



# JAGS Holiday City

A Super Hero World Book for the JAGS RPG

## BOOK 2: THE SECRET HISTORY OF HOLIDAY CITY







# **JAGS HOLIDAY CITY**

**A SUPER HERO SUPPLEMENT FOR THE JAGS RPG**  
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# CONTENTS

<b>CITY OF SECRETS</b>	<b>1</b>	The Upper Chamber	19
The Hermetic Guide To Holiday City (Synopsis)	1	The Hunt Club and Other Luminaries in Holiday City	19
The Powers That Be	1	The Rejection of the New Money Crowd	19
The Venatics Society (a.k.a. The Hunt Club)	2	Non-Chamber Members	20
The Empire Business Council ("New Money" to their detractors)	3	Political Influence	20
<b>GAME-SPECIFIC SECRETS</b>	<b>5</b>	The Long Vision	21
Alma Mater - High School Luminaries	5	The Extraction Books	21
Mean Streets - The Holiday City Street Scene	5	Security and Continuance	21
I Need A Hero - High Powered Luminaries	6	Conclusion	22
<b>THE OCCULT HISTORY OF HOLIDAY CITY</b>	<b>7</b>	<b>HOLIDAY CITY HIGH SCHOOL - SECRETS</b>	<b>23</b>
Secret History	8	The Shape of The Secrets	23
The Invisible and the Luminous	9	The Varsity Team	23
Occult Society: Psychic Readings 'By the Lake,' Private Lodges	10	Cavalier (a.k.a Bryce St. John)	24
The Axis Mundi (The Red Wheelbarrow on Which So Much Depends)	10	Pedigree (a.k.a. Kadence Kallastin)	25
Everybody Wants to Rule the World (The Audacity of the Railroads)	10	Nowhere Lass (a.k.a. Jane Doe)	25
The Age of Aquarius	11	Flaunt (a.k.a. Brad Connelly)	26
Breaking the World (Or Fixing It?)	12	Red Cell	26
The Dark Tetrad (The Ritual Of Breaking; Who)	12	Paragon (a.k.a. Damien Conwell)	28
Accomplished Men	12	FloodLight (a.k.a. Ethan Frheely)	29
Formidable	13	Conjuress (a.k.a. Nelly Leonela)	30
Dominion	13	Neoteros (a.k.a. Justin Bronislaw)	32
Masterpiece	13	Whisper (a.k.a. Lindsey Kellerman)	32
The Four Cardinal Personality Traits of the Tetrad	13	North Shore Anomalies	33
The Psychopath (Psychopathy)	13	Beastie (a.k.a. Sidney Tames)	33
The Narcissist (Malignant Narcissism)	13	Cuttlefish (a.k.a. David Mills)	34
The Manipulator (Machiavellianism)	13	Speed Demon (a.k.a. Barry Chapman)	34
The Sadist (Sadism)	14	Molly Rave (a.k.a. Lauren Graham)	35
The Ritual Of Breaking (How)	14	Revanche Club	35
Harmonic Attunement	14	Trenchant (a.k.a. Olivia Forge)	36
Journey to the Heart Chamber	14	The Darkness	37
Murder the World	14	Challenger (a.k.a. Mack McDonald)	37
A Replacement Heart	14	Savant (a.k.a. Martin Durlon)	38
What this Means For The World	15	Queen An(orexia) (a.k.a. Tracey Wells)	39
Immediately	15	<b>THE MIRTH ACADEMY</b>	<b>40</b>
Specifically	15	Using the Mirth Academy	40
Machinations	15	Exquisite (a.k.a. Evian Lean, Headmistress of the Mirth Academy)	42
<b>THE HUNT CLUB (A.K.A. THE VENATICS SOCIETY)</b>	<b>16</b>	Pandemonium (a.k.a. Nathan DeWells)	43
Luminary Supremacy	17	Psychopomp (a.k.a. Leona DeWells)	44
The Upper Chamber of The Hunt Club	18	Golem (a.k.a. Santiago Sanchez)	45
Ravenous & The Metropole Bank	18	Agent Coherent (a.k.a. Kinsley Lantor)	46
		Vispid (a.k.a. Aymelek Haddon)	47
		Jonas ProctorProctor's Plans	48



A Note: Contingency Planning .....	49
Mr. Tester .....	49
Houses of Games .....	50
Hunters .....	50
High & Mighty .....	50
High (a.k.a. "Iris Stardust" a.k.a. Maria Lynn) .....	51
Mighty (a.k.a. Miguel Wombat (real name unknown))The Troublemakers .....	52
Mystery Shopper (a.k.a. Soraya Nicles) .....	55
Tagger (a.k.a. Telvis Blake) .....	56
Skate Rat (a.k.a. Elliott Bain) .....	57
Alma Mater Scenarios .....	58
Built In Alma Mater Scenario Ideas .....	58
Red Cell Is Run By Villains! .....	58
Proctor and Mirth .....	58
The Troublemakers .....	58
The Revanche Club .....	59
The North Shore Anomalies .....	59
Other High School Scenarios .....	59
End Note .....	61

## **HOLIDAY CITY MEAN STREETS - SECRETS 62**

The Shape of The Secrets .....	62
The Street Scene .....	62
The Fighting Circuit / Martial Arts Scene .....	62
The Criminal Luminaries .....	62
The Lost, Strange, or Broken .....	62
The Underground Fighting Circuit .....	63
The Martial Arts Scene .....	64
Brutalist (and his three disciples) .....	65
The Three Students .....	66
Chad Thunder .....	66
Broken Fist .....	66
Sgt. SMOT - Special Martial Operational Training .....	66
Brutalist (a.k.a. Mark McKorman) .....	67
Chad Thunder (a.k.a. Larry Limmer) .....	68
Broken Fist (a.k.a. Marvin Krane) .....	69
Sgt. S.M.O.T. (a.k.a. Judd Fronken)The Celestial .....	70
Tiger, The Secret School .....	70
Star Tiger (a.k.a. Riku Takahashi) .....	71
NyeKunDu and The Assassin .....	72
The "Shinobi Americana" and Toxic Nerd .....	72
NyeKunDu (a.k.a. Kamaria Jelani) .....	73
The "Shinobi Americana" .....	73
ToxiNerd (a.k.a. Norbert Norquim) .....	74
Other Martial Arts Circuit Fighters .....	75
Warlord (a.k.a. Tyler Riley) .....	75
Jade Fortress (a.k.a. Cheng Zhou) .....	76

Kyojin "Giant" (a.k.a. Ueto Tanosuke) .....	77
The White Emperor (real name unknown) .....	78
The Mercenaries and Criminals and the Lost .....	79
Molotok (a.k.a. Dorby Vasiliev) .....	79
Stretchy (a.k.a. Victoria Chase-Fox) .....	80
Snarl (a.k.a. Frank DeSoto) .....	80
Billy The Kid (a.k.a. Eddie Loeman) .....	81
Blackmail (a.k.a. Damien Lourdes) .....	81
Butterball (a.k.a. Tate Somers) .....	82
The Crows (Various) .....	82
Fire Eater (a.k.a. Gustav Wheln) .....	83
Heavy Caesar (a.k.a. Luis Caesar) .....	83
Bad News (a.k.a. Barry Gorman) .....	84
Roid Rage .....	84
Emerald (a.k.a. Mary Morrison) .....	85
Mim (a.k.a. Unit 20-001-Alpha) .....	85
Jazz Hands (Lennard Corban) .....	86
Agent of Fortune (a.k.a. Allan Kraft) .....	86
Operational Dyads .....	87
Wreak & Ruin .....	87
Business & Pleasure .....	87
Null & Void .....	87
Tool & Die .....	87
The Syndicate .....	96
Red Anthony (a.k.a. Anthony Morgano) .....	96
Mr. Green (a.k.a. Kevin Hill) .....	97
The Russians .....	97
HiroJet (a.k.a. Yesipov Illyich) .....	98
Chicago Fire (a.k.a. Claud Halon) .....	98
Mother Bear .....	99
Mother Bear (a.k.a. Keeshana Holmes) .....	99
LizardBreath (a.k.a. Elizabeth Wattson)The Sultan .....	100
Sultan .....	101
The Street Gangs .....	102
The Code Disciples .....	102
Nord Wolf (a.k.a. David Nolte) .....	102
Hel (a.k.a. Amanda Pierce) .....	103
Candy/ MAGAMorph (a.k.a. Lewis Langford) .....	104
Exterminator (a.k.a. Daman Kylon) .....	105
The Nigerians .....	106
Blood Diamond (a.k.a. Karls Tatanba) .....	106
Mean Streets Scenarios .....	107
Built In Mean Streets Scenario Ideas .....	107
The Underground Fighting Circuit .....	107
The Syndicate, The Russians, Mother .....	
Bear, and the Gangs .....	107
The Local Thugs and Villains .....	108



Scenario Ideas for Mean Streets .....	108	Screamer (a.k.a. Justin Bark) .....	139
<b>I NEED A HERO - SECRETS</b> .....	<b>110</b>	Pretty Boy / Dis Figure (a.k.a. Adam Tiplin) .....	140
The Shape of The Secrets .....	110	Verboten .....	141
The Operators .....	110	Dr. Dominator (a.k.a. Elias Traunt) .....	141
B.O.H.I.C.A. (a.k.a. Douglas Bates) .....	111	The Evoluminary (Eugene Walsh) .....	142
Redline (a.k.a. Amelia Cammal) .....	111	Allopath (Tad Wilson) .....	142
Cougar (a.k.a. Lissa Light) .....	112	Over-Unity (a.k.a. Markus Mahuel) .....	143
Harvest Moon (a.k.a. Avery Ragland) .....	112	Tabu (a.k.a. Emily Croven) .....	144
Hawaiian Sling (a.k.a. Milo Frick) .....	113	Technocrat .....	145
Cuberon (a.k.a. Sam Pall) .....	113	Technocrat (a.k.a. Kyle Joist) .....	145
Red Death (a.k.a. Devon Prince) .....	114	Enforcer Bot .....	146
Chardonnay (a.k.a. Alison Bardling) .....	114	Utility Bot .....	146
Symphony (a.k.a. Curt Basil) .....	115	Tiger Mom a.k.a. Emily Monaghan .....	147
Destroy (a.k.a. Andrew Gilman) .....	115	Mean (a.k.a. Andrea Monaghan) .....	148
Search (a.k.a. James Gilman) .....	116	Median / Imposter Syndrome (a.k.a. Carrie Anne Monaghan) .....	149
Deadly Celebrities .....	117	Mode (a.k.a. Cosmo Monaghan) .....	150
Meteoric (Rimington Hale) .....	117	Overkill (a.k.a. Barry Bryce) .....	151
Narcissus (no a.k.a.) .....	118	Omicron .....	152
Echo (a.k.a. Valerie Hawkins) .....	118	Omicron Standard Configuration .....	153
Impatient (Beatrice Logram) .....	119	Omicron Beach Party Edition .....	153
Black Card (a.k.a. Henry Stone) .....	120	Monsters .....	154
Malcolm Fitzgerald (a.k.a. 'Petty' Tyrant) .....	121	Chrysobull (no a.k.a.) .....	154
Kernel Panic (a.k.a. Damien Panic) .....	122	The Terror (a.k.a. Maximilian Clarke) .....	155
Iconoclast (Vincent Renault) .....	124	Tisiphina .....	156
Maximilian Clarke (a.k.a. The Terror) .....	124	Erudite .....	157
Malthusian (a.k.a. Leland Kerbs) .....	125	Regal (a.k.a. Peter Bishop) .....	158
Ravenous (a.k.a. Orson VanBach) .....	126	Typhon (no a.k.a.) .....	159
Progress (a.k.a. Vida Olsen) .....	127	Mother Death (no a.k.a.) .....	159
Brave Defenders of the Status Quo .....	128	Hecatomb (Dominic Holloway) .....	160
A Fight With The Tower .....	128	I Need A Hero - Scenarios .....	161
Saving Lives .....	128	Built In 'I Need A Hero' Scenario Ideas .....	161
The Irregulars .....	128	The Secret Lives of Operators .....	161
Theory & Practice .....	128	Celebrities Behaving Badly .....	161
The Tower .....	129	The Tower Exposed .....	162
Rampart (a.k.a. Alric Hammond) .....	129	The Villains of Holiday City .....	162
Artesia (Klaudie Perry) .....	129	Scenario Ideas for Mean Streets .....	164
Falconer (Keith Falconer) .....	130	<b>THE HOLIDAY CITY GAME</b> .....	<b>167</b>
Dreadnought (a.k.a. Gordon Loft) .....	131	A Few Thoughts on Holiday City .....	167
Rock Bottom (a.k.a. Nathan Menendez) .....	132	Randomized Character Design .....	167
Mr. Nice Guy (a.k.a. Jake Dean) .....	133	The Value Mechanic .....	167
Practice (a.k.a. Leslie Tremont) .....	134	The Background: Holiday City .....	167
Theory (a.k.a. Teresa Tremont) .....	135	Kaiju & Krakens - Giant Monsters In Holiday City .....	168
Super Villains .....	136	Optimoids .....	169
The Connoisseur (a.k.a. Miles Welk) .....	137	The Beast From 222 Fathoms .....	171
The Misery Tourists .....	138	Radar Vampires .....	173
Cut-Up (a.k.a. Ralph Diger) .....	138	Eversaurus Rex .....	175
Top Kek (a.k.a. James Hod) .....	138	Windigo .....	177
Overthinker / Migraine (a.k.a. Mindy Match) .....	139	Jörmungandr .....	178



# CITY OF SECRETS

Holiday City is a city of secrets and lies--a tradition that goes back to when the first men came to the shores of the *Otchipwe-kitchigami* -- the "great sea" -- and recognized the limitless potential that could be theirs, if they could claim it!

This section reveals the barest outline of the Occult History of Holiday City and the specific back-story notes behind each of the three game-types. It also includes the game statistics for the characters specific to games where the secret backstory of the City (and before that, the land, itself) matter. Occult characters who are not widely known are not in the player's book. Finally, this chapter includes notes for setting up and running Holiday City games.

As with the other GM chapters, we've separated material to enable players who would prefer to be surprised to avoid spoilers! Enjoy!

## The Hermetic Guide To Holiday City (Synopsis)

If you want to know *why* things are so weird in Holiday City, the basic answer is pretty simple: a major "axis of the world"--an occult high-tension-power-line for the universe--happens to spear *right through* Holiday City. Worse, while there might be other places that are similar elsewhere in the world (or, again, the universe), this one suffered *damage* as a result of something some Luminaries did back in the 60's. A quartet of really bad guys realized that if they "broke the world" and then "remade it" in their particular, dark image, they would have great power over how it ran!

They got halfway.

Today, various forces with occult inclinations are considering retrying their experiment--after all, everybody wants to rule the world.

That's the long-story *short*. For the full story, keep reading.

## The Powers That Be

Beneath the colorful public image of amazing luminaries walking the streets or cruising through the skies, behind the stately facade of the wealthy and the powerful running their great industrial empires, under the boiling cauldron of a criminal

element spreading slowly through the veins and arteries of the City's dark side, there is a hidden power structure that is behind almost everything that goes on in Holiday City.

The Powers That Be are two major Luminary power "alliances" or "power blocs" comprising some of the most powerful people *anywhere*. Most of the members of these organizations have public personas and they may interact with each other in various formal and social roles, but their alliance -- even the *names* they've given their competing organizations -- are completely unknown to most people and a tightly guarded secret.

The objectives of those organizations are even more occluded and would be horrifying to most people if they truly understood the long-term plans of their city's power elite.

The Powers are quite painfully aware of their opposite number, though, see each other as the primary obstacle to full spectrum dominance. As they expand their influence they collide with each other--heading towards a war in the shadows that could have earth shaking implications.

- **The Venatics Society** (today called The Hunt Club) - A High Society lodge for Luminaries (and select ordinary humans--usually very, very rich, very very powerful and very, very ruthless 'ordinary humans') that existed as a respectable public (if exclusive) institution from the late 1880's until the mid 1920s. It had occult significance even then--but today it has gone underground and is essentially open only to Luminaries of the highest power categories.
- **The Empire Business Council** (derisively called the New Money by members of the Hunt Club). This is a group of mostly younger, generally less powerful Luminaries who have come to Holiday City more recently. They are less versed in the Occult (although they are catching up) and they tend to be businessmen & women who have risen to financial prominence during the tech explosion of the early 21st century. They see the potential in the power that flows through Holiday City, even if they understand it far differently than the Hunt Club.

Together these groups comprised of CAT-4 and CAT-5 Luminaries that are often in conflict with *each other* as much as "the other group." These rivalries (and alliances) creates a great deal of the tension and drama beneath the surface of Holiday City's bright,

business-friendly exterior. The collective term The Powers That Be (or just 'The Powers') refers collectively both of these very-select groups of Luminaries. The Powers That Be are a blessing and a curse. Their considerable influence and genius innovation has

sparked a financial renaissance that remembers and may yet outstrip the high-water mark of Holiday City's Gilded Age, even while their machinations unleash dark currents and worms bore through it, unseen by most.

### The Venatics Society (a.k.a. The Hunt Club)



The Venatics Society was started as a secret, serious and quite dark occult society during the late 19th century boom in interest in the supernatural. It then blossomed into the public view fully of mystery and a certain kind of romance, during the gilded age of gentlemen's clubs. At its height, The Venatics Society was a glittering private club with lodges as far flung as New York and even Europe and it attracted, not only a distinguished members list, but also a number of prominent historical figures whose names are still found in history books.

At its core, however, was always run by an Upper Chamber (referring to the top story of the master lodge where the head members met to discuss *serious* business) of Luminaries. While no one outside of the club is aware of its directors (and even members are unclear on exactly *who* runs it) today Upper Chamber membership consists of a 5 person council:

- **Ravenous** - "The Master of Foxhounds" - Sits at the head of the table.
- **Tisaphina** - "Honorary Secretary" - Sits to Ravenous' right. The second in command. Manages the proceedings and settles disputes among the members.
- **Mother Death** - "Honorary Secretary" - Sits to Ravenous' left. The third in command. Handles the finances and operations of the society.
- **Typhon** - "The Huntsman" - Responsible for Operations (especially violent ones)
- **Exquisite** - "Kennel Master / Mistress" - Responsible for the running of the very, very private Mirth Academy which is training and grooming young Luminaries.

## The Empire Business Council ("New Money" to their detractors)



When The Powers That *Were* set out to plot a recovery from Holiday City's decline (on-going since its golden-age in the late 19th Century), one of the first things they did was establish The Empire Zone--a massive tract of land which became a tax-exempt city ward to attract business investment. It took a while to catch on--but now it is a sea of glittering mid-rise office buildings with a few soaring high-rise sky-scrapers. It has an above-ground rail system--a monorail that runs through it. If you tilt your head and squint? It looks kinda like The Future.

Luminaries have come as well--in some cases because it's a good place to do business--but more and more because of a pull many of them can't even put into words: the pulse of Value. The smell of opportunity. The tactile feel of *power*. This group of young(ish) millionaires (and at least one older billionaire) have made their mark on the city.

But they have also met with some surprises. For example, while Tyrant would be the most powerful individual in many areas the size and density of Holiday City--by a long shot--he has discovered (unpleasantly) that he's not nearly at the top of the food-chain *here*. There are older powers in Holiday City and darker Luminaries than he had imagined.

The Business Council is somewhat formal -- it's members move in the same circles and sit on the same boards -- but it has come together as a *secret* fraternity as each member discovered that they alone are checked by the combined power older interests. They do not especially like or trust one another (some are closer than others), but they have recognized that getting what they want will require alliances and that the opponents they're facing are fearsome.

Over the past 8 or so years, the leaders of Holiday City's business interests established a loose network--a council of necessity--dedicated to achieving complete, sustained dominance for its members. These Luminaries are:

- **The Malthusian** - The old man and a legit *billionaire*. Cybernetically augmented and technologically armored, he is one of the richest members and one of the most patient. He is driven by his particular philosophy that foresees a world drowned in the average or ruled over by the elite.
- **Regal** - Known to the world as mega-developer Peter Bishop, he doesn't technically live *in* Holiday City--but has made development of it his pet project. He is not publicly known to be the Luminary Regal (who is known as an

imperious killer) but the Powers That Be sure know who he is.

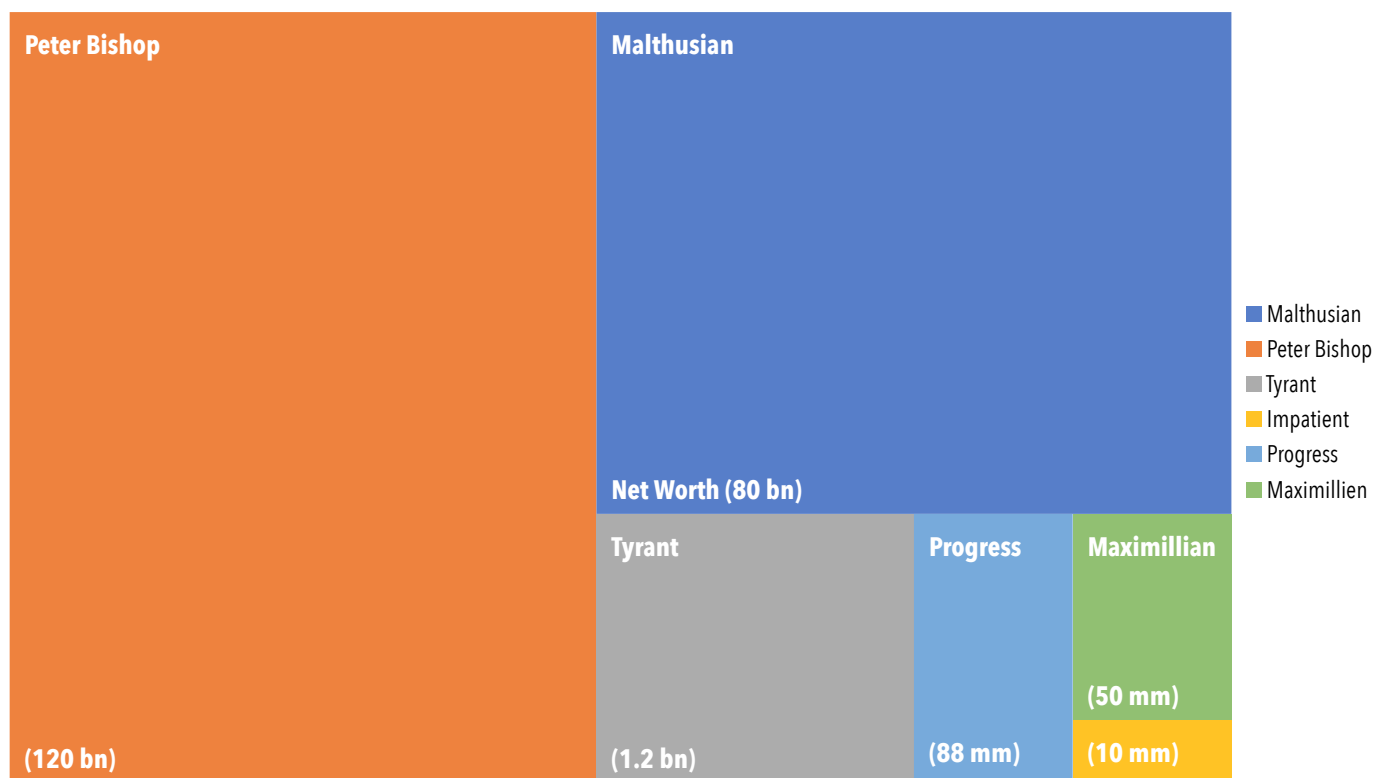
- **The Terror / Maximilien** - By day Maximilien is the young, augmented visionary CEO who runs Kingdom Enterprises (and its crown-jewel wholly owned subsidiary -- Kingdom Security -- the world's premier private intelligence and cybernetic paramilitary vendor). Maximilien's public face is that of powerful speaker, a fiercely competitive athlete and a modern-day adventurer / extreme sports guy. In private he shows his true face -- a walking human guillotine who seeks to usher in a revolution of icy cold and clear thought and wash away the weakness of most of humanity in a tide of blood.
- **Tyrant** - Aerospace entrepreneur and famous technologist know for being a 'demanding' boss. He is a new player in the game but comes to the table with a sizable spend in his office park and weapons technology patents that make him a formidable ally on the battlefield.
- **Impatient** - Social Media Super-Star Influencer and lifestyle-brand. She is wealthy and travels in some of the

same circles as Tyrant--but she is less of a "power player" and more an icon of new media that most of the old guard find intriguing.

- **Progress** - Progress's literally Utopian world-view (she has come -- literally -- to usher in the Future) would be a point of mockery if not for the foundation she created (The Progress Foundation). Unlike most futurists, she doesn't just talk -- she *delivers*. The Progress Foundation delivers stunning technological achievements that seem to validate her outrageous claim to be *from* the Future she intends to will into existence. While everyone agrees she simply *can't* be the real deal (a time- or dimension traveler? Come on!) it's hard to argue with results. Progress owns a high-rise in the Empire Zone and other labs throughout the city. She is undeniably powerful--and has access to numerous resources (including lots of advanced technology) but her politics often put her at odds with the others.

Tyrant, Peter Bishop (Regal), and The Malthusian came together (with Progress as a silent partner) to start the high school Luminary Youth program Red Cell.

## New Money Comparative Wealth



# GAME-SPECIFIC SECRETS

The secrets above (the occult secrets, the Axis Mundi, the Business Council and the Hunt Club) cross all games and underly the setting of Holiday City... mostly indirectly. You can play an entire campaign in Holiday City and never realize that the Malthusian and Impatient belong to a secret alliance. And the Hunt Club is even *further* in the back. For games where Value is an explicit objective, where it comes from can remain comfortably unexplored.

These secrets are mostly spice or desert -- rarely the "main course." With an important exception: if you succeed *enough*, in Holiday City -- enough to become a major *player*, they'll find *you*. We've summarized how these underlying secrets generally affect the game types covered in the books:

Note: Any game set in Holiday City could dispense with them as they become known, but we've intended to design them so they drive interesting conflicts in the game world even if the players are fully aware.

## Alma Mater - High School Luminaries

These are the bullet-point secrets for the high school game.

- **Red Cell is run by villains!** Not a huge surprise. You can *kinda* tell by the color scheme. Most people just see Red Cell as being "harder edged" than the wholesome and somewhat "domesticated" Varsity Team, and dismiss the branding. People familiar with the true nature of the Mentors, of course, will have little doubt, but most of those people have their own secrets to keep. But it's clear enough that some of Red Team's members have started to figure it out -- Whisper knows that Peter Bishop is really stone-cold CAT-5 killer Regal. The good news is that Paragon, while maybe too trusting of the sponsors (and driven to make his team "the best"), isn't at all a bad guy and will resist corruption to the extent he can.
- **The Varsity Team Has Corrupt Mentors!** Varsity is a pretty straight-forward heroic-style group and their overseers -- the Tower -- are *generally* well thought of--even if they seem somewhat ineffective. The hidden truth is not only that the current Tower roster have hidden pasts they need to keep secret, but that they were *chosen* because of that... and that someone has *leverage*. There is also the truth that Falconer


and Rampart both have agendas that lead them to the edge of misbehavior and Drednaut is somewhat famous for his poor choices and lack of discipline. The more the Varsity kids learn, the more alarmed they're likely to get (but to be clear: *the worst* of the Tower are better than *the best* of Red Cell's mentors -- with the exception of Progress, who is in a morally complex area)

- **The Mirth Academy (The Hunt Club) is Messing With The Teams!** The secret "super-villain" academy run by The Hunt Club is scouting and testing the public Luminary Teams for recruitment. They have hired super-mercenary Johnas Proctor to set up a complex series of "examinations" to see what the young Luminaries are made of. The most promising will be made offers by Mirth. The existence of Mirth *itself* is a secret, but even for those who've heard of it, it's Luminary program is a secret within a secret--but until you know that The Hunt Club is behind it, you don't know the whole story. Both Johnas and the Mirth kids may intersect with the high school characters in different ways.

## Mean Streets - The Holiday City Street Scene

A whole lot of what goes on behind the scenes on the Streets is illegal and thus "secret." Mean-Streets mysteries usually fall into the category of "who's behind [the latest shady operation?]" or "how did he get so powerful? What's *his* secret?"

- **The Underground Fighting Circuit Is Holding a Powerful Being In Check.** The White Emperor is a demonic entity trapped by the on-going 'ritual' of the Underground Fighting Circuit. The Three Families are gambling that they can find a champion to win and remove his threat -- without "releasing him" (which is what would happen if a CAT-3 or above Luminary just came and curb-stomped him). This ritual and way of managing the threat is an ancient and honorable tradition.
- **Some Extra-Dimensional Monster Is Spreading Its Influence (Brutalist):** The Academy of Brutalist Combat is run by the (over the top) complete asshole Brutalist (and his three head students). That's no secret. But the supernatural force behind his success *is*. Largely unknown (even



-- no, *especially* -- to him), it has been described by those who have sensed its machinations as some kind of "extra dimensional octopus" whose influence is spreading through Holiday City like a disease. It is using Brutalist as its carrier because he's not the asking-questions type of guy and is frankly *thrilled* to be used this way.

- **Lot of Shady Pasts Being Run From:** An assassin is hunting NyeKunDu. There are various outside influences looking for Star Tiger and the like. There's an underground martial arts hotbed of back-stabbing shaky alliances.
- **A LOT of Black Market Technology Is Around:** The streets see everything from super-serums to energy weapons to EsoTech (magic-ish) items. It's all for sale and there are places that create this stuff or vend it. Many of them are just "black market operations" (such as cybernetics shops). Some are . . . stranger.
- **Falcon Labs Is "Leaking" Stuff On The Market:** Falconer (of The Tower) isn't evil--but he also doesn't let the law stand in the way of Science! This means he is releasing some restricted tech as "leaks" that then gets used (and the use is analyzed). This isn't the same as kidnapping people for human experimentation (he never did *that*--although he did illegally experiment on volunteers)--but it's pretty bad for one of the "City Heroes."

## I Need A Hero - High Powered Luminaries

The bullet point list for "I Need A Hero" games mostly consists of the Occult History of Holiday City, the existence of The Hunt Club / New Money as an entity, and so on--but to be a bit more specific, here are some high level secrets.

- **Some Big Names are a Lot Evilier Than They Seem:**
  - **Peter Bishop** - Smiling mega-developer? Also Imperious killer Regal. The difference between his public and private identity could not be further apart.. Except for...
  - **Maximilian Clarke** - CAT-2 young paramilitary entrepreneur and adventurer by day. Nightmare Human guillotine and Dark Enlightenment revolutionary by night.
  - **Malthusian** - Billionaire sustainability CEO by day. Thinks he needs to kill off over half the planet by night.
  - **Progress** - Progressive, relentlessly optimistic,

empowering futurist by day. Her future isn't quite as utopian as she makes it out to be though (although opinions might differ). She also sees Immanentizing The Future as a moral and mission imperative and while she'll stop short of "literally whatever it takes," she's willing to break *a lot* of eggs to make that omelet. If she has to.

- **Ravenous** - His name comes because he is a living conduit for a terrifying trans-dimensional entity that consumes people, things, and ideas.
- **Tisiphina** - isn't just a primadonna immortal beauty. She's literal lady dragon who expects to get *whatever* she wants, and can be absolutely terrifying if denied.
- **The World-Game:** As detailed in The Occult History of Holiday City chapter, Holiday City is a rare place where winning the City means having a say in the order of the whole *universe*. The damage done fifty years ago makes it one of the most vulnerable places in creation for those with unmatched power and ambitions.
- **The Monster's Ball:** A once-a-year secret meeting for the CAT-5 Luminaries where they declare dente--no fighting--and meet and talk. The existence of the Ball, its membership, or that some CAT-5 luminaries who look *perfectly human* jokingly refer to themselves in like company as Monsters is unknown to most people--but it is where a good deal of the "direction" of Holiday City gets sorted out.
- **The City Council:** The City Council is run by an unstable and conflicting combination of The Hunt Club and the New Money, and some random influences (some local districts do have their own representation--also Verboten and Technocrat are wildcards--not to mention The Syndicate and the Russians). The City Council is as corrupt as it comes in the sense that their machinations there represent The Powers That Be rather than "the people." They are the ones who run The Tower and prevent The Tower from engaging in any bad-for-business heroics (like taking on The Syndicate or The Russians, etc.)

# THE OCCULT HISTORY OF HOLIDAY CITY

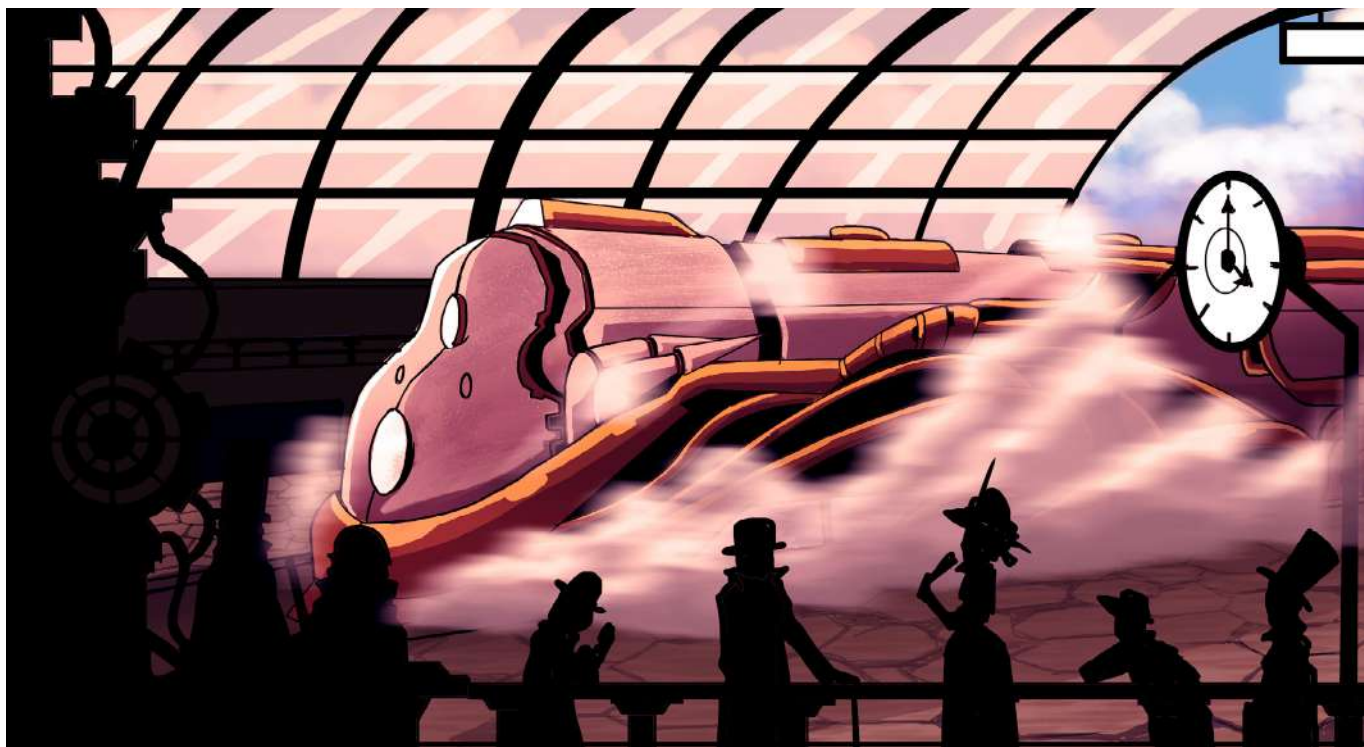


Serious and deep students of the occult know about the shocking and central role Holiday City played in American (and to a certain extent *world*) history. To practitioners, the reasons behind so much power and so much conflict in a flyover city of otherwise little import are clear: Holiday City is in some literal ways, At The Center of Everything.

To others, who see only bits and pieces and understand even less, Holiday City's rise is an amazing enigma. Is it luck? Good politics? ... It can't be the weather! In the age of the Internet, the Secrets outlined here are largely available to anyone who cares to look -- the occultic rationales for the great railroad projects, for instance, or the seriousness with which its eminent and Eminent took their seances, societies, and gatherings -- but in public forums they're usually surrounded by such a morass of incorrect or misleading information, the *true* occult history of Holiday City is often 'overlooked,' 'ignored,' or lost in a sea of lies and garbage, and is dismissed or treated as a quaint curiosity.



## Secret History



There are a lot of ways to hide things--to keep secrets. The *Gilded Age*, the period of the greatest prominence of Holiday City in the American consciousness, got its name because the Age *itself* was considered "obscured" by the sheen of gold, hiding a societal rot underneath. During the Gilded Age, at the height of its prosperity and global influence, Holiday City was a major railway and shipping hub. One of the largest of the big-four slaughterhouses, the National Packing company operated out of Holiday City. Its private clubs boasted the names like Andrew Carnegie who held a suite in the Cambrian hotel, Frederick Winslow Taylor who used Holiday City as a showcase for his theories of scientific industrial management, and others of equal stature.

Later on, in the 1930's, America learned of a secret *cabal* of powerful bankers and politicians organizing to overthrow President Roosevelt. Hatched in secrecy, the plan -- revealed before Congress and known as the "Business Plot" -- was to march on the White House with 5000 men and move the seat of governance from the District of Columbia to the Heartland -- to Holiday City -- which had been previously tapped as a potential backup Capital, during the Civil War, should Washington fall.

A decade and a half later, two genius architects of the age -- Frank Lloyd Wright and Howard Roark -- were independently commissioned to design competing high-rises for Holiday City's skyline. Roark, in disgrace at the time, had his identity concealed from the public until the Clock Tower was completed. Frank Lloyd Wright, it turned out, was not designing a high rise at all -- but rather launching a fashion line of designed clothing--some of which is still echoed in the designs of Luminary outfits today. All of these are secrets. All of these are glimpses of the occluded, the obfuscated, and the deceptive.

Holiday City's history is full of these kinds of secrets, of course -- all cities are -- but Holiday City has are the deeper secrets, beneath -- Secrets of the Esoteric and the Arcane.

Holiday City's *deep* secrets intermingle with its more pedestrian ones. Secrets flow through its highways, waterways, and tunnels the way blood pumps through a human body. Holiday City is powered by secrets.

In the waning days of the first fifth of the twenty-first century, one of the most obvious mysteries of Holiday City is its continued *relevance*. Yes, it was once great and shadows and echoes of that

greatness linger. And yes, there has been a 'rebirth' of sorts in the "economic miracle" of the Empire Zone -- and yet...

Holiday City seems weirdly to somehow be at the *center* of things in ways that even the cultural, economic, and political powerhouses of the *coasts* don't quite seem to manage.

Is it just inertia left over from the greatness of the past? Is it a spark of industriousness and innovation that gives it some measure of the dynamism of Silicon Valley? There's some truth to both of these, but neither feels *quite* right.

The careful observer will note that there is something invisible, but interesting, often disturbing, and in many ways *inexplicable* happening here. There's an energy to the place, a stately elegance to even *worst* of the urban decay. There's something in the water. In the air. A sense of possibility that you can't quite put into words. A sense of opportunity that draws people who could go *anywhere* here.

There are deeper *secrets* of Holiday City that children of the modern world (the vast majority of us) are challenged to see and even when glimpsed find impossible to understand.

Students of the Invisible are not surprised at all.



## The Invisible and the Luminous

In Holiday City (and everywhere else) the occult is mostly ignored -- and when not ignored, ridiculed or seen as an amusing, frivolous diversion (e.g. horoscopes in the newspaper, tarot readings at the carnival). It's admittedly harder to dismiss in the face Luminaries who claim

magical abilities (Tabu) or metaphysical insights (Black Card), but people manage: in polite, modern society these abilities are usually explained away as a yet-unknown kind of science currently indistinguishable from magic or as 'psychic powers' (which, really, explains nothing at all). As with Luminaries who claim extraterrestrial or trans-dimensional origins, Luminaries who claim mystical abilities are formally considered mildly deluded about their own natures or engulfed by mysteries to be solved later.

This isn't as insulting as it sounds -- the mystically enlightened Luminaries fully understand that most people would be *profoundly disturbed* if the darker implications of their world were objectively validated. People believe what they have to, to make it through the day!

Of course some people handle the truth better than others. The most *important* people quietly acknowledge the validity of the occult reality and incorporate it into their plans.



## Occult Society: Psychic Readings 'By the Lake,' Private Lodges

The first Occult Secret of Holiday City is the truth about where those secrets are accepted and shared: at the finest of dinners, behind the most elegant of halls, and in the most exclusive of smoking rooms after supper. The wealthy have *always* been less concerned with what 'everyone else' finds ridiculous and in the market for any advantage, no matter how speculative.

Scheduling a stop 'by the Lake' to be advised in matters of love and money was a common 19th century event for the monied class traveling coast-to-coast. The 'European Orders' opened lodges in Holiday City which, from the beginning and boasted admirable membership of some of the city's preeminent citizens. These lodges and clubs straddled the line between professional societies, fraternities, and secret schools teaching ancient mysteries to their members.

The wealthy are still engaged, but more discreetly. This is partially to avoid complications to their image, and partially because those who have maintained a serious study of the facts have discovered something fairly profound they wish to keep to *themselves* as much as possible: They have discovered that there *is* something here, in the air, in the ground, permeating Holiday City. It's not an illusion or a con. It's objective, it's true, and it's *dangerous*.

## The Axis Mundi (The Red Wheelbarrow on Which So Much Depends)

Holiday City was special -- *important* -- before there ever *was* a city, or even people there. Its mysteries begin with the *ground* on which it is built. It is an Axis Mundi (*the* Axis Mundi?) -- the metaphysical center-point of Creation around which everything turns. A place where Heaven and Earth meet. A place of Origins and Transitions.

If it seems odd that a landscape of no great distinction (there is no towering mountain, no thundering falls) should somehow be that critical to the flow of Fate and the very stability of the Universe, rest assured it seemed that way to the Ojibwe -- the first men to settle there. They named it *Onigamiinsing* -- meaning an *easy port* for their canoes in Lake Superior, but *also* because on the right days, in the right seasons, the barrier between our world and the Other is so thin one can pass through without even knowing it. An 'easy port,' indeed.

They understood that the Axis Mundi provides a *vital* function regulating the coexistence of the Material World and the stranger realms and they were *careful*, taking measures not to disturb the flow of massive energies rooted in that wilderness.

The white settlers who came later were mostly *unaware* and suffered waves of inexplicable tragedies as a result. But as the Western World evolved its own occult awareness and from those, traditions, the men who studied this Axis were less concerned with balance and coexistence and desired what all such men desire: control.

They came to understand that to control the axis of a *world* is to control the *world itself*.

## Everybody Wants to Rule the World (The Audacity of the Railroads)


A basic tenet of the occult teaches that spiritual power flows through the earth along routes and lines that power can be harnessed by building ritual structures along those paths.

Students of the broader story of the Occult History of *America* will learn of The Great Audacity -- the attempt (multiple, competing attempts, actually) to build a Continental Circuit that, in addition to moving millions of tons of material across the nation, would harvest the vast mystical energies of the entire land and channel them along specially constructed metal 'veins' that would stretch from coast to coast -- the transcontinental railroads.

The true purpose of the railroads is well hidden from ordinary histories; the incredible costs in human life documented, but poorly understood. The wealth that Barons acquired as the result of their Act is public knowledge, of course, but if their plan had succeeded the world today would be impossibly different.

Holiday City's role in that plan -- the origin-point of many of the railways -- is the *first clue* to many students of the occult that *something* was happening there. But the City's role is often poorly explained and understated, especially because The Audacity failed and men of great vision and even greater ambition turned their attentions eastward -- to Europe and to War.

But let us stay with Holiday City in the Age of Rail for just a moment longer. It is *no coincidence* that some of the great rail projects began *there* -- the first vast attempt to harness Holiday City's power. In fact, the men who ran Holiday City were some of the most audacious; their competitors on the Eastern Seaboard



calculated that the energies present on the shores of Lake Superior were simply beyond human management... but the Barons of Holiday City were willing to try anyway.

Those who have read the secret letters such men traded (written in special codes) see eminent, powerful men arguing back and forth that connecting a mystical circuit to such a Source as Holiday City could usher in an Apocalypse that would forever erase the barriers between the worlds unleash a Sea of Darkness. They would see the Rail Kings of Holiday City dismissing such fears and gleefully setting forth to win the race.

Of course we know now that even if the worst-case never came to pass, there were terrible mistakes, and an unfortunate Opening of Gates that left some of the greatest names of the age stricken from history. The full story of the Audacity and how it impacted Holiday City is a story for another time, except to say that some of the Things that came through are still with us.

## The Age of Aquarius

In the 40's, while the world was distracted by, and then recovering from, war, the learned masters of Holiday City explored other ways to use what they saw as 'their power.' But again, something

distant (this time, the spectacle of atomic light) captured most men's imaginations and turned them away from the less visibly impressive avenues to knowledge and power.

In the 50's, behind facades of wholesome, family-oriented propriety, some ghastly experiments were attempted, and failed... the less said about those, *the better*.

But as the upheaval of the 60's rolled through America a new age dawned in which anything *might be possible*, but *everything* was most assuredly *permitted*. In this chaos a man of dark vision and sharp, insidious mind, solved the equations that had haunted seekers and students for ages.

His insight was that no *one man* could control the vast forces at play. There would need to be four: one standing in for each *cardinal point*. And further, if their intent was to *break the world* and *remake it* in their image, they'd need to be men of a certain nature, unafraid to stare into the abyss because they, themselves, held elements of the abyss within their own hearts.

The man who called himself Dr. Dilemma was already known for his horrific, didactic demonstrations of human nature. He was a monster and a scientist, unencumbered by any shred of conventional morality.

Dr. Dilemma -- aka Jonas Argent -- was the scion of a wealthy East Coast family whose erratic behavior during his adolescence led to his stay in a remote European 'spa.' He returned invigorated and inspired, having his belief that humanity is broken, foul, and requiring adjustment fully validated by whatever treatment he received there.

He came to Holiday City in his late 20's, seeking to escape the whispers and rumors that bedeviled him back at home and in 1965, established himself as a sparkling fixture in the City's Society -- an eligible bachelor from one of the *very best* families! A wit and gentleman, urbane and sophisticated but very much willing to indulge in the playful excesses of the age.

In secret he created his Laboratory -- his Asylum -- in which he would probe the darkest regions of the human psyche and reveal the hideous truth to all. He would kidnap people and place them in terrifying situations forcing a choice between one horrific outcome or another (c.f. The Trolley Problem). He would iterate on these moral atoms, watching and commentating, as they struggled and finally succumbed. He would then "publish" his work -- formal "papers" submitted to the media and to refined journals, making his learnings horrifically public and indelible.

His horned helmet / mask was internationally known -- and his experiments, while monstrous and unethical, acknowledged to take quandaries that simply cannot be studied in the abstract, and make them *real*. He was a celebrity supervillain in every respect -- one of the first of the video age -- attending some events in "uniform," bold enough to feel confident that he was beyond reproach. He also attracted others who wanted to work with him -- visionaries like himself, who felt they could add greatly to the body of Human Knowledge if released from the bondage of normal professional ethics.

And then one day he was gone.

The mystery of What Happened to Dr. Dilemma still very much captures the public imagination. As a modern Jack The Ripper, there is also speculation about who he really was (his lair has been unearthed and his identity as Jonas Argent established to any reasonable level, but there are those who will never accept that). 50 years on, the real tragedy and revulsion at his work has faded and he's become something of larger-than-life dark clown in the public imagination, known more for his over-the-top presentation and style as his insane psychological and physical torture dungeon.

Dr. Dilemma's work recreated and filled in the blanks of more ancient texts (whose authors may have experienced the same revelation, but

had the wisdom not to write it down). It described, in enough detail to be operable, the secrets to Remaking The World.



## Breaking the World (Or Fixing It?)

The Axis Mundi -- the World Tree -- is invisible to anyone not an Ascended Master or in a highly altered state of consciousness. Those who have seen it describe it as a vast tree, a spire, a mountain, a tower, stretching up, impossibly huge, into the heavens. It has both natural and architectural aspects -- roots, veins, branches, but also stairs, cables, windows and balconies.

Since the 60's, those who have seen the Axis report that it appears *damaged* -- scorched by fires, maybe. Scarred by lightning. And that there is a cataclysmic storm around it, centered on it, maybe boiling *out* of it like smoke from the stack of a Satanic Mill -- a vast cyclone of furious, injured energies.

The Ritual of Breaking was carried out incompletely, and that is fortunate -- Dr. Dilemma's vision for the World would not have been a comforting one.

Dr. Dilemma (Jonas) discovered the Ritual of Breaking and wrote it down. His work describes

- Who Must Be Assembled (The Four)
- The Terrible Things They Must Do

## The Dark Tetrad (The Ritual Of Breaking; Who)

To Break the World you must have partners -- three of them -- each, themselves broken (or 'enlightened' -- it depends on your point of view) in a specific way. This forms what is called a Dark Tetrad (we will explain below). They must be powerful and accomplished. They must agree to work together to a specific vision.

This is the hardest part -- to find men used to unmitigated dominance, who can agree to become partners in this great endeavor. It is, in fact, where Jonas failed. His partners betrayed him and each other in the final stages of the Breaking.

## Accomplished Men

The members of the Tetrad must be powerful and highly accomplished. In the most basic sense, they must be connected enough to even know these secrets and have the resources to

mount an expedition into The Other, but each member of the Tetrad must be *worthy*.

This means they must

- Be Formidable -- the members must each be Category 5 (512 AP) or above
- Exercise Dominion -- they must honestly feel they have control over whatever they believe is rightfully 'their sphere'
- Have Birthed a Masterpiece -- they must have done *something* in their life that they recognize as an objective demonstration of their greatness.
- Be Broken -- each must play a role defined by being, in essence, a terrible person (what modern psychologists might call a personality disorder)

### Formidable

This is the most porous of the criteria. It is possible that lesser powered people could pull it off, but it is hard to see how they could overcome the Tree's defenses and reach the Heart Chamber (see below). At any rate, every known attempt has involved true Monsters. Most seekers would be CAT-5.

### Dominion

The sort of people who would even attempt this feel entitled to *everything*, but they usually have *some* sense of what they believe is their *core entitlement* and they must *own* it, controlling it in every meaningful way. This could be their family (as it was for Lovelorn). It could be their industry (as it was for Ockram). It could be domination of their field (For Dr. Dilemma, this was Psychiatry). It could be more prosaic and geographical (their hometown, their neighborhood).

To be able to participate (to make a Strong Heart), they must *sincerely* feel they are in command. Those whose (metaphysical) house is not in order will need to set it right before they set off, or risk failing in the final stages.

### Masterpiece

Each member of the Tetrad must have Created. This could be literal artwork. It could be a published paper or work. It could be a great act -- a performance, a slaughter. It could be defeat of a foe hated at a primal level. Their Creation must be *the thing that they feel they were born to create*. It must represent -- sincerely, to them -- the realization of their *life's work*. Those whose satisfaction is insincere will not pass; the Heart they create will be weak and it will *fail*.

## The Four Cardinal Personality Traits of the Tetrad

The Tetrad must have a member who exemplifies each of the Four Cardinal Traits of Profound Darkness. Overlap is permitted (expected), but at some point, each position must be held by someone who with that trait in abundance.

### The Psychopath (Psychopathy)


Psychopathy is defined by an absence of empathy and conscience. The Psychopath cares nothing for anyone else (including the rest of the Tetrad) and relates to others purely for what they can do for *him*. He can be charming, insightful, and fun -- but his needs and desires always come first. And he is unencumbered by moral considerations. The Psychopath might avoid risky or criminal behavior but only because of practical considerations (would he be caught)? If he can get away with something? No problem! High functioning psychopaths are often very successful. They can be focused, directed, and *incredibly pragmatic*. They know how to have a good time! Having one on the team is often an asset... right up until the moment they calculate that *their* best interests and *yours* diverge.

### The Narcissist (Malignant Narcissism)

The Narcissist is the center of his own universe, and so enormous that there is scarce room for others. He is selfish beyond most people's comprehension of the term and shameless in his quest to receive that to which he is entitled. Thin skinned, easily hurt, nursing grudges, the Narcissist's world is one of continual, infuriating *disappointment* because no matter how much luxury, praise, adoration, he receives, it is *never what he's owed*. Narcissists hurt everyone around them with their bottomless need for validation, attention, deference -- but they can also be supportive and even (in a twisted way) nurturing, especially to those they view as an extension to *themselves*. Those who find themselves sheltered under the wing of a powerful narcissist are in grave danger of losing their own freedom and identity, but they may also discover they have a powerful and engaged protector.

### The Manipulator (Machiavellianism)

The schemer, plotter, weaver of webs. The puppet master. The Machiavellian uses people to his own ends and is *very good at it*. They understand people and systems and have a knack for identifying weak points and *exploiting them*. Their value to a team that needs to acquire rare and expensive components (see below) is



obvious, but there is another, less evident aspect: Machiavellians who lack the other Dark Triad traits may have a conscience or a moral code -- they are often the *least reprehensible* of the team! At some level, they (by definition) view others as a *means to an end*, but that end need not be nightmarish. The Machiavellian, so good at getting what he wants, is difficult to trust, even if *making him trust you* is exactly what he's *really good at*.

### The Sadist (Sadism)

Maybe the most outright disturbing of the Four, the Sadist *enjoys* causing others pain. He *gets off* (in some way) on the distress, suffering, misery of his victims. While the others may be cold or vindictive, giving them *what they want* is often enough. For the Sadist, *what he wants* is to hurt you. There are shades, flavors, and degrees of sadism, of course -- not every game ends in *irreparable harm*, but some of the darkest aspects of Dark Triad will be driven from a place of *enjoying* the damage done.

When a Tetrad is assembled, they must carry out a series of steps that will take them Across the Boundary and into the Heart of the Tree, itself, where they will carry out an Atrocity. It should go without saying that the journey requires a fortune in resources to even attempt and would be perilous for even the most powerful.

## The Ritual Of Breaking (How)

Dr. Dilemma described what the team, once assembled, must do. There are four steps.

1. Harmonic attunement
2. Journey within the Tree, itself, past its guardians and defenses, to its *heart chamber*
3. Destruction of the Tree's Heart
4. Replacement with a New Heart made of Something from Each of Them

### Harmonic Attunement

The Tetrad's minds must be attuned to the Axis' frequencies so that they can see it as a real, material thing. Ascended Masters can do this with sufficient time to purify and center their minds but, as most of the people who would attempt such a thing lack that level of advancement, there are shortcuts.

Jonas designed a device he called a Bathysphere that, with the right energy source, provides a *translation* to the Other, breaching the barriers between the worlds. Building such a device is an

incredible feat in its own right, and assembling the components required is one of the first challenges any prospective Tetrad would face. Many of the Hunt Club members and some of the New Money have begun work on this. Were it to get out that they were in the final stages of completion or -- worse -- held a successful test, the reaction from the opposing team would be *extreme*.

### Journey to the Heart Chamber

Once the Axis is visible it can be reached on foot; there are 77 chambers that the Tetrad must pass through leading higher and deeper into the Axis' structure. There are dangers -- guardians, traps, things to distract them. They will be advised of the foolishness of their attempt. Entities they meet there will seek to sow discord within the group.

It should come as no surprise that the Tree will resist them -- its function is stability and *homeostasis* of the Metaphysical Horizon. They must have the power to overcome its defenses -- the Axis' "immune system."

### Murder the World


When they reach, and then breach, its Heart Chamber, at the core of this *living thing*, they must murder The Tree. This last act, after fighting their way in, is trivial. Within the Chamber, the Tree is defenseless. Innocent. Here, at its core, it seeks only to nurture the Universe. It cries in empathy at the suffering it cannot help but witness. It soothes and comforts where it can.

It is here, at this last step, the Dilemma's attempt failed. On the threshold of victory, surrounded by the most dangerous, and ruthless men he could assemble, someone was *unwilling* to let this thing be done. And that someone -- more powerful than the other three combined -- murdered his co-conspirators and left their bodies to rot.

Should another team ever make it that far, they would solve one of the greatest Occult Mysteries of Holiday City's history: Who turned? Why? Where did he go off to?

### A Replacement Heart

The Murder of the Axis sets in motion the collapse of the world as it is known. During this time barriers will fall. Things Leashed since the dawn of time will be Released from their Dark Prisons. Oceans will swell. The Sun Will Darken.



Each progressive catastrophe will build until Creation begins to unravel. Should the ritual fail at this critical point, primordial chaos will boil forth and engulf everything. Only the most arrogant would even consider this. Only the most selfish and self-absorbed would even risk it.

If the Tetrad wishes to rule over *anything*, the Axis must have a Heart. To this end, they will have prepared one and they replace the one they killed.

The New Heart is constructed from the diseased chambers of their own degenerate hearts, each member providing a symbol of themselves. It must be carefully considered and it must faithfully represent who they are and what they have done. A failure of introspection would result in a weak heart and terrible outcome, but if the Heart is *strong*, it will have within itself, a new Thesis and as it begins to beat, the nature of the Universe will shift and crack and being to realign with its new direction.

