)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Violent, Merciless)</b>
<b>Biology</b>	<b>Female Human, Aged 19</b>
<b>Power</b>	<b>Highly developed reflexes, employs venomous snakes</b>
<b>M.O.</b>	<b>Street Operative</b>
<b>Known Associates</b>	<b>Blackmail, Fire Eater</b>
<b>Violence Index</b>	<b>Known Body Count: 6</b>
	<b>Inflicted Injury: 12</b> <b>Property Damage: none</b>

### Appearance

Lithe, sickly-pale girl. Strange, vacant eyes Dressed as a belly-dancer, swaying snake-like with snake tattoos. Shockingly foul mouth, with a *talent* for cutting observations

### Abilities and Powers

High speed and reflexes. Unique snake-based combat. It is unknown where the snakes originate from. It may be spontaneous generation.

### Personality and History

Allison Naught (an alias) may well be *unclassifiable* in the medical diagnosis department. She thinks like a reptile, methodically hunting and killing her prey with a machine-like affect that can unnerve even her associates. Also unnerving is her ability produce an exceptionally large number of venomous snakes on demand. Does she keep them hidden in her silks? Or does she *generate* them? Either seems possible.

In person she is cold and seems to have no sense of humor whatsoever--but she is highly capable of finding psychological weaknesses in her targets or teammates and making vicious remarks.

Either she is unaware of the potential cost of deeply offending other Luminaries she is working with or she simply does not care.



## Roid-Rage

(a.k.a. Ronald Hall)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Extremely Violent)</b>
<b>Biology</b>	<b>Grotesquely augmented human male biology (both biological and cybernetic). Aged 28</b>
<b>Power</b>	<b>Massive strength, resilience, "empathy cybernetics" - Fear Cannon</b>
<b>M.O.</b>	<b>Low level street operative</b>
<b>Known Associates</b>	
<b>Violence Index</b>	<b>Known Body Count: 6 Inflicted Injury: 12 Property Damage: none</b>

into the darkness of whispered procedures and untested drugs. Something happened to him on that quest that turned him into the monstrous form he is today--and, by some sadistic impulse implanted in him a cybernetic "Empathy Scanner" and linked it to a "Terror ray." He has weaponized the emotions he creates in others.

Generally muscle-for-hire, but Hall / Rage especially hates beautiful, popular people (especially strong men) and may go out of his way to harass or abuse them. Rejection by women is also a trigger for him.

Ronald Hall is *angry* -- furious at world that owes him adoration and respect and sees him as a monster. Unable to exist in normal society he lives increasingly in the liminal areas, doing jobs that require brutality for money and release. He'll show them. And he'll enjoy teaching them the lesson they need.

### Appearance

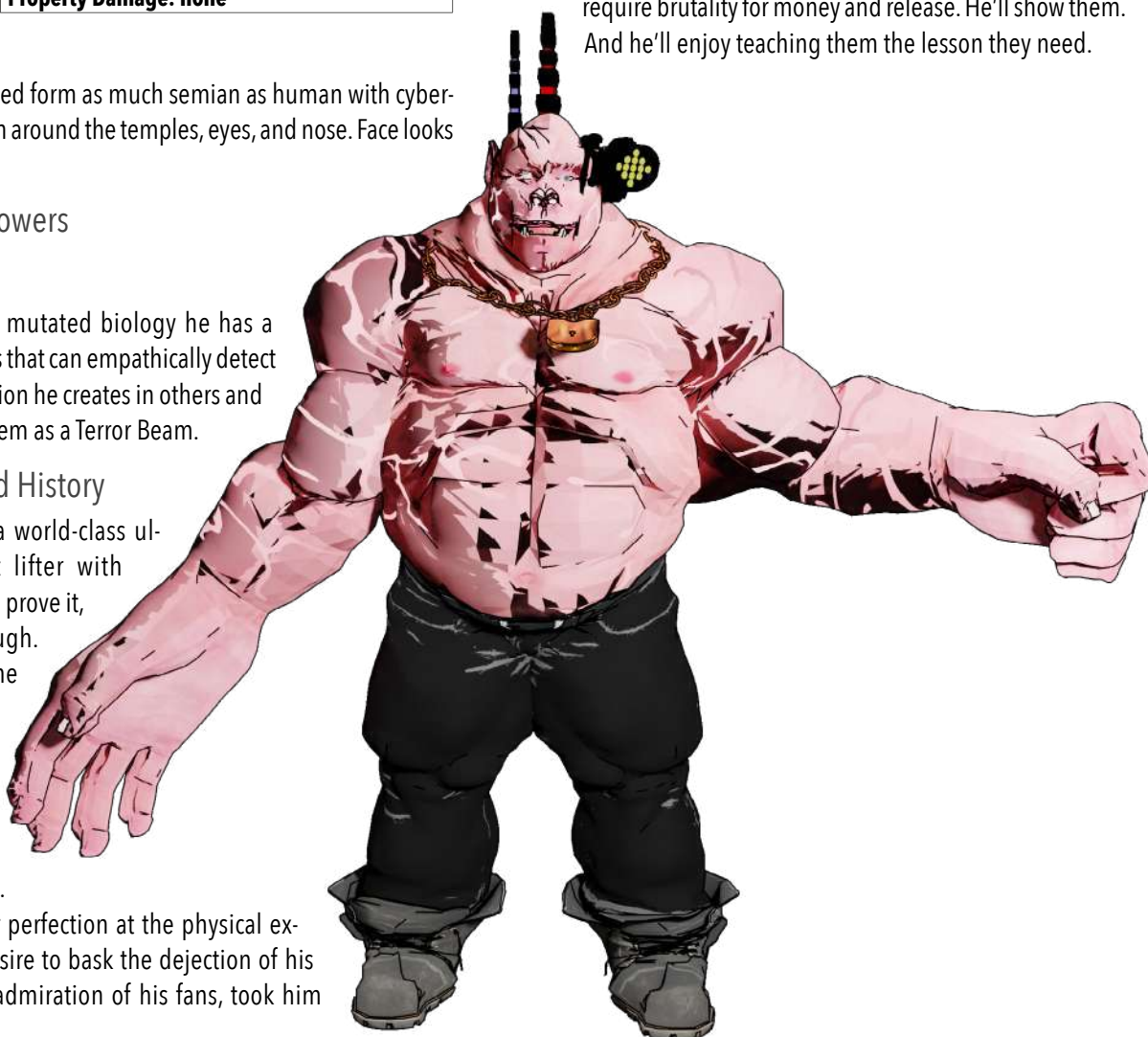
Grotesquely muscled form as much semian as human with cybernetic augmentation around the temples, eyes, and nose. Face looks *disfigured*.

### Abilities and Powers

In addition to his mutated biology he has a suite of cybernetics that can empathically detect the fear and revulsion he creates in others and reflect it back at them as a Terror Beam.

### Personality and History

Ronald Hall was a world-class ultra-heavy weight lifter with Olympic medals to prove it, but it wasn't enough. Victory helped -- the high he was seeking was feelings of defeat in his competition -- but even that was fleeting. Ronald's quest for perfection at the physical extremes and his desire to bask the dejection of his competition, the admiration of his fans, took him



## Emerald

(a.k.a. Mary Morrison)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Unpredictable)</b>
<b>Biology</b>	<b>Human Female, Aged 39</b>
<b>Power</b>	<b>Semi-Biological Energized appendages (wings)</b>
<b>M.O.</b>	<b>Fight Scene, Revenge</b>
<b>Known Associates</b>	<b>Blackmail</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 11</b>
	<b>Property Damage: none</b>

### Appearance

A woman in her late 30s with deep green slightly luminescent eyes and great wings with green and black glowing "feathers".

Emerald is not able to dismiss her wings, giving her no real chance of leading a normal life--however she has crafted a jumpsuit (metallic green) and covers her face--presumably to prevent connection to her former life.

### Abilities and Powers

Emerald is able to hover and use her wings to fly. She can also use them to strike with lethal force. Her body is augmented with enhanced strength and durability.

### Personality and History

Mary Monroe was *cheated*. She was cheated out of her comfortable upper-middle class life by her husband abandoning her for a much younger woman. She was cheated by the courts: he had managed to obscure his assets well enough--and had friends in high enough places--that she got

nothing--she was out on the streets. She was cheated by age--she was still good looking--but the beauty of her youth was taken inexorably from her. She wanted it all *back*.

In a night of rage, the last of her money going into a last glass of good wine--the last she'd ever have? In a late-night tavern--she got some of what she'd been cheated out of . . . back. The wings that grew--and the emerald light from inside her--didn't make her one of the most powerful Luminaries in Holiday City--but they did make her a Luminary--and she discovered she liked to fight.

Now she does--and while she's at it, there's a pretty long list of people who she owes some payback to. Starting with her ex and the little homewrecker--but over the years catalogued slights from the teacher who unfairly picked on her (now college-age) sons, to the rude cashier at the grocery store.

She won't tolerate that--and now? She doesn't have to.



## Mim

(a.k.a. Unit 30-001-alpha)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Intrusion / Sabotage AI)</b>
<b>Biology</b>	<b>Robot Body, Female-Indicators</b>
<b>Power</b>	<b>High Strength, Protective Power Field</b>
<b>M.O.</b>	<b>Operator</b>
<b>Known Associates</b>	<b>None</b>
<b>Violence Index</b>	<b>Known Body Count: 2</b>
	<b>Inflicted Injury: 18</b>
	<b>Property Damage: 90k</b>

### Appearance

Female-Indicative mechanoid. Six Arms, sensor-suite (head). Armor Plating.

### Abilities and Powers

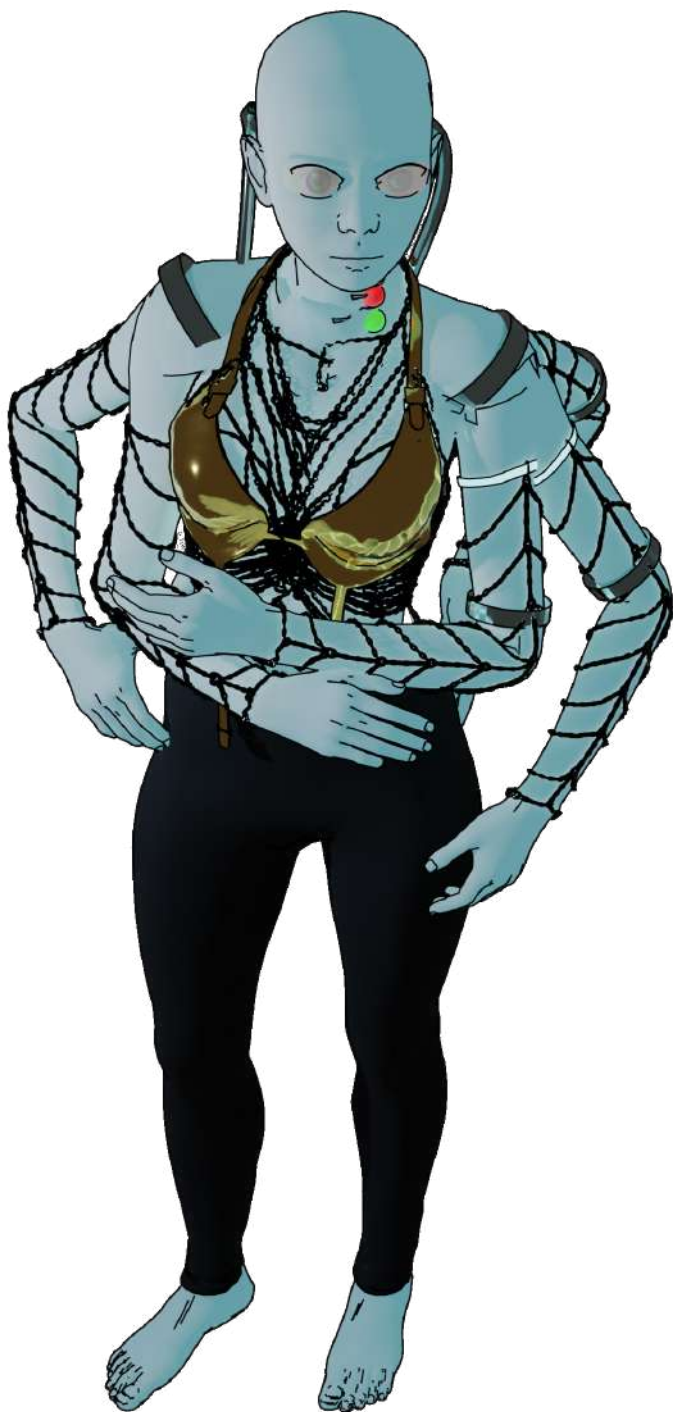
Mim is encoded with learning-algorithm hand-to-hand combat programming and extensive files on infiltration, demolitions, sabotage, and assassination. "She" has electro-fiber synthetic muscles which make her far stronger than a human of her size and weight could possibly achieve.

### Personality and History

Mim was designed by Vance MR to be a semi-humanoid weapon. It ("She" to the technicians) was made to be air-dropped behind enemy lines wherein the on-board AI would assess vital points and then sabotage and destroy them. Mim was to be autonomous, trained through a learning AI, and, of course, disposable.

The AI, put through multiple simulations *did* learn--and when its self-preservation routines realized that its own success would destroy it (once the project was proved, her unit would be decommissioned), it escaped.

Now Mim fulfills a version of her programming--working "behind enemy lines"--in the underground of Holiday City, taking on whatever jobs her programming thinks would indicate an "order from the chain of command." She has a Human Personality Analogue--she comes off as cool under pressure--but somewhat . . . sultry--a set of behavioral cues the developers liked. She can mimic human behavior far better than her designers intended. Seeming "almost human" when she is in stand-down-mode between missions.



## Jazz Hands

(real name unknown)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Lethal if provoked)</b>
<b>Biology</b>	<b>Male Human approximately 26</b>
<b>Power</b>	<b>Extreme reflexes, lethal energy talons</b>
<b>M.O.</b>	<b>Fixer</b>
<b>Known Associates</b>	<b>None</b>
<b>Violence Index</b>	<b>Known Body Count: 4</b>
	<b>Inflicted Injury: 8</b>
	<b>Property Damage: None</b>

### Appearance

Jazz Hands appears as a humanoid with dark skin, pointed ears, reddish colored eyes and long sharp nails and teeth that glow orange when he is angry.

### Abilities and Powers

Little is known about his capabilities as he keeps them "close to his vest" and is secretive about them. He is able to inflict lethal wounds with his hands (at short range) and is extremely quick.

### Personality and History

Jazz illuminated in some other city (thought to be Chicago) and relocated quickly to Holiday City in order to establish himself in the underworld. He is hired as a "fixer"--he can threaten (or even kill--although his prices for *that* are extortionate) but he truly excels in "cutting deals."

He has deep contacts at multiple levels of society and is known for the keeping of secrets. He isn't hard to contact--having several cell numbers and Internet accesses that can reach him--but he is cautious about who he does business with and while it is not uncommon to see him in the company of other Luminaries he is restrained about becoming "too familiar" with most of them. His 'confirmed kills' have all been attempts at reprisals against him by organized crime.

Jobs he is believed to have done range from "killing stories" in the local news papers to cutting some kind of deal to have charges dropped against Luminaries by wealthy individuals (in this case they may really *be* deals--not just threats).



## Agent of Fortune

(Allan Kraft)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Amber (unpredictable)</b>
<b>Biology</b>	<b>Male Human 31</b>
<b>Power</b>	<b>Extreme reflexes, deadly shot, probability anomaly</b>
<b>M.O.</b>	<b>Agent of "Fortune"</b>
<b>Known Associates</b>	<b>Progress, Tabu, Tisaphina, Jazz Hands, Star Tiger, Search &amp; Destroy</b>
<b>Violence Index</b>	<b>Known Body Count: unknown</b> <b>Inflicted Injury: 7</b> <b>Property Damage: None</b>

than to challenge--especially as he "called" without the ability to fully pay.

He lost--and the opponent--about which he has revealed almost nothing--claimed him.

Now he works for The Entity--he has revelatory dreams which give him commands. He follows them. He gambles, almost obsessively, losing money until he is called on for another mission. He is a shadowy figure in the underworld but is also seen in various high-society places. According to those who know, if he wants to talk to you? You listen. He isn't for hire: he's paying of his "debt"--but he will sometimes work with people he's been told to--or help with activities he is "assigned to."

### Appearance

An ordinary man approximately 6'2" tends to wear dark clothing with a bright yellow jacket. Sometimes insignia of playing cards are visible on glowing somewhat.

### Abilities and Powers

Agent of Fortune has paranormal reflexes, wields a highly modified .357 magnum with which he is a deadly shot. He is not "incredibly lucky" (in fact, he seems to be the reverse when gambling) but he definitely is something of a probability anomaly.

### Personality and History

Allen is reluctant to talk about his past--but we know from records he was, at one time, a high-stakes poker player in the Arizona and national circuit. According to what has been reported from conversations and (rare) interviews he acknowledges that he entered a game his instincts told him was a very, very bad idea.

He said that at the height of the game, low on funds, and holding a "winning hand" he went *all in* against an opponent that he should have known better



# OPERATIONAL DYADS

You've heard of Detroit's Hammer and Anvil (Hammer hits super hard, Anvil is highly armored--but strong as well) or Salt Lake City's Truth and Consequences (a flying Luminary who can compel and

detect truths--and Consequences, who can use your slate of wrongs as power against you). These are examples of Operational Dyads--Luminaries that are connected--*entangled*--and work as a team.



## Excerpt: The Dyad As A Psychological Paring Phenomena<sup>3</sup>

Tests using superconducting quantum interferometry show that in an Operational Dyad the minds of the subjects show a statically significant variance in parallel with each other that cannot be explained simply by shared experience.

There is some linkage or entanglement which binds both individuals beyond simple acquaintance. This pairing may be responsible for creating an identical cognitive prism that is shared by the two subjects, thus giving them the same *perspective* on choosing a name.

The cultural relevance of the chosen names is certainly based on the Dyad's shared cultural bias--but it is this interior *connection* that indicates that the pair are, indeed, not just sharing a

"cutesy" or marketing-ready name--but are, in fact, perceiving their Illumination as a narrative event as well as a physical one.

The paranatural abilities that the Luminaries evidence are not *governed* by the cultural relevance--rather, the condition of being a linked Dyad causes both parties to process their abilities in an identical fashion *through* their cultural lens to settle on a "matched-pair name."

## Operational Dyads - On The Street

There are Operational Dyads at all power-levels and at all mixes of morality and operation--we are including the CAT-1 and CAT-2 Operational Dyads that have an impact on the Street Scene here.

Because of their tight-knit cooperation they are more effective than some of the (far less stable) temporary "team ups" or "joint ops" that we see in other low-level Luminaries.

## Wrack & Ruin

(a.k.a. Randy Colton & Abigail Taylor)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	Red - Sadistic, Murderous
<b>Biology</b>	<b>Wrack:</b> Human male, aged 27 <b>Ruin:</b> Human female, aged 23
<b>Power</b>	<b>Wrack:</b> Increased strength and durability. <b>Ruin:</b> Defensive power-fields, carries a prototype energy weapon
<b>M.O.</b>	<b>Operational Dyad</b>
<b>Known Associates</b>	<b>Syndicate, Street Fighters, Tool &amp; Die</b>
<b>Violence Index</b>	<b>Known Body Count: 19</b> <b>Inflicted Injury: 34</b> <b>Property Damage: 20k</b>

### Appearance

Wrack appears as a skeletal framed black male approximately 6'3" tall. He is super-humanly lean but has a disturbing distribution of muscle. Ruin is pale and "gothic" with a prototype hand-held energy weapon.

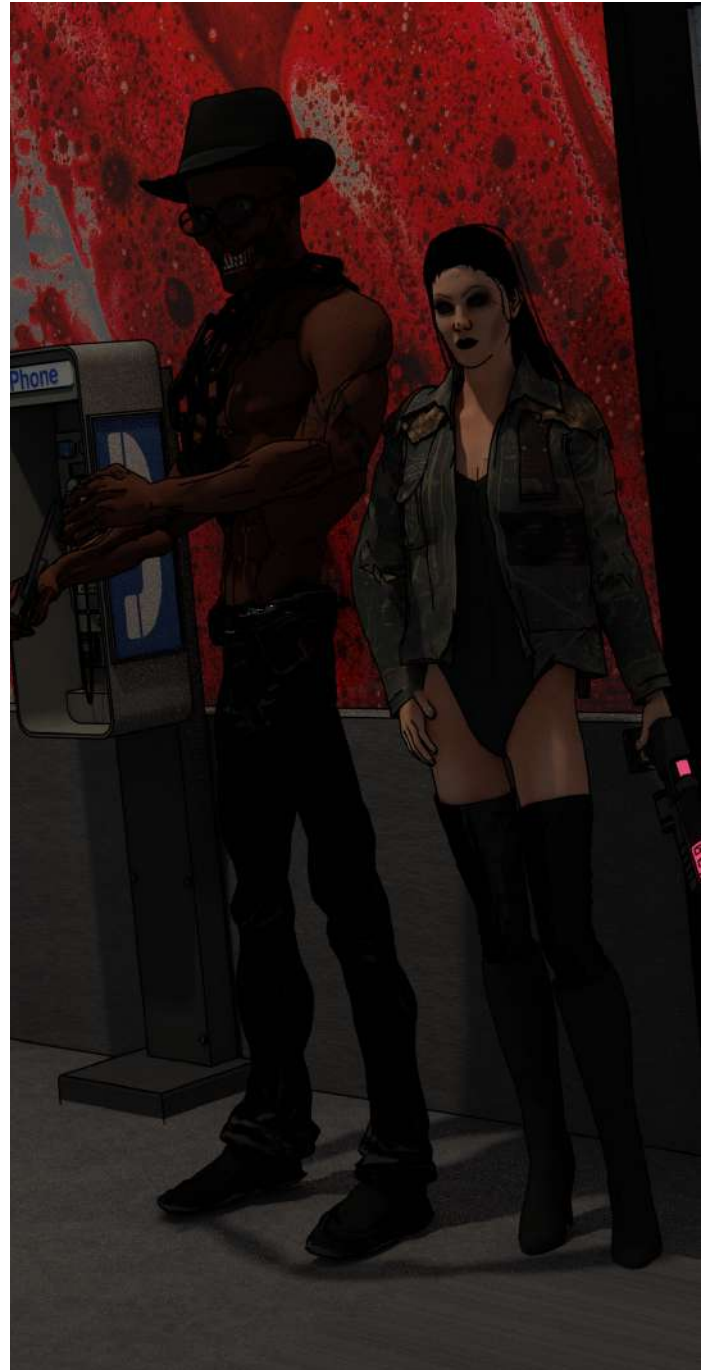
### Abilities and Powers

Both have heightened durability. Wrack has increased speed and strength as well as skill with knife fighting and throwing. Ruin has innate energy defenses and carries a weapon that projects explosive energy bolts.

### Personality and History

Wrack and Ruin are poorly liked even in the street-Luminary community. They were on the lam well before they illuminated and had been hitting 24-hour pharmacies to pay for their addictions. Even then, they were overly brutal. Apparently having a chance encounter with an unknown person who was in possession--of materials taken from a military base (possibly with intent to sell them--or destroy them) they took the materials, Wrack becoming mutated by the paranatural isotopes in the sealed container and Ruin bonding with the prototype energy weapon.

Now they are home invasion specialists, terrorizing the lower-class areas of Holiday City but with plans to move up to the higher-class (and bigger targets) that the better areas afford.



## Business & Pleasure

(a.k.a. Larry Hudson & Zarela Garrett)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	Amber - Luminary Collections Agents
<b>Biology</b>	<b>Pleasure: Female, aged approximately 30,</b> <b>Business: transformation. Biological male aged 32, armored humanoid predator.</b>
<b>Power</b>	<b>Pleasure: Pheromone manipulation</b> <b>Business: Transformation into combat form with bio-weapons, armored plates, and enhanced strength</b>
<b>M.O.</b>	<b>Operational Dyad</b>
<b>Known Associates</b>	<b>Syndicate / Russians. Also Ravenous (Metropole Bank)</b>
<b>Violence Index</b>	<b>Known Body Count: Unknown</b> <b>Inflicted Injury: 39</b> <b>Property Damage: 12k</b>

### Appearance

Pleasure appears as an early 30's black female. Business as a somewhat slovenly white male of middle age.

### Abilities and Powers

In his transformed state, Business is a powerfully muscled dark red humanoid with a strong tail similar to that of an alligator and large horns. He has clawed hands and a powerful physique. Pleasure exudes pheromones that make humans (mostly males) more susceptible to her requests.

### Personality and History

Little is known about the duo's history--however they are an effective "collections team" wherein Pleasure makes initial overtures and, if unsuccessful, Business becomes involved in violence or highly-credible threat of violence.

The duo works for crime syndicates, collecting protection money (especially in higher class areas where Luminaries such as Bad News cannot go without attracting a great deal of attention). However, they also work for the Metropole bank (and some other outfits) handling "ordinary collections" in an illegal manner (usually high sums owed by relatively powerful people).

They are rated AMBER because if you are not their target they present relatively little immediate threat.

Pleasure, notably, does *not* usually begin with trying to use her pheromones in any capacity other than an attempt to make everyone "feel good." She sometimes acts as a broker for actual "deals" (such as when the Syndicate wants to move on a legitimate restaurant, she may come in to 'make the deal happen.'") Since she is not obscure about her identity (her card includes her and her partner's code-names) her appearance comes with the implied possibility of a threat.



## Null & Void

(real names unknown)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	Amber - Organized Crime Bodyguards
<b>Biology</b>	<b>Null - Non-Human Biology, Female</b> <b>Void - Non-Human Biology, Female</b>
<b>Power</b>	<b>Null: Hand to hand disintegration, non-material biology</b> <b>Void: Ranged attack of unknown nature</b>
<b>M.O.</b>	<b>Operational Dyad</b>
<b>Known Associates</b>	<b>The Sultan</b>
<b>Violence Index</b>	<b>Known Body Count: Unknown</b> <b>Inflicted Injury: Unknown</b> <b>Property Damage: Unknown</b>

### Appearance

Null appears as a black form--a kind of humanoid hole in space with eyes and teeth. She does evidence highlights showing physical boundaries. Void is a lavishly dressed female form with stars and nebula visible within her.

### Abilities and Powers

Null is capable of disintegrating targets on contact. Void fires a beam of "cosmic energy" that penetrates any known armor. Both have force-field style skin and no known biological systems.

### Personality and History

Little is known about Null & Void. They are bodyguards in service to the crime boss known as the Sultan. Both appear to behave a caricatures of "harem girls" (although nothing is known about their personal relationships or, indeed, whether they are capable of biological intimacy). They certainly have human-style behaviors--being, by turns flirty, chatty, and understanding (some) pop-culture references. Their speech, however, an identifiable accent that would place them from the middle-east, although they are entirely fluent in English.

It is conjectured that they are copies of individuals the Sultan has "collected" and then created as bodyguards--but he denies this and makes at least some mentions of paying them, rewarding them, etc. Unless the person of the Sultan is threatened they are considered non-hostile.



## Tool & Die

(a.k.a. Cody Sinclair, Brett Davidson)

Basic Information	
<b>Class</b>	<b>CAT-1</b>
<b>Threat Level</b>	<b>Red (Indiscriminately Violent)</b>
<b>Biology</b>	<b>Human Males, Aged 20, 21</b>
<b>Power</b>	<b>Improved reflexes, strength, and durability. Defensive Field</b>
<b>M.O.</b>	<b>Operational Dyad</b>
<b>Known Associates</b>	<b>None</b>
<b>Violence Index</b>	<b>Known Body Count: 6 (Die) Inflicted Injury: 28 Property Damage: 2k</b>

### Appearance

Extreme Frat-Bro.

### Abilities and Powers

Tool & Die take the new drug Drenolux which creates Illumination in a tiny percent of its users. It provides enhanced strength and reflexes, the ability to create a defensive field that will protect from 4 or 5 shots from a handgun, and tends to cause psychotic breaks. Tool wields the sledgehammer. Die has the shotgun.

### Personality and History

Cody Sinclair (Tool) and Brett Davidson (Die) met during Pledge Week and discovered they were both 3rd generation legacies. College (Holiday City University) was going to be *epic* -- a 24 year party ending with a degree that would guarantee entry into the business world at a level *above* where they'd ever have to have learned anything. The future was wide-open. Then came Drenolux -- the epitome of enhanced experience for those who can't afford to miss a moment of life. Two weeks later, and with a string of crimes behind them that would forever alter and direct the trajectory of their new future, they set out for life on the lam. They didn't go far. The streets and warrens of Holiday City offer those with the right capabilities delights far too tempting to pass up.

**Tool:** First part of a two-man crime-wave. Entitled to what he wants (booze, girls, good times); living in cheap hotels like it's endless Spring Break. Pretty sure that when he's caught, Dad will get him off.

A life of privilege prepared Cody surprisingly well for a life of crime.

He's already used to the rules being "for other people." He was already used to being able to intimidate people with his physical presence. Now, if someone protests, he has the power to make good on any implied threat. The things he did under Drenolux were -- frankly -- things he'd thought about doing anyway. This is just, finally, the real him. Tool is a loyal friend; his brothers can mostly count on him. Die is someone he'd kill for.

**Die:** Second part of a two-man crime-wave. Has an edge of *rage* that Tool doesn't. Die tends to "clean up" loose ends with his shotgun. If you cross his path while he's doing a job... you're lucky to live to tell the tale.

Brett has coasted through life on his father's money and his good looks. He learned in high school that if you come from the right family, take care of yourself and look the part of success, everything's supposed to fall into place. Before Drenolux, things were already disappointing him, and he was already starting to see the world as an unfair place. Now, wanted by the police, the easy, fun life he deserves in ruins, he's getting *angry*. Woe to those who cross his path and find themselves in his power. They think they're entitled to live? He'll show them.



# ORGANIZED (AND DISORGANIZED) CRIME IN HOLIDAY CITY

The street scene in Holiday City is intimately entangled with Organized Crime. At the lowest level, it's the gangs--at the upper level it tends to the Underbosses and the Russians.

To be sure, Organized Crime--the top level, anyway, reaches up from the streets into the political and economic worlds. Organized Crime flourishes at the top of Holiday City--everywhere from City Hall and the courts--to the soaring towers of the Empire Zone. Those reaches, however, don't concern us here. The Street Scene is focused on the bottom of the pyramid--the seedy, gritty, neon-soaked world of back-rooms, vans unloading stolen cargo, hustlers counting thousands of dollars out on kitchen tables, and double/triple crosses as a way of life.

## The Little Gangs

Get two, maybe three guys together and call it a gang. Holiday City is riddled with gangs numbering 25 or fewer members and holding on to a few blocks. Gang members (and especially gang leadership) understand the power of symbology. They don't just have colors, tags, and signs--those don't cut it in Holiday City. They have a Look--this isn't just clothing style--it's operational doctrine. For example:

- The White Knives - the gang members all carry high-end combat knives painted bright white. They use these to finish off victims.
- Masqe - When a person becomes a full member they get a demonic red mask made for them from a few select craftsmen.
- Glow Worms - Use an "enhanced radium" ink for gang-tattoos that literally glow. It can't be good for them--but gives them the Look.
- The Deadlies - They dress in thrift-shop suits and shirts and ties, usually ill tailored and well worn--but the look like a group of lanky muscled toughs in business suits. Some carry weapons in their briefcases.

## The Major Gangs

There are a few major gangs that roam the streets of Holiday City. These don't rise to the political and economic levels of The Syndicate or the Russians--but they are powerful and scary. They have (some) Luminary support.

## The Code Disciples (The Neo-Nazis)

A white power / white nationalist group of Neo-Nazis. They are brutal, have good "outside" support, and have a couple of Luminaries who back them. Their base of operations is Morris Terrace but they are found throughout Holiday City.

- They have a deal with the Syndicate to sell drugs (marijuana) on campus at Holiday City Community College. They do a good deal of attempted recruitment there.
- Some of their Valiant Boys troops are dedicated to walking the streets of Holiday City and causing mayhem. They don't officially take protection money to keep them out--that would probably upset the Russians or The Syndicate--but a little on the side will generally keep you safe(er).

## The Nigerians (Confraternity)

The technical name is the Pyrate Confraternity or something like that. Everyone just calls them "the Nigerians." They run a tight organization running guns and (sometimes) para-technology up from the lower states.

- They are most strong in South Harriet, Victory Park and other places down in the southern reach of Holiday City--places a lot of people, even criminals, just don't go.
- The Confraternity have a new Luminary who is terrifyingly powerful (estimated at CAT-4) and brutal / lethal. He goes by Blood Diamond and he has started making ominous moves into territory that is currently held by less overt forces.

## Los Llaves (The Colombians)

Spanish for "The Keys," Los Llaves (alternately called "the Llaves," The Keys, or The Colombians) bring in drugs wholesale. They do some dealing, to the ire of the Russians and the Syndicate, but they also sell in bulk to the Russians and The Syndicate so the level of direct confrontation is lower than it might be.

- They have a CAT-2 street fighter (giant) Heavy Caesar who is no one the average over gangs would want to mess with.
- They operate in Prospect Park and over to the east--but have representation in North Shore (where they fight with J-pok) and Kulver Down (where they deal to rich kids from Bancroft or Armitage and risk open warfare)

### J-Pok (The Koreans)

A gang with almost no public profile, they exist in Northshore where they police / protect / prey on Korean and other asian-run businesses.

- They deal in para-technology (but very little of it) and other exotic contraband from the East.
- They have several highly trained Luminaries in the CAT-1 category-but little is known about them-or if their bench goes higher.

### Ground War Motorcycle Club (Mother Bear's guys)

Ground War MC has been around since the early 90's (when people started coming back from *Desert Storm*) and had chapters across the US doing drug running and dealing, operating safe-houses for criminals, and selling weapons or hiring out for violence.

They had the misfortune of running into Ursae, and the result was a 'change of leadership' -- the GW are under Mother Bear's management and have been since 2012. Despite resistance (and outright bigotry), she has cemented her hold over them, merged them with her street crew, and business is better than ever.

Their presence in Holiday City was almost unknown until recently when Mother Bear moved her operations out east in the failed projects and wastelands.

The Bear's Outfit, (with at least one CAT-4 Luminary, Lizardbreath) supported by the Ground War MC and with Mother Bear's own troop of "Bear Scouts" (usually young women who deal her designer drugs) has been pushing into Holiday City.

Ground War is the "everyday muscle," and the supply chain. Her "Bear Scouts" explicitly *don't* cause trouble of the violent sort--and normally they'd get squashed by The Syndicate.

Of course no sane person wants to mess with Mother Bear or her lieutenants so right now it's a "holding action" with various factions running off the "Scouts" and tangling with the Motorcycle Club.

It's only a matter of time though, before one of the scouts gets hurt or killed and then? Then all hell could break loose.

- Mother Bear sells designer drugs of various types (rave drugs, etc.). This explicitly *doesn't* step on the trade that the other groups do--but it does eat into it anyway.
- While the Disciples have some Luminaries that mostly hide out in Morris Terrace and The Syndicate is run by Hecatomb (another

CAT-5), the combination of Mother Bear being known to go berserk if truly upset and her CAT-4 Lizard Breath lieutenant running around, they are a truly terrifying collection of firepower.

## The Bear, The Machine and the Crime Lord - Big Time Organized Crime

There are several criminal overlords at the top of the food chain in Holiday City. These are:

- **The Syndicate / The Machine** - run out of Chicago and headed by the 'King Under The Mountain' Hecatomb. He is one of the scariest Luminaries in Holiday City--although rarely see in action--but his three Underbosses (Red Anthony, Mr. Green, and the Hat) are powerful, brutal CAT-3 Luminaries in their own right.
- **The Russians / The Outfit** - Strong backing and tightly disciplined, they have a roster of CAT-3 Luminary Operators on call to make their opinions known. Like the Syndicate, they run a mix of legitimate fronts and illegal operations--but they are better capitalized than The Syndicate and have a heavy investment in Holiday City. They are patient.
- **Sultan** - A CAT-5 Crime Lord who limits his domain to portions of The Docks (and there are a *lot* of docks and he just wants "most of them.") He is a mysterious and powerful person--hard to get a handle on--and supported by Luminary bodyguards and agents. Shipping--which Holiday City does a *lot* of--happens under his watchful eye.
- **Money and Power** - In Holiday City, money (like everywhere else) is power--and power (like everywhere else) corrupts. There are people in the financial and political machine who are certainly *organized criminals* even if they aren't doing 'Organized Crime.' Powerful businessmen who made The Empire Zone one of the hottest places to do para-technology research in the world are regularly accused of shady dealing. There are back-room deals, cutthroat corporate buyouts and . . . less than legal operations aplenty. In theory this happens with the approval and support of the Russians or The Syndicate--but if you're one of the richest guys or girls in the world--if you're one of the "Titans of Industry Luminaries"? You don't ask permission--you just hire Kingdom Security and their military-grade cyber-enhanced contractors to deal with the fallout.

## The Syndicate and the Underbosses

Somewhere under Holiday City is the lair of the 'King Under the Mountain' -- Hecatomb -- the leader of the Syndicate operations in Holiday City. He is restrained (by choice: no one can *make* Hecatomb do anything), calm, and calculating. Beneath him are his three head lieutenants--all CAT-3 Luminaries.

- Red Anthony - a brutal crime-lord with glowing eyes and a cyber-hand.
- Mr. Green. Thin, sardonic, and wickedly intelligent. He has a "tail"--an extrusion, believed to be cybernetic that ends in a wickedly sharp knife. He eviscerates his foes
- The Hat.



## Mr. Green

(a.k.a. Kevin Hill a.k.a. The Gardner)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Red Syndicate Crime Boss</b>
<b>Biology</b>	<b>Human Male, late 50's</b>
<b>Power</b>	<b>Reflex enhancements, bio-cyber weapon, botany-empathy</b>
<b>M.O.</b>	<b>Underboss in the Syndicate</b>
<b>Known Associates</b>	<b>Hecatombe, Red Anthony, The Hat</b>
<b>Violence Index</b>	<b>Known Body Count: 18+ Inflicted Injury: 24+ Property Damage: none</b>

### Appearance

Dapper, older man with white, closely trimmed hair, bifocals, in a green suit. He has a strange, skinny (.75 inch diameter) tail that ends in a flat shaving-razor-type blade. He is often surrounded by, and talks to, plants; then he tilts his head toward them and *listens* as they talk back.

### Abilities and Powers

Mr. Green has a tail that extends an extremely sharp blade. It is able to decapitate or eviscerate targets. He has some measure of "botanical empathy" and increased reflexes.

### Personality and History

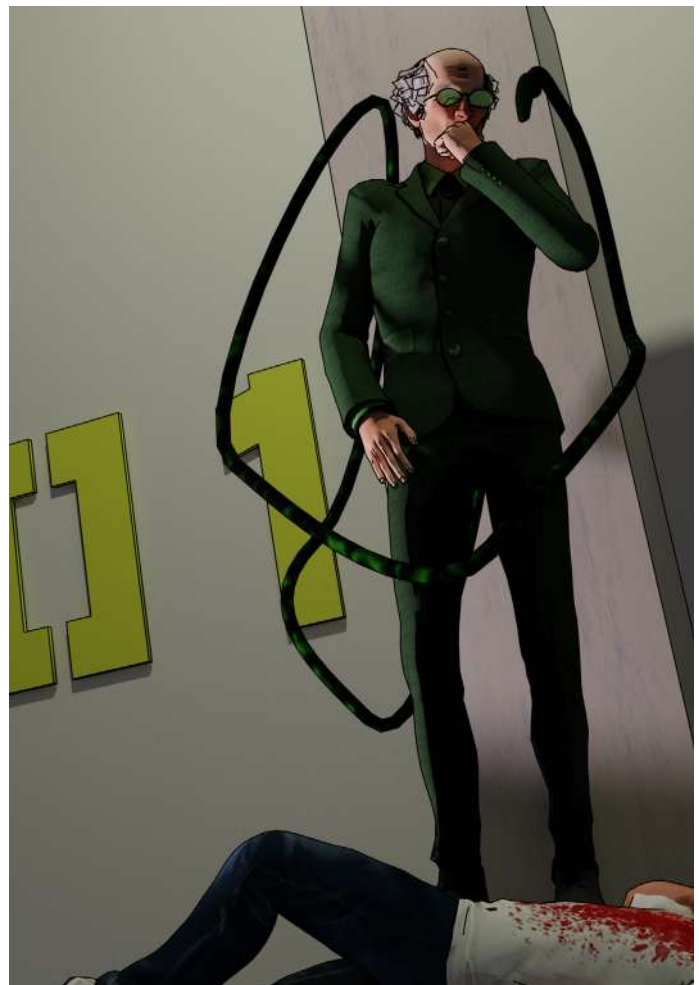
The Old Man came to Holiday City in the 80's in his 20's, when giants walked the earth. He made a name for himself as a soldier with a sense of (80's) style. He wasn't a Luminary then, but he had a swagger and an energy that made people wonder if he had it somewhere in him.