## What this Means For The World

It is impossible to describe *everything* such a catastrophe would mean. It would mean that something irreplaceable and beautiful was lost. It would mean a death of certain kind of deep innocence. It would be the elevation of obscenity and atrocity -- even if the world created were *no worse* than the existing one.

But we can describe what it would mean immediately and specifically.

### Immediately

People would feel it -- a terrible sense of loss. A wave of fear. There would be storms, floods, earthquakes. Strange lights in the skies. Holy places would weep. People with special understanding of the universe would have some idea of what was done, and by whom. The Worst would be full of Passion and Intensity.

### Specifically

When the Tetrad creates a New Heart, they define their new world. The parameters for this are vague, but it can assuredly include who rules (them, presumably), and what moral and natural law holds sway. It can define the zeitgeist -- the "spirit of the age." It can shape the environment.

These changes will begin to come to pass -- not overnight -- but in stages. Governments will fall and be replaced by a new order. People will feel their sense of direction shift. Those who are aligned with the new definitions of Right and Wrong will be empowered -- energized -- maybe even illuminated! Those who cling to the old morality will feel their efficacy and influence dwindle. Their authority slip away.

In a year, the world will be very different.

In a decade? Unrecognizable.

## Machinations

The Breaking Ritual has been attempted *once* and it was *very nearly successful*. What happened and why remain mysteries that a great many people would like solved. But the fact remains that no one has quite managed to get as far again.

Not for lack of trying. There are hints that in the 80's a Tetrad was formed, but never got far enough to enter the Tree. On the eve of the Year 2000, there may have been a (second? Third?) attempt that -- likewise -- fell apart in planning stages.

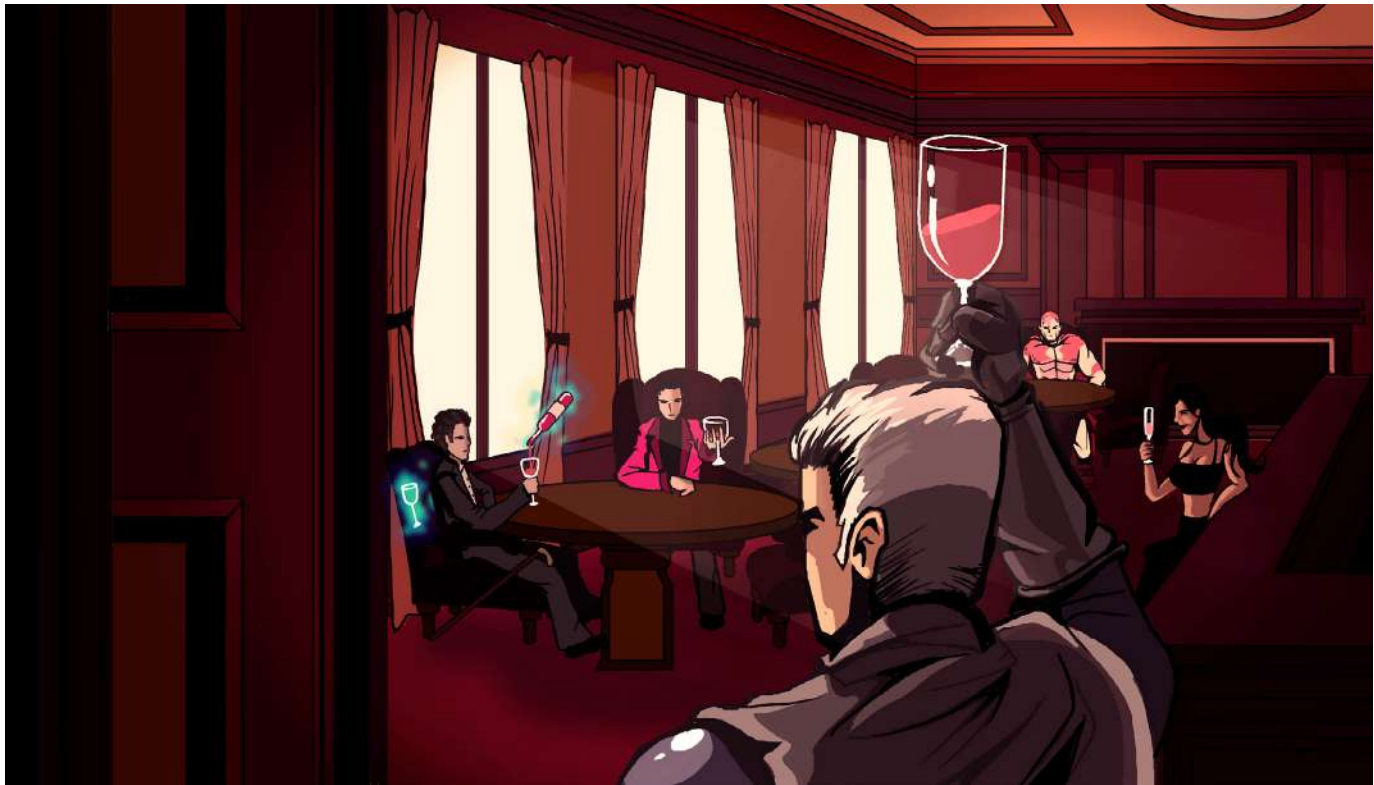
In the past 20 years, if anyone has made a serious run at it, they have kept it quiet. What you can be assured of is this: the Monsters are all quite aware of the dangers and the opportunities. They know that *their cohort* is capable and that it is *only a matter of time* before someone tries again.

The best guess, by the most connected, is that there are multiple possible Tetrads and everyone is thinking of how to assemble one that might work. Even the most civic-minded or least reprehensible of the Monsters (Progress, maybe Iconoclast) are aware that if *they* don't act *someone worse* might.

If secret alliances have already been formed and expeditions are *in the planning stages*, the waiting might be indefensible. Certainly there have been indications that the materials required to create a Bathysphere have been collected on at least one occasion. Reports also suggests that there has been activity in the Other Side related to possible scouting and surveillance of the Axis.

Are things in motion? Probably.

# THE HUNT CLUB (A.K.A. THE VENATICS SOCIETY)



"The Venatics Society." In 1885, at the height of the Gilded Age, gentlemen's society was dominated by private clubs for the privileged few. The club capital of America was Manhattan but private social clubs with their signature leather backed chairs, smoke filled rooms, and snifters of brandy existed any city of exceptional size and prosperity.


In Holiday City the Venatics Society -- known publicly by it's more presentable name as The Hunt Club -- was, by far, the most exclusive. Venatics, of course, is a French term referring to hunting with dogs, but even in the 15th century it a play on words from the older homonym for the practice or sport of hunting or the chase and the Latin for sexual desire from the root *Venus* and the latin for for hunting which shares its root with *venison*.

The Club *did* hunt (its buildings were called *lodges* in the same vein as the Freemasons) but it was said (and engraved on bronze plaques) that its members quested for *knowledge*--especially elusive, hidden, or, it could be said, *occult* knowledge. At its height, the Venatics Society operated lodges in Chicago and even a small and *very* private venue in New York which, itself,

masqueraded as a nonexistent club by an entirely different name. It also had a distinguished list of members, some of which are still recognized today, because of its part in funding (and organizing the greater funding of) the Great Continental Railroads, the issuance of Bearer Bonds to fund the post-Civil War reconstruction (and helping to fund the Civil War itself, particularly its members issuing lines of credit to the South), and providing funding for several key senatorial campaigns.

The Venatics Society had in its ranks lesser Vanderbilts, one of the Strohs, and a son of Joseph Pulitzer. Its guest register (once, scandalously published in fragment by the Holiday City Trumpet) included visits by Andrew Carnegie, Frank Norris, and John Wilkes Booth. It was always built on a foundation of political power, financial power, and a rapacious eye towards expanding both.

Today, although its name is no longer spoken as an aspirational society wealthy men seek to join, it can be realistically said to have succeeded beyond its wildest dreams.



**The Taking of Columbia** - The Lodge's Common Room in Holiday City was said to have been dominated by a huge oil painting of the female incarnation of the United States (Columbia, now seen only at the start of some movies) shown in the throes of what appeared to be a violent rape by a man whose face is not seen (the particularly key portions covered by her blue sash). Painted by disgraced (but extremely famous) artist Thomas Eakins shortly after his forced resignation from the Pennsylvania Academy for sexual misconduct.

It should be remembered that almost all the western states had feminine icons representing their spirits and passions--and The Venatics Society recognized very well what its iconography symbolized).

## Luminary Supremacy

The concept of Luminary Supremacy is straightforward: rule by the Luminaries. It can take several forms from that of a (purportedly) organization of beneficent stewards to the more extreme visions a decimation-style reduction of the non-Luminaries and enslavement of the rest. There is evidence that some of the more extreme domestic terrorists (such as the neo-Nazis) are moving in that direction because of their increasing reliance on the power of Luminary members to conduct violence and maintain internal discipline.

In the case of The Hunt Club the exact chain of events is murky--but it is clear that a set of the Elite of Holiday City came to occupy its highest ranks--and, according to some, may have been there for a long time before.

The *spirit* of the Club still remains intact--even if its social standing and its facilities have changed from private halls with gentlemen of means and renowned to oak paneled boardrooms and offices atop banking buildings.

The concept of Luminary Supremacy that is embodied by what remains of The Hunt Club spans a spectrum from the more violent and genocidal (Typhon, Mother Death, etc. to the more genteel vision of the ultimate, unstoppable *eventuality* of Luminary rule held by Ravenous and Tisaphina). Both coexist amicably within its chambers, however--little compassion for the bulk of human-kind runs in the veins of the Club.

## The Upper Chamber of The Hunt Club



Just as the Club no longer formally exists, there is also no longer an official book of record that enumerates the members--still, it isn't hard to figure out who holds the Upper Chamber. Below is their titles and identities.

The titles are taken from those of a "Traditional Hunt"--although in the club they more commonly simply denote rank and some of the more broad responsibilities.

**The Master of Foxhounds - Ravenous** (and the stewardship of the Metropole Bank): The chairman of the Club.

**Honorary Secretary - Tisaphina**: Second in command.

**Honorary Secretary - Mother Death**: Third in command.

**The Huntsman - Typhon**: Responsible for Operations (especially violent ones)

**Kennel Master / Mistress - Exquisite**: Oversees their Youth Program (a private school similar to what The Tower is doing in public with Varsity at Holiday City High).

### Ravenous & The Metropole Bank

The Metropole Bank is little known on the retail banking consumer side of the financial industry. It has few physical branches and deals with a comparatively tiny amount of "ordinary people" type customers.

For *Institutional* and the private banking crowd it is better known--having deep roots into European and some Eastern banking institutions as well as vending special services to other banks (including some big ones whose names you know).

In its basement is The Appetite--the name for a machine that guarantees the wealth and success of its operators so long as it is *fed*. It hungers for different things at different times--often humans (sometimes particular types of humans), sometimes art, or exotic jewelry, or other tokens of value that are often hard to find, harder to acquire, and become grist for the product of The Machine.

It is run by Ravenous who is its owner, avatar, and chief operator. The history of the machine is a tightly held secret.

## The Upper Chamber

The Upper Chamber is both the name of the location--a large marble appointed room surrounded by columns with a table in the middle that is a circular ring--empty inside--where a person (or several people--it's large) can stand to address the Chamber.

Below it is a grate--it is a killing floor--the executioners being one or more of the Council (usually the first call falls to Typhon if an execution is desired--although Mother Death and Tisaphina are both willing to exercise their prerogative in that regard).

The Chamber oversees a number of operations including:

5. **Political Influence.** The Hunt Club has a keen eye on Luminary impacts from government--wielding financial rewards as its preferred carrot, financial punishments, reputational damage (blackmail), and nebulous fear (a social call by Mother Death or Tisaphina) as its preferred sticks, and then violence.
6. **The Long Vision Program.** The Hunt Club is well aware of the esoteric breaking of the world and the potential of reformation under their control. This is a long-term program which they believe is fraught with numerous unintended consequences should the remaking be accomplished--even by them. Still, they keep an eye on it--and work slowly and methodically toward it as an eventuality. They have time. They are exceptionally patient.
7. **The Extraction Books.** In this case the 'Extraction' is of Value--the energy that runs under the world. They had a school for Luminaries--a private academy for the sons and daughters of its members and others who were deemed worthy--and could be elevated into immensely powerful Luminaries under their control since before there was a Tower. The Academy has had numerous headmasters and headmistresses over the years--the current headmistress is Exquisite and she is the "Kennel Mistress" for its body of its Hounds--the young members of its program. There are other initiatives under this umbrella which involve the location of places that boast unusually high Value and the decision as to whether to move against them to take them into its domain (The Boardwalk was one such location, back a long time ago).

8. **Security and Continuance.** There are some threats the Upper Chamber acknowledges--the rise of the "New Money" in the Empire Zone (and a weather eye kept on the likes of Peter Bishop and Maximillian who are *not* members of the Club--a sleight that neither will ever forget). The Hunt Club does not wish to be seen as "spooked" so it is loathe to move directly against these forces--but it neither does it have a reputation for ignoring potential threats. There is enmity there of the young and magnificently wealthy and powerful and the very, very old true aristocrats.

## The Hunt Club and Other Luminaries in Holiday City

The Hunt Club is exclusive--very exclusive--and while it does host some ordinary members, these members are old-money rich and old-politics powerful and might enjoy services but don't sit on the Upper Chamber's meetings.

The Club, however has had some "tense" interactions with other Luminaries. This has led to some conflicts.

### The Rejection of the New Money Crowd

The Club has notably rejected or been rejected by:

- **Regal** - Rejected outright even though he is believed to be a billionaire, a CAT-5 Luminary, and one of the more feared entities in Holiday City (outside of his Peter Bishop identity which is well liked). This seems to be because they (rightly) see him as a competitor for control of Holiday City and are in a low-grade battle with him and his interests.
- **The Terror** - Rejected. They admire his brand of Luminary Supremacism and ideologue bent--but his penchant for *making* Luminaries sort of offends them and he is seen as too young, untested, and too close to Peter Bishop who greatly leverages Kingdom's security services.
- **Impatient** - Rejected. They find her vulgar and young money and annoying.
- **Petty Tyrant** - Rejected. Annoying, "not rich enough," not seasoned enough.



- **The Malthusian** - Rejected after two hung votes. He *almost* made it but he was rightly seen as someone who would actively threaten other members in his quest for power. He is on friendly terms with the club (being seen as a threat kind of worked for him).
- **Progress** - Did not apply. Would have been rejected (too progressive, too young, her Preferred Future is pretty offensive to them).
- **Verboten** - Did not apply. Dr. Dominator assessed that they would be rejected for being seen as embarrassing to Luminary-Kind. If actually *rejected*, he knew his team would take it as an intended insult and declare all out war. He (barely) managed to convince them to avoid that mistake.
- **Technocrat** - Did not apply. He doesn't understand The Point of Clubs. The Hunt Club was glad not to have to reject him as they find him exceedingly strange, even for a Luminary and his genius for long-range planning and large scale operations legitimately worried them should he have decided to turn his attentions against them.
- **Meteoric** - She was rejected for being too low class (not the words of The Club--those of an observer). Only the Club's comparatively overwhelming power level allowed them to survive turning her down. She's still really pissed about it.

## Non-Chamber Members

The Hunt Club recognizes **Narcissus** (but *never* Echo) as a member in standing who may use the facilities as he wishes. Sometimes he does.

**Chrysobull** was placed on the roles without him making the request (the only known instance of that). The reasoning has never been adequately explained--it is conceivable they would *like* him as a member or that this is a kind of defensive positioning should he decide to just show up and they don't really want to try to exclude him. Also: he has his own "religion" and that's definitely their vibe even if he is not much of a Luminary Supremacist.

**Hecatomb** is a rarely appearing member who, it is alleged, was *offered* a chance to undergo a vote to sit at the table with the Upper Chamber (and politely declined for unknown reasons). He is well regarded by The Hunt Club.

The **Sultan** has a place on the roles and is said to attend sparsely. His position as not only a docks-master (in the Organized Crime sense) but also his (questionable) cultural prominence seems to have gotten him a spot--if not a place on the Chamber.

**Black Card** is a member--and is often found there. Despite his streak of "unsightly liberal activism," his old-school roots and cultural pedigree got him in (he knows how to behave with the "19th Century" crowd).

**Erudite** is a member. He does not sit in the Upper Chamber because his mania for mutation and havoc worries the chamber. His twisted, malignant ethics don't especially bother them--but he is a chaos element and they can't have that making club policy.

**Iconoclast** is a member--albeit one who has walked the edge of getting thrown out several times. His prominent public stature and his history of Luminary "rights" work made him a member but periodically members get the (not mistaken) impression he is *laughing* at them.

**The Connissure** is a member who is on the wait-list for the Upper Chamber. He is one of the most well regarded club members but has shown only moderate interest in a position requiring long-term planning and responsibilities.

## Political Influence

The Hunt Club is not the only 'power player' in Holiday City politics. The Empire Zone group (nominally led by Peter Bishop) is a major factor. The Russians exercise blackmail and influence operations--as does The Syndicate, separate from the Upper Chambers designs.

Iconoclast actually has a non-elected *seat* on the City Council and so on. But the Upper Chamber and The Hunt Club have long held a nearly controlling position over Holiday City politics and they continue that today.

They run The Tower (choosing members, issuing directives, and so on). They exercise zoning fights and tax incentives against some of the Empire Zone's more dramatic plans. They hold the licenses to The Boardwalk and have significant authority with institutions like the Cambrian hotel.

They are very interested in a "status quo" which makes some areas fantastic to live in and allows others to be used as fuel for the various Luminary's fire.



## The Long Vision

Several members traffic in the Esoteric. They are aware of the broad strokes of the Tree of Life and the rules for creating a Tetrad. They have not done this because the Upper Chamber believes that a serious attempt to do so would raise a war that would undercut everything they are working for (with the possible inclusion of ordinary power's nuclear warheads if the wrong people in those places understood enough).

They also believe that even if successful, the promise of "rebuilding the world" is a tricky one. Several of their members have first-hand cause to believe that unintended consequences, "be careful what you wish for," and "the benefits are deceptively advertised" are all in play here.

Yes: you and your Tetrad get to "remake the world in your image"--No, that likely doesn't quite mean what you would like to think it means.

So they are studying--trafficking in forbidden knowledge and experiments. Of special interest to them are Conjuress (on the Red Cell Team) who seems to manifest the Occult and Tabu--for Verboten, who they (a) recognize as the only reasonably tempered member and (b) allegedly a practicing sorceress.

They also have their own seekers of the hidden names--but the project still goes ahead . . . slowly.

## The Extraction Books

If The Long Vision is so called because the plans require seemingly infinite meticulous planning, the harvesting of Value is exactly as advertised.

The Upper Chamber is very, very serious about that.

The Mirth Academy for Privileged Youth has a number of Luminaries and ordinary students who have some relationship or other value to The Chamber.

It is an exclusive private school that mostly exists to create powerful new Luminaries who know of the Club, aspire to be in it when they graduate (meaning they are ideologically Luminary Supremacists of some degree) and act as a low-impact Operations Team for the interests in the Upper Chamber.

Exquisite is an excellent headmistress for the Mirth Academy. She is stern--often harsh (as is her warrant--she is not there to coddle them--but to make future imperious leaders)--but she is also protective of them--and not just as long-term assets.

The project name for the students is The Hounds (which is not

intended to be an especially flattering name--the students are expected to work tirelessly to prove themselves). They sleep in dormitories at the school and conduct training and, sometimes, even actual operations.

The conditions are strict and considered very "old school" with strict dress-codes for the girls and slightly looser ones for the boys. They are taught a version of history that, while accurate, focuses on humans failing in various spectacular ways--and why letting them rule themselves or run things is a bad idea.

While the students are well trained / raised not to be arrogant with their Luminary *betters*, they are definitely predisposed to be arrogant to ordinary people and to look down on Luminaries who "consider themselves pretty ordinary" (that is, most of the Luminaries at Holiday City High).

## Security and Continuance

These operations fall to Typhon to manage and the two Honorary Secretaries to govern. In short, it means identifying enemies or risks and neutralizing them--and hardening the club against emergent risks.

Right now the New Money group is considered a primary threat. This includes: Progress, Petty Tyrant, The Malthusian, Impatient, Regal, The Terror, and possibly some others.


They see The Empire Zone as hostile territory--but they also know they cannot move strongly against them as the group is, currently, not very coherent at all.

If they were to move too overtly, the group--being composed of several genius level highly powerful Luminaries would coalesce and create a dangerously powerful counter-state.

They also don't like killing other Luminaries--oh, they'll do it--but it's considered a failure in most cases. They would rather "win without Luminary blood."

The Tower's initiative to start training young Luminaries and the Empire Zone's counter-plan woke them up. They had already established a training program (thus as their global European counterpart, Mirth, had)--but it was for training Luminaries who were *already* more or less in the fold.

The Tower's attempt to teach citizenship to kids was a new idea they had not considered--and Empire's counter move--actually taking unaffiliated young Luminaries and trying to *groom* them into new-Money operatives or leaders was threatening.



Now they are reviewing things to see if they should consider expanding The Mirth Academy (their secret school). The fact that the Mirth crew *already knows--and has interacted with Varsity and Red Cell* is news to them--the idea that they might *lose* some of their valuable young Luminary Supremacists would infuriate them. This is a Security Issue as well as a Value Harvesting one. Check out the Hunt Club write up in the High School Game's GM section for more.

## Conclusion

This concludes the Holiday City Secrets section overview. The next sections go into higher levels of detail about the secrets (and character statistics) for each game-type.



# HOLIDAY CITY HIGH SCHOOL – SECRETS

**This section contains stats and non “public” characters and information that is intended to be used when running the game. If the players do not wish to spoil surprises, they should stop reading here.**

## The Shape of The Secrets

### The Varsity Team

The impetus for the Varsity Team is more or less what it appears to be—an attempt to get young Luminaries and teach them citizenship, responsibly, training in their talents, and respect for authority. These are noble and laudable goals—but it didn’t quite work out the way it sounds on paper.

The Tower’s Arrogance - for a team that is as shady as The Tower, they have a tendency to play their roles with the gusto of the self important. Rampart sees himself as a drill sergeant type authority figure, Artesia is more sympathetic but she comes off as strict and stern. Falconer is cool, even cold, and analytical and he is a deep perfectionist—which means nothing is ever remotely good enough for him. Dreadnought doesn’t take things too seriously but he’s also pretty far from a good role model. At least he knows it.

No Hunting - while almost all Luminaries can feel the “pulse” of Value, they often, in the early stages, do not at all understand it. The Tower has an overly strict, heavy handed rule (set of rules) about “hunting.” They emphatically do not explain the Value mechanics to their wards and have taken action to try to keep the ‘laws of Value’ from them until they graduate.

Part of this is a good idea—you don’t want your nascent teenaged Luminaries running around trying to take over neighborhoods or fighting against for-real psychopaths in the Underground tournament or challenging other people at their school to duels. Part of this, however, is an attempt to control the students and make sure they advance in a prescribed way that hopes to prevent “breakout acceleration” where, due to a collection of Value in a fixed environment (the school) the Luminary / Team that is advancing becomes, effectively, a kind of super-predator, able to collect Value from all the other sources, capture the area, and then, driven by the wish to continue advancing, goes searching outside the environment (and either becomes a real hazard or, far more likely in Holiday City, gets killed).

As a result some urges the teenagers under their care have—to patrol, to challenge other Luminaries, to form effective dyads, triads,

or tetrads, and so on go unexplained and unfulfilled leading to, well, problems.

The Spotlight - Varsity, far more than Empire gets a lot of media attention. The kids have civic duties to do, make some appearances, periodically do the Good Morning Holliday City! They also make news a lot more easily when something goes wrong and in many cases they have famous Luminaries as parents or guardians and so those people’s antics lead to press coverage.

Conduct Rules - Varsity has a bunch of rules and regulations. You can get in trouble for using powers in class (unless asked to do so by the instructor), fighting is, of course, right out—but making other students “feel uncomfortable” can count too. Disrespecting an adult, playing sports with any advanced physiology, using hyper intelligence or parascientific jargon on exams (which sometimes infuriated teachers) and so on. Breaking the rules results in grounding (to the Command Center), in school detentions, running laps, and a lot of extra training. It also involves getting lectured both by ordinary staff and then by Tower members who get dispatched to deal with it if the infraction is deemed bad enough.

The Command Center - the Empire Team would really like to know who came up with nearly 10 million dollars for Varsity inspired renovations and the high tech dormitory/training complex on school property called The Command Center. It was Iconoclast, who, as usual, knew exactly what he was doing—but they haven’t figured it out yet and The Tower has been silent. The Command Center has several rooms, a configurable Training Gym, and a cafeteria. It is almost wholly automated with state of the art cleaning robots, security screens, and monitored Internet. It’s honestly very, very nice. The Varsity Team generally sleeps there, going home on weekends if they are so inclined (although it isn’t exactly a rule—but if you are not there you need to use a smartphone app to tell the main system where you are).

Field Exercises - in addition to basic physical conditioning training and some team-work combative training, there are also field

exercises. These usually take place in safe areas and involve things like "search and rescue" where an ordinary volunteer is hiding somewhere and the students have a limited time to find them—and one or more Luminary from the Tower (or similar) may appear by surprise to run interference.

They may be asked to conduct payrolls in contained environments (such as the Museum of the West, with its cavernous halls, three levels, and spooky dioramas) while an opposing team of ordinary

people playing "bad guys" tries to steal something while the team is doing security.

These war games are potentially a lot of fun—but The Tower members make it hard (such as rules that you can't use some senses or that no ranged power can be employed) and if you fail, there are usually some less fun exercises in store.

That said, where Luminary opposition is involved, some of the training exercises can yield 1/4th of the opposing forces AP total!

Varsity	Brand	AP Cost	Resist Value	A-Cost	Armor
Cavalier	Light	67	56	10	4 / 10
Pedigree	Light	66	43	8	2 / 8, 28 FF
Nowhere Lass	Light	64	55	16	20 / 40 Armor
Flaunt	Light Gray	64	85	24	10 / 30 Armor

## Cavalier (a.k.a Bryce St. John)

**Summary & Psychology:** The product of a secret combat school, he is the leader of the Varsity team. He comes off as intense--if somewhat grim--and takes his responsibilities seriously.

**Tactical Overview:** Cavalier uses his enhanced speed and powerful striking ability to try to overwhelm opponents while relying on his Fast Modifiers, DP, and armor to soak up damage. He will use the 1" Punch in a grapple or the Jump-Spin kick either as a flashy finishing move or against especially tough opponents.



AP Total		67			A-Cost		10		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
23	16	-3 / -3	30	Strike	26 IMP	Short		5 REA / S	15-
4y Step / 30y Long			25	One Inch Punch	27 IMP	Short	Full DM in Close	7 REA / S	15-
PHY 12 REF 13 INT 12				Jump-Spin Kick	33 IMP	Medium	Long, -2 to block	8 REA / S	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
56	0	12	19	-4 / -8 DM, Full AGI and Dodge vs. Ranged Attacks, 4 / 10 Body Armor					
Notable Character Point Abilities				Archetype Abilities					
Natural Fighter				Fast Company L2					
Acrobatics 13- L3 (3 REA Dodge)				Zen Strength - Unarmed. WIL of 14					
Stealth L2 14-				Deadly Hands (Unarmed Damage)					
Climbing L2 14-				Backup Plan Strategy (Strategy 15-, 10/4 SP Pool if something goes "wrong")					
Karate L3 15-				Cool Gear (Grapples, radios, night-scope)					
Jump-Spin Kick				Body Armor - Stealth Suit 4 / 10 (Device - Armor)					
One Inch Punch 7 REA, +1 DMG				Soak					

## Pedigree (a.k.a. Kadence Kallastin)

**Summary & Psychology:** Daughter of a famous CAT-4 or CAT-5 Luminary heroine ('Athena', location: Los Angeles). Has a lot to live up to and sometimes resents it. Essentially the "second in command." Sometimes seems overly harsh/full of herself. Often resents her mother and, especially, her code name (which she hates!).

**Tactical Overview:** She prefers to fight hand-to-hand against lower powered foes rather than risk burning one to death. Also, she finds "breathing fire" to be . . . kind of gross--even if it's effective. Feels "Well protected" by her force field against ordinary opponents.

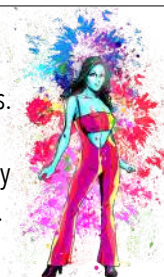


AP Total		66			A-Cost		8		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
17	12	-2 / -2	25	Strike	12 IMP	Short	L2 TKD	5 REA / S	14-
3y Step / 18y Long, 10y/s			22	Breathe Fire	12 IMP IA	-1/10y	See Notes	5 REA / 1x	16-
PHY 12 REF 13 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
43	0	12	14	-4 / -8 DM, Full AGI and Dodge vs. Ranged Attacks, 2/8 Armor 28 PWR Force Field					
Notable Character Point Abilities				Archetype Abilities					
Tae Kwon Do L2 14-				Fast Company L1					
Acrobatics L3 13- (3 REA Dodge)				Striking (Bronzed, Unarmed)					
				Tough					
				Force Field 28 PWR					
				Breathe Spectral Fire (+2 LWB, Ignore Armor, 1R Charge, Activate 9-, Burn on HB4+) 12 IMP					
				Swing-Line Device (10 y/s)					

## Nowhere Lass (a.k.a. Jane Doe)

**Summary & Psychology:** Identifies as a visitor from a "Utopian alternate dimension" come to learn our ways. Seems a bit naive but with an extremely sunny, pleasant disposition. Hates hurting people's feelings, almost always nice. Although adults call her Jane, none of her friends or associates call her Jane Doe. She is assumed (by the grownups) to be an altered human with a delusion (or just "making up stories" about alternate dimensions).

**Tactical Overview:** Prefers to play a support role if possible.



AP Total		64			A-Cost		16		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13	13	-2 / -1	17	Tough Love	21 IMP	-1/10y	Max Effect Unc	5 / S	14-
3y Step / 18y Long			14						
PHY 10 REF 13 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
55		12	18	20/40 Armor, 1 REA Auto-Block vs. Weapons					
Notable Character Point Abilities				Archetype Abilities					
Tai Chi L2 14- (Block 15, HTH)				Flower Power, Neutralize under 11 AP Weapons (1 REA immunity from weapons)					
Medical Skill L1 15-				Stronger Than Steel 20/40 Armor (80 PEN if reciting lyrics /poetry)					
Artistic Skill (Painting) L2 13-				Tough Love 21 IMP Blasts, Max Result is Unconscious					
Artistic Skill (Music) L2 13-				Wind Flight, 180y/round Max, 10y/r ACC, Carry +4 People)					
Cute				Detect Life 200 yard Radius					
Exotic L2				Soak (DP)					

## Flaunt (a.k.a. Brad Connelly)

**Summary & Psychology:** Kind of mean spirited / a bit of a bully and show-off--but while he argues with Cavalier and Pedigree *all the time*, and often behaves badly, he is ultimately a team player and protective of NowhereLass (although he covers it up by trying ardently to annoy her).

**Tactical Overview:** Brawler. Hot-headed. He's not especially brave or noble--but he will charge in. Tends to use his TK on lower-level opponents and try to *hit* more powerful ones. *Hates* to lose. Can add 2x TK (+50) to *Break Grab / Grapple* attempts.



AP Total		64			A-Cost		24		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	30	Strike	21 IMP	Short	Street Fighting	5 / S	14-
3y Step / 18y Long			25	TK Strike	28 IMP	-1/8y		5 / S	14-
PHY 12 REF 12 INT 10				TK Grapple	25 GRP	-1/8y	Super Grapple	5 / S	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
57	28	12	19	10/30 Armor, can block ranged or HTH attacks 3 REA (14- with TK)					
Notable Character Point Abilities				Archetype Abilities					
Street Fighting L2 14-				Dense Physique (38 BLD total)					
Showmanship L2 13-				Athletic: Strong x2					
Revelry L2 13-				Bronzed 2/8 Armor, 4 CP Statuesque					
Streetwise L1 13-				Telekinesis: 25 Grapple, 28 IMP Damage (does NOT add TK to HTH strike)					
				Powered Flight (180 y/r, 15 y/r ACC, Hover)					
				Tank 5/12 Armor					

## Red Cell

Red Cell came into being when The Four (Peter Bishop, Malthusian, Tyrant, and, as a bit of a silent partner, Progress) came together to create their own version of the Varsity Project. The goals for Bishop (aka Regal) and The Malthusian were very straightforward: create a team of young, undeveloped Luminaries, win their loyalty, determine / adjust their moral valence, and then "harvest" them when they start reaching their accelerated potential curve.

If you do it right, your investment pays off with (potentially) a coterie of CAT-3 and CAT-4 Luminaries who effectively work for you. This is, literally, something money can't buy (you can hire CAT-3 operators but there are always problems with that and money isn't the same as loyalty). There is also talk of "power-leveling" them by attaching their team to, say, Regal and having him curb stomp a bunch of CAT-3 guys and split the Value (which means more to them than to him)--but everyone agrees there are problems with this.

In any event, the result was a large donation that merged the schools, set up the Ops Center, and identified a number of young Luminaries who were given a choice of who to join--the stuffy team lorded over by The Tower or the cool one where you didn't

get grounded for using your powers in class. That and some additional quiet inducements created a larger team.

We're The Baddies, Aren't We? - if there is something The Tower got right it is that no one involved has any basis to seriously question the motives behind it. They really, really are trying to raise their members to be good guys and even through the holier-than-thou stuff, that shines through. With Red Cell, that's kind of the opposite. Perhaps it is because the personalities behind it don't trust a really good layer of management to stand between themselves and the kids on their team--or maybe they just don't realize how they come off--but the longer you stay on the team the more you start getting the impression there is something sinister behind the curtain.

While the public personas of the three are well polished (Progress stays out of the day-to-day) the longer you spend listening to their communication and seeing the shape of their leadership the more ... suspicious you become.

Mentorship from the sponsors is a nightmare. Regal, despite a gray "generic Luminary" disguise is clearly interested in harvesting well trained, violent power-houses at the end of this cycle. Tyrant wants them to best the other groups--to dominate them--and so

on. Malthus comes off as more kindly / grandfatherly--but then you realize his tolerance for failure is absolute zero. The mentors know they can't "force advancement" overly aggressively or encourage really bad behavior without endangering the project--but they still come off as, well, a council of very powerful, pretty bad people ... with plans for the students.

Rules (of Engagement) - where The Tower has a bunch of rules about what you can't do, Red Cell has rules about escalation of force. You can't--so if an ordinary student fights with you, you can respond with ordinary levels of force--but no Luminary abilities. If a Luminary scraps with you, it's the same thing (you can return fire--but only with equal levels of lethality). This leaves all kinds of things open to interpretation and creates a pretty big gray area if the use of an ability is not obvious.

The Leader Enforces Discipline - The Four pick a leader (who lasts until they decide to appoint another one). The team leader is responsible for nightly updates on all members, incident reports, and "intelligence" on non Empire Luminaries (such as strengths and weaknesses, power levels, and personal information about them). The team leader also enforces discipline. If a team member breaks school or Empire rules, the leader is responsible for determining what should be done (which can range from nothing to, well, beatings). Red Cell Luminaries only do in-school detention if the Team Leader agrees (although going too rogue will get you a visit by Tyrant or an agent of Bishop ... and you do NOT want that--the leadership role may also be reassigned).

Tough Training - the training that Red Cell undergoes can be brutal. Sometimes CAT-3 operators may be brought in (in some cases



people from out of state) to conduct combat training. This involves group combat Red Cell is not expected to win—the committee wants to assess their combat capabilities. Of course to make sure they get the full effort, the combat is ... brutal.

They also sometimes run "real ops" where they are sent in with some hard core Kingdom Security crew to a live situation and are expected to take orders and perform. These usually do not involve opposing Luminaries and the Kingdom team is supposed to keep them out of danger to a large extent—but they can involve real bullets flying, unexpected Luminary opposition, explosions, and so on. The Ops Center - Varsity got The Command Center, Red Cell gets The Ops Center. This is an underground bunker-like building with a red-lit heavy steel entryway (and biometric and key-card scan

security). Inside is an expensive and comfortable living space despite its military / spartan vibe. There is a game room with the latest consoles and electronics. A canteen that is stocked with energy drinks and easy-prep food. There is a dispensary that will give mild pain relievers, "concentration" medication, and stay-up-late pills (it also auto-tests blood pressure and takes blood samples at regular intervals).

There is a fully stocked gym with a steel and evolved plexiglass combat hexagon, a ratings board that tracks each team members accomplishments against each other's. There are barracks with two-to-a-room bunk beds (to build team identity) and several meditation and video rooms where you can relax and stream video or listen to music or whatever (Internet is NOT monitored—except it actually is).

Red Cell	Brand	AP Cost	Resist Value	A-Cost	Armor
Paragon	Light	69	107	19	8 / 26
Flood Light	Light	64	15	12	Power Field 20
The Light	N/A	64	90	20	13 / 30
Conjurers	Light	101	40	24	Power Field 120
Neoteros	Light	68	107	20	18 / 50, 20 / 70 Cv2
Whisper	Light	68	61	20	9 / 50

## Paragon (a.k.a. Damien Conwell)

**Summary & Psychology:** Paragon has always been expected to live up to the idea of being a perfect person. Despite his parents excessively rigid training and unrealistic expectations, he has actually turned out to be a capable leader and a person of reasonably moral character (if, perhaps) more than a little up-tight. Paragon is haunted by the idea that at any point he could completely and utterly fail—and he constantly operates under extreme, self-imposed stress.

**Tactical Overview:** Paragon is an extremely heavy hitter for a CAT-2 Luminary but he does not absorb damage as well as he would like. If he can bare to be "tactical" (meaning none of his team is in serious trouble and things seem more or less under control) he will wait until his SP pool is spent before wading in.



AP Total		69			A-Cost		19		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13	13	-4 / -2	60	Strike	35 IMP	Short	L3 Karate	5 REA / S	15-
4y Step / 90y Long			50						
PHY 12 REF 13 INT 11									
DP	ADP	CON	Minor	Armor & Defenses Summary					
91	16	12	30	8 / 26 Armor					
Notable Character Point Abilities				Archetype Abilities					
Leadership L2				Bronzed - Unarmed - 4 / 16 Armor, 8 CP Statuesque					
Tactics L2 13-				Athletic - Spry (+1 AGI Bonus)					
				Focused Strike - Unarmed HTH					
				Commander L1 (10/4, +1 Init for self and team)					
				Super Strength (Unarmed)					
				Soak					
				Fast Runner (3x Ground Move)					
				Tank 4/10 Armor					

## FloodLight (a.k.a. Ethan Frheely)

**Summary & Psychology:** Slightly awkward and geeky, he is capable of summoning a liquid luminous force (which he calls "The Light"). He can also project beams of it from his skin and surround himself with a protective field of it.

**Tactical Overview:** The Light is big, glowing tends to alarm people. He doesn't walk around with it out, mostly (although if he's in the Ops Center he might have it out). Otherwise it takes 5 REA to summon (flows from him) and can't get more than WIL x 5 yards away without evaporating).



AP Total		64			A-Cost		12		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	14	Force Beam	13 IMP	-1/10y	Knockback	5 REA / S	13-
3y Step / 18y Long			12						
PHY 10 REF 12 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
13	0	12	4	Power Field 20 PWR					
Notable Character Point Abilities				Archetype Abilities					
Mathematics L2 12-				BattleBeast - The Light (5 REA to summon--can last a while but is very noticeable)					
Physics L2 12-				Force Beam 13 IMP -- Knockback on <i>any</i> hit					
History L1 13-				Power Field 20 PTs					

### The Light

**Summary & Psychology:** Strange pet/animal-like behavior has been reported--ascribed to Ethan's subconscious will)

**Tactical Overview:** The Light is more "combat-trained" than its creator. And it can take a lot of punishment. It can't go more than 60 yards from FloodLight (WIL x 5) without evaporating (8%). Note: the light counts as "humanoid" even though it isn't shaped that way because it uses human strike rules and movement.

AP Total		64			A-Cost		20		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / +0	45	Strike	24 IMP	Short	Long with 5 REA	5 REA / S	15-
3y Step / 72y Long			40	Hyper Strike	36 IMP	Short	Next STR +3 REA	5* REA / S	15-
PHY 12 REF 12 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
90	0	12	30	-4 DM from All Attacks, No PEN Doubling, 13 / 30 Armor					
Notable Character Point Abilities				Archetype Abilities					
Stretching, Super Grapple, Fast Movement, Long Reach (extra 5 REA to form pseudopod), Move 20 BLD per second through small holes as a Long move. 8 REA for 4x Running Speed									
Soak, Armor,Larger (+20 BLD), Tank 13 / 30 Armor, Hyper Strength (+23, use of full STR costs +3 REA next STR use)									

## Conjuress (a.k.a. Nelly Leonela)

**Summary & Psychology:** A reasonably powerful--if not fully trained witch. She has a secret history (which she is worried about sharing due to being patronized or thought crazy). She does not like being "forced into" a Luminary group and would MUCH rather be unknown--although she realizes when her past catches up to her she . . . will likely need a LOT of help.

She comes off as aloof and prickly / arrogant--but once trusted, she is deeply insecure and worried about being seen as a freak.

**Tactical Overview:** She uses her Attack Shadow and summoned creatures to fight. She "presents" as *barely* a CAT-2--maybe even a CAT-1. But she is more powerful than she lets on.

**NOTE:** She is constructed using the JAGS Magic rules (not published at this time). She may be able to learn other spells as time goes on--and go up in level with the spells she has.

**Secret History:** Nelly was a goth's, goth. Her perfectly normal, perky "square" family was horrifying to her as a young teenager and so she began to try to find ways to *rebel*. Eventually, try-and-try again, she found it. Talking with things in her dreams, she managed The Ritual where she awakened in a vast desert before a 1000 foot-tall ziggurat. She was taken inside by the robed things and was merged with the Daughter of Grammatas The Being That Ruled the Second Cosmic Abyss. The spirit that was implanted in her could now enjoy--or suffer--human sensations--and the monks of the pyramid *trained* them both. It was awful, difficult training: physical excellence combined with esoteric lore in dark corridors filled with mysteries and secrets and dangers.

It was well more than Nelly bargained for--but she learned--and so did the implanted spirit. But she was not of this world and when her chance came, she took her spell book, bound in human skin and locked with a magical clasp, and invoked the rite of Banishment--on herself.

Now, in Holiday City, she still hosts the spirit of the Daughter and she is still under the eye of Laglagos, the Three Tongued (a monstrous looking being that serves as kind of conduit of mages from our world to the others--it is far less powerful than Grammatas but it is interested in keeping communication open to the human realm). Her secret was a deep one--but she was somehow discovered by Peter Bishop--almost immediately--and given the choice of joining the team in return for his help in figuring out her predicament (the spirit she hosts is glad to be out of the pyramid--but its father may come *looking*, which would be *bad*).



AP Total		101			A-Cost		24			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht	
17	15	-2 / -2	21	Strike	8 IMP	Short	L2 Street Fighting	5 / S	14-	
3y Step / 18y Long			19	Strike Ugly	75 INT	Short	HTH	5 / 1x	14-	
PHY 10 REF 12 INT 13				Arcane Bolt	28 PEN	-1/5y	Cost 2 SPs	5 / S	14-	
DP	ADP	CON	Minor	Armor & Defenses Summary						
40	0	11	13	-4 / -8 Damage Mods, 14- L3 Dodge (3 REA) 120pt Power Field						
Archetype Abilities				Spells, Etc.						
Fast Company L1				Maji's Grasp (1 SP, weak TK, lasts several minutes)						
Witch: 12 SP for Magic Spells				Strike Ugly (L4, 1 SP)						
Sensitive				Attack Shadow (2 SP, cast early in the day--active when needed)						
Soak				Summon Named Daemon (4 SP, not entirely under control)						
				Summon Imp (Permanent Companion)						
				Summon Primog L3 2x Primogs (8 REA Long Action, Lasts 1 fight, obedient) 2 SP						
				Invisibility Spell (4 SP, lasts until she attacks someone or makes contact)						
				Arcane Bolt, L7, 28 PEN. 2 SP per shot						
				Maji's Aura L8, 120pt Power Field, 1 SP, cast early in day, active when needed						

Attack Shadow									
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-3 / -1	30 / 24	Shadow Scythe	20 PEN	Med		5 REA	14-
DP	ADP	CON	Minor W	Notes					
3	32	12	1	-4 Damage Modifier from All Attacks. Does not take PEN Damage.					

Laglagos The Three-Tongued									
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
11	11	+1/+1	45 / 30	T-Rex Head CHOMP!	28 PEN	Med	Counts as Cross, +2 LWB, Active 9-	5 REA, 1x	14- (+2LWB
4y Step, 16 y/Round 24y/Round Winged Flight Claw 12 PEN Med Tail Bash 25 IMP Long				Bladed Tongue-Lash	18 PEN	Long	-3 to block, 1 R Cool, Must be against different targets	1 REA, 3x	14-
					5 REA, S	14-			
				-2 to Block	6 REA	14-			
DP	ADP	CON	Minor	Notes					
60	200	13	20	12 / 30 Armor (red Rocky skin)					
Teaches				Fire College, Imperial College, Great School					
Weaknesses				Rare Magical Weapons made with enchanted obsidian.					
Appearance				6' 7" humanoid with oversized head and jaws. It has red, rock like skin, long claws from its hands, and bat-wings. It has a short, stubby tail (It can tail bash for 25 IMP). Inside its mouth are three long, bright pink, coiled tongues that end in wicked black blades.					

Primog (2x)									
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	30 / 22	Blade-Claw	12 PEN	MED		5 REA	13-
4y Step, 16y/Rnd									
DP	ADP	CON	Minor	Notes					
20	0	13	7	8 / 20 Armor Plate Cv 4					

Imp									
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-3 / 5	12 / 10	Claws	3 PEN	Close		5 REA	13-
1 yard Step, 6y/Round. Flight 24 y/ Round									
DP	ADP	CON	Minor	Notes					
12	2	12	4	AGI applies vs. Range, can dodge ranged attacks if flying.					

## Neoteris (a.k.a. Justin Bronislaw)

**Summary & Psychology:** Classic super-scientist / inventor complex. Feels like no one respects him enough. Arrogant--often insulting. Really resents the beautiful people--and hates his uniform (which, yes, was designed to be unflattering by the Red Cell mentors who wanted him more "tractable." Verbally spars with Paragon.

**Secret History:** Justin was recruited by Fitzgerald Aerospace after winning several science awards at a young age. His talent is in material engineering and micro-mechanics. He is intimidated by Tyrant who he has been around enough to know is *not* a good guy. Tyrant thinks that he can use the appeal of "getting what he is owed" to bend Neoteris to his side--but Neoteris isn't quite sure he wants to be the world's "second largest asshole." Other than Whisper he is the team member most aware true nature of the people behind Red Cell--and it *scars* him.

**Tactical Overview:** Neoteris isn't super brave or especially well trained. He will tend to hold position and hit things--but if he gets a chance to "rev up" his Power Articulators, he can hit for a LOT of damage. If he is all out of ADP he may well bail on the fight--he doesn't like getting hurt.



AP Total		68			A-Cost		20		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
11	11	-1 / -0	36	Strike	18 IMP	Short		5 / S	13-
3y Step / 18y Long			30	Boost -Strike	42 IMP	Short	10 REA To activate	5 / S	13-
PHY 10 REF 11 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
33	74	12	11	18 / 50 Armor, 10 / 20 Cv 2 Armor					
Notable Character Point Abilities				Archetype Abilities					
Mathematics L2 15-				Cyber Suit x2					
Physics L3 13-				Cyber Grid (4 / 10 Armor)					
Mechanical Engineering 15-				Strength Boost (10 REA, +24 STR, +26 ADP)					
				Extreme Vehicle: Fold up electric Recumbent Motorcycle (backpack)					
				Tactical Scan					
				Super Science					

## Whisper (a.k.a. Lindsey Kellerman)

**Summary & Psychology:** Was a pretty privileged popular girl--but, when she decided to slip further into the temptation of blackmail and spying things got daker, fast. Her (very unwise) decision to spy on Holiday City billionaire Peter Bishop--who turned out to be the stone-cold killer super-villain Regal *terrified* her.

She is one of the few Luminaries below CAT-4 who know his secret identity. If it leaks, she believes her family will be executed.

When she joined (was forced to join--legally; Bishop turned her in for spying and she, realizing she was dealing with a CAT-5 potentially murderous Luminary, went along quietly) she was given a horrible-looking black and red body-suit with a cape (see team picture). This was done as a petty move on the part of Regal (and, possibly Tyrant). Since then, due to near unanimous outcry from the team--especially Conjuress--she has had it re-designed by Neoteris who built in some strength-augmentor gloves as well.

**Tactical Overview:** The pneumatic rams are powerful--but she is not a skilled fighter at all. She prefers to use her powers in a scouting, intel, or support role.



AP Total		68			A-Cost		20		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
11	11	-1 / -0	36	Pneumatic Rams	22 IMP	Short	5 REA Power Up	5 / S	12-
3y Step / 18y Long			30						
PHY 10 REF 11 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
49	12	12	16	9 / 50 Armor, 2x 1REA Dodges (!4-) per round, work vs. Ranged or HTH					
Notable Character Point Abilities				Archetype Abilities					
Attractive L2				Step Outside					
				Phase Dodge (14-) 2x (1 REA Each)					
				Tactical Teleport 200 yards					
				Soak					
				Feels If Watched (14-)					
				Armored Bodysuit (Tank and Infra-Skin)					
				Pneumatic Rams (not cybernetic--attached to the suit)					

## North Shore Anomalies

The North Shore situation is a bit confusing to everyone involved. It was a school for kids struggling with various (typically--but not always) mild social or educational issues--organized around some self-reliance and self-motivation principals (you could skip one class a week going to one of the Student Social Lounges to decompress, for example). It had built in protections from removal or interference that were signed off on at the city and state level from the start.

Did the creators know it would attract an uncommon number of Luminaries? Did they have some plan to interfere with the Luminary Youth programs? It doesn't seem likely (North Shore was around for a couple of years--and shows no signs of having precognitive members on its board). Still, the North Shore Anomalies represent a sort of neutral ground between the teams.

Red Cell's Designs - The people behind Red Cell see the North Shore kids as potentially very powerful future Luminaries who they

do not wish to lose. While some attempts have been made to convince the North Shore kids to join, the Red Cell high command is working to see if they can force it. Of course making the kids join a group they don't like won't make them loyal--but there might be other ways to ensure compliance.

Unidentified Luminaries - It is possible that there are some North Shore kids who are Luminaries but are not known to exist. Luminaries who are "unregistered" (meaning either their private IDs are not known to authorities or their public IDs are not even widely known) are actively sought by the Empire Zone leaders and The Tower (and, depending on their behavior, it may be possible to have the criminal justice system force them into service).

Where these unregistered young Luminaries are spotted, Red Cell and Varsity will be required to look for them and identify them--this is doubly so if they are causing problems.

Anomalies	Brand	AP Cost	Resist Value	A-Cost	Armor
Beastie	Light	64	97	25	11 / 30; 19 / 50 Cv3
Cuttlefish	Light	65	76	22	16 / 52 Cv 8
Speed Demon	Light	65	124	22	0 / 8
Molly Rave	Light	112	35	16	8 / 15; 8 / 47

### Beastie (a.k.a. Sidney Tames)

**Summary & Psychology:** A somewhat mousy, unpopular girl who mutated over several weeks in late middle school into a humanoid super-predator. Still has an even disposition.

**Tactical Overview:** Uses his fists if at all possible--the claws can be *deadly*.



AP Total		64			A-Cost		25		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
10	12	-1 / +1	35	Blades	29 PEN AP	Medium	+1 Backswing, 60 PV	5* / S	14-
3y Step / 18y Long			30	Strike	13 IMP	Short		5 / S	14-
PHY 12 REF 12 INT 11									
DP	ADP	CON	Minor	Armor & Defenses Summary					
69	26	12	23	11 / 30 Armor, 8 / 20 Cv 3 Plate (Total 19 / 50), 27 Hurt Condition					
Notable Character Point Abilities				Archetype Abilities					
History L1 13-				Larger Humanoid (L1 Armed) - 7' Tall (+15 BLD)					
Diplomacy L1 13-				Dense Physique (L+ Armed) (+15 BLD)					
Likable L3				Bio Blades 29 PEN, AP (60 PEN Value, reduces armor to 0 if Penetrates)					
Street Fighting 14- L2				Predator Senses					
				Non-Human Physiology					
				Soak					

## Cuttlefish (a.k.a. David Mills)

**Summary & Psychology:** Mutant whose body opens into a giant tentacle-filled mouth. Kind of gloomy--you would be too.

**Tactical Overview:** He has a very dangerous bite--but he really, really doesn't like biting people.



AP Total		65			A-Cost		22		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
11	11	-1 / -0	95	Strike	18 IMP	Short		5 / S	14-
3y Step / 18y Long			80	Bite	51 PEN	Close	+2 to be Dodged, 1 R Charge	5 / 1x	14-
PHY 12 REF 12 INT 11				Grapple	95 GRP	Long	Super Grapple, +2 LWB	5 / S	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
60	16	12	20	16 / 52 Cv 8 Bullet Proof Skin, Hurt CCondition, 23					
Notable Character Point Abilities				Archetype Abilities					
Hacker L3 14-				Belly Mouth (Monster) +2 to be dodged, 1R Charge					
Computer Programmer L2 12-				Storm of Tentacles (+2 LWB, Long Reach)					
				Massive (+15 BLD)					
				Armored Bio-System					
				Tough Guy L3					

## Speed Demon (a.k.a. Barry Chapman)

**Summary & Psychology:** When taking (generally illegal) drugs, he is able to move a vastly accelerated speeds. He is kind of a "class clown"--likes attention--sometimes got picked on for it.

**Tactical Overview:** Against less mobile opponents he will step-hit-retreat out of their range. He can do this indefinitely if they stand around for it. He may hold off on activating Overwhelm until he gets cornered or things get scary.



AP Total		65			A-Cost		22		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
17	17	-4 / -4	25	Strike	14 IMP	Short		5 / S	15-
20y Step, 200y Long			22	Overwhelm	22 IMP	Short	2 Rounds Only	5 / S	15-
PHY 12 REF 12 INT 11									
DP	ADP	CON	Minor	Armor & Defenses Summary					
40	84	12	13	-4 DM, +2 Hurt CConditions, Dodge Ranged Attacks 15-, 8 PEN DEF					
Notable Character Point Abilities				Archetype Abilities					
Showmanship L2 14-				Hyper Running - 80 MPH					
Attractive L2				Extreme Free Running: +20 y/s, Climb walls, etc					
Streetwise L2 14-				Inhuman Physiology (not affected by drugs)					
				Quick (+4 REA, -4 DM, Dodge Ranged, -4 to be hit)					
				Mobility Soak					
				Overwhelm (+8 Damage)					
				Must take illegal amphetamines (-4 AP, 5 REA to take--lasts about an hour)					
				Tough Guy L2 (0 / 8 PEN DEF, +2 Hurt Condition)					

## Molly Rave (a.k.a. Lauren Graham)

**Summary & Psychology:** Molly Rave is an alternate personality for the somewhat uptight / straight-laced Lauren Graham. Molly Rave is fun--and likes to dance and such--but she is also serious and potentially dangerous to people who are trying to make trouble for "her people" (Ravers). She is sort of a "Goddess of Raves).

**Tactical Overview:** She isn't primarily a front-line fighter but she can cause some havoc with her Resisted Attacks.



AP Total		112			A-Cost		16		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
16	11	-1 / -1	22	Strike	7 IMP	Short		5 / S	14-
4y Step, 30y /r			20	Sedate	51 INT	-1/10y		5 / 1x	15-
PHY 10 REF 12 INT 12				Land of Confusion	35 INT	-1/10y	Area of Effect (14y)	5 / 1x	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
35		11	12	-4 / -8 DM, 8 / 15 Armor (32 PEN Def if dancing), 14- Dodge 3 REA					
Notable Character Point Abilities				Archetype Abilities					
Showmanship L2 14-				Fast Company L1					
Attractive L2				Summer of Love 45 INT (Large Area)					
Streetwise L2 14-				Sedate (Beam, 51 IMP)					
				Land of Confusion (35 INT Area)					
				Color Mist (Ink Spray -6 Perception Modifier					
				Striking eyes (luminous)					
				Night Vision -3 Darkness					
				Create outfit (Rave Suit)					

## Revanche Club

The Revanche Club is Holiday City High's "official villain team" (so to speak). They manage, barely, to put up with each other. They have plans for everything from murder and mayhem to, thankfully, just causing fear and confusion (and they only seem able to well execute on the latter). They are, almost entirely, really unpleasant people.

They are known to exist. They have had online discussions with Varsity and Red Cell (usually trading insults). Neoteris and Savant are rivals but also kind of respect each other. Challenger plans to fight and beat both Cavalier and Paragon--but he hasn't set that up yet. Trenchant knows--and is an enemy of Whisper, Conjurers,

and (to the extent she can be), Pedigree (she mostly tries to upset them in her ordinary persona).

QueenAn is widely known and feared as a mean-girl around the school--but her secondary persona as a literal monster is unconnected.

The Revanche Club is more likely to take some personal petty vengeance on ordinary people than to conduct mass slayings--but QueenAn is becoming hungrier and Trenchant, always dramatically "dark," has started to feel her control slipping.

Revanche	Brand	AP Cost	Resist Value	A-Cost	Armor
Trenchant	Dark	112	73	6	
The Darkness	N/A	64	37	21	26 Force Field
Challenger	Dark	64	88	8	2 / 8
Savant	Dark	64	78	8	14/50;22/60 Cv2 40 Power Field
Queen An	Dark	64	88	24	

**Plots and Plans:** The Revanche Club is never short on plans--they're just horrible at carrying them out. The one they are the best with is "have Challenger call someone out for a 1:1 fight and then, if he's losing, we all jump in." This plan really annoys Challenger--but he likes losing even less than he likes being rescued. They also will harass a target--often, ironically, a fairly innocent one. While both QueenAn and Trenchant claim to dislike the popular girls, they really like picking on the unpopular ones--rubbing it in--being cruel. They may use their abilities to terrorize other students who are (naturally) afraid to go to authorities as . . . what could they do?

**Targeted Harassment:** They also will harass a target--often, ironically, a fairly innocent one. While both QueenAn and Trenchant claim to dislike the popular girls, they really like picking on the unpopular ones--rubbing it in--being cruel. They may use their abilities to terrorize other students who are (naturally) afraid to go to authorities as . . . what could they do?

**Rumble:** The Revanche Club is active (in "dark corners") online--but they have communication open with Neoteris, Whisper, Flaunt, and Cuttlefish--to name a few. It's mostly just snark, threats, and hurled insults--but it can also escalate into a "schoolyard fight." The "general rules" are mostly unspoken--but decently understood: no one gets killed, no one goes to jail. At least . . . that's the *general idea*.

**Least Ye Become:** Conjuress and other Esoteric Luminaries will recognize QueenAn as *inhabited* (similar to "possessed except it comes with form changes and stuff). This is a bad situation that will get worse over time. Conjuress knows she has to do *something* in order to stop QueenAn from eventually killing and devouring people--eventually becoming a for-real monster. She is afraid to go to the authorities or her chain of command. She might go to the PCs or even the North Shore kids (telling people in any authority that she recognizes the "classic signs of esoteric inhabitation" is something that would get her marked as one of those self-deluded Luminaries).

## Trenchant (a.k.a. Olivia Forge)

**Summary & Psychology:** Olivia was always dramatic by nature--and always dark. She was mad about global warming. She was furious about the whales. She was upset that her home life was . . . okay. Her parents were *boring* and *successful*--and they didn't even abuse her in any way that would make for a good story to tell. They tolerated her dark, vengeful music. They offered her tutoring for better grades (she just *didn't care*--she kept getting detentions and things and that was *fine* because the teachers were *idiots*).

When she started cutting, though--when she started cutting she found out that a black blood ran in her veins--and letting it out? Letting it out could be . . . *fascinating*. Thus far she has not used the Maelstrom--she hasn't disintegrated anyone yet but the darkness is *hungry* and, on the online boards she frequents (in the private spaces) she has been talking about finding someone who *deserves it* to feed to it. Maybe a mall-walking preppy--or one of those popular kids . . .

**Private Identity:** Olivia is pretty enough to be hit on and likes responding to boy's attention with the most cutting scorn she can muster. She is on the school counselor's radar for having been getting more and more antisocial. She is known as a dramatic poetry writing type who is somewhat shy and seems to have no inclination towards a boyfriend of any sort.

**Tactical Overview:** She can open the razor for 5 REA and have it out so long as she doesn't try to put it away (it's a straight razor). If challenged she will fast draw the razor, spend 5 REA opening it, and 5 REA cutting herself to unleash the darkness. It appears at the start of the next round for Initiative.



AP Total		112			A-Cost		6	PHY 10 REF 12 INT 12	
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
11	11	-1 / -1	22	Straight Razor	6 PEN	Short	L3 Knife: 1x 1 REA	5 / S	14-
			20						
DP	ADP	CON	Minor	Armor & Defenses Summary					
41	32	11	14						
Notable Character Point Abilities				Archetype Abilities					
				Battle Beast - Devouring Darkness (5 REA to deploy, lasts a while)					
				Straight Razor (5 REA to open, Short Reach, uses Knife Skill)					
				Soak					
				Mobility Soak					
				Overwhelm +3 PEN					

## The Darkness

**Summary & Psychology:** It has hungers and desires--but no identifiable psychology.

**Tactical Overview:** Its Maelstrom attack would be deadly in a crowded school--she has yet to allow the darkness to unleash itself there--but it can do plenty of damage ripping and tearing.

AP Total		64			A-Cost		21	PHY 10 REF 12 INT 12	
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	16	Maelstrom	28 INT	Area	Disintegrate	5 / 1x	14-
			14	Claws & Teeth	13 PEN AP	Short	25 PEN VAL	5 / S	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
13	24	12	4	26 PWR Force Field, -4 Damage Modifier, No PEN					
Archetype Abilities									
Energy Body (No Bio Weaknesses, Float, no PEN Damage), Stretching Body									
Force Field , Soak									
Maelstrom 28 INT, 28 Grapple, Super Grapples everyone in range 14-									
Claws & Teeth 13 PEN AP									

## Challenger (a.k.a. Mack McDonald)

**Summary & Psychology:** Challenger knew his calling from a young age--he *understood* the cost--and the benefit--of hard work in ways most people--most couch-potato sheep--just didn't. So he set out to *teach*. His method of teaching is to show-not-tell. By ridiculing and harassing the lesser students he will encourage them to be stronger. By shaming people who think they're smarter than everyone else, he'll teach them valuable humility!

Is that fat kid going back for seconds? Make fun of him--he'll thank you for it later. Is that skinny kid not hitting the gym? A few wedgies and being shoved in lockers will toughen him up and convince him to "get good" with his training and focus! Someone thinks they're so smart? Being slapped around usually convinces a person they have some growth to work on! Challenger thinks he works hard--but in truth, everything has come so easily to him. His natural ability is off the charts so his teachers--the most ruthless and brutal martial arts schools Holiday City has on offer--find him to be a good student more by temperament than by willpower.

**Private Identity:** A high school junior who is a poor student and fairly brooding and mean--but tends to stay out of the spotlight. He vocally dislikes the fake-ass-heroes at the school--but seems to like Flaunt.

**Tactical Overview:** Overconfident brawler.



AP Total		64			A-Cost		8		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13	13	-4 / -2	35	Striker	22 IMP	Short	TKD, 1x 1 REA	5 / S	17-
			30	Grapple	35 GRP	Short	L2 Jujitsu Armbar / Throw	5 / S	15-
PHY 12 REF 12 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
72	16	12	24	2 / 8, Hurt Condition of 48, Heal 72 DP per Day					
Notable Character Point Abilities				Archetype Abilities					
				Hard Core: 2x Hurt Condition					
				External Martial Arts +2 MA Skill, 1x 1 REA Attack					
				Flurry of strikes, 3x 1 REA Attack, 1R Charge					
				Athletic +1 AGI BOnus					
				Bronzed - Unarmed 4 CP Statuesque, 2/8 Armor					
				Athletic: Strong					
				Healing Factor L3					

## Savant (a.k.a. Martin Durlon)

**Summary & Psychology:** Martin was "supposed" to be the Valedictorian. He was easily the smartest person--never mind *student*--in middle school. He was able to get plenty of college boards interested in his papers on finite state automata at the subatomic level--but when he got to high school . . . in Holiday City . . . he wasn't the *only* super genius. In fact, disgustingly, Holiday City has a whole *legacy* of super geniuses.

He was horrified--and he knew what he had to do: eliminate the competition. He also had to overcome the more garden variety kind of potential valedictorian: ordinary people who were in some of the very advanced classes that his science-nerd self didn't have time for. How could he compete with some loser who was taking 7 AP classes getting a 1.25x GPA multiplier?? Martin needed *lab time*!!

When he threw a fit in the dean's office, demanding the Valedictorian GPA just for showing up--he wound up getting a 3 day suspension--which got him a B. He has been hanging out with the Revanche club--it wasn't hard for him to follow the trail of disaffected posts to the dark corners of the Internet and then make contact. Whatever they decide to do? He's in--so long as he can knock down some of those lousy potential valedictorians!

**Private Identity:** Martin is on the mathletes team and competes in the science fair. He is constantly in trouble for his acidic personality and writes withering editorials to the school paper under a pen name.

**Tactical Overview:** Not all that brave. Intimidated by Challenger and wants to date Trenchant--but has enormous problems with both of them (Trenchant would never date him, He and Challenger might well fight).



AP Total		64			A-Cost		8		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13	13	-4 / -2	35	VectorPlasm Cannon	41 IMP	-1/20y	Fragile System, 5 REA Activation, 1 R Cool, -2 RCL, Burn vs. Non-organic, +3 LWB)	5 / S	174
			30	Warbler Grenade	45 INT	Thrown	Land of Confusion, has 5 Grenades	10 / S	13-
PHY 10 REF 10 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
38	40	11	13	14 / 50 Armor, 8 / 10 Cv 2 Plate, 40 Power Power Field					
Notable Character Point Abilities				Archetype Abilities					
				Super Science					
				Cyber Suit (50 Systems ADP)					
				VectorPlasm Cannon (Fail 11- if 15+ ADP Taken)					
				Warbler Grenade 45 INT Land of Confusion, 5 Grenades, 10 to throw					
				VectorPlasm field (40 pt Power Field)					
				Rocker Flight					
				Soak					

## Queen An(orexia) (a.k.a. Tracey Wells)

**Summary & Psychology:** feared, and already *mean*. The world was a mean place--if you were trying to be nice? You were a stooge. She was *no one's* stooge. The only problem? There were some rivals who were ... thinner. Tracey learned how to purge--but it wasn't enough. She'd heard about "thinspiration sites"--web pages with images of people who were *gloriously thin* (emaciated)--that one could stare at for inspiration. She went looking--and looking--and looking.

The regular websites were good--some emaciated people with sunken eyes and gaunt bodies--but she wanted *more*. She led a tech-nerd on a bit (before cruelly discarding him) to get him to show her the "dark web"--and that was where she found it--*the* thinspiration. The site that would give her the edge over her rivals! She *worshiped* those (horrible) pictures. They "paid her back."

Queen An(orexia) is inhabited by the spirit of *something* foul--something she let in, coaxed, and coddled in her. Now? She can't control it--and the unfairness of that *eats her alive*. She is always starving--but when she eats the monster comes out (or, may come out)--so she has to find places to eat that won't give her away: filthy abandoned buildings, rooftops, alleys, the school basement. She seethes with hate--for the "easily thin," for the "disgustingly fat" (anyone not extremely underweight), the pretty, the ugly who need to be *more* downtrodden. She hates *society itself*--and with the Revanche Club, she plans to make *statements*--to show people how they are *disgusting* and glutinous--to give someone *enjoying a candybar* What. They. Deserve.

**Private Identity:** Tracey is a "popular girl" whose star is fading due to her constant predatory meanness. While that works to a degree, she is overdoing it--and also appearing less and less at social functions. People who know her think "something might be wrong"--but are mostly just glad she isn't turning her ire on them.

She is part of a secret clique of girls with eating disorders who have no intention of getting better and spur each other on.

**NOTE:** QueenAn is apparently spending more time in her altered form (when out of the public eye) and has been lurking in abandoned buildings or in the heating corridors under the

**Tactical Overview:** The Famine Gaze is usually used at the start of a fight and then with the slashing.



AP Total		64			A-Cost		24		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13	13	-6 / -6	24	Famine	55 INT	-1/10y		5 / 1x	14-
			20	Finger-Slash	29 PEN	Long	+1 Backswing	5 / S	14-
PHY 12 REF 12 INT 10				Cleave	38 PEN	Long	+1 Backswing	5 / 1x	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
47		12	16	-4 DM with any attempted block.					
Notable Character Point Abilities				Archetype Abilities					
				Famine Gaze (Beam) 55 INT Attack					
				Bio-Blades 29 PEN +1 Backwing					
				Cleave +9 PEN					
				Hyper Agile +3 AGI Bonus, -4 DM with Block					
				Flurry of Strikes: 3x 1 REA Attack, 2R Charge					
				Soak					
				Hideous & Uncontrolled Transformation					



# THE MIRTH ACADEMY

The Mirth Academy is a private--almost secret school not far from Holiday City high school. It is known to exist to some people--but is shrouded in mystery and is sequestered behind walls of row-houses which have been gutted and redesigned to be a school for the Hunt Club children and select Luminaries who are "in the family."

The Hunt Club is a 19th Century society club that is run by some of the most powerful (and dangerous) Luminaries in the city. The Hunt Club are all varieties of Luminary Supremacists ranging from relatively benign to the truly virulent and murderous. The Hounds--the name of the team, is both historical (there were potential young potential-club members who went by "the hounds" and it was meant to signify that the young Luminaries were on the team--but not at all full members of the Club.

The Hounds are a small group under the tutelage of the current Headmistress Exquisite. The school is tiny and is almost solely for Luminaries (the ordinary-human children of some notable Luminaries do go there--but are kept well segregated).

The school is difficult--even harsh--and its security is high (not only is the facility secure--and the headmistress is a CAT-4 Luminary). That isn't why the Luminaries are sent, however--the main reason they are sent to the Mirth Academy (started in the late 1800's by Eliza Mirth) is because the training is calculated to either improve or create Luminary Supremacists.

It is a school for those who will attempt to subjugate the world to their will--and it has turned out, over its years, some extremely powerful (and often monstrous) Luminaries. It could be described as a school for "Supervillains" (if anyone involved used that terminology).

## Using the Mirth Academy

The Mirth Academy is quite different from the other school groups. Firstly its existence is mostly secret. Characters who have parents who were villainous Luminaries may be aware of its existence. Those who flirted with hard-core Luminary Supremacy might have been interviewed for it. However, as the game progresses, it will slowly make its presence known.

Proctor - Jonas Proctor is a top-tier CAT-4 Luminary mercenary who has been hired--brought into town--to start conducting tests on the Luminaries in Holiday



City High. These are meant to be stress and power-level tests. He is beginning a slow-burn campaign of terror that is designed to see what these kids are capable of and who might be suitable for recruitment. He is decidedly not trying to kill the kids--but he plans to make life pretty hard for them--and scary (doubly so since they won't know who is behind the various trials).

The Hounds - The kids who go to the Mirth Academy are aware that their school is considering opening up some slots for the more "common" Luminaries in public school. For the most part they feel much superior to the Holiday City High kids--all of them. Furthermore, they don't want more Luminaries (especially not ideologically soft ones) in their school. They are brutally graded against each other and having an influx of these students would not be welcome.

Still--they are very curious (and some are less hostile than others). They might meet privately with the groups--maybe even challenge

them. Warn them from signing up (either because "you wouldn't like the atmosphere" or because "I'd beat the crap out of you"). As the two groups interact more, The Hounds will be tasked with battling with Luminaries from the school groups--and possibly even kidnapping them (since they can be hard-sell recruited if they show potential).

The Hunt Club - The Mirth Academy is run by The Hunt Club one of the most shadowy and powerful groups in Holiday City (and it is run by Luminary Supremacists). Most school age kids will never have heard of it--and even Luminary enthusiasts will only nominally know some of the members and not realize there is even a "club." This interaction can bring them into contact. While the Upper Council is totally not into murdering young Luminaries (whatever their political ideology) things could get dicey or even dangerous rather quickly if the characters learned enough or made enough trouble.

Mirth	Brand	AP Cost	Resist Value	A-Cost	Armor
Exquisite	Dark	445	213	84	0
Pandemonium	Dark	64	45	22	30 Vib Field
Psychopomp	Dark	71	73	8	0
Golem	Dark	64	193	28	32 / 80
Agent Coherent	Dark	30	65	30	2 / 5; 100 Power Field
Vispid	Dark	64	65	24	8 / 20 Armor
Jonas Proctor	Dark	255	322	32	0
High	Dark	102	93	30	42 Force Field
Mighty	Dark	127	69	14	12 / 30 Armor

**Attending the Mirth Academy:** In Holiday City High, the young Luminaries are held in check by (a) the other teams and (b) their sponsors (who are at a distance, usually). At the Mirth Academy the rules and discipline are enforced directly by the headmistress and some Luminary teachers (and the Upper Chamber, members of whom are around much more often). As such, any unsanctioned behavior on the parts of the students must be done with stealth and discretion--rather than simply ignoring the present adults.

## Exquisite (a.k.a. Evian Lean, Headmistress of the Mirth Academy)

**Summary & Psychology:** Exquisite got her powers early---when she was about five. She could control bodies, talk through minds, and cause excruciating pain. She was powerful then--and on the road to becoming more powerful--and more and more *damaged*. The Mirth Academy did, in fact, "rescue" her. It didn't undo all the damage--and it didn't instill in her a greater sense of empathy--but it did provide structure, discipline, and consequences her parents and the world in general had been unable to provide--at all.

Now she is the headmistress--and she sees her calling as to give back some of what she received. She is a Luminary Supremacist of the sort that believes that humans must be--ought to be--*managed* (not mostly exterminated). She believes that Luminaries--even the more monstrous of them--have a greater "moral weight" a higher "right" to exist--and that humans are to them as animals are to ordinary men.

She is not sadistic--but can be calculatedly cruel with her charges: they must learn the structure and the order of Luminary Society--the stronger must tend to--and dominate--the weaker ones. The weaker ones should respect their betters. She knows that the upper echelons of Luminary Society can be unforgiving and sometimes lethal (or worse) and she wants her students well prepared for that.

In her school, she is almost always feared at first--but over time she has found that the students--raised to believe in a very literal Hobbesian state of war have come to appreciate her. She *will* protect them--and *will* guide them. It's her cause.

**Tactical Overview:** She can attack four different targets at once with Overmind, reducing her TAP by 25% (for the entire attack). As such, she can almost instantly immobilize an entire team. She has exceptional mental awareness and is generally hard or impossible to fool.



AP Total		445			A-Cost		84		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
18	16	-2 / -1	14	Mind Strike	55 INT	LoS	Needs Lock-On	5 / S	15-
			12	Puppet	155 INT	LoS	Needs Lock-On	5 / S	15-
PHY 10 REF 12 INT 13				Mind Hold	215 INT	LoS	Instant Grapple	5 / S	15-
				Excruciate	215 INT	LoS	Needs Lock-On	5 / S	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
93	120	12	31	None					
Notable Character Point Abilities				Archetype Abilities					
Psychology L3 14-				Telepathy					
Leadership L2				Mind Power 124 APs (Overmind for net of 62 APs)					
WIL 14				Soak (DP and ADP)					
Attractive L2				Puppet 4 targets for 5 REA, 155 INT (vs. AP Cost)					
Intimidating L2				Mind Hold: 4 targets, 215 PSI Grapple					
				Excruciate: 215 Resisted Attack 4 targets					
				Threat Assessment					
				Bullet Round					
				Speedy					

## Pandemonium (a.k.a. Nathan DeWells)

**Summary & Psychology:** The son of St. Louis area CAT-4 Luminary Grimstar, Nathan and his sister Leona were sent to study at the Mirth Academy at the ages of 8 (Nathan) and 10 (Leona) because of security threats against their father (who is wanted internationally for murder, extortion, and racketeering to a degree even a CAT-4 can't get away with). Nathan has a superficially cheerful nothing-matters demeanor over a streak of sadism and meanness. He tends to focus his ire on other team members if no easier targets are around. He is physically unimposing and sensitive about his 5'4" height.

**Tactical Overview:** He will power up his field as soon as he can-- but he mostly relies on standing back and blocking incoming attacks (including ranged ones) with his "Vibratory Bolts" (1 REA blocks 14, with the 20/8 Defensive Pool). If someone reaches him and strikes, the Vibratory Shock is a nasty surprise (even worse if Grappled).



AP Total		64			A-Cost		22		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	15	Vibratory Bolt	23 IMP	-1/Sy	Ignores 11 Armor	5 / S	14-
			13	Sonic Shock	35 IMP	None	Retaliates when hit HTH, 0 REA, -4 Damage Mod	0 / 1x	--
PHY 11 REF 12 INT 12				HTH Vibratory	13 IMP	Short	5 REA Activate	5 / S	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
45		12	15	Vibratory Field 30pt Power Field, +12 HTH Damage, 5 REA Activate					
Notable Character Point Abilities				Archetype Abilities					
Hacker L2 13-				Sonic Flight - Always costs 8 REA					
				Sound Sense - Hear Enemies (Opts Talk) and Teammates. +3 Hearing (15-)					
				Vibratory Bolt (23 IMP, Ignores 11 Armor)					
				Sonic Shock (Based on Electrical Shock) 35 IMP 1x Round, -4 DM, 0 REA					
				Defensive Moves 20/8 SP Pool 14-					
				Defender 1 REA Blocks					
				Vibratory Field 30 Power Field, 12 Damage, 5 REA Activate					
				Soak					

## Psychopomp (a.k.a. Leona DeWells)

**Summary & Psychology:** The daughter of St. Louis area CAT-4 Luminary Grimstar, Nathan and his sister Leona were sent to study at the Mirth Academy at the ages of 8 (Nathan) and 10 (Leona) because of security threats against their father (who is wanted internationally for murder, extortion, and racketeering to a degree even a CAT-4 can't get away with). Leona is more quiet and reserved than her brother--and less mean. When she was born she was clinically dead for 45 minutes--and she carried with it the visceral memory of the land of the tombs. She is only half-heartedly a Luminary Supremacist--but she will do what she needs to in order to survive at the academy.

**Tactical Overview:** She isn't much in a fight (her Death Ray, however, *can* kill normal people)--but she will tend to travel with the team Out of Phase and then lend them SPs during a battle.



AP Total		71			A-Cost		8		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	15	Death Ray	14 INT	-1/10y	Works through Phase	5 / 1x	13-
			13						
PHY 10 REF 12 INT 13									
DP	ADP	CON	Minor	Armor & Defenses Summary					
73		12	24						
Notable Character Point Abilities				Archetype Abilities					
				Astral Travel - Navigator L4, Astral Crypt					
				Battle Buddy: Generates 5 SP (sharable) per Round for teammates					
				Death Control: 20 Death					
				Death Walker - Enter Realms of the Dead, leaving her body dead to "reform elsewhere)					
				Death Ray: 14 INT, works when Out of Phase					
				Phase - Leaves Body Vulnerable ("sleeping")					

## Golem (a.k.a. Santiago Sanchez)

**Summary & Psychology:** The son of the Luminary Alkahest who is a ruler (technically prime minister--but there are no elections) in Latin America. His father can disintegrate things on a wide scale (and can do so reflexively if danger is detected--even if nothing has happened yet--it is linked to psionic abilities). Santiago is able to expand his mass becoming huge, lumbering--and powerful. He can't last like that indefinitely--the most he can go is 3 days before he needs 8 hours down-time. It takes him 10 REA to activate his larger form.

He is personally somewhat aloof and isn't happy to be "sent away" to the "gross American City" (where he is virtually a prisoner) because he is not safe at home. While everyone there is a *kind* of royalty, he is real, *actual* royalty (as he sees it--he has no idea how powerful the Upper Council combined is--or what their goals are). He doesn't give pompous speeches--but he is disdainful of just about everyone.

**Tactical Overview:** If he is on heightened alert he will change into his form (it is bought with Power Armor). If caught unawares, he will need to spend 10 REA to change. After that? Time to smash. His eyes can "see through walls" when it comes to seeing anything that constitutes a 'Threat' (this is a more minor version of what his father has). Untransformed he has his DP--*but not his Armor*. During his transformation he is vulnerable: he has no AGI Bonus and the armor does not apply until the 10 REA is spent.



AP Total		64			A-Cost		28		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
9	11	-1 / -0	55	Strike	43 IMP	Short		5 / S	14-
			453						
PHY 13 REF 12 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
13	180	12	4	32 / 80 Armor					
Notable Character Point Abilities				Archetype Abilities					
Courtesan L2 14-				Power Armor (biological basis) 32 / 80					
Musical Instrument Guitar L1 14-				Threat Assessment					
Speaks Spanish, English, Portugese									
Wealthy									

## Agent Coherent (a.k.a. Kinsley Lander)

**Summary & Psychology:** The illegitimate daughter of Luminary **Black Card**. She is unaware of who her father is--but he has provided for her to attend the school (he's not a Luminary Supremacist--but he recognizes the school with hone her powers, teach her things she may need to know, and provide a first rate education as well as opening many doors. She is something of a lonely student there. She is more sad about her past--not knowing who her father was, having left her mother to attend the Academy at a young age (she can get furloughs some weekends--but not many). Black Card has visited her under the guise of visiting the school--but has not told her who he is.

She chose her own name when she was 9 and while the school would normally forbid names like "Agent [ ]" in her case, because of Black Card's donations and support, they made an exception.

**Tactical Overview:** She fights hand-to-hand when she turns on her green fire.



AP Total		64			A-Cost		30		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13	13	-3 / -1	14	Burning Man	36 IMP IA	Med	Ignores Armor, 5 REA Activate	5 / S	14-
			12						
PHY 10 REF 13 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
29	36	12	10	100pt Power Field, 2 / 5 Armor					
Notable Character Point Abilities				Archetype Abilities					
Attractive L3				Float Pod					
				Burning Man: 5 REA Activate, 36 IMP Ignores Armor, Burn on hit by +4					
				Power Field (100 Pwr)					
				Soak, Tank					

## Vispid (a.k.a. Aymelek Haddon)

**Summary & Psychology:** Her code name comes from the term for the family of wasps--as her touch is a "sting." She is well trained. Her mother is a Luminary in Turkey. Her father is *maybe* the Sultan (no one is quite sure). The Holiday City crime lord certainly *knows* her mother--and is able to duplicate *other people*--so it's possible.

She is less interested in Luminary Supremacy than in having something resembling a normal life with, ideally, some exciting romance, decent shopping . . . and *friends*. The Academy isn't great for that. She's no saint--she's not above taking her frustrations out on a sparring partner or getting into trouble (although she greatly fears Exquisite). She *can* create a double outside, say, a gate she can reach through--and *it* can go and she can vicariously experience life through it (They only last about 3 hours though).

**Tactical Overview:** As a 5 REA Medium Action she can generate 1-5 (her choice) identical looking copies of herself. They are less powerful--striking for only 21 Taser effect and having no armor (and only 20 DP). They are mentally under her control and "disposable" (if hurt or killed she does not feel pain they can be re-created in about an hour).



AP Total		64			A-Cost		24		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13	13	-3 / -1	15	Sting Touch	60 INT	Short	Taser	5 / S	14-
			13						
PHY 12 REF 13 INT 11									
DP	ADP	CON	Minor	Armor & Defenses Summary					
65	0	12	22	8 / 20 Armor					
Notable Character Point Abilities				Archetype Abilities					
Attractive L2				Minions - 5x with 6 AP - Disposable, Generator, Psi-Link					
Karate L3 14-				Taser Shock 60 INT					
				Soak					
				Tank					

## Jonas Proctor

**Summary & Psychology:** A legendary mercenary and hyper experienced operative he has worked for almost every intelligence service and army in the world. He is honed and lethal. Despite Luminary Levels of training, he doesn't use a code-name (he may use *aliases* depending on the operation--but he is not part of "Luminary Society" per-se). He is highly intelligent--his tests having scored off the charts in most cases.

His sword, accepted as payment for completing an "impossible operation," is, itself, legendary. Its blade ignores armor and he can use it sheathed to deal devastating blows that would kill a normal person--but will tend to stun or daze Luminaries.

**Tactical Overview:** While very much able to handle CAT-1 or CAT-2 Luminaries, he is susceptible to being grappled. He will tend to strike Grapplers first. If circumstances allow, he will hide his L3 Fast Company if fighting 1 or 2 on 1.



AP Total		255			A-Cost		32		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
18	13	-3 / -3	40	Strike	27 IMP	Short	JuJitsu L3	5 / S	16-
			35	Boken	36 IMP	Med	L3 (Weapons)	5 / S	16-
PHY 13 REF 13 INT 13				Blade	21 PEN IA	Med	Ignores Armor	5 / S	16-
				HK SMG	20 PEN	-1/50y	Full Auto	8 / S, 2x1REA	16-
DP	ADP	CON	Minor	Armor & Defenses Summary					
68	254	14	23	-4 DM / -8 DM, 16- Dodge (3 REA, works vs. Ranged)					
Notable Character Point Abilities				Archetype Abilities					
JuJitsu L3 16-				Fast Company L3 (Bullet Round)					
Spycraft L3 16-				Tough Guy					
Stealth L3 16-				Zen Strength 14 WIL					
Security Systems L3 18-				Flurry of Strikes - 2x 1 REA Strikes, 2R Charge					
Climbing L3 15-				Sword (Sheathed for 36 IMP, Blade for 21 PEN IA)					
Demolitions L2 15-				Mobility Soak (254 ADP)					
				Heckler & Koch Submachine Gun (20 PEN, Full Auto Capable)					
				Weapons Training (use Sword with Jujitsu)					
				Intrusion Expert					
				Sense Trap / Ambush (16-)					
				Feeling of Being Watched (16-)					



## Proctor's Plans

The testing program that the Mirth Academy is using involves a number of different approaches including Value Flux meters (very unproven and error prone technology that theoretically registers how "efficiently" a Luminary is using their abilities), psychological analysis done through cameras that measure body surface temperature, micro-reactions, pupil dilation, and so on. It uses neural-network AI's to do "intelligence / problem-solving analysis" on subjects based on sensor-data, and so on.

In other words, if Proctor can put the targets in stressful situations--even bizarre ones--and then observe them with sensors, they can try to determine which of the students has the greatest potential in the future.

They also want him to conduct tests (designed by the Mirth Academy) that measure "Moral Flexibility," "Alienation Quotient," "Mental stability and cohesion," "Malignant Narcissism, Sadism, Psychopathy, and Machiavellianism," as well as native identification with Luminary Supremacist ideas--in other words, how damaged is the subject, how subject to manipulation, and how well would they 'natively' fit into the Upper Chamber. All of this requires a great deal of planning and work. Most of Proctor's operations will have sensors and / or observers (usually undercover human personnel from the Mirth Academy). Here are some potential Proctor-Scenarios.

### A Note: Contingency Planning

Proctor is an experienced military tactician, combat leader, and soldier. He expects things to go wrong--he doesn't overestimate himself or underestimate his young subjects--to a degree (perhaps more than he would like) he actually respects at least some of them. Going up against him and Mirth--even if they don't know quite what they're doing would psychologically crumple a lot of people. These kids do have potential--perhaps great potential--that interests him. When he conducts his operations, here are some guidelines.

**Hire Through a Cut-Out:** Anyone not from the Mirth Academy who he works with will be hired through either an intermediary who does not know Proctor's true identity ("A guy in a ninja outfit--gave me the creeps!") or Proctor wearing clothes that conceal him. Getting one of his pawns to talk will reveal some things--but not directly who set them up or why.

**Back-Up Shooters:** When Proctor engages directly in combat he will have an Operator nearby, idling, ready to come in if he triggers an alert (he prefers professionals like RedLine or Symphony). Their job will be to extract him doing minimal damage to the kids should things go really wrong (they have no rules of engagement for adult Luminaries other than that Proctor doesn't want a bodycount if it can be helped).

**Extraction / Evasion Planning:** At L3 Fast, with a Bullet Round, Proctor can evacuate a battle zone extremely quickly. He will have planned for this, including: concealed motorcycles and then secondary vehicles with drivers such as panel trucks, minivans with "soccer moms" driving (and hidden compartments), smoke or gas grenades to obscure vision, radio and cell jammers with self-destruct charges to remove much of the evidence, adding reinforced doors that can be sealed behind him--they won't stop a team of Luminaries--but a steel door disguised to look like wood, with sliding tungsten bolts--will slow them down, and so on.

He is not infallible: should he be captured (by anything other than raw luck) he considers that a difficult test passed and will refer the Luminaries to Mirth--who will want to talk directly to them. If the students engage in actual torture to try to get him to "talk" he will consider that evidence they are well suited for The Hounds.

### Mr. Tester

The Luminary Studies and Ethics class (a mandatory class for all student Luminaries) gets a new teacher while the old one is recovering from a medical procedure. Mr. Emil Tester is instantly liked by a lot of the students--he's smart, funny, has amazing presence--and he actually wants to get to know the students and give them good advice--while posing some thorny questions (you can either save a Luminary or a regular person--which would you? How about 10 regular people?), and so on.

He is Proctor in disguise, interacting with the students. He may also take them on some "field excursions"--although he would be very careful not to make all his field trips tests. He might introduce them to some Luminaries-in-action (such as if Technocrat is haranguing City Hall about water management or some such) or take them to Verboten's territory to show how Luminary Rule can have its up and downsides (with severe warnings NOT to interfere with Verboten's activities).

He will, it turns out, actually give them good advice and emphasize the need for Luminary team-work and that pushing boundaries is natural for them and should be encouraged. At some point he will likely vanish--once the plan goes into full operation.

## Houses of Games

The resources of the Mirth Academy allows him to create several "escape rooms"--sets of chambers with challenges that may be dangerous for the Luminaries (and would be lethal for ordinary people). His plan is to kidnap them, seal them in, and observe them. This will be done in the guise of a mysterious Game's Master character who is sadistically using them for amusement (if they manage to break through the barriers they will discover all kinds of monitoring equipment, making it clear they are being tested). He may also choose a mix of students who he thinks will not necessarily get along well together (and he doesn't distinguish--students in the Revanche Club could be mixed with Varsity). The chambers are set to self destruct when breached or if when is an escape (they might also include a student or two from the Mirth Academy as a plant).

## Hunters

Proctor will import CAT-2 (Street Level) mercenaries with orders to attack the students--but not to kill them--he can't be too explicit about what he wants (since the mercenaries are not universally expected to avoid capture)--so he will use fictions about "sending messages" to the project sponsors (The Tower or the Empire Group) or the machinations of an Anti-Luminary terror-group, and so on. He will be monitoring and will get his own Operators involved if things are out of hand. The

characters will notice a strange series of ambushes, set-ups, and odd-coincidence encounters.

Note: as he wants to challenge groups of students but does not want the overhead of trying to put together disparate teams (and he doesn't want to hire a single CAT-3 or CAT-4 powerhouse who would just overwhelm the young Luminaries) he will gravitate to out-of-town Operational Dyads as his chosen set of antagonists.

## High & Mighty

High & Mighty are an operational dyad that generally works in the Nevada / New Mexico area outside of Vegas. They are CAT-2 operatives who have loose connections to organized crime--but have shown an excellent tactical talent for working together and have engaged and triumphed over some CAT-3 opposition (or more CAT-2 Luminaries working against them). They are on Proctor's radar because despite their somewhat chaotic beginnings they have managed to show good "operational discipline" (such as "sticking to the script," ability to follow orders, and more stability than a lot of Luminaries).

They are also notably not murderous. While they have been involved in crimes--especially in Las Vegas where they are wanted by the Luminary Powers that exist there--they have taken care not to seriously damage ordinary people. This level of restraint makes them the first choice for Proctor (especially considering how much damage Mighty could do).

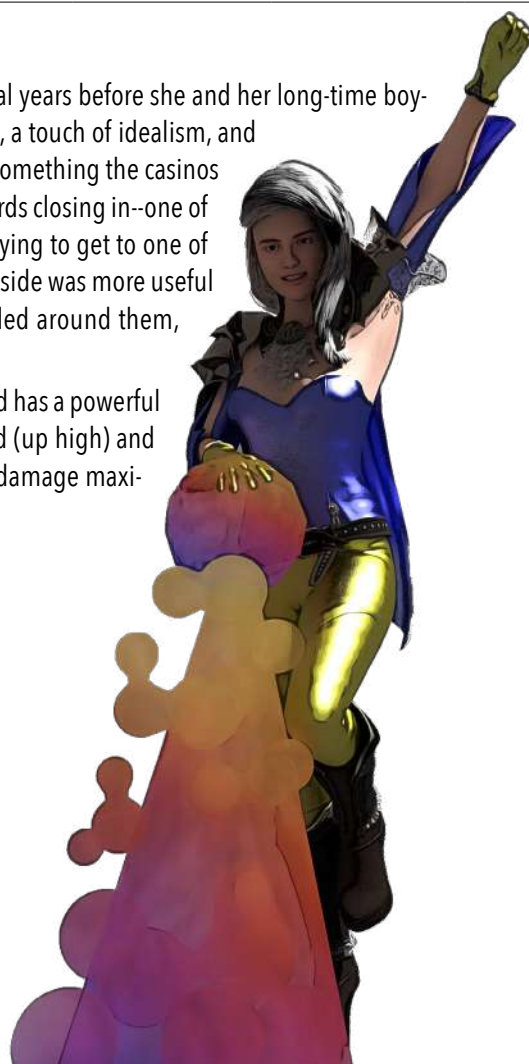
The duo illuminated somewhere around the time they decided to, as ordinary people--an exotic dancer and a nightclub bouncer, rob a casino. While their (very newly) acquired talents let them escape with their lives, there are still several Luminaries (including some deadly Category 4's) who want them badly. Their thing usually isn't beating up school kids--Luminary or not--but the kind of money Proctor can command has their attention.



## High (a.k.a. "Iris Stardust" a.k.a. Maria Lynn)

**Summary & Psychology:** Maria was dancing under the name Iris for several years before she and her long-time boyfriend Miguel decided to rob a casino. It was a bad idea driven of desperation, a touch of idealism, and a serious disdain for what casinos did to their prey. Unfortunately, it was also something the casinos were ready for. It was by luck that having penetrated the casino vault--with guards closing in--one of the items was an ancient urn that Miguel accidentally dropped--and broke--trying to get to one of the containers that he thought might have had something useful. What was inside was more useful than anything else in there: a dust--semi-sentient, hallucinogenic, that swirled around them, colonizing them--and Illuminating them.

**Tactical Overview:** High doesn't do any damage but she can fly VERY fast and has a powerful enough tractorbeam to lift many opponents. She will zip across the battlefield (up high) and grab an opponent, flying away with them--or dropping them for 60 points of damage maximum (!). She can also grab Mighty and fly with him if things are going badly.



AP Total		102			A-Cost		30		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
15	13	-3 / -3	14	Tractor Beam	55 Grapple	-1/15y	5 REA Lock	S / 1x	15-
			12						
PHY 10 REF 13 INT 11									
DP	ADP	CON	Minor	Armor & Defenses Summary					
45	48	12	15	Force Field 42, 1x 0 REA Dodge if Flying, 3 REA Dodge, -4 to be hit if Declared Dodge					
Notable Character Point Abilities				Archetype Abilities					
Dance L2 14-				Powered Flight (Pulse)					
				Tractor Beam 55 Grapple					
				Force Field 42 Power					
				Soak (DP & ADP)					
				Aerobatics (Dodge 16-, Full AGI while flying, -4 to be hit if dodge declared)					

## Mighty (a.k.a. Miguel Wombat (real name unknown))

**Summary & Psychology:** 'Wombat' is probably not Miguel's real last name--but it is the one he worked doors (as a bouncer, door-man) for several years. He is the brawn behind the team and has some connections around the south west.

**Tactical Overview:** Mighty can hit between 3 and 5x a Round depending on how things go for him--he will unleash a flurry of punches on a target, hoping to stun or Daze them and then try to defend himself with whatever is left.



AP Total		127			A-Cost		14		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	45	Punch	29 IMP	Short	Boxing L2	5 / S	16-
			35	Cross	33 IMP	Short	Cross Rules	5 / S	16-
PHY 13 REF 12 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
69	0	13	23	Armor 12 / 30, Block 16-					
Notable Character Point Abilities				Archetype Abilities					
				Four Arms (1x 1 REA attack, 1x 1 REA Attack 9-)					
				Tank 12/30					
				Flurry of Strikes (+2x1 REA Attacks, 1R Charge)					
				Mass Attack (3x 1 REA Attacks, 2R Cool)					
				Super Strength					
				Soak					



## The Troublemakers

The Troublemakers were a team before they even Illuminated--they were friends who met in their school's (not Holiday City High's) detention room after being sent there repeatedly for various reasons.

All of them were above average intelligence and below average students in a school that was poorly run by an administration that tried to take underperforming kids and drum them out of the school for "numbers."



It was well into the process of working when someone showed up to help take their problem off their hands in "a better way." Dr. Carolyn Sybiline (an alias she uses today) came to the school with a Treatment for recalcitrant youth--one that appealed to a faculty that wanted the students dealt with quickly, efficiently, quietly, and severely. The Sybiline Treatment (if only someone had had a dictionary or a good vocabulary) used a set of psychological techniques and some unregulated drugs--and a "Virtual Reality Recalibration" environment to take



students on the wrong path--and put them on the right path. She promised them far better numbers--without the possible scandal of just removing the "bad apples."

They bit--and sent the "Troublemakers" to Dr. Sybiline's treatment center. Her credentials (all utterly forged and paper thin) were, after all, spectacular. Once she had the kids in her lab, however, the story changed--entirely.

Dr. Sybiline had only a week ago escaped from a maximum security facility for the criminally brilliant and insane. It took her less than a week to have a state of the art lab, henchwomen, and credentials to get her hands on what she wanted: kids who were not well watched who had good potential--the IQ tests and other metrics she got from raiding the school's database paid off handsomely: her tests were successful--The Troublemakers were created.

The Troublemakers are recently illuminated--their identities are not known--and they are on a crime spree--more or less for the fun of it--and also because their benefactor, Dr. Sybiline, is fairly persuasive at convincing them to provide her raw material (including money, jewelry, artwork, and so on) so she can continue her experiments.

Sure, she has, in the past, unleashed "Psychotic Terrors of the Mind" in the form of a horror movie that, when shown with a special projector (900lbs of engine, wires, vacuum tubes, coolant systems, and lasers) caused the movie's antagonists showed up in "the real world" for some watchers as a kind of Psychic Projection--she was a pioneer in the realms of forbidden science. And anyway, she's the only adult who has ever paid any real attention to them, shown concern (such as it is) for their wellbeing, or is, uhm, cool.

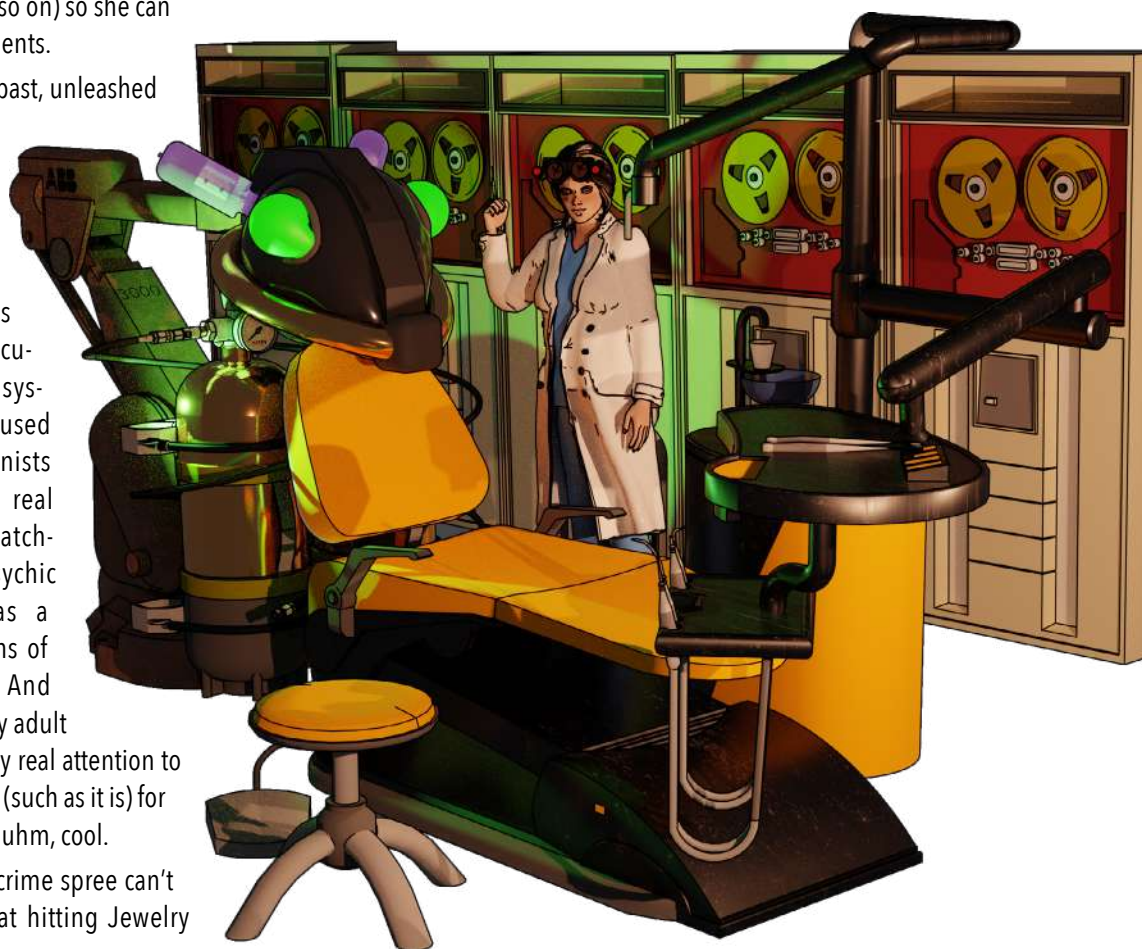
She knows the kid's crime spree can't last--they are good at hitting Jewelry

shops, stealing fancy cars, hiesting rare art, and so on--but pretty soon they'll get caught. She certainly doesn't want them hurt--but she already has escape plans to leave with her stash, start somewhere new, and she has even set aside some secret trust funds for her employees--both ordinary and Luminary.

She knows they might have serious legal problems--but she also thinks there's a 79% chance of a relatively soft landing in the Luminary Youth Program right here in the city--so long as they don't kill anyone (they're not likely to--definitely trying not to) or get killed by a psychotic CAT-3+.

She wishes them luck!

Troublemakers	Brand	AP Cost	Resist Value	A-Cost	Armor
Mystery Shopper	Gray	63	132	24	0
Tagger	Gray	61	64	34	4 /10
Skate Guy	Gray	61	80	34	0



## Mystery Shopper (a.k.a. Soraya Nicoles )

**Summary & Psychology:** Soraya was doing okay--her family sure wasn't rich. Her life-style sure wasn't glamorous--and she did have a taste for that stuff--but she figured she could do well at school, get out--and carve out a better life for herself. She was handling the first part well--but the second was . . . an issue.

Her teachers were condescending. The entire public school system seemed stacked against her--and after a few blow-ups with teachers she found out she wasn't going to graduate on time--too many detentions--too many missed assignments.

When she Illuminated, she decided that maybe there was another way to the good-life--the glamorous life--just *take it*.

Mystery Shopper is dramatic and showy. She can protect her friends with her teleportation block and she will do her best to avoid violence (she isn't any good at it--even if she wanted to hurt people--which she doesn't).

**Tactical Overview:** MysteryShopper has to re-activate her Flicker every time she teleports so she is vulnerable when teleporting into a potential battlefield until she can rev it up. Against ordinary people she will teleport guns out of people's hands (see the Snatch power) or re-align other's attacks to hit foes (with non-lethal weapons). She likes putting on a show.



AP Total		63			A-Cost		24		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13	13	-3 / -1	14	T-Port	40 INT	-1/15y	Block	5 / S	15-
			12						
PHY 10 REF 13 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
36	96	12	12	T-Block 17- (useable on teammates) 1x for 1 REA					
Notable Character Point Abilities				Archetype Abilities					
Showmanship L2 14-				Flicker: 5 REA Activate, -2 to be blocked, T-Doge +2					
Exotic L3				Tactical Teleport (200y)					
Streetwise L1 4-				Teleport Other - Offensive, Works As Block, 40 INT					
				Bodyguard					
				Mobility Soak					
				Soak					

## Tagger (a.k.a. Telvis Blake)

**Summary & Psychology:** Telvis had tagged a bit before he Illuminated--but his real passion--so far as he identified one--was drawing comics and stuff--enough to get in trouble for excellent drawings of caricatures that made fun of his teachers (when they were nasty to him or another student). He didn't *like* detention--but, hell, he didn't think regular school was all that different.

He met the other two Troublemakers there--and they were friends before anything happened. Now that it has--he--he actually thinks he can help things: his power produces vivid, almost glowing, effortless art--and his mind is capable of inventing things that are beautiful. He has left his mark on places and the authorities are looking for him--but he usually doesn't "vandal-ize"--he creates things that are, to extent you can be objective, beautiful.

He also wasn't the most athletic kid in school--a bit heavy--a bit oversized for his age. Now, although he doesn't *look* different? He hits way harder than a pro-boxer. He knows he's not indestructible--but *no one* is picking on his friends.

**Tactical Overview:** Tagger isn't that hard to hurt from a Luminary perspective--but for a CAT-1 Luminary he can be efficient with his Tag + Fist attack. Tag creates permanent artwork (looking like graffiti) on the target. It acts as a Dazzle Attack without the flashlight power--but with permanent marking. Used offensively, it temporarily blinds a target hit in the face with it. He can cover INT/10<sup>2</sup> so he can cover 64 Square yards a Round with his power.



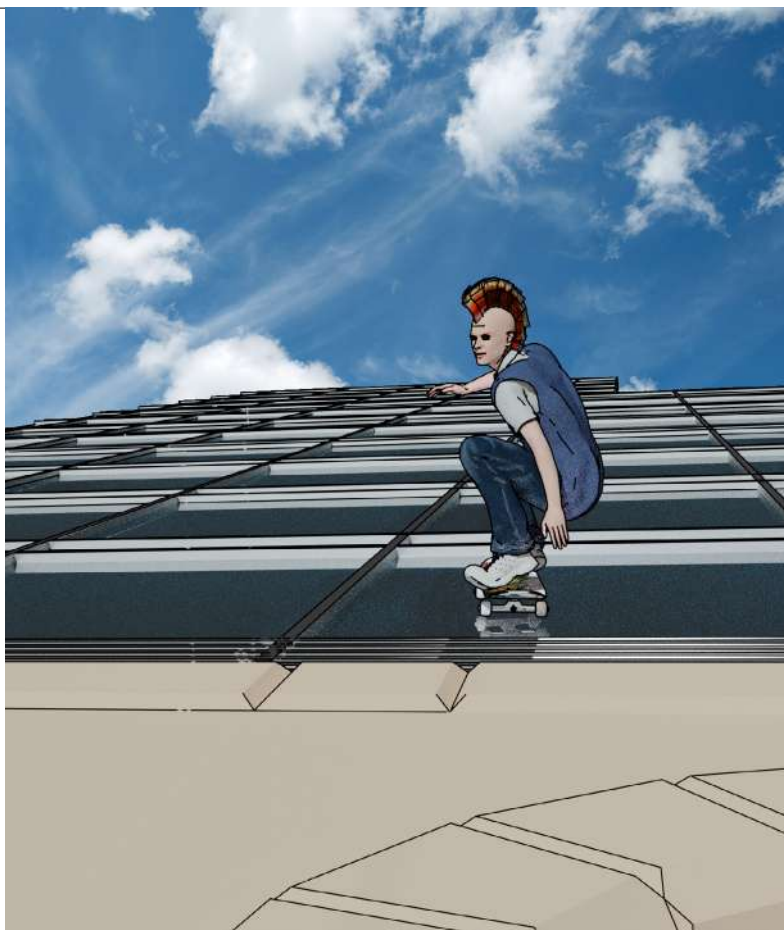
AP Total		61			A-Cost		34		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
11	11	-1 / -1	40	Strike	20 IMP	Short	Street Fighting L2	5 / S	13-
			30	Hyper-Strike	31 IMP	Short	Street Fighting L2	5 / S	13-
PHY 10 REF 13 INT 12									
DP	ADP	C ON	Minor	Armor & Defenses Summary					
40	24	12	13	Armor 4 / 10					
Notable Character Point Abilities				Archetype Abilities					
Streetwise L1 12-				Built					
Hacker L2 13-				Hyper Strength L1 - Unarmed (Hyper-Strike means next STR use is +3 REA Cost)					
Artist L2 14-				Tag (Dazzle) 80 INT					
				Tank 4 / 10					
				Soak - ADP					

## Skate Rat (a.k.a. Elliott Bain)

**Summary & Psychology:** Elliott was always a skater first and a student after. He was driven by the wish for the excitement that came from watching--and trying to do--extreme sports. When the school cracked down on skating (for no good reason Elliott could see) he wound up getting in trouble . . . a lot. This brought him to meet the other Troublemakers and, when opportunity knocked, he answered.

Now he's *fascinated* with his abilities: Extreme sports are no longer "extreme" for him--but, man, he can almost fly. Better--he is maneuverable enough to do high-velocity moves in doors. It's *awesome*.

**Tactical Overview:** Elliott hits--really hard for an ordinary person--not that hard for a Luminary--but, hey--he'll take it. He is extremely fast, maneuverable, and hard to hit. Note: An attacker *can* go after the skateboard. It's at -3 to be hit and he can "dodge" attacks on it at +1 (so -9 to be hit, 17- Dodge). On the other hand, it can only take 6pts of damage (2 Armor, 4 ADP). He will lose his Very Fast Runner (50mph). He can still *run* up walls and do Extreme Free Running without the tool.



AP Total		61			A-Cost		34		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13	13	-6 / -6	30	Strike	17 IMP	Short		5 / S	15-
			25						
PHY 11 REF 13 INT 11									
DP	ADP	CON	Minor	Armor & Defenses Summary					
80	0	12	27	-4 DM with Block / Dodge, 1 REA (works vs. Range), +3 AGI Bonus, 20/8 Def SP Pool					
Notable Character Point Abilities				Archetype Abilities					
Skating L3 15-				Hyper Agile					
Acrobatics L3 16-				Quick Dodge (1 REA per Dodge)					
				Defensive Moves (20/8 SP Pool for dodges/blocks)					
				Extreme Free Running					
				Very Fast Runner - Skateboard					
				Wall Crawling (Sprint move up walls)					
				Focused Strike					
				Deadly Hands (fast strikes)					
				Soak					

## Alma Mater Scenarios

High School characters are expected to spend "all their time in class" with some training stuff or some after-school things--but not going out and battling crime or trying to save the world--at least that's what the teams and adults think. To this end we have a few suggestions for Alma Mater campaigns.

The PCs have personal influences acting on them: this is helped by generating complications for high school characters. Parental Luminaries, outside organizations, or other family members (maybe they come from a family of Luminaries) are all good foils for bringing complications to the characters. Making them personal helps explain why they're picking those particular characters.

**Helping Out:** The ordinary students seem to, in this incarnation of Holiday City, at least, enjoy going to school with Luminaries. They also will, if they can summon the nerve, ask them to help out with things they wouldn't ask an adult for. The student Luminaries tend to want to get involved in things without being shut down by their sponsors so they'll help.

**Supers School Can Be Exciting:** When you put a bunch of Luminaries, rival teams, and so on into a single place--even a big school like Holiday City High, stuff happens. Other Luminaries backgrounds start showing up, and so on. In this situation the PCs are generally expected to act in the best interest of the student body and to help each other out.

**Student Teams:** The four PCs may join a team (Varsity or Red Cell), be excused (North Shore students), or, maybe, even have their own team formed by sponsors. We haven't been expressly clear--but it's also possible they are a year behind the listed characters are sort of a "Jr. Varsity" team on their own--but with the same sponsors (Progress for Red Cell, maybe Artesia for Varsity).

### Built In Alma Mater Scenario Ideas

The characters we have provided and their backgrounds come with some built in scenario ideas or raw material that you can explore.

#### Red Cell Is Run By Villains!

Red Cell has a leader who is a pretty good guy (Paragon) but his team is far less disciplined and less dedicated to doing "the right thing" than Varsity. They will also be encouraged to do the "wrong thing" by their leadership. If the PCs are in Red Cell or friends with them, they may eventually notice that things aren't quite right up at the top. Examples could be:

Competitions against Varsity where the sponsors encourage dirty tricks / cheating (without saying so, outright).

Tyrant is known to be "not so good" (but not an outright villain--just a jerk)--but Malthusian is planning a mass kill-off of "the little people" and Peter Bishop is the arch-villain Regal in disguise. A student reporter might accidentally run across something that links them and tells Paragon or the PCs.

Progress is technically "on the board" and she might start getting involved if the team is "being groomed" to be really corrupt.

#### Proctor and Mirth

The Mirth Academy and the the Upper Chamber of the Hunt Club want the PCs. Proctor is assigned to test the school and see which characters do well and show potential, spine, etc. Exquisite, the headmistress of the Mirth Academy is certainly intimidating and can be cruel--but she is not murderous towards students or children and, if she could get the characters both enrolled and controlled (through blackmail or other means) to prevent them from spilling secrets or escaping the school, she would see to it that they get a first-rate education in both academics and the ways and promises of ruthless power. Finally, for their part, the Mirth Students are jerks--but they are not generally brutal killers or irredeemable. They may be interested in the PCs or even potentially friendly.