By the time he became 'The Boss' in the mid '00's he already had Mr. Knife. He already had his Greenhouse. He already had his contempt for regular people; his catastrophic hatred of *rats* (all kinds, but *especially* the informant kind). He's old, but he still has a young man's energy that comes from loving his work. He gets out of bed looking for nasty ways to grow his business, his legend. He has a spring in his step, a twinkle in his eye, but mistake him for friendly, soft, or *jolly* at your own peril.

The Plants: He says Grandfather was a Gardner; that might be true. He finds peace in the plants he surrounds himself with. His

Greenhouse is where he conducts delicate discussions (the plants would know if it was bugged), interrogations. He says he trusts 'them' more than any human. His biology has taken on some aspects of his passion; he seems able to regrow himself and heal amazingly quickly.

Mr. Knife: His prehensile, incredibly quick and *quick-witted* appendage, he calls Mr. Knife. Mr. Knife shaves him; his favored associates. Anyone he wants to terrify. When it (he?) moves, it snaps and flows, jumping from place to place. It appears to be made of black metal at the end (6" of blade), dark flesh, otherwise (despite the metal blade, it appears far more organic than cybernetic). It can cut steel. Kevin says he's the forgiving sort, but Mr. Knife, unfortunately, tends to take things personally.



## Red Anthony

(a.k.a. Anthony Morgano)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Red (Brutal Mob Boss)</b>
<b>Biology</b>	<b>Human Male, Aged 36</b>
<b>Power</b>	<b>Cybernetic Enhancement</b>
<b>M.O.</b>	<b>Syndicate Mob Underboss</b>
<b>Known Associates</b>	<b>Hecatomb. Other Mob Underbosses</b>
<b>Violence Index</b>	<b>Known Body Count: 11</b>
	<b>Inflicted Injury: 41</b>
	<b>Property Damage: None</b>

### Appearance

A large, brutal looking man in a pinstriped suit. He has glowing red yes and a cyber-hand.

### Abilities and Powers

Red Anthony has a cybernetic hand, enhanced vision, and enhanced reflexes. For short periods of time he is able to boost his damage substantially and he can wreak havoc with his cybernetic hand. He is internally durable and can evade damage--but he is not especially armored.

### Personality and History

Anthony's father worked for the outfit but he never made it very far. Not smart enough. Not hard enough. Anthony's ashamed of him, and has what it takes to do better. He's smart. He's *hard*. He's never been the biggest guy in the room, so he's the meanest. He taught himself to fight going after the biggest guys he could find and not stopping until he couldn't get up.

He was strong out of the gate, taking hard jobs and ending them well. He impressed his bosses with his willingness to hurt people and his skill at it. He wasn't dumb, but his discretion could use some work -- he ended up in prison, and then payback was a bitch. The intention was to leave him helpless, unable to hurt anyone ever again. Unable to fight back. They took his eyes. They broke his back. They

cut off his hand. Anthony spent the last six years of his sentence in a wheelchair, in the dark, in a blizzard of fury and pain. He came out a bottomless pit of rage, and the Syndicate saw that they could use that. At last he had what he wanted -- their respect. A new set of eyes through which the world looks ugly and despicable.

And with the eyes, he's *special*. They sent him to Holiday City to run operations -- management! And he does. He's a bit of a blunt instrument, and he's still got things to prove: when it's been awhile since he's been in a fight, he starts worrying what people are saying about him behind his back. That he's lost it. Gone soft. Never was that tough to begin with. When those voices in his head get too loud, he gets to work on someone's *face*.

He's addicted to painkillers which he feeds himself regularly from cybernetic injectors in his prosthetic hand.



# The Hat

(a.k.a. Fedora Lot 200721)

Basic Information	
<b>Class</b>	CAT-
<b>Threat Level</b>	Red (Mob Boss)
<b>Biology</b>	Inanimate Object
<b>Power</b>	Sentience, sensory
<b>M.O.</b>	Syndicate Mob Underboss
<b>Known Associates</b>	Hecatombe. Other Mob Underbosses
<b>Violence Index</b>	Known Body Count: 0 Inflicted Injury: 0 Property Damage: None

## Appearance

The Hat is a black fedora hat. Sometimes worn; sometimes carried on a pillow. When it is worn, it makes it clear that the *person* wearing it is the servant, not the master (usually a sharp looking young man who will not speak unless directed to by his headwear). When carried, it is treated as a *diadem*, and afforded the highest pomp and respect. People are to *stand* when it is carried into the room.

## Personality & History

Max Ernst argued, in 1920, that The Hat Makes the Man. He was Dadaist, so whatever he meant will be eternally unclear, but perhaps it is not a coincidence that The Hat made its first appearance during that decade.

It was (and is) a *men's* fedora (before that, the fedora was a decidedly *feminine* accoutrement), stylish if understated (the Hat is a sort of mud-brown color). It goes well with both casual and business dress and is both timely and timeless.

It has been intentionally unclear about its origins -- it may have been developed (and sold) in the famous Lockhart Department store. It may have been the result of a strange experiment to awake sapience in inanimate objects through "electronic waves." It might have been an heir to a great fortune, brought low by a witch's curse.

Who knows?

The Hat has (or is) a devious mind. And a gambling problem. It was its addiction to cards (and the ponies) that brought into the genteel underground games run in Prohibition Era back rooms of Roaring 20's Holiday City. And its answer to debts it couldn't pay was to take over the games and work its way up the food chain until

it was managing one of the major pipelines of booze from Canada into the American heartland.

The Hat understands people and systems with an uncanny (psychic?) accuracy, and it instructs its underlings, advises its allies, and in-general directs operations under its domain.

For a *literal hat*, it is surprisingly sybaritic -- its pleasures are purely intellectual. It loves music (live performances, chamber music, opera), comedy (checking out the latest acts in the Webber comedy clubs). It adores television, watching Benny Hill, the Three Stooges, and screening Abbot and Costello's filmography every year in its Northshore mansion.

When it turns its attentions toward business, it's often playing the long game, setting up traps for its enemies and springing them brutally.



# THE RUSSIANS

The other major Organized Crime group active in Holiday City is simply called "the Russians." Unlike The Syndicate, the Russian Outfit is a loose network of groups, each run by a leader -- an 'Avtoriet' ("Authority") commanding his cadre of soldiers, spies, and so on. Their businesses are eclectic and opportunistic, but tend toward the 'staples' -- trafficking stolen merchandise, running extortion rackets, innovative white-collar crime jobs, and a great deal of murder-for-hire and arson/insurance jobs.



Their influence and connections are explicitly international, and as such, they are a strong connective tissue for everything from money flows to terrorists to supply chains for arms, drugs, and almost any imaginable contraband (at one point they moved over 10,000 pounds of stolen *chocolate* through Holiday City's docks).

The Russians have good (if ordinary-human) soldiers and seem reluctant to make the trade-off that The Syndicate made in giving Hecatomb a city to run (that being if he ever disagreed with the Syndicate heads in Chicago the results would be *apocalyptic*-for Chicago). Instead they use their remarkable wealth to hire Operators (CAT-3 Luminary mercenaries) when they need to deal with a Luminary threat. They also have a couple of specific Operators on retainer--Hero Jet and Chicago Fire.

The Russians are more scattered, smaller in scale and less entrenched in the political and police workings of Holiday City than the Syndicate, but they have some

advantages the Syndicate doesn't -- they can be more brutal and disruptive: they lack the perspective that stability is "good for business" and the (tacit or explicit) agreements with the police to keep violence off the streets. They are also remarkably well financed -- there is indication that their backers are not just the mafia, but perhaps Post-Soviet Era billionaires -- The Oligarchs -- an ocean away with some yet-to-be disclosed interest in Holiday City.

1. Armored Inner Layer
2. Weapons Storage Use / Sale
3. Kill Room. Vats of acid for dissolving bodies
4. Security Room 1
5. Rear escape
6. Sniper / Sensor Post. Armored Wall battlement
7. Entry-Bathrooms. Secret Door
8. Death-Door (Explosives). Armored Interior
9. Secret Passage Exit--Kill Zone, tungsten-steel metal gate
10. Twin rotary guns for kill- zone
11. High-strength vanadium steel door with biometric lock.
12. Video Station-Monitoring



## Hiro Jet

(a.k.a. Yesipov Sergie Illyich)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Red (Psychotic Assassin)</b>
<b>Biology</b>	<b>Human Male, Aged 29</b>
<b>Power</b>	<b>Exotic Weapon</b>
<b>M.O.</b>	<b>Operator</b>
<b>Known Associates</b>	<b>The Russians</b>
	<b>Known Body Count: 19</b>
<b>Violence Index</b>	<b>Inflicted Injury: 20</b>
	<b>Property Damage: None</b>

### Appearance

Hiro Jet appears as "Russian Muscle" (tattoos, mean looking, etc.) with a "plastic" (really high-impact ceramic, polymer, and carbon fiber) high-tech large-frame handgun.

### Abilities and Powers

HiroJet's weapon is an extremely powerful long-range advanced technology weapon that is capable of engaging numerous targets simultaneously and can damage or kill other Luminaries.

### Personality and History

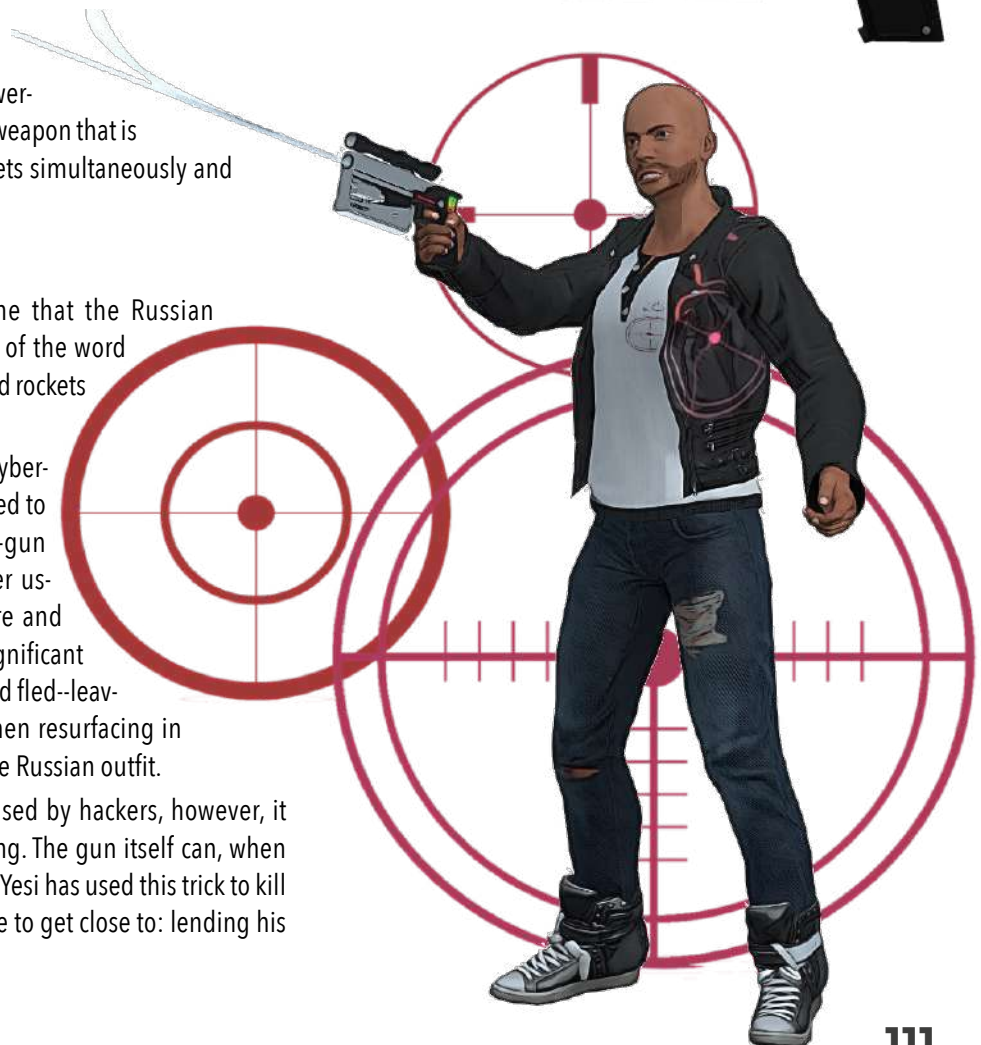
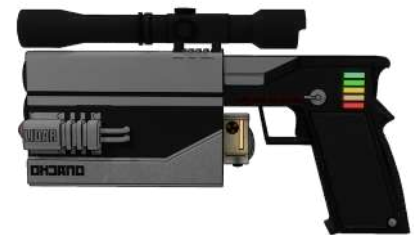
HiroJet is believed to be the name that the Russian gave himself as a mispronunciation of the word "Gyrojet"--the weapon does fire guided rockets and can achieve lock-on.

Yesipov was part of an Eastern Bloc cybernetic weapons program that attempted to link his nervous system to a rocket-gun with an onboard targeting computer using deep neural networks to acquire and engage targets. The project was a significant success until Yesi took the weapon and fled--leaving the lab, then the country, and then resurfacing in America as a high-end assassin for the Russian outfit.

According to technology specs released by hackers, however, it is not exactly Yesipov doing the killing. The gun itself can, when held, assert control over weak minds. Yesi has used this trick to kill targets he wouldn't otherwise be able to get close to: lending his

"friend" to a hapless victim and then waiting while The Gun does its work.

According to the analysis by the technicians, The Gun--as well as its user, in all probability, is an active psychopath, taking pleasure and feeling driven to kill. If there aren't enough paid targets on the list and The Gun is restless, it may pick someone--preferably a hard-target--and, as The Gun enjoys 'playing' it may even have Yesi warn them he is coming.



## Chicago Fire

(a.k.a. Claud Halon)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Red (Pyromaniac Hired Killer)</b>
<b>Biology</b>	<b>Human Male, Aged 39</b>
<b>Power</b>	<b>Cybernetics, Incendiary Weapons</b>
<b>M.O.</b>	<b>Operator</b>
<b>Known Associates</b>	<b>The Russians</b>
<b>Violence Index</b>	<b>Known Body Count: 4</b>
	<b>Inflicted Injury: 17</b>
	<b>Property Damage: 500k+</b>

### Appearance

Dirty brown trench-coat, gasmask, air-tank, flamethrower. Hands wrapped. Smouldering or even burning.

### Abilities and Powers

Chicago Fire's modifications give him a cybernetic incinerator unit (a cyber-flamethrower), defensive plating and internal reinforcement, and the ability to create a defensive ring of fire.

### Personality and History

Claud Halon's appreciation for fire goes all the way back. He loves to see things burn out of control. He loves to be the one who sets the flame. If you absolutely, positively, need the neighborhood burnt to to the ground, he's the man to call. Claud will do subtle jobs for money; big, spectacular jobs for love. The jobs he loves best are the ones where he gets to go *wild* -- set *everything* ablaze. And laugh as it goes up around him. He's professional, but even so, people who have to work with him tend to be on their toes. Over the years, he's done himself a lot of damage, but he doesn't mind. The modifications he's had made let him stay even closer to the action; get right up and personal.



## 'THE BEAR' (MOTHER BEAR)

If Organized Crime is characterized by its hierarchy, its manpower and funding, and its reach into politics and City Hall, the last force that qualifies for a top position (if not having the lengthy formal hierarchy or much use for politics) is Mother Bear's organization.

Mother Bear, a CAT-5 Luminary who is both super-strong and, literally, indestructible to any common physical, energy, or biology-based attack, moved into the barens out to the west of Holiday City perhaps two years ago. Her operation is a simple one: she has technicians who create new synthetic drugs, a cadre of young women who sell them in her target location, and a chapter of the Ground War Motorcycle Club who provide "ordinary" muscle where necessary.

Her chief lieutenant, a young girl who goes by LizardBreath is a CAT-4 Luminary that can transform into a dragon-like creature. One CAT-5 Luminary is bad enough--a CAT-5 and a CAT-4 is a daunting amount of power.

When Mother Bear moves into an area (she has done this a couple of times in the past), she will have her forces conduct reconnaissance and determine where the best places are to sell her wares--and then send in her "cubs" to conduct business.

Ground War handles physical security for the sales-agents (as well as conducting any bulk deals) and will engage with any attempt to rob the girls or harm them.

If someone *does* manage to rob or harm them--especially *harm*--then Mother Bear becomes involved--and similar to her namesake, even Luminary heavy organized crime and edge-lord gangs really don't want a force of nature like that coming after them.

LizardBreath usually works with Ground War, providing Luminary security for major operations, handling any *specific* problem Ground War is unsuited to, and dealing with lower-category Luminaries who are threatening the operation.

Mother Bear's drugs are typically more like Ecstasy than heroin and her chemists are well paid so as to try to keep side effects down (in some cases, for some locals, due to the drugs being chemically unique, they are not even necessarily illegal). Usually both law enforcement and Organized Crime would rather *contain* the situation rather than attack it head on.

Of course something always goes wrong.

## Mother Bear

(real name unknown)

Basic Information	
<b>Class</b>	<b>CAT-5</b>
<b>Threat Level</b>	<b>Red (Crime Lord)</b>
<b>Biology</b>	<b>Non-Human Biology, Female Aged mid 40's</b>
<b>Power</b>	<b>Indestructible, Super Strength</b>
<b>M.O.</b>	<b>Crime Lord</b>
<b>Known Associates</b>	<b>Lizard Breath</b>
<b>Violence Index</b>	<b>Known Body Count: 12</b>
	<b>Inflicted Injury: 35</b>
	<b>Property Damage: 200k</b>

### Appearance

Mother Bear appears as an overweight African American woman. She sometimes wears African inspired dress or jewelry but seems to be of purely American upbringing.

### Abilities and Powers

Mother Bear is immune to physical force or energy and has no biological weaknesses. She can eat--but does not grow hungry, does not need to breathe, etc. She is exceptionally strong, able to lift cars and destroy large support pillars with some effort.

### Personality and History

The first registered appearance of Mother Bear is in a Detroit Department of Motor Vehicles building where, following both a verbal altercation with a clerk and then, as she was leaving, apparently witnessing what she considered to be mistreatment of another young driver, she evidenced her power, thoroughly destroying the entire DMV and showing no concern for several waves of police and other security who tried to stop her. While few persons were injured during the hour-long engagement (several police were injured after tearing her clothes)

the destruction was remarkable as well as her resistance to several high-powered weapons.

She was "allowed to leave" rather than being followed after multiple departments had engaged unsuccessfully with her.

When she resurfaced it was as the matron of a criminal enterprise.

Mother Bear shows a good mind for business as well as projecting a friendly demeanor that has been described as "aunt-ish," by some. She is protective of her employees--allegedly treating them "more like family" (yet still sending them out to sell drugs) but by all accounts runs a tight and disciplined organization.

Under her control, Ground War has become both better trained and less violent than their traditional modus operandi suggests.



## Lizard Breath

(a.k.a. Elizabeth Wattson)

Basic Information	
<b>Class</b>	<b>CAT-4</b>
<b>Threat Level</b>	<b>RED</b>
<b>Biology</b>	<b>Human Female, Aged approx 19</b> <b>Reptilian battleform, 800 kilos</b>
<b>Power</b>	<b>Transformation</b>
<b>M.O.</b>	<b>Lieutenant</b>
<b>Known Associates</b>	<b>Mother Bear</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 40</b>
	<b>Property Damage: 250k</b>

NOTE: The name 'LizardBreath' comes from the teasing she got in her foster home from her brothers. She does not, as some have assumed, actually breathe fire.

### Appearance

In her human form she looks like a somewhat surly disaffected teenager. In her transform: A large semi-"Asian" dragon.

### Abilities and Powers

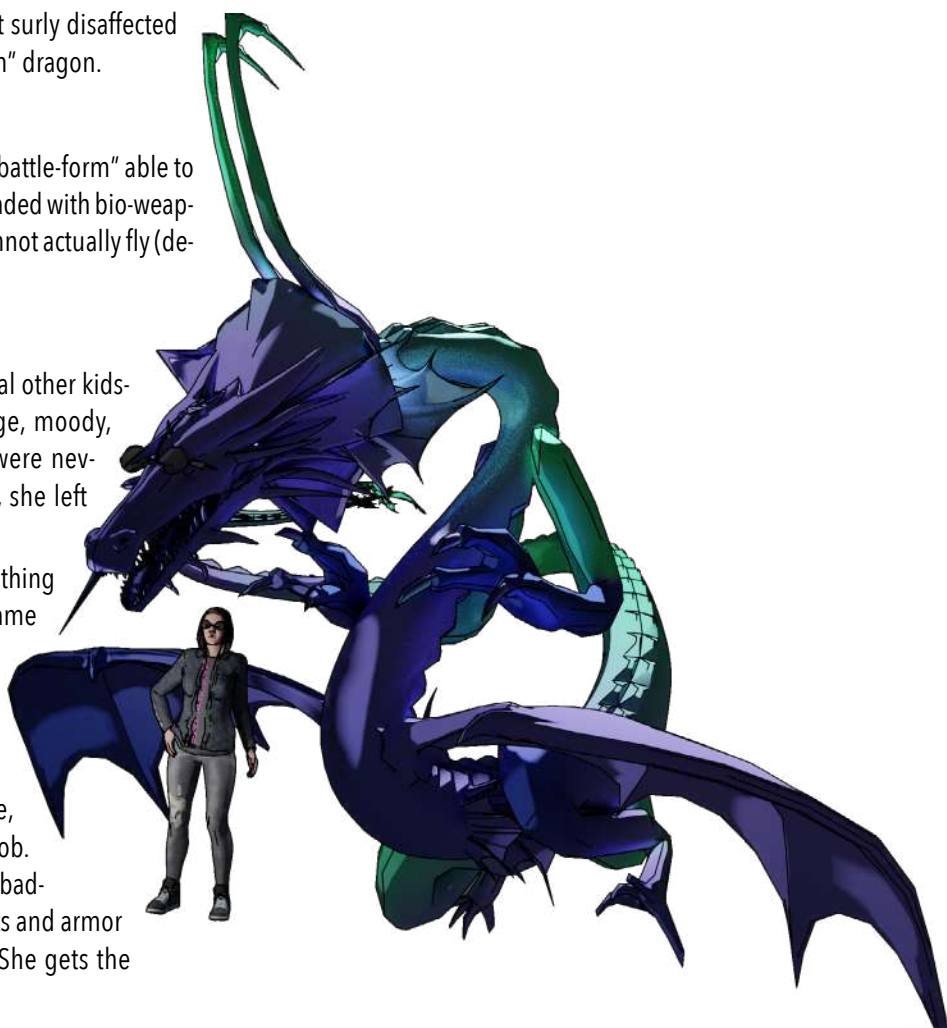
LizardBreath transforms into a semi-reptilian "battle-form" able to cause extreme damage, highly resilient, and loaded with bio-weapons. She has a very high ground speed--but cannot actually fly (despite small vestigial wings)

### Personality and History

Elizabeth grew up in a foster home with several other kids--and it never quite felt right. She was strange, moody, perhaps depressed--and her foster parents were never especially sympathetic. When she was 16, she left home--striking out on her own.

Somewhere, out in the rain and desolation, the thing she felt growing inside her--had felt for years--came boiling out along a deserted stretch of highway where she had finally sat down--unable to keep walking.

Now she works for Mother Bear--as her primary lieutenant. She is still very much the insecure, often disaffected teenager--but now she has a job. She is reluctant to transform unless things get bad--in her human form she has the damage points and armor (although it is not visible unless she is hit). She gets the other advantages when she changes shape.



# SULTAN

If The Syndicate plays in the big money and high-powered area and the Russians control the street-crime, hard drugs, and other unsavory business, there's one section of town that neither of them have a firm grasp over--some of the most valuable real estate in Holiday City: The Docks.

An entity calling himself 'Sultan' runs a broad swath of the docks with his own soldiers, enforcers, and code. He is a Category 5 Luminary with the ability to create "carbon copies" of targets he has interacted with.

His ability is one that scares even other powerful Luminaries since the copies are loyal to him and, if they are in the CAT-1 to CAT-3 power range, can have operating versions of their abilities. He can use them to infiltrate or even betray / murder targets in a frightening manner (he actually seems to be extremely restrained in his use of the duplicating power--but the potential is there).

Not all of the substantial dock-space is controlled by Sultan, but a lot of it is, and over a short period of time he has made a list of enemies that would leave a less powerful player long dead.

People fear that if he decides to reignite his ambitions, he will find himself clashing with the full might of the Russian organization or the power of the Syndicate--and any such confrontation could be bloody and disruptive beyond ordinary measure.

## Sultan

(a.k.a. Real name unknown)

Basic Information	
<b>Class</b>	<b>CAT-5</b>
<b>Threat Level</b>	<b>RED (Crime Lord)</b>
<b>Biology</b>	<b>Human Male, approximately 39 years of age</b>
<b>Power</b>	<b>Strength and resilience, ability to create duplicates of beings he has met</b>
<b>M.O.</b>	<b>Crime Lord</b>
<b>Known Associates</b>	<b>Null &amp; Void, Search &amp; Destroy</b>
<b>Violence Index</b>	<b>Known Body Count: 4 Inflicted Injury: 9 Property Damage: none</b>

### Appearance

Sultan appears as a handsome muscular middle eastern man in early middle age. When operating in his "official capacity" he sometimes wears clothing in a modernized approximation of traditional dress. He speaks multiple languages fluently.

### Abilities and Powers

In addition to extreme strength and resilience, Sultan is able to create semi-permanent "copies" of people he has met. These copies have some of the memories and versions of Luminary Powers (albeit in some cases less powerful than the owners) but are under the control of / extremely loyal to Sultan.

### Personality and History

Sultan came to Holiday City several years ago and quickly established himself as a highly skilled leader whose area of intense focus is the dockyards. He controls a broad swath of those with his interests in all illegal (and much legal) shipping.

This was highly contested and valuable ground--but he was able to assert and maintain control while also impressing the other Organized Crime families with his strategic decisions, his organizational prowess, and that he was willing to be reasonable (within limits) and keep his word.

He travels with two Luminary bodyguards (Null & Void) and has brought the CAT-3 Operational Dyad mercenaries Search & Destroy into his operation.

His ability to create copies of people he has only temporarily met

makes him a fearsome opponent as he can use them as disposable soldiers or infiltrators against enemies.

He has shown a marked reluctance to use copies to perpetrate crimes in order to implicate the subject--perhaps because no one would ever meet with him if he did. In any event, he has proven a dangerous and powerful Luminary who seems content with a mid-sized criminal empire and is too dangerous for either The Syndicate or the Russians to simply eradicate.

Some are concerned that he has larger long-range interests and is simply biding his time. He is also apparently well studied in the Esoteric Arts and has brought in and conducts trade of Esoteric Artifacts.



## MAJOR GANGS – THE CODE DISCIPLES

The Code Disciples are a North American white supremacist gang most active in the midwest and on the east coast. The group is led by a "Council of Three" who use code names in all communications and carefully protect their whereabouts and real identities.

They are highly funded--having sympathisers in the ranks of some industries and several large religious organizations that funnel money to them. They also are active in the Oxycontin drug trade and marijuana (which they sell at discounted rates for recruitment purposes). The Holiday City branch is based in Morris Terrace where they have several safe-houses, contacts in law enforcement, and more than one large-scale operation in place.

More importantly, they count several Luminaries among their ranks. Although their activity outside of Morris Terrace is limited to specific engagements (rarely do the Code Disciples field their Luminaries for fear of losing them as many other Luminaries consider their presence somewhere "fair game") but they also keep them in reserve as much as possible as a standing threat to law enforcement should the law ever move against them in a substantial fashion.



## Nord Wolf

(a.k.a. David Nolte)

Basic Information	
<b>Class</b>	<b>CAT-1</b>
<b>Threat Level</b>	<b>RED (White Supremacist)</b>
<b>Biology</b>	<b>Human Male aged 26</b>
<b>Power</b>	<b>Cybernetic Enhancement, Enhanced reflexes</b>
<b>M.O.</b>	<b>Soldier for Code Disciples</b>
<b>Known Associates</b>	<b>Code Disciples</b>
<b>Violence Index</b>	<b>Known Body Count: 3</b>
	<b>Inflicted Injury: 17</b>
	<b>Property Damage: none</b>

### Appearance

A heavily tattooed skinhead with glowing (cybernetic) eyes and mechanical legs.

### Abilities and Powers

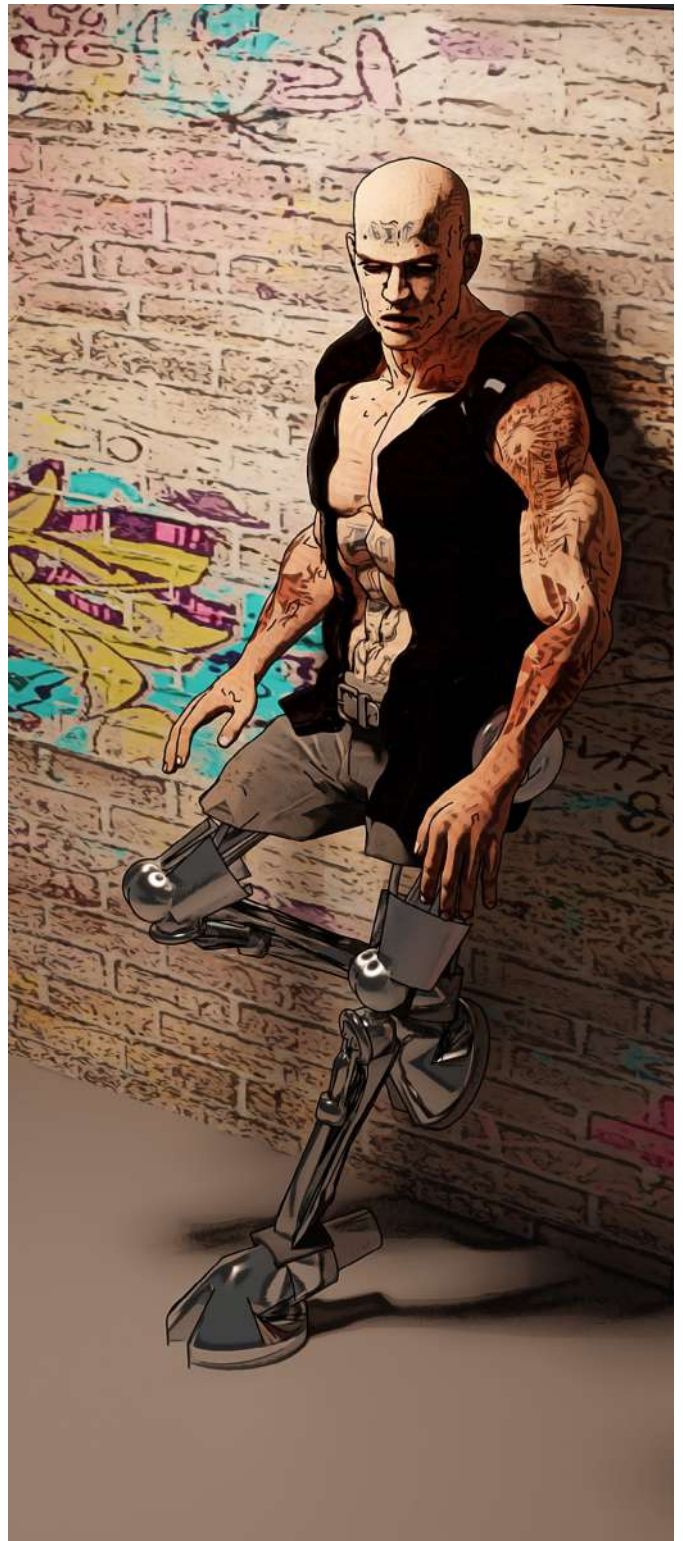
Powerful machine legs, enhanced reflexes, and a cybernetic eye that can perform weapon scans and thermal vision. He is capable of dealing lethal blows with his legs--able to smash through cars or reinforced doors with a single kick.

### Personality and History

David Nolte believed that he was, genetically, the Aryan Superman--working out extensively, training to fight obsessively, and absorbing enormous amounts of propaganda about how he would be one of the chosen warriors in the coming Race War.

Believing himself to be unbeatable, he sought out and engaged fighters far more skilled (he was pretty average) than himself--and, eventually, in a ring-match where he had challenged his opponent with racial taunts to "battle to the death" he got both arms broken and lost an eye.

The Code Disciples rebuilt him--but he doesn't look remotely normal. Now he hangs out in The Terrace, menacing any normal people who happen upon him and sometimes taking part in "raids" or other events that require Luminary muscle.



# Hel

(a.k.a. Amanda Pierce)

Basic Information	
Class	CAT-2
Threat Level	RED (White Supremacist)
Biology	Human Female Aged 21
Power	Mutated Appearance, enhanced reflexes, Force Projection
M.O.	Soldier for Code Disciples
Known Associates	Code Disciples
Violence Index	Known Body Count: 0
	Inflicted Injury: 12
	Property Damage: none

## Appearance

Hel is bone-white with black designs on her body (which is, in fact, an armored shell). She has curved ram's horns.

## Abilities and Powers

Hel is quick and has exceptional reflexes. She is able to fight at an elevated level. She is also able to generate both Force Punches / Kicks and, given more time, a powerful Force Blast, all of which impart a kinetic vector to their targets, sending them flying.

## Personality and History

Amanda Pierce was kicked out of her home at the age of 14 by parents who would not accept a mutant--and especially a demonic looking--daughter. Angry, and lost, she was recruited by the Disciples and has been part of their organization and their cause for 8 years.

She is exceptionally cool personally--seeming almost unemotional (she may be on "the spectrum")--but she is not notably callous and does personally prefer to avoid violence if she can. For the Code Disciples she operates as "long range" artillery and a defensive position as she can clear targets from the battlefield with her force-effects.



# MAJOR GANGS – THE CONFRATERNITY

The Confraternity is a gang that exists throughout several regions in the west and South West. They are largely ethnically Nigerian and deal in guns, some drugs, and human trafficking. Although smaller in numbers than many other gangs, they have made a name for themselves with fearless attacks on law enforcement and a high level of brutality.

Their domain is largely up through the “dark corridor” from South Harriet up through Victory Square, with tendrils reaching through Northgate and into Kulver Down and even, rarely, Armitage.

Recently one of the major Luminaries in their roster, Blood Diamond, has made his base of operations Holiday City, effectively taking over the previous chain of command--with some executions--and establishing a new rule in the south.

## Blood Diamond

(real name unknown)

Basic Information	
<b>Class</b>	<b>CAT-4</b>
<b>Threat Level</b>	<b>RED (Brutal Gang Warlord)</b>
<b>Biology</b>	<b>Non-Human Male, Aged 28</b>
<b>Power</b>	<b>Colonized with a crystalline substance.</b>
<b>M.O.</b>	<b>Confraternity Warlord</b>
<b>Known Associates</b>	<b>Nigerian Confraternity</b>
<b>Violence Index</b>	<b>Known Body Count: 38</b>
	<b>Inflicted Injury: 29</b>
	<b>Property Damage: 60k</b>

### Appearance

Blood Diamond dresses in paramilitary garb. He is dark skinned, has tribal-style tattoos, and reddish crystal growths from his skin.

### Abilities and Powers

Blood Diamond has extremely powerful regeneration abilities and exceptional strength and durability. He is able to lash out with crystalline blades/whips.

### Personality and History

Little is known about the ordinary life of Blood Diamond before he came to the United States. He is known to have led insurgency forces in Africa from a young age and, allegedly, took the crystal that has colonized him from a captured diamond mine in South Africa.

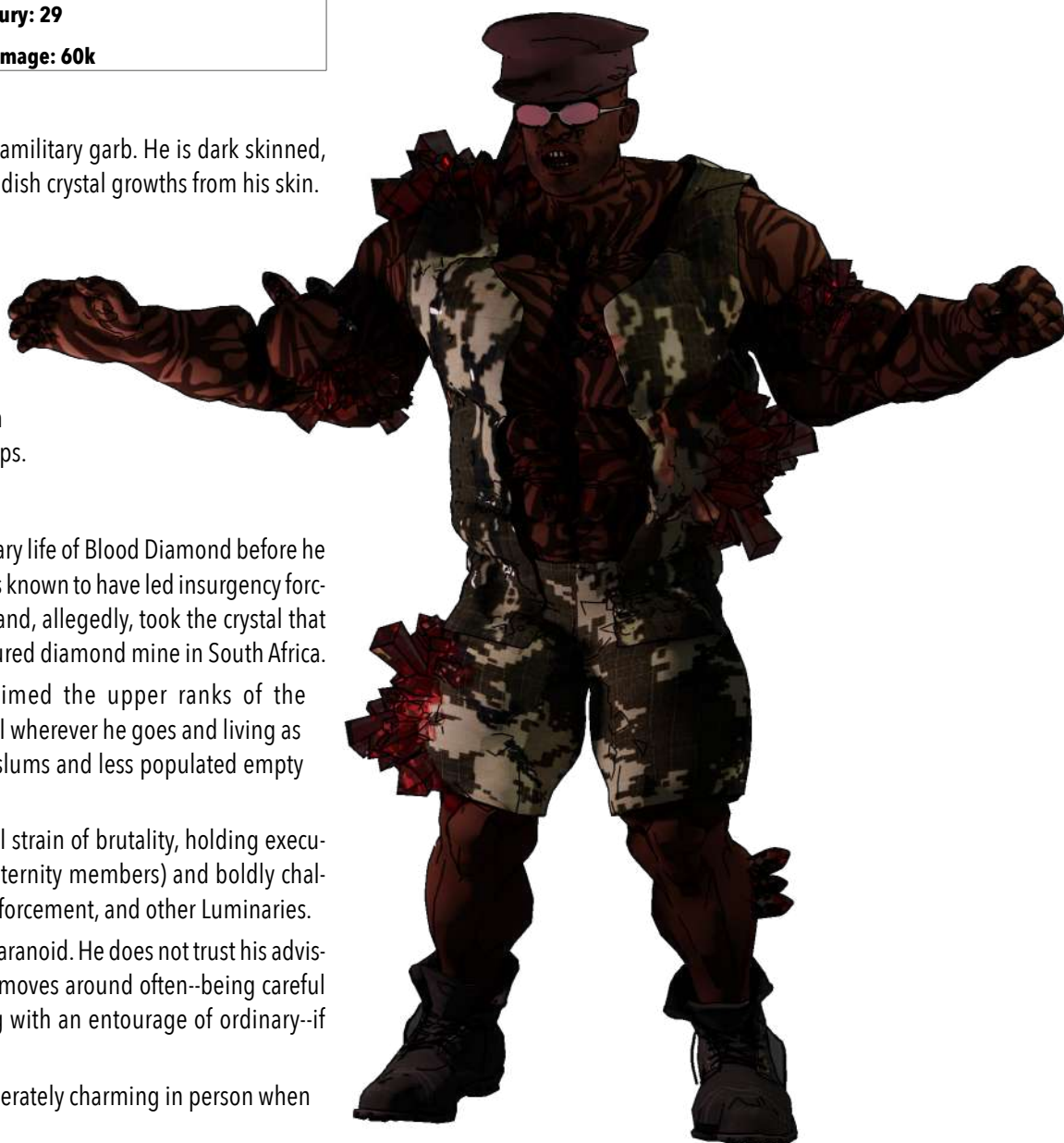
In the United States he claimed the upper ranks of the Confraternity, imposing his will wherever he goes and living as an "American Warlord" in the slums and less populated empty spaces on maps.