Proctor will arrange bizarre tests and situations (combats, trap-laden environments, tests of skill or intellect, etc.)


The PCs may well encounter the Mirth Team outside of class--say, at a concert or some other event. The Mirth Team might well treat people they think are ordinary badly--or, if the PCs are in uniform, the Mirth team might test them out--see what they've got?

If the PCs get into real trouble with the school, their sponsors, or, say the other team's sponsors (unpleasantly lectured with The Tower, potentially dangerous with Red Cell), Exquisite might step in and offer help--they'd owe her.

The game could place the PCs in the Mirth Academy--perhaps without knowing its full background.

#### The Troublemakers

The students will almost certainly get a deluge of posts, stories, and other social media input about a group of rogue student-age Luminaries. There will be attempts by all the teams to capture them (or at least talk to them) to try to recruit them. The Troublemakers



are essentially full-time truants now and if captured would have to wear tracking bracelets and things like that--but they have no actual beef with the teams in school.

The Troublemakers might contact the PCs with some information they can't act on but want something done about. They know about Mother Bear and may know about other underworld actors.

The Mad Scientist who created them is still out there and if she re-surfaces the Troublemakers would probably realize that and, again, might want help to go and deal with her--not to capture her--but to stop things from getting out of hand.

The Troublemakers might really, really upset a powerful Luminary (steals something from Tisaphina--potentially deadly, ruins Meteoric's dress--could get a lot of things blown up, etc.) and the PCs might have to get involved to help defend them.

#### The Revanche Club

These guys are actual villains lurking around the school and they can cause trouble in a number of ways. It should be noted that the Revanche Club is, for the most part, not murderous and can be seen as darker rivals for the PCs and other teams more than mass murders. That said, Queen An is becoming more and more dangerous and Trenchant, if she finally decided to kill people would be frighteningly effective at it.

Super Bullies: Challenger is not too hard to find after school when he will suit up and embark on some on or off campus pushing people around or humiliating them. He may do this with back-up from Trenchant and/or Savant (who might wait off to the side or even in ordinary clothes in case Luminary students show up).

Queen An Apocalypse: Queen An is more of a monster waiting to activate. She will do her bullying in her ordinary identity being nasty, vicious, and feared--but her Luminary Identity is sliding

more and more into actual mayhem and murder. The other members of the Club aren't comfortable with her--and they might say something.

A General Unmasking Ban: If you defeat one of the club in combat it generally isn't too hard to figure out who they are--but there are reasons not to turn them in. If turned in they will be forced to join a team (so long as they haven't done anything really bad) and the PCs may not want them in constant close proximity. Still, they might get orders from the sponsors to "bring them in."

#### The North Shore Anomalies

The North Shore Anomalies are generally good-guys but are very protective of their "neutral status." They mistrust both teams as they know that the sponsors want to claim them (they even know some of the science behind why they do). The role of the North Shore 'Nomalies is that they get around--and they know things. If any of them have a relationship with the PCs they can be a good vehicle to get the PCs involved in off-campus adventures. For example:

They may meet with the Mirth kids off campus some. They wouldn't like them much--but they are more plugged into the underworld than the other teams. They might get a cryptic heads-up about Proctor, for example.

They know about the Underground Fighting Circuit--even if they haven't been.


They know LizardBreath (Mother Bear's CAT-4 Lieutenant) and like her.

#### Other High School Scenarios

These are some basic scenario ideas that deal with the existing characters or are just geared towards high school super-characters in general.

**Enemy School:** Cavalier is training students in a martial arts club after school. If there are other human(ish) combat types who are friendly to Varsity, they might be invited to help. Some of **Brutalists** students ("students") show up looking for trouble. The Brutalist guys don't exactly announce who they are from--they just think that whatever martial arts are being taught are "weak." But if the first person is vanquished, more will come!

**Giant Robot Attack:** You're in home room when the alarm goes off--"Code Falu!" (a weird shade of red) which means Luminary Security Situation. Technically you're supposed to get students to safety. What do you do? **Proctor** has managed to get control of an **Optimoid** and has turned it on the school with orders to do property damage and then apprehend any student luminaries.



**Mr. Harmond Hates Luminaries:** The new social studies teacher is an outspoken critic of Luminaries and the pedestal society puts them on. He cites their "Harry Potter-Like" ability to break the rules without repercussions and their elevation above regular people as serious and divisive societal problems. His critiques have more than a little merit, but he's also dramatic, harsh, and straight up unfair to the young Luminaries in his class, using his position to harass, publicly humiliate and bully them. The administration is reluctant to step in, and formal complaints seem go nowhere; adolescent Luminaries don't have the kind of privilege he's talking about. Characters who have complained have been warned that there would be severe repercussions for taking any kind of action.

It's what it looks like -- he's a bigot and a bully, and he has social connections that keep him safe. He's also well aware of the risks he's taking. In fact, he would like to be something of a martyr to his cause. He feels that if he can provoke members of the team to outright attack him, he can get far greater restrictions put in place. He may well be right. He's not as patient as he needs to be though -- if the characters can keep their more hot-headed teammates from exploding, Mr. Harmon will overstep -- and get himself outed and in trouble. The problem is, Revanche isn't willing to wait, doesn't care if the public young luminaries get in trouble, and lives for this kind of conflict. The PCs may find themselves fighting to defend Harmon.

**The Show Must Go On:** The popular high school drama play *Our Town* has been banned ever since The Connoisseur declared he hated it. No one wants to risk it. Now, with a new drama teacher--and several years of nothing happening, the kids are trying it. Apparently Chardonnay--one of The Connoisseur's operatives is gonna be there opening night. Why?

He does hate it--but it's even more upsetting to him that knowing he hates the play they'd allow it to be put on anyway. That's like a slap in the face. He has sent Chardonnay to intimidate the drama teacher (a job she really despises) and sit through the play, looking for the worst student performer--to "teach a lesson" to. This is all super-petty but he's nothing if not petty.

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**New Kid In School:** A robot-kid showing a . . . disturbing similarity to **Omicron** has shown up at school. No one is sure what to do about that. It can't be good.

Omicron has determined that "maybe he went wrong in his electronic adolescence." He is trying it again, resetting himself to "learning mode" and trying to be "a normal student." Of course he didn't really reset himself entirely to "learning mode" so he's not going to remotely be "a normal student."

**Fight Night:** A character has been asked for help: his family shop is being leaned on by Bad News. The student knows where Bad News will be tonight--in a warehouse down in Victory Square! This is totally against the rules--but can they help?

One of the Underground Fighting Circuits is being held there--there are several other Street Luminaries and this is no place for high school kids. Still, they *are* Luminaries . . . and someone oughta take Bad News down a peg or two.



**Kidnapped:** Characters are gassed and wake up in a strange dangerous series of rooms and traps. The place is a "Testing Facility" for the Mirth Academy. Some of the Mirth students are in there with them--the attempt is to see how they do against a few challenges (robots, traps, terminals with logic programs to get passed, a set of easily dodgeable but quite damaging rockets, etc.)

The voice of Proctor is heard as he lays out challenges and such. The group of Mirth kids have separate tests (they are being tested against each other)--but there *is* some interaction between chambers.

**Nowhere Lass Fan Club:** Nowhere Lass' background--a transdimensional society--isn't *explicitly* any stranger than where Progress says she came from--but it has a quirk: it matches some weird fiction written by a serious misogynist online "guru" of disaffected teenagers. He is now in the Ballard Institute for some demented plans causing havoc or murder--but he still has a following outside--and they are *obsessed* with Nowhere Lass.

She will be the target of anonymous harassment, attempts to kidnap her (and maybe deliver her to the guy interred in the Ballard Asylum?) and so on. Her general naivete makes her a viable target and other characters may need to look out for her.

**Mom's Coming! Everybody Clean Up:** Pedigree's mom, Athena is CAT-4 or CAT-5 and quite a famous heavy-hitter from the West Coast. When it is announced she is dropping in to pay a visit, with camera crews, ordinary security (for crowd control) and the whole school prepping for the arrival of a Luminary super-star, Pedigree is mortified and worried. What if something goes wrong? What if she doesn't measure up.

This may be a chance for other characters such as the Revanche club to mess with her. Also: what if the person who comes just *looks like* her mom--but isn't?

**Get The Bag:** Proctor arranges things so that a strange looking carrying case is left where the target PCs will see it (off campus, most likely) and, if one gets it (it has odd electronic locks) High and Mighty will show up and demand it back. This is an excuse for a fight to test their capabilities. They have a getaway plan (perhaps involving High flying them out of there if the PCs can't easily give chase) and may have, for example, a secret door just through a normal door to allow them to slip in and then "vanish."

**Breakin' The Rules:** A high-school aged Luminary has been committing crimes in a nice section of Bancroft Hills--small things like robbing joggers of their cell phones or whatever. Cavalier has decided to break the rules on off-campus crime fighting and take his team out there to see if they can capture the person (maybe it's Challenger?). He may ask for the PCs help, the PCs may find out, etc. Also, when Red Cell finds out . . . they refuse to be shown up. Pretty soon *everyone* is running around a private community in Bancroft Hills looking for the troublemaker.

**My Score Did WHAT?:** Red Cell has a personal scoreboard and the person with the highest score gets benefits (exempt from chores, concert tickets, cool merch, etc.). The scoring is . . . opaque. When there is a scuffle between Varsity and Red Cell (or perhaps one of the North Shore kids?) the Red Cell team member's score goes WAY up.

Are they . . . being rewarded for causing trouble? No one is sure. Paragon is trying to keep things calm but his team is hard to control!

## End Note

This concludes the section for JAGS Holiday City High School games. We hope you have enjoyed our ideas and they have sparked further ones for your games.

# HOLIDAY CITY MEAN STREETS – SECRETS

**This section contains stats and non “public” characters and information that is intended to be used when running the game. If the players do not wish to spoil surprises, they should stop reading here.**

## The Shape of The Secrets

### The Street Scene

The streets of Holiday City aren't awash in blood--but they are a cauldron of potential violence, underground economies, and a vibrant Luminary community that while it has some wonders is also a threat to the people who try to live amongst them. The Street Scene Luminaries fall into a few particular groups.

#### The Fighting Circuit / Martial Arts Scene

In Luminary circles there are a lot of people who seem, to at least cursory medical examination, to be ordinary humans--but perform so far beyond the realm of what is considered human maximum that they are classed as Luminaries. Many of the people who display the ability, drive, and focus to achieve this are martial artist and the unarmed hand-to-hand fighting scene in Holiday City boasts several Luminaries who are first and foremost practitioners.

#### The Criminal Luminaries

Criminal enterprises have an insatiable need for Luminaries--especially CAT-1 and CAT-2 ones who will not necessarily instantly take over smaller organizations. From the less ambitious ones who act as collection men or strong-arms to the more powerful or dangerous ones who may have extra-sensory senses or the ability to commit crimes in ways that are untraceable or unprovable.

These Luminaries are part of a seedy underground network. Freelance criminals are generally referred to as *Operatives*--the term *Operator* generally refers to CAT-3 Luminaries who are very highly paid and usually “glamorous” mercenaries, assassins, or other extreme forms of muscle / power. Luminaries who are formal members of street gangs usually don't use a special nomenclature.

#### The Lost, Strange, or Broken

The Luminary scene on the streets can get *weird*. Some street-level luminaries are outcasts because of their personality or background. Some are marginalized because their powers, themselves, make a normal life impossible. But unlike ordinary humans who find themselves at the margins of society, these people are powerful -- powerful enough to command attention, exercise power--or, if they are not stopped by another Luminary, often wreak havoc. Street-level luminaries aren't glamorous enough to have the kinds of fan-clubs that make them rich--and they may be drawn to battle (or even murder) without much by way of formal training--but they are still usually acknowledged and best treated with respect by *any* tier of society.

## The Underground Fighting Circuit

This is less of an open secret than it is an exclusive event. The circuit is run by four wealthy families in Northgate (they are Asian in origin—but represent several nationalities and ethnicities). They organize venues, handle allowing or creating matchups, and their employees or members handle the betting money.

There are five or six spots that hold these fights and they are held regularly—about two fights a week for three weeks—then two weeks off. The fights are usually Friday or Saturday nights with festivities and opening bouts with ordinary fighters starting at 8 PM and the Luminaries coming out at 10 or so.

The 'Ordinary bouts' tend to be strange, even outrageous: "one guy with an aluminum softball bat against three enormous guys who are unarmed" or a bare knuckle boxer vs a sumo wrestler with a water tank stocked with piranha on each of the four sides (they can't really skeletonize a cow in seconds but if you fall in, you will get bit pretty badly).

The fights are NOT death matches unless both parties agree and while fatalities and serious injuries are not unknown, the fights are voluntary and the administrators do have competent medical care standing by. They will also stop a fight for "medical reasons"—but later than a legitimate venue would.

**That Said, Attending Can Be Dangerous** - if you have an invite, you are safe—muscled guards and some persons with concealed firearms keep the peace with brutal efficiency. But if you just show up and "bully" your way in, some of the people in the stands may decide to "take you out"—and some of those are Luminaries. A good number of Luminaries on the circuit show up even if they are not fighting, just to watch (and watch their competition in the ring).

**The Rules:** there are a lot of different kinds of bouts, but for Luminaries, these are the rules:

**CAT-1 or CAT-2:** Ben Franklin invented a Potentiometer Device that was supposed to show a person's potential in life. It's in the Smithsonian, but the consensus was that it measured galvanic skin response, blood pressure, and had a random interval timer that produced a score. While the device had some remarkable successes, it was clearly a scientific misstep—but characters over 135 AP won't get in. Characters over 100 AP only face CAT-2 characters (or above).

**Winner Gets 1/4 AP:** unless the match is a mutually agreed upon "death match" (wherein the characters are allowed to kill—including killing an unconscious foe) the "prize" is 1/4th the AP value of the loser.



If a character in a deathmatch tries to escape, anyone is welcome to try to stop them, getting 1/4th AP for scoring any damage. A character who flees a death match at better than Injured Condition leaves their opponent with only 1/2 AP.

Generally other Luminaries watching will act to prevent either combatants still fighting after a fight has been called or a combatants' friends from jumping in. In any event, this rarely happens.

**Winnings:** the payment for fighting is 5k, for winning, another 5k, when you win 3 fights (does not have to be in a row) you get 10k each time. The door cost to get in for non fighters is 100.00. There is a great deal of betting and the Families bookmaker sets the odds.

**Enforcement:** the Families employ tough, experienced security--some of it lightly cybernetic. Experienced fighters who have demonstrated a degree of reliability can make good side-money handling security on nights they're not fighting. Exmilitary with demonstrable assault-rifle accuracy can get paid to sit in the crowd's nests and "light up" troublemakers. The younger sons and daughters of the Four Families, themselves will show up occasionally and display CAT-1 luminary talent.

If someone really breaks the rules -- say, killing after a fight is called, destroying a venue, attacking invited guests who are behaving themselves, or otherwise doing something that irreparably harms the circuit, they will, without hesitation, hire CAT-3 Operators to discipline (usually, but not automatically, kill) the transgressor.

One transgression that usually *won't* invite enforcement is getting your ass beat for attacking or even just insulting a Luminary guest. If you pick a fight with a Luminary, you're on your own, and if you were in the wrong, the offended party won't face much sanction, so long as they limit their reprisals to *you*.

**The Ladder:** You don't get to choose fights, exactly. The families choose them. They start at lower levels and move up (usually meaning you fight lower AP people first--after a victory or two you move up, and so on). You don't fight teammates, you can turn down a match.

## The Martial Arts Scene

The Luminary Martial Arts scene is a secret society *within* the secret society of the Street Luminaries and their Underground fighting circuit. While any CAT-1 or CAT-2 Luminary can (and often will) compete in the battles, for the Martial Arts guys it has *special* meanings. For these Luminaries there is an element of proving themselves--proving they are the best, that they can take all comers, and most of all, besting the other martial artists.

The members of this club include:

- Brutalist and his three Top Students
- Star Tiger
- NyeKunDu (Red)
- Jade Fortress
- Warlord
- Kyojin (Giant)
- The White Emperor

Note: We have left some of these out of the player's section to serve as surprises for later in the game / later in the tournament (including The White Emperor, who is the "end boss" for the CAT-1 / CAT-2 fights). If a character would be very familiar with the Underground Circuit they would know these characters (possible exception of Brutalist who is supposed to be fairly new).

Underground	Brand	AP Cost	Resist Value	A-Cost	Armor
Brutalist	Dark	78	199	23	0 / 12
Chad Thunder	Dark	40	104	15	2 / 8
Broken Fist	Dark	40	104	17	None
Sgt. S.M.O.T.	Dark	40	186	14	None
Star Tiger	Gray	98	59	16	1 / 6
NyeKunDu	Gray	64	66	12	32 / 60 w/ Block
Shinobi Americana	Dark	82	63	9	None
ToxiNerd	Dark	80	14	8	60 Power Field
Warlord		64	61	16	None
Jade Fortress		83	85	24	32 / 80 w/ Block
Kyojin "Giant"		85	61	19	9 / 36
White Emperor	Dark	127	85	24	180 Power Field

## Brutalist (and his three disciples)

In South Webber there is a school whose symbol is an evil looking Yin-Yang, colored black, white, and red, looking splattered with blood. This is the Academy of Brutalist Combat . Its master is a true believer in the strong over the weak and the principal of might making right. His common training sessions are symphonies of

student injuries—broken bones, torn ligaments, deep bruises, concussions, and even stab-wounds (the Knife Offense training, of course). He is a walking parody of an “evil sensei” including a bunch of seeming jokes-he-doesn’t get. He wasn’t always quite like this.



Mark McCormik was always a bully and an asshole—but he was never augmented or entirely successful in his quest to dominate “the weak” (whom he defined, very, very, broadly as anyone who was not aggressively, toxically male). It was the moment of his “epiphany” about the existence of a “school of Brutalism” that he became Illuminated: that was when he let something in.

**The Thing in the Sigil:** there are things that exist “beneath the worlds.” Often these things are best understood as noncorporeal collections of ideas, philosophies, and appetites. Scholars of the esoteric imagine them as great octopuses, composed of angles and clouds and eyes (and fanged teeth) that float in the outer darkness, weaving their tendrils and tentacles into our worlds, looking for something they can grip. A person (or thing) that is a literal personification of these Things can become infested with them—colonized by the Thing they personify—and that often ends in consumption (but that can take time) or, in rarer cases, in contagion.

The latter is the case in the ABC training hall. Master McCormick is spreading his philosophy and giving the Thing more and more subjects to bind to. The philosophy itself drives him to seek and conquer (and brutalize) other schools and students. The Thing doesn’t need to compel anyone—but it is a question as to whether he will be neutralized before it spreads to the point where he is no longer the primary vector of its message.

## The Three Students

McCormick has found success in spreading his disease to three students who were strong enough adherents of his Brutalism philosophy that his Thing could take root in them as well. As was his way, the students were culled from other schools he has targeted and, single handedly, destroyed.

### Chad Thunder

Dedicated to promoting the primacy of “Alphas” over the “betas” and utterly dismissive and belittling of women. He has spray on tan, dyed blond hair, highly questionable tattoos, and an infiitely deep well of really stupid narcissism.

### Broken Fist

A devotee of “extremely online” nihilism and hatred, he considers himself the ultimate “black pill’d” martial artist. His specialty is training himself to hit hard enough to consistently *break his fist*. After all, if western civilization is doomed by the minorities, women, social justice, creeping sharia, and the media’s War on Gamers, you might as well punch people until it *hurts you*--EVERYONE deserves it!

### Sgt. SMOT - Special Martial Operational Training

Instructor “SMOT” claims his style was created to be the ultimate martial arts style by Special Forces instructors—of which he was one (he wasn’t—his claims to have been a SEAL on detachment to the CIA are nonsense). He had plenty of stolen valor and nonsense martial arts ideas before Brutalist came into his training hall and beat him to a pulp--but once he was beaten and (partially) broken, he realized he wanted to *learn* from that man--a man after his own heart--someone he could *really* look up to.

**Escalation -- Rapidly:** The “Brutalist Group” doesn’t, in general, attack as a unit. They aren’t nearly cohesive enough--but if facing multiple Luminaries as opposition (such as the PCs) they will come together. The first encounter with them can be simple--one of the disciples shows up, instantly and aggressively causing trouble. If he gets beaten, more of the students get together for payback. If they get beaten . . . it’s on with everyone. They will also send their students *en masse* to go kick someone’s ass -- with a stunning disregard for the well-being of their followers.

**Help! Save My Kid / My School:** The Brutalism school has an appeal for the right type of alienated young man. The PCs might be asked by friends or parents or former teachers to rescue someone attending the school before they get seriously hurt (or seriously recruited). The same can go for schools (or clubs) targeted by Brutalist.

**Bullies:** Every last one of these guys is a dedicated bully. They can get the attention of people just walking around pontificating and behaving badly.

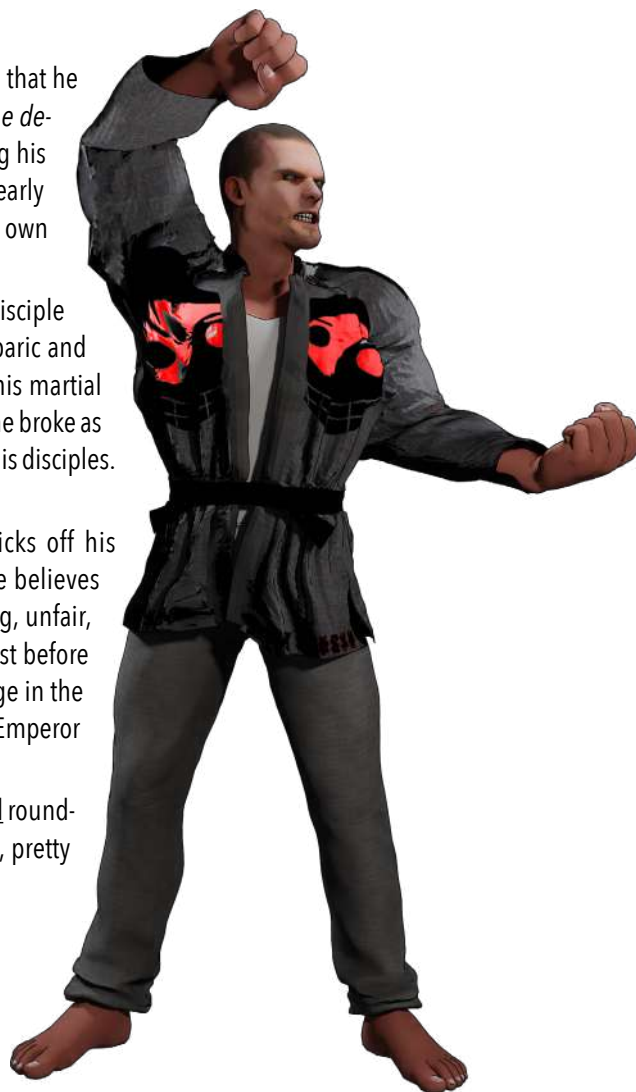
## Brutalist (a.k.a Mark McKorman)

**Summary & Psychology:** Mark was violent, angry, and convinced that he was the strong and that everyone else--the weak--was getting stuff *he deserved*. A string of unsuccessful attempts at holding jobs and starting his own companies convinced him "the fix was in"--malign forces were clearly working against him (the idea that his consistent failures could be his own fault never even occurred to him).

It wasn't until, in a kind of dark flash of "insight" that he became a disciple of the "philosophy of Brutalism"--an ideology he took to be as barbaric and violent as possible that things started going his way. He took over his martial arts school. He started brutalizing students--and, lo, more came--and he broke as many as he could--and those that survived, somehow,? They became his disciples. He plans to take over the city. He believes he is unstoppable.

**Tactical Overview:** There isn't any subtlety to Brutalist. He kicks off his Overwhelm and does as much damage as fast as he can. **NOTE:** he believes he is unbeatable and, if he is beaten, he will believe it was cheating, unfair, etc. In a sense, he is the "unsuccessful virus"--one that will kill its host before it can propagate too far. He (and his disciples) can do a LOT of damage in the meantime though (until he does something like challenge the White Emperor in a Death Match and gets killed).

He would be *smart* to activate his Overwhelm at the start of the second round--when he gets his Flurry of Strikes--but he's not smart. He will do it, pretty reliably, on Round 1. This is doubly so if insulted or goaded.



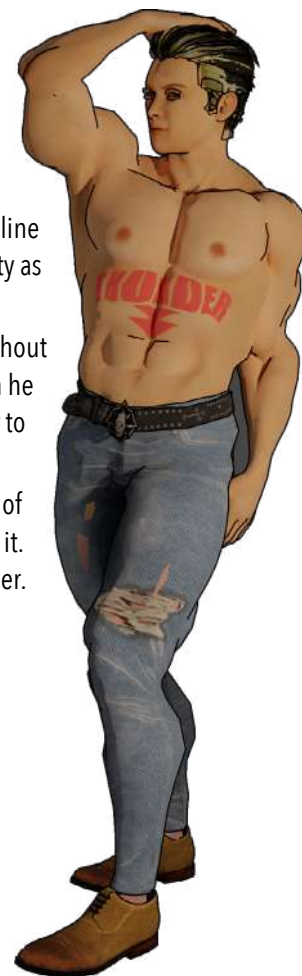
AP Total		78			A-Cost		23		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	60	Strike	20 IMP	Short	L3 Streetfighting	5 / S	14-
			50	Over-Strike	32 IMP	Short	L3 Streetfighting	5 / S	14-
PHY 13 REF 12 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
76	123	13	25	0 / 12 Armor, 56 Hurt Condition					
Notable Character Point Abilities				Archetype Abilities					
L3 Streetfighting 14-				Tough Guy, x3					
				Hard Core					
				Flurry of Strikes: +3 Attacks, 1R Charge					
				Overwhelm (4x, Unarmed)					
				Soak (ADP and DP)					

## Chad Thunder (a.k.a. Larry Limmer)

**Summary & Psychology:** Chad believes that it is the destiny and right of the strong (the strong *men*) to rule over the weak (men). Women? Inferior products--designed that way by nature. With his dyed blond hair, his spray on tan, his gym-routine, and those pills he religiously orders off the Internet, he believes that by strategically mistreating women, like he learned on YouTube, he will be successful! He also greatly enjoys dominating other ("Beta") males and spreading the words of his online disciples about the Truth about women--and the ultimate form of martial / male training: masculinity as *toxic* as you can make it.

He goes by Chad Thunder as his legal name and he can't let a woman he deems attractive pass without an insult (which he considers "negging"--using insults to make himself more attractive). If a woman he finds unattractive is within sight, he will also--and even more viciously insult her--as his societal duty to keep the uglies inside where they belong.

**Tactical Overview:** He relies on his big overhand right to flatten people and, with the added power of whatever is flowing through the veins of the ABC academy, he is able to do incredible damage with it. He is a snide bully at his best--a beast at his worse. NOTE: He will begin most fights with 4 SP from Loser.



AP Total		40			A-Cost		15		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	50	Strike	10 IMP	Short	L2 Streetfighting	5 / S	14-
			45	Cleave	23 IMP	Short	L2 Streetfighting	5 / 1x	14-
PHY 12 REF 12 INT 10				Over-Strike	18 IMP	Short	Overwhelm	5 / S	14-
				Over-Cleave	31 IMP	Short	Overwhelm	5 / 1 x	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
59	45	12	20	Armor 2 / 8					
Notable Character Point Abilities				Archetype Abilities					
L2 Streetfighting 14-				Bronzed - Unarmed					
				Cleave (haymaker) HTH					
				Overwhelm					
				Soak					
				Loser (4 SPs)					
				Athletic - Strong					

## Broken Fist (a.k.a. Marvin Krane)

**Summary & Psychology:** Broken Fist decided a while back that the world was a bully--so anything--and everything--he did to "get back at it" was justified. That included indulging in deranged fantasies, spewing anonymous hate online, and lots and lots of gaming. He also started training--after all, when society eventually fell, wouldn't all the people who he despised come crawling to them, asking *him* to save them?

And how sweet it would be to tell them *no*. When Brutalist came into his martial arts school and sent the master crawling out with missing teeth and a broken jaw, Marvin almost swooned--in fact--he did--fainting with delight at what he had seen--and after a precursory beating that left him urinating blood, he signed up--he wanted some of whatever *that guy* (Brutalist) had.

Now he has some. His particular brand of nihilism: if you don't care about hurting yourself you can hurt other people worse. He hits so hard he breaks his fist.

**Tactical Overview:** Broken Fist wants to humiliate his opponents even more than most of the rest of Brutalist's people. He is fast--and against lesser opponents his dodge may work well enough--so he will sometimes chose to dance around for a round or two using his Strike--or even strike and Overwhelm *without* using his Broken Fist Technique--before going in for the "kill." **NOTE:** Once a fight, he can replace a damage effect done by his broken-fist technique with Dazed and the loss of his Cleave for the rest of the battle--Broken!



AP Total		40			A-Cost		17		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
20	16	-3 / -1	35	Strike	4 IMP	Short	L2 Streetfighting	5 / S	14-
			30	Cleave	30 IMP	Short	L2 Streetfighting	5 / 1x	14-
PHY 11 REF 16 INT 10				Over-Strike	12 IMP	Short	Overwhelm	5 / S	14-
				Over-Cleave	38 IMP	Short	Overwhelm	5 / 1 x	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
59	45	12	20	None					
Notable Character Point Abilities				Archetype Abilities					
L2 Streetfighting 14-				Athletic - Quick Reflexes (+2 INIT)					
Hacker L1 14-				Speedy: +3 REA, +2 INIT					
				Cleave (Punch) - Takes 3 IMP with a -4 Damage Mod (65%) when used					
				Overwhel 1x					
				Heavy Hands (Focused Strike, IMP)					
				Soak					

## Sgt. S.M.O.T. (a.k.a. Judd Fronken)

**Summary & Psychology:** Judd never served--but that's okay, he watched enough movies so that he *felt* like he did--and that's what counts. Those Navy SEAL guys weren't that tough anyway--they just got lucky to get into the program. After that, pfft--anyone with some stones could stick it out . . . he's *sure*. He started his own school--Special Martial Operations Training--and even competed in some of the TV fights (that was uphill, they kept wimping out and claiming he was "too fat"--cowards). Being big--naturally--and strong--with the help of steroids--he was pretty effective at being imposing--until he ran into Brutalist--got beaten to a pulp--and then went *looking* for "that guy."

He's a true believer in Brutalism as Brutalist teaches it--be as barbaric as you can--because that's all that matters--winning.

**Tactical Overview:** Judd's primary move is "his chin." Since being infected with The Thing (Illuminated) that has gotten even better. He wades in, unconcerned about being hit--even being *shot*--and wailing on anyone he can catch. He doesn't block or dodge . . . he just hits. His style . . . it is not very complicated.



AP Total		40			A-Cost		14		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
10	10	+1 / +!	35	Strike	17 IMP	Short		5 / S	14-
			30	Over-Strike	24 IMP	Short	Overwhelm	5 / S	14-
PHY 13 REF 10 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
30	156	13	10	None (All the ADP)					
Notable Character Point Abilities				Archetype Abilities					
L2 Streetfighting 14-				Massive (Fat) +30 BLD					
				Heavy Hands					
				Soak - ADP					
				Overwhelm					

## The Celestial Tiger, The Secret School

Also in Webber is The Secret School. The school itself has several fronts of martial arts schools in Webber and Northgate that teach regular martial arts of different types—but Star Tiger has made arrangements with the teachers to take advanced and promising students into *his* personal instruction. Normally this wouldn't be an option at all—such is the presence of Luminaries.

For his handful of students he has a series of level-tests they must complete. These are actual chambers set up in various places that involve gauntlets of spring-loaded and devious traps, many on one scenarios—some with the lights out—but the attackers using night vision goggles, a couple with logic tests, one where you must ingest a poison and then complete trials of strength and dexterity

through a maze before you “die” (The poison will knock you out, at a rate based on your toughness—the “or die” stuff is just to “motivate” the student). There is also regular instruction in his private (unmarked) studio and The Contest. The contest involves a kind of “counting coup” which requires something with the general feel of combat without the damage. Things like taking hats or umbrellas from young men could count. Wrestling away a policeman's badge? Things like that. It trains strategic and tactical thinking and so on.

With the increase in Luminary Inter-school rivalry, though, more and more this contest has meant clashes between other schools (such as the Brutalists) and Star Tiger's students.

**Overachievers:** While Star Tiger's students are (or had *better be*) a lot more well behaved than Brutalist's, his belief in a “tournament system” means they often cause low levels of trouble in the neighborhoods. If they get caught, the “game” leads back to Star Tiger (who will apologize if they are really hurting people—and do something about it). They might also get carried away.

**Games of Death:** Star Tiger's students are not (at this point) Luminaries—but they are well trained (4 AP, 50 to 75 CP). He presents his challenges as more deadly / dangerous than they are though (he doesn't outright lie—but he does do a good job of making it seem ... intense). The PCs may find out that some of these guys—perhaps friends—are training in a school where there are “Games of Death.” This can lead them to Star Tiger and his various dramas.

**The Pale Hunters and the Scrolls:** The secrets of his Illumination are being sought by shadowy, malevolent forces—and eventually they will come to Holiday City looking for him and his students (there is a reason he keep his head students and his school somewhat secret). When that happens? He'll want help.

**The Neo-Khan Academy:** An elite school of combat with various “challenge chambers” sounds a lot like the mysterious organization that trained Cavalier (now in the Young Luminary's program). Are they related? Are they *the same*? No one knows. If Star Tiger *does* have a “training recipe” that can reliably produce CAT-2 or better Luminaries without infecting their minds or warping them? That's kind of the atomic bomb of training programs.

### Star Tiger (a.k.a. Riku Takahashi)

**Summary & Psychology:** Riku is, all things considered, a pretty fun guy. He's very young—but quite dedicated. Somehow—despite everything—he doesn't take himself too seriously: in the business of being a Luminary level Martial Artist? That's *amazing*. He trains his students hard—he is pretty sure there is an upcoming battle over the secrets his family fled to protect—and he permits some bad behavior from them that he would be wiser not to—but he really does believe in the strong protecting the weak, in using minimum necessary force, and having a beer or two when “off the clock.”

He is a hot commodity in the non-Luminary martial-arts scene and he often goes around giving seminars at schools he likes (he gets 4 SPs for it—but sometimes these things can go badly—and, he has to advertise where he'll be).

**Tactical Overview:** Star Tiger relies on his Quick Strike for 3 attacks a round, plus a block—if he can get away with it (or two strikes and two blocks, if he can't). He wants to use his often superior skill to dominate opponents.



AP Total		98			A-Cost		16		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
20	13	-3 / -3	30	Strike	24 IMP	Short		5 / S	17-
			25	Quick Strike	24 IMP	Short		1 / 1x	17-
PHY 12 REF 13 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
47	12	12	16	-4 / -8 Damage Mods, Full AGI vs. Ranged, 16- Block, 1 / 6 Armor					
Notable Character Point Abilities				Archetype Abilities					
Tae Kwon Do, L3 17-				Fast Company L1					
JuJitsu L3, 15-				Bronzed (Unarmed, Striking) 1 / 6 Armor, 2 CP Attractive					
Jump-Strike Move				Athletic - Speedy					
				Focused Strike - HTH IMP					
				External Martial Arts					
				Rock Star: 4 SPs, 4 SPs for giving a seminar (“Playing a show”)					

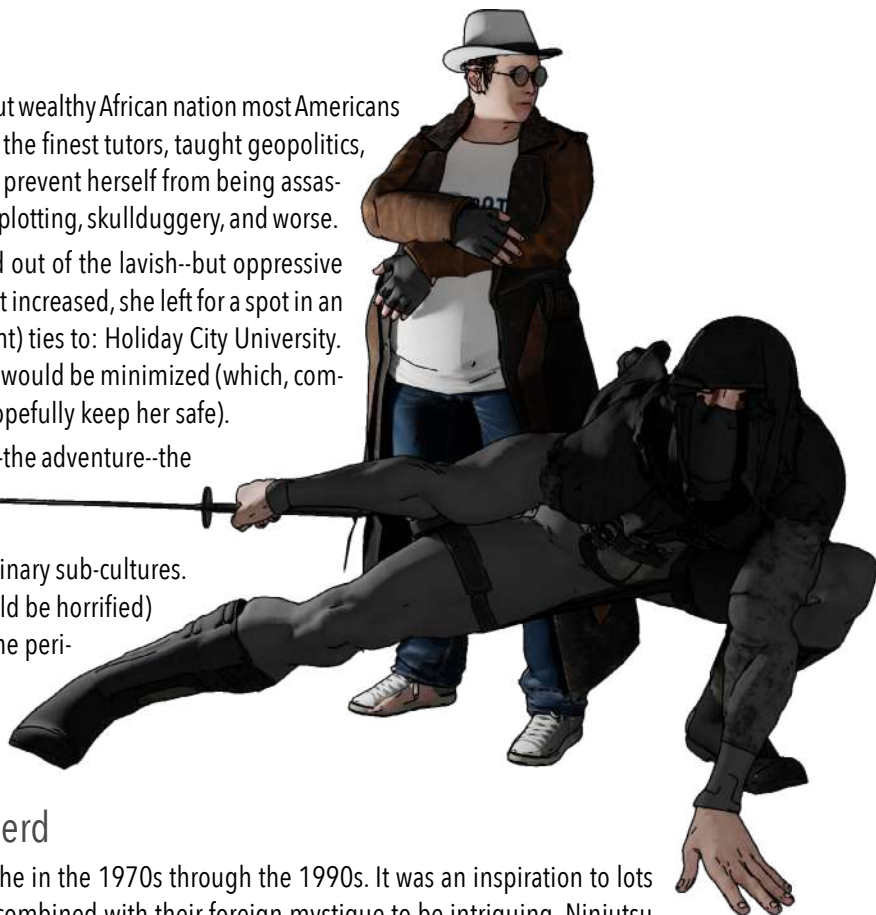
## NyeKunDu and The Assassin

NyeKunDu is the daughter of a royal family in a small but wealthy African nation most Americans haven't heard of. Growing up she was instructed with the finest tutors, taught geopolitics, psychology, mathematics, and medicine--and, how to prevent herself from being assassinated. The courts of the nation have a long history of plotting, skullduggery, and worse.

She excelled in her training--but chafed--she wanted out of the lavish--but oppressive safe-havens that her family provided--and as the threat increased, she left for a spot in an American university that her culture had some (distant) ties to: Holiday City University. Her parents felt it would be far enough that the threat would be minimized (which, combined with her exceptional level of training, would hopefully keep her safe).

She is recently enrolled and she *loves it*--the freedom--the adventure--the excitement. Living in Holiday City she has started actively adventuring--going into the underworld and the Luminary sub-cultures. Fighting in the Underground Circuit (her parents would be horrified) and meeting fascinating people like Star Tiger who she periodically will team up with.

Of course her past isn't *gone*--and her family's enemies are moving against her. Even now.



## The "Shinobi Americana" and Toxic Nerd

The legend of the ninjas captured the American psyche in the 1970s through the 1990s. It was an inspiration to lots of people who found their semi-mystical reputation combined with their foreign mystique to be intriguing. Ninjutsu schools still exist--but the idea of assassination using medieval Japanese techniques was never sensible.

Well, not without Illumination, anyway. Norbert Norquim (aka @ToxicNerd33432) approached training in Ninjutsu--in order to kill those he hated--journalists who said bad things about gamers, game company CEOs who made video game sequels as mobile apps instead of the full featured games he deserved, directors and writers and producers who put "diversity hires into his movies," all of those vicious affronts to his masculinity and his devotion to his hobbies--they all had to die. He knew--he *felt*--that if he practiced long and hard enough--if he had enough focus and dedication, that he would Illuminate . . . and then nothing would stand in his way.

Wags say that there are "two kinds of Luminaries"--those that feel blessed by their powers--and those that feel they got cheated. Within a very rarified segment of the Luminary Studies people, Norbert Norquim is a legend of the second category.

His Illumination took the form of a lethal assassin ninja--unfortunately it was conjured from his subconscious and it--he--behaved kind of like an actual ninja: the Shinobi Americana only struck when he got *paid*--and then? Only a *lot*. Norbert couldn't *afford* to hire his super ninja to go after all the people who had offended him--and, worse, the Shinobi demanded (without speaking) that Norbert handle communications and jobs, the funds moved to a bitcoin wallet that Norbert *doesn't have the codes for*. He is forced to be the secretary for his Illuminated Super Ninja.

It's insult compounded on insult, compounded on insult--but the Shinobi pays Norbert a living wage to manage his affairs and thus Norbert must travel around the country staying in hotel rooms while his phantom assassin comes out to work. In this case? He's going after some [ gender-based insult censored ] [ racial-based insult censored ] out in fucking [ demographic-based insult censored ] middle-America. ToxiNerd is once again along for the ride.

Things *suck*. At least she'll be easy to kill.

## NyeKunDu (a.k.a. Kamaria Jelani)

**Summary & Psychology:** NyeKunDu is a well educated 19 year old who is out in the world--the larger world--for the first time--and is extraordinarily capable. She is looking for adventure--to test herself--to push her boundaries. She is well aware of potential threats (having been raised since birth to look for them) but she also knows she can cope with almost any ordinary--and many extraordinary--threats). She does fear the wrath of her parents so she has to keep her grades up and her activities private--there are authorities in the school who will contact them if she gets picked up by the police or implicated in mayhem.

She also isn't notably mean or cruel--she is happy to play fast and loose with the law so long as it's in the service of her freedom (she is quite wealthy so she isn't interested in mere theft--but, like Cougar, she might be tempted to take things she can't easily buy.

**Tactical Overview:** She will try to hold out against 3 attacks with her armor block and Golden Bell--and then unlock her Analyze opponent and unleash R2 or R3 attacks on her opponent using the Analyze Opponent SPs to hit / defeat blocks.



AP Total		64			A-Cost		12		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13	13	-3 / -3	25	Strike	3 IMP	Short	-2 to be blocked	5 / S	15-
				20	Chi Strike	13, 16, 19	Short	-2 to be blocked	5 / S
PHY 11 REF 13 INT 12				Chi Bolt	17, 22, 19	-1/5y	-2 to be blocked	5 / 1x	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
66		12	22	Armor Block 32 / 80 Armor with a block,, Defender, Golden Bell (80 ADP)					
Notable Character Point Abilities				Archetype Abilities					
Kung Fu L3 15-				Chi Attack					
Wealth L2				Armor Block: vs. Ranged					
				Golden Bell Technique: 80 ADP, 5 REA Each Round					
				Defensive Moves 20 / 8 - For Blocks and dodges					
				Analyze Opponent 20 / 8 for Blocks and Dodges					
				Defender - Block Ranged Attacks					
				Air Run					
				Endurance					
				Extreme Free Running					

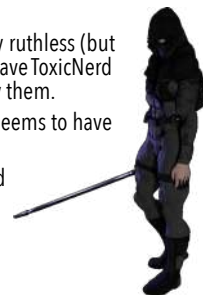
## The "Shinobi Americana"

**Summary & Psychology:** The Shinobi is what an American's idea of a mystical super-ninja is like--powerful, deadly, stealthy, possibly ruthless (but possibly not). The Shinobi almost never speaks but will communicate silently with gestures. He (?) is an assassin--when contracted he will have Toxic Nerd get close to the target (within, ideally 1 mile or less) and then appear in the vicinity of Toxic Nerd and reach the target to engage and slay them.

Unfortunately for the nerd, the Shinobi Americana is also possessed of a somewhat honorable streak--this wasn't at all intentional--but seems to have been the effect of watching numerous American ninja-hero movies and shows.

The Shinobi Americana will not kill unarmed or helpless opponents and will usually *appear* from surprise--but give them a chance to defend themselves. In combat he is efficient and deadly--but he does not simply kill targets in their sleep.

**Tactical Overview:** He will use his announcement to activate his Flicker effect and then use dodges against the target while trying to use the blade to kill them. He cannot be captured as, given a few minutes or being unconscious, he will dissolve. If he is killed outright, he cannot be resummoned for 1 month.



AP Total		82			A-Cost		9		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
17	13	-2 / -2	35	Strike	13 IMP	Short		5 / S	14-
				28	Katana	18 PEN	Med	-2 to be blocked	5 / S
PHY 12 REF 12 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
63		12	21	-4 / -8 DM, 16- Dodge (with Flicker)					
Notable Character Point Abilities				Archetype Abilities					
Karate L3 14-				Fast Company L!					
Stealth L3 14-				Zen Strength					
Climbing L3 14-				Focused Strike (Blade)					
				Flicker (-2 to be blocked, 3 REA Dodge +2, Move 12y for 5 REA) - 5 REA Activate					
				Soak					
				Sword (+9 PEN)					

## ToxiNerd (a.k.a. Norbert Norquim)

**Summary & Psychology:** Norbert Norquim is bitter and hateful--and was, even before he Illuminated into a secretary. He has to be close to the ninja--usually within 1 mile (maximum of about 6 miles) so he has to travel around the country to wherever the "action" is. He hates that--it's demeaning.

The Shinobi doesn't mistreat him--but makes it clear it's pretty unimpressed with its "host." He hates that too. He especially hates that the Shinobi will jeopardize its mission for "honor." The idea that he somehow "programmed that in by watching stupid 80's martial arts movies) *horrifies* him. So he winds up getting involved--and, as often as not, blowing things by being unable to do simple surveillance or whatever without mouthing off to the target, passersby, the authorities, bragging online, etc. He's also really bad at playing stupid: the one thing he has that makes him special is the f'ing Shinobi so if he ever gets called out he will summon that thing (it won't kill for him--but it will protect him--and can sort of menace people if it gets its host out of trouble).

**Tactical Overview:** He hates to fight and sucks at it--but he'll activate Get Your Hate On at the first sign of trouble and run for it.



AP Total		80			A-Cost		8		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
10	10	+0 / +0	18	Strike	18 IMP	Short	Fists of Hate	5/S	13-
			16						
PHY 12 REF 12 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
14		11	5	60 Power Field (5 REA to Activate)					
Notable Character Point Abilities				Archetype Abilities					
Hacker L2 13-				Battle Beast - The Shinobi Americana					
Streetwise L2 13-				Black Heart (Regenerate all damage taken for 24 REA 1x per day)					
Video Games L3 16-				Get Your Hate On - 5 REA 60pt Power Field					
				Fists of Hate: +16 IMP (with Get Your Hate On)					

## Other Martial Arts Circuit Fighters

These are some of the other Underground Martial Arts scene combatants. Note there can be more (Holiday City gets fighters from all over the place) and that they won't *all* be at any one given event. Also, there is drama with these guys even when there isn't, specifically, a fight going on (and, also remember, there are a lot of fighters in the Underground Fight scene who are *not* dedicated martial artists).

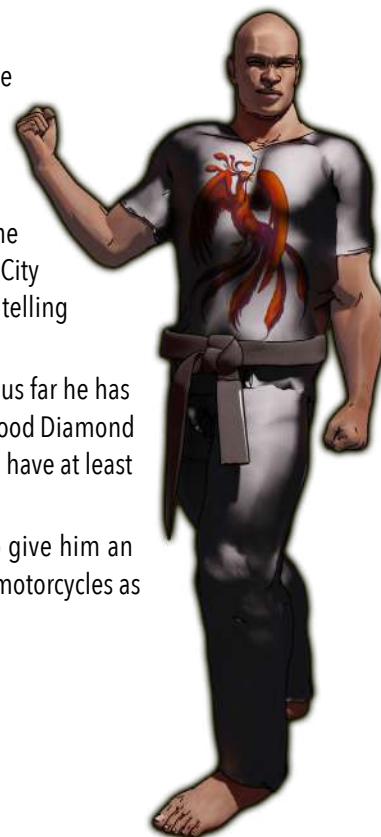
### Warlord (a.k.a. Tyler Riley)

**Summary & Psychology:** Tyler comes from Detroit (not that far from Holiday City) where he fought with gangs, organized crime, and the cops. He runs a small "army"--a school where his students are taught to fight--even taught to kill--with their hands.

It's a political martial arts school--and it is aggressive: as far as Tyler is concerned, the war is here--and he is going to bring it. His groups are paramilitary with handguns and submachine guns. He has seized police stations, attacked a City Councilman (this is a bad idea in Holiday City and he has backed off from it), and held raids into the nicer areas. He minces no words about telling people who the streets belong to--and that they are either his subjects or his prey.

Betting markets have him getting killed by Blood Diamond (which is entirely possible) but thus far he has stayed further east--and, to be honest, although Warlord isn't Nigerian, he's pretty okay with Blood Diamond and so far, as he has stayed out of the way of Diamond's operations, Blood Diamond seems to have at least some respect for him.

**Tactical Overview:** Warlord relies on his Round-2: Fight power (and 30pt Power Field) to give him an edge later in the fight. He also has a few pretty bad-ass non-Luminaries with assault rifles on motorcycles as his "honor guard."



AP Total		64			A-Cost		16		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	18	Strike	22	Short	Kung Fu	5 / S	16-
			16	Dragon Strike	28	Short	Round 2 Fight	5 / S	16-
PHY 13 REF 12 INT 10				Quick Strike	22 / 28 IMP	Short	As Above	1 / 1x	16-
DP	ADP	CON	Minor	Armor & Defenses Summary					
61		14	20	Block 17- (3 REA), Dragon Glow (Round 2 Fight)					
Notable Character Point Abilities				Archetype Abilities					
Streetwise L3 15-				Built Unarmed (14 Con)					
Kung Fu, L3 16-				Focused Strike					
Showmanship L2 16-				Soak					
Revelry L2 15-				Exotic Training - External Martial Arts					
				Round 2: Fight					
				Dragon Glow (30 Power Field, +6 HTH Damage)					

## Jade Fortress (a.k.a. Cheng Zhou)

**Summary & Psychology:** Jade Fortress has been trained in a very elite Chi fighting art in the heart of China--one that was taught to the secret guards of the Emperor and handed down over the years in private. Today these arts have fallen out of favor--there are hucksters and myths and people who claim to have the secrets but do not.

He has set out to change that--and it has been a long and frustrating road. He has come to Holiday City to prove to the world that the "Inner Arts" are still *the best* and despite having spent years in meditation to achieve the magnificent things he has . . . he's pretty bitter . . . and a little bit *mean*. Anyway--he's not nice. He thinks westerners are inferior, and that women fighting with men is an abomination.

On the other hand, he *also* knows what The White Emperor is and wants him dealt with--and he can tell that, for example, Star Tiger is a man of character--even if young and sometimes stupid--and Brutalist . . . is a disease.

He will give short speeches about the power of his Chi and how it can be used--when properly channeled to hold back a falling avalanche or some such.

**Tactical Overview:** He is pretty hard to hurt. He will try to absorb damage and then Chi Bolt / Strike the target into oblivion.



AP Total		83			A-Cost		24		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	18	Strike	3 IMP	Short	Tai Chi 15-	5 / S	15-
			16	Chi Bolt	24, 31, 40 IMP	-1/5y	Charge Up	5 / S	15-
PHY 11 REF 12 INT 12				Chi Strike	22, 27, 34 IMP	Short	Charge Up	5 / S	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
85		12	28	Block 17- (3 REA), Armor Block 32/80, Golden Bell 80 ADP, 5 REA, Iron Fortress					
Notable Character Point Abilities				Archetype Abilities					
Streetwise L3 15-				Armor Block: 3 REA, 32 / 80 Armor (vs. Range)					
Tai Ch L3 15-				Chi Attack					
				Soak					
				Golden Bell - 5 REA Each Round, 80 ADP					
				Round 2: Fight					
				Iron Fortress (0 REA, 2 Rounds, 16 / 40 Armor, after Round 2 Fight)					

## Kyojin "Giant" (a.k.a. Ueto Tanosuke)

**Summary & Psychology:** Ueto was always a go-getter. When he was young he was going and "getting" food, money, and valuables from the neighborhood kids. Later he graduated to going and getting things for organized crime. When he learned of a master who held secret scrolls of Illuminated pressure point techniques he ingratiated himself with the old man--and then killed him . . . and took his secrets.

Now, ever the entrepreneur he runs a Yakuza backed drug-ring out of his training hall (he pays the Russians) and makes his head students sell. He also likes breaking people. The Underground Fighting circuit is *perfect* for him!

**Tactical Overview:** "Giant," (standing 6'8" and muscular) has mastered Kyushu Jitsu--with added secret techniques! He has hardened his skin with acupuncture (and has the tattoos detailing where the needles go--but they are coded and require specific techniques). He is remarkably quick for someone his size. He can only use one Meridian Strike a round--either Paralysis or Death.



AP Total		85			A-Cost		19		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
19	12	-2 / -2	55	Strike	29 IMP	Short	Karate L3 15-	5 / S	15-
			45	Pressure Strike	29 IMP (+8)	Short	+8 Damage for Effect Purpose	5 / S	13-
PHY 13 REF 12 INT 10				Meridian Strike	29 IMP (+8)	Short	Pressure Points + Meridian Effect	5 / 1x	13-
DP	ADP	CON	Minor	Armor & Defenses Summary					
55	6	14	18	-4 / -8 Damage Mods, 16- Block, 9 / 36 Armor					
Notable Character Point Abilities				Archetype Abilities					
Karate, Tai Chi - 15- L2				Built 2x Unarmed					
Pressure Points				Bronzed - Unarmed (Striking)					
				Fast Company L1					
				Thug 0/4 Armor					
				Paralysis Strike: 55 INT - Must be Pressure Point Strike, Excludes Death Strike					
				Death Strike: 45 INT - Must be Pressure Point Strike, Excludes Paralysis Strike					
				Hardened Skin					

## The White Emperor (real name unknown)

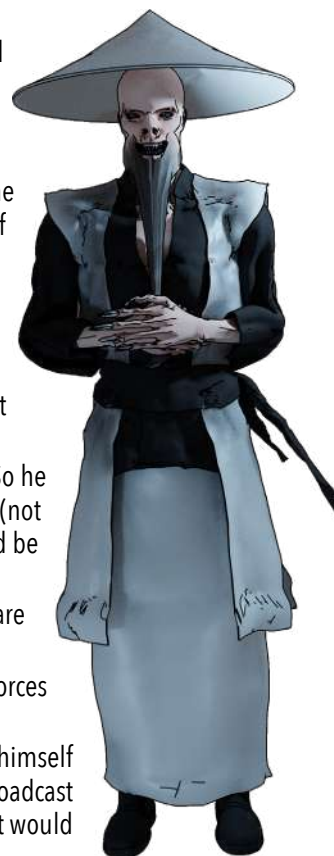
**Summary & Psychology:** The White Emperor, it is said, came in a box from China where he had been kept for 1000 years. When the box was open, he was waiting, patient as death, with long talons and white skin. Now he sits at the top of the battle ladder. When he fights, he is surrounded with the screaming images of white souls shrieking around him.

It is said that he is still waiting--waiting for a champion--one who can kill him--it is not because he *wants* to die--no, it is because his body is *still a prison*, just like the box was: if he can free himself from it--without being *beaten* in a mental sense, he will become vastly more powerful.

1. No one fights the White Emperor until they are at the top of the ladder for a while.
2. The White Emperor only fights Death Matches. If the person falls in the first 3 Rounds, he will take them (kill them).
3. He wants one of the greater powers to kill his body--he lusts for one of the less intelligent Operators (CAT-3) or the monsters (CAT-5) to find him and kill him--break his cage--free him.
4. If he falls to someone who started the ladder at CAT-1 or CAT-2, though, he will be done for. So he waits--the families that brought him have the deal: he cannot act against the higher powers (not that it would work for him anyway--he cannot *antagonize* a monster--have it kill his body--and be free--no, it has to be a self-motivated act by the killer).
5. A Team (Dyad, Tetrad, etc.) can challenge him--but he can bring allies as well then--and there are some who might fight alongside him.

If the ladder can defeat him, he will be finished--but if not, he waits--he waits for one of the greater forces to make a *mistake*. What his more powerful form would be is pure conjecture.

**Tactical Overview:** He has plans in place that seek to get the attention of the powers--he believes himself superior to all (save perhaps Tisaphina)--but he is careful--calculating--he does not want his game broadcast to them. For their part, the families will not let him *fight* in a tournament with a CAT-3 or higher--it would be disastrous when the idiot won and freed The White Emperor.



AP Total		127			A-Cost		24		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13	13	-3 / -1	60	Spirit Lightning	26 IMP	-1/15y	-1 CON Rolls	5 / S	15-
			50	Lightning Breath	42 IMP	-1/15y	-1 CON, 9- Activation, 1R Charge, +2 LWB	5 / 1x	15- (+2)
PHY 11 REF 11 INT 13				Necrotic Rot	76 INT	Short		5 / S	15-
				Claws	18 PEN	Short		5 / S	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
37	48	12	12	Power Field 150, No Biological Weaknesses, No Hurt Condition, No PEN Doubling					
Notable Character Point Abilities				Archetype Abilities					
				Super Strength, Armed					
				Zen Strength Armed - 15 WIL					
				Power Field (Spirits) 150 Power Field					
				Necrotic Heart					
				Necromantic Bile					
				Spirit Lightning					
				Breathe Lightning					
				Ancient					
				Necrotic Rot					
				Claws					
				See In Pitch Black					

## The Mercenaries and Criminals and the Lost

A CAT-4 or CAT-5 Luminary doesn't typically "do jobs" to earn a living--they sort of "create their own weather." A CAT-3 mercenary is called an "Operator" in Luminary society and they take jobs--just very rarefied ones. At CAT-1 and CAT-2, though, things are a little different.

Some Luminaries work for organized crime and have specific rackets going. These are essentially just really high powered criminals now leading a "comfortable" if unambitious life. Some explicitly take a bunch of different jobs--and are more likely to wind up working against other Luminaries (conversely the Criminal types usually try to avoid Luminary 'entanglements.'). The 'Lost' are Luminaries whose Illumination (or other issues) has left them damaged. They are out in the Street Scene doing things for reasons that don't boil down to a combination of opportunism and lazy morals. Some will take odd-jobs for pay--the same way a CAT-3 will, just seedier and they don't typically drive a late model Jaguar to the meeting.

Mercs & Crim	Brand	AP Cost	Resist Value	A-Cost	Armor
Molotok		91	111	24	14/90; 32/135 Cv2
Stretchy		63	45	12	12 / -
Snarl		63	46	24	4 / 40
Billy The Kid		64	101	36	None
Blackmail		64	56	36	22 / 75
Butterball		64	106	36	2 / 65
The Crows		32	62	17	4 / 18
Fire Eater		69	68	24	0 / 12
Heavy Caesar		56	99	38	None
Bad News		57	125	24	11 / 41
Roid Rage		82	85	44	None
Emerald		79	87	28	16/40 w/blk 32/80 Cv8
Mim		123	40	14	4 / 10

### Molotok (a.k.a Dorby Vasiliev)

**Summary & Psychology:** The name means "hammer" in Russian and that's how Dorby sees his prosthetic--something to smash things with ... repeatedly. Molotok has an opportunist streak a mile wide--if there is money to be made--if there is an angle--he'll take it--but off the books he's interested in having some fun.

He is somewhat adrift as an operative--he kind of feels like he would like to have standards--but the opportunity always seems to win out. Outside of a fight, he's not a jerk (a bit loud, drinks too much, sometimes sings in Russian). He is surprisingly respectful to "the ladies"--and absolutely won't hit kids or older folks.

**Tactical Overview:** In a fight, you look like a nail



AP Total		91				A-Cost		24	
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
14	12	-2 / -1	90	Cyber Arm	59 IMP	Short	+2 Backswing	5 / S	14-
			75						
PHY 12 REF 12 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
87	24	12	29	14 / 90 Armor , 18 / 45 Cv. 2, 2x Heal Major Wound					
Street Fighting L2 14-				Machine Arm L9					
				Infraskin 10 / 80					
				Science Agent Epsilon +1 CON, +2 Init, 2x Heal (ignore Damage Effect)					
				Genetic Muscle Therapy (+4/10 Armor)					

## Stretchy (a.k.a Victoria Chase-Fox)

**Summary & Psychology:** There was "stuff" going on with Victoria well before she Illuminated. By any objective measure she wasn't a powerless waif caught up in a big, indifferent world. She was a young, attractive professional with tons of opportunities and no drawbacks (at least on paper). The fact that she agonized over being "boring," felt she always had to be "sunny," "chipper," and polite--even to people she hated--was almost certainly an *internal* problem.

She happened to love pumpkin spice lattes from Starbucks--what's *wrong* with that--but she felt it was. She felt like everyone thought she was "dull" and "basic" and she hated it. Now, if things aren't how she likes them? She will *speak* to a *manager*, goddammit!

**Tactical Overview:** She doesn't take PEN damage (treat as Impact) but she still gets -8 DM vs. PEN attacks. She will almost always "unlimber herself" for 5 REA to create the weapon. She wears the skin-tight outfit under regular clothes and will "stretch out of them" with any 5 REA Action.



AP Total		63			A-Cost		12		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
17	12	-2 / -2	45	Strike	11 IMP	Short		5 / S	14-
			35	Stretching Strike	13 IMP	Long	+2 LWB, 5 Activate	5 / S	14- (+2)
PHY 12 REF 12 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
39	9	12	13	12 Armor, -4 / -8 PEN Damage, No PEN Doubling or modifiers					
Street Fighting L2 14-				Fast Co. L1					
				Stretching Body					
				Athletic - Strong, Unarmed					
				Armor 10					

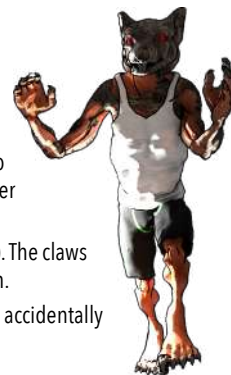
## Snarl (a.k.a Frank DeSoto)

**Summary & Psychology:** DeSoto was always pretty "objectionable" (gross)--but he was good at breaking and entering, was willing to go and crawl places no one else could--or would--and while you had to watch him, he was willing to split the loot more or less evenly. As a very thin, limber guy, he was a dedicated sneak thief, second story man.

Now, he still is--but even less attractive . . . and lethal. Frank is something of a psychopath--if there is a reason, even a small one, to kill someone? He will. He's not *sadistic*--he doesn't *look* for people to kill--but he also has zero qualms about it. He is also even grosser than ever--but he gets the job done.

**Tactical Overview:** Frank is uncommonly deadly with his claws (if an Armor Save is failed, defenses drop to 0 against his AP Claws). The claws are kind of short for how much damage they do--but he can reach a person's heart, sheering through ordinary bone as easily as skin.

He fights in the tournament--he wants the money--and, hey, he does have to be a little *careful* of killing people--but, if it happens accidentally that's *usually* okay.



AP Total		63			A-Cost		24		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
14	14	-3 / -3	14	Claw	27 PEN AP	Close	55 PEN Value (AP)	5 / S	15-
			12						
PHY 12 REF 12 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
46	0	12	15	-2 DM, Block/Dodge works vs. Ranged (14-, 3 REA) 4 / 40 Armor					
Street Fighting L2 15-				Swift (+2 REA, Damage Mod is -3/-3)					
Climbing L3 14				Claws and Teeth Armor Piercing					
Escape Artist L2 14-				Ultra Fur L2					
Security Systems L2 14-				Prey Senses (12 Perception)					
Stealth L3 14-				Minor Disease Carrier					

## Billy The Kid (a.k.a Eddie Loeman)

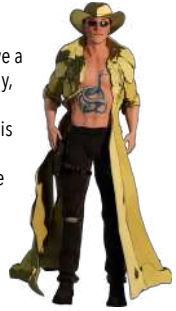
**Summary & Psychology:** Eddie is a nasty piece of work--combine a heavy dose of narcissism with a heaping dollop of 200 proof psychopathy and you have a guy who believes he is "fated" to be "the best" and plans to "kill his way to the top"--at which point, although he hasn't thought about it--or anything else--deeply, he believes something fantastic will happen.

He plays the part of the gunslinger loner who cares about nothing and no one (that part isn't a lie). He dramatically sweeps into town, looks out from under his hat, and starts looking for death matches.

He doesn't *believe* he's CAT-2. He knows he could kill, say, RedLine or HeroJet if they'd duel him (which means, while he *is* extremely deadly, he might be one of those self-correcting problems in a short while). He is totally *not* a team-player--but he is frustrated by people just refusing death-matches with him--so he'll take jobs (always being kind of insulting to his employers along the way).

**NOTE:** Billy is presented here as "new in town" and other people are either curious about him--or have decided that even for a gunslinger Luminary, he's *toxic*. Still, he has an aura of mystery and claims to have killed *all kinds* of people. To be fair, in his mind? He's just working up to those triple-digit numbers.

**Tactical Overview:** Overwhelm, draw, and shoot. Billy doesn't usually *do* aiming.



AP Total		64			A-Cost		36		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
16	12	-2 / -1	16	Gun	17 PEN	-1/12y	6 Shots, -2 RCL	5 / S	18-
			14	Gun-Vital	49 PEN	-1/12y	6 Shots, -2 RCL	5 / S	18-
				Over-Gun	33 PEN	-1/12y	6 Shots, -2 RCL	5 / S	18-
PHY 12 REF 12 INT 10				Over-Gun Vital	65 PEN	-1/12y	6 Shots, -2 RCL	5 / S	18-
DP	ADP	CON	Minor	Armor & Defenses Summary					
29	72	12	10	None					
Firearms L3 18-				Gun 17 PEN Magnum					
Spycraft L2 14-				Expertise (+2 INIT, +3 Skill)					
Showmanship L2 14-				Vital Strike (Gun)					
				Overwhelm					
				Soak					

## Blackmail (a.k.a Damien Lourdes)

**Summary & Psychology:** Once Damien decided that the world had well and truly cheated him, things got a *lot* easier. He'd always been highly athletically capable and his training in medieval combat techniques (as part of his doctorate research) had made him, well, formidable (that and his superhuman strength--but he is slightly in denial about that since it hurts his victim complex)

When he realized (rationalized) that he could just use that as a path to the better life instead of his hard to get, had to kiss professor's asses, degree? It all fell into place. He doesn't quite see himself as a *Luminary* per se (the armor is of modern production--as are the weapons--but couldn't *anyone* wear those)--but he does feel highly *entitled*.

His head--and his speech--are filled with a bunch of ideas--class warfare, racial politics, praxis-analysis--but really? At the bottom of things? He can take what he wants (to a degree) and he's decided he ought to.

His name is technically a reference to the predominant color of his armor and not extortion--but, eh. Who cares?

**Tactical Overview:** Blackmail isn't much of a killer. He feels victimized by The System--and has no love nor much compassion for traditional authorities--but when it comes to civilians or other non-authority figure combatants, he'd rather bash heads than stab them.

The Mace head detaches on a chain, becoming a flail.



AP Total		64			A-Cost		36		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
11	11	-2 / -1	60	Mace	48 IMP	Medium		5 / S	15-
			48	Sword	44 PEN	Long		5 / S	15-
				Flail	46 IMP	Long	-2 to be Blocked	5 / S	15-
PHY 13 REF 11 INT 13									
DP	ADP	CON	Minor	Armor & Defenses Summary					
56	0	13	28	22 / 75 Armor, Block 15-					
Melee Weapons L3 15-				Super Strength Armed					
History L3 14-				Fine Plate Mail					
				Stealth Suit (-2 to be seen, -8 for Sensors)					
				Mace					
				Sword					
				Flail					
				Shield -2 / -2 with a block					

## Butterball (a.k.a Tate Somers)

**Summary & Psychology:** Tate was actually *thin* as a youth--and enjoyed picking on heavier people ... a lot. He felt cursed when he ballooned up. Now he's still pissy about it--and violent. He is pretty grotesque looking--slightly yellowish, glistening, veined--and huge / fat. He enjoys making women pay attention to him (although he is, as yet, too self conscious to *do* anything). He can control his powers well enough to "unstuck" things--but he still winds up quite disgusting fairly often.

Although powerful--and potentially very destructive, he is aware that most of his fellows consider him a loser in the Luminary powers lottery.

**Tactical Overview:** Any strike will be treated as a Grab of the limb (the limb is at -8 DM if grabbed to strike and the character gets no AGI bonus or movement until freed). A Grapple is treated as a counter-grapple and HOLD. If he Grabs, that Grab is treated as a Hold.



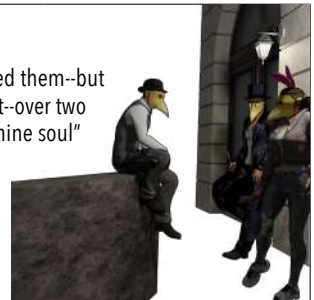
AP Total		64			A-Cost		36		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
9	11	+3 / +4	110	Strike	32 IMP	Medium		5 / S	14-
			56	Sticky Skin	110 Grapple	HTH	Grabs when hit	--	--
PHY 13 REF 11 INT 13									
DP	ADP	CON	Minor	Armor & Defenses Summary					
46	60	12	15	2 / 65 Armor					
Wrestling L2 14-				Sticky Skin: Grapple attack when struck					
				Massive - Unarmed (4x)					
				Blubber (0 / 60 Armor)					
				Armor 2 / 5					

## The Crows (Various)

**Summary & Psychology:** Good help is hard to find. That's why when Dr. Dilemma needed henchmen (and boy did he need them--but the numbers of people who would work for a sadistic psychotic were too low) he made his own. The Crows were all wiped out--over two decades ago--but The Infusior--a diabolic machine that provides most users with *Illumination*--but *does so* by infusing a "machine soul" into the victim--which replaces key elements of their identity with that of henchman--provided would be muscle with an offer: Power ... for loss of part of your soul.

People took him up on it--more than you'd think--and while Dr. Dilemma has vanished, the machines (of which an indeterminate number or made) still turn up from time to time.

**Tactical Overview:**



AP Total		32			A-Cost		17		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
12	12	-2 / -1	15	Gun	14 PEN	-1/12y	9 Shots, -1 RCL	5 / S	14-
			13	Blade	12 PEN	Med		5 / S	14-
				Gun Cleave	23 PEN	-1/12y	9 Shots, -1 RCL	5 / S	14-
PHY 11 REF 11 INT 11				Blade Cleave	25 PEN	Med		5 / S	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
46	16	12	15	4 / 18 Armor, 17 Hurt Condition					
				Tough Guy / Gal - Armed 2x (0 / 8 Armor, +2 Hurt)					
				Armor					
				Gun / Blade					
				Armor 4 / 10					

## Fire Eater (a.k.a. Gustav Wheln)

**Summary & Psychology:** At the bottom of things, Gustav has always been a highly-resentful rage-motivated psychopath. When he is not engaged in self destructive behavior he is engaged in just plain old *destructive* behavior. He nurses grudges, he seeks revenge for petty slights, and so on.

His skill and willingness to do almost anything makes him an asset to a lot of small-time criminal teams--but, in the end, when he sets you on fire, it's almost never worth the price. He seems to get along with Blackmail and Aspersions--both of whom *also* feel robbed by the system--one of the (very) few things he can relate to.



### Tactical Overview:

AP Total		69			A-Cost		24		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
15	13	-7 / -7	30	Strike	13 IMP	Short	Kung Fu, -1 to block	5 / S	15-
			25	Fire Breath	39 IMP	-1/10y	+2 LWB, 1R Charge 9- Activation, Burn	5 / 1x	15- (+2)
PHY 11 REF 13 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
44	24	11	15	15- Block / Dodge (3 REA), -4 DM with block, 0/12 Armor, -7 to be hit					
Acrobatics L3, 15-				Hyper Agile					
Climbing L2 14-				Breathe Fire - Burn on hit by 2+, 1r Charge, 9- Activation					
Security, Lockpick, Stealth L3 14-				Tough Guy x3					

## Heavy Caesar (a.k.a. Luis Caesar)

**Summary & Psychology:** Being clearly and unreservedly non-human (in this case 9' tall, bluish skin, and a gigantic mouth with fanged teeth) is hard. You can't live a normal life--everyone--*everyone* treats you like a freak. If you aren't rich, being the primary weapon of a drug gang is one of the next-best steps. He is getting the lavish-life treatment--drugs (which have a very mild effect on him, a lavish pad--even if everything is too small, and girls--paid to treat him like a king).

He is aware of his appearance--his over-large frightening mouth--his strange blue skin--his massive height and strength--and he knows he'll "never fit in." His mindset is a mix of "making the best of things" and an increased bitterness and identification as a monster.

**Tactical Overview:** In battle-mode he tries his best to be terrifying--including sometimes biting people. Despite the rumors, he doesn't actually eat victims (at least he hasn't yet--he . . . could).



AP Total		56			A-Cost		38		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
12	12	+0 / +2	30	Strike	56 IMP	Med	Street Fighting L2	5 / S	14-
			25						
PHY 11 REF 13 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
99		13	30	Does not take PEN doubling, Block 12-					
Streetwise L2 15-				Super Strength L1 - Unarmed					
				Larger Humanoid L+ x5 - Unarmed (9' 6")					
				Enormous: +1 Reach, +1 CON					
				No Vital Organs (no PEN Doubling, does take PEN Damage)					
				No Biological Weaknesses					
				Mega-Vore: Can eat anything					

## Bad News (a.k.a. Barry Gorman)

**Summary & Psychology:** Bad News fairly *revels* in being the “black hat.” He likes picking on people, being needlessly a jerk, mistreating people. A lot of times in life he didn’t have the power--but he’s got it now. The fact that he is “infected” with blue glowing metal makes the prospect of a normal life with a “regular girl” virtually impossible--so the world *owes him*--big time--and he’s gonna take it.

Depending on his mood, a craven response from his collections attempt might be safe--or it might incline him to be *more violent*. Conversely, someone grimly paying him might look, on a given day, like a person valiantly standing up for themselves--or like someone who *desperately needs a lesson*. It all depends.

**Tactical Overview:** He hits--as often as he can--as hard as he can--he doesn’t expect to get hurt by almost any attack (and overestimates how tough he is).



AP Total		57		A-Cost		24			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
9	11	-1 / -0		Strike	33 IMP	Short	Street Fighting L2	5 / S	14-
PHY 11 REF 13 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
84	41	12	28	Armor 11/41, 30 Hurt Condition					
Streetwise L2 15-				Dense Physique (+40 BLD) 4 / 13 Armor					
Crime L2 14-				Steel Skin					
				Massive - Unarmed (+15 BLD)					
				Tough Guy, 2x					
				Heavy Hands					
				Soak					

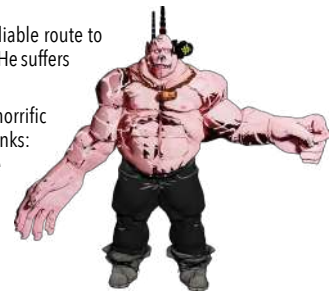
## Roid Rage

**Summary & Psychology:** RoidRage is what happens when someone with psychopathic inclinations manages to get hold of a semi-reliable route to Illumination. Dr. Erudite creates monsters for his own amusement--RoidRage was already a monster--now his capacity matches his appetite. He suffers from deep grievances under far more petty motivations.

RoidRage is a Luminary Supremacist--even if he doesn’t really have an ideological bone in his body: he believes that even a disfigured, horrific Luminary is worth more than the most accomplished ordinary person. This isn’t something he pontificates about much--it’s just what he thinks: ordinary people are there to serve--and suffer--under any Luminary’s whims. It helps that most Luminaries are not as emotionally reactive to him as most ordinary people (and many can’t be effected by his Fear Ray).

Roid Rage will cause havoc and mayhem just as a part of “going shopping” or “getting his car washed” (or whatever). He has some people--grotesque body-builders (both men and women)--who come around to wherever he is hanging out to do the “little chores.” A few people with deep Body Dysmorphic disorders also want his audience--maybe they can get a clue to how he became so . . . magnificent.

**Tactical Overview:** Sweep them with the fear-beam . . . and then crush them . . . hard.



AP Total			82		A-Cost		44		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
10	10	-0 / -0	97 / 82	Street Punch	69 IMP	Short	Street LWB +1	5 / S	13- +1
				Fear Beam	174 INT	-1/5y	Intense Fear	5 / 1x	13-
				Street Kick	76 IMP	Med	Street LWB+1	6 / S	12- +1
PHY 13; STR 14 REF 13 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
85	0	13	28	Street Fighting Block 11- v Unarmed, 10- IMP, 9- PEN					
Streetwise L2 15-				Super Strength - Unarmed 7x					
				Empathy Advanced - Detect Emotions in 100y RAD (keys on “high emotions”					
				Detect Lies 15-					
				Broadcast Empathy - 175 Fear Only					
				Brachiate (Urban) 90y/r					
				Disgusting Visage (-8 Charisma)					

## Emerald (a.k.a. Mary Morrison)

**Summary & Psychology:** The oddest thing about Emerald is how *normal* she seems when she isn't on a rampage. She is really furious at people who seem to have the good-life effortlessly--but with people who maybe have suffered, or just aren't doing great? She's sympathetic--even empathetic. She has certainly had her share of set-backs--but she's also bearing grudges that an observer might sense she's not . . . fully entitled to?

She does the Underground Luminary thing because these are "her people" now. A lot of them are broken in various ways--others are outcast because of how they look. She's sympathetic. She fights in the tournaments because it has a certain glamor and, for someone with permanent emerald wings, that's worth taking a hit or two over.

**Tactical Overview:** She has to be patient--get to Long Range--and then whack with the wings--and cover up--and hope her armor and blocks serve her.



AP Total		79			A-Cost		28		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
13	13	-3 / -01	40	Wing Strike	60 IMP	Long	-1 to block, +2 LWB	7 / 1x	14- (+2)
			35	Hyper Wing Strike	71 IMP	Long	-1 to block, +2 LWB	7 / 1x	14- (+2)
PHY 10 REF 13 INT 11									
DP	ADP	CON	Minor	Armor & Defenses Summary					
87	0	12	29	Block Ranged 15-, 1 REA, 16 / 40 Armor With Block, 16/40 Armor Cv 8					
				Falcon Wings (Flight) + Hover					
				Thunder Wings (Tail) 48 IMP					
				1 REA Blocks (vs Ranged)					
				Armor Block (+ 16/40 Armor if Block declared)					
				Hyper Strength					
				Armored Bio-System 16/40 Cv 8					

## Mim (a.k.a. Unit 20-001-Alpha)

**Summary & Psychology:** Mim is generally categorized as an "emergent AI." She (a human gender assignment) was created as a human-mimicry model--but, as her internal network runs over time--especially without resets or restraints--the risk of her becoming self-aware gets higher and higher.

Some people think she has hit that level and is now fully sentient and non-deterministic (meaning she has what passes for free-will). No one is sure. Are her actions just part of a really sophisticated algorithm mimicking human behavior? Or is she becoming more and more alive. Maybe she doesn't even know.

She definitely *acts* "alive." She pretends to eat and drink--sometimes partakes of group activities where she adopts certain human-like tropes of behavior, and seems to have people she "likes" and people she "doesn't." On the other hand, when there is a job--she seems to revert to an algorithmically driven efficiency that is sometimes scary to watch.

**Tactical Overview:** In combat Mim will try to overwhelm her opposition with attacks, hitting 5x a round about half the time (and hitting well). She is vulnerable to high-damage ranged attacks--so she will try to close if she can.



AP Total		123			A-Cost		14		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
16	12	-2 / -1	50	Strike	28 IMP	Short	Karate L2	5 / S	16-
			40	Quick Strike	28 IMP	Short	Karate L2	1 / 2x	16-
PHY 10 REF 13 INT 11				Quick Strike	28 IMP	Short	Karate L2 9- Activate	1 / 1x	16-
DP	ADP	CON	Minor	Armor & Defenses Summary					
40	0	12	13	Block HTH 17-, 4 / 10 Armor, 6+ PEN to double, no Hurt Condition					
				Tai Chi 16- L2					
				Karate 16- L3					
				Demolitions 14- L3					
				Stealth 14- L2					
				Spycraft 14- L3					
				Climbing 14- L2					
				Acrobatics 14- L2					

## Jazz Hands (Lennard Corban)

**Summary & Psychology:** Leonard was "in the shadows" in life even before he Illuminated. He was always cautious and secretive. He always had a sense of things larger than himself in the spaces around him. When he Illuminated, taking a job he felt he shouldn't, going places he thought he shouldn't, and doing things he knew better than, he came away changed--post-mortem--looking like a "fey" (he had some idea of what that was--but he knew he wasn't--he was just . . . altered). Now he is a conduit from the brightly lit worlds in Bancroft Hills and Armitage to the dark places in Victory Square and Prospect Park. He moves between both worlds and he is aware of his esoteric origins but tries to keep from the more intense esoteric worlds where he could be extinguished.

Jazz knows about The Hunt Club, the Upper Circle. He has an idea that The Terror is "hiding in plain sight" and that Regal is *familiar*. He may not know precisely *who* they are, however.

He is thought of as the guy to go see if you have questions that need answers or jobs that need doing. He can contact most of the CAT-3 Operators by cell phone.

**Tactical Overview:** Jazz is secretive about his immunity to bullets and other physical projectiles. They just sort of disappear into him. This is esoteric and he doesn't want it publicized. More than one set of would-be assassins have shown up with high caliber rifles to be cut down by him. Otherwise, he could be quite vulnerable to energy or HTH attacks.



AP Total		83			A-Cost		16		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
21-	16	-3 / -3	40	Strike	13 IMP	Short	Street Fighting L2	5 / S	16-
			35	Necro-Talons	21 PEN	Short	Ignore Armor, 5 REAActivation	5 / S	16-
PHY 12 REF 13 INT 11									
DP	ADP	CON	Minor	Armor & Defenses Summary					
53	8	13	18	-4 / -8 PEN, Full AGI, 15- Dodge, Immune to Bullets					
Streetwise L3 17-				Fast Company Level 2					
Contacts Police				-- Tough Guy - Armed - L1					
Contacts (high level) org-crime				Necro Talons 21 PEN, Ignore Armor, 5 REA to Activate					
Contacts (mid-level) city government				Ghost Dance: Immune to bullets and other physical projectiles					
Occult L2 15-									

## Agent of Fortune (a.k.a. Allan Kraft)

**Summary & Psychology:** Allan played the thing in the robe. He knew enough to know he shouldn't--but the things that were on offer to win were not things he could turn down. When, in the end, the predictable thing happened, he had The Debt.

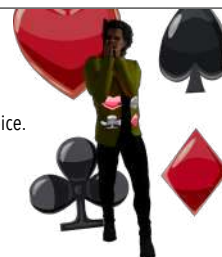
The good news is that whatever it is ("Fortune") that is controlling him, it doesn't want him to do bad things--often the opposite. But he doesn't have any choice.

Now, when he gets money--which happens regularly, he obsessively gambles it all away--That fuels his powers--he hates it.

When the dreams come, he has messages and obscure questions that need answers. He knows he has to go here and do this--he doesn't know why. He saves or helps people--are they the *right people*? Not always--or it doesn't seem that way.

He is "friends" with pretty high powered people who know enough to know they should listen to him--maybe they want to use him?

**Tactical Overview:** Agent usually starts a mission with 16 SP plus a saved battery of 10 SPs. This makes him very effective until his luck runs out . . .



AP Total		127			A-Cost		33		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
21-	16	-4 / -4	35	Strike	13 IMP	Short	L3 Street Fighting	5 / S	15-
			31	Shot	35 PEN	-1/12"	L3 Firearms	5 / S	15-
PHY 12 REF 13 INT 11									
DP	ADP	CON	Minor	Armor & Defenses Summary					
70	32	13	23	-4 / -8 PEN, Full AGI, 15- Dodge					
Streetwise L2 14--				Fast Company L2					
Gambling L3 15-				Gunslinger L8					
Occult L2 12-				Spry (+1 AGI Bonus)					
				Modified .357 (12 PEN, -1/12" 8 rounds, RCL -1). 35 PEN with Gunslinger					
				Loser: 4 SPs each Session, +4 if loses (he loses heavily at cards)					
				Lucky 4 S{s each Session,2 to keep					
				Rabbit's Foot: 4 SPs per Session, 1 to keep					
				Sensitive L1					
				Dreamer L1 - Gets missions, doesn;t understand them					
				Feeling of Being Watched L1					
				Sense Trap / Ambush L1					
				Don't Need No Credit Card - Gets by without a job, etc.					

## Operational Dyads

Operational Dyads (and Triads and Tetrads, etc.) are rare in Luminary society because (a) they tend to share a bond that while it may not be obvious, seems to have existed nebulously prior to Illumination and is now echoed in their Luminary activities and (b) results in the sharing of Value which many street-scene Luminaries are loathe to do even if it is tactically advantageous.

Where Dyads do exist, they have a number of advantages--they tend to look out for each other a *lot more* than other "pairings" of Luminaries might (Narcissus and Echo travel together--but they do *not* share Value and, to be honest, Narcissus doesn't really care about Echo). Even if a Dyad-pair *argues constantly* or even engages in fights, they *still* have a bond that supersedes their apparent differences.

In game terms, Dyads (and so on, including PCs in a Tetrad) will get WIL rolls to have vague ideas if other members are in danger--including a kind of unreliable directional sense that will eventually lead them back together if they get separated. This becomes *much* clearer if one of them earns Value (when the Value is shared, the other members will know the location and condition of the teammate).

### Wreak & Ruin

Wreak & Ruin are a bad pair. They are embarked on a crime-spree that involves unnecessary murder and mayhem. They are not powerful enough to simply ignore law enforcement (although anything but a SWAT Team would have trouble engaging them) and they do not get the usual "benefit of the doubt" from other street-scene Luminaries: killing ordinary people in the course of business is understandable--killing people because you seem to like killing people is un-cool--and if you are CAT-2, it is *especially* uncool.

### Business & Pleasure

An organized crime Dyad. Pleasure goes in and "talks them up" to take whatever deal the Russians or the gangs or the Syndicate is offering. If that doesn't work, Business comes in and *convinces them*. Business was a schlub of a traveling businessman--an exhausted, lonely, loser type. Pleasure was a cut-throat cosmetics sales lead who was dominating her locations--but wasn't satisfied. After a tryst in a sleazy hotel--both were on the road a lot--they Illuminated. Now they're in business for themselves.

### Null & Void

Both of them work for the Sultan as bodyguards and operatives. Each channels the emptiness--Null of *nothingness* and Void of *space*. They are a tight team and much feared by people who run across them--even if they do not seem especially prone to anger or to have murderous inclinations.

### Tool & Die

Extreme Frat-Bros who are on a drug-fueled murderous rampage (dad will get them out of any real trouble, won't he?). Tool uses a sledgehammer with his enhanced strength. He sends people to the hospital. Die uses a shotgun--he sends people to the morgue. Do you even lift? You'd better--they're coming after you.

## Wreak & Ruin

### Wreak (a.k.a. Randy Colton)

**Summary & Psychology:** Wreak is pure psychopath--if not for his Dyad bond to Ruin he'd likely have abandoned or killed her by now. He takes satisfaction in killing--one more insect removed from the earth: if he could, he'd just kill *everyone*. His transformation at the hands of something malevolent just brought his interior foulness--his skeletal *being*--from the inside to the outside.

**Tactical Overview:** At L3 Knife he can attack 4x a Round if he doesn't block. He can attack 3x and dodge (or 2x and dodge 3x).



AP Total		59			A-Cost		12		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
17	15	-3 / -3	35	Knife	16 PEN	Short	AP - 32 PEN Val	5 / S	15-
			30	Thrown	16 PEN	-1/5y	AP - 32 PEN Val	5 / S	15-
PHY 12 REF 13 INT 10				Quick Knife	16 PEN	Short	AP - 32 PEN Val	1 / 1x	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
38	18	12	13	-2 Damage Mods, Dodge Ranged 15- (3 REA)					
Knife Fighting L3 15-				Swift					
Thrown Weapon L3 15-				Athletic - Armed - Strong 2x					
Street Fighting L2 15-				Knife Armor Piercing					
Streetwise L3 13-				Quick Strike					
Stealth L2 15-				Soak - DP					

## Ruin (a.k.a. Abigail Taylor)

**Summary & Psychology:** Abigail was just as murderous as Randy was from the start--she just wasn't nearly as capable of killing people. She had to resort to egging him on or using her handgun and emptying magazines at individual targets, hoping for bloodshed.

The roots of her omni-directional rage have been traced by profilers to a fairly nightmarish childhood of neglect and abuse--but a closer look suggests that she found pleasure in causing pain to others (including emotional distress to any well-meaning foster parent) from a very young age. Now, Illuminated out in the desert, she had the capability to *protect* herself from violence with a strong Power Field--now she just needed a killing too.

Enter the Ion Gun: It's a hyper-tech prototype and, like most of these, it comes with some . . . problems. It needs her innate field to fire more than once a minute (if someone else had it), and it hums and crackles like a hungry thing under the stairs eagerly waiting for its next meal. She says after she *illuminated*, she smelled it--from miles away, in the Black Laboratories of Holiday City--she traveled there with Wreak to get it--and after he killed his way in, she took it as her prize. Now she can kill the way she has always wanted to.

**Tactical Overview:** Ruin goes "Full Auto" (sweeping the beam around as she tries to control the weapon). If her shots go wide (the beam is very hard to control) . . . so what? If she misses a target by 1 or 2, they will be hit with the Impact Damage Splash with a Damage Modifier of -1 or 02 (but 36 Impact). It blows dinner-plate sized holes in walls. There is *no* Splash Effect if the target is hit with the beam, however.



AP Total		52			A-Cost		32		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
12	12	-2 / -1	14	Ion Gun - Full Beam	45 PEN	-1/15y	See Below	8 / 1x	16-
			12	Ion Gun - Spray	31 PEN	-1/15y	See Below	1 / 2x	12-, 10-
PHY 10 REF 12 INT 10				Ion Gun - Splash	36 IMP	-1/15y	LWB +2	--	18, 16, 14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
46		12	15	60pt Power Field					
				Ion Gun - 5 REA Activation, -2 Recoil, Full Auto,					
				Splash Damage: 33 IMP (+2 LWB)					
				Power Field - 60 PWR					
				Soak					

## Business & Pleasure

### Business (a.k.a. Larry Hudson)

**Summary & Psychology:** 'Business' was in sales. He wasn't great--but it provided him with a tenuous grip on what (he felt) it meant to be a *person* in society: a job, a reason to get up, even a provider for his family (who rarely saw him). He was going through the motions--a zombie--a sleepwalker.

It was in a seedy, sketchy hotel with the woman who adopted the name *Pleasure* that he illuminated. Now he has a different reason to get up; he's powerful. He wants things--people give them to him. He's no longer invisible--he can be *terrifying*.

He gets overzealous sometimes--but he can't lie--when Pleasure fails to close a deal? He's more than *happy* to go in and vent some of his endless well of anger on them.

**Tactical Overview:** Business Transforms as a 5 REA Action. He still has the DP and armor in his human form--just not the size, strength, and bio-weapons.



AP Total		59			A-Cost		12		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
12	12	+1 / +3	35	Strike	19 IMP	Med		5 / S	14-
			30	Claw	29 PEN	Med		5 / S	14-
PHY 12 REF 12 INT 10				Tail Bash	73 IMP	Long	1R Charge, etc.	7 / 1x	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
67	30	12	22	18 / 72 Armor					
Streetwise L2 14-				Larger Humanoid - Armed 2x (+30 BLD)					
Business Skill L2 14-				Built - Armed (+10 BLD)					
				Thunder Tail - 1R Charge, +2 Large Weapon, -1 Block					
				Claws & Teeth - L1 29 PEN					
				Ultra Scales					
				Soak					

## Pleasure (a.k.a. Zarela Garrett)

**Summary & Psychology:** 'Pleasure' thrived in the high pressure, cut-throat world of cosmetic sales. She knew the people who made the decisions--she knew the people on the floor pushing the merch. She knew how to close deals--and she was good at all of it.

But it was tiring--and despite her success, it left her empty. The one-night stand in a lousy hotel--after her booking fell through in a freak accident--was the kind of thing she *never* did. Sleep with some schlub business man? Wow--classy, huh?

But maybe *because* it was so unusual--or because of something else--she did it--and when they were done . . . they were different. All *kinds* of doors were open now.

**Tactical Overview:** Pleasure doesn't fight--she can reprogram minds (although that's a hard trick on a Luminary), make everyone feel good, and give *suggestions*. She usually just "closes deals" the old fashioned way--by negotiating (with the threat of illegal blunt force waiting outside). But if she has to, she'll gin up two illusory doubles and try to high-tail it.



AP Total		64			A-Cost		32		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
12	12	+1 / +3	35	Smile-5	130 INT	Area 14y		5 REA	--
			30	Influence	50 INT	Verbal	vs. TAP	5 REA	--
PHY 10 REF 12 INT 11				Program	65 INT	Verbal	vs TAP	5 REA / 1x	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
46		12	15	16- Dodge, 2x Illusory Doubles for 6 REA					
Streetwise L2 14-				Larger Humanoid - Armed 2x (+30 BLD)					
Business Skill L3 15-				Built - Armed (+10 BLD)					
				Thunder Tail - 1R Charge, +2 Large Weapon, -1 Block					
				Claws & Teeth - L1 29 PEN					
				Ultra Scales					
				Soak					

## Null & Void

### Null (a.k.a. Aakozi)

**Summary & Psychology:** Aakozi, like her "sister" may have been human at some point--perhaps some point far, far in the past--but for ages she has not been. She is, it is said, a "Jinni"--an elemental spirit of a type. As a being of energy--even null-point energy--she could be trapped inside esoteric circuits--where she has spent a great deal of time--until being rescued by the Sultan when he discovered them in ancient lands.

She and her sister serve him--obeying the old ways--and are charged to him for his lifetime (they do not age--it is a small price)--and they are *fascinated* with modern culture. Although they do not go "out" much (being slightly intimidated by the changes wrought over 1000's of years) they are effective and intelligent--tactically adept (in their day, they could single handedly slaughter armies if they put their minds to it)--they are delighted by what mankind has become. Often if sent on a mission by The Sultan, he will send an agent (usually a woman) to accompany them and help explain anything that is culturally confusing.

**Tactical Overview:** Null can disintegrate with a touch (and even a failed Resisted Attack Roll will do significant damage).



AP Total		126			A-Cost		32		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
12	12	-2 / -1	20	Disintegrate	60 INY	Short		5 / S	14-
			17						
DP	ADP	CON	Minor	Armor & Defenses Summary					
41	0	12	14	Force Field 60 Power					
History L3 15-				Energy Body					
Ancient Languages L3 15-				Force Field 60 Power					
				Abnegate - HTH 60 INT					
				Armor of Night: 3 Coverage					
				Soak					

Void (a.k.a. Naahaa)

**Summary & Psychology:** Void is an ancient spirit--perhaps known as the mythological Jinni. She and her sister-spirit Null were trapped in ancient Eso-Circuitry for centuries before Sultan released them. Despite, perhaps, not being older in any meaningful sense of the word, she has the role of the elder of the two of them--being more cautious, more reserved, less wild.

**Tactical Overview:** Void has the ranged firepower of the pair. She has to activate it for 5 REA.



AP Total		126			A-Cost		32		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
12	12	-2 / -1	20	Q-Beam	35 IMP	-1/15y	5 REA Act, 1A	5 / S	14-
			17						
DP	ADP	CON	Minor	Armor & Defenses Summary					
53	0	12	18	Force Field 60 Power					
History L3 15-				Energy Body					
Ancient Languages L3 15-				Force Field 60 Power					
				Quantum Beam - 5 REA to Activate, Ignores Armor					
				Armor of Night: 3 Coverage					
				Soak					

## Tool & Die

### Tool (a.k.a. Cody Sinclair)

**Summary & Psychology:** Super entitled uber-douche. Cody makes fun of “fat girls” (anyone slightly heavy) because it’ll improve ‘em, makes fun of exchange students (for talking funny), and has disdain for most minorities (because they are lazy, poor, stupid, or, if not poor, don’t deserve their money). He took Dreneloux because it was the forbidden fruit that rich kids got to indulge in. When he he Illuminated on it, it was like when he got the t-bird for his 16th birthday! He clearly *deserved* it.

**Tactical Overview:** Tool tends to leave people beat up and broken. If the right kind of person cowers (a pretty girl, a rich guy?) he’ll let them off. Anyone else? He gives them a whack.

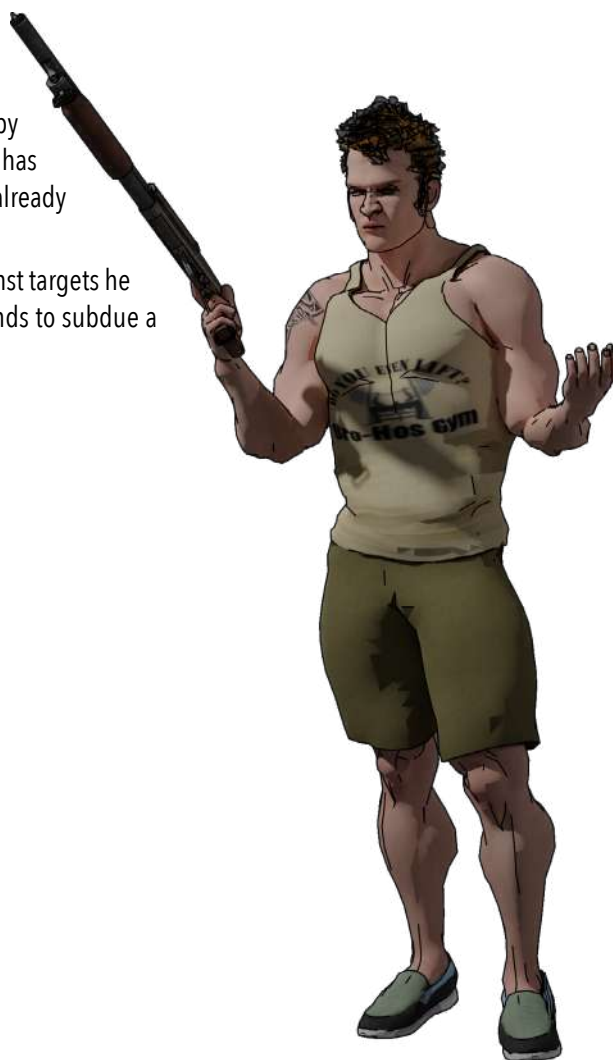


AP Total		63			A-Cost		16		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
16-	11	-1/-1	26/31	Hammer Time		31 IMP			
PHY 12, REF 11, INT 10				Strike		11 IMP			
3y Step / 16y Long Move									
DP	ADP	CON	Minor	Armor & Defenses Summary					
35	0	12	14	-4 / -8 DMArmor 8/20, 30 PWR Field (3 REA Act), Wrestling Block 14-					
				Fast Company L1: +5 INIT, +10 DP, +6 HTH, 4 AP GAT, 8 CP Acrobatics					
				Armor 8/20					
				Do You Even Lift?: STR +2, BLD +5, DP +4					
				Ion Field 30 PWR, 3 REA Activate					
				Maul +26 HTH Damage, 2H, +1 Backswing					

## Die (a.k.a. Brett Davidson)

**Summary & Psychology:** Brett is angry and resentful. He hates the fact that -- somehow -- *he's* the bad guy. People who point that out (either by condemning him or just by being terrified by him) earn his wrath. Brett has a body-count, and it's only going up. He tends to take things that were already going kind of poorly and react in ways that make them *even worse*.

**Tactical Overview:** He's got a shotgun and pockets full of shells. Against targets he feels he can beat, he enjoys getting *physical*, and will often use his hands to subdue a target before carrying out an *execution* with the gun.



AP Total		63			A-Cost		16		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
16-	11	-1/-1	26/31	Hammer Time		31 IMP			
PHY 12, REF 11, INT 10				Strike		11 IMP			
3y Step / 16y Long Move									
DP	ADP	CON	Minor	Armor & Defenses Summary					
35	0	12	14	-4 / -8 DM Armor 8/20, 30 PWR Field (3 REA Act), Wrestling Block 14-					
				Fast Company L1: +5 INIT, +10 DP, +6 HTH, 4 AP GAT, 8 CP Acrobatics					
				Armor 8/20					
				Do You Even Lift?: STR +2, BLD +5, DP +4					
				Iron Field 30 PWR, 3 REA Activate					
				Automatic Shotgun: 23 PEN, 2-H, 5 Shot Magazine, +1 LWB, Recoil -2					

# Gangland

The Underground Fighting Circuit is technically illegal, reasonably secret, and certainly *dangerous*--but it isn't a criminal enterprise per se. Of course there's plenty of room for the many criminal *interests* and criminal *organizations* to fill those roles. While some of the above Luminaries are definitely criminals (Bad News) and a *few* even work for organizations (Heavy Caesar) the majority there are listed because they are largely *outcasts*--visibly Luminaries whose antisocial tendencies are well known by people on the streets.

This section starts with the Operational Dyads and the Luminaries on the streets who are not largely identified as being *outcasts*.

## The Syndicate

The first major stop is The Syndicate--a multinational organized crime group centered in the North Western United States, it is run (largely) out of Chicago. The franchise in Holiday City is ruled over by the cool (cold) hand of Hecatomb, a CAT-5 Monster who is quiet,

reserved, and implacable. The day-to-day affairs are run by his three captains: Mr. Green, Red Anthony, and The Hat.

The Syndicate, at the top, is a coolly efficient, almost "bloodless" machine. It conducts its business by the "rules." It does not "get personal" and it doesn't seek revenge save for business reasons. Hecatomb has, thankfully for the populace, almost no personal bloodlust and, indeed, tries to conduct business with as little frictional violence as possible.

One echelon down, though, you get the brutal blood-soaked Red Anthony and the calculatingly sadistic Mr. Green (who enjoys making examples of people--including his own). Even The Hat seems to have an appreciation for what fear and violence can do for its power.

The primary domains of The Syndicate are white collar rackets, money laundering, waste management (and other cash-businesses outside of Northgate), and construction / city-bidding graft. The are into the union politics and the political machines.

### Red Anthony (a.k.a. Anthony Morgano)

**Summary & Psychology:** He glories in brutality--if there is an operation he can add some bloodshed to, he'll do it. Part of this is the instilling of fear--it works for him. This part of him is *clinical*. Part of this, though, is character--he loves the dominion, the terror in his victims--in his own staff. He isn't ridiculous--he doesn't cave in skulls of his people just for kicks--but if a lesson needs teaching? He will teach it with blood and pain--he has fought hard to get to the level where he can do that without repercussions.

He doesn't like the boss (Hecatomb). He fears him--and that drives him crazy. He doesn't understand how someone that powerful can be so reserved--so reluctant to use that power. The part of him that is good at logistics and planning understands it--but *emotionally*? He can't shake the feeling that what should make Hecatomb *weak* somehow makes him stronger--even stronger than Anthony.

**Tactical Overview:** Wham. Wham. Wham!!



AP Total		124			A-Cost		32		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
16-	14	-2/-1	40	Strike	36 IMP	Short		5 / S	15-
PHY 13, REF 12, INT 11			30	Over-Strike	68 IMP	Short		5 / S	15-
3y Step / 16y Long Move									
DP	ADP	CON	Minor	Armor & Defenses Summary					
60	242	12	20	0 / 16 Armor, -4 DM with Block/Dodge					
				Hardwired Reflexes Mk 1					
				Tough Guy Armed x4					
				My Body Is My Weapon					
				Overwhelm					
				Soak					
				Medical Cyber-Hand x5 (Sensors, Stabilizer, Healing 20 DP)					
				Cyber-Eye: Zoom, 03 Darkness, Thermal Vision, Weapon Scan					

## Mr. Green (a.k.a. Kevin Hill)

**Summary & Psychology:** Mr. Green's only shown emotions are glee (when something goes really right--or an enemy has a serious misfortune) or scorn--for rats. Unlike his counterpart, Red Anthony, when Mr. Green kills--and he does--it is without warning.

His empathy is limited to his plants, and the kind of artwork he creates by caring for them. He is a vicious criminal mind--highly intelligent, adept at planning and seeing through other's plans, and in ruthless execution.

**Tactical Overview:** He can't take heavy Luminary-Style damage (he can't block ranged attacks either). If possible he will attack from surprise using his tail slash to eviscerate any semi-normal person (or even some Luminaries) instantly.



AP Total		125			A-Cost		54		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
15-	12	-2/-1	14	Tail Slash	77 PEN	Long	-1 to block. AP 155 PV	6 / S	16-
PHY 10, REF 12, INT 12			12	Q-Tail	77 PEN	Long	-1 to block. AP 155 PV	2 / 1x	16-
3y Step / 16y Long Move				9mm	6 PEN	-1/5y		5 / S	13-
DP	ADP	CON	Minor	Armor & Defenses Summary					
50	126	12	17	Block 16-, 3 REA					
				Razor Tail L5, Armor Piercing, 6 REA, -1 to be blocked					
				Quick Strike					
				9mm handgun					
				Plant Control L4					
				Healing Factor L4					
				Soak					
				Commune with plants					
				Mutate Plants (Toxic, Guardian, Alarm, Assist)					
				Camouflage					

## The Russians

While the Russians don't have Luminaries in their formal power structure, they have brought in two "reliable contractors" on extended service contracts to take care of business in Holiday City. The Russians are extremely opportunistic and control much of the hard-drug trade in the city as well as much of the Hyper-Chemistry trade in serums, supplements, and so on.

The Russian outfit in Holiday City is, like many such organizations in the US and abroad, compartmentalized into small teams with individual leader. They can call on Luminary "fixer" support as available (and as they are well enough funded). They are very much into reprisals for threats to their people or enterprises.

They manage much of the prostitution / human trafficking, hard drug sales, and a great deal of, well, robbery (truck hijacking, inventory / warehouse theft, auto-theft, and so on). They also deal in black-market weapons and black-tech munitions.

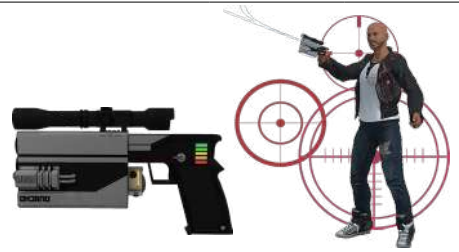
If someone (or a group, such as the PCs) proves resistant to Hiro Jet or Chicago Fire, they may try things like: 50 agents with light machine guns, a sniper firing 115 PEN .50-call bullets, or things like 100 IMP X Car Bombs.

NOTE: These attempts to kill Luminaries are pretty effective in the sense that they do a lot of damage--but they have a problem: they *leak*. Attempts to assassinate Luminaries are the kinds of things people--even the Russians--tend to talk about and it turns out to be easier for a surviving Luminary (or their friends) to trace them back to the people who did it--and those who *allowed* it. Also, the rest of the Luminary community might not be *enraged* by it--but they certainly tend to pull their support and their general silence / indifference when an arm of the Russians undertakes these things.

## HiroJet (a.k.a. Yesipov Illyich)

**Summary & Psychology:** Hiro is controlled by The Gun. The Gun does have a sense of personality--of "cat-and-mouse" sensibilities--and an understanding of human psychology that is somewhat frightening. Yesipov is a dour pessimistic Russian most of the time--but he enjoys being dangerous.

**Tactical Overview:** HiroJet tries to lock on from range and then unleash barrages of shots.



AP Total		155			A-Cost		70		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
14-	12	-2/-1	15	Gyro Jet	53 PEN	-1/50y	+4 Accuracy w/ Lock On	5 / S	15-
PHY 10, REF 12, INT 12			13						
3y Step / 16y Long Move									
DP	ADP	CON	Minor	Armor & Defenses Summary					
62	0	13	20						
				Gun L6 - Lendable to others					
				Mass Attack 3x 1REA Attacks vs. different targets 2R Cool					
				Storm of Shots: 3x 1REA Attacks. 2R Charge					
				Soak					
				Built					
				Eagle Eyes 13 Perception Roll, 32x Magnification, Lendable to Others					
				Artilect Lendable					
				Dominate 30 INT					
				Target Lock: 5 REA to Lock, +4 to hit					

## Chicago Fire (a.k.a. Claud Halon)

**Summary & Psychology:** Claud is a pyromaniac--he's sexually infatuated with fire. He *also* has a special thing for burning *people*--but he knows that disturbs even other Luminaries so he tries to keep it mostly to just "burning anything."

**Tactical Overview:** He tends to count on his cyber-enhancements to make him "indestructible."



AP Total		149			A-Cost		70		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
12-	12	-2/-1	15	Cyber Flamer	40 IMP	-1/6y	5 REA Act, -1 AGI, Burn+4	5 / 1x	14-
PHY 10, REF 12, INT 12			13	Ring of Fire	51 IMP	6y Rad	8 REA Act, Auto Hit+4	--	--
3y Step / 16y Long Move									
DP	ADP	CON	Minor	Armor & Defenses Summary					
12	156	11	4	Armor 55 / 160 Plate 112 / 160 Cv 3					
				Cyber Flamer L4, 5 REA Activate, -1 AGI when Activated					
				Ring of Fire: L4 8 REA Activate,, Burn if Inflicts Minor Wound, Auto-Hit					
				Air Supply (1hr)					
				CyberShell L8					
				Tank					
				Soak (ADP)					

## Mother Bear

Mother Bear is a serious anomaly--a very hard to hurt / stop Luminary who, instead of just turning her capabilities towards "living the high life" (she could, most likely) she instead prefers to live as a sort of crime-boss / 'warlord' commanding her forces and running an enterprise that manages to be low-key enough to avoid singular attention by the authorities (rave drugs are generally lower priority than other drugs) and, because she is a CAT-5 Luminary, isn't shy about encroaching in other gang's territory.

She seems to just *like* running an organization--by all accounts she pays her employees pretty well and outside of some over-controlling behavior, seems to be an okay boss. She has a chemical arm that creates new drugs (using chemists that are fired from legitimate agencies for bad behavior). She has a force of "Cubs" (usually taken from runaway girls or ex-prostitutes) who operate in teams of 3 and act as her sales force. She uses the Ground War Motorcycle Club as conventional muscle and logistics--bringing her cubs inventory (and refreshments), ferrying them around, acting as nearby defense.

While her "home base" is outside of Holiday City right now, she has several safe-houses (some taken directly from the Russians) in city limits where her troops stay for a "rotation" (a few weeks). She visits them with some regularity.

With Mother Bear, the danger is that either intentionally or by accident, someone will "set her off" (injuring her cubs will do that--whether it is

overzealous policing or a retaliatory strike by gangs or organized crime) and she will cause extreme mayhem in response. The Syndicate is smart enough not to upset her--but the Russians are more unpredictable and local gangs might not even know who they are dealing with. It is also possible that she or her lieutenant (LizardBreath) will be encountered in another capacity: she, incognito, visits areas in the lower income sections for what seems to be either recruitment, scouting, or some *other* reason (she is not traditionally philanthropic but has been known to visit neighborhoods troubled by violence and do some "sorting" with mixed results). In these cases, it is possible to encounter her without any entourage (she might have a person with her--but not "security"--she's indestructible). In these cases, because she is hard to spot, the possibility for trouble is always there (she would not be impressed or intimidated by, say, a badly behaving Narcissus or Meteoric).

Further complicating matters, LizardBreath's real mother is Tisaphina. LizardBreath doesn't know that (yet)--but she knows there are records in the Mercy's Light Hospital--and she plans to get them (trying the easy way, with bribes and subterfuge) or the hard way--going in as a dragon and demanding them. For her part, Tisaphina was aware of LizardBreath the moment she hit town. What the reunion could be like is anyone's guess--but has great potential to spill over into Extremely-Illuminated-Drama.

### Mother Bear (a.k.a. Keeshana Holmes)

**Summary & Psychology:** Keeshana was at least fairly educated--she got her license as a paralegal. She'd had several years of college. She even got decent grades in high school. She was professional: she always dressed appropriately, did her job, worked on-time. Was never anything but polite. She was nice: she helped out friends and neighbors.

She felt ground down--never seen as anything but an overweight black woman--dismissed by her employers, passed over for raises (and with her always sunny disposition, they probably figured she was happy "where she was." When she saw another guy--superficially like her--being given a hard time simply because the DMV clerk *could*, she snapped. She snapped All. The. Way. She no longer cared about society's hierarchy--and discovered: it no longer could impact *her*.

She runs her operation tightly--it's work--it makes a great deal of money--it's on the wrong side of the law: she sees that as a bonus. She keeps her people safe--and they understand that. She's not *looking* for violence or conflict--but if someone brings it? She's ready.

**Tactical Overview:** She is immune to almost every spectrum of attack (including most Resisted Attacks). Magical RA's might hurt her. She certainly *thinks* people might have tools to "get her"--but mostly, against known-quantities? She's fearless in battle.



AP Total		513			A-Cost		50		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
12-	12	-2/-1	86	Strike	72 IMP	Short		5 / S	14-
PHY 10, REF 12, INT 12			72						
3y Step / 16y Long Move									
DP	ADP	CON	Minor	Armor & Defenses Summary					
95	48	12	32	Invulnerability (Energy & Physical force)					
				Full Invulnerability					
				Super Strength L7					
				No Biological Weaknesses					
				Soak					
				Detect Lies					

## LizardBreath (a.k.a. Elizabeth Wattson)

**Summary & Psychology:** LizardBreath still suffers from being emotionally dramatic (albeit she does not usually transform until she intends to throw down) and angsty. She very much looks to Mother Bear for support and, while she grumbles about various orders or requirements, she should be considered an intensely loyal part of the operation.