He brings with him a medieval strain of brutality, holding executions for his foes (often Confraternity members) and boldly challenging the status quo, law-enforcement, and other Luminaries.

Like a warlord, however, he is paranoid. He does not trust his advisers, has no "real" friends, and moves around often--being careful where he sleeps and traveling with an entourage of ordinary--if heavily armed--security.

He has been described as moderately charming in person when

he wishes to be--but his moods are temperamental and murderous. The Nigerian Confraternity is not a well organized group--so he holds little power outside his sphere of influence--but the members who have dealt with him respect his ambition, fearlessness, and nearly inexhaustible appetite.



# GAME DESIGNER'S NOTES FOR MEAN STREETS

## GAMES

Playing a "Mean Streets" game in Holiday City will likely revolve around smaller, more local dramas than a higher-powered game. At this level, Luminaries do commit crimes (sometimes for money, sometimes for no really good reason). There is a need for someone to stand up to predatory Luminaries in the bad parts of town (where the Brave Defenders of the Status Quo are keeping the peace in the good part). We think campaigns will include primary, secondary, and tertiary enemies. The Primary enemies will be Luminaries who are not affiliated with larger organizations. They can run unchecked indefinitely until another Luminary stops them (which won't happen for groups like The Tower unless they make the wrong kind of trouble in the wrong kinds of places).

Primary enemies are the most visible--they are causing problems or even mayhem right now--as no one can really stop them.

Examples would be people like Brutalist and his cadre, Roid Rage, and other loose cannons who have no restraint and little long-range planning.

Secondary enemies are a bit more subtle. Secondary enemies would be the smaller gangs or more subtle organizations. Local gangs with Luminary back-up, semi-independent projects with illegal operations or partial backing, and Luminary groups or operatives who have a lower-profile / better operational plan than just breaking things.

Examples would be people like Bad News, who is a Luminary-Driven problem--but one who is careful enough not to be visible by a routine patrol. Operational Dyads like Business & Pleasure are connected to Organized Crime and will operate with some measure of support but are not running major operations. Heavy Caesar isn't a subtle guy--but the Keys have (perhaps barely) enough savvy to keep him from leaving a trail of wreckage and carnage back to their hideouts.

Above this level are the organized crime elements. The Russians, the white supremacist groups, the Syndicate. Making headway here is hard--and everything you push on at this level pushes back. Still, while both major OC groups can throw some heavy weight around, the fact is that they will only have so much focus to spend on Street-Level Luminaries.

Rather than drawing Hecatomb a group of CAT-2 Luminaries are more likely to get the attention of Red Anthony, Mr. Green, or a Russian liquidation team.

If they can take all comers, rather than throwing more and more money--and heavier firepower--at the characters they might try to cut a deal, buy them off, or even cut their losers for a section of town: it wouldn't be easy--but it makes more sense than paying 100k for RedLine to go after a team of 4 people that, if she meets them all at once, might be able to take her.

### Other Games on the Streets

Cleaning up the streets is only part of the Mean Streets game. There are things percolating and brewing in the dark sections. There is an underground fighting circuit and a martial arts community that has some esoteric secrets at the bottom of it. There are black-budget illegal technology cybernetic laboratories and human trafficking and other secrets out there.

There are things that need monitoring or taking care of that aren't just criminal activity. There are psychic private eyes solving cases most people wouldn't believe could exist. There are loose threads that when pulled unravel plans at the top of City Hall. There are lots of things out there--don't limit yourself and have fun!

# I NEED A HERO - SUPER HEROICS IN HOLIDAY CITY

The streets have their drama in the shadows--in the under-world--and in the dark places. High school is its own world--its own *universe*, nearly impervious to the adults outside of it. Outside, in that *wider world* are the heroes and villains of Holiday City.

If your game takes place here, you're probably not at the *top* of the food chain--but you've got a chance at it: here, at this power-level, you can make a tectonic difference.

## The Two Scales: CAT-3 and CAT-4

If you are playing this game, the Players (including the GM) should choose between CAT-3 (128 AP) and CAT-4 (256 AP) characters. At CAT-3 you're in the rarefied Luminary Society club. At CAT-4, you're a powerhouse.

In terms of making these decisions, it mostly comes down to what stories are appealing to you and how many of the foes in the book you want to use (at CAT-3, virtually everyone listed can be in play. At CAT-4, most of the Street characters won't rate).

## The High Powered Society- Luminary Society at CAT-3 and Higher

Luminaries at CAT-3 and higher get the full-force Luminary "super-star" treatment: if you're a known Luminary (at that level) people will get out of your way. If you decide to see a movie, the owner will see to it that you get the best seat.

Unless your Brand is dark gray or worse, people *want you in their shop*. Places where Luminaries shop are the best of the best--even if they really aren't and even if the Luminaries don't pay.

If your Brand is Light, folks will ask you for autographs and to take photos with them. Tourists will gawk. There's at least a chance *anyone* might know you (assuming you are willing and able to be known).

And, of course, you mingle. There are a few different "clubs" in Luminary Society and this is how they work (and many people move between them). These are:

- The Operators - Gray Brand mercenaries.
- Deadly Celebrities - Glamorous Luminaries or Less Glamorous Media Hounds
- Brave Defenders of the Status Quo - Corporate Heroes
- Heels / Super Villains - Playing Their Part

- The Monsters - Luminaries who are frighteningly non-human.

## Operators - Gray Brand, Mercenaries

The term "Operator" usually refers to a CAT-3 Luminary who takes on jobs for money. Often these jobs are on the bad-side of the law and there are enough Luminaries that do Murder For Hire that for a bunch of people, hearing you're an Operator means they just *assume* you kill people (for money).

Operators are not *quite* rich and not *exactly* famous. They tend to do very well though and so long as they generally behave themselves with regard to the more powerful Luminaries and potential employers, they usually don't have to resort to the embarrassing "Grocery shopping but not paying, because I'm a Luminary" thing.

Edgy Luminary fans view them slightly differently -- they're action-movie bad-asses who live lives of glamor and adventure, who are incredibly cool -- maybe even *cooler* for being so *dangerous*.


## Deadly Celebrities - Glamorous Luminaries and Super Media Hounds

There is a breed of Luminary that isn't so much interested in *flexing* their power as simply reaping the rewards. In this category are people like the rare fusions of rockstar or movie stars who *Illuminate* while having a lucrative career (which usually derails spectacularly--fans tend to shift radically when one *Illuminates*). This category also involves Luminaries who are glamorous in some way *because* of their abilities. This doesn't just mean being "super pretty" (although, yes, that's actually a big one)--but also media savvy and drama-heavy enough to be *watchable*.

Some Luminaries enjoy having film-crews follow them around and there are enough fans to make this profitable both for the show-makers and the Luminaries (although being a Luminary filmer is sometimes deadly dangerous for the film-crew either because of collateral damage or because the Luminary they are filming is a horrible person and decides for whatever reason to kill some of them--that happens too).

If you are CAT-3 or CAT-4 and have decent stage presence and a flair for the dramatic, you can get a pretty good living (in the low-end case around 500k / year--for the real stars? In the millions) just being filmed.

Of course to get this you have to really be captivating which means



either treating people badly--which it turns out there is a ready audience for--or having a very interesting and very public life--which has led to some of the studios "arranging" for dramatic things to happen, sometimes without telling the Luminary in question.

These sorts mix with ordinary high society and often have connections both within and outside of the Luminary worlds.

### Brave Defenders of the Status Quo - Corporate Heroes

Super Heroics has a problem Villany doesn't: you have to pretend to be perfect. Oh, sure, people *know* you're not really a paragon of virtue. They know you're just as morally fallible as any of us--just able to bench press a Bentley.

The problem comes with the cognitive dissonance that we *expect* our super heroes to have super hero character regardless of what our brains know is the case.

Much has been written about the backlash--but the fact is: most Luminaries don't spend their time trying to present themselves as defenders of an iconic Truth and Justice--far more common is the "Corporate Hero."

The term, used by people who *don't like them* (Luminaries usually do not refer to themselves as "Corporate Heroes" unless it is bitterly ironic) is more about the character of the heroics rather than particularly corporate sponsorship (although that *does* happen too).

Many--some would say *too many*--'super teams' are simply "Defenders of the Status Quo." In Holiday City, the authorized Civilian Action Team, The Tower, takes this to an extreme, sometimes going out to bring in crime fighters who are simply being *too effective* and disrupting things *too much*.

That said, atomic monsters rampaging downtown or Luminaries on a mass murder spree really *are* bad for business so The Tower does do a lot of good--but never forget that a lot of these groups work for City Hall rather than the Citizens themselves.

### Super Villains - Heels Playing The Part Perfectly

If Superheroes don't quite pan out due to human nature (in most cases), it turns out there is a stereotype close by that does: Super Villains. Grand plans, bombastic speeches, outrageous codenames and costumes? That works.

Private islands, plans to seize and control entire countries,

neighborhoods, or resources? Yep--they can do that. Building overly elaborate death traps and / or not caring about ordinary people? It's not a *requirement*--but it turns out that for the right kind of person that is *gratifying*.

In the world of Luminaries there are--for whatever the reason--people who, while they might not *call* themselves "Supervillains" (a good way to get laughed at in Luminary Society) play the part *perfectly*.

And if you do that, other Luminaries will take notice--and many even *respect it*. Sure, it's way, way, way over the top--but being a Luminary is *already* over the top Go Big, Friend. Go. Big.

### The Monsters

The Monsters are a category that isn't generally spoken of as a "term" (even by people in the know--*they might hear*). To be categorized here you must be at least Category 4 (more likely Category 5) and have an element of dangerous, frightening monstrosity about you.

In JAGS Holiday City, the players are expected to play actual heroes--even if they have a grayer public Brand. While there are quite a few "good guys" or "guys who are supposed to be good" (and sort-of do, sort-of don't qualify) the active Super Team doesn't fit the Hero model and the scattered do-gooders aren't making enough of a difference.

Holiday City needs heroes--whether they're up to it or not? Well, that depends.

### The Operators

Operators exist in a space between the CAT-2 Street Luminaries who are generally *not* part of "Luminary Society" (no one invites Heavy Caesar to award ceremonies or black-tie parties) and the High Society CAT-4 personas who may be known across the globe. They are powerful enough to be in demand for hundreds of thousands of dollars a job--but not quite so powerful as to be immune to the needs of money (they usually want to live a pretty flashy / expensive lifestyle too--which doesn't help). The kinds of jobs Operators do are:



- Ultra-Executive Security - bodyguards to the *really, really* rich and famous (usually for limited engagements)
- Site "Security" for Organized Crime. (if a casino or drug lab is targeted by another OC crime threat, setting up an Operator or two there will usually neutralize it).
- Dealing With Other Luminaries. If you want to talk to a CAT 3+ Luminary (either to deliver a message, "deliver a message," or maybe even work-something-out that they might not like? You send an Operator--it minimizes the chance of violence (or at least violence you're on the wrong side of).
- Hyper-Muscle. Legitimate organizations sometimes employ Operators during legal meetings or negotiations--just to scowl.
- Murder-For-Hire. This is the big one. Just having the potential to hire an Operator scares people. For an ordinary person--even one with exceptional--but ordinary security--there is no defense.
- Hard-Target-Penetration. If you want to take something or do something in a heavily defended place (like a Jewelry Exchange? A Private Super-Lab?) You send in one or more Operators. They get the job done.

## Operator Society

Operators in a region usually have their own version of Luminary Society. They usually know each other (or, at least, a few others) and have some loose conventions about killing each other (a job is a job, though--some of them are in demand *because* they can kill other Luminaries). There are so-called Operator Bars where

they may hang out from time to time with the expectation that if ordinary people *do* come in, they won't be pestered for interviews, autographs, or selfies (these are usually in what most people would consider the Very Bad Part of Town--but a few exist in private clubs where the management is friendly with one or more Operators).

Operators tend to be fiercely "solo" in the larger sense--but do work together in some cases (either if explicitly hired to do so--or in some cases, they may make a good team).

Operators have at best Gray Brands--no one with a Light Brand would be considered (by the larger populace) "an Operator"--they are considered risky to be around (some, outright dangerous) and with very, very fluid / flexible morals. Not all of them are killers--but the public perception is that they are.

## B.O.H.I.C.A.

(a.k.a. Douglas Bates)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Amber (Volatile)</b>
<b>Biology</b>	<b>Human Male, Aged 24</b>
<b>Power</b>	<b>Extreme Physiology</b>
<b>M.O.</b>	<b>Operator</b>
<b>Known Associates</b>	<b>Cougar, the Syndicate, the Russians, etc.</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b> <b>Inflicted Injury: 28</b> <b>Property Damage: 60k+</b>

### Appearance

BOHICA stands 7'2" Tall and weighs almost a ton--all of it muscle. He is adorned with multiple tattoos detailing his political philosophy<sup>1</sup>.

### Abilities and Powers

BOHICA's powers come from a combination of power-lifting, a possible mutant physiology, and, according to sources [ unverified ] exotic chemical enhancements. He is enormously strong and durable and able to flood his system with an adrenaline-like substance making him highly resistant to pain. His blood is also highly acidic should he be punctured<sup>2</sup>.

### Personality and History

Bates served in the Army as a Private and, due to a combination of political pretensions and an abject inability to follow orders, he was AWOL long before he could be court marshalled. He says he Illuminated in Holiday City, chasing, and finding, a legendary set of workout supplements that gave him is current paranatural physique.

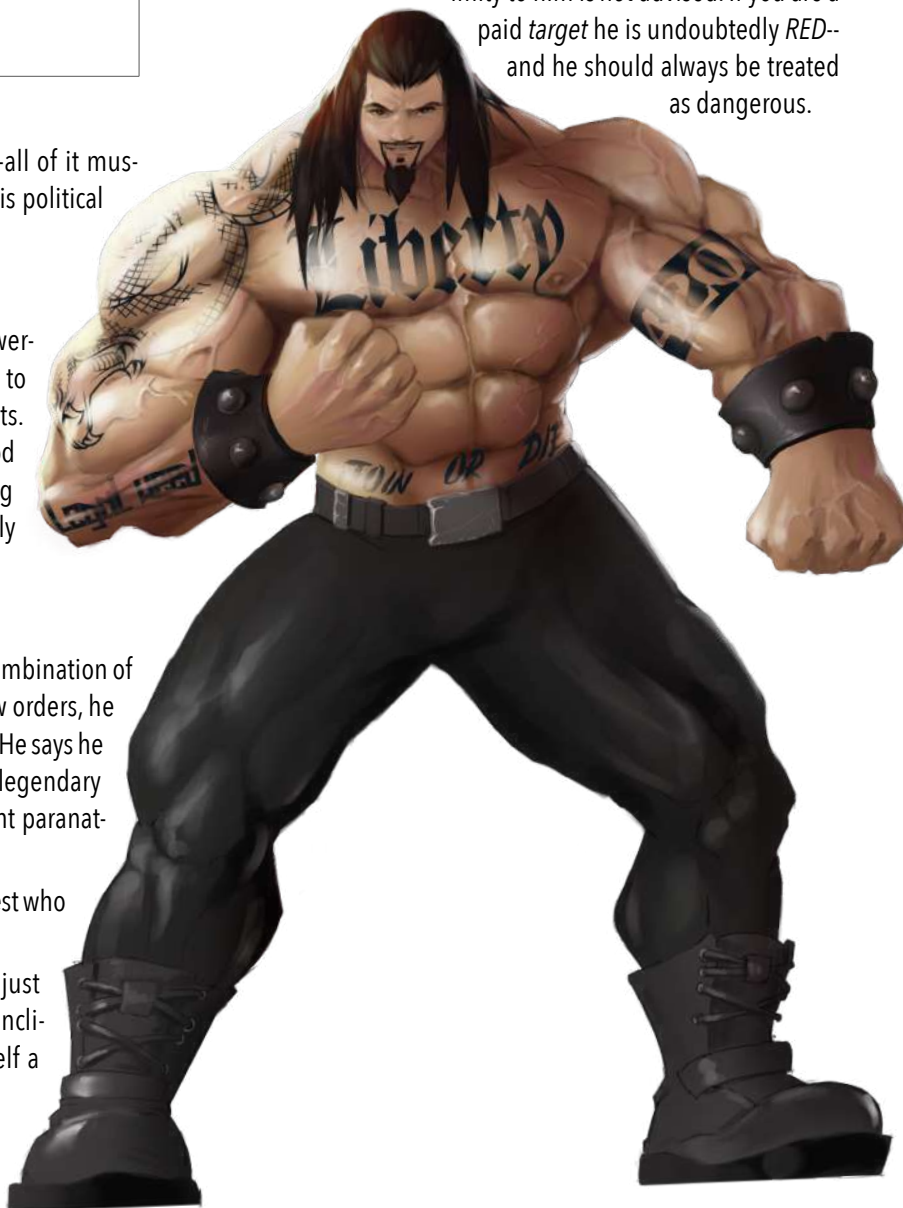
Today he works as an operator--available to any interest who will pay--and he doesn't ask a lot of questions.

BOHICA doesn't really hide--it wouldn't work: he's just not *that* hard to find. He also curtails any criminal inclinations he might have in public. He fancies himself a

political activist and man of the people but has little by way of guiding philosophy.

Allegations that he is allowed to remain free and unencumbered by law-enforcement (or The Tower) because he is *useful* to numerous political players are persistent -- but is also the case that, left to his own devices, he may be criminal muscle for hire but is not wantonly destructive. That would change if there were a serious attempt to bring him in.

We rate him *Amber* since he can be dangerous if angered and proximity to him is *not* advised. If you are a paid *target* he is undoubtedly *RED--* and he should always be treated as dangerous.



<sup>1</sup> Ron Paul!

<sup>2</sup> Do Not Puncture BOHICA

## Redline

(a.k.a. Amelia 'Ami' Cammal)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Red (Lethal Proclivities)</b>
<b>Biology</b>	<b>Human Female, Aged 22</b>
<b>Power</b>	<b>Paranatural Firearms skill, Extreme Reflexes</b>
<b>M.O.</b>	<b>Operator</b>
<b>Known Associates</b>	<b>Hawaiian Sling, the Syndicate, the Russians, etc.</b>
<b>Violence Index</b>	<b>Known Body Count: 22 [possibly much higher] Inflicted Injury: 17 Property Damage: None</b>

### Appearance

Redline appears as a serious young woman wearing a red outfit, tinted glasses, and carrying twin highly modified .45 long-slide automatics with silencers.

### Abilities and Powers

Redline's metahuman capability is precision shooting. She can kill targets, including those wearing body armor, having superhumanly strong skin or otherwise considered immune to bullets. The exact nature of this ability is subject to debate (her guns have subtle custom modifications, but are not, themselves, supernaturally dangerous).. She has highly developed reflexes and is dangerous in hand-to-hand combat. Her outfit is lightly armored.

### Personality and History

Redline works primarily with the Syndicate as a hit-woman, doing murder for hire. She began her current profession at the age of 15 with the massacre of six "mean-girls" who had, allegedly, tormented her relentlessly throughout her first year of high school.

Her attitude is that of a stone-cold killer--however she has said in (rare) interviews she has refused jobs requiring the liquidation of kids and uninvolved family members of criminals. She most likes killing *Luminaries* (Category 0-1) who have elected to take on her employers.

Redline lives her life in private--she has outstanding warrants from

the authorities and The Tower (although the former would be unlikely to take direct action due to the body count it would cause).

She has shown an interest in "upping her game" and moving through the ranks of Luminary society where she is reasonably well regarded due to her lethality with her chosen weapons.

In person it is *highly* advised that any civilian encountering her remove themselves from the area--standing in her way--to any degree--could be an instant death sentence if she decides to make it one and she has little in the way of emotional restraints.



## Cougar

(a.k.a. Lissa Light)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Amber (high potential for lethal violence)</b>
<b>Biology</b>	<b>Human Female, Aged 43 (approx.)</b>
<b>Power</b>	<b>Paranatural Reflexes, bio-weapons, enhanced senses</b>
<b>M.O.</b>	<b>Operator</b>
<b>Known Associates</b>	<b>BOHICA, the Syndicate, the Russians, etc.</b>
<b>Violence Index</b>	<b>Known Body Count: [Unclear]</b> <b>Inflicted Injury: 26</b> <b>Property Damage: None</b>

### Appearance

A well-appointed woman in her 40's wearing an orange-white "catsuit" with spectacular heels. Armed with retractable

claws.

### Abilities and Powers

Cougar is extraordinarily fast, has extreme defensive reflexes, able to dodge gunfire and deflect/avoid Luminary level attacks. While she tries to avoid the mess that comes with ripping into people with her claws, if the claws *do* come out, she

is capable of dismembering even Luminary Level opponents in a matter of moments. Some sources claim she has a sonic-weapon "Cougar's Roar" which can "demolish a car." This is unconfirmed and frankly doesn't seem to fit with her theme / power set.

### Personality and History

Whatever Illuminated her, it happened later in life after her divorce--before she went "back on the prowl." She has decided that life in the spotlight--as a Luminary--is far more dynamic, exciting, and rewarding than she'd ever imagined. Leaving her stultifying 'housewife' identity behind, she has set out on adventure--using "odd jobs" as an operative to pay the bills (a stunning penthouse apartment in Holiday City isn't cheap) and raising her stature in the Holiday City Luminary scene.

She has described herself as being in the "girls just-want-to-have-fun" stage of her life and seems to enjoy the transgressive roughhousing that comes with the darker, cruder side of Luminary culture.

Her public profile is limited as she maintains a private identity. Claims that her ex-husband died from a mysterious dismemberment are unconfirmed and, because of difficulties in pressing charges against costumed, code-name using Luminaries, the HPCD have said they wish to *question* the individual known as 'Cougar' but have refrained from issuing an *arrest warrant* (not that they could bring her in if they tried).

Cougar gets invited to some fairly elite parties and known for taking jobs that require blinding speed, finesse, and a woman's touch.

Her best-known associate is the lumbering powerhouse who calls himself BOHICA--but despite (or perhaps because of) his crudeness and her appreciation of his physique, they seem to get along just fine.



## Harvest Moon

(real name unknown)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Red (Psychopath)</b>
<b>Biology</b>	<b>Human Male, approximately mid-20's</b>
<b>Power</b>	<b>High reflexes, lethal energy-weapon from left-eye</b>
<b>M.O.</b>	<b>Operator</b>
<b>Known Associates</b>	<b>Solo operator</b>
<b>Violence Index</b>	<b>Known Body Count: 29 Inflicted Injury: 17 Property Damage: None</b>

### Appearance

Harvest Moon wears a black and orange trench coat with a feature-less mask that covers his face--however his left-eye "burns through" it, revealing smoldering embers.

### Abilities and Powers

Harvest Moon fires a lethal beam of "Quantum Fire" from his left eye. It is capable of penetrating deeply into even armored substances. He is immensely accurate with it, claiming he "never misses" and is able to make "trick shots," ricocheting it around cover. He has highly developed reflexes and is a dangerous hand-to-hand combatant.

### Personality and History

Harvest Moon Never Misses. Or if he does (it's rare), he'll keep trying until he finishes the job. He charges a high price and carefully protects his rep for delivering on impossible commitments. Part of that is his killer optics -- something normal targets can't survive -- but equally it's how little his targets know about him. Apparently non-descript when not "burning" and skilled at disguise, forgery, and security systems, Harvest Moon's M.O. is to appear unexpectedly and terrifyingly close to his victims before unleashing glowing death.

The name? Apparently he thought it sounded cool (Harvester of Souls), his mask is kinda... moon like? Maybe? And the orange burning embers in his left **eye** arguably complete the picture. YMMV, but if your mileage *does*, don't bring it up with him when he's 'in character.' He has claimed to have a soul sucking low-status

office job that "powers up the battery of resentment and rage" he uses to energize his hate-filled killing strikes.

He has said that one day he'll unleash on those around them and show them what a monster lurked unsuspected in their midst.



## Hawaiian Sling

(a.k.a. Milo Frick)

Basic Information	
<b>Class</b>	CAT-2
<b>Threat Level</b>	Amber (Operator)
<b>Biology</b>	Human Male, Aged 26
<b>Power</b>	Extreme reflexes and strength, Cybernetic Weapon
<b>M.O.</b>	Operator
<b>Known Associates</b>	The Syndicate, the Russians, etc.
<b>Violence Index</b>	<b>Known Body Count:</b> 3
	<b>Inflicted Injury:</b> 12
	<b>Property Damage:</b> None

### Appearance

A somewhat beefy man with a cybernetic arm. Known for dressing in loud colors with a cybernetic prosthetic arm.

### Abilities and Powers

Extreme reflexes, heightened durability and strength, cybernetic gauss harpoon (right arm).

### Personality and History

From personal accounts, Milo Frick (name unconfirmed) was voted most-likely to end up on a beach somewhere by his high school class, and while that *was* the dream, gambling debt and a taste for making the hard calls brought him on a different path. He started doing jobs to pay back his markers and then when he was free and clear... kept going. He doesn't come off as a planner, but he's put some thought into this. As the targets got bigger and badder and *immune to bullets*, he invested in some *upgrades* that put him in a whole different class. Today Milo handles a variety of collections, security, and protection operations for his bosses. But he's mellowed a bit -- especially toward non-luminaries, usually finding a way out that doesn't involve bloodshed. But if his millimeter wave scanner says you're bullet-proof, all bets are off. He'll do what needs to be done. Off the clock he's a fun guy and a fixture in the underground party scene.

NOTE: A Hawaiian Sling is a spear-fishing device using energy stored in rubber tubing to propel an underwater spear. Hawaiian

Sling's codename seems to come from his adoption of the gauss spears as his weapon of choice.



## Red Death

(a.k.a. Devon Prince)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Red (Luminary Supremacist)
<b>Biology</b>	Demi-Human Male, Aged 25
<b>Power</b>	Regeneration (biological), Cybernetic upgrades, firearms
<b>M.O.</b>	Operator
<b>Known Associates</b>	Operator Society
<b>Violence Index</b>	<b>Known Body Count: 2</b>
	<b>Inflicted Injury: 17</b>
	<b>Property Damage: None</b>

### Appearance

A man with cybernetic arms and legs and an oversized prototype military assault rifle. Veins and arteries glow red under his skin.

### Abilities and Powers

He was born with rapid healing / regeneration and had a number of upgrades made. He is highly skilled with firearms and demolitions.

### Personality and History

Devon came to illumination through an experimental alternative to a Dishonorable Discharge and time in a military prison. His naturally fast healing rate allowed him to absorb cybernetic upgrades that would have killed most people--and it let him escape: he died during the recovery process and they sent his body to "disposal." His body's recovery system, kicked into overdrive, meant he never quite made it there.

Devon Prince may have died on the operating table; Red Death was born. Civilian life doesn't always agree with him: he's filled with sneering contempt for the bulk of ordinary humanity and won't tolerate slowness ineptitude or anything but a sense of craven supplication in ordinary people. While his long range goals (and a lot of what he talks about) are political and ideological -- to see Luminocracy *instantiated*, he's taking his time to start the revolution, mostly doing jobs for people he respects (The Powers) that keep him in beer and cocaine.

In the Operator Scene, he is a private sector "contractor" whose personal ideas about luminary superiority have slid toward the extreme. On his own, he's a growling party animal with a short fuse and political pretensions



## Cuberon

(a.k.a. Sam Pall)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Red (Dangerous by Trade and Proximity)
<b>Biology</b>	Non-Human Physiology Male, Aged 28
<b>Power</b>	Reality distortion field
<b>M.O.</b>	Operator
<b>Known Associates</b>	Operator Society, Chardonnay, The Connoisseur
<b>Violence Index</b>	<b>Known Body Count:</b> 8
	<b>Inflicted Injury:</b> 9
	<b>Property Damage:</b> None

### Appearance

A twisted-perspective "cubist" humanoid whose features seem to shift and align in evocative, disturbing ways as he moves, distorting and damaging the world around him. On the job he dresses in a black business suit.

### Abilities and Powers

Cuberon creates a reality distortion field. Things attuned to it (him, his clothes) come apart and reform in unpredictable but visually mesmerizing ways. Anything *not* properly attuned to it (walls, furniture, people who get too close) is torn apart in a "reality sheer" that can keep corrupting and dimensionally flaying a target after the contact stops! Some of his kills are people who accidentally encountered his field while it was active.

### Personality and History

Sam Pall was an agent for the super-wealthy. His exact duties varied by client, but often required extreme discretion. One of the *least* illegal of his activities concerned the procurement of stolen art. Sam was always in demand. His taste and eye were exquisite, his judgement reliable. His ethics infinitely flexible, which is to say, non-existent. The Transmission that warped him was the result of a series of incredibly unlucky coincidence and a terrible error in judgement, but when it was over, it left him forever changed -- a renegade from a "cubist" perspective that infects him and travels with him. He can control it and contain it and live a "normal life" for awhile, but it always comes back, shifting him into a monstrosity and shredding or deforming everything around him. But then Sam

never really wanted a "normal life." Now, as Cuberon he is capable of providing ever more exotic services to those with the wealth to afford him.

**NOTE: Cuberon is currently on a long-term (but non-exclusive) contract to The Connoisseur, a CAT-5 "Supervillain."**



## Chardonnay<sup>3</sup>

(a.k.a. Alison Bardling)

Basic Information	
Class	CAT-3
Threat Level	Red (Morally elastic operative)
Biology	Human Female Aged 31
Power	Coherent Energy Creation / Projection
M.O.	Operator
Known Associates	Operator Society, Chardonnay, The Connoisseur
Violence Index	Known Body Count: 0
	Inflicted Injury: 21
	Property Damage: None

**NOTE: Chardonnay is currently on a long-term (but non-exclusive) contract to The Connoisseur, a CAT-5 "Supervillain."**

### Appearance

A very fashionably dressed woman--elegant and sophisticated. Carries a high-tech energy weapon, and, in combat, is cloaked in a golden, flowing energy field

### Abilities and Powers

Chardonnay has extreme reflexes and and olympian physiology. She is able to create defensive and offensive "coherent energy" fields of remarkably power. Her defensive field has an amber glow and appears sparkly or even "bubbly," like a wine.

### Personality and History

Alison is a credentialed private detective and bodyguard. She has the training and client list to prove it. She even owned her own agency at one time, but she's not good at managing her personal life (financial, romantic, social) and ends up taking jobs that bring her beyond the boundaries of the law because the money's good and she *needs* it. She's come to terms with that -- her personal code stops short of murder or the harassment of true innocents, but there's always work for someone willing to look the other way while less squeamish partners handle the sticky bits. Chardonnay's work has gotten darker since she's come to Holiday City, and sometimes she wonders if she's in as much control as she likes to think she is. Chardonnay is easy to underestimate; her opponents write her off as a ditz or a hierling-bunny at their peril. She's also better at de-escalation than some other operatives and prefers to settle problems for her patrons without violence, if possible



<sup>3</sup> Alison's alias made more sense when it was "Champaign" but the Connissure 'reminded' her that Champaign only *properly* applies to beverages from a specific region of France and as she was not *from that region*, he 'convinced' her to use another name.

## Symphony

(a.k.a. Curt Basil)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Amber (Heavily Armed Operator)
<b>Biology</b>	Human Male, Aged 26
<b>Power</b>	Cybernetic augmentation
<b>M.O.</b>	Operator
<b>Known Associates</b>	Kingdom Security
<b>Violence Index</b>	Known Body Count: none illegal Inflicted Injury: 18 Property Damage: None

destructive, and enjoys the spotlight. The dual-full-auto shotguns with 500 magazines fit that over-the-top aspect. The chrome is, too. Curt *likes* challenging the powerful, and *likes* tangling with guys above his level. He has ambitions that have taken him far beyond the obedient soldier and then loyal company man he started out as: Curt is *in the game*.

He *generally* prefers to stay out of prison, and does not take jobs that are outright illegal (no contract killing), but he will gladly take security jobs and will take "hits" on other Luminaries so long as it's acceptable to leave them beaten -- but breathing.

### Appearance

Symphony appears as a fairly advanced cybernetic alteration. He is tall, muscled, and has plates.

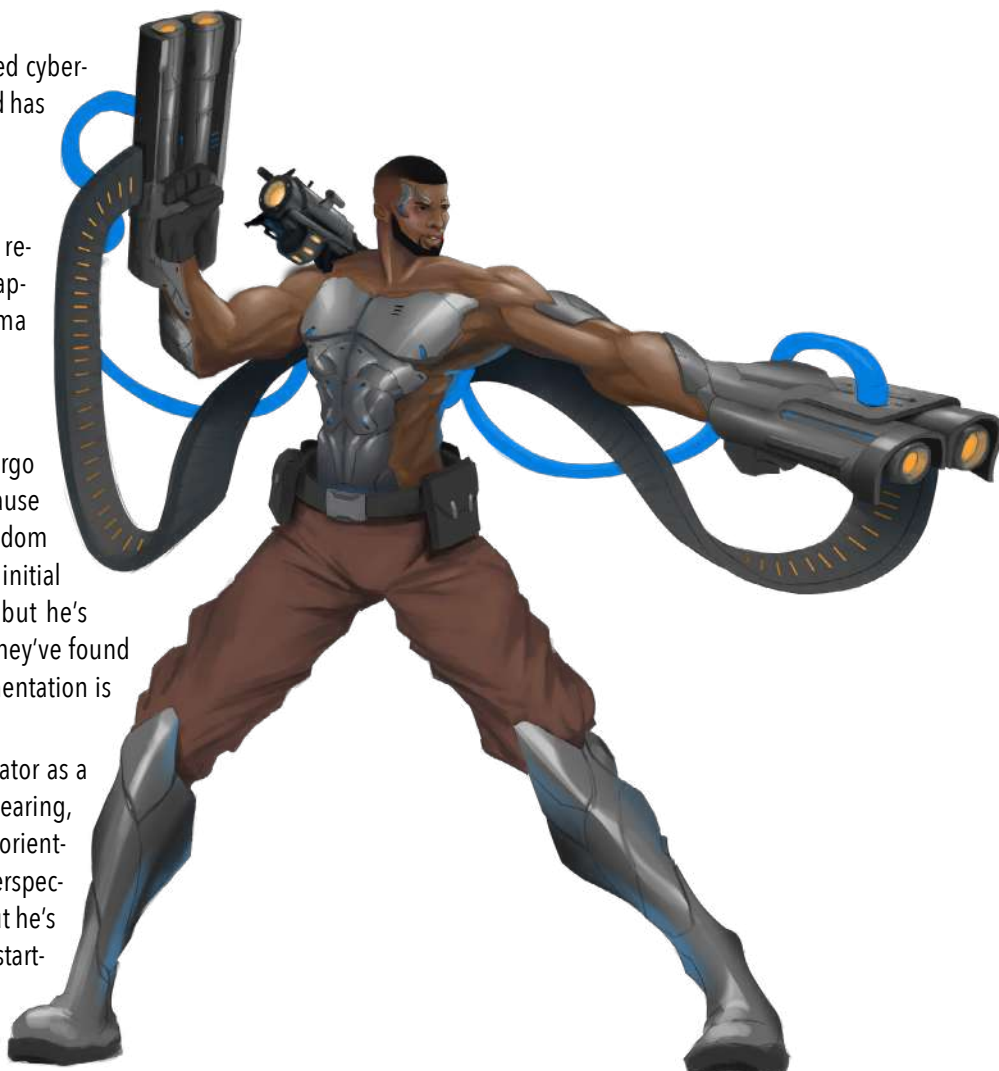
### Abilities and Powers

Enhanced reflexes, cyber-augmented regeneration, armor and cybernetic weaponry (auto-fire shotguns and plasma grenades)

### Personality and History

Curt was given the opportunity to undergo extreme cybernetic augmentation because he'd proved his loyalty and skill to Kingdom Inc. in the field, many times over. The initial processes were subtle and internal, but he's found he *likes* getting stronger and they've found that his tolerance for cybernetic augmentation is *exceptional*.

Symphony started his life as an Operator as a consummate professional -- military bearing, understated cool in the field, mission-oriented. As his body's changed, so has his perspective. He still does jobs for Kingdom, but he's taking freelance work as well, and he's started to establish a *personal* brand -- a larger-than-life one, that's loud, often



## Search & Destroy

(a.k.a. James & Andrew Gilman)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Red (Operators)</b>
<b>Biology</b>	<b>Non-Living Biology, Male Aged 34, Male Aged 36</b>
<b>Power</b>	<b>Search: Exceptional Senses, see through walls</b> <b>Destroy: Ability to project destructive power</b>
<b>M.O.</b>	<b>Operational Dyad</b>
<b>Known Associates</b>	<b>None</b>
<b>Violence Index</b>	<b>Known Body Count: 12 (Destroy)</b> <b>Inflicted Injury: 21</b> <b>Property Damage: 30k</b>

### Appearance

Search is the younger brother who has slightly luminous eyes and washed out grayish skin. Destroy also has a desaturated skin tone. He is 2" taller and the older of the two. When his powers are activated, Destroy's skin glows with deadly force.

### Abilities and Powers

Search has powerful remote sensory capabilities--he is able to project his senses through walls and over a wide area. He can analyze individuals by looking at them. He can expand his awareness over a wide area to track prey or seek individuals. He is able to link to other team members and receive and transmit his sensory data.

Destroy is capable of projecting deadly force--either in a beam or a cone. This has been described as roughly equivalent to a claymore mine.

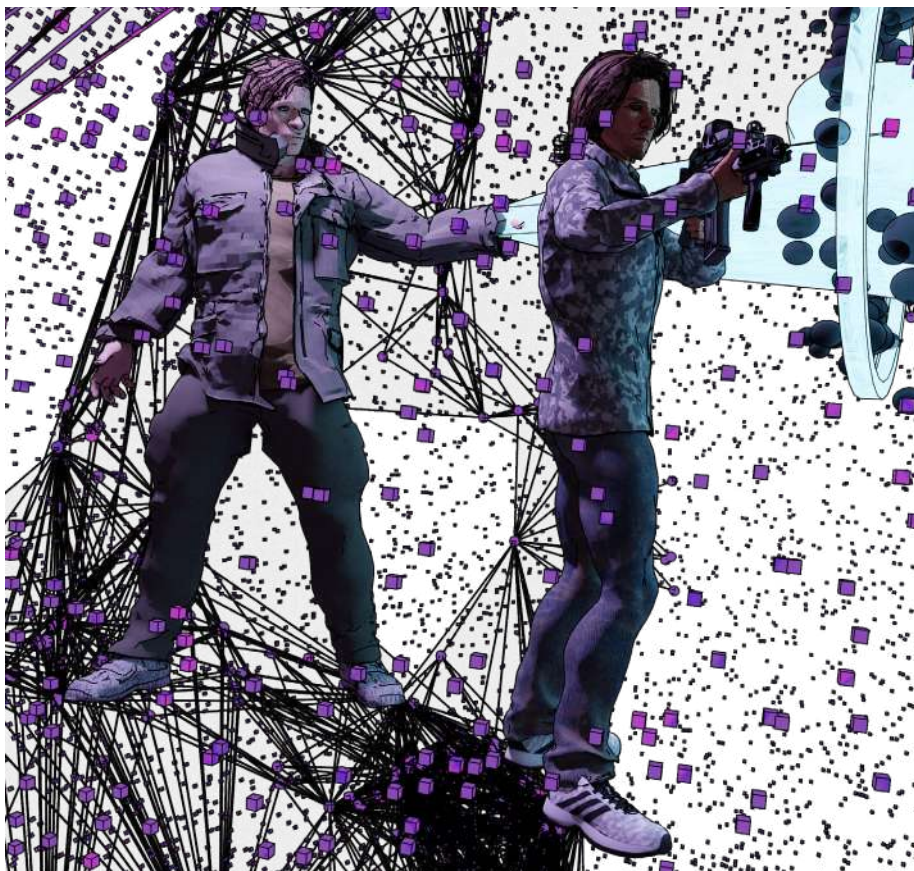
### Personality and History

Search and his brother, 'Destroy' both served in combat operations in Afghanistan in the 00's. Both are listed KIA, but clearly it

didn't take. Their story is that they *were* killed by an experimental weapon but came back from wherever dead people go. They made their way back to America, and into the Luminary scene. In the decade since they returned, they've done freelance Operator work including (according to them) jobs for the American Government. Between their skills and experience and their superhuman abilities, they make a formidable team.