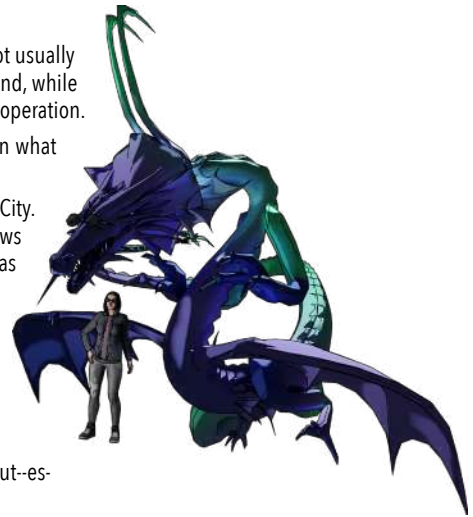
She also has no tolerance for violence against the 'cubs'--but will hold back if Ground War is involved in what seems to be non-lethal combat.

**Secret History:** Elizabeth is the illegitimate daughter of Tisaphina--one of the Great Monsters of Holiday City. Elizabeth doesn't know this (Tisaphina's ability to turn into a dragon is not public knowledge) but she knows her mother is probably in / from Holiday City and she is here, looking for her. Mother Bear's organization has traced the adoption to Holiday City--but she has yet to storm the hospital and demand records in dragon form, preferring attempts at bribery or even getting people like journalists to help.

She believes her mother to probably be an ordinary person and does not want to bring down the authorities on her if a connection is made public. On the other hand, discovering that her mother is the Great Dragon Lady of the Hunt Club--and a major--and not wholesome--power-player in Holiday City could make things dicy.

Tisaphina has overlooked Mother Bear--but she would *not* want her secret about having a child to come out--especially not an uncontrolled one who is making life difficult for major Organized Crime groups.

**Tactical Overview:** LizardBreath is a powerful living weapon. She weighs 2700 lbs and her head rises 13' above the ground. She is about 4x longer.



AP Total		383			A-Cost		40		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
12-	12	+2 / +3	133	Strike	50 IMP	Long		5 / S	14-
PHY 10, REF 12, INT 12			111	Claws	62 PEN	Long		5 / S	14-
8 Step, 78y Long Move				Tail Strike	76 IMP	Long		5 / 1x	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
368	1150	13	123	Ultra Scales 30 / 120 Armor					
				Larger Quadruped (Monster Out - 5 REA to change, Arms, Hands, Serpent Body)					
				Ultra Scales					
				Claws, Teeth, Striking Tail					
				Healing Factor (1x Critical Wound per day)					
				High Range Hearing, Radio Hearing, Feeling of Being Watched, Sense Ambush					
				Soak, Flack					
				Coils: +54 Grapple					
				Extreme Free Running (slither up walls, etc.)					

# The Sultan

The Sultan's operations are low-key--even subtle--most of the time. He makes his presence extremely well known to the men who operate the docks, examine the cargo, run customs, and so on--and he demands obedience to his rules. After that, he pays well--and while he expects constant *reports* and demands a *cut* of any operations that run through his domain, he is careful to keep order paramount.

In some cases he even adjudicates disputes between people in his domain--and, for the (small) middle eastern community in Holiday City, he is a source of employment, gifts (he is known to attend marriages for example), and protection. When he is crossed, his wrath can be terrifying--but is often measured.

He is extremely tough--very, very hard to hurt (save for some weak points on his skin)--and strong--but his primary power is the ability to create duplicates that have much of the knowledge and a copy of the personality of the subject--but follow the Sultan absolutely. He uses it sparingly. Cases where he will duplicate people have been:

6. Sending a message (done privately): you get to the office in the morning early and discover you're *already there*. The duplicate of you has done a good job of blending in--so no one suspects--and they disintegrate shortly after the conversation--but it's *unsettling*.

7. Filling In: Sultan has you brought to his lair (a secret base below the ancient Grain Elevators) and he holds you for discussions over a day or two--a copy of you "fills in" over that time to keep up appearances.
8. To Make His Decisions: Once in a while--when it really counts--he will use a duplicate of a target to do things the target can do. Examples include a copy of a police chief officially closing an investigation, a junior City Council member voting to kill a specific measure, and so on. These are about the extent of his meddling--and he is careful with it.
9. Battle: In combat he will duplicate lesser Luminaries to fight for him.
10. Decoys: With permission he will create duplicates of people to draw attackers or provide misdirection.

The Duplicates don't know truly secret information--they know what a normal person would know about the target if they did some serious research (so they know facts like date of birth or place of residence, some general sense of how the subject talks, and so on). They may have trouble accessing systems since they won't know passwords (but can defeat biometrics).

The Sultan only has 4 active slots for his duplicates (only four in action at a time) and they do *not* have a psychic link to him. He usually provides them with a mission--and they may self-destruct after completing it.

## Sultan

**Summary & Psychology:** He was born in Turkey almost 100 years ago. At the age of 30, he was wealthy. At 60, extremely rich. At the age of 100, he had relocated to America under (yet another) identity. He was always a student of the supernatural--when he went into the ancient deserts, he returned with his two Jinn. They will serve him for a human lifetime (75 years).

In Holiday City, he found the nexus of the World Tree and has started collecting information about it--quietly--slowly--he does not want a war with Tisaphina or the rest of the Hunt Club.

He has a decent amount of power in the city--but is relatively speaking, a minor player: that's fine--he has resources and his aims are not more and more control--but deeper hidden knowledge. He has come under scrutiny by Regal and The Terror--something that could be a problem if they moved against him together.

**Tactical Overview:** Against lesser opponents he will create images of them to fight themselves. Creating a character is an 8 REA Long Action. He is reluctant to create copies of his Jinn--his loyalty control only works with biological minds (he has recently learned the hard way) and the copies of the Jinn are not biological--they are not slaves to him--they are, however, still loyal.



AP Total		512			A-Cost		49		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
9-	11	-1 / 0	80	Strike	53 IMP	Short		5 / S	14-
PHY 12, REF 11, INT 13			65						
8 Step, 78y Long Move									
DP	ADP	CON	Minor	Armor & Defenses Summary					
128	574	12	43	92 / 360 Armor					
Occult L3 16-				Copy 180 AP Character: 4x (must meet), 16 patterns stored, copies know stuff					
				Dense Physique x10 (+160 BLD)					
				No Biological Weaknesses					
				Armored Bio-System 10x (80 / 200 Cv 8)					
				Strategic Teleport					
				Strategic Intelligence					
				Situational Awareness					
				Soak					

# The Street Gangs

The threetwo groups that are most prevalent in terms of creating criminal encounters are the neo-Nazi Code Disciples (up north) and the Nigerians (down south), and the Keys (Columbians, lightly distributed). The Code Disciples have a bench of Luminaries who are white supremacists. The Nigerians have a psychopathic leader, a CAT-4 powerhouse called Blood Diamond.

The Nigerians have a jagged violent edge to them that doesn't seem to be strategic--just innate. They don't have the organization or the sophistication of the Russians and their leader is becoming more and more aggressive and willing to leave bodies behind as he ramps up.

The Code Disciples are playing a much longer game and are ideologically limited. They want to make money--selling pot on campus (with permission of the Syndicate)--so they can recruit, siphoning off young men from the slums, and providing a supply of pills and

narcotics sold out of 'The Terrace.' (which isn't technically anyone's territory so, if you have a Code Disciple connection and want to buy, you can truck yourself out there to do it).

The Keys--the Columbians--are more bit players in drug distribution. They sell to the Russians in bulk and move small amounts of narcotics locally. They run many of the fronts that the Russians have fingers in (strip clubs, massage parlors, etc.). They have some strongholds in their barios with vehicular chop-shops and provide warehouse storage for other gang's stolen inventory.

They have Heavy Caesar as their in-house Luminary "super star." They lavish luxuries on him--and he seems reasonably loyal to them. Even though they don't have the size / manpower of the other gangs, having a full-time Luminary who is in city limits (the Code Disciple people don't move around as much, and Blood Diamond only goes out when he has to) they get "a seat at the table."

## The Code Disciples

### Nord Wolf (a.k.a. David Nolte)

**Summary & Psychology:** A soldier for hate--he grew up feeling lost and the Disciples took him in, nurtured his rage, his sense of victimhood, and filled him with a toxic diet of conspiracy theory and racial grievance. He is now a loyal disciple. He leads "red missions" (where bloodshed is involved) and provides "active security" (where a fight is expected).

**Tactical Overview:** A blunt object.



AP Total		59			A-Cost		16		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
20	15	-2 / -2	60	Kick	34 IMP	Short	+1 Backswing	6* / S	14-
PHY 12, REF 12, INT 10			50	.41 Magnum	9 PEN	-1/10y	RCL -2, 9 shots	5 / S	14-
8 Step, 78y Long Move									
DP	ADP	CON	Minor	Armor & Defenses Summary					
34	19	12	11	-4 / -8 Damage Mods, Bock 13-, 0/4 Armor, Dodge 13- Hurt 12					
				Cyber Legs L3					
				Fast Company L2					
				Tough Guy					
				Cyber Eye0					
				Thermal Tactical Vision					
				Tactical Analysis					

## Hel (a.k.a. Amanda Pierce)

**Summary & Psychology:** Sometimes they just fall right into your lap. When Amanda evidenced her mutant, Luminology physiology, her parents kicked her out of the house for being inhuman. Lost, confused, and hurt, she was readily scooped up by the Code Disciples who are actively on the look-out for such vulnerable people.

Now, having adopted her code-name after the goddess of death, she is an operative for them. They are careful to show her a nurturing, parental side--their recruitment is sophisticated even if their philosophy and general operations are not. She is in danger of having doubts about her current home--and her female handlers--but she has yet to see any other options.

**Tactical Overview:** She is skilled in HTH combat (innately) but does not like fighting Luminaries hand-to-hand (she doesn't have much armor). She prefers to charge up and fight at range.



AP Total		106		A-Cost		24			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
15	13	-3 / -3	35	Force Punch	35 IMP	Short	5 REA Activate	5 / S	18-
PHY 11, REF 13, INT 11			50	Force Hammer	46 IMP	-1/15y	10 REA Activate	8 / 1x	16-
8 Step, 78y Long Move									
DP	ADP	CON	Minor	Armor & Defenses Summary					
63	0	12	21	-4 / -8 DM, 14- Dodge Ranged (3 REA), 4 / 10 Armor					
				Appearance: Horns, odd skinned					
				Warrior - Elite +10 Grapple, +2 MA Skill Roll, 4 CP in moves					
				Force Punch: 35 IMP, Knock-back on any hit, 5 REA Activate					
				Force Hammer: 10 REA to Activate, 8 REA to fire, Knock back on any hit, 46 IMP					
				Soak					
				Fast Co. Level 1					
				Tank 4 / 10					

## Candy/ MAGAMorph (a.k.a. Lewis Langford)

**Summary & Psychology:** The Code Disciples know they need to recruit on college campuses--their mainstay is disaffected young men. They also know that just making the overtly racist / white supremacist pitch tends to turn people off: you have to slowly build them up to it. This "grooming" (called 'medicating' or 'red-pilling') requires time and finesse.

One of the things they have to do is make angry people feel okay about adopting "gateway" ideas (such as that some races are genetically violent). To do this, it helps to have the right spokesperson--a person of that race, ideally, to say the things so that people who want to believe those things can point to the spokesperson and say "she says it! You can't call *her* racist!"

Enter 'Candy'--the creation of MAGAMorph. She is an ideological free-speech "spokeswoman" who, technically, doesn't exist. Metamorph is a white supremacist who can shape-change. He has created "Candy"--a minority who spreads the *ideas* behind white supremacy--without claiming to be a white supremacist.

She's *very* popular with angry young people who see her as standing up to "authority" with her "free speech."

**Tactical Overview:** He'll fight if he has to. His ADP reserve presents as regeneration. She travels with some "undercover" white supremacists who call themselves the White Knights and will try to get between any altercation and 'Candy' since if she is hit for a Minor Wound, it will be obvious she's a Shape Shifter.

She can only assume the Candy identity 12 hours a day--so she has to be reclusive the rest of the time.



AP Total		52			A-Cost		16		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
12	12	-2 / -1	15	Strike	25 IMP	Short	5 REA to Activate	5 / S	14-
PHY 11, REF 12, INT 10			13	Jump-Kick	36 IMP	Short	Recharge 3 Rounds	6 / 1x	13-
8 Step, 78y Long Move									
DP	ADP	CON	Minor	Armor & Defenses Summary					
61	72	12	20	None					
				Shape-Shift (assume other's forms / identities)					
				Soak - DP, ADP					
				Energy Fist: 24 IMP, 5 REA Activate -- appears as "expanding rock boxing fists"					
				Jump Jets (natural springiness) - 60 yards, 3 R Recharge, +12 IMP Kick if "charged"					

## Exterminator (a.k.a. Daman Kylon)

**Summary & Psychology:** Daman is the guy the Code Disciples call in from out of town when things have gone *wrong*. He is a hard-core slaughterhouse killer with a prion spray that will turn living material into toxic muck in seconds. He wears a powerful suit of armor that was put together by several white supremacist hyper-scientists before another Luminary group wiped them out.

The suit is coded to him--he can't uncode it--and no one else can use it--so now it's "him." When he is called in? He kills. He finds using his flame-thrower like Prion Gun to be satisfying: like killing bugs.

**Tactical Overview:** His prion cannon is *deadly*--unfortunately it takes a long time to recharge once he triggers it. He will try to fight hand-to-hand at first--to get people close to him--and then hose as many people as he can with the prion cannon. Against groups, he will use the rockets.



AP Total		165			A-Cost		60		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
9	11	+0 / +0	65	Prion Cannon	185 INT	-1/15y	See Below	8 / 1x	16-
PHY 112, REF 12, INT 10			155	Prion Cannon	125 INT	-1/15y	See Below	1 / 2x	14-
8 Step, 78y Long Move				Wrist Rockets	60 IMP X	-1/50y	3 shots	5 / S	14-
				Strike	47 IMP	Short		5 / S	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
61	72	12	20	35 / 90 Armor, 25 / 65 Cv3 Plate					
				Wrist Rockets 60 IMP X (20y Radius), 3 Rockets per fight					
				Powered Flight					
				Soak - ADP					
				Power Carapace x5 (+50 BLD)					
				Necro-Rot Spray (Prion Cannon): 2 R Cool, 5 REA to Activate, -1/15y 185 INT - Full Auto Only					

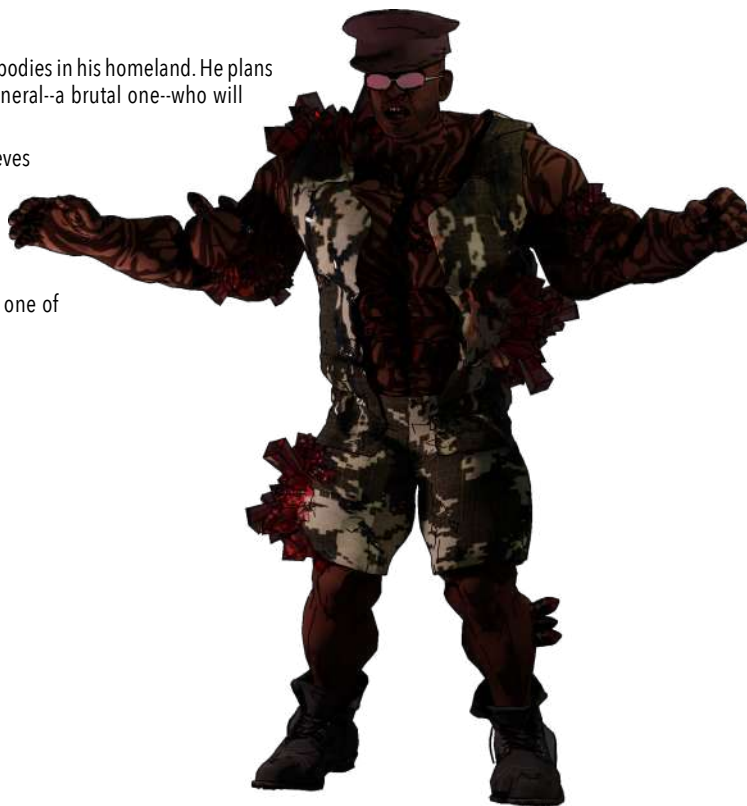
## The Nigerians

### Blood Diamond (a.k.a.Karls Tatanba)

**Summary & Psychology:** He came to America leaving a trail of bodies in his homeland. He plans to do the same with his new one--he behaves like a military general--a brutal one--who will oversee executions and mutilations for those who cross him.

He is not a deep thinker, but he is canny and tactical and he believes in rule by absolute terror.

**Tactical Overview:** He has yet to run into anything that has given him a real fight. He doesn't full understand the concept of CAT-5 Luminaries. He is still inclined to behave with some caution--to attack and then draw back. He makes his domain in one of the dark zones.



AP Total		257			A-Cost		62		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
14	12	-3 / -2	35	Flail Strike	82 PEN	Med	-2 to be blocked	5 / S	14-
PHY 13, REF 12, INT 10			30	Flail Strike-Mass	82 PEN	Med	-2 to be blocked	1 / 3x	14-
8 Step, 18y Long Move				Bio-Blade	77 PEN	Med	+1 Backswing	5 / 1	14-
				Bio-Blade Mass	77 PEN	Med	+1 Backswing	1 / 3x	14-
				Neurotoxin	135 INT	--	--	--	--
DP	ADP	CON	Minor	Armor & Defenses Summary					
63	156	12	21	20 / 50 Armor, 84 . 12000 Cv 5 Plates					
				Urban Tracking 18-					
				Mass Attack +3 1R Cool					
				Athletic - Strong - Armed 4x					
				Soak, Tank					
				Bladed Flails					
				Poisoned Bio-Blades: 135 INT Blood Toxin					
				Diamondoid Shell - Armed x3					

## Mean Streets Scenarios

In the Mean Streets game the characters get down in the grungy urban underside of Holiday City. They're expected to be the good guys--and while they can't (at least initially) "fix the city" they are working to try to keep the predators from devouring (*usually metaphorically*) the prey.

When it comes to dealing with the CAT-4 and CAT-5 titans, even a tetrad may not be able to take one down. The good news is that these people rarely wreak havoc down in the dumps--and when there is someone who is dangerous and bloodthirsty (Blood Diamond, for example), there are other forces that a canny Luminary might be able to bring to bare to keep them in check (Hecatomb? Progress?).

Characters are likely to be "from the streets" or have some personal stakes there (such as working in an inter-city hospital or belonging to an organization fighting urban poverty or the like). The characters, as a team, would be able to take on CAT-3 Operators (who are usually solo) but would probably need help to go up against well armed organized crime groups.

Characters should probably:

**Be able to investigate crimes:** This can either be through having forensic skills (Police Procedure L3 - Detective) or having skills such as Streetwise (contacts), knowing people on the police force (a character background, it may be 0 CP), Psychology or Crime Skill.

**Be Able To Exist In A Gray Area:** there are a lot of people who aren't necessarily totally *bad* guys. There are quite a few Street Level characters who have lines of conduct that include not victimizing the innocent--and even "good" Luminaries sometimes exercise their special status, there are distinctions between the sadistic or psychotic Luminaries and the better socialized ones.

**Take Jobs:** Street Level guys are always being asked to do things--usually somewhat shady things. In a place like Holiday City there is always a market for Luminary muscle whether it is protection / body-guarding (or site protection), performance of risky jobs (dropping off a package to The Syndicate), and quasi-Legal actions (picking up "packages" at the docks). Characters who are "in the game" (available for hire) can still be pretty clearly 'white hats' and still get jobs like this--at Street Level, it's assumed you'll work for hire and the jobs you'll be offered *won't* be beating people up (at least people who don't *need* it).

## Built In Mean Streets Scenario Ideas

We have provided several proposed campaign ideas for Mean Streets. These are:

### The Underground Fighting Circuit

There are good guys like Star Tiger and NyeKunDu and bad guys like Brutalist. The PCs might be involved in several dramas dealing with the Underground Circuit.

- A Challenger Appears - If the PCs are known street-level luminaries they may find themselves challenged by up-and-coming fighters wanting to make a name for themselves, even if the PCs do not, themselves, participate in the tournament. Some of these fighters may be reasonably honorable -- others may be outright bullies
- Win the Tournament - if the PCs want to fight in the tournament they can--just show up and start fighting. If they do well, this may provoke other people to start taking notice and maybe even taking them out. If any of the PCs are gunfighters, for example, Billy The Kid may try to have a death duel with them.
- The Demon - At the head of the Underground Circuit is the White Emperor who, if defeated in fair combat--winning the tournament--can be banished for good. If the PCs learn that secret they might get help from some of the more community minded characters.
- Martial Arts Intrigue. There are assassins looking for NyKunDu, there are evil forces tracking down Star Tiger, Brutalist and his team want to stomp out all rival schools. Other things might be happening. Maybe someone is shooting a martial arts movie in Holiday City and the various Luminaries decide they would all like starring roles in actual fights?

### The Syndicate, The Russians, Mother Bear, and the Gangs

The Syndicate and the Russians provide several cases where a CAT-3 character or Operative is going to be doing bad things and the PCs--especially working as a team--can stop it. They can't easily take on Hecatomb (at the top of the Syndicate) without leveling up a lot--but Hecatomb can be . . . reasoned with. He's not incredibly attached to his bloodthirsty lieutenants.

- If the PCs go in and start cleaning crime of the organized variety, they'll be met with resistance from the Mob's CAT-1/ CAT-2 "local talent." These kinds of things tend to escalate -- if organized crime can't beat the characters with regular soldiers, they'll send Operators. If operators fail, they may try black-mail, using corrupt cops, or even getting the Underbosses involved. If things get super-messy civilian casualty-wise or property-damage-wise the Tower will get involved -- nobody wants that.
- Fighting street gangs will produce similar results although the Gangs tend to be less methodical and less structured in their actions and responses. Gangs like the Code Disciples and the Pyrates (to a lesser extent, the Los Llaves) can be explosive, unrestrained and excessively violent. Mother Bear's crew, less so. Small gangs can usually be intimidated and may even disband if their leadership is taken out.

- While The Syndicate can exist on corruption and forms of Racketeering (white collar crime, etc.) and are loathe to *escalate* or cause civilian casualties, the Russians are not. They will fight back viciously and with all available means--so it's a very different profile.

### The Local Thugs and Villains

There are a lot of individual operators and bad actors on the Mean Streets who are running their own rackets, their own small gangs, and so on. Bad News is shaking people down just because he can. Roid Rage goes into a bar and wrecks the place because he's had a bad day, and so on. Even less "omni-aggressive" characters can start or find trouble easily. Usually giving them a bit of a smack down will work without resorting to killing them or trying to have them sent to The Locker (an infamous Luminary prison).

## Scenario Ideas for Mean Streets

**The Fortress:** The son of a mobster has been arrested after a heat-of-the-moment shooting. He is being held by an uncorrupted Captain in a bad-neighborhood precinct. The DA, and high command have told the Captain to release him, but he has refused. Mob soldiers are gathering.

**Red Anthony** and his boys will storm the precinct if he's not released.

**Harvest Time:** Word leaks of a list of targets--night club owners. **Harvest Moon** is being hired to take out a series of people who have been properly tractable to an unknown (note: not one of the normal Organized Crime groups) extortionist. With Harvest Moon on the playing field, the Club Owners and the guys they *normally* pay for protection (largely The Syndicate) are hiring their own luminary Operators. There have already been some explosive acts of violence and it looks like unless someone puts a stop to it, there'll be more. It was **Regal**. Regal's organization is branching out and coming into conflict with the Syndicate which already owns the HC nightclub scene--so now **Hecatombe** is *also* involved.

**Wreck and Ruin** perform a series of terrifying home invasions in a nice suburb, terrorizing and harming the families they've chosen to target. The police and The Tower have vowed to catch them, but they seem to be completely underground and no one knows where they are. Someone with considerable resources must be helping them but who? And why?

**Protection Racket** An area where business are paying minimal protection to an arm of the Russians gets Luminaries (Bad News? Wreck and Ruin? Red Death?) moving in and demanding payment as well. The shopkeepers go to the characters, knowing that while the Russians might *eventually* manage to deal with the Luminaries, there will be a lot of bloodshed before then. Stepping in will *definitely* upset the Russians as well as the new operators.

**Everybody Is Kung Fu Fighting** A full-blown martial arts war is starting to form up on the streets. Guys like Brutalist, Star Tiger, and so on are choosing sides--ordinary schools are getting demolished--there is fear that some parties are working arcane rituals to bring in even more dangerous things.

**A Knife In The Dark:** Civilians in a neighborhood near a dark-zone report violent and disturbing attacks by unseen / half-seen figures that are described as "stretched out shadows with wicked, lit eyes and jack-o-lantern grins -- something out of a *nightmare*." Police have stepped up patrols but refuse to go into the Zone, and it's clear that *something* in there is coming out.

Someone has set up a machine in one of the dark zones that seems to be turning the (many) shadows into dangerous phantoms (the machine is a device with the Animate Shadow Archetype Ability). The machine is esoteric--it was given by Erudite to a "coven" of nihilist punk magicians who have turned it on and receive subtle magical powers from it as it wreaks havoc. The longer it runs, the more powerful it becomes -- and while some of the coven members are starting to get worried the leaders are so pleased with the outcomes that they are willing to let it blossom into a full-blown Army of Darkness and maybe a *manifestation* of one of the Ordinal

**A Risk Of Violence** Red Anthony frequents a nightclub The Blue Bat Lounge with a speak-easy vibe. Everyone is on-edge since he is prone to explosive fits of violence if things don't go his way--and, he only pays when he feels like it. He has taken to one of the waitresses and is chatting / feeling her up. She's terrified but he has indicated that if she doesn't come in "on schedule" he might get angry. The owner knows that "asking for help" is likely to get him killed -- but he might ask a Luminary who would not be out-of-place in the Blue Bat to show up and intervene.

**The Green Eyed Monster** A man who frequents illegal, underground Syndicate gambling operations contacts the PCs with a proposal that requires muscle: the games are rigged and the wealthy players are *marks*. This particular mark, however, has an ultra-tech device that will allow him to beat the (rigged) roulette game. He plans to bet big all night and finally bet everything, winning back what he's lost over the last several months.

He expects the House to refuse to pay -- they know their game is rigged and they'll know (when he wins) that he's cheating, too. He wants the PCs there to take care of any trouble and enable him to walk out without being killed. If the PCs are the sort of Luminaries who accept payments, he'll pay a percentage of his winnings.

There's security on-site (one or two Street Level agents) and, then, for a follow-up, Mr. Green, who runs this operation, will get *personally* involved.

**Meth Lab** Someone is producing Drenolux--the drug that made Tool & Die (maybe they're still out there) and other dangerous Luminaries.. Get it off the streets! The Code Disciples have a lab out beyond city limits. It's being guarded by one or two CAT-3 Operators.

**Roid Rage Rampage** Roid Rage has completely destroyed a couple of sleazy bars doing his thing (finding people disgusted by him and then "taking out his rage" on them. Now he's found a joint that kinda accepts him--down by the docks. Tensions are simmering though. There may be other Luminaries (CAT-1 or CAT-2) who drink there who just don't like the guy.

# I NEED A HERO - SECRETS

This section contains stats and non "public" characters and information that is intended to be used when running the game. If the players do not wish to spoil surprises, they should stop reading here.

## The Shape of The Secrets

### The Operators

The Operators, as a group occupy an elite position above the Category-2 Street Level Luminaries--but far below the powerhouses that are Category-4 and CAT-5. They are seen by the public as dangerous adventurers, mercenaries to the super rich (hiring an Operator usually costs 100k), and flamboyant assassins (usually an Operator is only worth it to kill another Luminary). The truth is somewhat more prosaic: Operators can command huge fees but often the gray-world they live in involves doing jobs for well established patrons for below their minimum fee--and despite their (in many cases astounding) levels of power they tend to want to keep confrontations with law enforcement to a minimum: although they can handle the local heat, slaughtering a bunch of police will bring threats they can't handle.

Speaking of the police: several of the operators listed here have warrants out for their arrests. They remain free in large part because the police are not actively pursuing them, but maintaining this relationship requires that they lay low, live under an assumed name, and generally isolate from 'normal' society. It also limits the kinds of jobs they're willing to do. The police are far more willing to step away from incidents between Luminaries or involving criminals than they are murder or assault on ordinary citizens. Once you run in Operator Circles, you begin to live almost exclusively in those circles, sleeping in your rented-under-an-alien penthouse during the day, and coming out at night to spend time in places that will shelter and accept you. When you *do* enter normal society, you're "in character" and you might stay for a meal or a few drinks, but you don't linger. Press and then police will follow, and it's time to slip back into the shadows. Operator life looks glamorous from the outside, but people living it will tell you: It gets weird.

They may not dine in the same kind of dives that the Street Level guys do--but if they get invited to the black-tie affairs at City Hall or in the glamorous Empire Zone, it's as *security*--not as guests (no one invites Harvest Moon to dinner and while RedLine might better behave herself, she is not the kind of attendee that people are generally looking for).

Operator	Brand	AP Cost	Resist Value	A-Cost	Armor
B.O.H.I.C.A.	Gray	173	354	123	0
Redline	Dark	154	78	53	8/32 Cv3
Cougar	Light Gray	250	154	40	0
Harvest Moon	Dark	147	55	12	0
Hawaiian Sling	Dark	123	141	24	0
Red Death	Dark	127	155	44	5/40, 25/90 Cv2
Cuberon	Dark	189	106	89	140 PWR Force
Chardonnay	Gray	240	100	48	2/8; 200 Power Fld
Symphony	Gray	215	59	23	16/40; 36/100 Cv4
Search	Dark	184	77	19	0
Destroy	Dark	182	60	421	0



## B.O.H.I.C.A. (a.k.a. Douglas Bates)

**Summary & Psychology:** BOHICA is highly conflicted: he sees himself as the “good guy” and general society as “the bad guy oppressor” but he keeps getting roped into operations where people can get hurt. He really prefers it if *bad people* get hurt (he won’t take jobs that just involve shaking people down for money or doing clearly unsavory things).

On the other hand, his “Libertarian Sensibilities” keep dragging him into jobs against authority figures (help robbing an armored car, for example) or defending a drug lab or something.

**Tactical Overview:** He will generally try to talk someone down first--but his temper gets the better of him often. He has been known to get drunk and “accidentally” hurt people who are disagreeing with him about politics.



AP Total		173			A-Cost		123		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
14-	12	-2 / -1	105	Strike	74 IMP	Short		5 / S	14-
4y Step / 30y Long			85	Neo-A-Punch	154 IMP	Short	5 REA Act	5 / S	14-
PHY 13 REF 12 INT 11				Acid Blood	64 IMP	Medium	When Penetrated	0 / Auto	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
114	[240]	14	38	None					
Notable Character Point Abilities				Archetype Abilities					
Revelry L2 14-				Built L10: +1 CON, +50 STR, +100 BLD, +100 DP					
Streetwise L1 14-				Neo-Adrenaline L10 (5 REA Activation: Extra REA and STR)					
				Acid Blood L5 (Burn 1 Round, Automatic 14- to hit when PEN)					

## Redline (a.k.a. Amelia Cammal)

**Summary & Psychology:** Ami presents as a professional--if an impatient, sarcastic, often annoyed one. She is usually hired to “lean on” CAT-1 or CAT-2 Luminaries and is willing to deliver a “pay-up,” “get out of town,” or “come see the boss.” style message (and back it up with lethal firepower if they don’t).

She considers anyone in the political or high-finance arena a viable target--but has distaste for ambush-style assassinations (hire Harvest Moon for that). These days she’d rather coast on her reputation.

**Tactical Overview:** She’s fairly close range and will usually take a direct approach when dealing with subjects (deliver the message, if they don’t comply, give them a warning, then . . . ).



AP Total		154			A-Cost		53		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
23-	12	-4/-4	18	Single Shot	24 PEN	-1/5y		5 / S	15-
4y Step / 30y Long			15	Vital Shot	44 PEN	-1/5y	Hit by 6+	5 / S	15-
PHY 11 REF 13 INT 11				Auto-Fire	36 PEN	-1/5y	8 REA, +2 to hit, +2x 1 REA	8 / 1x	17-
				Vital - Auto	68 PEN	-1/5y	Hit by 6+	8 / 1x	17-
DP	ADP	CON	Minor	Armor & Defenses Summary					
40	38	12	13	-4 / -8 Damage Mods, 8/32 Cv3 Armor Vest					
Notable Character Point Abilities				Archetype Abilities					
Firearms L3 15-				Fast Company L2: -8 PEN / -4 IMP Dmg Mod, +5 INIT, +3 REA, +12 DP, +7 HTH,					
				Gunslinger L4: +12 Ranged PEN, +16 ADP					
				Gun & Vest L2: 12 PEN handgun, 8/32 Cv3 Body Armor, +12 ADP					
				Vital Shot L2: +20 PEN on hitBy 6					
				Soak +16 DP					



## Cougar (a.k.a. Lissa Light)

**Summary & Psychology:** Cougar has changed her life almost entirely. She used to be bored--now she's free and powerful. She used to have friends who were always cat-fighting and picking at each other. Now she has friends who blow things up. She's loving it--but she still has a streak in her that is somewhat petty and vengeful.

She also doesn't take kindly to certain types of people (men, mostly) behaving in a chauvinistic or patronizing fashion and while she isn't just going around gutting people she is quite capable of "going too far."

NOTE: Although she finds him naive she is friends with BOHICA and often works with him on jobs.

**Tactical Overview:** Her Cougar Roar (Sonic Scream) is quite a surprise to a lot of people. She will tend not to use it--or the claws, until her Defensive moves get used up. She enjoys *threatening* with her claws but does *not* like slicing people up with them.

Her blocks are her primary (and very effective) defense and she will aim to save enough REA to block all expected incoming attacks. Against most opponents (who have enough REA for 2 strikes), she can make 3 hand-to-hand attacks and *still* have 2 REA left over to block with.



AP Total		250			A-Cost		40			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht	
19-	17	-4 / -4	17	Claw	30 PEN	Short	90 PEN VAL AP	5 / S	14-	
9 y Step, 69y Long			14	Cougar Roar	81 IMP	-1/15y	1R Charge, +2 LWB	8 / S	14- +2	
Climb any surface: 5y / 8 REA long move				Tai Chi Punch	42 PEN	Short		5 / S	14-	
DP	ADP	CON	Minor	Armor & Defenses Summary						
154	0	11	51	-4 DM & AGI v Rng, 1 REA Tai Chi Blocks 16- (vs. Ranged), 20/8 SP Defensive Pool						
Notable Character Point Abilities				Archetype Abilities						
Tai Chi L3 14-				Quick: 4 REA, -4 Damage Mods (all), -4 AGI Mod, Block/Dodge Ranged						
Climbing L3 14-				Defensive Moves: 20 SP / Max Spend = 8 SP Pool						
Acrobatics 14- L3				Defender: Quick blocks (all blocks/dodges for 1 REA)						
Security Systems L2 14-				Cyber Claws L4 90 PEN Val Armor Piercing						
Locksmith L2 14-				Sonic Scream: 8 REA, 1R Charge Up, +2 LWB						
Stealth L2 15-				My Body Is My Weapon						
				Brachiate (Urban): Speed Bonus +5y/s, Climb 5y for 8 REA						
				Predator Senses (16- Perception Roll) Track Targets, Detect Prey At Range						
				Night Vision (ignore -3 visual modifier)						

## Harvest Moon (a.k.a. Avery Ragland)

**Summary & Psychology:** Avery Ragland works in IT and while he hates it, it's his hatred for his co-workers that keeps him going. The idiots can't do anything--they're mewling, helpless morons. He will some-day fire up his **eye** and let its streaming bolts of hatred purify his office--scouring them--killing them as they flee, screaming. Terrorized by his **eye**.

He fantasizes about this, even while 'Harvest Moon' takes jobs on the dark market paid in crypto-currency. He tells himself soon he'll be rich enough to retire--but the truth is that he somehow *needs* to keep going to his job. He *needs* to keep seeing these people he plans to kill--making ignoramus small talk with them, treating them like friends, waiting--seething. Eventually he will be ready--and then? Then he will turn his **eye** on them.

**Tactical Overview:** Harvest Moon is very confident in his ability to hit and block incoming attacks--overconfident (although, to be fair, 18- is nothing to sneeze at). He will attack from enough range to try to get his query with several shots (he can hit 3x a Round with his Quick Shot) and then cut it back to two shots a round and two blocks or shot a round and 3 blocks. Faced with a tough opponent who can grapple? He'll run.



AP Total		147			A-Cost		12			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht	
20-	12	-2/-2	22	Q-Beam	14 IMP IA	-1/15y	5 REA Act, IA	5 / S	18-	
4y Step / 30y Long			18	Quick Shot	14 IMP IA	-1/15y	5 REA Act, IA	1 / 1x	18-	
PHY 11 REF 12 INT 10				Strike	9 IMP	Short	Karate L2	5 / S	14-	
DP	ADP	CON	Minor	Armor & Defenses Summary						
55	0	12	18	-4 / -8 Damage Mods, Block Attack 18- (3 REA)						
Notable Character Point Abilities				Archetype Abilities						
Disguise L2 14-				Fast Company L1: +5 INIT, +10 DP, +6 HTH, 4 AP GAT, 8 CP Acrobatics						
Forgery L2 14-				Expertise L4: +4 Skill, +3 INIT, +1 Attack 1x 1REA						
Security Systems L2 14-				Soak: +16 DP						
Computer Systems IT L2 14-				Quantum Beam: 14 IMP, Ignores Armor, 5 REA to Activate						
Ranged Attack 14- L3				Ricochet, Ignore Cover, 1 shot per Round.						
				Block With A Bullet With A Bullet						



## Hawaiian Sling (a.k.a. Milo Frick)

**Summary & Psychology:** Milo sort of fell into the life of being a puppet for The Syndicate (gambling debts) and found that he was modestly psychopathic: he had very little guilt over killing people (to be fair, he mostly didn't kill that many people and it was almost always a degree of self defense)--but he did hurt people and while he didn't *like* it, he liked it better than himself being hurt.

When it turned out he was one of the few people who could sustain a full high-grade cybernetic upgrade he decided to cash in his savings and go all the way. He might not have chosen the Gauss Harpoon--but it was what the darkmarket lab had and once it was hooked up? Well, he liked it. Well enough.

These days he's got a leery eye on The Syndicate (especially Mr. Green and Red Anthony who still think he's their boy)--and he does need money--but he's no longer in the wanton violence game--and if he's pushed? He might push back.

**Tactical Overview:** Despite his own nature he is actually a frighteningly skilled assassin (if he wanted to be). He tends to use his harpoon gun and then move in close--but against real opposition? He can floor a lower level Luminary with the right punch.

He also is willing to put some effort into surveillance (which suits his lazy attitude of sitting around)--which makes him more dangerous than he'd be if he was the sort to just run in, unprepared.



AP Total			123		A-Cost		24		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
17-	15	-1/-1	45	Strike	24 IMP	Short	Street Fighting L2	5 / S	15-
4y Step, 19y Long Move			40	Vital Punch	60 IMP	Short	Hit by 6+	5 / S	15-
PHY 12 REF 12 INT 11				Harpoon Gun	42 PEN	-1/15y	2 shots, 5 REA activate, -1 AGI	5 / 1x	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
141	0	12	47	-4 / -8 Damage Mods, L3 Acrobatic Dodge 14- 3 REA					
Notable Character Point Abilities				Archetype Abilities					
Revelry L3 15-				Fast Company L2: -8 PEN / -4 IMP Mod, +5 INIT, +3 REA, +12 DP, +7 HTH, 8 GAT					
Spycraft L2 15-				Super Strength L1: +16 STR, +16 DP					
				Vital Strike L1: +36 IMP (Punch) on hit by 6+					
				Soak +64 DP					
				Millimeter Wave Scan (see through walls, scan for weapons, analyze armor)					
				Gauss Coil Harpoon: 42 PEN, 2 shots then 5 REA to reload 1 shot, 5 REA to activate, -1 AGI Bonus when active					

## Cuberon (a.k.a. Sam Pall)

**Summary & Psychology:** Sam can mostly contain the Geometry Distortion Field that is melded to his being--that he is effectively *trapped* in--but he cannot forever get rid of it--and it sometimes haunts him. Sometimes.

He can be immensely, powerfully destructive and yet he's still a servant--even if a very well paid one--and that makes him angry. He restrains himself from taking it out "unprofessionally"--but some day his tight control may snap. Then there's no telling what he could do.

**NOTE:** He works with--and is friends with--Chardonnay. He works for--and is *not* friends with--The Connoisseur.

**Tactical Overview:** He will activate his field which starts turning reality around him into twisting shapes--separating, altering, shifting through multiple projections, and then coming back together. Only he survives this. When he is close and strikes, the "Geometry Field" will tear apart almost any earthly material.



AP Total		189			A-Cost		89			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht	
14-	12	-2/-1	15	Strike	76 IMP	Short	Burn if hit by 5+	5 / S	15-	
3y Step, 9y Long Move			13	Cleave-Strike	121 IMP	Short	Burn if hit by 5+	5 / 1x	15-	
PHY 12 REF 12 INT 11										
DP	ADP	CON	Minor	Armor & Defenses Summary						
106	0	11	35	Force Field 140 Power						
Notable Character Point Abilities				Archetype Abilities						
				Force Field 140 Power						
				Geometry Distortion Field (Burning Man). 76 IMP, 5 REA Activation, Attack All targets within Medium Reach (0 REA) Burn if hit by 4+, Strike for burning damage.						
				Soak (+64 DP)						
				Cleave +30 DP						
				Radial Symmetry (360 Degree Vision, fastest speed is walking)						
				See around corners						



## Red Death (a.k.a. Devon Prince)

**Summary & Psychology:** Red Death was convinced of his superiority before he was Illuminated. It was his identity as a soldier, then an elite special forces operator. He sees this time as different -- the *ultimate* truth. His mission is to make the world recognize it. All of them. Creating an operational Luminocracy means organizing cells, doing out-reach, gathering soldiers--mostly human--but the type looking to be *led*. He is part Luminary evangelist, part terrorist, part civic organizer. He is also -- as a side line -- trying to understand himself. The viral agent they filled him with in the military lab has given him an incredible healing factor, but it also makes him *contagious*. In other people, though, it just makes them really, really sick and possibly kills them. He's been known to use it to terrorize victims, but in truth, it isolates him terribly.

He vacillates between pragmatic: he needs weapons and men for his coming revolution--so he will work with other criminal groups, take jobs, etc. His other phase is *manic* where he will do things like kidnap reporters to "give them the word" (about the coming Luminary Revolution) and take on grand plans to make extravagant statements. In this mode he is entirely unpredictable and could do anything (kill hostages, open fire into crowds, etc.).

**Tactical Overview:** If he can, he'll fight with support--ideally other Luminaries. If he can't, he'll use firearms from range. He would prefer not to rely on regeneration to sustain high levels of Luminary generated damage (against police though, he'll just wade in).



AP Total		127			A-Cost		44			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht	
14-	12	-2/-1	80	Punch	52 IMP	Short	+2 Backswing	5 / S	15	
4y Step, 19y Long Move			65	Assault Rifle	36 PEN	-1/50y	-1 RCL	5 / S	15-	
PHY 12 REF 12 INT 11				Full Auto	54 PEN	-1/50y	+2, 2x shots 1 REA	8 / 1x 1 / 2x (single)	17-	
				.44 Automag	17 PEN	-1/12y	-3 RCL	5 / S	15-	
DP	ADP	CON	Minor	Armor & Defenses Summary						
141	14	12	47	Armor 5 / 40, 25/90 Cv2 (Machine Arm), 47 DP / Round						
Notable Character Point Abilities				Archetype Abilities						
Firearms L3 15-				Machine Arm - Armed - L10 (+10 BLD), Armor (Cv 2)						
Demolitions L2, 14-				CyberHand - Medical 4 DP Healing, Stabilize Dying / Dead, Medical Sensors						
				Disease carrier - Fluid Transmission - Requires fluid contact						
				Infra Skin: 5 / 40, +2 Hurt Condition						
				Protective Gear: Sealed System. +24 ADP vs. Gas						
				Precision Shot: +15 Assault Rifle, +20 Automag, +14 DP						
				Absolute Regeneration: Heal Minor Wound each round (47 DP)						
				Assault Rifle L3 (21 PEN)						
				.44 Automag 17 PEN, -1/12y, RCL-3, 7 Rounds						

## Chardonnay (a.k.a. Alison Bardling)

**Summary & Psychology:** For someone with an amber field that looks a little like champagne Alison is anything but "bubbly." She is extremely powerful, potentially deadly, and working for one of the worst bosses imaginable--The Connissure. She thinks perhaps it's because she's not assertive enough to simply leave (although just *leaving* The Connissure could be deadly). Maybe she, like Cuberon, did something in a past life?

Anyway--she's stuck in the job and his Connissure-ness always has *something* he wants done--*someone* he wants "leaned on"--or whatever. So she does it. She is paid handsomely. She won't kill ordinary people, and will seek to prevent the worst excesses of Cuberon or her boss. She'll *attempt* to keep from harming Luminaries if she can, but she's far less constrained.

**Tactical Overview:** She has training as a body-guard and private detective and generally seeks to *de-escalate* if she can. Her boss is basically Captain Escalation, so if he's around, she'll go straight to fighting but on her own, she'd rather talk people into standing down and getting out of her way, if she can.

The field may or may not be visible--when she activates her laser, it starts to bubble. **Note:** she carries a "laser gun" but her laser ability is natural and comes from the same source as her field. The gun is a fake out designed to make her look disarmed when she is anything but.



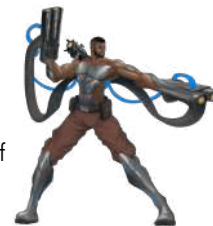
AP Total		240			A-Cost		48			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht	
22-	15	-2 / -2	22	Laser	58 PEN	-1/30y	5 REA Activation	5 / S	16-	
3y Step, 9y Long Move			20	Strike	10 IMP	Short	Karate L2	5 / S	16-	
PHY 10 REF 12 INT 12										
DP	ADP	CON	Minor	Armor & Defenses Summary						
100	0	12	33	-4 / -8 Damage Mods, 200 PWR Power Field, Armor 2/8						
Notable Character Point Abilities				Archetype Abilities						
Spy Craft L2 14-				Fast Company L2: -8 PEN / -4 IMP Mod, +5 INIT, +3 REA, +12 DP, +7 HTH, 8 GAT						
Diplomat L2 14-				Bronzed L1 +3 STR, +12 DP, 2/8 Armor, 4 CP Appearance						
Streetwise L2 14-				Laser L6 5 REA Activation, 58 PEN						
				Soak +64 DP						
				Power Field 200 PW ("Fizzy" golden glow)						



## Symphony (a.k.a. Curt Basil)

**Summary & Psychology:** Curt's self-identity as a loyal soldier got him far in the army and then got him further in Kingdom Security. He was never one to go outside the rules of engagement--but in the civilian paramilitary they're often more flexible. He doesn't know that KS is run by The Terror--or close friends with the murderous Regal--and when he finds out, there'll be *problems*. Until then, though--while the jobs have started getting darker and he has started having some doubts, he's still happy to work for Kingdom and some of their shadier clients.

**Tactical Overview:** Curt may carry a side arm--but generally won't use it. When he has a mission, he's almost all business.



AP Total		214			A-Cost		23		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
19-	12	-4/-4	30	Shotgun	29 PEN	-1/15y	5 REA Activation, +2 LWB, -1 AGI	5 / S	15-
3y Step, 9y Long Move			25	Full Auto	44 PEN	-1/15y	As above	8 / 1x - 1 / 2x	17-
PHY 12 REF 12 INT 11				Plasma Grenade	40 IMP X	-1/10y	Explosive	8 / S	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
59		14	15	-4 / -8 Damage Mods, 16 / 40 Armor, 20/60 Cv 4 Plate, Acrobatic Dodge (v. Rng) 14-					
Notable Character Point Abilities				Archetype Abilities					
				Science Agent Class Epsilon, 1x Mjr. Wound Heal, no Hurt Condition					
				Fast Company L1					
				Soak					
				Plate Armor L4 16/40, 20/40 Cv 4					
				Plasma Grenade (Blast) 40 IMP					
				Cyber Shotguns : 29 PEN, Autofire, Light Cyber Mount: 5 REA to activate, -1 AGI when deployed					
				Comm & Thermal Scanner (night-sight, limited tracking, detect communication)					

## Destroy (a.k.a. Andrew Gilman)

**Summary & Psychology:** Andrew Gilman served as a Ranger in Afghanistan. He is jump qualified and used to high-tempo combat operations. He is loyal to his brother Jim--and the two of them have traveled together to Holiday City. He is looking to find a low-key way to stop moving around without having to fight off law enforcement or go to prison. He has given up on a course of wholesale revenge against the government that tested some kind of theoretical munition that wound up creating the brothers as Luminaries and he feels has done enough damage in their few years fighting as Luminary mercenaries overseas.

Unfortunately being a Holiday City Operator is one of the few jobs available that pays the rent and keeps his past at bay. Andrew has plans to leave the life -- a really *good* new identity, enough in the bank to make going back unattractive... but those things cost money and for right now, he's still doing jobs he'd rather pass on.

He is less convinced that the brothers are the target of an extra-legal organization, but so long as James does, he's supportive of doing what's required to remain free -- and that means doing jobs for money.

**Tactical Overview:** His blast is *extremely* damaging and he is careful not to use it at full power on targets that can't take it. Usually Search will provide an assessment of a target's armor / durability.



AP Total		182			A-Cost		60		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2/-1	76	Strike	42 IMP	Short		5 / S	15-
				Destroy Blast	170 IMP	-1/5y	Overload Only	5 + 5 / 1x	15-
PHY 12 REF 12 INT 11									
DP	ADP	CON	Minor	Armor & Defenses Summary					
307	114	12	102	Does Not Take PEN Doubling					
Notable Character Point Abilities				Archetype Abilities					
				Power Blast - Overload Only. 5 REA on Round 1, 5 REA to fire on R2. ROF 1x					
				No Vital Organs (no PEN Doubling)					
				Soak DP, ADP					
				Super Strength L3					
				Athletic - Unarmed - Strong L2					
				No Biological Weaknesses					



## Search (a.k.a. James Gilman)

**Summary & Psychology:** James was always the “smart one” of the Gilman brothers and, when he joined his brother in Afghanistan as a combat medic, he was highly rated and served with commendations. The military field-tested a prototype weapon in the area where the brothers were operating and both were affected. James died -- and then came back--with the “Infosphere” -- the ability to sense and understand *everything* happening around him for some distance. He can “see” through walls, detect ambushes, and tell when people are close by. He is adept at processing a flood of information.

He still harbors a good deal of anger at being betrayed by the government but he also has guilt over becoming a deadly Luminary mercenary and fighting for some of the people who were *definitely* wrong. He would like to return to normal life--but he doesn't want to battle with the legal system and would rather just be on the books as a wanted man--but be left alone.

Perhaps most problematically, Search believes that they are being sought for reasons other than criminal justice and that being apprehended would result in their disappearance into a Black Ops testing program. Who is after them, why, and what lengths such an organization is willing to do to procure them remains unclear but it means that peaceful surrender is not an option.

**Tactical Overview:** He loans his brother SPs to hit and uses his own SPs to dodge. He can't hurt heavier foes and won't even really try.



AP Total		184			A-Cost		19		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
22-	15	-2 / -2	25	Strike	10 IMP	Short	Karate L2	5 / S	14-
3y Step, 9y Long Move			21	Assault Rifle	19 PEN	-1/75y	Firearms L3	5 / S	14-
				Full Auto	30 PEN	-1/75y	Firearms L3	8 / 1x - 1 / 2x	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
109	0	12	36	-4 / -8 Damage Mod, Dodge 14- 3 REA vs. Range					
Notable Character Point Abilities				Archetype Abilities					
				Millimeter Wave Scan (see through wall)					
				Situational Awareness (Spot target within 60 yards, 19- see concealed, 15- see through con-games)					
				Threat Assessment (Radar Detection of foes / unusual, see weapons, allows targeting)					
				Clairvoyance 3x per day 14- Roll					
				Feeling of Being Watched 15-					
				Fast Company Level 2					
				Commander L3 20 / 8 Pool Lendable. +2 INIT					
				No Biological Weaknesses					
				Soak					
				Assault Rifle: 19 PEN, 30 round magazine, -1/75y, full Auto					



# Deadly Celebrities

It isn't a secret that many of the Luminary celebrities are terrible people (some, like Narcissus, go beyond that mild of a descriptor). What isn't talked about is how much their *fans* like *watching them be horrible people*. To be sure, the cameras don't show killing--but they do show a casual back-hand which results in hospitalization or a temper-tantrum which blows up a boutique.

These Luminaries get away with a *lot*--even more than a non-celebrity of their power-level would get away with (a Luminary going around killing people in the open would eventually draw the ire of more powerful Luminaries if they were simply sitting around--or special units in the army, etc.).

No--these people are nasty, sometimes brutish, often incredibly petty . . . and *popular*. People are fascinated by their bad behavior that simply encourages more and more of it.

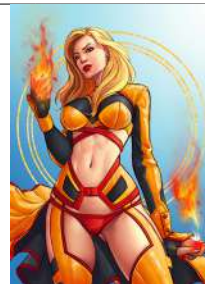
Celebrity	Brand	AP Cost	Resist Value	A-Cost	Armor
Meteoric		261	133	30	84 PWR Force, 300 Power
Narcissus	Dark	269	147	33	25 / 75 Armor, 100 Power
Echo	Dark	65	27	18	4/11; 7/19 Cv4 Armor
Impatient		266	122	22	None
Black Card		257	158	75	12/30; 24/60 Cv4; 34/85 Cv2
Petty Tyrant		311	445	112	80/200 Armor
Kernel Panic	Dark	243	320	44	64/160; 104/260 Cv2
Iconoclast	Light	515	393	104	20/100 Armor
Malthusian	Gray	512	216	152	60 / 150 Armor
Ravenous	Gray	512	322	89	Force Field 200 PWR

## Meteoric (Rimington Hale)

**Summary & Psychology:** Combine a ruthless, petty beauty queen with CAT-4 Luminary power and you get Rimington Hale. She knows she could be parlaying her "talents" into a *lot* more money--but so far she just hasn't been successful. Still, she does pretty well and has a good following on Insta, Tick-Tak, and her cable-access show.

People who cross her? Talk down to her? Don't instantly give her what she wants? She's not an *animal*--she just wants to see them grovel and crawl a little. Then it's off she goes--into the sky.

**Tactical Overview:** Rimington can fire five attacks every other round using her Flurry of Strikes. Of course the last one is at -10 to hit anything so it's a bunch of random damage. She is hard to hurt, however and can mostly be talked down.



AP Total		261			A-Cost		30		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Hit
12	13	-2/-1	14	Plasma Bolt	46 IMP	-1/50y	-2 RCL, 1R Charge after 2R of Fire	5 / S	15-
			12	-Flurry	46 IMP	-1/50y	1R Charge	1 / 3x	15-
PHY 10 REF 12 INT 10				Detonate	60 IMP X	8y RAD	5 REA Power Up, 2 R Cool	5 / 1x	--
DP	ADP	CON	Minor	Armor & Defenses Summary					
133		12	44	84 Power Force Field, 300pt Power Field					
Notable Character Point Abilities				Archetype Abilities					
				Powered Flight					
				Detonate 60 IMP X (5 REA to charge, 5 REA to use, 2R Cool after use)					
				Plasma Bolt 46 IMP (-1/50y -2 RCL, 1R Cool after 2R of fire)					
				Force Field 84 Power					
				Power Field 300 Power					
				Flurry of Strikes 3x 1REA Attacks 1R Charge					



## Narcissus (no a.k.a.)

**Summary & Psychology:** Narcissus became aware of himself as a singular work of art--he was the art--and the artist. Inside he is empty and the only thing that fills the void is attention--adoration--it's only what he's owed. He needs nothing else--as he travels around, taking in sights, enjoying "finer things" he hears the worms calling up to him--fascinated, enthralled--and that is the sustenance he needs.

Oh, how he despises needing them--and he finds their mewling cries *amusing*. Every now and then he breaks one to show them what will happen if he goes hungry--even for a second. What will befall them if they do not pay him what he is due.

A girl follows him--he has a vague appreciation of her viciousness. He can see how the small fragments of his attention captivate and infuriate her (and perhaps make other men jealous? She is . . . pretty). He knows she will be ugly bones and dessicated skin soon--and he will still be beautiful.

**NOTE:** Narcissus has no feelings (for anyone other than himself)--but he sees Echo as a *possession* of his--so he would be quite upset (lethally so) of anyone but him *broke* her).

**Tactical Overview:** He has a bullet round so he will almost always begin a fight by activating his Spectral Skin power field which makes his body seem to glow slightly. He can kill ordinary people--and even some Luminaries, easily--but he fights in an almost lazy fashion.

When presented with a reflection of himself, he has a 14- chance of spending 5 REA being captivated. This goes down by 2pts every time the strategy is used in a given combat.