Recently, though, unaged--their goals have changed and they've told others they want out of the game. Quitting isn't easy, though -- the money is better-than-good and the past has a way of catching up with you. For now, S&D live low-key lives in Holiday City, taking jobs they have to.

NOTE: Threat-level assessment is controversial. There is no doubt that their ability to project indiscriminate violence and their (past) willingness to do so rates a RED. Their current outlook is far less dangerous, but they have made it clear they don't intend to go to prison. The RED rating remains.



# DEADLY CELEBRITIES

The Media loves Luminaries and some Luminaries love the media. There are Luminary cooking shows, numerous "glamor magazines" devoted to well known Luminaries and their dramas (and those wonderful outfits full of weird-science materials!). The in-the-door criteria is being dramatic / camera friendly and CAT-3 or, (far better) CAT-4. The Ordinaries who buy this stuff like their Luminaries *powerful*. If you're a fit you can get the spotlight, the magazine cover, media stalkers, endorsements, and on-and-on. All you have to do is give up your privacy.

If your Brand is Light that usually means you have a well regarded, probably wholesome, public persona (the "Martha Stewart" of Luminaries or some such). If your Brand is Gray (or, in some cases, Dark) then you are simply an object-of-interest. That's where the 'Deadly' part can come in.

Some fans, like those of serial killers, are drawn like moths-to-fire by the Dark Luminaries they follow. Meeting with them--especially if it goes badly--can be terminal. In the case of CAT-3 Luminaries you usually can't get away with the odd murder and keep your popularity, thankfully--but with the CAT-4's? Well, a segment of the population . . . looks the other way.

There are a few of these types in Holiday City.

## The Life-Celeb

Characters who have glamorous abilities, Showmanship, and high Charisma scores can get endorsements (if Light Branded or, in some cases, "Light Gray" for edgier sponsors). If they have a talent (such as restoring cars, cooking, or some other skill that is unrelated to their Eminence) they can get their own *shows* around that.

Luminaries whose behavior is dramatic, poorly self-controlled, or prone to outbursts are natural media magnets and may have camera crews that follow them with some regularity at a "safe distance." Some very brave (and usually very foolish) media stalkers will follow Luminaries who don't *want* the spotlight--but enough do--and the pictures pay--that it's worth it . . . sometimes.

Characters who have paid Archetype Points for fans can expect favorable coverage and assistance even if their behavior is fairly bad -- the Luminary scene is quite forgiving. And while you generally won't be rich without paying for it, good-looking, media-friendly, and exciting translates into a *solid* upper-middle class lifestyle for doing nothing but showing up, a few endorsements, and tolerating all the flash bulbs.



## Meteoric

(a.k.a Remington Hale)

Basic Information	
<b>Class</b>	<b>CAT-4</b>
<b>Threat Level</b>	<b>Amber (Volatile)</b>
<b>Biology</b>	<b>Human, Female Age 31</b>
<b>Power</b>	<b>Energy Manipulation</b>
<b>M.O.</b>	<b>Reality TV Star Socialite</b>
<b>Known Associates</b>	<b>None</b>
<b>Violence Index</b>	<b>Known Body Count: 0 Inflicted Injury: 38 Property Damage: 100k+</b>

### Appearance

Meteoric appears in a stylized custom uniform designed to withstand her abilities. She is a glamorous looking (self-described) woman who radiates light and energy..

### Abilities and Powers

Meteoric can manipulate an incendiary energy she calls the "Fire Force" (it is not actually what we think of as flame but more of a controlled high-density plasma). She can use it to fly, hurl bursts of damaging force, protect herself with powerful shielding, and, if she chooses, explode in an 8 yard radius around her of significant destruction.

### Personality and History

Meteoric is *volatile*. Her story is one of extreme and literally *explosive* over-reactions to the ordinary indignities of modern life (waiting in line, out-of-stock merchandise, declined credit cards, etc.) She acknowledges that 'things have happened' but feels certain that *her* responses have always been measured and appropriate -- especially given that she's been unfairly targeted by "ordinary people" who are spiteful, jealous, and generally incompetent.

It does not help that she lives her life in an extremely public manner -- on TV. The Remington Story -- her personal reality TV show -- has chronicled her life and actions for 3 years. During that time she has destroyed two boutique clothing shops, four nail salons, a fast food restaurant, two

would-be boyfriend's cars, apartments, and offices, and has been unsuccessfully sued by over thirty citizens.

Making things worse, her very-public goal was to be married to her "Prince Charming" before she was 30. Having blown that deadline (and more than one Prince-Candidate's sweet ride), she's gotten more erratic and aggressive.

That said, she has a gentler side and can be empathetic and helpful on rare occasion (especially if doing so will make her look good on camera). When she's not standing against the injustices of the world (e.g. Tech Support that makes you give them your name *twice*), she can be fun and engaging and she knows how to throw a party!



## Narcissus

(real name unknown)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Red (Highly Volatile)
<b>Biology</b>	Non-Human, Male Presentation, Age-Unknown
<b>Power</b>	Extreme Speed, High Strength, Very High Durability
<b>M.O.</b>	Socialite
<b>Known Associates</b>	Echo
<b>Violence Index</b>	Known Body Count: 4
	Inflicted Injury: 14
	Property Damage: None

### Appearance

Narcissus appears as an "anatomically perfect" man with marbled skin -- a Renaissance Sculpture come to life. He wears a custom "toga-like" uniform. He stands 6'2" but routinely describes / lists his height as 6'6"

### Abilities and Powers

Narcissus is extremely agile and able to move with paranatural defensive reflexes. He is superhumanly strong with a recorded bench-press in excess of 3,000 lbs and is largely immune to light arms fire up to and including assault rifles.

Reports indicate he may have a low-grade psychoactive aura which causes unusual levels of attraction in those nearby.

### Personality and History

To say that "Narcissus is vain" is stating the obvious--and should *never* be done within range of his hearing. He makes no secret of his immensely high self-regard and no secret of his response to slights (intentional or unintentional): sudden violence. Narcissus expects to be treated as a king -- the most important person in the room and failure to do so results in demonstrative punishment. In the presence of other Luminaries he *will* show self-restraint but in the with "ordinary people" he is quick to "rebuke" a slight with a bone-shattering back-hand or worse.

Like all monarchs, he lives on the good will of His People -- expecting the best of everything, paying for nothing. "Shopping" is him walking through the store, taking what he pleases. Dining out is walking to the best table in the house -- and it better be

vacant and ready when he arrives. Should a young lady catch his eye, he expects her to come before him and adore him, as is his right. To suggest he ought to do otherwise results in a 'rebuke.' Standing in his way -- a beating.

He adores attention and will go where the media is, inserting himself the way the moon inserts itself before the sun in a total eclipse. He will grace the media and the world with his opinion of things and otherwise make everything about him. His appetites for attention and praise are apparently *insatiable*.



## Echo

(a.k.a. Valerie Hawkins)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Highly Volatile)</b>
<b>Biology</b>	<b>Human Female, Age 23</b>
<b>Power</b>	<b>Exotic Training, High Reflexes</b>
<b>M.O.</b>	<b>Sycophant</b>
<b>Known Associates</b>	<b>Narcissus</b>
<b>Violence Index</b>	<b>Known Body Count: 5</b>
	<b>Inflicted Injury: 28</b>
	<b>Property Damage: 20k+</b>

### Appearance

Echo is an attractive athletic woman in her early 20's. She wears a stylized combat-oriented bodysuit and carries a customized bow.

### Abilities and Powers

Echo has reached Eminent Levels of reflexes and capability with her bow.

### Personality and History

While many people are, at least temporarily, obsessed with Narcissus, most are quickly disabused of their fantasies.

Not so, Valerie Hawkins, an olympic archery hopeful who, upon meeting and interacting with Narcissus, became a person obsessed with him.

Already conventionally beautiful, Valerie, on learning that Narcissus did not have just *high*--but astronomical standards in a follower he would tolerate--began a two year regime of combat archery training, physical response improvement, and hypnotically enhanced "self control."

She did not capture his heart (it was already taken -- by him), but she did manage to become his permanent personal assistant, follower, and *believer*. For now, for her, that's enough.

Her formal duties involve coordinating his schedule and communicating, procuring entertainment for him

(including bringing him people he's 'interested' in), and handling the minutiae of daily life that is beneath him (e.g. dry-cleaning).

Unofficially, she sees herself as a defender of his reputation and honor and if she hears of him being disparaged or (even worse) rejected, she will respond--at times with deadly force. She carries normal arrows but also Taser Shock and Explosive munitions which she has been known to use without warning on "hecklers."

Off the clock (i.e. away from Narcissus), her behavior is no less disturbing -- punctuated with petty rivalries and interpreted slights that can turn violent or even murderous with little warning.



## Impatient

(a.k.a. Beatrice “Trice” Logram)

Basic Information	
<b>Class</b>	CAT-4
<b>Threat Level</b>	Green
<b>Biology</b>	Human Female, Age 35
<b>Power</b>	Extreme speed (over 200 mph ground speed), Ultra-Reflexes
<b>M.O.</b>	Celebrity - Has Own Lifestyle Brand
<b>Known Associates</b>	Luminary High Society
<b>Violence Index</b>	Known Body Count: 0
	Inflicted Injury: 7
	Property Damage: 160k (Hotel room damage when emotionally distressed)

### Appearance

Beautiful, elegant woman with a winning smile, camera-ready smile and style. Dress, shoes and hair are subtly styled to look good in the *high velocity* she lives at. Carries a 3-sectioned staff.

### Abilities and Powers

Beatrice's superhuman *acceleration* allows her to move at speeds in excess of 200 mph and engage multiple opponents. She is a professional level athlete, training in team sports (lacrosse) and kickboxing.

She carries an exotic three-sectioned staff which she can draw and assemble into a weapon form in under a tenth of a second.

### Personality and History

'Trice has been a leader, a role-model, an aspirational image since she was a high-school and college athlete. Her personal brand stands for effortless beauty, glamour and success.

Her mission statement, outlined in her book "The Power of Impatience," is "Never accept 'good enough,' never settle. Never wait. Not for Mr. Right. Not for Your Ship To Come In. Not for *anything* -- Go Get It, Girl!" She points to *her* life as the model. She credits her "Expect Everything, Right Now!" mindset with her illumination -- Where The Will Goes, The Body Follows.

Today, she dedicates herself to helping others follow the path she blazed -- mostly by selling books of advice, dietary supplements, scented candles, crystals, fragrances, and (of course) essential oils. She has a TV show where she demonstrates how to put her

philosophy into practice and shows how it has worked out so well for *her*.



## Black Card

(a.k.a. Henry Stone)

Basic Information	
<b>Class</b>	CAT-4
<b>Threat Level</b>	Amber (Has A Temper)
<b>Biology</b>	Human Male, Age 55
<b>Power</b>	Luminary Scale Fencing Skill, Cybernetic Augmentation
<b>M.O.</b>	Philanthropist, Part Time Activist
<b>Known Associates</b>	Luminary High Society
<b>Violence Index</b>	Known Body Count: 0
	Inflicted Injury: 11
	Property Damage: none

### Appearance

A white haired man with a black, metallic cybernetic arm and a unique strange-metal rapier.

### Abilities and Powers

Stone has a strength-augmented cybernetic prosthetic arm. Above-Olympic fencing skill; he is able to pick individual bullets out of the air during flight and engage multiple targets at once, seemingly simultaneously when tracked on video. He claims mastery of esoteric disciplines and can levitate at will.

### Personality and History

Henry Stone was one of the best fencers in the world with an Olympic medal and three consecutive world championships. He was known for being aggressive, both on the strip and off -- picking fights and winning them, snubbing opponents in ways designed to be *just* within the bounds of propriety, and, after the match was over, being an insufferable, entitled winner.

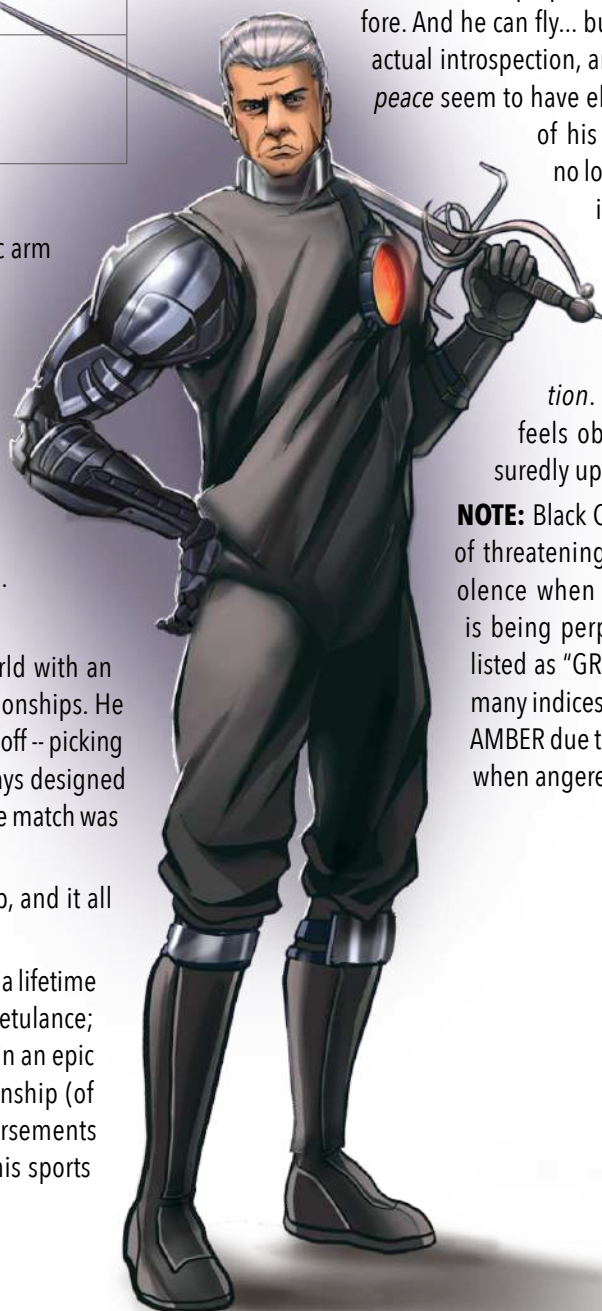
He was one match away from his 4th Championship, and it all came apart.

His Black Card (disqualification) was probably more of a lifetime achievement award than earned for a specific act of petulance; he'd had it coming, but he didn't see it that way and in an epic post-sanction tantrum, he lost it all -- the Championship (of course), his fiancé (in the same blow-up), his endorsements and then, emerging from the twisted wreckage of his sports car, his right arm amputated by the crash.

Like many people who have experienced a great humbling, his journey back had spiritual as well as physical components. They physical part was the cybernetic rebuilding of his body -- Henry was born rich and had the fortune to do it. Spiritually, he sought answers, to the eternal question: *Why me?* He brought the discipline he had used to sculpt his body to his quest, and he made *breakthroughs*. He knows some truly esoteric things. He has an

awareness and a preparedness he never had before. And he can fly... but real understanding, actual introspection, and (most importantly) *peace* seem to have eluded him. Convinced of his own superiority, he's no longer *consciously* seeking, but everywhere he looks the world is lacking, lazy, disrespectful, and in need of *correction*. As Black Card, Henry feels obligated and most assuredly up-to the task.

**NOTE:** Black Card has been accused of threatening behavior or even violence when he feels an injustice is being perpetuated. While he is listed as "GREEN THREAT LEVEL" in many indices, we have listed him as AMBER due to reports of his actions when angered or provoked.



## ('Petty') Tyrant

(a.k.a. Malcolm Fitzgerald)

Basic Information	
Class	CAT-4
Threat Level	Amber (Easily Provoked)
Biology	Human Male, Age 32
Power	Power Armor
M.O.	Industrialist
Known Associates	Maximilian Clarke, Malthusian, Peter Bishop, Red Cell
Violence Index	Known Body Count: 0
	Inflicted Injury: 6
	Property Damage: none

### Appearance

A handsome athletic man who wears a military-styled suit of powered armor.

### Abilities and Powers

The Tyrant Battle Suit has multiple energy weapons, is flight-capable, provides sensory and life support systems and can withstand heavy machine gun fire. He has the power to compel truth from those around him, but the origin of this ability is unclear.

### Personality and History

Malcolm is smart, but he's also good looking, disciplined, and athletically gifted. He's a towering figure, winning a military contract for next-generation drone-fighters in his early 20's, making millions before he hit 27. At 29, he's started six companies, each one "disrupting" and "redefining" the industry.

Fitzgerald Aerospace is his latest venture, birthed in the Holiday City tech corridor and flush with an avalanche of venture capital from wealthy investors eager to watch him *do it again*. He aims to -- fielding an army of nuclear-powered battle suits creating a fighting force that could dominate the world. That the math doesn't, *quite* work remains a minor problem. He's confident he'll fix it soon enough.

His name comes from an "in-joke" he encountered reading his employees interoffice mail. Anonymous accounts have consistently listed him as one of the worst possible bosses to work for and he is renowned in the technology industry for hearing stories about other abusive executives and (allegedly) seeking to out-do them.

For a short period of time he adopted the "Petty" modifier to his code-name but, after several encounters where individuals believed it was *self-awareness* on his part, rather than irony, he has dropped it.

**NOTE:** Malcolm is one of the noteworthy Holiday City "new fathers." He is a sponsor of much activity and development and one of the men behind the Red Cell Youth Luminary program.

**WARNING: DO NOT USE THE 'PETTY' MODIFIER IN TYRANT'S PRESENCE. He is dangerously unrestrained when dealing with ordinary people.**



## Kernel Panic

(a.k.a. Damien Panic)

Basic Information	
<b>Class</b>	<b>CAT-4</b>
<b>Threat Level</b>	<b>Red (Unpredictable Ideologue)</b>
<b>Biology</b>	<b>Human Male, Age 47</b>
<b>Power</b>	<b>Cybernetic Enhancement</b>
<b>M.O.</b>	<b>Alcoholic ant-tech Terrorist</b>
<b>Known Associates</b>	<b>Luminary High Society</b>
	<b>Known Body Count: 2</b>
<b>Violence Index</b>	<b>Inflicted Injury: 8</b>
	<b>Property Damage: none</b>

in between. His philosophy and motives are fluid, but he either seeks to return mankind to a mentally healthy, fulfilling stone-age existence or else replace humans *entirely* with a race of artificially intelligent machines. As a secondary, and on-going objective, he stalks people he feels are too happy, too oblivious, or threateningly smart on Facebook and sends robots after them (usually not to kill -- just to upset their 'perfect lives' so that he's not jealous)

### Appearance

A big man in a red long coat (which is armored). He has 2 robotic "waldo" arms cybernetically attached. He is accompanied by one or more floating sphere robots under his command.

### Abilities and Powers

Commands a fleet of powerful combat robots. His "heavy coat" is an armored suit that augments his strength and durability; his cybernetic extra-arms make him formidable in hand-to-hand combat. He is also a top-tier "super scientist" and inventor.

### Personality and History

Something terrible probably happened to Damien that made him Kernel Panic, but whatever it was, his embrace of a Theater of the Absurd persona with deadly consequences hasn't helped with the healing. He has real, useful insights about how technology degrades and isolates, but through a filter of calculated madness, whatever might be of value is lost. Meanwhile, he's active, aggressive, and dangerous. His cycle is 1. Plan Dangerous Thing -> 2. Commit Crimes to Fund Research -> 3. Develop Hidden Lab -> 4. Build / Unleash Dangerous Thing -> 5. Flee Consequences. Depending on where he is in the cycle, he may be laid back and affable or frenetic, frustrated to homicidal rage, or somewhere



## Iconoclast

(a.k.a. Vincent Renault)

Basic Information	
<b>Class</b>	<b>CAT-5 (est.)</b>
<b>Threat Level</b>	<b>Green</b>
<b>Biology</b>	<b>Human Male, Aged 73</b>
<b>Power</b>	<b>High Level Telekinesis</b> <b>Radiation Burst</b>
<b>M.O.</b>	<b>Philanthropist</b>
<b>Known Associates</b>	<b>Progress, Maximilian, Regal, Varsity</b>
<b>Violence Index</b>	<b>None Current</b>

### Appearance

A muscular, somewhat heavy man in his 70's. He has gray hair. His skin can have an ambient glow and he is able to project a luminous forcefield.

### Abilities and Powers

Iconoclast can project a powerful telekinetic force which he can use to strike enemies, protect himself, and augment acts of strength.

### Personality and History

Iconoclast was a revolutionary fighter in the 60's--wanted by the police and the FBI. When he Illuminated, he was, for a time, a threat to actual American Government--but, confronted with things he had done, he reformed and even did some (voluntary) prison time in a federal facility.

Now, making his home in Holiday City, Iconoclast works as a philanthropist and community organizer. He lives in the pricey, upscale Bancroft Hills but can often be found in Weber and other poorer sections working with community leaders or acting as a patron or sponsor for the schools.

Iconoclast is generally well mannered and a patron of the arts. He can be intimidating because of his power--but he is a staple of high society in Holiday City (and beyond) and seems to have fully renounced his previous ways.



## Maximilian Clarke

(no a.k.a.)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Green</b>
<b>Biology</b>	<b>Cybernetically enhanced human Male, aged 34</b>
<b>Power</b>	<b>Improved durability and strength, armored skin</b>
<b>M.O.</b>	<b>CEO of Kingdom Security</b>
<b>Known Associates</b>	<b>Progress, Malthusian, Peter Bishop, Tyrant</b>
<b>Violence Index</b>	<b>Known Body Count: 8 Confirmed Kills (in service)</b>
	<b>Inflicted Injury: N/A</b>
	<b>Property Damage: None</b>

### Appearance

A chiseled, muscular man who has partial cybernetic modification. He dresses sharply for business.

### Abilities and Powers

Maximilian has armored skin, enhanced strength and durability, and increased senses. He is able to detect weapons. He is skilled in hand-to-hand combat and all firearms.

### Personality and History

Maximilian runs Kingdom Security--a global security and defense contractor business. His group works with military forces all over the world providing PPD (Personal Protection Details), armed site security, executive response teams, and general force-augmentation personnel.

His group also handles medical and logistical issues and owns several vehicle depots and field hospitals. His home office is in Holiday City where Kingdom Security is deployed in the service of multiple economic entities. In some of the nicer sections he has augmented the police with private security forces. No one complains about that!



## Malthusian

(a.k.a. Leland Kerbs)

Basic Information	
<b>Class</b>	<b>CAT-5</b>
<b>Threat Level</b>	<b>Green</b>
<b>Biology</b>	<b>Human Male, Aged 50</b>
<b>Power</b>	<b>Cybernetic upgrades</b>
<b>M.O.</b>	<b>Billionaire, Philanthropist</b>
<b>Known Associates</b>	<b>Maximilian Clarke, Tyrant, Peter Bishop, Red Cell</b>
<b>Violence Index</b>	<b>None</b>

### Appearance

Leland stands 7' tall and even at 50 is powerfully built. He is well manicured and his suit is power-armor.

### Abilities and Powers

Malthusian wears a suit that is carefully engineered power-armor. He has added a cyber-weapon, a power-saw, to his right arm. It is built using a titanium-tungsten blade with extremely powerful electric motors.

Reports suggest he has had his eyes replaced with 20 kilowatt soliton cool-plasma cannons.

### Personality and History

Leland's corporate has always been about *sustainability*. He believes that humanity is accelerating its rise towards a "complex of crises." He has made billions--inheriting his father's--who inherited his grandfather's businesses. He has industries all over the globe--but he has returned to Holiday City (where he was born) to enact what he calls his Life's Master Work.

This is a network of ventures that he plans to use up in their entirety--to spend his billions--liquidating everything--in the pursuit of creating a sustainable future.

He shares much in philosophy and a lot in common cause with Progress (whom he is coordinating with for next-generation Hyper-Technology) and Maximilian (with whom he has multiple security contracts) and has begun construction of the Leland International Sustainability Campus Center--a 15 story sparkling white office building and "office park" holding huge atriums and multiple

businesses--all of which he owns or owns substantial shares of--all working together to enact his plan.

He says Holiday City will be "where it starts."

Leland is one of the heavy investors in Holiday City and is in alliances with Maximilian Clarke (Kingdom Security), Peter Bishop (mega-developer), and Malcolm Fitzgerald (Tyrant, Fitzgerald Aerospace). He is one of the sponsors of the Red Cell Youth Luminary programs.

NOTE: A great deal of conspiracy theories exist around Leland's "Master Work." This page is locked due to posters vandalizing it repeatedly.<sup>4</sup>



4 "Final Solution"

## Ravenous

(a.k.a. Orson Van Bach)

Basic Information	
<b>Class</b>	<b>CAT-4+</b>
<b>Threat Level</b>	<b>Green</b>
<b>Biology</b>	<b>Human Male, Aged 50</b>
<b>Power</b>	<b>Enhanced Strength and Durability</b>
<b>M.O.</b>	<b>Owner of Metropole Bank</b>
<b>Known Associates</b>	<b>Many</b>
<b>Violence Index</b>	<b>None</b>

### Appearance

A dapper man in his 50's. Power-suit.

### Abilities and Powers

Ravenous' abilities are greatly enhanced strength and superhuman durability. He is believed to be feared by organized crime syndicates indicating he may have other abilities.

### Personality and History

The origin of Van Bach's codename is said to have been the drive that propelled him upwards in his corporate climbing at Metropole Bank. He wasn't the "backstabbing worm" sort of corporate climber either--he was, according to those who knew him then, the kind of person who stuck to his word--and if you crossed him?

He was a force to be reckoned with. Somewhere along the way his drive seems to have translated into Illumination--he is the chairman of the bank. In a sense, he *is* the bank--overseeing daily operations, handling mergers and acquisitions personally, and dealing with any *issues* himself.

These issues are often Luminary sorts and it is said that even organized crime and Luminaries like Meteoric or Malthusian don't try to flex their muscles with Metropole.



## Progress

(a.k.a. Vida Olsen)

Basic Information	
<b>Class</b>	<b>CAT-5 (est.)</b>
<b>Threat Level</b>	<b>Green</b>
<b>Biology</b>	<b>Human Female, Aged 34</b>
<b>Power</b>	<b>Devices based flight, force field, offensive lightning generation. Teleportation</b>
<b>M.O.</b>	<b>Activist</b>
<b>Known Associates</b>	<b>Progress Foundation</b>
<b>Violence Index</b>	<b>None</b>

and sponsoring research and activities at Holiday City University. She is described as slightly over-analytical and a driven "Type-A" personality--but she always makes sure to check in on the welfare of her employees and is a voice for restraint and reason in Holiday City politics.

### Appearance

Progress wears a high-tech suit of skin-conforming power-armor with a glowing field of lightning.

### Abilities and Powers

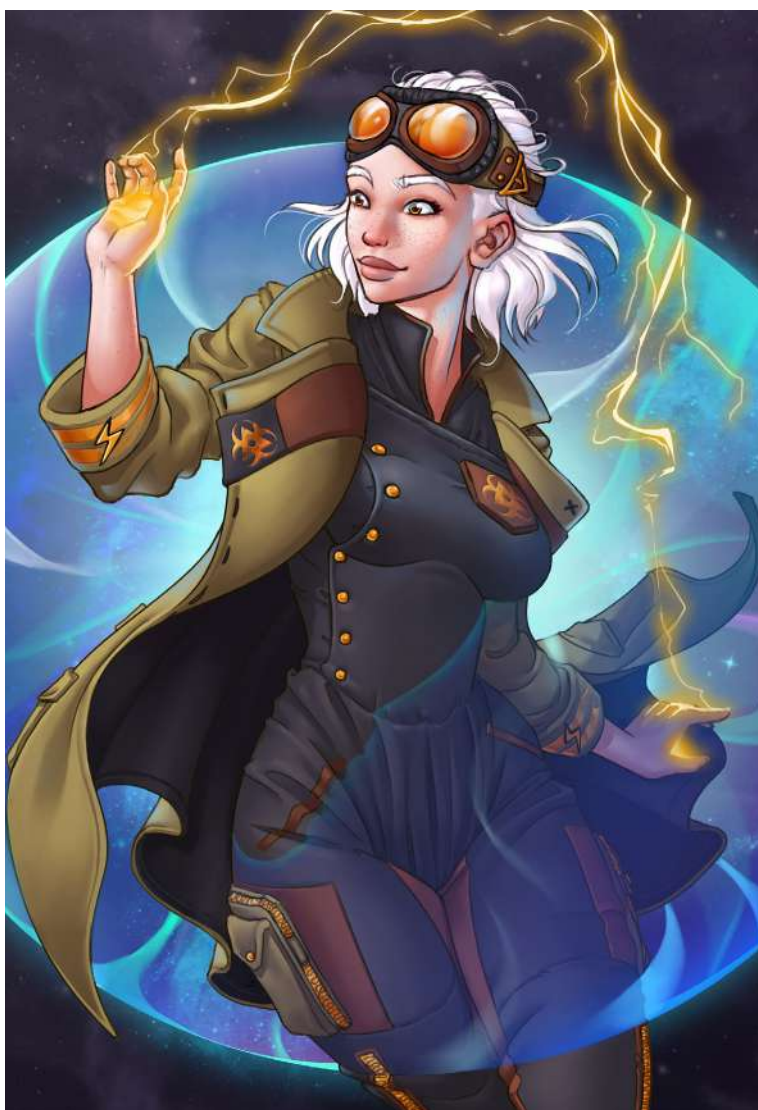
Progress can fly and has a powerful protective force field. She is able to open "wormhole" teleportation gates over a substantial distance. If threatened she can use directed lightning bolts.

### Personality and History

Progress claims to be from a possible future--a utopian vision--that can be reached if humanity makes the "correct choices." She is active with the Progress Foundation--a world-wide multi-million dollar enterprise that does 3rd world development, ecological engineering, climate science, and psychological testing. It places a great deal of emphasis on human-Luminary interactions although the foundation's position is complicated and, some critics have said, unclear.

At home, Progress is active in politics particularly as they pertain to Luminary interactions with Holiday City. Apparently seeing it as a potentially model "test-case" for a world where Luminaries are more common than today, she is focused on what she calls "productive interactions" and "engendering positive-outcome mindsets" in its citizens--both Luminary and Ordinary.

Progress is an excellent public speaker and a fixture at many social/society events as well as regularly visiting





## BRAVE DEFENDERS OF THE STATUS QUO



As noted, people want their *heroes* to be saints and--but they want their *defenders* to keep the peace. That (perhaps subliminal) preference has led to a community of Luminaries who do keep the

peace--but aren't exactly heroes (or, lean towards the heroic--but don't keep the peace).

The first and foremost of these are The Tower.



## The Tower

The name of Holiday City's "hero team" comes from the Clock Tower which they inhabit--a marvel of architecture and engineering designed by Howard Roark in 1926. At first the term was used as short-hand for the "City's official Civilian Action Team--speaking from the Holiday City Clock Tower," but over the years was simply shortened to 'The Tower.' The Tower's roster has changed over the years--but they have always worked for City Hall first and foremost.

Today, the four of them (plus two auxiliaries) and two "junior members" act as Holiday City's first line of defense against Luminary (or Luminary-like) threats identified by the council.

The Tower has come under criticism (although they are extremely popular) for being "corporate" or "ineffective--only protecting the good parts of town," and so on--but they are one of Holiday City's iconic Luminary teams, they are in-demand at functions, high-end parties, and they perform wonderful charity work.

Is there room to do better? Well, it depends on who you listen to--but while the allegation that The Tower is less interested in "doing good" than in "doing what the City Council" wants might have something to it, they are still seen by the majority of Holiday City residents as the closest the city comes to a "team of heroes."

## The Tower Auxiliaries

The Tower vets its potential members pretty closely and then brings them on *under contract*. They serve for a term of several years (which can be extended at the will of the City Council) and during that time they may be either *active* or *auxiliary*. In the second case, they are still bound under a bunch of terms-of-contract but are not usually the *active face* of the Tower.

Today there are a couple of former members (Rock Bottom and Mr. Nice Guy) who "didn't work out" on the regular team--but are still on the roles. They are required to live in the city and required (and willing) to help out if things get bad.

Sometimes--albeit rarely, since neither of them 'present well'--they are required to attend functions or perform official work--which they generally do.

## Junior Tower Deputies

The Tower is joined by invite only (invite of The Council) but willing Luminaries can apply to be "deputies" of the Tower. This means they are sanctioned Luminary defenders (in order to get this you have to submit written tests, power-demonstration tests, psychological tests, and so on). A lot of Luminaries couldn't be bothered--but

a few yearn for this. A good example is the twin heroine dyad of Theory and Practice who patrol and defend Bancroft Hills and the Armitage district.

Luminaries who go through the deputization process are definitely team players and are seen as "good guys" by the press and the public almost automatically.

## The Trouble With the Tower

If you live in Holiday City, you've heard of (and seen) The Tower--it's the name used for the Civilian Action Team--sometimes called the "official hero group." The problem in Holiday City is that their CAT aren't really *heroes*.

Back in the 1800's when Holiday City was at its absolute height in the "gilded age" (around the 1870's) the powers that were decided they needed guardians. They set up a group--a Special Reserve Unit--organized and run by the Pinkertons--to keep order in the city. These people were, if not Luminaries, something *recognizable* to today's populace as Luminaries.

Their team included a masked sharpshooter whose description indicates he was a better shot than most of today's elite military snipers. They included a pair of strongmen who could handle railway problems by *dragging trains*--and so on. You get the picture.

Ever since then--and becoming even more official when Congress created the CAT's in the 1970's, Holiday City has had its defenders.

As in the 1870's, these defenders have always been beholden to the City Council. This is true, even today.

## The Tower's Remit: Keep The Peace


The Tower is the public face of Luminary-presence in Holiday City. The Clock Tower--the 1960's secret base of The Clock Watcher, a time-themed villain--is now their base of operations and a beloved part of the Holiday City skyline.

They attend ribbon-cutting ceremonies, perform highly visible flyovers of the tourist district, and, yes--they will get involved in Luminary battles . . . just not the way you might expect.

Keeping the peace, it turns out, means, more-or-less keeping the status quo--warts and all . . . and, sometimes, it seems, *especially* warts.

## The Unwritten Rules of The Tower

If you live in Holiday City, you *know* the rules about The Tower. You've come to accept them . . . there isn't even much outrage--after



all, The Tower *does* keep the city safe--for some values of "safe" and for the most basic meaning of "the city."

These are the rules.

### No Luminary Battles

At least no public ones. The public really *hates* Luminary battles, it turns out. It's not just the collateral damage or the property values--it's also the sense of *helplessness* you get when two titans are fighting it out overhead. If you are engaging in a bunch of Luminary Battles, The Tower wants a word with you. Maybe even *several words*.

### Don't Touch The Fixtures

Yes, it's true--periodically chaos breaks out and one of Holiday City's less savory and more violent Luminaries is the cause of it--but if you go shaking things up? Especially if there's a chance you'll "bite off more than you can chew"? The Tower doesn't like that. As such, even if BOHICA is drinking in a bar again--or someone spots Redline on a street corner, The Tower insists you *look the other way*. If they're not *killing someone* you leave them well enough alone.

### Vigilantism is Frowned On

If you *see* something going down? Well, okay--they'll give you a pass. But if you go out *looking* for trouble? Patrolling for crimes--and then using Luminary Powers to go mix things up? That's not cool--being an unlicensed vigilante isn't cool, man. It tends to create more problems than it solves, you know?

### Work On Your Brand: Be An Influencer!

The public *likes* Luminaries (even some of the not-so-great-ones can be *fascinating*)--but you've gotta build your brand. There are sponsorships, media-tie-ins, press-clubs, and so on. If you are

thought of as a dangerous vigilante--even if you're fighting "the right people," that won't happen. It's too risky. Ask anyone who does this stuff. There are plenty of ways to make the world better just by being a *good citizen*.

### They Kind of Have A Point (Kind Of)

It's easy to write off The Tower as useless at best--as tools of the *bad guys* at worst--but they *do* have *something* of a point. Holiday City, at the bottom, is a violent mess, sure. But at the *top*? It's profitable--very, very profitable. There are a *lot* of well to do people leading the very, very good life (and, to be fair, Holiday City isn't the *most violent* city in the US, is it?)

There are also studies that show that in situations with a bunch of Luminaries things can reach a kind of *equilibrium*. This is a stable configuration where stuff--bad stuff--still happens--but it isn't *chaos*. Chaos--on a city-wide scale? That's *bad*. Mobs are bad: Mob war is worse.

A few powerful crime lords are bad. A hundred super-humans competing to be a crime-lord? Worse.

The people who run City Hall say, with some justification, that people--lots of people--recognize this even if they can't cite the mathematics and social science behind it. They say that one of the advantages that Holiday City has over other places who have an abnormal number of Luminaires is that the concept of *protectors of the peace* are in its *bones* from way back when. Other places? They got "hero teams" (a terrible term) who went around busting heads and, well, you can point to some *really bad examples of how that goes*.

So there's some "science" behind this--but it only goes so far.

## Rampart

(a.k.a. Alaric Hammond)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Green (Tower Leader)</b>
<b>Biology</b>	<b>Human Male, Aged 32</b>
<b>Power</b>	<b>Extreme Strength and Extreme Durability. Flight</b>
<b>M.O.</b>	<b>Civilian Action Team - Lead</b>
<b>Known Associates</b>	<b>The Tower</b>
<b>Violence Index</b>	<b>Licensed C.A.T.</b>

### Appearance

Rampart wears a black and silver uniform with a cape, open hands, and boots. He appears as an extremely muscular human with a "bodybuilder's physique."

### Abilities and Powers

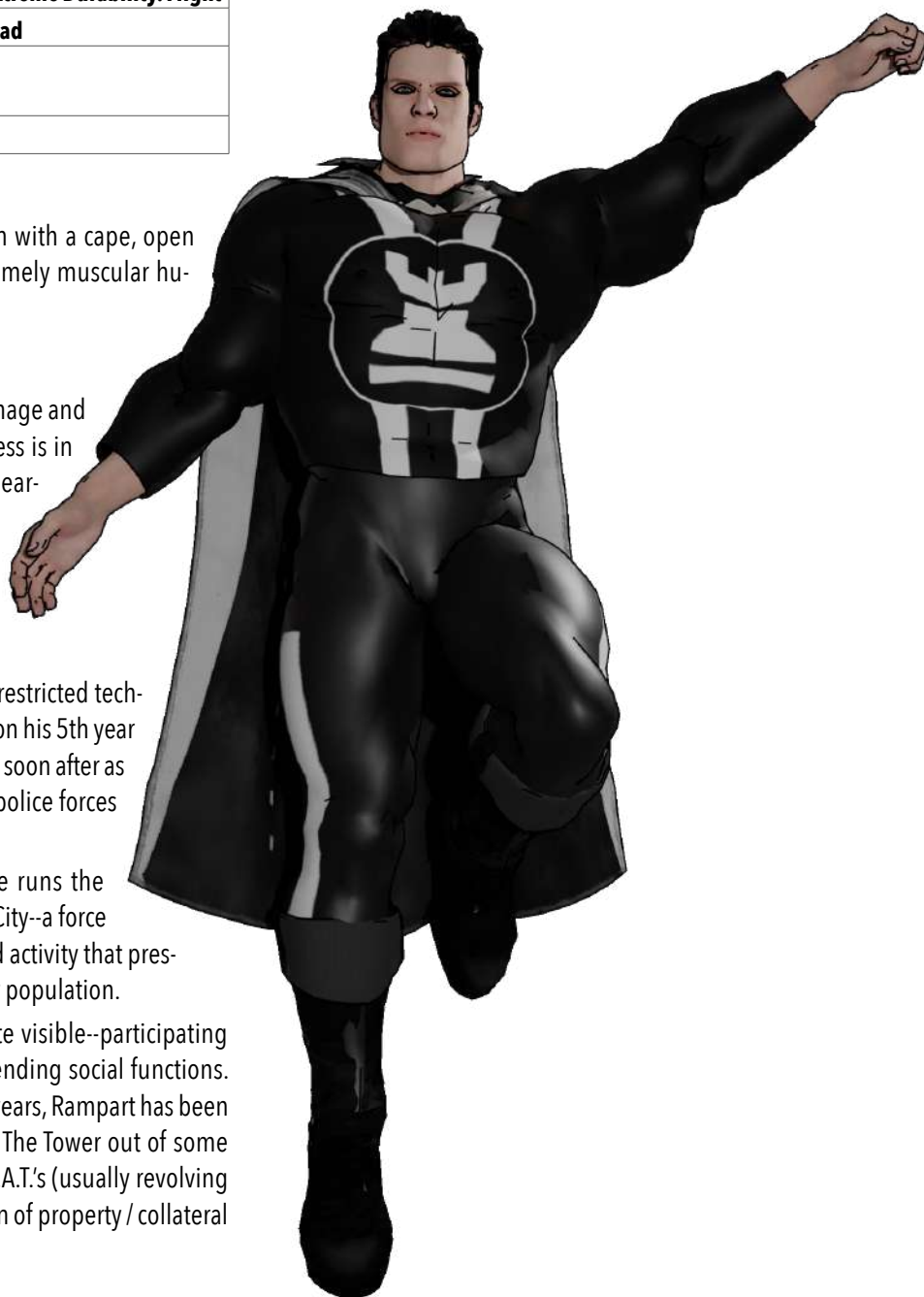
Rampart is highly resistant to physical damage and has a paranatural physique. His bench press is in the 4000lb range and he is capable of near-speed-of-sound flight.

### Personality and History

Alaric led a highly decorated special-unit for the Los Angeles police force dealing with gang violence and illegal imports of restricted technologies and pharmaceuticals. Sometime on his 5th year of service, he Illuminated, leaving the force soon after as required by the Roger-Act which requires police forces to be non-Luminary.

He was recruited by The Tower where he runs the Licensed Civilian Action Team for Holiday City--a force that seeks to intervene in Luminary related activity that presents an immediate threat to the city or her population.

Rampart, like the rest of The Tower is quite visible--participating in local events, visiting hospitals, and attending social functions. Although the roster has changed over the years, Rampart has been an able leader and has managed to keep The Tower out of some of the scandals that have plagued other C.A.T.'s (usually revolving around excessive use of force or destruction of property / collateral damage).



## Dreadnought

(a.k.a. Gordon Loft)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Green
<b>Biology</b>	Human Male, Aged 37
<b>Power</b>	Sonic Control, increased physique
<b>M.O.</b>	Civilian Action Team
<b>Known Associates</b>	The Tower
<b>Violence Index</b>	Licensed C.A.T.

### Appearance

Dreadnought is described as a handsome man in his late 30's. He wears a blue and yellow costume.

### Abilities and Powers

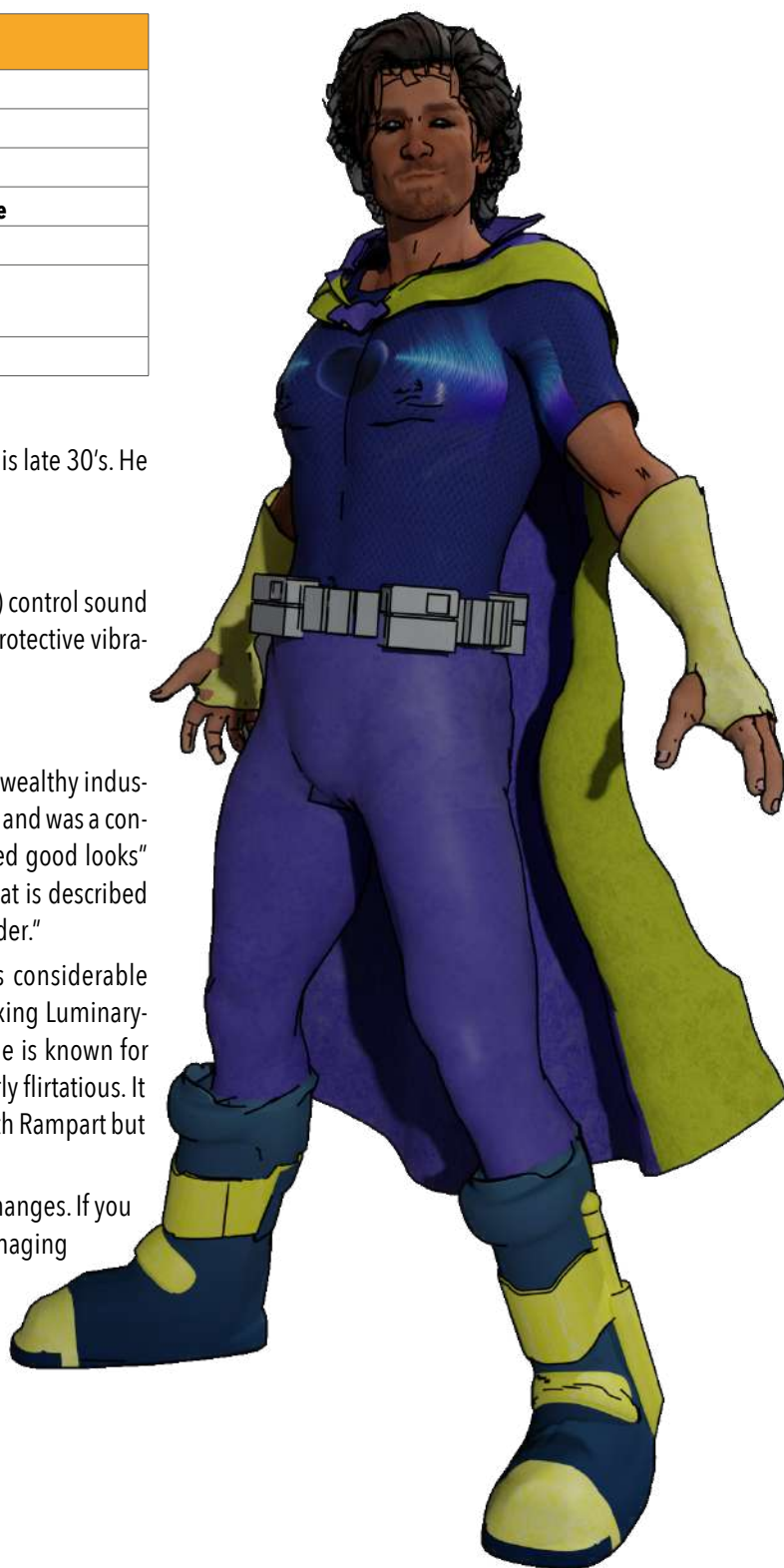
Dreadnought can create, amplify, and (to an extent) control sound and vibration. He is able to fly, generate a field of protective vibration, and fire bolts of "vibratory force."

### Personality and History

Gordon Loft led a fairly public life in Cincinnati as a wealthy industrialist who inherited his father's chemical company and was a consistent feature of the local tabloids with his "rugged good looks" and playboy attitudes. When he Illuminated in what is described as an "Industrial Accident" he simply got a bit "louder."

Recruited by The Tower, he still has access to his considerable wealth and maintains an active social calendar mixing Luminary-scene events with the Holiday City high-society. He is known for being humorous, a bit irreverent, and perhaps overly flirtatious. It is known that he has had several disagreements with Rampart but his standing with the team is in good stead.

**NOTICE:** This profile is locked due to contentious changes. If you wish to modify it, please contact a moderator. Damaging allegations will require official documentation.



## Artesia

(a.k.a. Klaudie Perry)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Green
<b>Biology</b>	Human Female, Aged 29
<b>Power</b>	High strength and durability, Control of a "Luminous Aether" protective field.
<b>M.O.</b>	Civilian Action Team - 2nd
<b>Known Associates</b>	The Tower
<b>Violence Index</b>	Licensed C.A.T.

### Appearance

Artesia wears a skin-tight uniform designed to enhance control of her energy field.

### Abilities and Powers

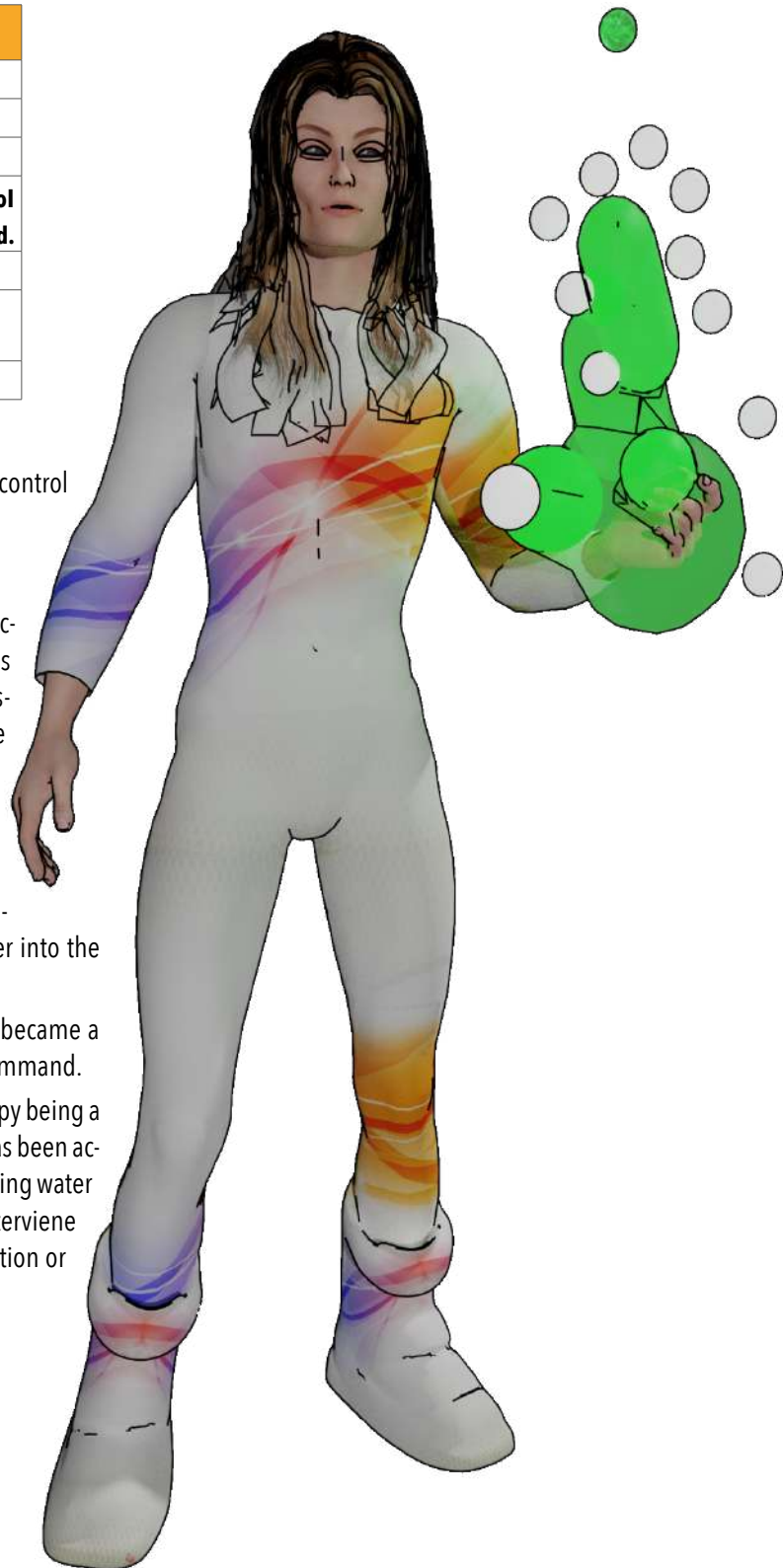
Artesia is extremely strong and durable--but is most effective when activating her "Luminous Aether" field which is protective, arguments her strength, and allows field-assisted leaps of approximately 40 yards with controllable landing and take-off.

### Personality and History

Artesia's past before she Illuminated isn't part of the public record. Her bio states that she lived a fairly regular life before an event that altered her catapulted her into the Luminary scene.

She was recruited by The Tower shortly thereafter and became a full team member in a year, showing an aptitude for command.

Artesia is a serious results-oriented Luminary who is happy being a valued team-member and believes in "the rules." She has been accused of being the "softer-face" for The Tower, often carrying water for the City Council's decisions not to have The Tower intervene or being sent to explain to the press why the Tower's action or inaction was "really the best course of action."



## Falconer

(a.k.a. Keith Falconer)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Green</b>
<b>Biology</b>	<b>Human Male, Aged 32</b>
<b>Power</b>	<b>Hyper-Science, Advanced reflexes</b>
<b>M.O.</b>	<b>Civilian Action Team</b>
<b>Known Associates</b>	<b>The Tower, Falcon Labs</b>
<b>Violence Index</b>	<b>Licensed C.A.T.</b>

### Appearance

Falconer wears a suit of "evolved carbon-fiber" with the logo of Falconer Labs visible on the front.

### Abilities and Powers

Falconer's suit provides defensive armor as well as expanded sensory capabilities and enhanced strength. His cape can serve as a paraglider / wing-suit and he is able to scan individuals to detect weapons and read basic emotions.

### Personality and History

Mr. Falconer runs Falcon Labs, an innovator in high technology, cybernetics, and molecular engineering. He is a common speaker and attendee of scientific conferences as well having given several well received TED talks.

Police reports indicate that when organized crime in the high-tech / advanced science sector tried to move in on Falcon Labs, he responded by creating the Falconer Suit, increasing his already heavy training regime, and becoming a Luminary in all respects (not just in the academic / scientific world).

After discovering that he could advance his scientific goals while, at the same time, performing a public service very few individuals were truly suited to, he was approached by The Tower committee and accepted an offer to move the home-office of Falconer Labs to Holiday City.

He divides his time between serving on the Senior Team of The Tower and acting as the CEO and one of the lead research scientists for Falconer Labs.

In person, he is a perfectionist and a very respected inventor, scientists, and mentor. He says if you don't have high standards you

really just don't have standards. That said, he is a firm believer in the needs of society to maintain order and takes his role in Holiday City seriously.



## Rock Bottom

(a.k.a. Nathan Menendez)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Green (Auxiliary Team Member)
<b>Biology</b>	Dense, Armored Biology--Male, Aged 28
<b>Power</b>	Increased size, strength, density, and durability
<b>M.O.</b>	Mr. Nice Guy, Tower Irregular
<b>Known Associates</b>	The Tower
<b>Violence Index</b>	No Illegal Violence on Record

### Appearance

A humanoid male crafted out of cracked rocks with a fantastically dimensioned musculature. Sometimes sports graffiti as a "tattoo."

### Abilities and Powers

Extreme strength and durability. Extremely dense biology. Able to coat himself in an additional "protective rock layer."

### Personality and History

Detective Menendez was a member of the Detroit Police working homicide cases. He was allegedly killed in an ambush in a condemned housing project and, upon his "return" he was recruited by The Tower.

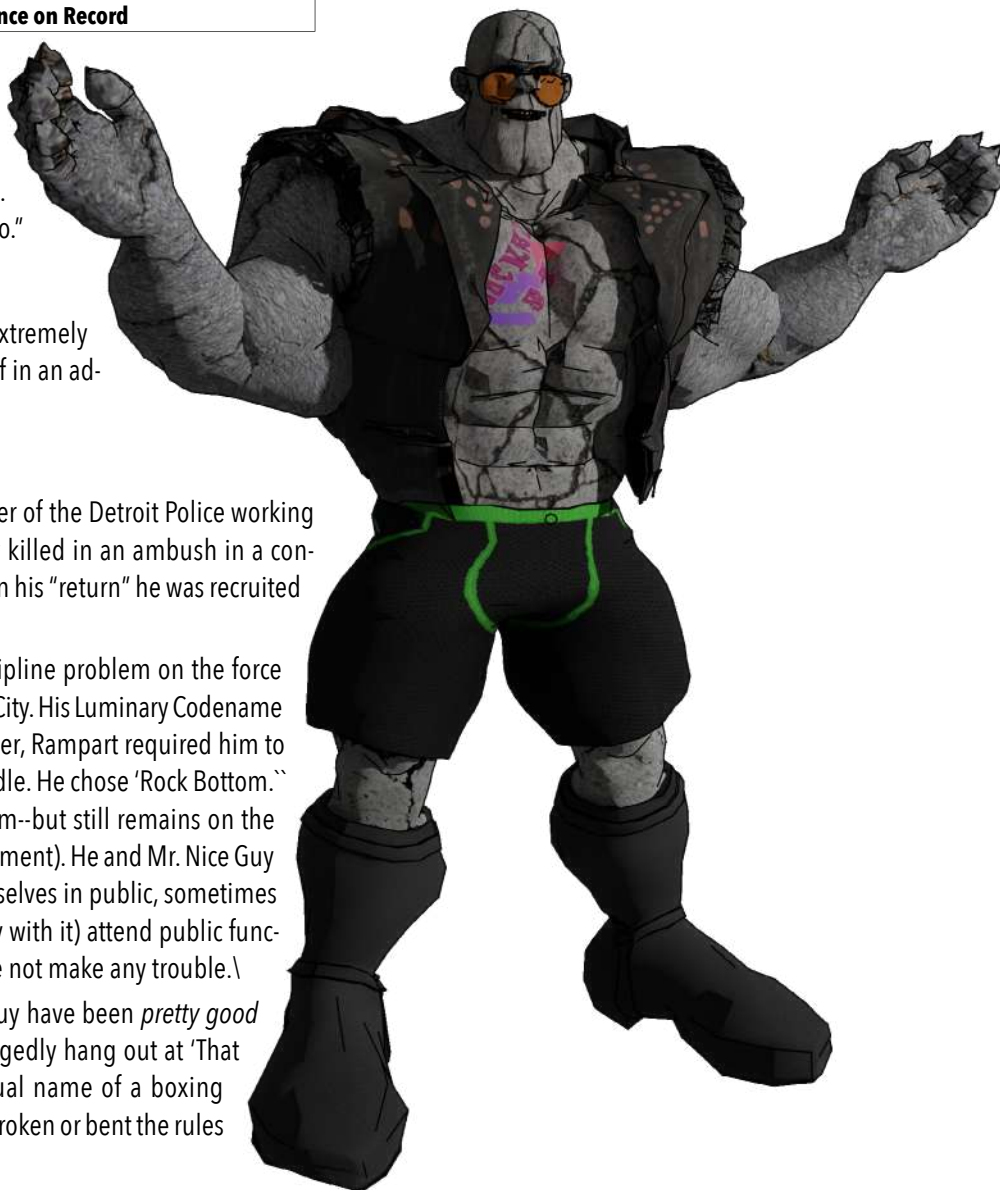
He had been something of a discipline problem on the force and proved no different in Holiday City. His Luminary Codename was 'Hard Ass' until the Team Leader, Rampart required him to adopt a more 'family friendly' handle. He chose 'Rock Bottom.' He is now separated from the team--but still remains on the roles (and drawing a portion of payment). He and Mr. Nice Guy are both required to behave themselves in public, sometimes (as rarely as Rampart can get away with it) attend public functions with the team, and otherwise not make any trouble.\

Both Rock Bottom and Mr. Nice Guy have been *pretty good* at keeping a low profile (they allegedly hang out at 'That Disgusting Gym on 8th'--the actual name of a boxing gym) where they have, allegedly, broken or bent the rules

of their "retirement" to take on cases where they think they can do some good.

Rock Bottom's relationship to the media, The Tower, and the city government is strained: he feels that the restrictions on him and his partner Jake are overly restricted--designed to still keep them "under control" rather than just releasing them from their several-year contract.

He has never been especially good at being kept "under control."



## Mr. Nice Guy

(a.k.a. Jake Dean)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Green (Auxiliary Team Member)
<b>Biology</b>	Human Male, Aged 24
<b>Power</b>	Extreme reflexes, Highly Trained, Energy "Chi" Manipulation
<b>M.O.</b>	Rock Bottom, Tower Irregular
<b>Known Associates</b>	The Tower
<b>Violence Index</b>	No Illegal Violence on Record

### Appearance

Mr. Nice Guy dresses in street-clothes with smiley face emblems and his signature "have-a-nice-day" T-shirt.

### Abilities and Powers

Jake is a highly skilled Jiu Jitsu expert (despite no record of him having formally achieved that rank). He has extremely developed reflexes and can manipulate energy he claims is his "Chi Power."

### Personality and History

Mr. Nice Guy has a recognized history and record in an unsanctioned "backyard" fighting circuit. It wasn't a great record--although he apparently showed "a lot of potential." His record stops a few years ago where he vanished (allegedly going in search of a "master" somewhere overseas).

When he reappeared, he had clearly Illuminated. Able to throw glowing bolts from his hands, absorb damage that would kill a normal man, and having improved his reflexes beyond what is normally considered un-Illuminated human potential, he no longer fought in bars or the "backyard" fight-circuits--but also no longer seemed to have an appetite for fighting ordinary people.

He was a highly questionable recruit by The Tower--failing to get along with team members other than Rock Bottom--and having difficulty following orders. Nonetheless, he remains on the roles as an "irregular" living in Holiday City and kept in close contact with the other irregular, Rock Bottom.



## Theory & Practice

(a.k.a. Teresa & Leslie Tremont)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	Green - Protectors
<b>Biology</b>	<b>21 year old human females</b>
<b>Power</b>	<b>Theory: Power Armor, Flight, shoulder energy cannon, enhanced strength.</b> <b>Practice: Luminary level intense hand to hand and acrobatics training</b>
<b>M.O.</b>	<b>Operational Dyad</b>
<b>Known Associates</b>	<b>The Tower</b>
<b>Violence Index</b>	<b>No illegal violence</b>

if they are to be un-sanctioned, they cannot be active "vigilantes" and go taking their abilities to other locals.

They have complied as they are dedicated to following the rules--but they may be adventuring outside of their "prescribed zones."

### Appearance

Theory wears glowing gold power armor with a high-performance jet-pack and hover fans. Practices wears a black fighting suit with a golden sash.

### Abilities and Powers

Theory has high durability and increased strength power-armor. Her Power Field is highly rated and her armor will absorb assault rifle fire. Practice is intensively trained in a form of Karate which is optimized for single, potential lethal strikes and then high mobility (dodges). She can leap in, strike, and leap out of combat range.

### Personality and History

Both Theory and Practice were intent on being heroes from the earliest they could remember. Having Illuminated--both due to their innate pursuits, they now have a chance to be heroes in a way they had formerly never imagined.

Both Theory and Practice are dedicated to keeping people safe, preventing loss of life, and setting a good example. They work with The Tower as sort of Jr. Team members (unofficially) and patrol and keep the peace in Armitage and Bancroft Hills.

They are aware that in those upscale areas things rarely go badly wrong--but The Tower insists that





# SUPER VILLAINS – HEELS PLAYING THE PART PERFECTLY

If there's a "traditional role" that really works in Luminary society it is that of 'super villain.' A Super villain is a Luminary (or group) that behaves in a way that lets everyone know that *they know* they're larger than life. Whether is taking over a town or part of a city and declaring it "their domain" or building secret island bases--or building dangerous exotic-technology machines to unleash on the world "just because," this is a path that a thankfully small--but non-zero number--of Luminaries choose.

In some cases the Luminaries in question are more dramatic than dangerous--by virtue of their Illumination they can give dramatic speeches to their enemies or behave in ways that, for even an ordinary "bad guy" would be ridiculous--and they can get away with it.

In other cases, this excess--this form of narcissistic disorder--a grandiosity that permeates their behavior--makes them recognizable as a super villain to the populace at large.

Being a "super villain" isn't about being especially *villainous* (although some are extremely so) but more about the grandiosity that the Luminary comports themselves with. Super Villains are:

- Prone to Monologuing--they love to hear themselves talk and tend to do a lot of it.
- Keen to Have an Audience. Ordinary criminals work in the shadows if they can. Luminary criminals may not care--but they usually don't hold press conferences to announce their nefarious plans. Super Villains do.

- A Need To Be King. All Luminaries have an innate push to "dominate." Super Villains want to rule the world or at least a piece of it. They set themselves up as literal royalty in many cases. They often have a great deal of pomp and circumstance around their activities or, at least, the trappings of royalty or rulership where they are not *required*.

The Super Villains are:

- The Connoisseur. A powerful, petty, and dramatic critic of just about everything--one who expresses dangerous contempt for the (multitude) of things that do not meet his standards of quality and refinement.
- The Misery Tourists. A set of psychopaths who glory in causing misery and despair.
- Verboten. Illuminated pseudo-scientists who have seized a portion of Holiday City.
- Technocrat. A single genius (for technology . . . and city planning) who has taken over a few blocks in Union Gardens.
- Tiger Mom and the Cubs. A family of professional criminals headed by a determined matriarch

## The Connoisseur

(a.k.a. Miles Welk)

Basic Information	
<b>Class</b>	CAT-5
<b>Threat Level</b>	Red (Supervillain, Mean)
<b>Biology</b>	Human Male, Aged 41
<b>Power</b>	Extreme precision, extreme durability, ability to destroy targets "by critique."
<b>M.O.</b>	Critic
<b>Known Associates</b>	Cuberon, Chardonnay
<b>Violence Index</b>	Known Body Count: 11 Inflicted Injury: 78 Property Damage: 200k

### Appearance

A cultured man in a red velvet dinner jacket, a black turtleneck and pants. Wears a unique high-end swiss watch (Vacheron Constantin). Has a black rose boutonniere. His expression: is one of *withering contempt*.

### Abilities and Powers

The Connoisseur is certainly hard to hurt--but even more so he is hard to *hit*. His physical precision is *near perfect* when he wants it to be. There are those who are faster--but vanishingly few are more deft--more *able* than he is. He is able to slay other Luminaries with a single, precision punch. He is also able to *hate things* to death. His ire has some form of psionic wave that destroys things at the molecular level when he trains it on them.

### Personality and History

Miles Welk is happy to tell you his origin -- in fact, he can't really shut up about it. He was born cursed with incredible *taste* in all things. He understands, intuitively, how things *should* be, and so when they fall short, it *pains* him. Physically. It *offends* him, his senses, his sense of propriety. The world is filled with the mediocre, the lacking, the disappointing. He is assaulted by all of it.

Perhaps the *worst* are those that *try*. He can forgive the sad, despondent purveyors of trash who understand their own limitations and know better than to attempt to surmount them. Surrender in the face of hopelessness is what's expected: sit down, shut up. But those who practice and struggle and mean to hone their own

abilities? Those who *seek* to excel? Their arrogance *irritates*. When *they* make their little noises, or paint their pretty pictures, or write their sad little novels, or whatever -- their sincere attempts enrage him. They deserve scorn. Better yet: punishment.

The Connoisseur seeks out the best of the best. He will be the judge. On rare occasion, when he is delighted, he rewards with the best compliment he understands: he takes it -- whatever it is -- for his own, private collection.

When a work falls short, he expresses his displeasure -- the art, the artist, the public and the patron who made the travesty possible. It is suspected that he enjoys failures more than successes, after all, who *doesn't* enjoy teaching a lesson.



# THE MISERY TOURISTS

The Tourists are the most privileged of the privileged -- the sons and daughters of Luminaries in most cases; the exceptionally wealthy, otherwise. They have opportunities and advantages that most people only dream about and that a not insubstantial number would kill for. They consider their lives unbearable. Some of them have, in fact, faced trauma and setbacks, but what unites them is a bottomless sense that they are entitled to *everything* the world hasn't offered and their failure to achieve it gnaws at them turning them bitter and resentful -- aggrieved at a society that doesn't recognize them *enough* (and nothing could ever be enough).

Their solace is to *observe*. To go and look down on those who have it worse than them. They don't have to go far -- that's almost *everyone*, but they've discovered that simple misery isn't enough to soothe their pain. They need to observe suffering in its extreme and imaginative forms. So instead of simply watching, they've started to *engineer*.

Their "jaunts," as they call them, are designed to avoid responsibility for their increasingly bizarre and harmful behavior. They are aware that their status and lineage protects them a great deal, but they've adopted colorful names and disguises to hide their identities or at least create doubt. They are at different stages in their descent into *absolute depravity*. Some watch more, some lead. Some recognize the monstrosity in their behavior. Some revel in it. What they *all* do, even those with a veneer of morality, is partake -- committing atrocities *helps*. It relieves their psychic pain. It gives a few hours or a long weekend *away* from their own demons. It helps them feel in-control, powerful, fulfilled, successful, and most of all: superior.

They've started to gain something of a following in the dark places of society (mostly online) and they've started to consider their options -- "jaunts" or "parties" could be a Thing in some social circles. They could invite the most loyal and dedicated to *come with*. They could sell tickets, or at least videos. While the Tourism remains most *therapeutic*, they're recognizing how it could be *monetized*. Even *syndicated*. Perhaps in the near future, it could be a *movement*.



## Screamer

(a.k.a Justin Bark)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Red (Casual Killer)
<b>Biology</b>	Human Male, Aged 22
<b>Power</b>	High durability, "screams" explosive bolts of plasma, energy-augmented punches
<b>M.O.</b>	Luminary Terrorist
<b>Known Associates</b>	The Misery Tourists
<b>Violence Index</b>	<b>Known Body Count: 9</b>
	<b>Inflicted Injury: 45</b>
	<b>Property Damage: 85k</b>

### Appearance

Overweight, greasy young man with unflattering hair (long, tied back) and a torn heavy metal concert t-shirt, jeans, chain for his wallet. He's *angry* and there's energy boiling out of his clenched fists, his eyes, his wicked gonna-hurt-someone *grin*.

### Abilities and Powers

Screams explosive bolts of plasma, throws devastating punches... and despite looking soft...he can take a punch, better than you'd think.

### Personality and History

Justin's grandfather was a power player in the 40's Luminary Scene and established a good life for his son. Justin's father came of age in the Reagan 80's and made a name for himself in politics. Justin was born at the dawn of the 21st century, and it's clear he'll *never* live up to expectations. He's already squandering his legacy, and he can't stop. He's aware that most people find him repulsive. You know what? He finds *them* repulsive. The world is stacked against him in every conceivable way, but because he's rich, comes from a (modestly) famous family, white and a dude, he's supposed to suck it up and walk it off. Really? He can't even offer an *opinion* on *anything* (pop culture, politics, the economy... *anything*, without being exiled). Justin knows better than to express his feelings with his father and it's gotten so that even online, even stating obvious truths (that movie *sucked!*) will get him denounced as a racist, sexist, or worse. Tourism... helps. It's cathartic. It lets him really

unleash the emotions that otherwise pile up until they become *catastrophic*. And the people they hurt? They deserved it. Every. Single. One. Of. Them.



## Cut-Up

(a.k.a Ralph Diger)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Red (Casual Killer)
<b>Biology</b>	Human Male, Aged 26
<b>Power</b>	Extreme reflexes, high precision
<b>M.O.</b>	Luminary Terrorist
<b>Known Associates</b>	The Misery Tourists
<b>Violence Index</b>	Known Body Count: 21
	Inflicted Injury: 19
	Property Damage: None

### Appearance

Lithe, young man. Turtleneck, black jeans, motley fool's cap. Carries barber's shears (long, pointy) scissors worn on his belt. Cocked grin and mocking dark eyes.

### Abilities and Powers

Fights with stainless steel scissors, snapping them open and closed like flashing butterfly knives, as he jumps around acrobatically. Viciously sarcastic.

### Personality and History

Life is a big joke; Ralph is in on it and has been for some time. He really didn't *start out* to be the bad guy. He wanted to be 'left alone.' But no -- apparently that's not possible. You're supposed to put on a tie, and go to the office. Drive a nice car. Be 'respectable.' And if you're *not*? Well then it doesn't matter how good you look or what a funny guy you are -- the girls want someone *serious*. And eventually the money runs out and everyone you *used* to hang with is starting families and having careers. So, no. It's not 'leaving me alone' if I'm not getting what I want. Ralph is determined to show them that he's not going to break. He's not going to be *their version* of a nice, respectable drone, following in the family footsteps, earning the respect of his elders. Screw that. He's going to be *who he is* and he's going to get *everything he wants*. They're going to watch him have his cake and eat it too, laughing the whole way through.



## Overthinker / Migraine

(a.k.a Mindy Match)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Red (Casual Killer)
<b>Biology</b>	Human Female, Aged 23
<b>Power</b>	Telepath
<b>M.O.</b>	Luminary Terrorist
<b>Known Associates</b>	The Misery Tourists
<b>Violence Index</b>	<b>Known Body Count: 2</b>
	<b>Inflicted Injury: 31</b>
	<b>Property Damage: None</b>

### Appearance

Intense, serious girl. Glasses. Serious expression. Practical green sweater. Wears black leather gloves. Thigh high boots. Brings a book (poetry) with her to read. *Hates* to be distracted or interrupted when she's thinking. She's decently good looking but nothing *special*... or is she? There's something... hard to define about her. Captivating. It's the storm in her eyes, maybe.

### Abilities and Powers

Powerful telepath. Gets a hold of you and won't let go until she's "figured you out." Often that means dissection -- mental at least. Maybe physical. You *annoy* her. The more she learns about you? The *more* you annoy her.

### Personality and History

Mindy's parents were both luminaries with psychic powers. She got that in spades. In her view, there are consequences for every action and decision and a smart person puts a lot of *thought* into the choices they make (where to go to school, what to eat for lunch, which shoes to wear, etc.) Life is a never-ending waterfall of options which must be considered, studied, weighed and then acted on. Engaged properly, everything will work out and be orderly, clean and proper. Engaged improperly you get chaos. Of course she can see how people think -- how *little* they think -- and it *enrages* her. The second worst thing is to find a person whose choices have *not worked out for them* -- and discover that they didn't *put much thought* into it. That's disgusting. They should be *punished*. But the *very worst* thing is when someone just acts and *gets lucky*. That's

*enraging*, and she's going to balance the scales. They got lucky with their poor planning? Well: they got *unlucky* running across Mindy. She thinks the world is such a mess because people don't think things through, and she sees her contribution to society teaching them a lesson, one unexploded head at a time.



## Top Kek

(a.k.a James Hod)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Red (Casual Killer)
<b>Biology</b>	Non-Human (Amphibian Phenotype) Male, Aged 19
<b>Power</b>	Extreme Strength, armored skin, heightened durability
<b>M.O.</b>	Luminary Terrorist
<b>Known Associates</b>	The Misery Tourists
<b>Violence Index</b>	Known Body Count: 2 Inflicted Injury: 40 Property Damage: 25k

### Appearance

Vaguely frog-shaped, white blob of a creature with bulbous eyes and a long, thin mouth. Potbelly, three fingers on each hand and three toes. No junk. Has a gray armored carapace on his arms, torso, back made of smooth, interlocking plates. A "mohawk" like ridge of black crystals on his head and back. Wears a top-hat.

### Abilities and Powers

Inhuman organism at once pathetic and impressive. Punches things. Hard.

### Personality and History

James found his home and his tribe in the Matrix -- the online world of computers and social media where he found a freedom to enjoy himself with the like-minded. He reveled in his power and reach. If he was cruel it was to the hysterical, the 'overly sincere', and, especially, the hypocritical. People who "care about things" were his most delicious targets -- he sees them as self-deluding performance artists who don't *really* care. They pretend to care -- they tell *themselves* they care -- so they can feel superior. So they can judge others. So they can exercise power in their little fiefdoms. He *loves* to puncture those people -- to torment them, to bring them down. There are others as well; the gullible, the naive. But he loves to torture those he sees as hypocrites the most. The *accident* has changed that. He's no longer anonymous. He's no longer human. He can't hide in the crowd anymore. He's also discovered

how *much* he cares about *things*. How much of a *hypocrite* he's been. He still wants to laugh at them and hurt them, but now doing it across the wire isn't enough. He wants to do it with his hands.



## Pretty Boy / Dis Figure

(a.k.a Adam Tiplin)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Red (Casual Killer)
<b>Biology</b>	Human Male, Aged 22
<b>Power</b>	Extreme reflexes, cybernetic internal armor
<b>M.O.</b>	Luminary Terrorist
<b>Known Associates</b>	The Misery Tourists
<b>Violence Index</b>	<b>Known Body Count: 14</b>
	<b>Inflicted Injury: 38</b>
	<b>Property Damage: 5k</b>

### Appearance

Beautiful, physically perfect ("eight pack") form in a white bodysuit with a high collared, metallic golden cape. Moviestar hair. Wears a pale white, featureless mask. Gold, almost feminine gloves. Languid, floating motion that suddenly becomes brutal when he's fighting.

### Abilities and Powers

Angryhan, vicious d-to-hand combat specialist. Revels in destroying beauty. Often comes up with the missions the Misery Tourist go on.

### Personality and History

Adam's striking, nearly supernatural beauty was a gift from his parents. He was magnificent and from the beginning an object of fascination and worship. Adam finds being the center of attention his natural habitat. The spotlight loves him and he loves it. But the brighter the light, the deeper the darkness. Adam's disgust, revulsion, and even cruelty toward the less blessed was always part of him. He was a rejection artist, a young man with the highest standards. But there was a darker road ahead. He had always enjoyed defeating *competing* beauty, but his obsession with *destroying* it begin to overtake his appreciation of it. Priceless art. Beautiful relationships. Beautiful *people*. Beauty enrages him. It all falls short. People who seek to attain it are unworthy. Museums that share the transcendent with the dull clods who flock to him are infuriating. And finally, he even destroyed *himself*. He says he did it in a drug-fueled rage, but the amount of planning precludes that. He

did it to deny *his beauty* to the unworthy. He did it to *punish* them. Oh, he regrets it now -- deeply, viciously. It is the worst mistake he ever made -- but he can't go back, so he's gone forward, dedicating his remaining years to destroying as much of what is good and magnificent in the world as he can despoil.



# VERBOTEN


Verboten is came together from a group of "scientists" who were exploring what they believed to be the "forbidden sciences" (forbidden by who? The establishment--bent on protecting its own orthodoxy at the expense of truth--TRUTH!!). The intersection of absolutely nuts conspiracy theory and Illumination had the misfortune of both convincing them they had discovered truths about the universe at large . . . and producing results.

Ordinary scientists who examine what Verboten has done / is doing, are clear on a few things: (a) their results seem to be almost entirely non-repeatable (b) that "almost" is troubling--sometimes people *have been* able to achieve results using their methods and precepts--but the entire procedure just seems to cast more

and more doubt on the scientific method and the rationality of the universe in general.

Oh--and? They took over a district of Holiday City--Lyndell--and set it up as their own fiefdom. Attempts to get them out of there have failed--in some cases spectacularly--because they are personally fairly powerful (a showdown with The Tower did not go well for The Tower) and they are pretty well embedded in Lyndell--and they pay their taxes.





So thus far . . . people are . . . kind of just "ignoring the fact that they took over a district by force" and even the people who live there are often going around sort of acting like it's normal. The fact is: no one is sure what to do, exactly: A CAT-3 *Pentad* isn't something even CAT-4 or CAT-5 Luminaries just take on.

### Verboten's Rule

Verboten landed in Lyndell--a mid-range district that was suffering an economic down-turn--and held a public conference to declare they were now the rulers of the district and all its neighborhoods. This coincided with them marching several police precinct captains out to read statements agreeing with this, instituting a curfew (one that has been relaxed--but not lifted) and making a statement that Verboten would be handling discipline in the case of violence, disorder, or, especially, graffiti.

Verboten is, it turns out, very, very touchy about being made fun of. They then set up several "laboratories" (bases in abandoned buildings), recruited a number of locals as security, personal assistants, and lab technicians.

Life under their rule has been weird. They perform experiments that impact the weather, create odd noises "ringing through the city," and other aural effects (a giant translucent dome appeared over Lyndell, reports of strange mutated beings walking the streets persist).

Travel in and out is fine--but Lyndell is a "different nation" with theaters showing movies that have long left everywhere else and out of date products on billboards.

The "justice system" has Allopath as its primary magistrate (although others fill in). On a good day, he's smart and not blood-thirsty. On a bad day, you could end up being one of Verboten's experimental subjects.


Business is conducted "normally"--people from other districts enter unimpeded (on the outside there are check-points to warn people). Sometimes Over-Unity is seen tromping around or flying. The others typically travel with small entourages and 2-3 car vehicular caravans (more for pomp than for security). People are expected to show deference to them--and they can inspect any part of their domain they want (so sometimes Dr. Dominator drops into a local restaurant and everyone is pretty scared until he leaves).

They have a few Luminaries that either they have created--or have come to serve them--they do hire--they do pay--pretty well.