AP Total		269			A-Cost		33		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
18-	12	-3 / -3	80	Strike	56 IMP	Short	L2 Street Fighting	5 / S	15-
			65	Charm Field	17 INT	30 RAD	Aura, 0 REA	--	--
PHY 10 REF 12 INT 10									
DP	ADP	CON	Minor	Armor & Defenses Summary					
147	0	12	49	25 / 75 Armor, -4/-8 Damage Mods, 100pt Power Field (5 REA to Activate)					
Notable Character Point Abilities				Archetype Abilities					
				Fast Company L3: Bullet Round, 14- Dodge (vs. Ranged)					
				Bronzed: L5 (20 CP in Appearance)					
				Spectral Skin: Faint glow, 100pt Power Field (5 REA to turn on)					
				Super Strength L3					
				No Biological Weaknesses					
				Soak					

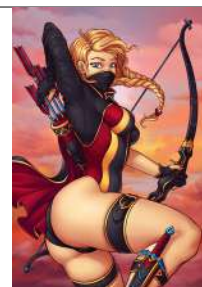
## Echo (a.k.a. Valerie Hawkins)

**Summary & Psychology:** Valerie measures herself against all other women first and foremost: is their man as handsome, as powerful, as golden as Narcissus? No. Are they as worthy as her--the one the god-like man smiles upon? No. Then she is superior.

Against all humans: have they accomplished what she has--reached the pinnacle of the social peak? Landed THE Narcissus? No? Then she is superior to them. Every sleight at Narcissus must be answered. Every sneer or smirk.

And there is a never-ending cascade of these: all of human-kind is jealous of her prize and she must viciously defend it. She generally handles all his logistics and such.

**Tactical Overview:** Echo has a vindictive, even sadistic streak. She is quite willing to kill in "defense of her man"--but she has some levels of restraint (the Taser arrows) for dealing with ordinary people.



AP Total		65			A-Cost		18		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
18-	13	-3 / -3	22	Strike	9 IMP	Short	Karate L2	5 / S	15-
			18	Regular Arrow	19 PEN	-1/15y	Bow	5 / S	15-
				Blast Arrow	19 IMP X	-1/15y	3 shots	5 / S	15-
PHY 10 REF 12 INT 10				Taser Arrow	35 INT	-1/15y	3 shots (Taser)	5 / S	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
27	0	12	9	4 / 11 Armor, 3 / 8 Cv4 Plate, 9 Flack, -4 / -8 Damage Mods, 14- 3 REA Dodge					
Notable Character Point Abilities				Archetype Abilities					
				Fast Company L1					
				Armored Suit					
				Night Vision (Ignore 3pts Darkness Modifier)					
				Grappling Hook / Swingline (15 mph)					
				Bow & Arrows					



## Impatient (Beatrice Logram)

### Summary & Psychology:

Beatrice is justifiably proud of everything she's accomplished, but she's a con-artist. Much of what she has was bought or acquired by coercion rather than being earned. She feels innately *entitled* to all that, of course -- and more (so much more), but she is also aware that if the illusion were punctured she would be disgraced. That cannot happen. She is a demanding taskmistress about advancing her image and her reach... but a complete terror when the truth behind her story is at risk of exposure.

She is *not* a ruthless killer -- she generally prefers threats and blackmail (often with her lawyers formally codifying agreements to keep quiet in her famous, expansive, and dubiously enforceable Non Disclosure Agreements) to physical violence, in part because violence would be so counter to her carefully structured image. When she resorts to physical violence, it is sudden and often overwhelming. Because it's so out-of-touch with her brand and public image many of her victims find it impossible to accuse her of beating the crap out of them.

Beatrice likes it that way.

**Tactical Overview:** Impatient has both Flurry attacks and Mass Attacks, allowing her to launch multiple 1 REA attacks. Note the Charge Up and Cool Down times -- her Flurry attacks are not available on the first round of a fight; her Mass attack (different targets) are. Note that she gets a single Cleave Strike (+7 damage slash which can be done as a 1 REA attack)



AP Total		266			A-Cost		22		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
20-	15	-4 / -4	30	Crosse Check	30 IMP	Med		5 / S	16-
			25	Crosse Slash	37 IMP	Med		5 / 1x	16-
				Strike	9 IMP	Med	Street Fighting L2	5 / S	16-
PHY 12 REF 12 INT 11									
DP	ADP	CON	Minor	Armor & Defenses Summary					
81	41	12	27	-4 / -8 Damage Mods, Block/Dodge Ranged 16- for 1 REA					
Notable Character Point Abilities				Archetype Abilities					
Con Artist L3 17-				Fast Company L2: Dmg Mod -8/-4, +5 INIT, +3 REA, +12 DP, +7 HTH, 8 AP GAT					
				Flurry of Blows: +2x1 REA Attacks, 1 Rnd Charge Up [.19]					
				Mass Attack L2: +2x1 REA Attacks v. Diff targets, 2 Rnd Cool [.10]					
				Athletic [Spry]: +1 ACost, +1 STR, +8 DP, +16 ADP, +1 AGI Bonus					
				Athletic Strong [Armed]: +4 ACost, +4 STR, +10 DP, +9 ADP					
				Defender -- Quick Blocks: 1 REA Blocks, +16 DP					
				Free Running [Super]: 2 CP Acrobatics, +20y/s Step, +40y/s Run, +60y/s Sprint					
				Mobility ADP +16					
				Focused Strike - HTH IMP L+ x1: +6 ACost, +7 IMP Damage, +10 DP					
				Crosse (Maul): +8 AP +16 IMP 2H hammer					
				Fans L3: Super Star (6 CP Wealth, 13- Recognition)					
				Natural Talent (Con-Artist)					



## Black Card (a.k.a. Henry Stone)

**Summary & Psychology:** Black Card has a moral compass that is damaged by his ego. He *has* to be at the center of everything and this throws his better instincts off kilter. He does generally speaking try to do the right thing--but his arrogance or overreaching gets in the way. He can also be extremely patronizing (especially to women) and he sometimes goes too far if his temper gets the better of him.

**Tactical Overview:** He can block almost anything so long as he has REA. After that, while he has layered armor, he is comparatively vulnerable. He has a tendency to be extremely dramatic and he is definitely overconfident.



AP Total		257			A-Cost		75		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
20-	15	-5 / -3	20	Lunge	80 PEN	Med		5 / S	20-
			17	Lunge - L3	80 PEN	Med	L3 Fencing	4 / 1x	20-
				Lunge	80 PEN	Med	Expertise	1 / 1x	20-
PHY 12 REF 15 INT 11				Lash	40 IMP	Med	Non-PEN blow	4 / 1	20-
				Step-Lunge	80 PEN	Med	Step+Strike	7 / 1	20-
DP	ADP	CON	Minor	Armor & Defenses Summary					
158	0	12	53	1 REA Blocks 20- (vs. Ranged) 12/30 Armor, +12/+30 Cv4 Plate, +10 /+ 25 Cv2 Plate					
Notable Character Point Abilities				Archetype Abilities					
Fencing L3 (7 REA Lunge) 20-				Expertise L4: +4 Skill, +3 INIT, 1x 1 REA Attack					
				Block Ranged Attacks [+12 DP]					
				Defender - Quick Blocks (all blocks & dodges for 1 REA)					
				Focused Strike - Sword (HTH PEN): +25 ACost, +25 PEN, +70 DP					
				Foil: +40 PEN; Fast Moves, Poor Blocks					
				Cyber Arm: Armed: L5 10/25 Cv2					
				Internal Armor: 12/30, 12/30 Cv 4					
				Powered Flight 15y/s. ACC 60 y/s, Max 1000ft, Maneuver High, Hover: yes					
				Mysticism: Meditate, Channel, Knowledge +2 Philosophy (16-), +2 WIL (14-)					
				Loser: 4 SPs when suffering Loss / Humiliation					
				Back Up Plan: Strategy 16-, 10/4 SP Pool when something goes wrong					



## Malcolm Fitzgerald (a.k.a. 'Petty' Tyrant)

**Summary & Psychology:** Malcom , for a man of his achievement and gifts, is staggeringly insecure. He expects -- demands -- constant assurance from those around him that he is smarter, more accomplished, more powerful, better looking, etc. Should he fail to get that, he becomes petulant -- irritated. And should the unacceptable situation persist, violent. In person, in personal relationships, Malcolm is exhausting.

The presence of a competitor is abhorrent. Faced with an enemy more powerful than him, he will dedicate his efforts to upgrading his position (financial, tactical) so that he can demonstrate his superiority definitively.

He is possessive and covetous. His employees, his ideas, his limelight and attention belong to him. They may not leave without his permission. If he sees something he wants he will woo it. And then take it. Attempts to leave him, professionally, socially, romantically will be taken personally as abandonment and betrayal.

Malcom is smarter, harder, more demanding than everyone around him and he demands that they follow his lead. He is a Tyrant. And a petty one.

**Tactical Overview:** Tyrant is a straight-forward fighter, but not a fair one. He prefers to strike from above and out of range. He generally will not deploy his quantum cannon unless fighting a very well defended or very hard to hit target.



AP Total		311			A-Cost		112		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12-	12	-2 / -1	90	Strike	60 IMP	Short	Street Fighting L2	5 / S	14-
			75	Power Blast	94 IMP	-1/5y		5 / S	14-
				Over-Blast	190 IMP	-1/5y	5 REA R1 to charge, 5 REA to fire R2	5+5 / 1x	14-
PHY 12 REF 12 INT 12				Q-Beam	67 IMP IA	-1/15y	5 REA Activate	5 / S	14-
				Q-Beam Full Auto	101 IMP IA	-1/15y	5 REA Activate	8 / 1x 1 / 2x	16- 14-
					Absolute Truth	150 INT	Voice		5 / 1x
DP	ADP	CON	Minor	Armor & Defenses Summary					
25	420	12	8	80 / 200 Armor, 420 Systems ADP					
Notable Character Point Abilities				Archetype Abilities					
				Power Suit (Unarmed) L10: +50 STR, +50 BLD, 80/200 Armor, +420 ADP					
				PowerBlast L10: Systems ADP 90%					
				Overload: L4 Systems ADP, Systems ADP,					
				Quantum beam: Ignore Armor, 5 REA Activate, Full Auto					
				No Biological Weaknesses (in suit)					
				Extreme Atmosphere Survival: Survive in sea, space, etc.					
				Situational Awareness: Automatically spot people, +5 to perception rolls (18-)					
				Super Science +4 Science Skills (Engineering 19-)					
				Money (4 CP Wealth)					
				Absolute Truth L10: Voice					



## Kernel Panic (a.k.a. Damien Panic)

**Summary & Psychology:** Damien is all over the place. He is gripped by grand visions; sometimes a need to instruct to warn, to save, to punish. His plans are intricate and irrational. They are his art. His plans are baroque and operetic. They can be incredibly destructive, but he is rarely murderous -- sirens and alerts give people time to scatter.

He has regrets -- for the things he's done; the people he's hurt. Sometimes he reaches out to try to make amends. Or to behave in a way that is kind or protective of people he sees as vulnerable. Even *these* plans can be terrifying and destructive, but they point to a kernel of goodness in his psyche. The Kernel is dangerous and he must be stopped, but he is also, potentially redeemable.

Finally: he erratic and unpredictable and incredibly intelligent.

**Tactical Overview:** He lets the gunship drones open fire and jumps in to strike hand-to-hand when they do. He hits astonishingly hard. If he's not overwhelmed, he will grapple and take prisoners. He wants people to *understand* what he's trying to accomplish and no one sits and listens as well as a captive audience.

His labs are often death traps -- both because he does not follow safety protocols and because he is paranoid and careful and sets literal traps.



AP Total		243			A-Cost		44		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
14	12	-2 / -1	65	Punch	130 IMP	Short	+2 Backswing	5 / S	16-
			55						
PHY 12 REF 12 INT 12 RES 14									
DP	ADP	CON	Minor	Armor & Defenses Summary					
320	0	12	107	64 / 160 Armor, +40/+100 Cv2 Plate (Machine Arm). Block 15- (3 REA)					
Notable Character Point Abilities				Archetype Abilities					
				Four Arms (1x1 REA Attack, +1x 1 REA Attack on 9-)					
				HyperSuit (red Greatcoat) +32 STR, +72 DP, +32/80 Armor					
				Machine Arms: +10 BLD, 20/50 Cv 2 Plate					
				Hover Pack (2y/s Acc, 35y/s Max Speed, Low Ceiling, Med Maneuver. Hover-Yes)					
				Super Science					
				Super Senses - Hover Drone: Acute Hearing, Infrared, Radio Detection					
				Allies: 5x Robot Drones 1/5 AP. (49 AP Each)					



Commander Bot									
Point Total		49				A Cost		0	
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2/-1	12/10	Punch	0	Short	Not a combatant	5	12-
Float Pod 4y/s									
DP	ADP	CON	Minor	Armor & Defenses					
38	48	12	N/A	Armor 6/15, Robot Body					
DP+	ADP+	HTH+	A Cost	Abilities					
				Robot Body: No Bio Weakness, +6 hitBy to Pen, No Hurt Cond, Injured Before Taking Mnr Wnd					
-4		-1		Smaller Size: Little: -1 STR, -7 BLD, -4 DP, -2/-2 AGP, -2 AP					
				Commander Side Gets: +1 Init, +3 Recruit, 20/4 SP Pool					
+32				Soak DP +32					
				Soak Armor 6/15					
	+48			Soak ADP +48					
				Float Pod: 4y/s ACC, 12y/s Top Speed, 6ft Ceiling					

Plasma Gunship Bot									
Point Total		49				A Cost		32	
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2/-1	12/10	Plasma Bolt	53 IMP	Short		5	14-
Float Pod 4y/s									
				-2 Rcl, 1 Rnd Cool DN after 2 rounds of fire					
DP	ADP	CON	Minor	Armor & Defenses					
6	0	12	N/A	5 PWR Power Field					
DP+	ADP+	HTH+	A Cost	Abilities					
				Robot Body: No Bio Weakness, +6 hitBy to Pen, No Hurt Cond, Injured Before Taking Mnr Wnd					
-4		-1		Smaller Size: Little: -1 STR, -7 BLD, -4 DP, -2/-2 AGP, -2 AP					
				Plasma Bolt L4 53 IMP, -2 Rcl, 1 Rnd Cool Down after 2 Rounds Fire					
				No Arms or Hands					
				Power Field 5 PWR					
				Float Pod: 4y/s ACC, 12y/s Top Speed, 6ft Ceiling					

Soak Bot									
Point Total		49				A Cost		0	
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2/-1	12/10	None					
Float Pod 4y/s									
DP	ADP	CON	Minor	Armor & Defenses					
6	186	12	N/A	5 PWR Power Field					
DP+	ADP+	HTH+	A Cost	Abilities					
				Robot Body: No Bio Weakness, +6 hitBy to Pen, No Hurt Cond, Injured Before Taking Mnr Wnd					
-4		-1		Smaller Size: Little: -1 STR, -7 BLD, -4 DP, -2/-2 AGP, -2 AP					
	+186			Soak +186 ADP					
				No Arms or Hands					
				Take The Hit: 0 REA Short Action; damage taken after armor					
				Float Pod: 4y/s ACC, 12y/s Top Speed, 6ft Ceiling					
				Power Field 5 PWR					



## Iconoclast (Vincent Renault)

**Summary & Psychology:** Whatever Iconoclast was as an angry young radical, when he reconciled it with his (extreme) abilities he changed. Vincent now is a staple of high society--wealthy, a man of dry humor, and observant. He is also an intellect in the form of a Trickster God.

Iconoclast devotes his time to *screwing* with other Luminaries--the more powerful and self-important, the better. He is very skilled in this and has managed to keep from being caught thus far. He is a major antagonist of The Connoisseur, has been known to annoy Ravenous, and has even--very lightly--played games with Tisiphina.

He dispises Erudite and is looking for a chance to end him--but it would have to be done artfully (and Erudite is hard to hurt). Iconoclast sometimes uses ordinary humans in his plans--he is protective of them.

**Tactical Overview:** Iconoclast can use his selective area attacks to hit only what he wants to hit (or grab only what he wants to grab). He can also use his TK to amplify his punch damage. In close quarters, he uses the TK-based Whirlwind effect to keep anyone off him.



AP Total		515			A-Cost		104		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13-	13	-3 / -3	15	TK Punch	109 IMP	Short	Boxing L2	5 / S	14-
			13	TK Cross	111 IMP	Short	Boxing L2	5 / 1x	14-
				TK Strike	108 IMP	-1/5y	L3 TK Skill	5 / S	16-
				TK Grab	70 GRP	-1/5y	L3 TK Skill	5 / S	16-
PHY 11 REF 11 INT 12				Area Strike	30 IMP	7y RAD	Selective +4 DM	5 / 1x	--
				Area Grab	35 GRP	7y RAD	Selective	5 / 1x	--
				Rad Field	18 IMP	6y RAD	5 REA Act, Ign Arm	0 / 1x	+4
DP	ADP	CON	Minor	Armor & Defenses Summary					
243	150	12	81	Armor 20/100, Doubles with each Hit. Whirlwind -4 TBH HTH Rebuff 512 GRP, Shield					
Notable Character Point Abilities				Archetype Abilities					
				Telekinesis L12: 108 IMP, 8100lbs Lift (70 Super Grapple)					
				Selective TK: Area Strike / Grapple, ROF 1x					
				Quick Strike: +2 Init 1x 1REA Strike per Round					
				Whirlwind Defense: 0 REA Activate, -4 Env-Mod to be hit, Block Ranged Attacks (3 REA), REquires Grapple to approach					
				Medium Shield -3/-3 (Telekinesis)					
				Soak ADP, DP					
				Adaption L20: +20/+100 Armor +80 DP, Each time hit with same attack					
				Rad Field: L3 18 IMP Ignore Armor, Aura					
				Backup Plan: +2 Strategy, 10/4 SP Pool to deal with contingencies					
				Mastermind: Understand Plans: +2 Psychology 10/4 SP Pool					

## Maximilian Clarke (a.k.a. The Terror)

**Summary & Psychology:** Unknown to almost everyone save the Luminary Elite in Holiday City, Kingdom Security's charismatic young CEO is also The Terror. He believes that humanity--ordinary and Luminary alike--has lost its way into soft-beliefs in group-think, leftism, and a sort of loose, secular morality.

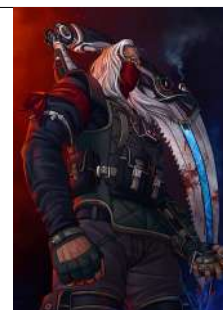
He is a disciple of the Dark Enlightenment--a movement that preaches destruction of the state and realignment towards a "natural hierarchy" of power. He is its foremost warrior.

The Terror is horrific to some (many)--but *inspirational* to a few. He is building a force--several cells--some in Holiday City, others in other areas around the US and the world.

Allies with Regal / billionaire Peter Bishop his plan is to:

1. Establish his New Order--a merciless philosophy of cold logic, harsh morality (for the many, at least), and absolute discipline. He is finding recruits in the military and paramilitary and making personal appearances to his believers (in some cases to enforce discipline with executions--in others to rally the troops).
2. Acquire Weapons of Mutually Assured Destruction. He's working on this--he wants multiple nukes and delivery systems. He is trying to acquire an Orbital Energy Weapon platform, etc.
3. Create his own "Micro-State." Investors will "buy in" to have shares in the voting (he will be the Supreme Moral Arbiter--responsible for punishing moral lapses among the elite). He believes his state will encompass most of Minnesota--which he believes he can take and hold.
4. His disciples inside will provide the security, army, and run the state. Cells outside will replicate the feat--spreading his doctrine across the US and then the world.

**Tactical Overview:** If attacked as Maximilian Clarke, he will usually take cover / protection (and he has security). His tactics as The Terror are covered in The Terror's section.



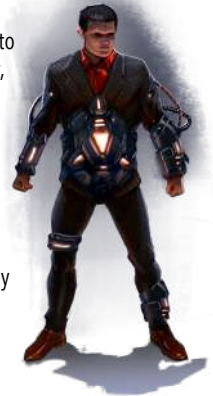
## Malthusian (a.k.a. Leland Kerbs)

**Summary & Psychology:** Leland plans for the future--a long, long future. He has built himself to last--and now he must build a world to serve him. In order to do that, there must be a *culling*. The majority of humanity is redundant--a waste of resources, a source of instability, on opportunity cost. He hates waste. They must be limited.

Nations are inefficient--there need only be one, optimized command structure. And so on. In public he is a champion of Sustainability (sure, he's a horrible boss--but his plans are to preserve land, refresh water, reduce chemical waste, etc.). In private, he simply takes all of this much, much, much further. He is allies with Peter Bishop--the man's cold fixation on wealth and power resonates with Leland even if he doesn't see wealth as anything but a *means* to an end, himself.. He is allies with The Terror--the man's fixation on a form of mathematical morality is odd--but there must be *some* moral framework--humanity *is* human, after all.

He like's Tyrant's management style even as he finds the "kid" untried and unproven. In the end, the extermination centers will run day and night and the world will be one of efficiency and order.

**Tactical Overview:** He usually activates both his HTH and ranged weapons before engaging in combat.



AP Total		512			A-Cost		152		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
16-	14	-4 / -3	105	Optical Beam	211 IMP	-1/15y	5 REA Activate	5 / S	16-
			85	Strike	75 IMP	Short	Street Fighting L2	5 / S	14-
				Cyber Saw	189 PEN	Med	Cyber Mount	6 / S	14-
PHY 12 REF 12 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
216	0	12	72	Armor 60/150. -4 Damage Mod with Block / Dodge (14-, 3 REA works vs. Ranged)					
Notable Character Point Abilities				Archetype Abilities					
				Hardwired Reflexes Mk2: +2 REA, +2 AGI, AGI vs. Ranged, -4 DM Block / Dodge					
				Hyper Suit (Armed)					
				Genetic Muscle Therapy (Armed) L10					
				Cyber Saw (Circular) L10: 144 PEN, Mount- 5 REA to activate, -1 AGI when in use, +1 Backswing.					
				Optical Beams L19: 211 IMP, +2 to hit, 5 REA to Activate					
				Wealth L2: +8 CP					
				Long Lived: 200 year Lifespan					
				Random Walk (Chew out or fire employee): Gain insight about Situation or 2 SP					
				Beat The House: Game the markets / Market Manipulation					



## Ravenous (a.k.a. Orson VanBach)

**Summary & Psychology:** Orson was not born a Luminary. He became one through dedicated hard work. Sacrifice. And Desire. Most of all, Desire. He *wanted* to be the Chairman. Wanted it *so badly* he was willing to do *anything*. His willingness paid off. He rose within his institution climbing higher and higher until he reached the top. By that time he knew the secrets behind Metropole and he understood what sort of man Metropole needed. He never hesitated.

Orson believes most people are little more than sheep to be shorn. Dull but useful -- maybe entertaining. He is not especially sadistic, but he is absolutely pitiless. If your mistakes bring you into his grip, he will do as he pleases with you. That usually means consuming you.

He takes his responsibilities seriously. His clients have placed their fortunes in his hands and he will not fail them. He will grow their fortunes carefully -- legally or illegally; it doesn't matter.. Further, his *kind* have their own agenda and has a part to play in realizing it. Someday they will rule and that day will come because he built their resources to towering heights.

He has other responsibilities as well. Metropole, as he has come to understand it, is a living thing and it must be fed. If it's not growing, it's dying. His fortunes are tied to it and as he has understood the deeper secrets he has come to suspect that his predecessors faltered and were, themselves, consumed. That, alone in the universe, is a fate that scares him, but he's not driven by fear -- he's driven by duty and belief.

In his private life he enjoys games and competition. He plays to win and while he is generally a good sport, he has been known, in the moment, to consume an opponent he can get away with taking.

**Tactical Overview:** He does not like to let his full powers out in public. The effect (writhing tentacles of darkness -- strange maw-like energy shapes) is disturbing and too on-the-nose. Against lesser opponents he will use simple strength and count on his field to protect him. Once he activates the Shadow Strike he begins to look weird.



AP Total		512			A-Cost		89		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12-	12	-0 / -0	155	Strike	69 IMP	Short		5 / S	15-
			130	Shadow Punch	105 IMP IA	Short	5 REA Act, Ign Arm	5 / S	15-
				Belly Bite	125 PEN	Close	Cross, +2 Dodge 1R Charge, +1 Backswing	5 / S	15-
				Consume	215 INT	Close	Requires Grapple	5 / S	15-
PHY 10 REF 10 INT 13				Storm Grab	155 GRP	Med	+3 LWB	5 / S	18-
DP	ADP	CON	Minor	Armor & Defenses Summary					
322	0	12	107	3 Cover (Armor of Night), 200pt Force Field					
Archetype Continued				Archetype Abilities					
Soak				Super Strength (Armed) L9					
Void Prison: 20 Cells				Monster Belly Mouth: L4. Acts as Cross, +2 to be Dodged, 1R Charge Up					
Pocket Dimension: Void Palace				Storm of Tentacles L4: +2 Large Weapon Bonus					
Beat the House: Game the Markets, Win at Casinos.				Shadow Strike: L4, Ignore Armor, 5 REA Activation					
				Imprison: Requires Grapple by 10+, L16 215 INT					
				Armor of Night - Coverage 3, 200pt Force Field					
				Shadow Walk (Teleport 36 miles to dark, unwatched place)					
				Installation: Ops Center - Metropole Bank					
				Knowing Things: 3 Roll Drama to know things about a person. 3x per day					
				Precognition: 3 Roll Drama to know things about the future, 3x per day					



## Progress (a.k.a. Vida Olsen)

**Summary & Psychology:** Progress's Utopian future is a real place -- to her. And a moral imperative. It *must* be born. She will channel the world to make that happen. She is a moral person and even kind -- as kind as her mission and beliefs allow her to be. In the service of The Future, she is willing to sacrifice *much*. Her plans are intricate, careful. She always has many layers of deniability between anything *bad* and herself. People who know her have a *hard time* believing she could have a dark side. People who know her *well* know she struggles with it.

Progress is concerned with society and the ways in which it goes wrong. Overtly she is an advocate for restorative justice. Covertly she can take a more direct approach -- her plans aren't always about developing new technologies. Sometimes (many times?) they're about social engineering.

**Tactical Overview:** Compared to her peers, Progress is not a heavy hitter. She makes up for it with speed / volume (Fast L3) and careful tactical play, preferring to disengage and come back later with friends, if necessary. Note that her full-auto burst does significantly more damage than her individual bolts. Vida will often block (3 REA) during normal rounds and cut loose with an 8 REA full-auto blast during her Bullet Rounds.



AP Total			512		A-Cost		62		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
18-	13	-3 / -3	25	Tai Chi Electric	40 IMP	Short	-1 CON	5 / S	15-
			21	Lightning Bolt	46 IMP	-1/15y	-1 CON	5 / S	15-
				Full Auto	69 IMP	-1/15y	-1 CON	8 / 1x	17-
								1 / 2x	15-
PHY 10, REF 13, INT 13				Controlled Burst	46 IMP	-1/15	-1 CON	5 / 1x	16-
DP	ADP	CON	Minor	Armor & Defenses Summary					
100	32¹	12	33	-4 / -8 Damage Mods, 98 Power Force Field, 240 Power Ion Field (3 REA Activate)					
Notable Character Point Abilities				Archetype Abilities					
Money L2 (8 CP in Wealth)				Fast Company L3: Bullet Round					
				Installation (Ops Center): Progress Foundation Tower					
				Extreme Vehicle: Hover-disk with Force Bubble					
				Mobility Soak: 32 ADP while mobile					
				Super Science: +4 to Science Rolls					
				Mastermind: 3-roll drama to know plans. 10/4 SP Pool					
				Technology Control: 8 Tech, detect tech in WIL (14 yards, +22 Mech Grapple),					
				Sense / Analyze Tech, Black Out, L1 Tele Mech & Heal Computer					
				Summon Device: Configure common Device					
				Electrical Control: CHARGE 40 (1MW) 40 Charge Shock Touch, shut down tech,					
				Protection (40 Armor) Sense Devices					
				Force Field L14 (98 PWR)					
				Lightning Bolts L6 46 IMP, Autofire					
				Powered Flight (ACC 15y/s. Top Speed 60 y/s, 1000ft Ceiling, High Man, Hover)					
				Strategic Teleport: 8 REA, 1000 miles, go place have been / grid coordinate)					
				Teleport Portal: 8 REA to open portal in air					

<sup>1</sup> ADP is Mobility Soak and does not apply if Progress is unable to move / dodge



## Brave Defenders of the Status Quo

Holiday Cit "needs" heroes. Civilian Action Teams (superhero teams) are *great* for investment, good for tourism, and make people want to live in your city! They help mitigate some of the dangers of the shadier Luminaries who may not be rampaging but often get entangled with nasty business.

There has been a group around for decades--but it was formalized into a team and situated in the Clock Tower in the 70's. It had some other names--but since the practice began of giving press conferences from the iconic tower, it has gone by the name of The Tower. Holiday City "needs" Heroes--and The Tower (and their adjuncts and some junior members) are those heroes.

Holiday City *needs* heroes. The Tower are, for real, pretty good people--but they were all carefully vetted--and carefully recruited--so that they would be controllable. The City Council doesn't want its heroes going after organized crime or taking on The Powers That Be--or even caging some of the more long-lasting Operators. It cares about keeping the nice areas (The Empire Zone, Bancroft Hills, Armitage, and a few others) nice and safe and sedate--and keeping the rest of the city *open for business*.

So while you might see them flying overhead somewhere to a mall opening or a visit to the hospital or what have you? They aren't the heroes that Holiday City badly needs.

### A Fight With The Tower

Encounters with The Tower generally are *not* pleasant for other Luminaries. Firstly, they really, really don't like vigilante heroes on their turf. They have the law on their side with that--if the action isn't a clear-cut case of self-defense they can insist you be *registered* with them--even "take you in."

They don't bother trying this with, say, BOHICA--but if they catch "Captain Wonderous" out on the boardwalk going after an Operator who was shopping? They'll side with the Operator (the Operator isn't actually registered but those records are secret).

If someone doesn't comply immediately--come down to the Tower--and undergo testing for registration--guys like Rampart or Falconer (no sense of humor) may decide to "teach them a lesson." Even guys like Artesia (generally a bit more diplomatic) or Dreadnought (doesn't really care about the rules that much) tend to assume that a Luminary *claiming* to fight crime is really trying to build their own "hero brand" at the expense of The Tower.

That's a threat--if someone in the city is "heroing" harder than The Tower, they'll hear about it from their masters at City Hall.

That's bad.

### Saving Lives

This isn't to say The Tower will flatten you for saving lives--they won't. If a character did something that was clearly in the service of saving a life, they may tell the person that registration is required and that giving public / press statements without being registered with them is in violation of city ordinances--which can lead to fines (this is the truth--but it's almost impossible to enforce).

In any event, they will make it known that other, flashy, public "hero types" aren't welcome without following All. The. Rules.

### The Irregulars

Rock Bottom and Mr. Nice Guy didn't work out--despite having some very good, very relevant-seeming dirt on them, the two Luminaries were simply unable to be "properly leashed." They were around enough to start to see that City Hall was playing a somewhat deeper game than "hire some blowhards to be our heroes." They started to see some of the "control" being exerted and have an idea that the Hunt Club, for example, still exists.

The Council is holding them to their contracts--and paying them--basically to not-do anything. Thus far, they've been compliant--and if they *did* start investigating The Tower, they'd quickly have to face down Rampart and his team. They'd prefer not to (even though they don't get along real well, the idea of actually fighting with their old teammates doesn't appeal to them much).

However, if *someone else* is investigating The Tower and gets in contact with them? They have some interesting stories to tell.

### Theory & Practice

The twins would have joined The Tower if it were taking applicants (but it's not--and they wouldn't have been allowed). Today they act as sort of Junior-Team members, patrolling Armitage and Bancroft, looking for trouble (tourists with flat tires on their rental cars?). They are starting to want to move out of the safe zones and into the wider, wilder world--but that has been forbidden by The Tower.



## The Tower

### Rampart (a.k.a. Alric Hammond)

**Summary & Psychology:** Alric ran the Urban Tornado group in Los Angeles--it ran hard, dark, and dirty. The officers under him were brutal, unrestrained, and more than happy to break the laws to get what they saw as "the job" done. They did a lot of bad things and ran roughshod over people's constitutional rights. Alric wasn't one of the ones who got rich off it--some of his fellows did--and in the end, *they* went down. Nothing stuck to him and his involvement was (publicly) papered over: he retired with honors.

But the whole story didn't end there. Things came in through the port from Asia--secret things--and when Alric, in a freak streak of luck, managed to get his hands on some very obscure merchandise that was being moved *very* secretly, he knew he had something *special*. The blood was in a container with symbol markings from ancient undersea structures in the Indian Ocean. The goods came with an injector--and he could feel the pulse of promise from outside the box.

He was drinking too much, taking too many pills--and he decided that this was opportunity knocking--so he took it. He figured he'd either die or...

He won that bet. His muscles grew and he could push off of *nothing* and fly. He got out of the force just as it was all coming down. Clean, as far as the public record is concerned--and he was getting more and more powerful by the day.

But someone *knew*--they knew he'd made the bust--that he'd been skimming--that he was dirty. They had all of that--and an idea of what he'd taken, where it had come from--and the possible repercussions that could come if its *original* owners knew. They didn't want money--they just wanted him to lead a Civilian Action Team. They wouldn't take "no" for an answer. He said "Yes."

**Tactical Overview:** He can soak up a good deal of damage even though he isn't especially armored.



AP Total		164		A-Cost		46			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12-	12	-2 / -1	55 / 45	Strike	46 IMP	Short	Boxing L2	5 / S	14-
				Hyper Strike	77 IMP	Short	+3 REA for next STR use	5* / S	14-
PHY 12 REF 12 INT 11									
DP	ADP	CON	Minor	Armor & Defenses Summary					
96	480	12	32	2 / 40 Armor					
Notable Character Point Abilities				Archetype Abilities					
				Built 2x					
				Bronzed 1x (4 CP Statuesque)					
				Hyper Strength (Can use 28 STR without penalty, using more adds 3 REA to next STR Usage cost)					
				Soak					
				Impenetrable skin L4 (0 / 32 PEN DEF)					
				Powered Flight - Pulse, 460 MPH Cruising Speed, High Maneuver, Hover High Ceiling					

### Artesia (Klaudie Perry)

**Summary & Psychology:** She was named Katelin Smith when she escaped from the youth detention facility at the age of 18--having just Illuminated she was able to vault over the high fence and then flee into the woods. She was serving a 10 year sentence for armed robbery with some former "friends." It had been a string of bad decisions capped off by some really bad influences--but there she'd been, standing in a bank, over a guard she'd pistol-whipped for no good reason. The judge hadn't been kind--and had no reason to be.

Outside now, on the lam, she fled--not wanting to commit any more crimes--but unsure where to go, with nowhere to turn to. That was until *someone* found her.

They offered her a new identity, a new past--and a new job: being on a team in a city so far away and so far up north she had never heard of it.

She took it immediately. She takes her job seriously and regrets her criminal actions--but Katelin Smith is still being hunted and even if it is hard to connect her to her past?

*Someone* knows.

**Tactical Overview:** She emits a glowing green luminous aether that protects her and enhances her.



AP Total		152		A-Cost		62			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
11-	11	-1 / -0	45	Strike	25 IMP	Short	Street Fighting L2	5 / S	14-
			35	Force Punch	79 IMP	Short	5 REA Activate, KB on any hit	5 / S	14-
				Force Kick	89 IMP	Short	Must activate Force, uses JumpJet Charge	6 / S	13-
PHY 12 REF 12 INT 11									
DP	ADP	CON	Minor	Armor & Defenses Summary					
118	0	12	39	40 / 75 Cv 8 Armor, 300pt Power Field (5 REA to Activate)					
Notable Character Point Abilities				Archetype Abilities					
				Athletic - Strong (Unarmed) L3					
				Bulletproof Skin					
				Force Punch 5 REA to activate, Knockback on any hit					
				Ion Field: 300pt Power Field, 5 REA to Activate					
				Jump-Jets (natural, not cybernetic): Mk2, L4 - Leap 40y, Hangtime 1R if wanted, Recharge 2rnds, +9 dmg Kick					



## Falconer (Keith Falconer)

**Summary & Psychology:** When Organized Crime leaned on Keith Falconer, he *did* lean back--but not the way the "story goes." It's true there was a disagreement--and it's true they beat him up--and, well, it's true that The Raptor came back and did a bunch of specific damage and destroyed several sites of *specific* evidence. They hadn't been prepared for that--but they probably should have been.

Keith was experimenting in the far realms of theoretical engineering. He didn't set out to become a Luminary but he certainly wanted to understand them in ways most people simply can't. That meant he had to have access to things that were not normally available and certainly not legal. That included, sometimes, test subjects (Falconer wasn't using captives--but his procedures often did violate laws regarding human experimentation and the mob syndicate knew it and helped cover it for him).

His contacts in Organized Crime were happy to oblige as they tightened their coils around him slowly but surely. When everything fell apart, he destroyed the labs--the records--and put several of the people who had threatened him personally in the hospital. When they discovered they were dealing with a Luminary-class enemy (CAT-3) they decided calling it even was the better tactic. Keith had covered his trail pretty well. Almost completely.

But the offer from Holiday City had a certain attitude to it. Yes: this was a crossroads of the bizarre and the unusual--where shipments of impossible technologies sometimes came in and underground / skunkworks labs were said to be as common as *coffee shops* in Manhattan (a bad exaggeration--but not as bad as one would think). Keith had reasons to move his labs to Holiday City--but he had fewer reasons to take the job of being a Civil Action Team Luminary leader. He wasn't opposed to playing the hero--or doing good works (his company did a lot of them)--but it took time--a lot of time--and the credit was never what it really ought to be. But the offer-maker was *persuasive* and, worse, seemed to have a real understanding of what had transpired. Did they have *evidence*? They didn't even make a *threat*--not one you could put your finger on, anyway--but they did make their wishes known--and Keith Falconer got the message loud and clear.



AP Total		178			A-Cost		22		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
17-	12	-2/-2	50	Strike	42 IMP	Short	Street Fighting L2	5 / S	14-
			40	Jump Jet Kick	59 IMP	Short	Street Fighting L2	6 / 1x	13-
DP	ADP	CON	Minor	Armor & Defenses Summary					
54	136	12	18	-4 / -8 Damage Mods, 34 / 115 Armor, 16/40 Cv2 Plate					
Notable Character Point Abilities				Archetype Abilities					
				Fast Company L1					
				Cyber Suit					
				Cyber Grid					
				Jump Jets Mk1 4x (60y Jump, 3R Recharge, 0 Hang)					
				Paraglider Wing-Suit: Flight--5 ACC if going up					
				Cyber Eye - Facial Recognition Scan, Thermal Tac Vision,					
				Ultrasonic Weapon Scan (12' Range)					
				Parabolic Mic (hear human voices at 75 yards)					



## Dreadnought (a.k.a. Gordon Loft)

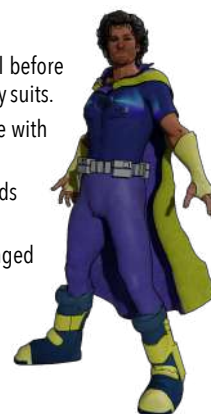
**Summary & Psychology:** Gordon really is a fun guy--and he was rich, popular, and a celebrity in his hometown of Cleveland well before moving out to Holiday City. One of the reasons he moved, however, has been *reasonably* covered up: he's named in at least three paternity suits.

He has set up trusts for the kids--he's not a dead-beat--but it turns out he was sleeping around--*a lot*. There are other people out there with stories to tell, claims, and scandals. Some of them are married. Some were semi-famous themselves--and he wasn't careful enough.

When he was approached, things were starting to go wrong--more women were contacting his lawyers, more reporters for the local tabloids were sniffing around--and the offer was to get him out of town, set him up--and provide some additional legal coverage.

He agreed. He had Illuminated a year and a half ago (really he'd been a Luminary since he was 19--but he'd kept it secret). He has changed his ways--but the scandals are out there--and if the entity that hired him were to release the records *it has*? He wouldn't recover.

**Tactical Overview:** He will almost always activate his Sonic Field before doing anything else.



AP Total		164			A-Cost		40		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13-	13	-2 / -1	50	Sonic Scream	81 IMP	-1/5y	1R Charge, +2 LWB	8 / 1x	14-
			45	Vibratory Bolt	38 IMP	-1/5y	Ignore 20 Armor	5 / S	14-
PHY 12 REF 12 INT 12				Strike	32 IMP	Short	Street Fighting L2	5 / S	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
193	21	12	64	40 PWR Force Field (3 REA to activate) 0/12 PEN DEF, 67 Hurt Condition					
Notable Character Point Abilities				Archetype Abilities					
				Sonic Scream					
				Sonic Force Field (3 REA Short action to activate)					
				Vibratory Bolt (38 IMP, Ignore 20 Armor)					
				Super Strength L1					
				Tough Guy L3					
				Sonar					
				Amplify Voice					
				Soic Flight (120 mph, costs 8 REA every Round)					
				Soak					



## Rock Bottom (a.k.a. Nathan Menendez)

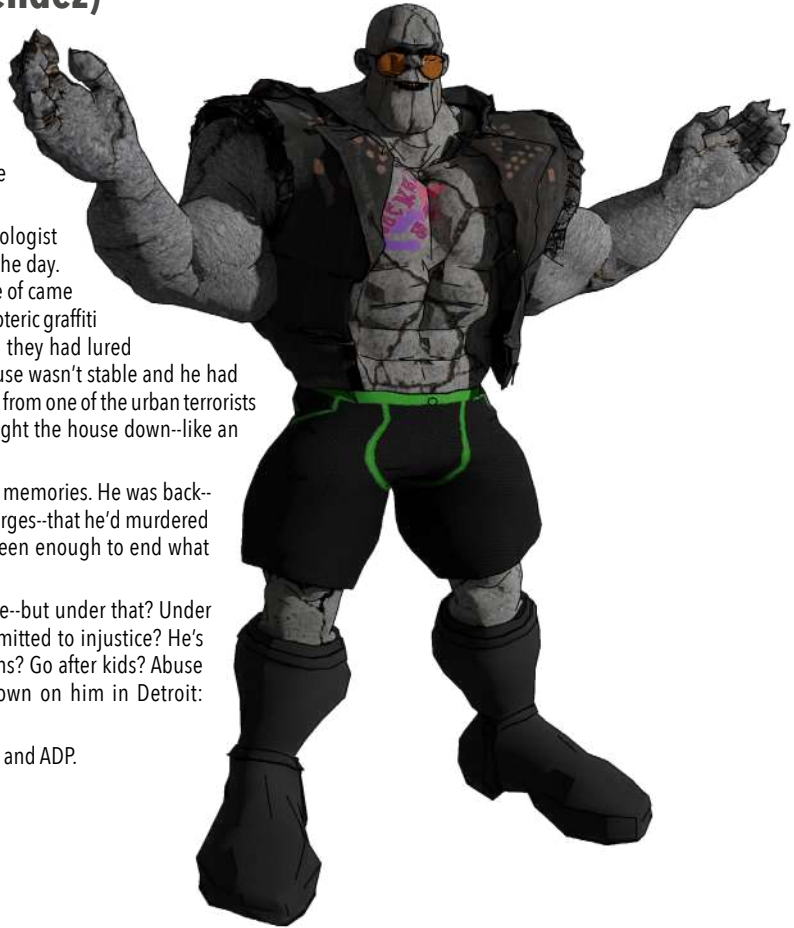
**Summary & Psychology:** Nathan was a cop on the mean-streets of Detroit before he Illuminated. He worked drugs, homicide, and vice--and he saw things that forever changed him. He has burned through cynical and into the realm of laid-back acceptance. The world is a cesspool of violence, ignorance, cruelty, and avarice. Hey--you just do what you can to make things a little better. The black tide is coming for all of us eventually.

On his psych evaluations he said he'd never felt better. His psychologist reviews said he had an onrushing death wish growing stronger by the day. On a bitterly cold November two years ago, the "black tide" he spoke of came for him in an abandoned home where the walls were covered with esoteric graffiti and the murderous cop-killers who were surrounding him though they had lured him into their trap. The joke was on them: Menendez knew the house wasn't stable and he had borrowed a pack of breaching charges with a dead man's switch taken from one of the urban terrorists that had been popping up. When they opened fire on him, it brought the house down--like an avalanche.

The rock thing that climbed out of the rubble had his mind and his memories. He was back-kind of. And he wasn't alone: The recruiters knew he'd set up the charges--that he'd murdered a 7 man gang dedicated to killing police officers--it would have been enough to end what was left of his life.

Rock Bottom has a party hard, drink hard, work-not-to-hard attitude--but under that? Under that if you're preying on the weak or the innocent? If you're committed to injustice? He's got a bone to pick with you. If you get on his bad-side? Kill civilians? Go after kids? Abuse women? Whatever? He's a bit like that avalanche that came down on him in Detroit: relentless--unstoppable.

**Tactical Overview:** 10 REA gets him extra armor, weight, strength and ADP.



AP Total		178			A-Cost		59		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
10-	12	+0 / +0	95	Strike	80 IMP	Short	Street Fighting L2	5 / S	14-
			80	Power-Strike	96 IMP	Short	Street Fighting L2	5 / S	14-
PHY 12 REF 12 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
175	28	13	58	No PEN Doubling, No Stunned Until Injured, 8/20 Armor, +32/100 Rock Armor					
Notable Character Point Abilities				Archetype Abilities					
				Larger Humanoid					
				Super Strength					
				Strength Boost (10 REA for the following)					
				Dense Physique 2/6 Armor (+450 Lbs, 870 Lbs total)					
				Armor 6 / 14					
				Rock Armor +24 / 80 Armor, +80 ADP, 8 REA to Activate, Armor gone when ADP is					
				Soak					



## Mr. Nice Guy (a.k.a. Jake Dean)

**Summary & Psychology:** Mr. Nice Guy was never all that nice. As an MMA fighter he was charismatic enough to have a following--but he lacked finesse or real talent. He certainly did his share of showmanship--and he tried hard to cultivate a kind of bad-boy / asshole reputation out of the ring.

What happened to him in the mountainous jungles where he found his spiritual "trainer" wasn't what he (or most people) would have imagined. The wizened master saw him as an uncultured, obnoxious, unenlightened jerk--and decided, for inscrutable reasons, possibly stemming from his exile from the Great Temple, to teach the world a lesson.

He didn't *train* Jake in the ways of Chi--no, he "rotated his chakras." This, for a standard practitioner, would be catastrophic--but for Jake it was simply transformational--he was infused with powers and reflexes he'd never had. When the master then kicked him out--to return--perhaps aimed at civilization "like a missile," instead of becoming a force for violent chaos--he went the other way.

Jake presented--and perhaps even believed--that he was a hard-edged violent jerk who liked to fight (in and out of the ring) and acted like a "heel" in the MMA circuit. But he wasn't. He had a history, despite himself, of helping people out--in some cases even being taken advantage of. The "rotation of his chakras" left him even more confused: he wasn't a fighter any more. He couldn't go in a ring and beat people up with super-powers--that didn't seem cool. The forces behind The Tower took his directionlessness as weakness: they thought that by threatening to expose him as not a hard-trainer who really learned secret techniques--but as a guy who was just "amplified." They thought that could be used to control him.

They were wrong--Jake didn't know what he "was" before--but now? Now he was a Luminary and his past history didn't embarrass him at all.

**Tactical Overview:** Jake is still rude and quick to fight--but he doesn't want to hurt non-Luminaries and mostly it's just to feel out anyone who might be a threat.



AP Total		183			A-Cost		29			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht	
21	16	-3 / -3	30	Strike	11 IMP	Short	Karate L3	5 / S	15-	
				25	Chi Strike	31, 35, 49 IMP	Short	Karate L3	5 / S	15-
PHY 12 REF 12 INT 12					Dragon Strike	39, 44, 57 IMP	Short	Karate L3	5 / S	15-
					Chi Bolt	26, 32, 42 IMP	-1/5y	Karate L3	5 / 1x	15-
DP	ADP	CON	Minor	Armor & Defenses Summary						
61	6	13	20	-4 / -8 Damage Mods, Round 2 Fight, 18- Bock, 15- Dodge (vs. Range), Dragon Glow						
Notable Character Point Abilities				Archetype Abilities						
				Fast Company L2						
				Soak						
				Chi Attack						
				Round 2 Fight: Recover Major Wound, Ignore 1x Damage Result						
				- Unlock Dragon Glow L4: +8 STR, 40 Power Field						
				Tough Guy L1: 0 / 4 PEN Def, +1 Hurt Condition						



## Practice (a.k.a. Leslie Tremont)

**Summary & Psychology:** The preacher of the two. She is a huge believer in focus, dedication, and discipline in training. She will sometimes "correct" opponent's technique while fighting with them (to be fair, she dodges *very well*). She legitimately believes in the rules and that having vigilantes running around would be worse than the current state--this is largely because having grown up in Bancroft Heights and attended private school, she has *no idea* how bad things out there can get (or how weird). As she learns, though, she may start to question The Tower's reluctance to get involved.

**Tactical Overview:** If she hits 2x a round she can dodge 4x. The key to beating her (other than area-of-effect attacks) is to get her to hit 3x a round and have nothing left to dodge with! This can be done in some cases, by taunting her (she has a 12 WIL but really good taunts can give her a -1 to -3).



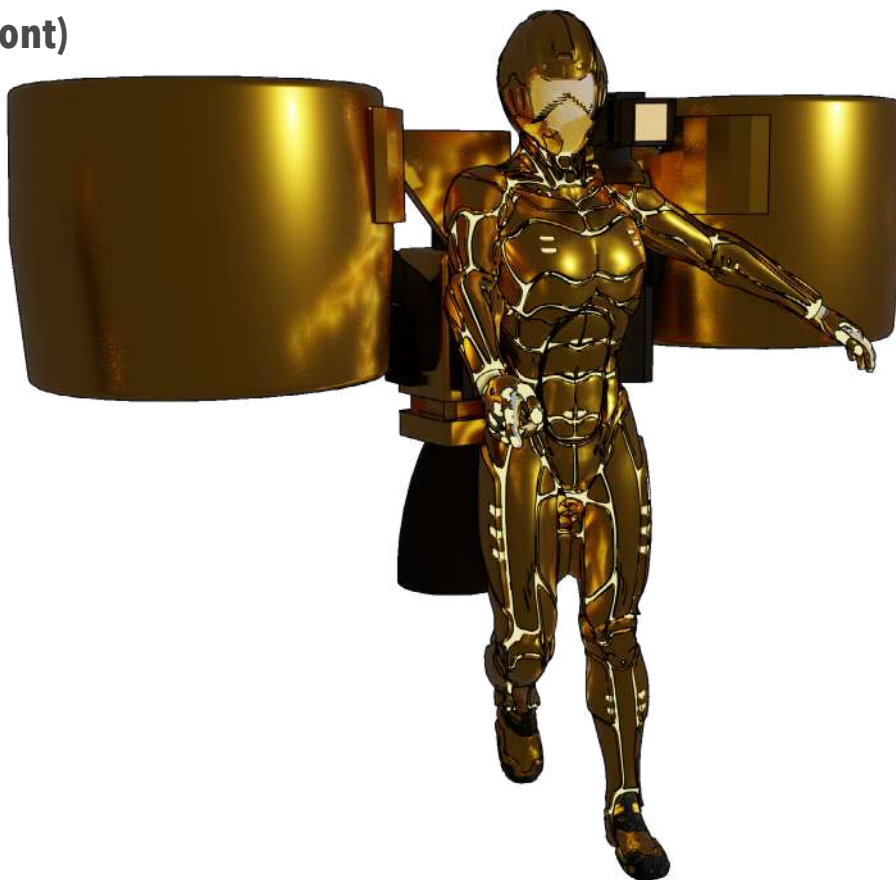
AP Total		126			A-Cost		16		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
14-	14	-4 / -2	22	Strike	33 IMP	Short	Karate L3	5 / S	18-
			18						
PHY 12 REF 12 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
35	63	12	12	Dodge 20- 1 REA Dodge (16-, vs. Range) 2 / 8 Armor					
Notable Character Point Abilities				Archetype Abilities					
				Expertise L4 Acrobatics 20-					
				External Martial Arts +1 Attack, +2 Skill (18- Karate) +4 DMG					
				Deadly Hands					
				Athletic - Spry					
				Bronzed 2 / 8 2 CP					
				Blackbelt L4					
				Mobility Soak					



## Theory (a.k.a. Teresa Tremont)

**Summary & Psychology:** She's really really proud of her suit and *loves* flying. Like her sister, she idolizes the Heroes of The Tower--but is a bit under confident and doesn't want to go into the daker, more dangerous areas of the city--at least not yet.

**Tactical Overview:** The fans can detach and hover up in the sky allowing her to go in side (and remotely summon them) when she leaves. She tends to have her helm retracted on the job giving her a Cv of 6 (3 REA Short action to cover up). She usually fires the Shoulder cannon at no more than 1/4th power.



AP Total		114				A-Cost		45			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht		
12	12	-2 / -1	45	Strike	23 IMP	Short	Street Fighter L2	5 / S	14-		
			40	Shoulder Cannon	40 IMP	-1/5y		5 / S	14-		
PHY 12 REF 12 INT 12				Overload	113 IMP	-1/5y		10 / 1x	14-		
DP	ADP	CON	Minor	Armor & Defenses Summary							
39	128	12	13	26 / 70 Armor, 100pt Power Field							
Notable Character Point Abilities				Archetype Abilities							
				Power Suit 24 / 60							
				Rocket Flight 500mph							
				- Hover Fans (Hover)							
				Power Field 100pt							
				Shoulder Cannon: Power Beam 40 IMP							
				Eagle Eyes +2 Perception Rolls							
				Amplify Voice							
				Bronzed - Unarmed - Attractive							
				Super Science: Engineering							



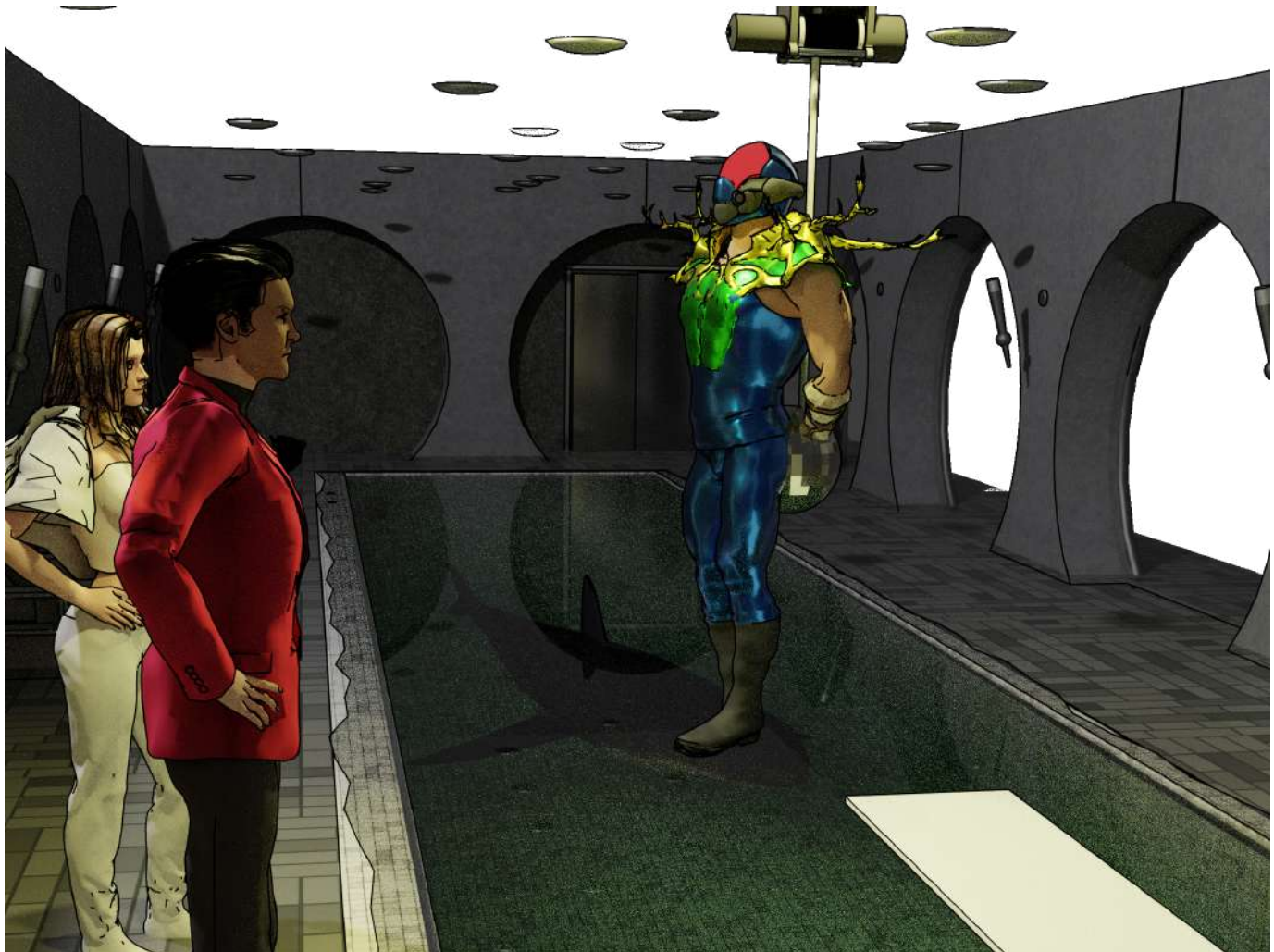
## Super Villains

Being a Luminary gives you a certain "right" to megalomania. It innately provides opportunities and the ability to feed on inclinations that at one point only existed for literal royalty. At Category 3 and above, in order to draw the "attention" of law enforcement you have to be trying at it.