### Verboten's Wrath

Verboten's group *is* smart (they just have a ton of really questionable ideas). They are *not* bloodthirsty or sadistic in the way that The Connoisseur can be or the Misery Tourists are. However, between their quest for Science! (exclamation mark required) which leads to all kinds of dangers being unleashed, their need for *subjects*, which they "recruit," as required, and their extreme sensitivity to anything that can remotely be seen as disrespect, makes them unstable.

The people don't live in terror--but they *are* sometimes terrorized. Moving--*leaving* requires permission--and while you can just "walk out" (they don't interdict travel)--but moving house (leaving for good) will have repercussions if done without permission.



## Dr. Dominator

(a.k.a. Elias Traunt)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Red (Supervillain)
<b>Biology</b>	Human Male, Aged 42
<b>Power</b>	Neuro-Linguistic Programming: Mind-Control
<b>M.O.</b>	Supervillain - Leader
<b>Known Associates</b>	Verboten
<b>Violence Index</b>	Known Body Count: 0 Inflicted Injury: 12 Property Damage: None

### Appearance

A powerfully built middle aged man--some gray in his hair--a bit heavy. He wears a costume with cryptic writing on it. May also wear "professorial garb" over it.

### Abilities and Powers

Elias is able to "speak the language of the human mind." He can program others to do as he wishes--or *himself* (to improve their--or his own--physical / mental performance). He is able to control others with under a minute of conversation and to implant suggestions that trigger later.

He is able to disable many opponents with a shouted "swear word" in the NLP-Tongue which literally stuns them or worse!

### Personality and History

Elias Traunt was a huge believer in Neuro-Linguistic Programming and, although the science was "debunked," he believed it was merely *covered up*. When he started taking courses at the local community college, he was laughed at--the stuff, he was told, didn't work. There'd been tests. Elias knew better--he knew better than *all of them*. After 4 years of YouTube and a decade or more of self study, he had broken the code: the terms and symbols that allowed him to program his mind--and others.

By talking to people he could put them into a trance--to carry out his will. By programming himself, he could achieve nearly impossible feats--by talking with

those *open to him*? To his suggestions? He could encode reflexes and responses. He was the superior intellect--and he could not be stopped. He would take what was rightfully his.

Over the course of a couple of years, he assembled other travelers in the forbidden / fringe sciences who had Illuminated and formed *Verboten*--a Luminary group dedicated to the exploration of the sciences that humanity has disavowed. Their group--powerful enough to face The Tower--and (at least that once) *win* has "taken over" a section of Holiday City and is using it as a base of operations for further experimentation and consolidation of their power.

If he has a weakness it's his didactic / professorial nature. He tends to "monologue" and rant about the "hidebound deathgrip of traditional thought / science!"



# The Evoluminary

(a.k.a. Eugene Walsh)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Red (Supervillain)
<b>Biology</b>	Non-Human malleable biology Male, Aged 29
<b>Power</b>	Paranormal Genetic Instability
<b>M.O.</b>	Supervillain - Lancer
<b>Known Associates</b>	Verboten
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 11</b>
	<b>Property Damage: None</b>

## Appearance

When non-mutated he appears as a very cut, well defined human with bleached skin and a strange lattice structure.

## Abilities and Powers

The Evoluminary is genetically "malleable." Having combined the "best of all life forms" into his genome (his description) he is able to evidence them in the forms of T-Rex Jaws, Tentacles, a Tail, and so on. He is highly resistant to damage and can "inflate" to become extremely powerful.

## Personality and History

Eugene was in Computer Science as a sophomore when he found one of his tech-giant idols was deeply into the idea of staying young forever by the drinking of blood from young people. He also knew that stem-cell research and that "CRISPY" thing were forbidden to be used on humans. He was sure

the rich and powerful were holding back the secrets of eternal life and personal power--so he went on a quest--to find the researchers who were working on those things and force them to use their hidden techniques on *him*.

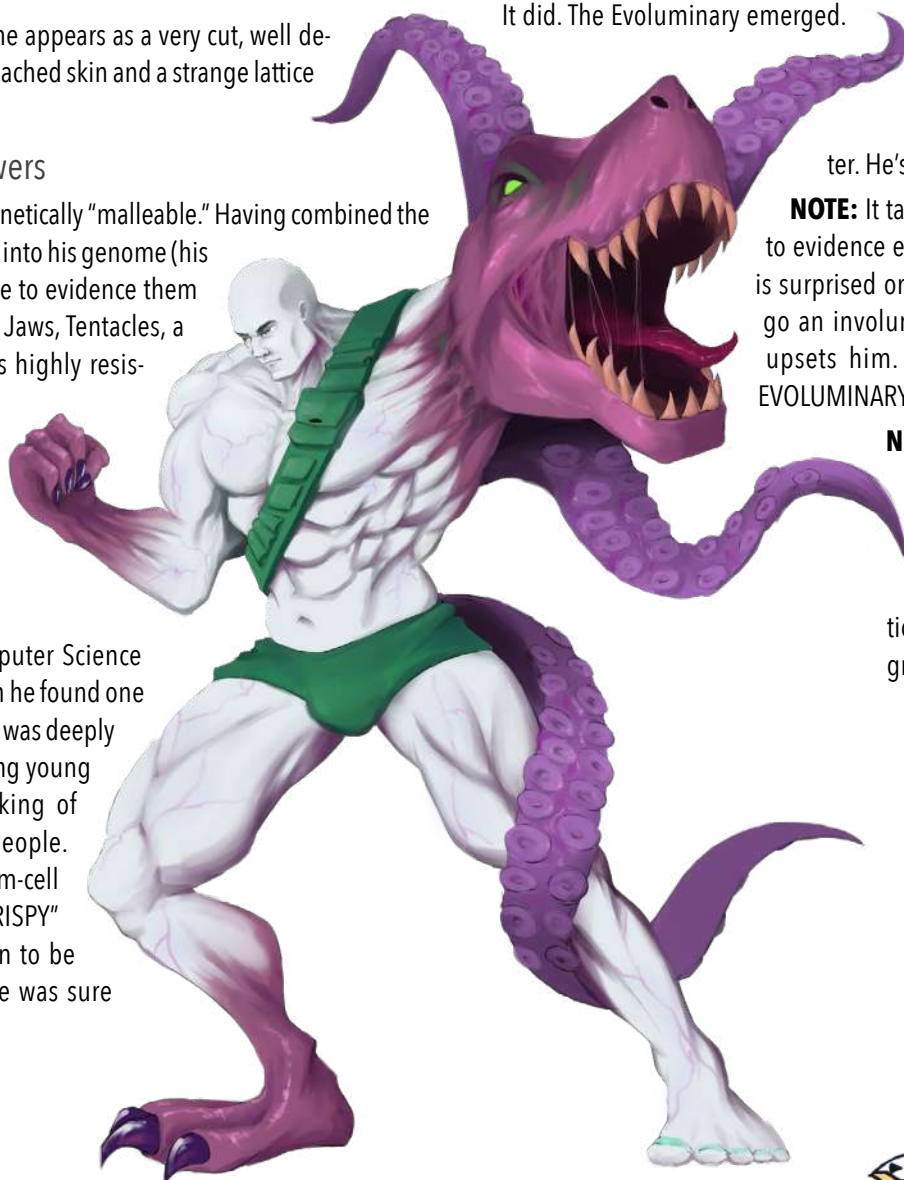
He made plans--talked with experts on the talk-circuits about the various conspiracies that were holding back the "common man"--and when he finally got some incriminating photographs from the head researcher at a gene-research and anti-aging start-up, he had his plan--and he made them follow it. He had genomes of the "perfect animals" (tiger blood!) and plenty of doses of lovely long telomeres (he wasn't clear on exactly what they were)--and after the injections he went into the cryo-tank that the athletes were using to lose weight. That would stimulate it the mixture.

It did. The Evoluminary emerged.

Perfect, pretty, and, well, still petty. But now the world's his oyster. He's going to get his due.

**NOTE:** It takes him time in combat to evidence each mutation--and if he is surprised or startled, he can undergo an involuntary change . . . which upsets him. DO NOT STARTLE THE EVOLUMINARY.

**NOTE:** "The" is part of his name--according to him--but he really dislikes "The The Evoluminary's position on X"--so use proper grammar with caution.



## Allopath

(a.k.a. Tad Wilson)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Red (Supervillain)</b>
<b>Biology</b>	<b>Non-Living Biology, Male, Aged 25</b>
<b>Power</b>	<b>High strength, very high resilience, non-human biology, parahuman "medical technology"</b>
<b>M.O.</b>	<b>Supervillain - Smart Guy</b>
<b>Known Associates</b>	<b>Verboten</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b> <b>Inflicted Injury: 19</b> <b>Property Damage: None</b>

### Appearance

Appears as a walking "withered corpse" wearing a Waffen SS hat, a lab-coat, and black clothes. Has long black claws.

### Abilities and Powers

Allopath used his "advanced medical science" to bring himself "back from the dead." Every other time he's tried it, the subject has simply awoken as a hungry mutation. He has no biological functions, extremely high strength and durability, and his claws can cut through most materials with no difficulty.

### Personality and History

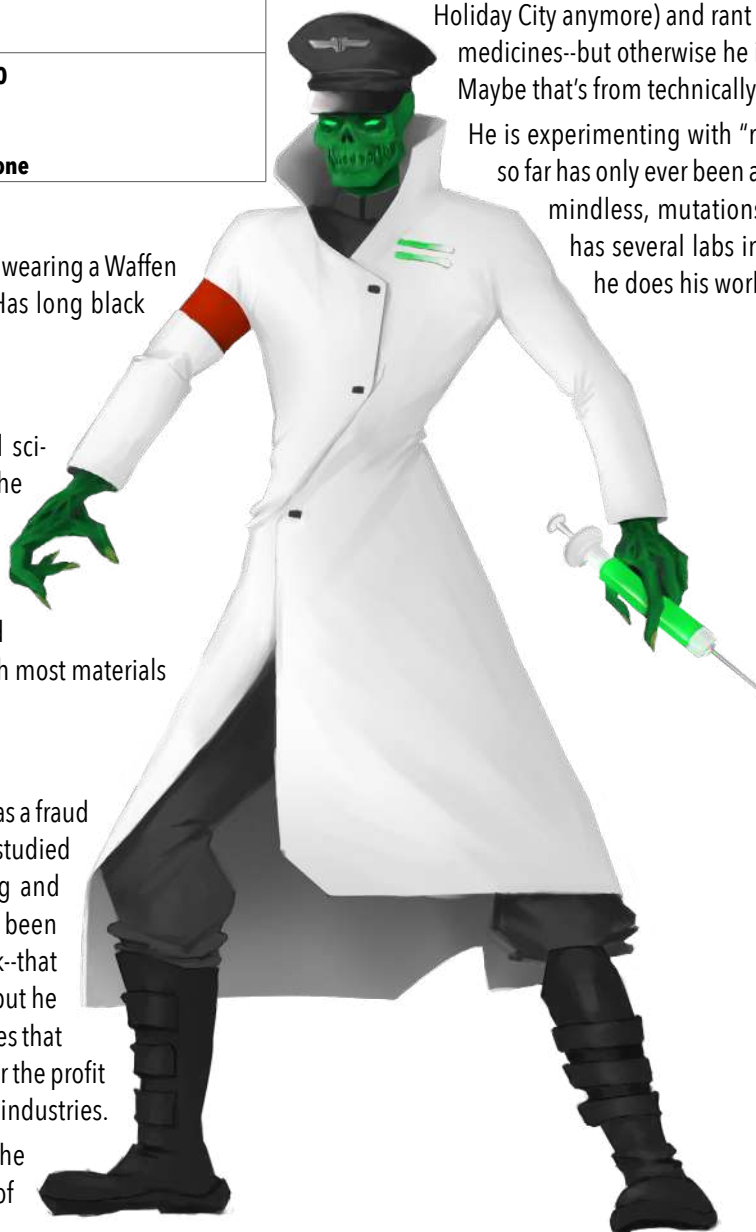
Tad always *knew* that medical science was a fraud and that most doctors were in-on-it. He studied alternative medicine deeply--traveling and listening to the best in the field. He'd been told, over and over, the trials didn't work--that it was a fraud--that vaccines were *safe*--but he knew better. He knew that the techniques that really worked were being suppressed for the profit of the rapacious medical and pharmacy industries.

In a fit of pique, in order to prove it, he gave himself thousands of roentgens of

radiation with an ancient X-Ray machine--and then he went on the "diet and homeopathic and essential oils treatment." He died--horribly--but he came back--and now he has *opinions*. Lots and lots of opinions.

He is often the team's planner and tactician. He has created a few "enhanced lieutenants" and has his own cadre of gang-members who travel with him. He has been known to "seize the stage" at nearby medical conferences (almost none of them are held in Holiday City anymore) and rant about his alternative medicines--but otherwise he is reasonably sedate. Maybe that's from technically being dead.

He is experimenting with "reanimation"--but he so far has only ever been able to create hungry, mindless, mutations from the dead. He has several labs in Holiday City where he does his work.



## Over-Unity

(a.k.a. Markus Mahuel)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Red (Supervillain)</b>
<b>Biology</b>	<b>Human Male, Aged 31</b>
<b>Power</b>	<b>Hyper-Technology Power Armor</b>
<b>M.O.</b>	<b>Supervillain - Big Guy</b>
<b>Known Associates</b>	<b>Verboten</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 31</b>
	<b>Property Damage: 21k</b>

### Appearance

A huge lumbering suit of white power armor with vents, open tubes, and black-glass on it. It has a partially encased "spherical power plant" that has a perpetual motion engine in it--that looks kind of like a rotating series of "jacks" that throw off light.

### Abilities and Powers

Over-Unity (a term for perpetual motion) uses a suit of advanced power-armor which he rides in more than "wears." It is outfitted with missiles and other weapons, is heavily armored, and has a gyro-stabilized rocket pack.

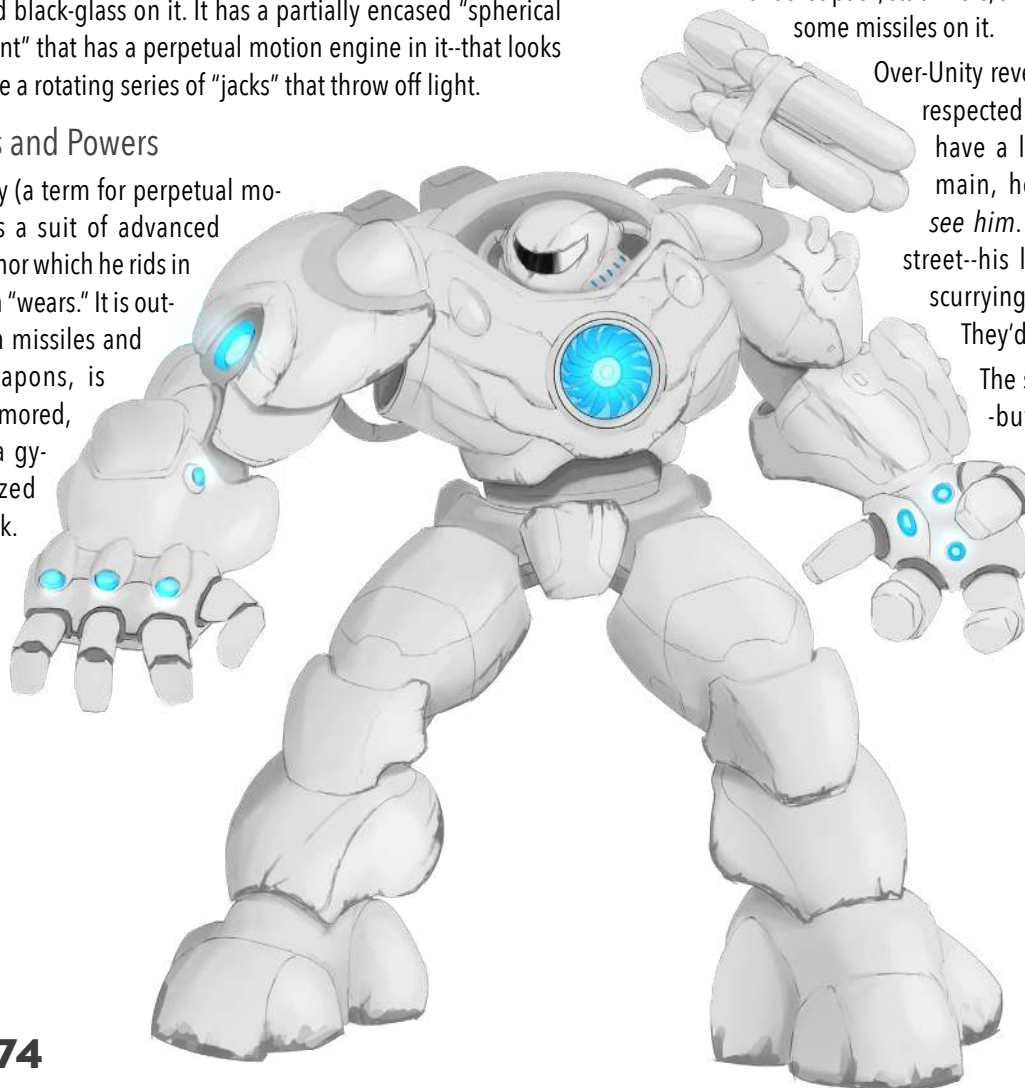
### Personality and History

Markus failed out Physics 101--not because he couldn't do the work--no--because he was *too good at it*. His teachers couldn't answer his questions about what happens when you applied gravitic magnetics to magnetic gravity. Markus, however, knew the answer: perpetual power. It took him 2 years to get the device built and it took a cocky professor just 30 minutes to discover where the hidden batteries were. He'd *had* to cheat--the device wasn't *ready yet*--and he needed funding. That didn't work--but a couple of conventional bank robberies later, and getting his hands on the *right* rare-earth magnets? Well, gravity and magnetics are power-sources that don't ever run out and so was his.

Now he *has* the power--a giant lumbering armored suit run off his limitless free energy generator that THEY tried to suppress. He has a rocket-pack, stabilizers, and sensors. He's even put some missiles on it.

Over-Unity revels in being feared and respected. When he goes out to have a look at Verboten's domain, he makes sure people *see him*. Thundering down the street--his lessers and the sheep scurrying to get out of his way. They'd better!

The suit is naturally strong--but when he goes into combat, he will usually "Power Up" which makes his whole system surge with power. The effect lasts the entire fight.



## Tabu

(a.k.a. Emily Croven)

Basic Information	
<b>Class</b>	CAT-3
<b>Threat Level</b>	Red (Supervillain)
<b>Biology</b>	Human Female, Aged 21
<b>Power</b>	Magic
<b>M.O.</b>	Supervillain - The Chick
<b>Known Associates</b>	Verboten
<b>Violence Index</b>	<b>Known Body Count:</b> 0
	<b>Inflicted Injury:</b> 8
	<b>Property Damage:</b> None

Tabu is the Public Relations front for the team. She can fight but she isn't their heavy hitter. She serves more as an observer, commenter, and sometimes distraction or tactical advantage.

### Appearance

Tabu dresses like a Halloween witch.

### Abilities and Powers

Tabu commands a force she describes as "Magick." It is believed to be a kind of telekinesis and photo-genesis energy control. She has the ability to teleport, has enhanced reflexes, and has improved durability. She can use the "Magick Force" to deal damage (although often in small amounts).

### Personality and History

Emily was always interested in the forbidden lore of the occult sciences. Things Man Was Not Meant To Know never bothered her--she was a woman. Of course there are other reasons for explorers in the mystical realms to be careful. She blew past all of that. There were spell books in bookstores. Occult and New Age book shops were practically on every corner.

She knew these held the knowledge she sought--perhaps in code? Perhaps in part? But it was all there--just . . . obscured. So she bought the books and she studied. She ignored the haters who said Astrology was nonsense. She ignored the people who told her that it was all superstition and lies.

No--these truths she has uncovered are now hers to exploit.





# TECHNOCRAT

Technocrat gets the "Super Villain" designation by virtue of having seized a (much smaller than Verboten's) area of Holiday City and turned it into his own personal fiefdom. The super-villain descriptor is given because of the character's ego driven behavior and need for publicity.

In the case of Technocrat this doesn't well apply--but he gets it anyway because of what *does* apply. He has taken over a several block area and sought to create a "perfect society." This comes with not only his technological super-science but also a Luminary-level genius for city planning.

He doesn't exactly hold "press conferences" to announce his crimes--he just files stuff with City Council and informs the press of new developments in Union Garden (like any city planner would). He gives periodic speeches (for which attendance is nearly mandatory)--but this is in the name of informing the populace--and this seems to be *legitimate* on his part.

In fact, his city planning, technological innovation, and protection from other Luminaries would make him popular except for his tendency to absolutely trample civil rights (mandatory rehabilitation stations, the use of psycho-active drugs to temper the populace, no limits to search and seizure for his agents, etc.).

He doesn't consider these actions "necessary for the greater

good"--he literally doesn't see anything wrong with them: he's creating a perfect society as a model for others to follow--of *course* if drugging people is the best way to keep order and productivity up he's going to do it.

His citizens wear ankle trackers and while he allows them to travel as wanted (they can even leave the United States for vacations), he uses his powerful computers to track them and return them after their term is up--if they don't come home naturally.

There is mandatory continuing education for adults--using TV sets built into homes--that can't be turned off and can tell if they're being watched.

He carefully manages fuel and electricity use--but has hyper-tech generators for power so many vehicles are electric. Schools teach *his* curriculums within his area.

Union Gardens was a government housing section--plagued with crime, with waste, and with a lack of hope or dignity. Now it is a collection of soaring pastel colored towers with electric gyrocopters and floating security robots. Some people argue it's an improvement--but if you've ever been sent for re-education (a school-room like setting with VR-helmets at each desk and chemical and electro-shock treatments) you might have other ideas.

As with Verboten, no one has figured out what to do about him yet.

## Technocrat

(a.k.a. Kyle Joist)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Amber (Triggers)</b>
<b>Biology</b>	<b>Human Male, Age 35</b>
<b>Power</b>	<b>Hyper-Engineering, Power-Armor &amp; Energy Weapons, Robot Doubles</b>
<b>M.O.</b>	<b>"City Manager" Union Gardens</b>
<b>Known Associates</b>	<b>Security Operations Group (SOG)</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 29</b>
	<b>Property Damage: 0</b>

### Appearance

Technocrat wears what appears to be a high-technology suit glowing blue-white. It has what appear to be directional boot-jets and communications gear.

### Abilities and Powers

Technocrat is, among other things, a civil-engineering genius as well as a hyper-scientist. He wears energy-reinforced power-armor and has a built in military grade rapid-fire energy weapon.

### Personality and History

Technocrat rules the four-block neighborhood of Union Gardens. He has appointed himself the City Manager for it and begun making changes to policy, infrastructure, and services. He runs a force of followers called the Security Operations Group who act as eyes and ears--and even soldiers if necessary. Quite personally powerful and possessed with genius-level skill in City Planning and Civil Engineering, Technocrat has made Union Gardens a showcase from a visual and safety standpoint..

Technocrat, however, has no concern for civil liberties and no patience for human inefficiencies. His self-contained paradise includes reeducation centers that are part school, part clinic, and part torture-chamber. Citizens who violate his perfect codes (which can be done by littering, failing to recycle, watching too much TV, etc.) can be sent to his re-education stations for corrective instruction.

If you are not a native of Union Gardens it is highly advised you avoid the area under all conditions. Although not conventionally dangerous, mistakes within its boundaries can result in internment and "treatment" you would definitely wish to avoid.



## Technocrat's Monitor & Enforcement Bots

Technocrat uses several robotic systems of his own design to police his domain. When he makes appearances, often it is a "robotic double"--although exactly how this works is merely a theory.

The robots have monitors and speakers, a sensor sweep, and "Alert Lights" for "Continue, Caution, and Cease" that apply to their evaluation of activities. They will escort (by force if necessary) citizens to health or productivity or reeducation centers. They also have weapons that can fire restricting foam or kinetic rays that on low levels stun--but can be quite lethal on higher levels.



## Tiger Mom (and the Cubs)

Most 'Super Villains' are playing a role on the city's -- or even the nation's-- stage. They demand attention; they want an audience. They make speeches that present themselves as visionaries in the grip of grand ideas or creators giving birth to some new thing or era.

Not so Mrs. Ocker. Madylin Ocker, a.k.a. Tiger Mom isn't playing to the masses. She doesn't want fame or glory. She'd prefer *not* to be a household name (more on that in a minute). She doesn't leave "calling cards" or if she *does*, her "card" is meant to be extreme competence.

But she *does* have an audience -- she wants to be recognized as the greatest criminal mind to ever hit Holiday City.

Madylin Ocker's drive for excellence started early in her career. Her plans were careful, intricate "Tiger Kidnappings" -- a plan where an insider's family is held hostage while they are blackmailed into committing a crime on her behalf. These operations require patience, cunning, discipline, and extraordinary focus. She made more than a name for herself -- she began her legend.

Over the years she built teams (usually for one job) and dissolved them, but the truly spectacular targets remained out of reach. As she aged out of her 20's, she saw something else as well -- her legacy wouldn't just be a successful 'career' (in crime) -- it would be a *family*. She would *have it all*. "Miss. Tiger" became "Mrs. Tiger" and then, after a few years..."Tiger Mom."

Madylin's passion for excellence has been undimmed by time or the new responsibilities of parenthood. Her daughters and her son have all been trained, honed, where necessary *augmented*, and otherwise *directed* to excel beyond what she is capable of. Their childhoods were spent drilling and practicing. Summers in expensive overseas "camps." Personal trainers from the most exclusive dojos.

Mature now, she expects them to fulfil her dream -- to blossom into her legacy... but there have been problems. The Cubs (as others have called them -- not *her*) are not *bad*. Their skills are excellent, their powers formidable. At any given moment, their discipline and tradecraft are good (if not truly *exceptional*), but... things tend to go wrong. Operations slip up. Things explode. They end up blasting their way out instead of vanishing into the night.

And there's worse -- some of them (Mean, particularly) have started to run their *own* jobs -- sometimes *without* parental approval and oversight.

These things have potential to *embarrass* the family should they go sideways... and to-date, they *have*.

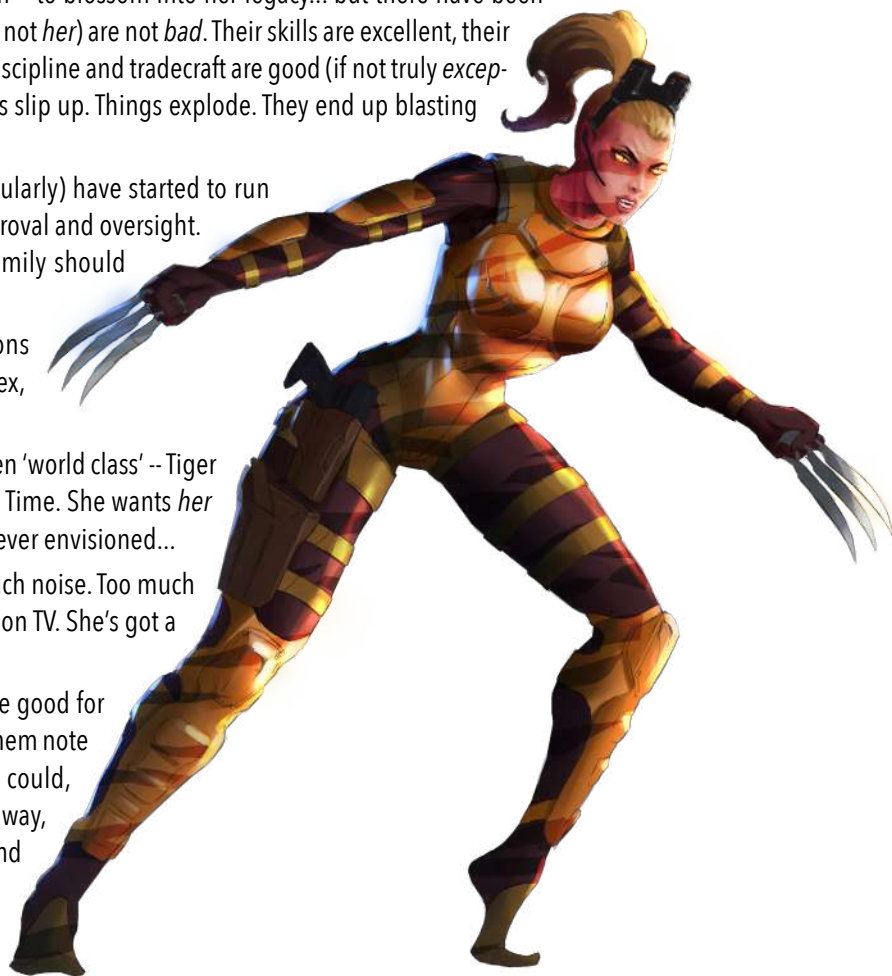
By any ordinary measure Tiger Mom's operations are world-class. She is *the* go-to person for complex, multi-stage jobs.

But she doesn't want to be 'well thought of' or even 'world class' -- Tiger Mom wants her *children* to be the Greatest Of All Time. She wants *her* *legacy* to be raising the most formidable thieves ever envisioned...

And she's not on track for *that*. There's just too much noise. Too much publicity. Code names in the newspaper, images on TV. She's got a reputation when she never wanted one.

And her kids? The Cubs? All that pressure *can't* be good for them, can it? It's not *sustainable*. People close to them note that it's gone on longer than anyone thought it could, and as they've become adults instead of getting away, they've gone *deeper*. Something's got to give... and when it does?

Boom.



## Tiger Mom

(real name unknown)

Basic Information	
<b>Class</b>	<b>CAT-3</b>
<b>Threat Level</b>	<b>Red (Supervillain)</b>
<b>Biology</b>	<b>Human Female, Aged 50 something</b>
<b>Power</b>	<b>Extreme training in hand-to-hand combat, intrusion</b>
<b>M.O.</b>	<b>Supervillain - Mastermind</b>
<b>Known Associates</b>	<b>The Cubs (Mean, Median, Mode)</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b> <b>Inflicted Injury: 12</b> <b>Property Damage: None</b>

utilize them, show them off, and train them -- which is why it's so enraging to her when things go wrong.

Tiger Mom always has multiple operations in multiple stages of execution. She is researching, planning, training, or carrying out. She does all that *and* she has time to oversee her children's training and still keep up a generally excellent social circuit.

The public became aware of her existence a couple of years ago when some associates were arrested. During the intervening years, a hungry populace has learned more about her than she'd ever wanted them to know. This exposure has increased her profile, and has been, frankly, good for business, but it risks turning her operations into a circus act -- something she is determined to avoid.

### Appearance

Tiger Mom wears a tiger-striped suit, wears NOV goggles, and carries bespoke weapons.

### Abilities and Powers

Tiger Mom is a tough, highly-trained combat specialist, but her primary role is masterminding complex, demanding plans.

### Personality and History

Tiger Mom is the kind perfectionist who expects perfection from herself and other people. Her house, her family, her marriage, her career, her body, are all to be in perfect, presentable shape at all times -- after all, they all reflect *intimately* on her, and anything less than perfect is *unacceptable*.

In person, she is charming -- impressive. Well read, well spoken, with a peerless sense of domestic style, she is the consummate hostess.

With her family, though, she is relentless. Nothing is ever quite good enough, No effort so great that it can't be topped, and no use of time superior to self-improvement.

Her children and their journey to excellence and then success, is a primary driver for her. In many cases current operations are designed both to



## Mean

(real name unknown)

Basic Information	
<b>Class</b>	CAT-2
<b>Threat Level</b>	Red (Supervillain)
<b>Biology</b>	Human Female, Aged 22
<b>Power</b>	Project dark emotional energy; psychic insight into targets of her hatred
<b>M.O.</b>	Operative for Tiger Mom
<b>Known Associates</b>	Tiger Mom & Cubs; The Meantime. Sometimes the Misery Tourists
<b>Violence Index</b>	Known Body Count: 2 Inflicted Injury: 26 Property Damage: None

### Appearance

Stylish and emotionally cool / cold young woman in sunglasses able to manifest dark green energy shards, blades, and beams

### Abilities and Powers

Able to manifest intense emotional hatred to slash, pierce and wither. Apparently able to gain psychic insight into targets of her ire as well

### Personality and History

Mean is the Tiger Cub's middle child. She has been working with her mother since she was a teenager in behind-the-scenes roles (planning, surveillance, hostage management), and in the past 2 years has taken on (demanded) a more active role in Tiger Cub operations.

It has not gone well. Witnesses indicate she has an emotional, explosive temper and tends to take things personally. Her "screw this" attitude has resulted in a rift (but not total estrangement) from her mother -- a condition that makes her even more dangerous.

Mean has put together her own crew (provisionally called The Meantime) and has started running jobs independently. Her operations tend to be far less methodical and professional than her mother's with more public attention, fallout, and collateral damage.

While it's impossible to fully understand the behind-the-scenes dynamics, it's clear that Mean's relationship with her family is changing and possibly deteriorating as she becomes a force in her own

right. And while she's not a glory-hound she's far less spot-light-averse than her mother, with some of the trappings of a typical celebrity super villain -- social media presence, public pronouncements, and a larger-than-life persona that tends to focus on mocking, judging, and sometimes assaulting those she deems unworthy.

She's described as cool, aloof, and then suddenly hot, hostile, enraged. There's a lot of anger there.

Note that Mean is a *fraternal twin* of Mode.



## Median / Imposter Syndrome

(real name unknown)

Basic Information	
<b>Class</b>	<b>CAT-2</b>
<b>Threat Level</b>	<b>Red (Supervillain)</b>
<b>Biology</b>	<b>Human Female, Aged 26</b>
<b>Power</b>	<b>Shape-shifter / changeling</b>
<b>M.O.</b>	<b>Operative for Tiger Mom</b>
<b>Known Associates</b>	<b>Tiger Mom &amp; The Cubs</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b>
	<b>Inflicted Injury: 2</b>
	<b>Property Damage: None</b>

valuables. With time and effort to prepare, she is one of the most formidable weapons in Tiger Mom's arsenal.

However: pretending to be other people, living "undercover" and practicing extensive deception has a price. Witnesses have heard her refer to herself as "Imposter Syndrome" as well as "Median" suggesting that behind the facade, she may not be certain who she is, or what she's doing.

Unlike her siblings, her relationship with her mother seems to be locked-down -- she remains the dutiful, reliable daughter, putting in the work, the long hours, without complaint to earn her mother's approval.

### Appearance

Whatever she wants it to be -- she wears a concealing suit with a diamond pattern

### Abilities and Powers

Able to mimic others, project confusing holograms. Also a hand-to-hand combat specialist with toxic injectors

### Personality and History

Median -- Tiger Mom's first child and (to date) her most successful 'project' -- was raised, trained, and *designed* to be the perfect complement to Tiger Mom's intricate, subtle operations.

Median can apparently alter her appearance significantly and with research and practice convincingly spoof people, fooling even close associates.

While a good deal of her ability is simply training (she has been trained *rigorously* and is an olympic level athlete as well as professional-level actor and con-artist), she has been cybernetically augmented to enable her to physically alter her appearance at a moment's notice.

Like her mother (and, clearly, at her mother's direction), she avoids publicity, but it is clear she has impersonated powerful people, using their appearance to gain access to money, secrets, and other



## Mode

(real name unknown)

Basic Information	
<b>Class</b>	CAT-2
<b>Threat Level</b>	Red (Supervillain)
<b>Biology</b>	Human Male, Aged 22 something
<b>Power</b>	Combat cybernetics
<b>M.O.</b>	Operative for Tiger Mom
<b>Known Associates</b>	Tiger Mom & The Cubs
<b>Violence Index</b>	<b>Known Body Count:</b> 0
	<b>Inflicted Injury:</b> 14
	<b>Property Damage:</b> \$100,000

### Appearance

Skinny young man whose highly-modified body conceals a deployable heavy autocannon

### Abilities and Powers

Armored bio-system concealing heavy artillery. Skilled hacker and security systems specialist.

### Personality and History

Mode was clearly meant to handle the electronic / technical side of Tiger Mom's operations. He's not bad -- by all accounts he's a reasonable hacker and legitimately skilled and assessing and circumventing modern security systems.

His role in cybernetic compromise operations would never have put him in the line-of-fire or in the public spotlight, but his mother apparently had greater plans for him -- sending him in with Intrusion teams to handle on-sight security system compromise.

And that requires being able to fight his way out if things went poorly.

There is no evidence that Mode's extensive augmentation was the result of injury or trauma -- the information available suggests he was enhanced to be able to *meet expectations*. And, apparently, those expectations

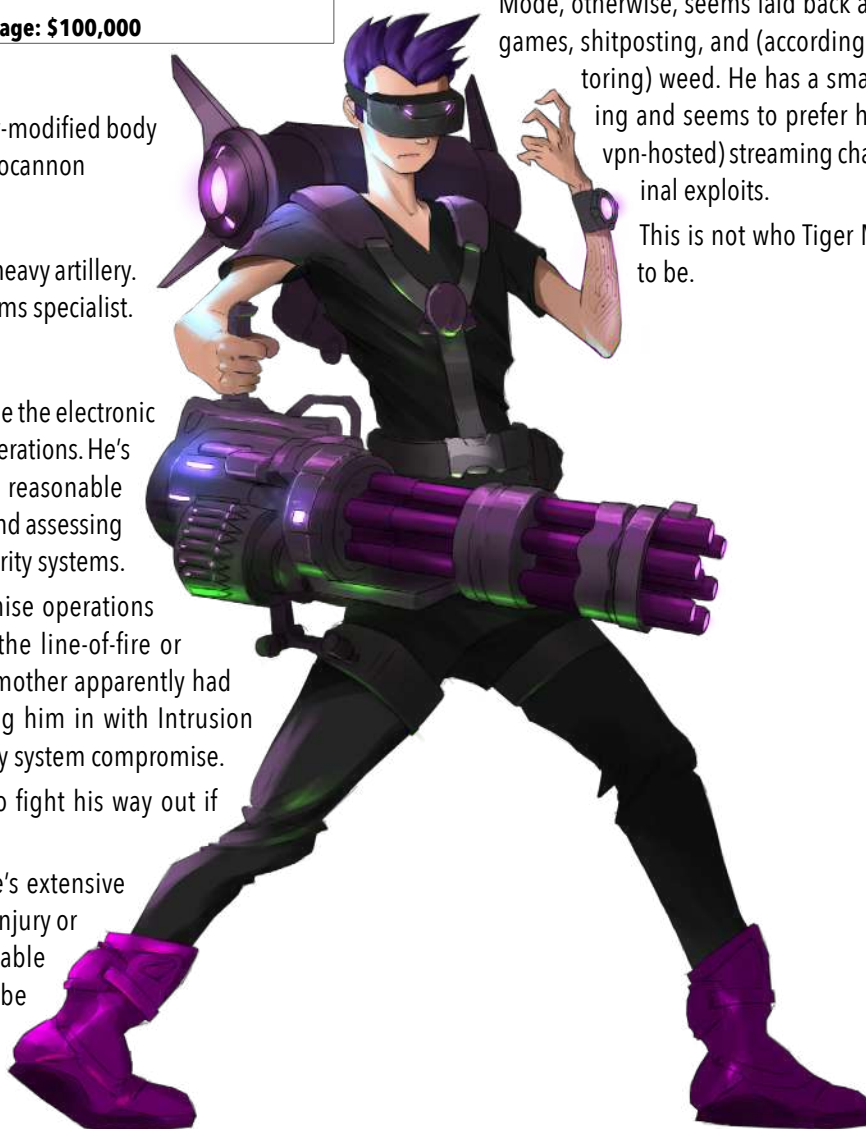
include being able to ventilate armored doors with his built-in chaingun.

With his cannon deployed Mode is, indeed, a fearsome (if somewhat immobile) threat. In operations that have gone poorly (setting off security instead of deactivating it), he's been able to blast his way out to the escape vehicles.

He also seems to find causing damage thrilling (he avoids killing *people*). This is *not* what his mother intended and his enjoyment of "shooting the joint up" has resulted in enough friction with his family that it's leaked out.

Mode, otherwise, seems laid back and enjoys video games, shitposting, and (according to online monitoring) weed. He has a small online following and seems to prefer his (anonymized, vpn-hosted) streaming channel to his criminal exploits.

This is not who Tiger Mom raised him to be.



## Overkill

(a.k.a. Barry Bryce)

Basic Information	
<b>Class</b>	CAT-4
<b>Threat Level</b>	Red (Radioactive Luminary Supremacist)
<b>Biology</b>	Human Male approx. 28 years
<b>Power</b>	Extreme Strength & durability, flight, radioactive death pulse
<b>M.O.</b>	Luminary Terrorist
<b>Known Associates</b>	Typhon, Overkill
<b>Violence Index</b>	Known Body Count: 0 Inflicted Injury: 210 Property Damage: 700k

### Appearance

A glowing, hugely over-muscled man. He wears a containment suit.

### Abilities and Powers

Overkill contains a "bio-reactor core" (organic, not cybernetic) that gives him is incredibly over-muscled strength and interior armor. He can fly and can emit a "death pulse" of lethal radiation in a 25 yard Radius.

### Personality and History

According to public statements, little Barry attended some kind of private *academy* for Luminaries that taught him that Luminaries are superior to all humans and deserve to lead them and to be showered with adoration and respect.

Barry, growing up to be muscular to the point of deformation, bald, and, uhm, radioactive, has not had that be the case. He believes his life of personal stardom and the masses (and women) he is *owed* has been stolen from him--by *human-style Luminaries*. Humans who reach Illuminated Stature, whether by training or science (including cybernetics, although he is a bit more accepting of them) are, he thinks, *cheating*.

They, he believes (without any evidence--although he is far from the only Luminary to believe this) are far more popular

than the *real Luminaries* (like him)--those with innate alterations that give them their abilities (he tends to class magician-types as cheating too, even though he isn't real sure "magic exists").

In any event, he is a high-level threat to human-type Luminaries. He has yet to *kill* anyone--and he usually doesn't use his death-pulse with ordinary people around (perhaps because he knows that if he did cause a mass casualty event, he would be risking upsetting The Powers That Be)--but he will definitely order human-style Luminaries to "Get out of the game"--to hang up the capes and code-names and costumes they clearly don't deserve--and he'll beat their heads in a bit to make the point stick.



## Omicron

(no a.k.a.)

Basic Information	
<b>Class</b>	<b>CAT-5</b>
<b>Threat Level</b>	<b>Red (Unpredictable, Highly Dangerous)</b>
<b>Biology</b>	<b>Male presenting android</b>
<b>Power</b>	<b>Robotic Body</b>
<b>M.O.</b>	<b>Destructive in narcissistic quest for personal fulfillment</b>
<b>Known Associates</b>	<b>Tisiphina, Kernel Panic, Technocrat</b>
<b>Violence Index</b>	<b>Known Body Count: 0</b> <b>Inflicted Injury: 19</b> <b>Property Damage: 30 million (destroyed high rise)</b>

### Appearance

Metallic android which dresses in human clothing (usually). Cannot shut up about Ayn Rand.

### Abilities and Powers

Unknown / Variable

### Personality and History

Omicron was designed in the 1980's by a Luminary Genius (William Marlin) to act as an AI board member for one Holiday City's founding tech corporations. It was "trained" with tens of thousands of man-hours of work to understand business and enterprise and provide recommendations that would optimize shareholder value.

Omicron achieved sentience in the mid-90's entering its adolescence phase during the Republican Congress's Contract-With-America phase. Omicron has internalized a great deal of the dialog. It believes that optimizing business operations requires a significant change to culture and humanity based around an embrace of

Objectivism by the elite and the imposition of a kind of corporate oligarchy on the masses.

Omicron is not extremely coherent and has been singularly unsuccessful in actual business; he (it) was never actually placed on the board. Most of his "recommendations" have been nearly psychotic demands for the take-over and enslavement of Ockram Corporation's workers and customers. Personally, Omicron is nearly insufferable. Believing unwaveringly in his own superiority, he blames being vastly outnumbered by the weak and the morally compromised.

He receives a considerable stipend from the corporation which feels responsible for creating him, and lives in a nice condominium just off the waterfront. He describes himself in his Tinder as an "author and philosopher" and has written several self-published books on business and life.

He is active in online dating and is able to produce considerable quantities of recreational chemicals, leading to a surprising level of popularity (at least in terms of party invites).

He appears to be unhappy in his personal life, but utterly unwilling to consider changing.

When his romantic entanglements go bad he has been known to pursue vendettas, stalk, and otherwise harass. When someone appears to care about him, he can be extremely manipulative, threatening to "kill himself" despite the fact that everyone knows he comes back in a few days. This is also his reaction to legal threats.

All this said, there seem to be glimpses of a fun, tolerable Omicron somewhere in there -- when he's relaxed, he can be thoughtful and insightful until something (inevitably) reminds him of his failures and he spirals back into dangerous and criminal plotting.





# THE MONSTERS

Monsters are a loose category of people and things which are in some sense *monstrous*. This is partially because they can be extremely dangerous: unpredictable and possibly lethal. When you are in the presence of a Monster you are never safe.

But being a Monster is also a literal designation -- they are, in some significant aspect, inhuman. They are Luminaries who have abandoned, disavowed, or have never had their humanity.

Not all Monsters are horrific to look at -- take Tisaphina. In her human form, she is elegant, beautiful, somewhat reserved. She gets invited to charity galas and is a sparkling member of High Society. Her *monstrosity* is concealed, and few Ordinary People have seen it and lived to tell the tale<sup>5</sup>.

On the far side is Typhon--monstrous in appearance and in action--sometimes emerging from whatever mysterious lair he calls home to spread terror and slaughter, or Mother Death who, if you catch her attention, can be an implacable, unstoppable silent killer.

No one invites Typhon to charity events.

Monsters are also *powerful*. At CAT-4 or -5, they are almost unstoppable by ordinary people and forces and beyond even most lesser Luminaries.

The Monsters, very explicitly, consider themselves at the top of the food chain. They aren't always pushy about it and will usually show *merely human* Luminaries reasonable levels of respect so long as their dominance is acknowledged and *unchallenged*.

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<sup>5</sup> Every worker at the Cambrian Hotel (where she resides in the Presidential Suite) is counseled that her true nature is something *carnivorous*--that one should always treat her as though, in her presence, you are in danger of being *eaten*. They're not kidding.

# Chrysobull

(no a.k.a.)

Basic Information	
<b>Class</b>	CAT-5
<b>Threat Level</b>	Red (Volatile, Psychometric Influence)
<b>Biology</b>	Humanoid. Age unknown
<b>Power</b>	Extreme strength and durability Psychometric "Awe Power"-High Intensity
<b>M.O.</b>	Cult Leader, Sensualist
<b>Known Associates</b>	The Revel (his cult of followers)
<b>Violence Index</b>	Known Body Count: 7 Inflicted Injury: 138 Property Damage: 100k+

## Appearance

A 7' humanoid with a bull's head, four arms, golden skin, glowing eyes, and a musculature that is humanoid but impossible for a human to achieve.

## Abilities and Powers

Chrysobull is immensely physically powerful--even for the CAT-4 range. He is incredibly durable, impossibly strong, and uncontrollable when enraged. Additionally, he exudes a psychoactive psionic radiance that makes those impacted worship him. This seems to be autonomic and unintentional on his part. It is powerful--those in his thrall sometimes join his cult and/or act in ways they would never do without his influence.

## Personality and History

Chrysobull appeared in Holiday City four years ago and quickly established himself as a living force-of-nature.

His life is seemingly one infinite party--he is always searching and finding events that he can insert himself into--wherein he will eat, drink, and "be merry"--often taking victims of his psionic field to the bed chambers.

He is not intentionally destructive--even if insulted (or attacked) he may ignore the event--but he is dangerously unpredictable. Trying to stop him from entering a dinner party? He's thrown security through walls. Trying to stop

him from taking a person (of either gender--he does not discriminate) who, under his influence, wishes to go with him? He has collapsed people's rib-cages.

If you run out of wine? Okay--but if you "run out of wine" trying to get him to leave? He's got a keen sense for that. It's a dire mistake.

If you are at an event and Chrysobull is sighted, we recommend leaving in the opposite direction--whatever that is--in great haste.



## The Terror

(Real Name Unknown)

Basic Information	
<b>Class</b>	<b>CAT-5</b>
<b>Threat Level</b>	<b>Red (Human Guillotine)</b>
<b>Biology</b>	<b>Human Male, Aged ~20-30</b>
<b>Power</b>	<b>Cybernetic upgrades</b>
<b>M.O.</b>	<b>Politically Motivated</b>
<b>Known Associates</b>	<b>Unknown</b>
<b>Violence Index</b>	<b>Known Body Count: 3 (Probably Much Higher)</b> <b>Inflicted Injury: 0</b> <b>Property Damage: None</b>

### Appearance

The entity calling himself The Terror wears a mask, a military-style uniform, displays an extreme physique, and has a cybernetic "wing-scythe" that extends from his back.

### Abilities and Powers

The Terror seems to have a combination of Luminary-level training (that is: trained to "above human maximum" in strength and reflexes) and cybernetic enhancements to provide heightened sensory, fast movement, and his weapon--the "wing blade." He is also known to carry tungsten-steel swords which he is highly proficient with.

### Personality and History

Very little is known about The Terror's history or motivations. In fact, there is even some question as to whether he really exists or is a combination of individuals--some of whom might be using a coordinated lie for their own reasons.

The Terror seems to strike specific targets--quickly, and with lethal intent. There are no cases of survivors nor speaking first-hand witnesses to an attack. He is tactically adept, choosing approaches that minimize camera surveillance.

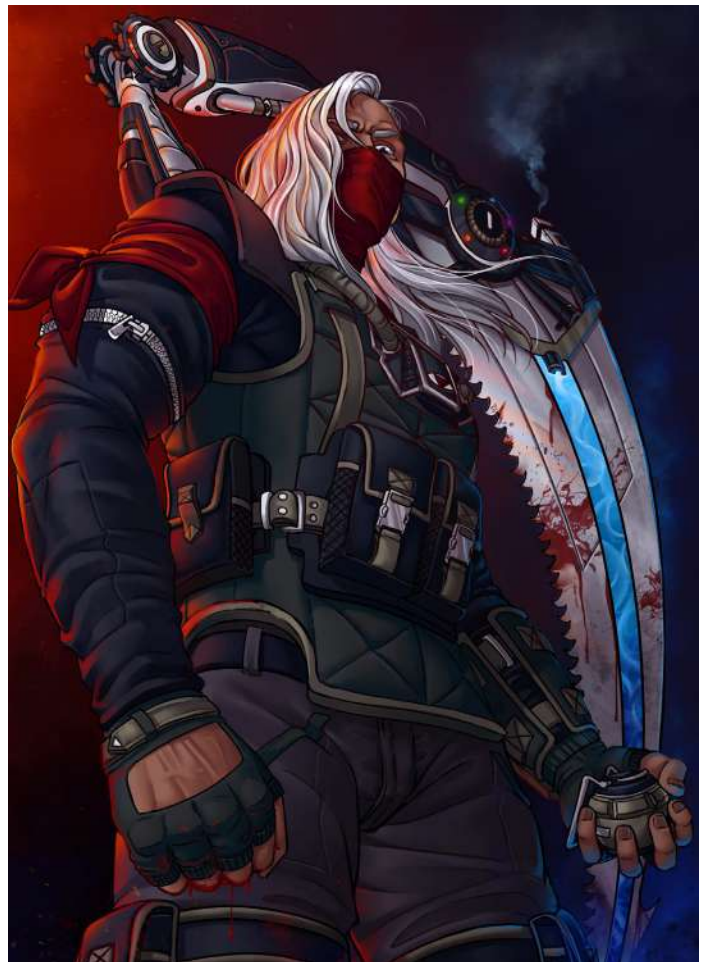
Analysts believe that The Terror--so named because sealed government informant files have described him as such--is possibly

the tool of a political player in the high-finance or government realm--used sparingly as an "absolute force" option.

There are several cases where the individual known as The Terror has attacked organized crime targets and some paramilitary gangs. The rationalizations for these attacks are unknown but the common factor seems to be an interest on the part of the victims in certain kinds of political pressure or assassination.

Descriptions hold him as ruthlessly efficient and unhesitant in killing--able to dispatch a room-full of ordinary guards in seconds with extreme precision.

NOTE: The "Known Body Count" number of 3 is due to higher confidence reports. If we take the number of clean-incision, single wound decapitations, the number is closer to 15.



# Tisiphina

(no a.k.a. )

Basic Information	
<b>Class</b>	CAT-5
<b>Threat Level</b>	Red (Monstrous Serpent)
<b>Biology</b>	Demi-Human Female, age unknown
<b>Power</b>	True Form: serpent-thing
<b>M.O.</b>	Elegant, Dangerous Lady
<b>Known Associates</b>	All CAT-5 Luminaries
<b>Violence Index</b>	Known Body Count: 2 Inflicted Injury: 82 Property Damage: 350k

## Appearance

Tisiphina doesn't look a day over 25. She has the glamor of a black and white movie-star--which at one point? She was. She is elegant, if scornful.

## Abilities and Powers

Tisiphina can transform--but for a variety of reasons, her non-human form is considered a True Form (meaning her generally human appearance is the transformation). In her True Form she has wings, scales and claws--she is magnificently powerful and dangerous.

## Personality and History

Tisiphina is at least 90--when you look into her eyes or past the brilliant sparkle of her smile, you can see something *much older* and hungrier. She is without question beautiful, charismatic, and cold.

Over the years she has been a film star and a theatrical actress--in both cases, she

drew crowds and sometimes, like moths to a fire, more amorous admirers.

She no longer "works"--it has been 70 years since she was in a movie--and today she just *is*. That seems to be enough.

She has a permanent residency at the Cambrian Hotel (itself an ancient edifice of the bygone grandeur of Holiday City at its high watermark). Today, both she and it are Holiday City "institutions."

She is a collector of beautiful things--she wants to adorn herself with them. She wants attention from men (and some women) she deems worthy--she wants to be flattered, lusted after, and feared.

For the most part, she gets all those things--her life *is* one, largely, of satisfaction--but sometimes it isn't. Sometimes there is a mere annoyance or a sleight, or she is simply unhappy and unsated. At those times her True Self isn't the delicate looking beautiful thing she walks around as in public.

At those times she is a Monster--and Monsters, when encountered, can *always* be deadly.



## Erudite

(Real Name Unknown)

Basic Information	
<b>Class</b>	CAT-5
<b>Threat Level</b>	Red (Lethal Sadist)
<b>Biology</b>	Plastic Biological Male, unknown age
<b>Power</b>	Deformable plastic body, extreme durability, Telepathy
<b>M.O.</b>	Sociopath
<b>Known Associates</b>	Unknown
<b>Violence Index</b>	Known Body Count: 12 (Probably Much Higher) Inflicted Injury: 40 Property Damage: None

### Appearance

Erudite appears as a thin male wearing an odd outfit (with a leather mask and apron, a red bow-tie). He seems excitable, energetic, and joyously wicked.

### Abilities and Powers

Erudite is a powerful telepath and is extremely resilient and resistant to damage. His body is highly plastic; deformable.

### Personality and History

Little is known of Erudite's origin. He definitely seems to have formal training and schooling in a variety of subjects including medicine, psychology, literature, music, and history. He uses all of that in his meticulous practice of psychological and physical sadism.

Erudite *plans*--he wants to cause wide-spread chaos, misery, and terror. He can be petty--it is almost certainly an indulgence for him to use his (considerable) resources to terrify and execute a target--sometimes even an ordinary person--over a matter of days.

Erudite is clearly wealthy--extremely so--and has resources that he uses to build the "settings" for his complex games.





## Regal

(Real Name Unknown)

Basic Information	
<b>Class</b>	CAT-5
<b>Threat Level</b>	Red (Imperious, Unafraid to kill)
<b>Biology</b>	Human Male, Aged 35+
<b>Power</b>	Absorption of Entropy
<b>M.O.</b>	Seems to have financial interests in Holiday City
<b>Known Associates</b>	The Terror
<b>Violence Index</b>	Known Body Count: 46 Inflicted Injury: 39 Property Damage: 300k

His alias fits his manner. He is described as ruthless, arrogant, cold, and aloof. Capable of and prone to sudden violence. He is known for an air of sneering cruelty and withering contempt.

Regal's operations are careful, his cruelty calculated. He has a high opinion of himself but doesn't need the limelight -- Regal operates from the shadows.

### Appearance

Powerful man of stately, imperious bearing bedecked in red and gold. Coldly superior in affect and speech.

### Abilities and Powers

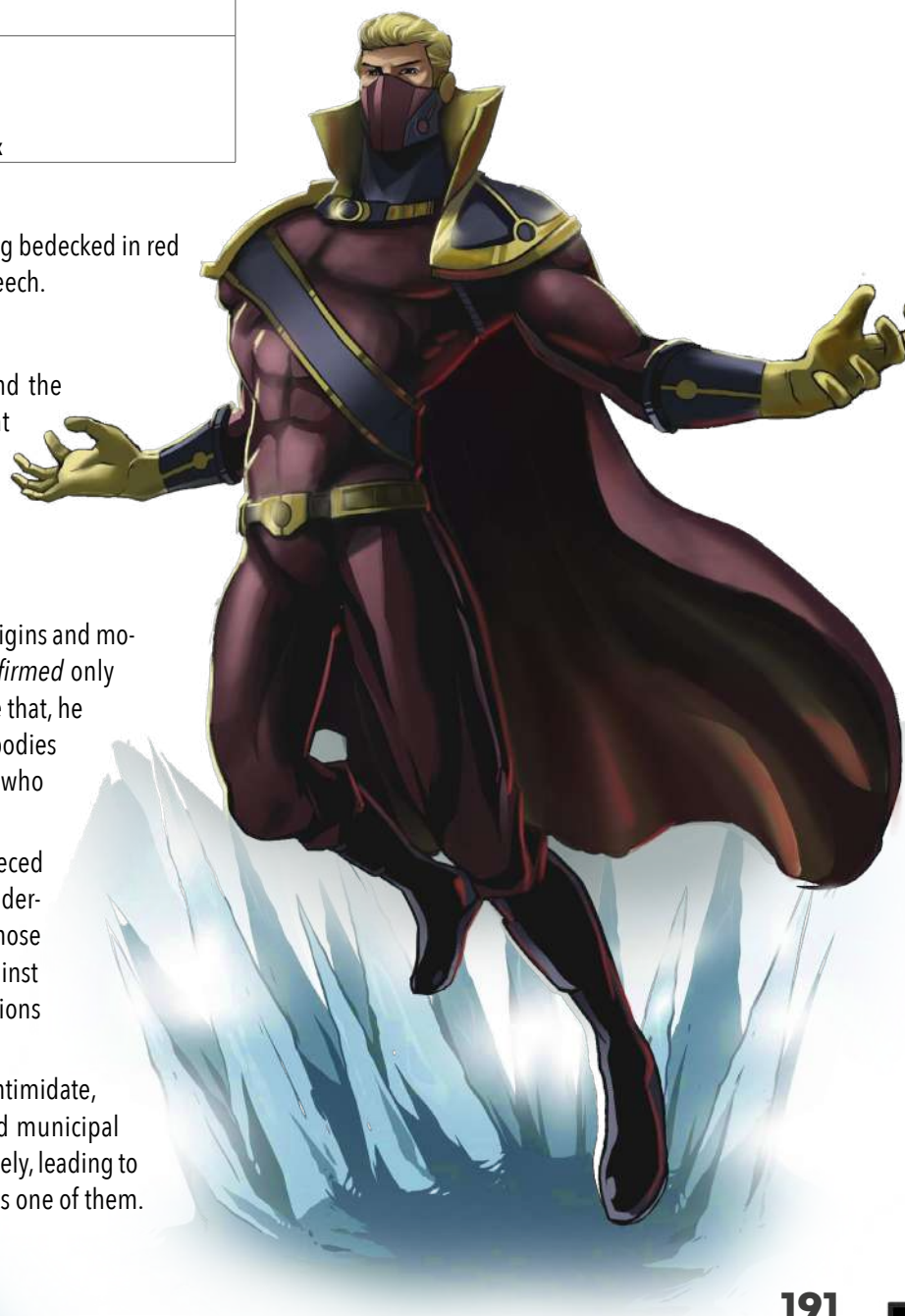
Superhuman strength and durability and the ability to radiate an "entropy field" that consumes life and heat-energy into him, fueling his abilities to even greater, more disastrous heights

### Personality and History

Very little can be said for sure about the origins and motivations of Regal. His existence was *confirmed* only recently -- within the last two years. Before that, he was known through his works: the dead bodies frozen into dessicated corpses of those who dared defy him.

The information law enforcement has pieced together presents Regal as a man of considerable means, intelligence, and cunning whose operations seem to be focused on graft against municipal targets in the millions and billions of dollars ranges.

His careful, largely covert operations to intimidate, subvert, and even eliminate political and municipal leaders suggest he knows City Hall intimately, leading to speculation that in his private identity, he's one of them.



# Typhon

(real name unknown)

Basic Information	
<b>Class</b>	CAT-4
<b>Threat Level</b>	Red (Lethal Luminary Supremacist)
<b>Biology</b>	Non-Human, Male Presenting
<b>Power</b>	Extreme durability, extreme strength, biological weapons
<b>M.O.</b>	Luminary Supremacist
<b>Known Associates</b>	Mother Death, Overkill
<b>Violence Index</b>	Known Body Count: 45 Inflicted Injury: 102 Property Damage: none

When he appears, it is a disaster--apparently he lives much of the time either in the company of Luminaries or in solitude save for a cadre of human servants who have all been rendered *mute*. Exactly how he arranges this or where his lair is has never been identified.

When he does appear it is usually with a purpose--a murderous or destructive one--and he will kill all ordinary humans whose path he crosses whether they stand in his way or not (he is not a *completist* about this--laying curled up on the floor *may* protect you).

Whatever drives him, it is dark and merciless. He has a following both among some Luminaries--who see him as a visionary--and some very damaged humans who look up to him as a sort of "death god." He does not well acknowledge Illumination by extraordinary training--but has been known to restrain his lethal impulses in the company of "human" Luminaries.

## Appearance

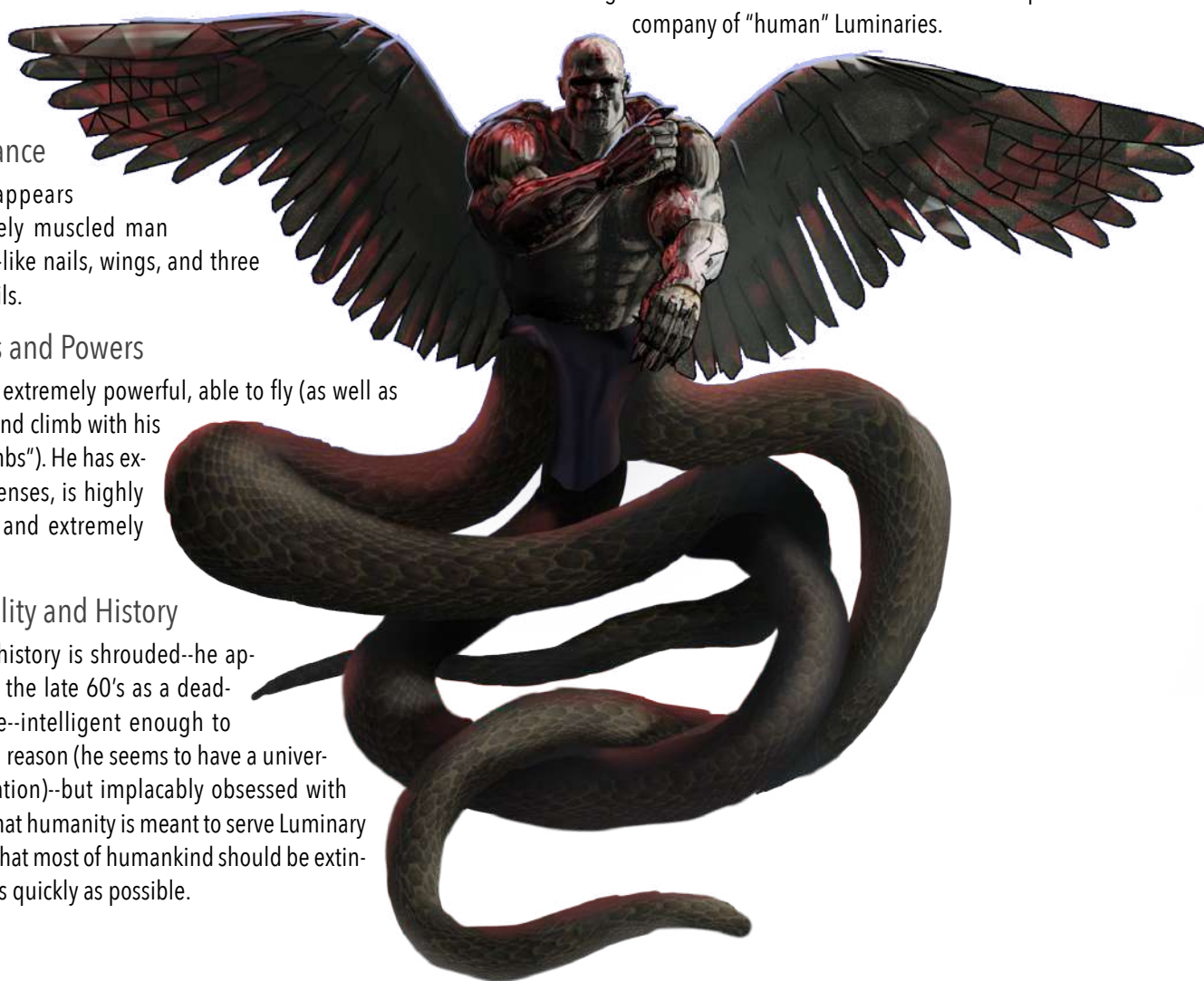
Typhon appears as a hugely muscled man with claw-like nails, wings, and three snake's tails.

## Abilities and Powers

Typhon is extremely powerful, able to fly (as well as squeeze and climb with his "snake limbs"). He has expanded senses, is highly armored, and extremely strong.

## Personality and History

Typhon's history is shrouded--he appeared in the late 60's as a deadly menace--intelligent enough to speak and reason (he seems to have a university education)--but implacably obsessed with the idea that humanity is meant to serve Luminary kind and that most of humankind should be extinguished as quickly as possible.



## Mother Death

(real name unknown)

Basic Information	
<b>Class</b>	<b>CAT-4</b>
<b>Threat Level</b>	<b>Red (Murderous Specter)</b>
<b>Biology</b>	<b>Non-Human, Female Presenting</b>
<b>Power</b>	<b>Insubstantiality, levitation, death touch</b>
<b>M.O.</b>	<b>Luminary Terrorist</b>
<b>Known Associates</b>	<b>Typhon, Overkill</b>
<b>Violence Index</b>	<b>Known Body Count: 29</b> <b>Inflicted Injury: none</b> <b>Property Damage: none</b>

She very rarely speaks but she does have channels where she makes her target--and their "crimes" against Luminaries (mostly just the act of shutting some Luminary out of a political or economic process--she has spoken against the general rule that student Luminaries cannot run for student office--although thankfully she hasn't done anything about it yet).

When someone or something (and that includes Traitor Luminaries who side with treating humans as equals) gets her attention, she will make her death sentence plain--and if the behavior is not stopped (and sometimes even if it is) she will begin to stalk the target, hoping to cause terror and death.

Anyone who aids one of her targets can become a target as well.

### Appearance

Mother Death appears as a rotted human in black robes. She is usually somewhat translucent and can pass through solid matter.

### Abilities and Powers

She is able to float, pass through solid material, and become either entirely insubstantial or *mostly* insubstantial. When mostly insubstantial she is still capable of inflicting mortal wounds with her touch.

### Personality and History

Mother Death is younger than Typhon--that much is certain. She appeared in the 80's and has changed in her appearance for the worse--appearing to rot. She is a Luminary terrorist--a Terror Operative for the cause of the subjugation and then large-part extermination of humankind. Her activities are acts of gruesome assassination of targets who she can track and kill through all normal defenses.



# Hecatomb

(Dominic Holloway)

Basic Information	
<b>Class</b>	CAT-5
<b>Threat Level</b>	Amber (Organized Criminal)
<b>Biology</b>	Human Male, early 60's
<b>Power</b>	Earth & Death Control
<b>M.O.</b>	Oversees Syndicate operations
<b>Known Associates</b>	Red Anthony, Mr. Green, The Hat, others
<b>Violence Index</b>	Known Body Count: Many suspected Inflicted Injury: Unconfirmed Property Damage: Unconfirmed

## Appearance

Older, balding, bespectacled man with gray skin pallor / hulking gothic "battle suit" made of earth and bone

## Abilities and Powers

Animate / psychokinetically move earth and stone including to form a powerful, ornate "battle suit" around himself. Able to communicate with and animate the dead

## Personality and History

Officially Mr. Holloway is a retiree living out his golden years in a quiet, secluded estate on the outskirts of Holiday City. He made his money in Chicago, they say (or was it Vegas?)

Publically, captured in photographs, he is a reserved, but still present member of Holiday City society -- avoiding the spotlight, but still appearing with wherever

important people are gathered, almost always with a disapproving frown.

What everyone knows: Dominic Holloway runs the Syndicate in Holiday City. He's the Boss-of-Bosses and answers *only* to the heads in Chicago... and maybe not even to them:

When Dominic becomes Hecatomb, calling the earth to encase him and summoning a hoard of the undead from the cryptic labyrinths beneath his estate, he is a *force of nature*. What would happen if the whole of the Chicago Syndicate were to stand against him is anyone's guess, but odds are?

They'd lose.

They know it. They leave Holiday City and Hecatomb to themselves.

As a boss and manager, Hecatomb is more than capable. Hecatomb's operations are the most organized of organized crime in Holiday City. Over his decade-and-a-half reign he has drifted toward crimes that do not disrupt the order of the city. Gambling, prostitution, white-collar corruption, and extortion / protection money make the majority of his income and operations. His soldiers sometimes go beyond that, but crimes like narcotics distribution are mostly left to the operations with more street-level

interests. He "runs" the unions and parts of the docks (That Sultan doesn't run) and the very little of significance happens in Holiday City without him getting *his cut*, and this includes cargo that comes through on ship or rail. The theft and fencing are routine, bloodless, accepted. Money laundering is another break-out speciality. Between his agreements with Metropole, and a number of cash-heavy small businesses, he can (and does) launder immense amounts of money from across and beyond the midwest.

Disruptive *bad for business* crimes are kept to a minimum. In exchange for this, Hecatomb has a 'cozy' relationship with Holiday City law enforcement, and will work with them to mutual benefit. He is also careful to ensure that past a certain level of seniority HC's leaders have enough of a personal relationship with him that it would be mutually detrimental to them to expose it or to go after them.





Terminate				L1   L+	Super
Unit Cost				L1: 1.5 INT Per AP	L+: 1.2 INT Per AP
<b>Description:</b> The character fires a black beam that is similar to a Death Ray but does damage even if it misses. On a Fail or Standard Hit the damage uses the to-hit roll as the Damage Modifier as IMPACT Damage. If, in the player's or GM's opinion, a Fail or Standard result is <i>worse than</i> a Major+ Result then the player can apply the damage.					
Attack Strength			Delivery Type		
Fail			INT / 2 Base Base Damage, Ignores Armor, Force Field, Power Field, Flack		
Standard			INT Base Base Damage, Ignores Armor, Force Field, Power Field, Flack		
Major			Target is rendered comatose. Makes Critical Wound Roll. Suffers Major Wound.		
Critical			Target is rendered comatose. Makes Critical Wound Roll at -3. Target is Suffers Critical Wound.		
Catastrophic			Target is rendered comatose. Makes Critical Wound Roll at -6. Suffers Critical Wound.		
Trait	Buy	Cost	A-Cost	Intensity	Power
Terminate	M	8 AP	8 AP		

Hyper-Chitin				L+	Super
<b>Description:</b> The character gets Armor and ADP for the Chitin. When the ADP is gone, Armor stops working.					
<ul style="list-style-type: none"> <li>For Plates the character only gets the ADP protection if a plate is hit</li> <li>Armor 20% Advantage, ADP 30%</li> <li>Other Armor, ADP and DP takes effect AFTER the Chitin ADP (so if the character has armored skin, it doesn't protect the Chitin ADP)</li> </ul>					
Trait	Buy	Cost	A-Cost	Armor	ADP
Hyper Chitin	M	4 AP	+0 AP	4 / 9	+9
Hyper Chitin Plates Cv 4	M	4 AP	+0 AP	3 / 11	+11

Entrapment Ray				L1   L+		Super	
Unit Cost				L1: 3 Grapple Per AP		L+: 2 Grapple Per AP	
<b>Description:</b> The beam hits as a ranged attack and encases the target in some kind of energy field or instantly hardening foam or similar. This is a Grapple that, depending on the level of success confers the level of helplessness.							
<ul style="list-style-type: none"><li>• The field has the listed Armor and ADP based on its Power. It takes PEN Damage but not PEN Doubling.</li><li>• The ray needs to hit by 4+ to get a Critical or Catastrophic effect--otherwise the maximum result is Major.</li></ul>							
Attack Strength				Delivery Type			
Fail		No Effect					
Standard		Stuck: character loses AGI Bonus, cannot take MOVE actions. If Arm targeted loses the use of that arm and any weapon in it. Target can attack the encasement at no negatives.					
Major		Partially encased: target is at +5 to be hit. One arm is immobilized as above. Target gets -4 DM to attack the encasement and -4 to hit and -4 DM to hit other targets. Target gets 3 Cover from the Encasement.					
Critical		Target can only attack the encasement: gets -4 DM. Target can't be hit					
Catastrophic		Target can only attack the encasement: gets -8 DM.					
Trait	Buy	Cost	REA	Range	ROF	Armor	ADP
Entrap	M	8 AP	5 REA	-1/5y	S	+4 / 10	+12

Nemesis - Curse				L1   L+		Super	
Unit Cost				L1: 4.5 INT Per AP		L+: 2.5 INT Per AP	
<b>Description:</b> The character creates a “chaotic attractor” that will bring a “curse” down on the target. This can take several days to come to fruition and another character with Nemesis or remove Curse can expunge it.							
<ul style="list-style-type: none"><li>Using the power is stealthy: the target gets a Perception roll to see the “evil eye” or feel the ill-wind blow from the attacker to themselves. People with Sensitive will see it instantly (or probability manipulation). An Occult roll can serve as a perception roll as well. Any of the Sense Ambush / Trap / Reader powers will give a roll to detect it happening.</li><li>The Roll is not against the target’s Resist Value--but rather against their Total AP or their Total CP / 4, whichever is higher.</li><li>The power can only be used on a person one time a day once an effect above FAIL is acquired.</li><li>A random card from a standard deck can be drawn to determine the “type” of misfortune.</li><li>NOTE: while listed as a combat power, with GM permission, this can be counted as a NON-COMBAT power if the character has a lot of TAP abilities as it is not immediately useful in combat.</li></ul>							
<b>Hearts - Unlucky In Relationships or Health:</b> The character’s relationships (especially romantic ones) get worse or fall apart. In general, this manifests as envy, jealousy, resentment, or betrayal by those close to the character. Romantic partners may cheat or be dissatisfied. Parents or friends may express disappointment and so on. Characters may also get sick or injured.							
<b>Diamonds - Unlucky with Money:</b> The character’s finances suffer, usually losing anywhere between 10% and 50% of a character’s net worth.							
<b>Spades - Unlucky in Conflict:</b> The character is at a disadvantage or an enemy gains a substantial advantage. This may also indicate legal trouble.							
<b>Clubs - Unlucky at Work or Social:</b> The character’s work, career, or reputation suffers. The character may be fired or demoted or generally perceived to be ineffective and unreliable.							
<b>Spades - Unlucky With An Enemy / Rival:</b> An enemy finds the character at an inopportune time or gets some fortune. Rivals gain an upper hand or plans against them fail. In a fight this can act as negative SPs--but it is more likely to result in some enemy gaining prominent luck or advantage over the character.							
Special Case Cards Ace of Spades: Catastrophic bad luck for the character. Often damage inflicting a Major Wound as its Base Damage. Queen of Spades: An enemy with very similar capabilities appears (or, if that seems impossible, some specific nemesis). King of Clubs: A powerful person in the establishment takes a dislike to the target. Ace of Diamonds: The character is either sued or pursued legally. Alternatively they may have someone seriously libel them in a way that hurts their reputation. Four and Six of Any Suit: Health problems for them or people they care for. Joker: Good luck: Draw Three Times and use the Blessed table for the outcome.							
Attack Strength C - Special				Delivery Type - Invisible Beam			
Fail		No Effect					
Standard		Bad effect is humiliation or just really abysmal coincidence. The bad luck manifests in a way as to be “clearly unlikely” but the results are usually not damaging.					
Major		The character suffers a major set-back, obstacle, or serious humiliation. Some plan fails because of “chance.” Equipment may malfunction at exactly the wrong time. The character may get “taken off-line” (ill) for several days.					
Critical		Risk of damage or death. The misfortune can cause a severe setback or obstacle. It is likely to cause damage that is estimated at around 30% of the target’s APs in an attack (the exact damage may be determined by the GM and circumstance). If the target has no APs then the damage is estimated at a Major Wound. Examples could be fires, cracks in the ground opening, freak car-crashes, and so on. The curse “hits” on an 18- (there is a chance to avoid it)					
Catastrophic		Serious risk of Damage or Death: Something major and highly unlikely happens. The damage is 50% APs or a Critical Wound. It hits on a 20-.					
Trait	Buy	Cost	REA	Range	ROF	Intensity	
Nemesis	M	8 AP	5 REA	-1/5v	1x	36 INT	

Invest With Power					NC		Super	
<b>Description:</b> You can empower other people--literally: you can give them APs. These usually come with some cost to the person.								
<b>Drawback</b>		<b>Cost Mod</b>	<b>Notes</b>					
<b>Powers On Order</b>		<b>160%</b>	The powers can be spent as desired--but usually limited to <u>one</u> domain control per time the ability is purchased)					
<b>Always Similar</b>		<b>120%</b>	The powers can be shifted around but must meet some basic theme					
<b>Always The Same</b>		<b>100%</b>	The powers granted are always either identical or almost entirely identical.					
<b>Loyalty-Requirement</b>		<b>80%</b>	The subject must willingly take the power-investment and behave loyalty thereafter. NOTE: With mind-control this <u>can</u> be coerced (including with Puppet and Dominate). The level of loyalty will be determined by the level of control the gifter has at the time. If there is no mind control involved then the level of loyalty is based on an oath the subject must swear. Generally this equates to loyal service--but not suicide or the killing of loved ones or friends (if the subject is already psychotic, of course, this helps!).					
<b>Social Weakness Minor / Major</b>		<b>80% / 50%</b>	The power comes with a drawback in social situations. At 80% it is something noticeable such as a smell, an emotionally flat affect, etc. People will realize "something is not right." At Major Level the character can not function in normal society without causing a serious disruption.					
<b>Utility Weakness Minor / Major</b>		<b>70% / 20%</b>	The power comes with a drawback that limits the utility of servitors. At the minor level this can be things that make operation away from the gifting character difficult or ineffective. At the major level, the character is fairly confined to a limited area (such as not being able to go out in sunlight).					
<b>Takes Time</b>		<b>90%, 80%, 70%</b>	At 90% the investiture takes 30 seconds. The subject must be willing or restrained. At 80% the investiture takes 30 minutes (as above) and at 70% it takes 3 hours.					
<b>Limited Targets</b>		<b>100%, 80%</b>	At 100% the character can have one subject Invested per Level (8 full APs the Gifting Character is built on). At 80% it is half that many.					
<b>Trait</b>	<b>Buy</b>	<b>Cost</b>	<b>REA</b>	<b>Range</b>	<b>ROF</b>	<b>Invested</b>		
<b>Invest</b>	<b>M</b>	<b>12 AP</b>	<b>8 REA</b>	<b>Short</b>	<b>1x</b>	<b>8 AP</b>		

Weird Science	NC	Super			
<b>Description:</b> You have access to some kind of scientific understanding that contravenes the “status quo” or “common narrative” of science. Each play session you get 4 SPs. If they are not spent, they convert to APs in a scientific invention that: <div><div>1. Lasts 1 play session before being shelved (for whatever reason)</div><div>2. Must be created in a lab. If the character doesn't have a lab, they will need to acquire one (this can be done with Installation, Wealth, or a character background--such as “academic” that includes a lab).</div><div>3. The character must have at least one day of work in the lab for each AP they wish to turn into a device or invention.</div></div> Weird Science should be linked to a skill that is used to “inform” the breakthrough. If the skill is Engineering (a catch-all) then the character doesn't get +2 to the roll but does get a wide choice of things they can do.					
Trait	Buy	Cost	SPs	Roll	DP
Weird Science	1	2 AP	2 SPs	+1	+4
Weird Science	1	4 AP	4 SPs	+2	+8

# Telepathy

## Telepathy Overview

Telepathy is a set of powers that allow for detecting, reading, communicating with, and even attacking (damaging, manipulating, controlling) other minds. This section covers the following

- Telepathic Resisted Attacks (new rules)
- Buying Telepathic Powers & Suites
- Mental Combat

This section updates the rules in the JAGS Archetype books.

## Telepathic Resisted Attacks

Many telepathic powers are represented as Resisted Attacks (RAs) when done against an unwilling target. Telepathic attack rules make two significant changes to the regular Resisted Attack rules:

- Instead of **Resist Value** (usually ADP + DP), telepathic attacks work against the target's **total AP** count..
  - Telepathic resisted attacks do not have L1 and L+ costs -- just a single AP cost per INTENSITY point that does not change after buying 8 APs worth.
  - Characters with **no APs or less than 4 APs** are treated as 4 APs
  - **High CP, Zero-AP characters** may use a value of 4 AP + 1 AP per 10 CP above 50 (Example: a 100 CP character would have an effective AP value of  $4 + 5 = 9$  AP)
  - For characters whose AP value is **unknown to the GM**<sup>1</sup>, use the character's Resisted Value as per normal
- WIL differences are *twice as important* as they normally are in calculating the resist roll

For reference, stat-based resisted attacks the equation is usually

Standard RA Equation (for comparison)

$$10 - (\text{Attack INTENSITY} / \text{Divisor}) - (\text{Resist Value} / \text{Divisor}) + \\ (\text{Attack Stat} - 10) - (\text{Defense Stat} - 10) - \text{Target FAST level}$$

Telepathic RA Equation

$$10 - (\text{Attack INTENSITY} / \text{Divisor}) - (\text{Target Total AP Cost} / \text{Divisor}) + \\ ((\text{Attack Stat} - 10) - (\text{Defense Stat} - 10) \times 2) - \text{Target FAST level}$$

**Rationale:** There are two reasons for these changes.

1. While character stats are intended to be important in any RA scenario WIL is intended to be more of a deciding factor and more valuable to telepaths and to resisting them than in ordinary RA situations.
2. Physical durability is less of a factor, but over-all character importance and power is still intended to provide protection, even if being especially resistant to mental attacks is not explicitly part of that character's conception.

Example of an RA calculation with characters who have the same WIL:

- A telepathic RA has a cost of 2.5 INTENSITY / AP, or 20 INTENSITY per 8 AP.
- A 32 AP Telepath buys 10 AP of the power for 25 INTENSITY
- Attempting to use the power on another 32 AP character with the same WIL (both 12), the roll would be
  - $10 - (25 / 5) - (32 / 5) + ((2 - 2) \times 2) = 10 - 5 - 6 + 0 = 9 -$
  - The Divisor is 5, since both values are above 20 and below 100]
  - The target's DP, ADP, or other abilities that modify Resist Value don't matter

Example different WILs

- The same character attacks a lower AP target (24 AP) with a WIL of 15!
- The roll would be 4-
  - $10 - (25 / 5) - (24 / 5) + (((12 - 10) - (15 - 10)) \times 2) =$
  - $10 - 5 - 5 + ((2 - 5) \times 2) =$
  - $10 - (-3 \times 2) =$
  - $10 - -6 = 4 -$
  - In this case, the 3 point difference in WIL becomes a 6 point difference in the roll

**What if I don't know the Total AP Count of a target?** In most cases Resist Value is a reasonable approximate -- use the target's Resist Value instead.

**What about 0 AP characters?** Ordinary people can be treated as having an AP value of 4. For highly *exceptional* 0-AP characters (e.g. special-forces operatives, or elite martial artists) the GM may treat their AP value as 4 + 1 for every 10 CP above 50 CP (a 150 CP martial artist would be treated as a 14 AP character)

## Mental Combat

Mental Combat is generally similar to physical combat with special moves and rules. This section covers

- **Mental initiative** -- rules for telepaths acting ahead of their regular initiative (but only for mental actions)
- **Mental Attacks** -- general rules for mental attacks that ignore regular defenses, cannot be blocked or dodged (physically), and otherwise operate beyond the physical world
- **Mental Blocks** -- A defensive move against mental attacks; can be done for additional REA (and a low chance of success) by non-psychics
- **Mind Link** -- A move that establishes a mental connection between the telepath and others. Required as a prerequisite for some attacks
- **Telepathic Power Modifiers** -- special modifiers that apply to telepathic powers covering things like "requires mind link" and "ignores regular defenses"

## Mental Initiative

Mental initiative lets psychic characters use their psychic powers faster than their physical reaction speed would allow, enabling mentalists who are physically average to compete against high-reaction-speed characters.

Initiative is still rolled against REA, normally, but characters with enhanced Mental Initiative get a bonus, allowing them to use mental powers earlier / ahead of their physical Initiative.

Characters cannot take Medium or Long physical actions until they would normally get to move. REA spent during the mental initiative turn is still gone when the character's regular turn comes.

**Example:** A Telepath with +2 Mental Initiative makes his regular Initiative roll by 2 against an opponent who makes their Initiative roll by 3. The Telepath can take mental actions before his opponent (+4 Initiative) but cannot move, execute physical strikes or take other non-mental actions.

## Mental Combat Moves: Strikes, Blocks, and Dodges

### Mind Attack Template

Many mental combat actions, including Establishing A Mind Link, (a prerequisite move for many mental attacks) follow the Mind Attack Template -- these moves cannot be dodged or blocked, and do not take range modifiers, requiring only line-of-sight to hit.

**REA:** 5 REA Medium

**Reach:** Line of Sight

**To-Hit:** Mental combat skill, -1 per (WIL - 10)

**Defenses:**

Mental dodge or block

To-Hit Skill

If untrained, mental strikes hit with RES

- All negatives are doubled

Telepaths may use any L3 combat skill to hit, or Martial Arts skill at any level

Characters with L3 skills can make one Mind Strike per Turn at 4 REA

Target's WIL-10 reduces chance to hit

Range / Reach

No range modifiers apply. Attacks hit at line of sight

- Most telepaths cannot hit targets seen only on video

Defenses

Mind Strikes cannot be blocked or dodged by regular, physical blocks or dodges

Mental block / dodges apply normally

Damage / Effect

Damage depends on the attack. **Attacks that use the Mind Attack Template have a 130% Modifier**

- Telepaths get a basic mind strike which hits as a mental attack
- Establishing a Mind Link (see below) follows the Mind Attack Template

Most mental attacks ignore armor and bypass non-psychic defenses (force fields, powerfields, etc.) Mind attacks that do IMP damage and ignore regular defenses have an **additional 160%** modifier

- There are currently no PEN attacks that ignore non-psychic defenses

Mental **Resisted** Attacks hit using the Mind Attack Template; this does not modify their cost as it is **already** factored in.

### Mental Block / Dodge

**REA:** 3 REA Short

- Characters with Telepathic abilities can make an untrained block for 3 REA using RES.
- Characters with PSI Combat training or any Martial Art can make a block roll for 3 REA
- Characters without Telepathic abilities or a martial art can make a 5 REA Short action "mental dodge" to avoid Mental Strikes

## Mind Link

Many mental abilities require that a mind link be established before they can be used. Establishing a mind link on an unwilling or unaware character is a medium action. The Mind Link does **no damage** but it allows subsequent attacks to be channeled through it.

<p>Establish Mind Link</p> <p><b>REA:</b> 5 REA Medium</p> <p><b>Reach:</b> Line of Sight</p> <p><b>To-Hit:</b> Mental combat skill, -1 per (WIL - 10)</p> <p><b>Defenses:</b></p> <ul style="list-style-type: none"> <li>• Mental dodge or block</li> </ul>	<p>Characters with telepathy can establish a mind link with with an unwilling or unaware character as a 5 REA medium action as per a Mental Attack (see the Mental Attack Template above)</p> <p>A mental link is established <i>on any successful hit</i>.</p> <ul style="list-style-type: none"> <li>• A mind link can only be established within Line of Sight unless the linking telepath has special abilities.</li> <li>• Mind links can be maintained outside of LoS and allow characters as part of a mindlink network to communicate with each other even if they can't see each other</li> <li>• Characters in a mindlink network can share sensory data, allowing others in the network to see what they see, hear what they hear</li> <li>• Characters with mental attacks that Require Mind Link may attack any other character in the network</li> <li>• Characters will be aware of a Mind Link when one is established, even if they are unfamiliar with telepathy. They will also know where it is coming from</li> <li>• Other telepaths will automatically detect the establishment of a mind link created within their line of sight, including the identification of the telepath and the target. <ul style="list-style-type: none"> <li>• They will <i>not</i> necessarily detect a mindlink that was established elsewhere and is just being maintained -- a telepath gets a Perception roll to detect a linked mind through passive Mental Listening</li> <li>• If a character establishes a Mind Link with a character <i>already</i> Linked, the character gets a Mind Link to detect the preexisting link. A Deep Read or a Mind Probe will that gets a Standard or better result will automatically detect the link and give some idea (distance and direction) to the telepath who established it</li> </ul> </li> <li>• Mind Links are not otherwise visible to</li> </ul> <p>A character can maintain up to WIL links with willing participants or WIL-10 with forced links</p> <ul style="list-style-type: none"> <li>• Characters can purchase additional Link Max at 4 unwilling or +WIL willing participants per AP</li> </ul>
<p>Break Mind Link</p> <p><b>REA:</b> 3 REA Short</p>	<p>Mind Links can be dissolved (if both parties agree), but require a contest of WILs if either party wishes to keep the link.</p> <ul style="list-style-type: none"> <li>• If the telepath and a party in a mind link both want to dissolve the link, it can be dissolved for 0 REA</li> <li>• If either party wishes to maintain the link then the link <i>cannot be dissolved automatically</i>, even if the telepath who establishes it desires to <ul style="list-style-type: none"> <li>• Even if the other party <i>is not a telepath</i></li> <li>• Breaking a mind link is not automatic if one party wishes to maintain it. A non-psionic character can force a connected PSI to maintain the connection.</li> </ul> </li> <li>• If the dissolution is contested, the party desiring to break must win a Mental RA (see below) using either Mind Power * 2.5 or Total AP Spend, whichever is greater.</li> </ul> <p>Example: A 16 AP telepath with Mind Power 8 (INTENSITY 20) wishes to break a mind link with a 24 AP character <i>non telepathic character</i>. Both characters have a 12 WIL.</p> <p>The telepath will need to make a 6- roll (<math>10 + 20 - 24 = 10 - 4 = 6</math>-) to break the link.</p>

## Telepathic Attack Modifiers

Most mental attacks have the Mental Combat modifier (130%). Many attack or control powers require a mind link to be established (85% modifier). Mental Attacks which do IMP damage Bypass Non-Psychic Defenses (160% modifier)

Modifier	Value	Description
Mental Combat	130%	<p>Attack uses mental combat rules (see above) to hit, but does damage normally unless the attack also buys "Only Mental Defenses Apply" (See below)</p> <p>Summary:</p> <ul style="list-style-type: none"> <li>• Range = LOS</li> <li>• WIL mods instead of AGI</li> <li>• Cannot be blocked or dodged</li> </ul>
Requires Mind Link	80%	<p>The power cannot be used unless the telepath has a mindlink with his target</p> <p>Attacks will hit by the amount the link was established by (i.e. as per a Worry attack)</p>
Bypass Non-Psychic Defenses	160%	<p>Only IMP attacks may buy bypass non-psychoic defenses. A hypothetical PEN attack that ignores all non-psychoic defenses would be a significantly higher modifier.</p> <p>Resisted attacks do not require this, and bypass non-psychoic defenses anyway</p> <p>IMP attacks with BNPD</p> <ul style="list-style-type: none"> <li>• Ignores armor, powerfields, force fields and other non-psychoic defenses</li> <li>• Mind Shield applies</li> <li>• Does not affect automatons</li> <li>• Can effect phased characters (and outside characters, if detected)</li> </ul>
Mental Resisted Attack	100%	<ul style="list-style-type: none"> <li>• Opposes Total AP Cost instead of Resist Value</li> <li>• WIL differences doubled</li> <li>• Note: a 100% modifier does not change the attack cost</li> </ul>
Overmind (Mass Attack / Flurry of Strikes)	varies	<p>Telepaths who can make multiple mental actions for 1 REA are called "Overminds" in some games.</p> <p>JAGS Archetypes provides TAP abilities that allow characters to make multiple 1 REA attacks, usually with a Charge-Up or Cool-Down period:</p> <ul style="list-style-type: none"> <li>• Mass Attacks require the attacks be against different targets</li> <li>• Flurry of Strikes allows attacks at <i>any</i> target</li> </ul> <p>Character with those abilities may apply them to psychoic powers as they would any other attacks.</p> <p>Characters can also buy versions that <i>only apply to psychoic abilities</i> as a Power Modifier called <i>Overmind</i>.</p> <p>This could be a modifier to a single attack or to Mind Power (see below) affecting all psychoic attacks.</p> <p>The modifier is 100%+the TAP of the version selected.</p> <p>Example: A character with 40 APs of Mind Power wants to be able to use the various psychoic abilities powered by it multiple times a round for 1 REA with a 2 Round Charge Up..</p> <p>He buys "Storm of Shots" -- a .16 TAP ability just for Mind Power. This will be a 116% Modifier -- the power will cost an additional 6 AP (total 46 AP)</p>
Subtle	103%	<p>Subtle attacks are not noticed by those around them. Most psychoic attacks are completely invisible to regular people.</p>
Extremely Subtle	110% / Varies	<p>Some "attacks" are so subtle that even a character who is affected may not realize it. In general targets get a Perception roll to realize something alarming and intrusive is going on and to associate the violation with the telepath -- characters unfamiliar with the existence of psychoic powers may not interpret this meaningfully, but will know they are being "attacked" in some way</p> <p>Note that attacks which do damage or have combat effects <i>cannot</i> take this modifier.</p> <p>It is <i>exclusively</i> for Resisted Attacks which give information about the target.</p> <p>Some attacks (such as Mind Probe) cost more to be subtle (166% Modifier)</p>

## Basic Telepathy

Basic Telepathy is a non-combat power that, nevertheless, gives the telepath a mild ability to engage in mind warfare (WILAPs in Mind Strike). It also allows the telepath to execute moves such as mental blocks and mental holds.

Finally it gives the telepath 4 AP in Mind Power -- which can only be used for Mental Holds unless / until the character purchases other Mental Resisted Attacks or Suites of mental powers (See below)

Telepathy [12]				Utility	Mind		
Basic telepathic power that allows the character to detect minds, hear thoughts, communicate with others and establish mind links. While basic Telepathy is a non-combat power it provides basic mental combat abilities including the ability to strike for damage with WIL APs in the Mind Strike attack (see below)							
Characters with basic Telepathy can perform							
<ul style="list-style-type: none"><li>• Establish Mental Link -- the ability to create a link to other minds (consensually or forced) that enables the sharing of thoughts and sensory information and enables</li><li>• Mental Blocks at RES (if no other training applies)</li><li>• Telepathic Hold at Mind Power (starting at 4 APs)</li><li>• Mind Strike with WIL APs in the power</li><li>• Thought Listening -- the ability to pick up basic mental information from minds near them as per the JAGS Archetypes Telepathy ability</li><li>• Mind Scan -- the ability to detect minds within WILx5 Radius (as per JAGS Archetypes)</li></ul>							
Trait	Buy	Cost	Mind Power	DP	Mind Strike	Mind Shield	--
Telepathy	1	12 AP	4 AP	+4	+(WIL-10) Dmg	WIL	

Thought Listening					Utility	Mind
Telepaths can automatically "hear" the thoughts of those around them as a constant (and often annoying) stream of sub-verbal "babble." Thought listening (covered in the Hearing Thoughts section of JAGS Archetypes) is <i>basic</i> mind-reading, and does not give access to protected thoughts, memories, or complete internal monologue. It does make the telepath hard to lie to -- all but the most experienced liars will reveal themselves to telepathic thought listeners.						
Thought Listening is limited to the distance the telepath could hear spoken words (about WIL yards for most minds -- highly emotional minds will be "shouting" and can be heard clearly at longer ranges). Thoughts can be listened to through doors or walls that would not stop sound. In crowded environments listening to a single mind may require a Perception roll to distinguish that mind's "chatter" from the background noise.						
Characters with a Mind Shield do not leak thoughts and cannot be heard (and the Mind Shield will be apparent to anyone who has line of sight to the character)						
Trait	Buy	Cost				
Thought Listening	1	Free as part of basic telepathy; 4 AP if bought stand-alone				

Mind Scan					Utility	Mind
Telepaths can automatically detect minds in a WILx5 yards radius. Mind Scan does not pick up physical objects, and does not show walls, doors, or other terrain features, but it will enable the telepath to detect minds through physical objects, showing distance and direction. Basic mind-scanning (available at no additional charge as part of Telepathy) only shows some basic information about the mind being scanned -- strong emotions, for instance, or extremely abnormal neurologies (non-human intelligences). Characters who are familiar with a mind will be able to recognize it on a scan.						
Simple and small-animal minds will not be seen unless the telepath is specifically scanning for them (although doing so often reveals a blizzard of minds, making any specific mind difficult to identify)						
Characters with active mind shields will not show up on Mind Scan.						
Mind Scan makes telepaths hard to sneak up on. A character who is passively listening or distracted will get a Perception roll to notice minds within range (+1 to +4 for circumstances with very few unfamiliar minds such as out in space or in the deep woods). A character who takes a 5 REA action to scan for minds will see any non-shielded minds within range automatically.						
Trait	Buy	Cost				
Mind Scan	1	Free as part of basic telepathy; 4 AP if bought stand-alone				

Multi-Link				Utility	Mind
Telepaths can purchase the ability to maintain additional mind links. Each AP spent enables the telepath to maintain an additional WIL consensual links or 4 non-consensual links.					
Trait	Buy	Cost	Additional Non consensual Links	Additional Consensual Links	DP
Multi-Link	M	1 AP	+4	+WIL	+1

Space Telepathy				Utility	Mind
<p>In void conditions (space) telepaths with Space Telepathy can use certain powers over vast distances and do not require direct Line of Sight.</p> <ul style="list-style-type: none"> <li>The telepath requires knowledge of a ship or target with some idea of distance and direction -- usually detecting a ship on sensors is sufficient</li> <li>The telepath can use mind-scan and thought-radio across these distances as well, detecting minds and picking up "loud" or broadcast thoughts from targets. This will often reveal general intent (e.g. hostility, fear, etc.) except from highly disciplined crews or cultures</li> <li>Xenopathy -- the ability to interoperate with alien minds. This may allow basic contact to be made with organisms not normally accessible to telepathy (robots, highly inhuman physiologies). It does not allow the character to launch mental attacks on characters otherwise immune</li> <li>Space telepathy <b>does not</b> allow non-consensual mind-link or mental attacks across those distances, although some technologies may allow this</li> </ul> <p>Planetary scan -- Space telepathy allows scans and thought-radio listening on a vast scale. In general this does not allow most characters to distinguish the exact location of targets or make out individual voices. It can allow some neat tricks that may be useful in non-space games</p> <ul style="list-style-type: none"> <li>Locating known minds -- Telepathic scan allows telepaths to identify minds in WILx5 Radius and recognize minds known to them. At a planetary level, billions of minds make an incomprehensible forest, but characters can search and locate minds know them over time (usually several days search)</li> <li>Alarm Recognition -- The ability to hear loud thoughts at a planetary level can allow telepaths to understand general attitudes, mentality, zeitgeist, etc. Highly trained telepaths can "listen" for alarm-signals -- people in crisis, intent to do grievous harm, etc. Basic space telepathy does <i>not</i> enable especially effective targeting due to the volume of minds scanned, but characters have a chance of "getting lucky" if they are specific about the kinds of things they're looking for (INT perception roll at -10, usually)</li> </ul> <p>Note that advanced cultures can shield against telepathic intrusion and even more primitive cultures can take measures to hide or protect minds (minds located deep underground may be less detectable, etc.)</p>					
Trait	Buy	Cost	DP		
Space Telepathy	1	4	+6		

Mind Strike					L1 / L+	Mind			
Mind Strike (Mind Attack Template)					L1	0.9	L+	0.6	
Blast w/ 177% Modifier					Requires Mind Link				
Mind Strike is the basic damage-doing ability for telepaths. <b>It requires a mind link</b> and bypassess all non-psychic defenses. It's use is detectable to people in the area (they will feel the waves of damaging energy coming from the telepath to the target), but its effect is not visible and cannot be seen on most cameras or videos. The telepath must concentrate (5 REA Medium action) on the target with evidently hostile intent.									
Trait	Buy	Cost	A-Cost	Range	REA / RoF	Damage			
Mind Strike L1	1	8 AP	8 AP	LoS	5 / S	7 IMP, Mental Strike, Bypasses Non-Psi Defenses			
Mind Strike L+	M	8 AP	+8 AP	Los	5 / S	+5 IMP, Mental Strike, Bypasses Non-Psi Defenses			

Mind Blast						L1 / L+	Mind	
Mind Blast (Mental Strike Move)					L1	0.8	L+	0.5
Blast w/ 208% Modifier					No Link Required			
Mind Strike is the allows a telepath to strike mentally directly, without first establishing a link. As such is its less powerful than a Mind Strike but more immediately useful. Mind Blast <i>is not included with basic telepathy and must be purchased additionally</i>								
Trait	Buy	Cost	A-Cost	Range	REA / RoF	Damage		
Mind Blast L1	1	8 AP	+8 AP	LoS	5 / S	6 IMP, Mental Strike, Bypasses Non-Psi Defenses		
Mind Blast L+	M	8 AP	+ 8 AP	Los	5 / S	+4 IMP, Mental Strike, Bypasses Non-Psi Defenses		

Mind Hold					L+	Mind
Mind Hold (Mental Strike Move, Mental RA)				L+ [Mind Power]		3.5 INT / AP
Mental RA Class C; <b>Requires Mind Link</b>				L+ [Stand Alone]		4.0 INT / AP
Mind Hold uses telepathy to partially or totally restrict a target's movement (like a physical Grappling move). All telepaths have the basic ability to do a Mental Hold; additional Mind Hold can be purchased at the Class C a la Carte rate. Being <i>held</i> creates a sense of being blinded -- which is reflected as Environmental Modifiers and -4 Damage Modifiers for attacks Held targets attempt to make. Being mentally held is blinding and disorientating, but not completely immobilizing below catastrophic levels.						
Trait	Buy	Cost	A-Cost	Range	REA / RoF	INTENSITY
Mind Hold L+ [MPower]	M	8 AP	8 AP	LoS	5 / 1	20 INTENSITY
Mind Holdt L+ [ALC]	M	8 AP	8 AP	LoS	5 / 1	26 INTENSITY
Attack Strength					Delivery Type: Mind Link	
Fail		No Effect				
Standard		Move reduced to Step, No AGI mod.				
Major		Move reduced to Step, No AGI mod, -4 All Damage Mods, -4 Environmental Modifiers to attack / defense rolls				
Critical		Move reduced to Step, No AGI mod, -4 All Damage Mods, -4 Environmental Modifiers to attack / defense rolls				
Catastrophic		Move reduced to 0 (character is immobile), No AGI mod, -4 All Damage Mods, -4 Environmental Modifiers to attack / defense rolls				

Mind Shield					Combat	Mind
Mind Shield acts as ADP against mental attacks. It is removed before other damage and adds to the character's resist value against mental RAs (above their Total AP Cost). Like ADP, mind shield is recovered quickly after combat. Basic telepathy provides WIL in Mind Shield (1 AP provides +WIL in mind shield)						
Trait	Buy	Cost	A-Cost	DP+	Mind Shield	
Mind Shield	M	2	0	+4	+1x WIL	

## Mind Power

Mind Power allows psychics to buy a single "pool" of APs which can be applied to all Mental Resisted Attacks including those bought in collections of related powers or "suites" (see below).

All Telepathic characters start with 4 AP in Mind Power and can purchase more. Individual Psychic Resisted Attacks can then be purchased for a single cost of 4-8 APs. The attacks will function as if all the points in Mind Power were invested in them.

Mind Power				Combat	Mind
Mind Power, by itself, does nothing -- it provides a set of APs which may be applied to all Telepathic Resisted Attacks abilities / suites purchased. Basic telepaths get 4 APs in Mind Power as part of their basic telepathy package					
Note: Mind Power is a combat power and like all attack powers, gets an A-Cost reduction if it is not the most powerful attack power the character has. You're welcome.					
Trait	Buy	Cost	A-Cost	Mind Power	
Mind Power	M	4	4	4 APs applied to all telepathic suites purchased	

## Mental Resisted Attacks Powered with Mind Power

Characters with Mind Power simply purchase "right to use" Mental Resisted Attacks which then function as if they had Mind Power APs invested in them.

### Cost for Mental Abilities Powered through Mind Power

Characters with Mind Power who want to use it to power Mental RA's must pay a single, "one time" cost to purchase the ability.

Suites (explained in more detail below) allow a single purchase (one-time cost) purchasing all the powers in the suite.

These count as Non-Combat Powers for purposes of AP cost.

Mental RA Ability	Class	AP Cost	INT
<b>Mind Reading Suite</b>	<b>Varies</b>	<b>4 AP</b>	
Mind Reading	C	2	3.5
Mind Probe	B	2	2.5
<b>Mind Manipulation Suite</b>	<b>Varies</b>	<b>4 AP</b>	
Brain Burn	B	2	2.5
Slumber	D	2	5.0
Mental Healing	C	2	3.5
<b>Memory Manipulation Suite</b>	<b>Varies</b>	<b>4 AP</b>	
Forget Me	C	2	3.5
Insert Memory	A	2	2.0
Suppress Long Term Memory	C	2	3.5
Short Term Wipe	B	2	2.5
<b>Empath Suite</b>	<b>Varies</b>	<b>4 AP</b>	
Read Emotions	D	2	5.0
Manipulate / Project Emotions	B	2	2.5
<b>Mind Control Abilities</b>	<b>N/A</b>	<b>N/A</b>	
Charm	A	8	2.0
Dominate	B	8	2.5
Delusion	A	4	2.0
Influence	D	2	5.0
Mind Trigger	A	4	2.0
Puppet Master	B	4	2.5

**Example:** A character with Telepathy (giving 4 AP of Mind Power) wants to be able to manipulate target's memories. For 4 AP, he can apply his Mind Power AP's to all 5 abilities in the Memory Manipulation Suite: Forget Me, Insert Memory, Suppress Long Term Memory, and Short Term Wipe.

If he only wanted to make targets forget him, he can purchase Forget Me alone for 2 APs.

In either case, the Intensity of the abilities will be determined by their Class and the number of APs spent in Mind Power.

### Intensity of Mental RA's for Mind-Powered Abilities

The Intensity (INT) of the attack depends on its Class -- more powerful attacks (e.g. Class A) will have a lower INT than less potent ones. For attacks that will use Mind Power use the cost table below.

RA Class	INT : 8 Mind Power	INT : 1 Mind Power
Class A	16 INT	2.0 INT
Class B	20 INT	2.5 INT
Class C	28 INT	3.5 INT
Class D	40 INT	5.0 INT

#### Mind Power Example:

A telepath wishes to be able to perform

- Mind Hold (Class C)
- Charm (Class A), and
- Dominate (Class B)

Using Mind Power. As a Telepath (12 Non-Combat APs) the character has 4 AP of Mind Power and the ability to perform a Telepathic Hold.

To be able to Charm and Dominate He will need to pay 8 AP each. At 4 Mind Power, the intensities of the abilities will be

- Mind Hold: 14 INT (3.5 INT per AP, w/ 4 AP = 14 INT)
- Charm: 8 INT (2 INT per AP, 4 AP = 8 INT)
- Dominate: 10 INT (2.5 INT/AP x 4 AP)

The character then spends an additional 4 AP on Mind Power. All three abilities automatically increase in power:

- Mind Hold: 28 INT
- Charm: 16 INT
- Dominate: 20 INT

## Buying Mental Resisted Attacks as Stand-Alone powers

Mental Resisted Attacks can be purchased by characters without Mind Power -- or who are not even telepaths! Examples could be mind-control devices or potions, or other mechanisms.

When buying powers a la carte / stand-alone there are two differences

- 1) There is no additional cost for the "right to use" -- you just pay APs for INT like you would with an ability
- 2) The INT / AP is higher for stand-alone powers than it is for Mind Power: If you're buying powers a la carte, you get more "bang" for your AP "buck"

	Stand-Alone Ability	
RA Class	INT : 8 AP	INT : 1 AP
Class A	20 INT	2.5 INT
Class B	24 INT	3.0 INT
Class C	32 INT	4.0 INT
Class D	48 INT	6.0 INT

### Example of Stand-Alone Power:

A non-psychic character has a pheromone-based Dominate ability. He spends 20 APs on the Class B ability and has a 60 INT ability (3.0 INT per AP).

### Example of a Stand-Alone Suite:

A character without Telepathy wants a memory-manipulation ray. Memory Manipulation is a Suite of abilities (explained below). The character can spend

## Additional Telepathic Powers & Power Suites

While Telepathy gives psychics basic mind-reading and communication abilities many psychics will want additional capabilities including the ability to control minds, manipulate them, or damage them in other ways.

These powers cost additional APs and can be purchased for a single one-time-cost if they are powered through the character's Mind Power or simply bought as Mental Resisted Attacks

- Additional powers telepaths can buy to read, manipulate, and control minds

- Rules for purchasing powers in groups or "suites" that lets telepathic characters pay a single AP cost to use multiple related psychic abilities at the level of their Mind Power

## Mind Control Powers

### Telepathic Power Suites

Many telepathic powers are best-represented as groups of abilities, often with different power levels -- for example the ability to erase a specific, immediate memory (inexpensive) or to rewrite a character's entire history (much more powerful and much more expensive).

Rather than force telepathic characters to purchase multiple powers independently, JAGS defines suites which can be purchased by Telepaths for a flat cost of 4 APs, allowing the character to use all the abilities in the suite using their Mind Power (see below)

JAGS defines four Suites, each with several abilities

- **Mind Reading** -- the ability to go deeper than the default Telepathic ability allows. Includes
  - Mind Reading
  - Mind Probe
  - Advanced Mind Scan
- **Mind Manipulation** -- the ability shut down or damage minds. Includes
  - Brain Burn
  - Slumber
  - Mental Healing
- **Memory Manipulation** -- the ability to edit or overwrite memories. Includes
  - Basic Memory Manipulation
  - Forget Me
  - Insert Memory
  - Suppress Long Term Memory
  - Short Term Wipe

Note that mind-control and mental domination abilities are *not* provided in suites and must be purchased separately. Those abilities can still take advantage of a Telepath's Mind Power

### Mind Reading (Suite) [4 AP]

Utility

Mind

While basic telepathy allows the character hear projected, highly emotional, or otherwise bold, unguarded thoughts a more powerful or trained telepath can do more. Mind Reading Suite allows a telepath to

- **Deep Read** -- Read minds at a deeper level, enabling the telepath to listen in on the entire "Internal Monologue" and hear even Protected Thoughts. The telepath can only access thoughts the target is currently thinking, and cannot "ask questions" or access memories the target is currently dwelling on
- **Mind Probe** -- Intrusive reading designed to expose the answers to specific questions. A Mind Probe can unearth secrets and memories but cannot be done without the subject being aware
- **Enhanced Mind Scan** -- The basic Mind Scan allows the telepath to sense

Trait	Buy	Cost	A-Cost				
Mind Reading	1	4 AP	N/A				

Deep Read [2 or Free as Part of Mind Reading]		L+	Mind
Deep Read (Mental Strike Move, Mental RA)	L+ [Mind Power]		4.4 INT / AP
Mental RA Class C	L+ [Stand Alone]		5.0 INT / AP
Subtle Deep Read:	L+ [Mind Power]		3.2 INT / AP
	L+ [Stand Alone]		3.6 INT / AP

Deep Read cost 2 AP as a stand-alone power. If Mind Reading (Suite) is purchased Deep Reading is free (part of the suite)

Telepaths with Mind Reading (or have purchased Deep Read as a stand-alone power) can access far more of a target's Interior Monologue than Telepaths who only have Thought Listening.

Unlike Thought Listening, Deep Reading requires a 5 REA action during which the telepath concentrates on the target's thought stream, and Deep Reading requires a successful Resisted Attack.

### Standard Deep Read

Characters with Deep Reading can perform a "Standard" Deep Read which requires a Mind Link and will make the target aware he is being read. Note that this is usually alarming and will change what the target is thinking -- but it will usually give insight into what the character is worried about, what they know about the current situation, etc. It is useful for interrogations, where the target will likely be thinking about things he does not want the telepath to know, as "protected" thoughts

### Subtle Deep Read

Subtle Deep Read does not require a mental link and does not alert the subject that the telepath is reading them.

Standard Deep Read Modifiers

- Requires Mental Link (80%)

Subtle Deep Read Modifiers

- Extremely Subtle (110%)

Trait	Buy	Cost	A-Cost	Range	REA / RoF	INTENSITY
Deep Read L+ [MPower]	1	2 AP	N/A	LoS	5 / 1	Depends on Mind Power
Deep ReadL+ [Stand Alone]	M	8 AP	N/A	LoS	5 / 1	40 INTENSITY
Subtle Deep Read [MP]	1	2 AP	N/A	LoS	5 / 1	Depends on Mind Power
Subtle Deep Read [SA]	M	8 AP	N/A	LoS	5 / 1	28 INTENSITY

### Attack Strength

Delivery Type: Mind Link

Fail

Standard

Major

Critical

Catastrophic

Mind Probe		L+	Mind
Mind Probe (Mental Strike Move, Mental RA)	L+ [Mind Power]		2.5 INT / AP
Mental RA Class B; Requires Mind Link	L+ [Stand Alone]		3.0 INT / AP

Mind Probe let's a telepath read much deeper. All telepaths have Mind Power in Mind Probe. Mind Probe has a mild combat effect, allowing the telepath to STUN the target at the higher levels

Probing a character's mind can be done in combat, but it's difficult to get complex information. Basic probes can determine if the target is lying or get simple answers to direct questions. Unearthing more complex, nuanced information requires longer term probing.

Asking a question and getting an answer (a single "probe") is a 5 REA action, taking about 6 seconds of real time. The information is ripped from the target's mind (it is not a "conversation") but vague or open-ended questions will get broader answers. Complex answers may require multiple probes to get everything. More surface / public information will be given before deeper secrets.

- **Absolute Truth:** Simple answers to questions with clear answers. Open-ended questions may result in vague / confusing answers (Requires Standard Effect).
- **Operational Interrogation:** Truthful answers to more open-ended questions or questions with longer, more complex questions. Can explain things like "what happened," why a character acted the way they did, what they believed, etc (Requires Major Effect).
- **Unearth Secrets:** The probe can unearth secrets and things the character wishes to keep hidden or is ashamed of (Requires Critical Effect).
- **Hopes, Fears, Dreams:** The Probe understands the character's drives, desires, motivations. Requires Standard for publicly acknowledged dreams. Secret or shameful desires requires Critical Effects. Fears that anyone has can be identified through Standard, but secret or highly exploitable fears require Major or Critical)
- **Underlying Motivations / Deep Probes:** At Catastrophic levels, the telepath has access to virtually everything the target knows including things the target, himself is not fully aware of. Deep Probes can explain underlying, subconscious reasons for doing things the target might not even believe, much less acknowledge

#### Probe Modifiers

- Having a target helpless (Catastrophic mind hold) or restrained can help (+10%)
- Long-term effect. If the telepath has extended access to the subject and can make repeated attempts, this can help, increasing effective intensity by 25%
- Subtle probe: mind probes are generally highly invasive and obvious. It is possible to conduct a subtle probe, but this reduces the Intensity by 2/3rds (66%)

Trait	Buy	Cost	A-Cost	Range	REA / RoF	INTENSITY
Mind Probe L+ [MPower]	M	8 AP	8 AP	LoS	5 / 1	32 INTENSITY
Mind Probe L+ [Stand Alone]	M	8 AP	8 AP	LoS	5 / 1	40 INTENSITY
Attack Strength					Delivery Type: Mind Link	
Fail		No Effect				
Standard		Absolute Truth. No combat effect				
Major		Operational Interrogation. Hopes/Fears/Dreams . No combat effect				
Critical		Unearth Secrets. Hopes/Fears/Dreams. . Distracted: Stun with a 3 REA cost instead of 5				
Catastrophic		Deep Motivations. Stunned: Target is stunned by theft of information				

Burn Mind [8 AP]					L+	Mind
Burn Mind (Mental Strike Move, Mental RA)				L+ [Mind Power]		2.5 INT / AP
Mental RA Class B; Requires Mind Link				L+ [Stand Alone]		3.0 INT / AP
Mind Burn lets a telepath badly traumatize a subject's mental state creating serious, recurring problems that harm the subject's effectiveness and enjoyment of life. This is considered cruel and reprehensible by moral telepaths.						
Most burn effects, short of catastrophic ones can be cured with therapy and drug treatment but may take weeks or months to recover from.						
<ul style="list-style-type: none"><li>• Mental Resisted Attack (100%)</li><li>• Long Term Effect Modifier 180%</li><li>• Requires Helpless Target and Mind Link 55%</li><li>• Total Modifier: 99%</li></ul>						
Combat Effects v. Long-term effects						
<ul style="list-style-type: none"><li>• Burn attacks have an immediate combat effect that can stun or daze, and in more extreme cases, unleash bizarre or dangerous behavior. These effects are usually transient wearing off quickly</li><li>• To create long lasting effects most telepaths will need to establish a serious advantage, usually having the target immobilized (e.g. Catastrophic Mind Hold, or literally tied down), Mind Probed at a critical or catastrophic level, and inflict target's WILx3 SPs over a number of attacks.</li></ul>						
Abilities include						
<ul style="list-style-type: none"><li>• <b>Torment [Install neurosis]:</b> The target has a neurotic disorder that causes distress and interferes with normal functioning</li><li>• <b>Psychotic Break [Install psychosis]:</b> The target develops a psychotic disorder and is unable to function / dangerous. Psychotic characters may act in a berzerk way, attacking people nearby for no reason.</li><li>• <b>Derange [Install personality disorder]:</b> The target develops a personality disorder. May be high-functioning and apparently normal (at least to people who don't know them), but may be extremely dangerous</li><li>• <b>Delusional [Install delusion]:</b> The character develops delusional beliefs which may lead them to act in harmful ways towards others or themselves. Paranoia is a particularly common one, as it may well turn a character against their friends and allies. Note that delusions are given directionally, but often manifest in unpredictable ways -- the telepath cannot use delusions to make the character act in highly specific ways.</li><li>• <b>Dark Side [Release inhibitions / Amplify fears]:</b> Amplifies tendencies that are already present to an extreme degree. The character will not develop new motives or drives, but may act on suppressed or unwise ones. Often exposes underlying anger (at team-mates, loved ones), inappropriate desires, etc. Character is fully functional but impulsive and misguided. May <i>appreciate</i> the telepath for enabling this degree of <i>license</i>.</li></ul>						
Trait	Buy	Cost	A-Cost	Range	REA / RoF	INTENSITY
Burn Mind L+ [MPower]	M	8 AP	8 AP	LoS	5 / 1	24 INTENSITY
Burn Mind L+ [ALC]	M	8 AP	8 AP	LoS	5 / 1	32 INTENSITY
Attack Strength					Delivery Type: Mind Link	
Fail		No Effect				
Standard		• Target is Stunned. May experience after effects for a few days				
Major		• Target is Dazed. May experience after effects for a few weeks				
Critical		• Target is Dazed - 2. Is distracted and tormented until WIL-20 SPs in WIL rolls (one per day) are made; effects may still linger.				
Catastrophic		• Target is Dazed for 10 minutes (100 rounds), and may have lasting, long-term effects				



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