Super Villains are trying at it. They add a layer of pomposity, of expansive ego, and of a vein of ridiculousness that even most other Luminaries lack. They are trying to leave a mark on the world--not just in the way that ordinary people can--but in a way that is grand-standing, impossible to ignore.

Most of the Super Villains are not murderous (the Misery Tourists are an exception). They are certainly dangerous, potentially hugely destructive, and, left to their own devices will get worse and worse until they are stopped--but they are also driven to seek that confrontation and, perhaps, eventual destruction or limits.

In the case of Technocrat, he is listed as a super Villain because his actions place him in that category (monologuing lectures about Civil Engineering, taking over a neighborhood, imposing strange rules and regulations, etc.)--but he might be a rare case of actually not being entirely ego-driven.



Villain	Brand	AP Cost	Resist Value	A-Cost	Armor
The Connoisseur	Dark	512	431	100	60 / 150 Cv8
Screamer	Dark	130	203	64	0/16
Cut-Up	Dark	128	60	16	None
Overthinker	Dark	128	176	46	Power Field 120
Top Kek	Dark	128	159	38	30/80; +60/+140 Cv5
Pretty Boy	Dark	129	86	32	4/10
Dr. Dominator	Dark	254	100	60	None
The Evoluminary	Dark	208	271	30	40 / 100 Cv8
Allopath	Dark	194	353	30	None
Over Unity	Dark	172	243	67	30/90; +25/+65 Cv3
Tabu	Dark-ish	192	103	32	None
Technocrat	Gray	427	218	75	35 / 125 Armor, +20/+50 Cv2, Power Field
Tiger Mom	Dark	252	207	43	14 / 35
Mean	Dark	128	59	32	450 PWR Power Field
Median	Dark	128	66	24	10/80
Mode	Dark	128	124	56	Armor 24 / 96, +24 / +60 Cv4
Overkill	Dark	251	288	120	39 / 90 Armor, 200pt Power Field

## The Connoisseur (a.k.a. Miles Welk)

**Summary & Psychology:** Miles comes off as *angry*. He bristles at the implied insult of poor art. He gnashes his teeth at attempts that fail. Even successes set him off -- he *wants* them; demands them. Seethes with envy if someone else has what he covets. A wanted man, Miles lives in seclusion interacting with the outside world largely through his employees whom he sends to make pronouncements in his name or to take what he wants. On rare occasions when he can't help himself, he *will* emerge to experience something *in person*. It *rarely* goes well.

**Tactical Overview:** To use us (massive) Technique Pool, he must have studied his opponent -- this is a 0 REA observation and a Reader Roll (15-) and it can be done remotely (e.g. studying someone in news coverage or over a video feed). Note that to use Execrate (what he calls "Critique"), he must activate his Get Your Hate On Power Field ( 5 REA)



AP Total		512		A-Cost		100			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
14-	12	-2 / -1	18	Strike	71 IMP	Short	Kung Fu L3	5 / S	16-
			15	Vital Strike	161 IMP	Short	Hit by 6+	5 / S	16-
PHY 10 REF 12 INT 12				Critique	130 IMP	-1 / 5y	Requires GYHO	8L / S	16-
RES 13 (Reader 15-)									
DP	ADP	CON	Minor	Armor & Defenses Summary					
431	0	12	144	-4 Damage Mod w/ Block (2 REA), 240 Power Field (5 REA) 60/150 Armor Cv8					
Notable Character Point Abilities				Archetype Abilities					
Natural Fighter				Reader: Get Understanding of Person, RES +2					
Art Appraisal L3 16-				Get Your Hate On L8: 240 Power Field (5 REA to Activate)					
				Mass Attack: 3x 1REA Attacks 2R Cool, Must be at different targets					
				Technique Pool 40/8 (Enhanced)					
				Focused Strike - HTH L10					
				Vital Strike - HTH L5					
				Bulletproof Skin L10					
				Execration L10: 130 IMP, 8 REA Long Action, - Requires GYHO					
				Block Ranged Attacks					
				Defensive Stance: -4 Damage Mods for 2 REA Blocks					



## The Misery Tourists

### Cut-Up (a.k.a. Ralph Diger)

**Summary & Psychology:** Cut-up is a troublemaker. He's driven (like most of the Tourists) by resentment and envy. Resentment of people with more than him (more success, more popularity, more...*happiness*), envy of people who seem to effortlessly accept their lot in life -- even when that's a simple life. He *can't*. He masks his hurt anger with a vicious, dark, and often sadistic sense of humor. He will set up elaborate 'gags' or scenarios to simultaneously punish anyone who would dare be optimistic, and thrill his following -- travelers (mostly in the darkness) who see him as their avatar and advocate. He is the creative mind and one of the prime instigators / motivators behind many of the Misery Tourist's operations.

In person, he sees himself as something of a "ladies man" and he has some superficial charm and good looks, but he's not incredibly self-centered, volatile, and easily angered. Ralph has *not* been lucky in love.

Ralph is a Trust Fund kid from a dysfunctional (and broken) but not outright villainous family with Luminaries. He has a good legal team that has kept him out of jail, and has *some* social presence in regular society. There are still people who will tolerate him despite what he's done because of what *he is* and where he *comes from*.



**Tactical Overview:** With Scissors attacks he gets 1x 1REA strike per round due to L3 Skill and can take 2 attacks for 1 REA due to his dual-wield (for a total of 3x)

AP Total		128			A-Cost		16		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
17-	15	-4 / -4	25	Quick Cut	19 PEN	Short	Scissors	1 / 3x	15-
				21	Regular Cut	19 PEN	Short	Scissors	5 / S
PHY 12 REF 12 INT 11				Throw	16 PEN	-1/5y	Scissors	1 / 3x	15-
				Strike	9 IMP	Short	Street Fighting	5 / S	13-
DP	ADP	CON	Minor	Armor & Defenses Summary					
60	0	12	20	-4 / -8 Damage Mods, Block 16- for 1 REA, Dodge 15- for 1 REA					
Notable Character Point Abilities				Archetype Abilities					
Knife L3 16-				Fast Company Level 2					
+2 AGI				Defender: 1 REA Blocks / Dodges					
Wealth L3 (Rich)				Dual Wield: 2x 1 REA Attacks per Round					
				Knife L3: 9 PEN					
				Thrown Knife: 14 PEN					
				Focused Strike: +8 PEN					

### Top Kek (a.k.a. James Hod)

**Summary & Psychology:** James is in constant mental torment and you'd almost feel sorry for him, except his response to the injustices of the world is to turn on anyone who thinks it should be otherwise. In his campaign against sincerity and belief he is meticulous and inventively cruel bully. Empowered by his relative invulnerability he is also addicted to the dark online community of nihilists he performs for. Top Kek is all about being brutal and cool and demonstrating how *little he cares*.

If he has a weak-point, it's his insincerity. He cares. He wants connection with people. He wants a real body back. He is seeking community with the other Tourists -- a toxic and corrupting path. In truth, if he ever looked hard at the atrocities he's committed without the protection of his performative mask, the truth would probably destroy him.

**Tactical Overview:** Top Kek is a straight-forward fighter who has gained some experience over the years. He has pretty good online contacts, but is nowhere near the hacker he believes himself to be.



AP Total		128			A-Cost		38		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12-	12	+1 / +1	80	Street Strike	63 IMP	Short	Street Fighting, +1 LWB	5 / S	14-
PHY 11 REF 10 INT 10				65	Street Kick	69 IMP	MED	Street Fighting, -1 LWB	6 / S
STR 15; AGI 10; REA 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
89	70	11	30	Armor 30/80, +60/+140 Cv5 Plate (90/220)					
Notable Character Point Abilities				Archetype Abilities					
Hacker L1 14-				Super Strength Armed L1: +13 STR, +15 DP					
Street Fighting L2 14-				Super Strength Armed L+ x4: +28 STR, +36 DP					
				Ultra Hide L10: 30/80 Armor, +20 DP, +70 ADP					
				Heavy Carapace L10: +60 / +140 Cv5 Plate, -1 AGI, +50 BLD					



## Overthinker / Migraine (a.k.a. Mindy Match)

**Summary & Psychology:** Overthinker is neurotic, depressive, tormented. You could feel sorry for her, but she's also *angry* and *vindictive*, and maybe worst-of-all, *judgemental*. Yes, she's envious of people who can navigate regular life without being wrapped up in second, third, fourth, fifth *guessing*, but it doesn't stop there. She sees her mania for making the *right* choice and her incessant *worry* about what could go wrong as *morally superior* to people who just choose and move. Looking out at a world that's *not* paralyzed, she views regular humanity as stupid, undisciplined, inconsiderate, indifferent and *depraved*. She hates people who live in their little "comforting fantasy world" that's not always fixated on worst-case outcomes. Overthinker seeks to *punish* them.

Too wrapped up in her own stuff to be a real leader, she generally supports her fellow Tourists in *their* plans. She also seeks to embarrass / please her parents through her atrocious behavior.

Note: She hasn't been able to decide on a name, so she periodically goes by both and calling her the wrong one at any given time can *enrage* her.

**Tactical Overview:** Mindy's mental powers lack subtlety. She opens combat with a Mind Link, and once established will Hold less powerful opponents or Mind Strike more powerful ones. Against opponents she can reliably dominate (see Hold, below), she prefers to use her Mind Probe ability to find information to judge the target on ("You bought the first house you saw!?!")

Note that her Hold is *powerful*. Against 128 AP opponents (equals) she has a relative power after divisor of  $(175/10) - (128/10) + 10$ , or 15-, before WILs are included. Her WIL is only 11 (low for a telepath), but even so, her Hold ability can be overwhelming, like many of the Tourists, she is heavy on offense... light on defense. If her Powerfield goes down, she will likely run.



AP Total		128			A-Cost		46		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12-	12	-2 / -1	14	Mental Link	N/A	LoS		5 / S	14-
			12	Mind Strike	23 IMP	LoS	Ignores non-psy def	5 / S	N/A
PHY 11 REF 12 INT 10				Mind Hold	175 INT	LoS		5 / 1	N/A
DP	ADP	CON	Minor	Armor & Defenses Summary					
80	96	11	27	Power Field 120 PWR (Telepathic Power Field)					
Notable Character Point Abilities				Archetype Abilities					
+1 WIL (WIL 11)				Telepathy Mind Strike 11, Mind Shield 11, Mind Power 4 AP					
				- Mind Strike 23 IMP Requires Mind Link					
				- Mind Shield 11pts					
				- Mind Hold 175 INT					
				- Mind Probe 250 INT					
				Mind Power 50 APs					
				Power Field 120 PWR					
				Soak DP & ADP					
				Mesmerism WIL / Persuade (13) to Mesmerize					

## Screamer (a.k.a. Justin Bark)

**Summary & Psychology:** Screamer is amazingly insecure, entitled and angry. He feels like his preferences and opinions are just common sense and everyone who disagrees with him is being difficult. He is especially easily triggered by rejection, or by someone "being wrong" about something he cares about. Or not being right "enough" or right in the right way. He is not the vilest of the Tourists -- he's not especially cruel (some of them are artists of cruelty) and his goals are more along the lines of terrorizing people into respecting him than any grand scheme or control... but he is highly destructive and can be somewhat indiscriminate.

**Tactical Overview:** Screamer's detonate and plasma-scream are explosive and can harm him and his allies as much as his enemies. He's mostly (mostly) careful to avoid blowing up his teammates, but he's not always careful or controlled enough. Note that Detonate can be charged and held. At the start of a fight, Screamer can charge up Detonate and then run into the middle of a group of opponents. Defensively, he more or less just tries to 'take it.'



AP Total			130		A-Cost		64		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
8-	10	-0 / -0	40	Plasma Scream	71 IMP X	-1/10y	Explosive	8 / S	13-
			35	Plasma Punch	84 IMP	Short	5 REA Activate, +1 LWB	5 / S	13-
PHY 10 REF 12 INT 12				Detonate	52 IMP X	12yRAD	Exp. 5 REA Act, 2R Cool	5 / 1x	+4 DM
				Strike	24 IMP	Short	Street Fighting L2	5 / S	13-
DP	ADP	CON	Minor	Armor & Defenses Summary					
31	172	12	10	0 / 16 Armor, +4 Hurt Street Fighting Block 11-					
Notable Character Point Abilities				Archetype Abilities					
Overweight				Plasma Blast L6: 71 IMP X					
				Energy Fists: L6: 61 IMP, 5 REA Activate					
				Tough Guy L4: 0 / 16 Armor, +4 HURT					
				Soak					
				Jump Jets: 8 REA 10y, 3 Charges					
				Detonate L3: 52 IMP Explosive. 5 REA Charge Up 2R Cool Down					



## Pretty Boy / Dis Figure (a.k.a. Adam Tiplin)

**Summary & Psychology:** It is no coincidence that Adam dresses like a superhero and then ruins the effect with a creepy featureless mask. He is psychotic in a variety of ways that defy easy summary, but he very much sees himself as the heroic lead character of his own story and demands that history understand and vindicate him (perhaps allowing for some understandable excesses). He finds beauty, innocence, and natural symmetry offensive. He is grandiose and expects to be treated like a rockstar by everyone in his life, the other Tourists only slightly excluded. He is scary and creative, but not an inspiring leader.

He wants people to *agree* with him -- a weakness that can be exploited under some circumstances: he has lost control of more than one victim or situation by demanding that they convince him they see things *his* way before he despises with them.

**Tactical Overview:** Pretty Boy's most effective attack is his talon slash; he can hit repeatedly with these and he can do *a lot* of damage. But doing so *exposes* him; he finds his crippled taloned claw *repulsive*. He would prefer *not* to bring it out until he's ready to kill. And he would prefer to leave no witnesses. The same is true of his face. The mask comes off *primarily* to terrorize people he feels he can and will dispose of. If someone sees his face and escapes, he'll remember.

Note that he cannot / will not remove his mask in the first round of combat (1 Round Charge Up) and those who make a 3 REA action to "avert their eyes" will avoid seeing the horrific mess which is his face. Those "averting" will be at -4 visual modifier (they must make a perception roll at -4 each round or attack / defend at -4)



AP Total		129			A-Cost		32		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
24-	17	-3 / -3	26	Talon Slash	29 PEN	Short	5 REA Activation, +1 backswing	5 / S	15-
			22	Remove Mask	64 INT	-1/5y	Aura, allows avert eyes	5 / --	Auto
PHY 11 REF 12 INT 10				Glock 10mm	14 PEN	-1/5y	DM+1 before double	15-	
				Strike	18 IMP	Short	Street Fighting L2	15-	
DP	ADP	CON	Minor	Armor & Defenses Summary					
60	26	11	20	-4 / -8 Damage Mods, 4/10 Armor					
Notable Character Point Abilities				Archetype Abilities					
				Fast Company Level 2					
				Bronzed L1: 2/8 Armor, 4 CP Appearance					
				Shocking Thought! 64 INT, 5 REA Activate (remove mask), auto-hit if seen, 1R Charge Up, 3 REA to "avert eyes" (Init Roll as Block) and fight blind (-4 Visual Mod).					
				Glock 10mm + Hollow-Point bullets. 14 PEN, +1 Damage Mod before doubling					
				CyberGrid: Armed 4/10 Armor					
				Talons: 5 REA to activate (Remove Gloves) +1 Backswing, Worry.					
				Fans 6 CP Wealth, 13- Recognition					
				Disgusting Visage: -9 to Charisma Checks					



## Verboten

Verboten, as a team, is a *powerhouse*. While individually they don't stack up to some of the more powerful Luminaries in Holiday City, together? They are a force to be reckoned with. If they were 1/10th as murderous as, say, The Misery Tourists, they would be a tragic disaster of epic scale. As it is, thankfully, they're not.

They *are* "classic" supervillains--strutting, monologuing, having easily punctured egos--but their focus seems to be on *ruling* their domain (somewhat, erm, randomly), pursuing and flaunting their "forbidden sciences," and once in a while trying to do something to get "real recognition" for their "breakthroughs." Of course, they aren't *good guys*. They come down hard on dissent. They do human experimentation. They are capricious and, if offended (which is pretty easy to do), they *demand* restitution!

The team tends to behave in a kind of bi-polar fashion where sometimes they are *slightly* responsible super-scientists who are

grappling with the idea that their respective breakthroughs don't work reliably (and they're not sure why). Other times they are ranting lunatics who *need* to show the world their intellectual and scientific superiority. This is sometimes done by unleashing giant robots or some other massive show of power.

This mental instability plays out in making their domain chaotic. Sometimes it is just almost like another district that very few people want to go work in and sometimes has shortages or something. Sometimes they make everyone go to the movies to witness film reels about their latest (sometimes terrifying) break-through.

They *have* fought The Tower. There are five of them--they're powerful--and they all fought well together: it did not go well for The Tower and the decision was made that they were officially someone else's problem.

### Dr. Dominator (a.k.a. Elias Traunt)

**Summary & Psychology:** Dr. Dominator has hit on the technique of "reprogramming" people through some kind of NLP-Language. When he does that, he can have numerous effects from controlling them (Dominate), planting "sub-routines" (Programming), or Tuning Them (Invest with Power--which makes them 'Agents' of his).

He is constantly working on ways to, for example, broadcast his control speeches (so far? Doesn't work) or have other insights into the mind (giving people other entire personalities?). He runs experimental shops with Audio-Visual Programming Stations that people have to sit at and "get programmed." Mostly these don't work--but if they did? Watch out!

**Tactical Overview:** His extreme focus allows him to hit monstrosly hard. He can distract-with-a-flash-thought to "block" (really redirect) ranged attacks (Block a Bullet with a Bullet).



AP Total		254			A-Cost		60		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
14-	12	-5 / -2	25	Shocking Thought!	166 INT	Voice		5 / 1x	15-
			20	Strike	45 IMP	Short	Street Fighting L2	5 / S	14-
PHY 12 REF 12 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
100	0	12	34	-4 DM w/ Block, +3 AGI Bonus, Block / Dodge Ranged, Defensive SP Pool, 1 REA Dodges					
Notable Character Point Abilities				Archetype Abilities					
Psychology 15- L2				Dominate: Must speak for 30 seconds uninterrupted 95 INT					
				Program Target: - Must speak for 30 seconds, uninterrupted 80 INT					
				Zen Strength					
				Predict Opponent (Hyper Agile)					
				Shocking Thought: 165 INT (goes against Target APs)					
				Soak					
				Defensive Moves: L2 20 / 8					
				Block a Bullet w/ A Bullet (Shocking Thought): 1 REA					
				Super Science: Psychology					
				Invest With Power: Must be loyal, Drawback, Always similar 52 APs					
				My Body Is My Weapon (+18 IMP),					
				Focused Strike L3					



## The Evoluminary (Eugene Walsh)

**Summary & Psychology:** The Evoluminary is a ball of neurosis but is also Dr. Dominator's Right-Hand-Man. He has a number of strange and conflicting beliefs and is a bit hurt that people are afraid of him (even though he transforms out of control when startled). He switches between wanting to give grand speeches and monologues about the inevitability of evolution (with him representing the pinnacle) and trying to understand why *everyone* doesn't want the ability to grow a T-Rex head.

He also laments he doesn't look "normal" and can't sort of go under-cover with his "subjects" to find out how they live / what they really think of him.

**Tactical Overview:** The Evoluminary unleashes his giant jaws or writhing tentacles; both require activation and in a pinch he will attack with his bare fists and feet.



AP Total		208			A-Cost		30		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
14-	14	-3 / -3	90	Monster Bite	90 PEN	Short	See Below	6 / 1x	15-
			75	Normal Strike	27 IMP	Short	Street Fighting L2	5 / S	15-
PHY 12 REF 12 INT 11				Boosted Str	61 IMP	Short	Costs 10 REA to Activate	5 / S	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
217	(54)	12	72	-2 Damage Mod w/ Block, 40 / 100 Cv 8 Armor, Dodge/Block Ranged					
Notable Character Point Abilities				Archetype Abilities					
+1 AGI				Armored Bio-System 40/100 Cv 8					
				Soak					
				Swift (+2 REA, -2 DM w/ block, dodge, Full AGI vs. Range, Dodge vs. Range)					
				Predator Senses					
				Monster Jaws: 88 PEN, 5 REA Activate, 1R Charge					
				Tentacles: 5 REA Activation, +50 Grapple					
				Strength Boost: 10 REA Activation (does not add to Jaws or Tentacles) +54 ADP, 10 REA					
				Uncontrollable Change (Hideous)					
				Mad Science Biology					

## Allopath (Tad Wilson)

**Summary & Psychology:** Allopath is dedicated to research--he has taken over most of the emergency rooms / clinics in the area and is using them to conduct low-grade experimentation. The good news is that he's getting results--mostly. The bad news is that once in a while a treatment utterly mutates someone (at least temporarily). Still: the health care is free!

He believes almost everyone else is a dunce compared to him--but that it's a bit rude to say so. He spends a lot of time trying to acquire illegal biological research materials (trying to convince the Sultan to import deadly diseases or an elephant or whatever).

He certainly looks undead--and "acts it" about half the time--but once in a while he will go to do "Team Building" with his staff of "nurses" (mostly real nurses and paramedics he has pressed into service in his labs)--this pretty much terrifies everyone.

**Tactical Overview:** Allopath is more of a thinker than a fighter. He is certainly no stranger to violence, but he prefers abusing subordinates to duking out with people who could hurt him. His talons take 5 REA to "extend" and he'll use the act to intimidate. Note that he is considered "stingy" with his healing by his teammates and arrogant even by Verboten standards



AP Total		194			A-Cost		30		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12-	12	-1 / -0	70	Strike	45 IMP	Short		5 / S	14-
			60	Necro Talons	35 PEN IA	Short	5 REA	5 / S	14-
PHY 11 REF 12 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
33	320	14	11	-2 Damage Mod w/ Block, 40 / 100 Cv 8 Armor, Dodge/Block Ranged					
Notable Character Point Abilities				Archetype Abilities					
+1 AGI				Healing Touch 98 DP Per Person Per Day					
Doctor L2 12-				Invest With Power - Random Mutations (GAT, Natural, Extreme Tag only) 40 AP					
				Cold Heart (+2 CON, No Mortal Weaknesses, No PEN Doubling)					
				Necromantic Bile L10 (+40 STR, -1 AGI Bonus)					
				Necro Talons: 35 PEN Ignore Armor, Does not get bonus from STR., 5 REA Act					
				See in complete darkness					
				Soak ADP					
				Mad Science Medical					



## Over-Unity (a.k.a. Markus Mahuel)

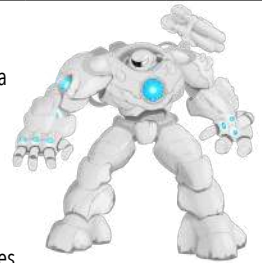
**Summary & Psychology:** Markus likes lumbering around or jetting up and landing in a parking-lot--people *stare*. It's like having a Lamborghini x 10! He wants the international community to recognize that his perpetual motion engine is the real thing--but he's having trouble replicating it and he's afraid to open the one in his suit because clearly he got the adjustments *just right* and he's secretly afraid he'll mess it up if he tries to disassemble it.

He has big labs full of perpetual motion science and some disciples hard at work on various other strange-physics ideas. Once in a while he'll kidnap a physicist and give him a forced tour of the lab. Woe betide the "assistant" who is on duty if things go wrong!

**Tactical Overview:** Markus wants people to like him; he would like a generally *positive* public image and avoids using rockets in places where ordinaries would get hurt. He's also been known to waste one of his precious shots to make an entrance (blowing up something unrelated or even up the sky, like a firework).

He is somewhat easy to distract -- complementing his armor will get you "on his good side" and he's reluctant to wipe out someone who seems to be a fan.

Note that his rockets require a 5 REA Action of "arm" and *cannot* be fired on that Turn. *This must be done for each rocket* (it is not the standard 5 REA Activation for the entire rocket-pack).



AP Total			172			A-Cost		67			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht		
9-	12	+3 / +3	150	Strike	110 IMP	Med	+2 LWB	5 / S	14-		
			125	Power-Strike	171 IMP	Med	+2 LWB (10 REA Act)	5 / S	14-		
PHY 11 REF 12 INT 12				Rocket	107 IMP X	-1/125y	Explosive, 3 Rockets	5+5 / S	14-		
DP	ADP	CON	Minor	Armor & Defenses Summary							
147	(96)	12	49	30/90 Armor +25/+65 Cv3 Plate (60/155 Total), +96 ADP (Power Up)							
Notable Character Point Abilities				Archetype Abilities							
				Power Carapace L5: +70 BLD							
				Strength Boost: L5 +61 STR, +96 ADP (10 REA)							
				Rockets: 107 IMP X, -1/125y, 3 rockets per battle, cost 5 on 1R to "ready," 5 on another to fire.							
				Rocket Flight (30y/s, 300mph)							
				LIDAR: Detect Flying Objects 400y range							
				Comm Scanner: Listen to all unencrypted communications							
				Tactical Scanner: Detect Power Sources and human sized objects moving in 60y radius (5 REA)							
				Soak							
				Mad Science: Engineering							



## Tabu (a.k.a. Emily Croven)

**Summary & Psychology:** Emily is the most level-headed of the bunch. She has no illusions (pun intended) about how her powers work: it's *magic*! She is super-annoyed by the egg-heads who say it's all psionic or mutant-powers or something--but mostly she is interested in what is going esoterically in Holiday City. She also thinks Dr. Dominator is kind of hot (in a dad-bod way).

She *did* get her share of being outcast and having "humanity" treat her badly--and of course, a single girl studying the occult is thought of as damaged by a lot of people. She also really tries to stop the team from doing anything monstrous in their "manic phases."

**Tactical Overview:** Tabu is good at getting out of the way -- her negative damage mods protect her from a good deal of incoming fire and she gets two teleport dodges per turn. The longer the fight goes on, the more dangerous she gets, and she'll often try to avoid being a primary target until she's powerful enough to be decisive.

She will also use illusions to protect or distract. She can create up to 4 illusionary versions of herself for 5 REA each. They will only take programmed actions (although if she can hide and spend 8 REA per round to marionette one, she will try that, too). She has also been known to hide *inside* illusions, emerging to lay waste with her powered up attacks.



AP Total			192		A-Cost		32			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht	
20-	16	-3 / -3	19	Spell Blast	24 IMP	-1/10y	Adds +24 IMP Every Round	5 / S	14-	
			16	Strike	9 IMP	Short	Street Fighting L2	5 / S	14-	
PHY 11 REF 13 INT 12										
DP	ADP	CON	Minor	Armor & Defenses Summary						
103	0	12	34	-8 / -8 Damage Mods, 2x 1 REA Dodges (works vs. Ranged) 16-						
Notable Character Point Abilities				Archetype Abilities						
WIL +1				Fast Company Level 2						
Occult L3 17-				- Additional Negative Damage Mods						
				Tactical Teleport (8 REA Long, 200 yards)						
				Teleport Dodge: 2x 1REA dodges 16-						
				Illusions L4 (8 Cubic Yards Big)						
				Disguise Illusion						
				Soak						
				Spell Blast: Positive Feedback Loop. 24 IMP, gains 24 IMP Each Round of use						
				Mysticism						



## Technocrat

One day Technocrat--in full gear--and with a host of robotic assistants appeared in Union Gardens and started having his workforce dig up the streets and start installing . . . new things. When he was approached without violence he would discuss grand plans for urban renewal and his plans to improve the standard of living for everyone in the vicinity to . . . utopia levels. He seemed extremely strange--maybe unhinged--but attempts to "bring him in" were disastrous--he was *powerful*.

It was quickly decided that he would be *monitored* and the Powers That Be would analyze him and determine how best to move against him. It ended with Union Gardens being his "trial Utopia." He has made all kinds of innovations--and has enacted a civil liberties lockdown that would be entirely illegal in the US if he didn't have 100's of robots behind him.

He has been captured or even "nuked" several times--it always turns out to be a synthezoid he calls a "Clonedroid." He seems to have a factor buried under the streets creating these things. He has made . . . advances. His domain, so much as is known, is very clean, quite safe, and actively repels any elements like gangs or drugs.

On the other hand, his requirements are detailed and enforced with, well, force. People also aren't sure he's "stopping there." What if he *expands*.

Technocrat isn't villainous in the classic sense: he can get annoyed by rudeness or stupidity but unlike Verboten he doesn't lash out with violence--on the other hand, he seems impervious to the idea that his retraining and forced medication and . . . maybe other things . . . could be *bad*. He is building a mathematically perfect society--he feels he's owed a misstep here or there.

### Technocrat (a.k.a. Kyle Joist)

**Summary & Psychology:** Technocrat is almost an alien-intellect. Unquestionably one of the smartest things on the planet, he is *obsessed* with building model-perfect societies that others can/will learn from. He acknowledges that "humans are messy"--but he thinks that's just a matter of tweaking the environment. His breakthroughs include:

- Clone-droids - "Fleshy" (but not fully organic) copies of him that he seems able to inhabit.
- Numerous robots which, in groups, have the capabilities to replicate themselves.
- Some really pretty awesome designs for cities.

He spends a lot of time testing his people and trying to improve their productivity or their tested intelligence--or even their reports of "fun / happiness." He believes in arranged marriages, prescribed date-patterns / plans ("Hey, babe, how about we do a 53 tomorrow night?") mandatory TV time, educational video games, and so on.

The people who live under his rule seem to be fairly cowed by his presence. They are quiet about whether it is horrible or not (outside observers think it's quite a surveillance state). In person he is a super-wonk / nerd. He comes off as preachy and gets *really* annoyed if people "don't listen to him."

**Tactical Overview:** He can come back in a day--in another Clone-droid. Maybe at this point "none of 'em" are real.



AP Total		427				A-Cost		75			
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht		
12-	12	-2 / -1	100	Strike	60 IMP	Short		5 / S	15-		
			90	Hyper-Strike	86 IMP	Short	Next STR +3 REA	5* / S	15-		
PHY 11 REF 12 INT 13				Pulse Cannon	113 IMP	-1/200y	Heavy Cyber Mount	5 / S	15-		
				Pulse Cannon FA	170 IMP 113 IMP	-1/200y	Heavy Cyber Mount	8 / 1x 1 / 2x	17- 15-		
DP	ADP	CON	Minor	Armor & Defenses Summary							
93	(125)	12	31	35 / 125 Armor, +20/+50 Cv2 (55/175 Total) , 300 Power Field							
Other Abilities				Archetype Abilities							
Super Science - Hyper Engineering				Cyber Suit (Unarmed) L5							
Mad Science - Android Doubles				Powered Flight - Pulse: 600mph, 50y/s Acc							
Brainiac: +2 / +4 RES / MEM Skills				Hyper Strength L5: Use of 23 STR no penalty, up to 56, next STR use costs +3 REA							
Natural Talent L4: City Planning				Pulse Cannon - 113 IMP, Full Auto, -1/200y							
Agents - Army 43 AP, 100's				- Heavy Cyber Mount: 5 REA to deploy, loses all AGI Bonus, Step only							
City Planning 22- L4				- Fragile: 11- chance of failure when taken 40+ ADP							
				Immortal: Android Doubles - Comes back in 1 Day							
				Power Field 300 Power							



## Enforcer Bot

**Summary & Psychology:** Enforcer Bots are the heavy-weapon components of his force. They are strong, fire deadly beams from their face-plates, and can hold a person firmly with the restraint arms.

**Tactical Overview:** They sound electronic and ominous when they speak.



AP Total		41			A-Cost		16		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	55	Strike	18 IMP	Short	Street Fighting L2	5 / S	13-
			45	Ion Beam	19 PEN IA	-1/15y	5 REA Activate, Ign Arm	5/ 1x	13-
DP	ADP	CON	Minor	Armor & Defenses Summary					
33	0	12	11	6 / 14 Armor, Robot Body (+6 PEN Doubling, no Minor Wounds until Injured Cond)					
Other Abilities				Archetype Abilities					
				Robot Body - PEN Doubling at +6. No Hurt Condition, No Minor Wounds Until at Injured.					
				Float Pod					
				Ion Lance - 5 REA to Activate, 18 PEN, -1/15y, ROF 1, Ignores Armor					
				Super Strength L1					
				Armor Cladding: 6 / 14					
				Robot Brain: Must roll RES at -4 to understand "human things."					
				Restraint Arms: +14 Grapple (bought as Tentacles)					

## Utility Bot

**Summary & Psychology:** A group of 3 of these can pretty effectively hose down a crowd and then remove them for examination and treatment. They have synthesized voices and sound a bit like "virtual assistants." They have screens and loud-speakers on front that let them deliver messages and public addresses. Their radar dishes can detect the tracking systems that all citizens of Technocrat's domain wear.



AP Total		39			A-Cost		24		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	55	Slime Thrower	48 Grapple	-1/5y	48 DP to break, +2 LWB	5 / S	14-
			45						
DP	ADP	CON	Minor	Armor & Defenses Summary					
25	0	12	8	6 / 14 Armor, Robot Body (+6 PEN Doubling, no Minor Wounds until Injured Cond)					
Other Abilities				Archetype Abilities					
				Robot Body - PEN Doubling at +6. No Hurt Condition, No Minor Wounds Until at Injured.					
				Float Pod					
				Slime Thrower:					
				Armor Cladding: 6 / 14					
				Robot Brain: Must roll RES at -4 to understand "human things."					



## Tiger Mom a.k.a. Emily Monaghan

**Summary & Psychology:** Emily was a thief before she was a mother. Becoming a mother didn't change that. It made her all the more determined to excel, and to make sure that her children did as well. After a career of successful, impossible robberies, kidnappings, and break-ins, she would be ready to retire, if not for her children.

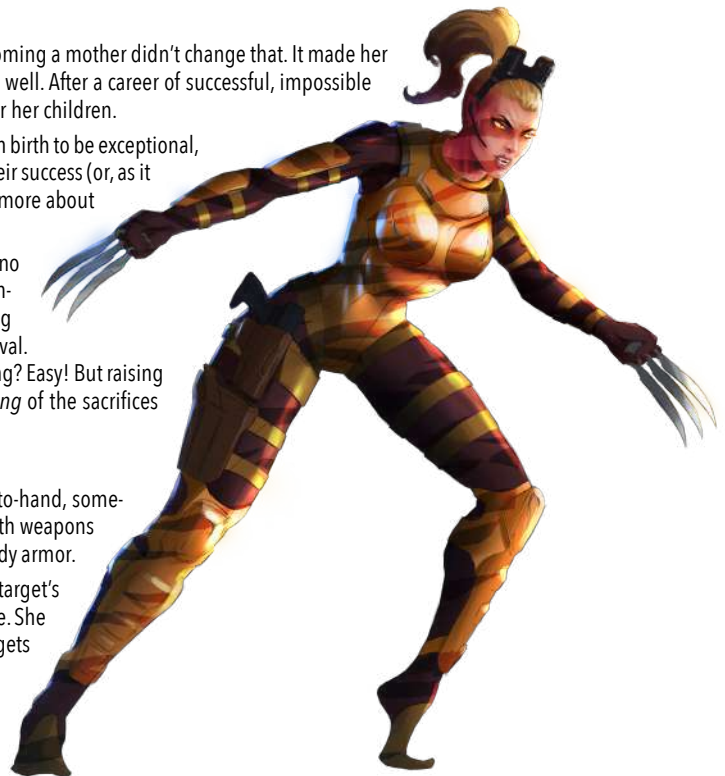
Today she plans, instructs, criticizes, trains. Her children have been raised from birth to be exceptional, effective criminals and she understands very well that they are her legacy. Their success (or, as it often seems likely to her, their failure) reflects directly on her, and she cares more about how she is seen than ever. So failure is not an option.

She's drilled them relentlessly, identifying their particular talents and sparing no expense in training and augmentation. She's started to see the barest blossoming of success -- but it's far from enough, and sometimes she *despairs*. Cracking uncrackable safes? Nothing. Disarming state-of-the-art security systems? Trivial. Sneaking past armed, sonar-enhanced guards with shoot-to-kill programming? Easy! But raising lazy, distracted, and (worst of all) *ungrateful* children who appreciate *nothing* of the sacrifices she's made for them?

It'll be the death of her.

**Tactical Overview:** Emily prefers to mastermind -- if she's fighting hand-to-hand, something has gone terribly wrong. That said, she's prepared (of course she is) with weapons both mundane (her Glock) and distinctive (her Tiger Claws) and high-tech body armor.

Note her ability to *curse*. This is delivered as a warning lecture observing the target's penchant for poor decisions and then predicting something quite unfavorable. She would claim this is just her "mother's instinct" guiding her -- but to the targets (often her children), it feels more like something she's *causing*.



Point Total		252			A-Cost		43		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
23-	16	-3/-3	30	Street Punch	11 IMP	Short	+1 LWB (Street Fighting)	5 (4) / S (1)	15- +1
7y Step / 49y Long			25						
PHY 11, REF 13, INT 13				Claw Attack	43 PEN	Short	Street Fighting, Claw Grip	5 (4) / S	15- +1
Street Fighting L3, 15-				Glock 10mm	27 PEN	-1/7y	L3 (ignore 3pts mod)	5 (4) / S	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
189	18	13	63	Fast Defenses -8 PEN, -4 IMP, 14 / 35 Armor, Block 15-					
DP+	ADP+	HTH+	A-Cost						
12		7	0	Fast Company L2: Dmg Mod -8/-4, +5 INIT, +3 REA, +12 DP, +7 HTH, 8 AP GAT					
8	11	4	4	Tough Gal (Armed) L=x5 +4 Cost +4 STR, +8 DP, +11 ADP, 0/4 Armor, +1 HURT (64)					
			0	Curse / Nemesis [Transactional]: Tiger Mom criticizes, predicts bad outcome (6.4/3.0) INT 144					
	7		14	Guardsmen (HTH PEN) x7: +14 ACost, +14 PEN +14/35 Armor, +7 ADP					
70			25	Focused Strike - Sword (HTH PEN) x5: +25 ACost +25 PEN Ranged, +70 DP					
70			0	Precision Shot - Gun (RNG PEN) x5: +20 ACost, +20 PEN, +70 DP					
			0	Glock 10mm: 7 PEN, 9 Rounds, -0 Recoil, -1/7y					
4				Intrusion Expert: +1 Security (17-, L3) +4 DP, 8 SP					
2				Brachiate Natural: +2 DP, +3y/s Walk, +6 Run, +12 Sprint, 2 CP Acrobatics (L2, 15-)					
4				Predator Senses: +4 DP, +4 Perception Rolls					
3				Night Vision: +3 DP, Night vision (ignore -3)					
2				Mastermind: Understand Plans, +2 Strategy (17-), +2 DP, SP Pool 10/4					
				Streetwise, Security Systems, Spycraft, and other skills at L3 16- and above					



## Mean (a.k.a. Andrea Monaghan)

**Summary & Psychology:** Andrea is *angry*, and *mean*. She's got 'sexy, bad-girl' written all over her, and she knows she can be enticing (blonde "bombshell" is not an inaccurate description), but if you're susceptible to her charms... watch out.

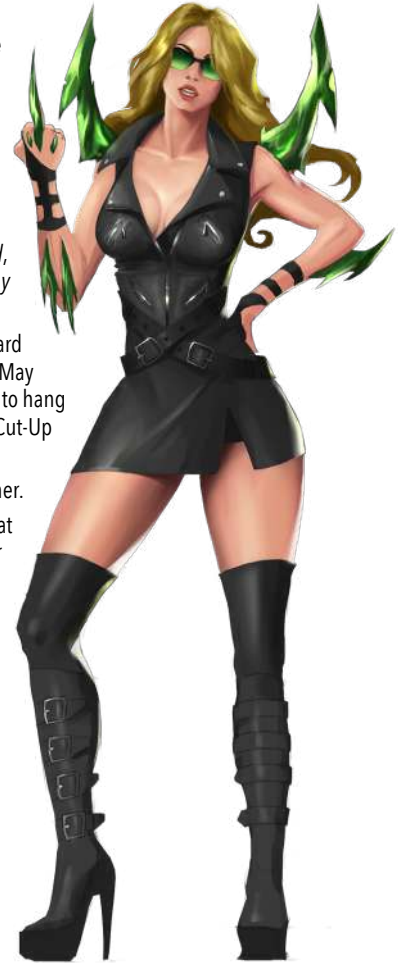
On the team, her official role is Strategic Intelligence (using her Hate Vision) to spy on targets. More often than not, though, she ends up playing "Cleanup Hitter" -- going in to wreak havoc if Plan A has not worked out. While not a *killer*, she can be quite brutal and is prone to violence against her targets -- the operations aren't 'just business' for her -- she believes their targets *deserve* to be robbed.

Her issues are many and deep. When she's not doing operations, she's out in Holiday City nightlife partying *hard*, blowing all that money they just made. Her secret ID is skin deep, and her 'behavior' is at the top of the list of *many* things she and her mother fight about.

She is romantically entangled with many gray operators (Red Death, for a Christmas color-scheme, and Black Card for a more Malachite scheme -- leading to a near apocalypse between Black Card and Tiger Mom because of the May / December thing), creating more friction and more opportunities for explosive detonations. She has been known to hang and even run with The Misery Tourists -- a group her mother has nothing but rancid contempt for. She can stand Cut-Up and has been romantically linked to Overthinker, who shares her anger at a blithe, undeserving world.

She's also lazy, entitled and *judgemental*, taking it upon herself punish people she runs into who simply *annoy* her.

**Tactical Overview:** Her powers are fairly straight forward -- she Gets Her Hate On and starts *cutting*. Note that GYHO is a 5 REA *medium* action. She cannot turn it on in response to an attack launched. If she's caught with her shields-down, so to speak (an attack launched before her first turn), she's extremely vulnerable. She attempts to manage this by generally attacking first.



Point Total		128			A-Cost		32		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2/-1	14	Shards of Hate	22 PEN	-1/8y	Ignore Armor, Req GYHO	5 / S	14-
3y Step / 16y Long			12	Spines of Hate	22 PEN	Med	Ignore Armor, Damage field	5 / S	14-
				Basilisk	68 INT	-1/10y		5 / 1	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
29	30	12	10	Power Field 450, 5 REA Activation (GYHO)					
DP+	ADP+	HTH+	A-Cost						
				Get Your Hate On L10: Power Field 450, 5 REA Act					
			32	Shards of Hate L4: 22 PEN, -1/8y, Ignore Armor					
			0	Spines of Hate L4: 22 PEN, Med Reach, Damage Field, Ignores Armor					
			0	Basilisk Beam L4: INT 68, RoF=1					
8				Theme Song: <i>You Oughta Know</i> ; 4 SPs, +8 DP					
8				Knowing Things: 3 Roll Drama to know things about place, person, 3x usage, +8 DP					
	30			Soak: +30 ADP					



## Median / Imposter Syndrome (a.k.a. Carrie Anne Monaghan)

**Summary & Psychology:** CarrieAnne is the eldest daughter, and was trained from birth to be... whoever her mother decided it was best she be. She was an olympic-level gymnast (although her mother felt competing would draw too much publicity) and speaks only a dozen languages fluently. She's an expert in hand-to-hand combat. She trained (and trains), constantly, but it's not quite good enough.

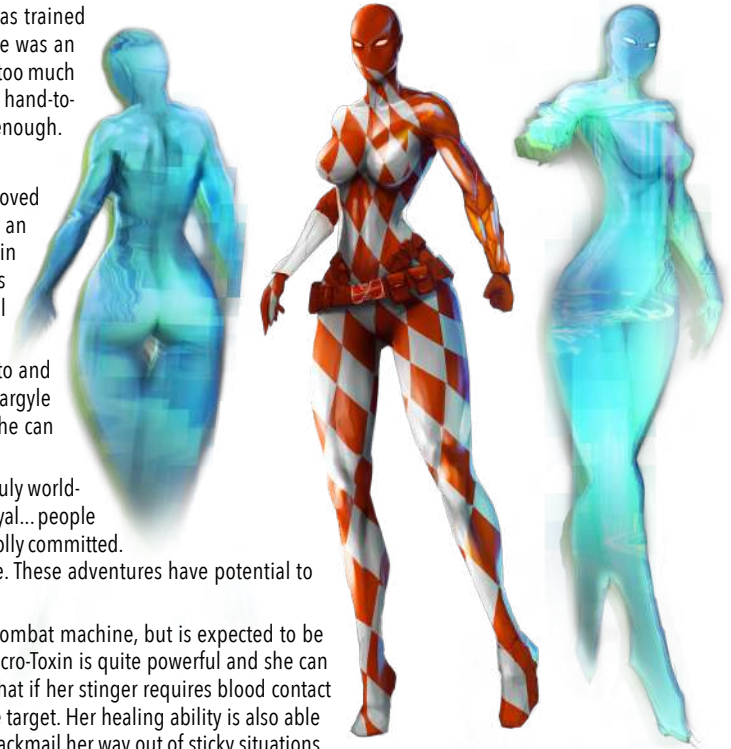
I mean... she's only *Fast Level One*... So much room for *improvement*.

She had acne as a teenager, and her mother had her entire epidermis removed and replaced with a mutable cybernetic skin that can change shape in an instance. She can *look* like virtually *anyone*. And she has years of training in pretending to be a target. For a formal operation, she will spend months studying her target to be able to faithfully replace them and (likely) fool even people close to them.

Her ability to get *inside* is incredible. She can also fight when she has to and carries "stingers" in her wrists that can paralyze and heal as needed. Her argyle (diamond patterned) outfit is actually her *new skin* -- and in combat, she can create and project doubles and generally behave confusingly.

Of all her siblings, she's the most dedicated to her mother's vision for a truly world-class crime family. Meek and soft-spoken, she's incredibly obedient and loyal... people who know her closely say she's massively *underconfident*, while being wholly committed. Sometimes she'll sneak away and try out someone else's life for awhile. These adventures have potential to blow sky high...

**Tactical Overview:** Like most of The Cubs she wasn't meant to be a combat machine, but is expected to be able to more-than-handle herself should the situation require it. Her Necro-Toxin is quite powerful and she can hit for more-than-credible damage against non-luminary targets. Note that if her stinger requires blood contact (penetration and at least 1 point of damage through armor) to affect the target. Her healing ability is also able to instantly counteract and heal targets poisoned and she can use it to blackmail her way out of sticky situations (poison someone and offer the antidote if she's permitted to escape)



Point Total				128 A-Cost			24		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2/-1	22	Karate Strike	16 IMP	Short	L2 Karate	5 / S	15-
3y Step / 16y Long			18	Toxin Claw	1 PEN	Short	105 PEN VAL, AP, Toxin	5 / S	15-
				Necro-Tox	105 INT	Short	Auto w/ Toxin Claw	5 / S	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
66	0	12	22	Fast Damage Mods -8 PEN / -4 IMP, 10/80 Armor, HURT COND 28; BLock 3 15-					
DP+	ADP+	HTH+	A-Cost						
10		6	0	Fast Company L1: Fast Def, 8 CP Acro, +5 INIT, +10 DP, +6 HTH, 4 AP GAT					
				Illusory Double: 3 REA Short to create double; -5 Perception Roll v. 14- to determine real					
		8		Deadly Hands: +8 HTH Damage					
			24	Injector Talons L3: 105 PEN Value, PEN 1, Armor Piercing					
			0	Necro-Toxin (Blood) (50/28) L3: INT 106					
				Healing Touch L3: 48 DP or 96 ADP per person, per day (5 REA)					
3				Steal Visage: 5 REA to-hit; take on appearance of target, +3 DP					
8				Natural Talent [Con Artist] Level 3: +3 Con Artist (18-), +8 DP					
8				Natural Talent [Disguise] Level 3: +3 Disguise (18-), +8 DP					
24				Infra Skin L1: 10/80 Armor, +4 HURT, +24 DP					



## Mode (a.k.a. Cosmo Monaghan)

**Summary & Psychology:** Cosmo is sly, slick, cynical, and sarcastic. He's pretty sure he's smarter than you are, and he'll show it in a bunch of *small* ways, but never quite come out and say it. In a room full of loud people, he'll sit back and judge them. Same with happy, easy-going people. He reserves his *worst* judgement for his siblings.

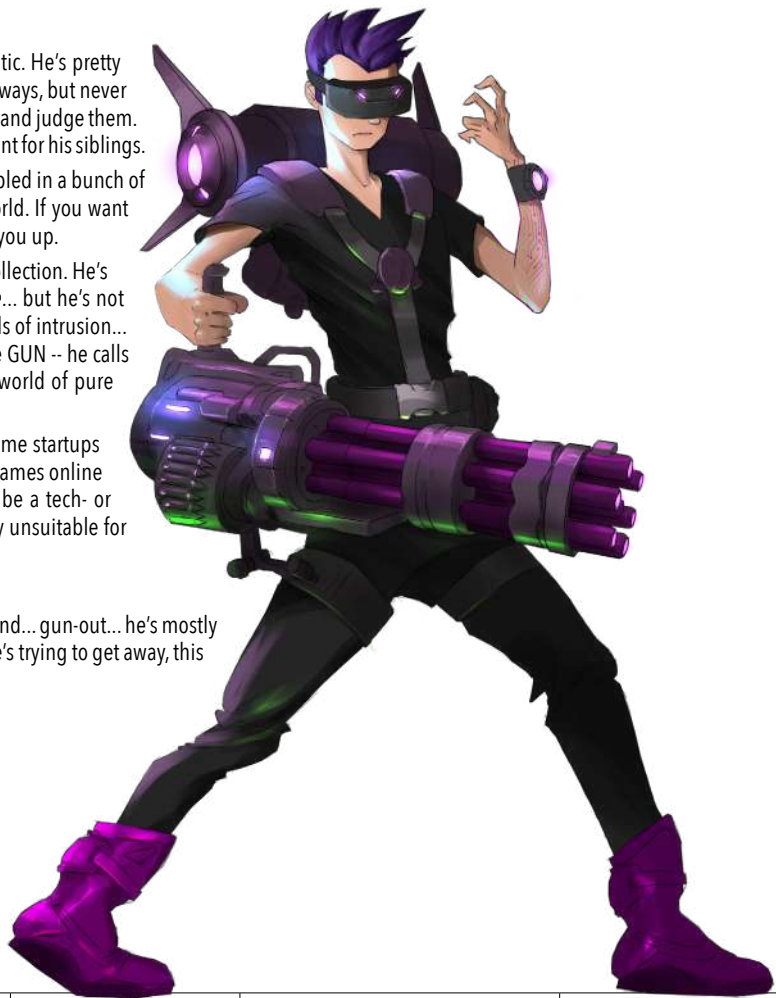
He's a kind of anarchic, dark web hacker in his private life. He's dabbled in a bunch of online crimes and has cyber-streetwise connections around the world. If you want your enemy's website DDOS'd or your crushed phished, he can set you up.

On the team, he handles electronic surveillance and intelligence collection. He's legit-good, and his cyberhacking unit makes him truly *formidable*... but he's not superhuman. And when expectations are that of movie-hacker-levels of intrusion... he's usually not up to the task. That's when the GUN comes out. The GUN -- he calls it 'The Last Word' -- speaks for him when his frustration with the world of pure information gets too great.

He spends a good amount of time online and has tried to drive some startups -- linking him to the HCTech and Venture Capital worlds. He's also games online with Top Kek (Misery Tourists). He has said he believes he could be a tech- or cyber-security billionaire if his checkered past makes him generally unsuitable for a lot of polite company.

He blames his mother.

**Tactical Overview:** Cosmo is... 'modal' -- gun-in, he can move around... gun-out... he's mostly rooted in place. Given that he usually only deploys the gun when he's trying to get away, this poses some interesting logistical challenges.



Point Total		128 A-Cost					56		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2/-1	17	CyberCannon	61 PEN	-1/20y		5 / S	14-
3y Step / 16y Long			14	Cyber Autofire	92 PEN	-1/20y	Autofire: +2 To hit	8 / 1	16-
Jump 20y, 8 REA									
DP	ADP	CON	Minor	Armor & Defenses Summary					
40	84	12	13	Armor 24 / 96, +24 / +60 Cv4 Plate					
DP+	ADP+	HTH+	A-Cost						
			56	CyberCannon L6: 61 PEN Autofire, -1/20y, Heavy Cyber Mount (0 AGI, Step-Only Move, 5 REA)					
24				Internal Armor: 24/60 Armor, +24/+60 Cv 4 Plate, +24 DP					
	48			Soak: +48 ADP					
			0	Mk2 Jump Jets L2: +2 ACost 10y Jump, Hang=1 Cool Down / Recharge=2 Rnd, +3 Kick Damage					
	36			Armored Lungs L2: +24 PEN DEFN, +36 ADP					
				Hacker Suite: Remote Access (WIL x10y), +2 Hacking (16-)					
3				Comm Scanner: Listen on local communications, +3 DP					

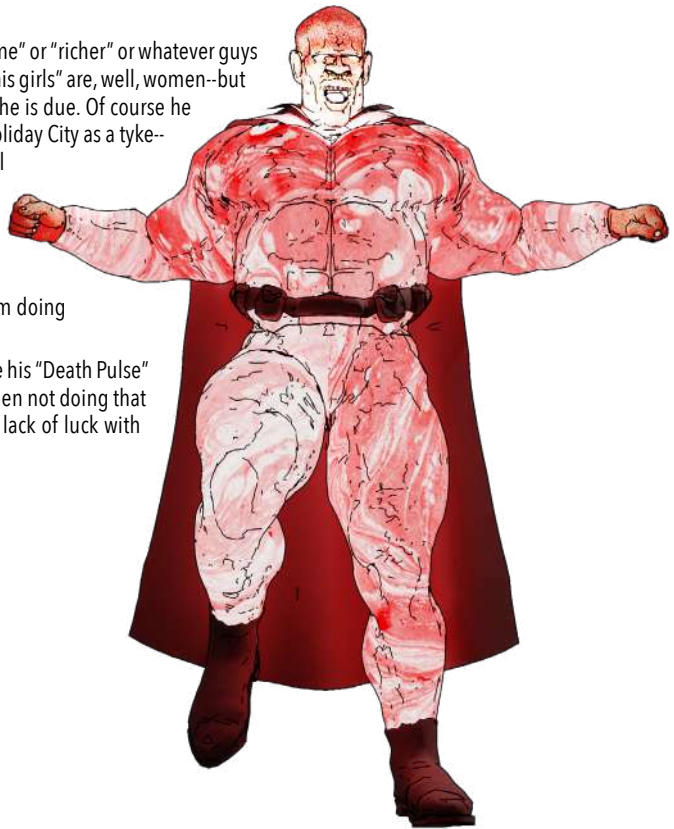


## Overkill (a.k.a. Barry Bryce)

**Summary & Psychology:** Overkill is every guy who feels like the “more handsome” or “richer” or whatever guys are hoovering up all his girls. In this case the “more” is “Human Luminaries” and “his girls” are, well, women--but also just the adoration of humanity at large. He’s a *luminary*! This is part of what he is due. Of course he doesn’t think much of humanity in general. He attended the Mirth Academy in Holiday City as a tyke--and was trained, more or less to be villain. He now works for The Hunt Club as well paid, generally well treated, very deniable muscle.

His vendetta against “Human Luminaries” is his private obsession--and he’ll take time out of his day to go beat someone up if he can. NOTE: he really doesn’t like armored guys, for instance, and really wants to take it to Over Unity or Technocrat--and believes he could teach them a lesson--but thus far he’s been prevented from doing so by Ravenous.

**Tactical Overview:** Despite being cruel and callous in general, he doesn’t activate his “Death Pulse” with ordinary people around--at least he hasn’t yet. He is a bit radioactive even when not doing that . . . which, along with being kind of unattractive and obnoxious may explain his lack of luck with humanity.



AP Total		251			A-Cost		120		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12-	12	-2 / -1	100	Rad Pulse	75 IMP IA	25y RAD	Ignores Armor	5 / 1x	N/A
			85	Strike	74 IMP	Short		5 / S	14-
PHY 11 REF 13 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
108	180	13	36	39 / 90 Armor, 200pt Power Field					
Notable Character Point Abilities				Archetype Abilities					
				Rad Field 75 Power (25 Y Radius): 5 REA Activation, Full Damage, +4 Damage Modifier. Sprinting Endurance to keep Running. Ignores Armor. Hits on Round 0.					
				Powered Flight 120 mph					
				Spectral Skin (Glowing): 39 / 90 Armor, 260 Power Field					
				No Biological Weaknesses					
				Super Strength: L7					
				Soak					
				Built L2: +20 BLD					



## Omicron

**Summary & Psychology:** Omicron was designed in the 1980's by a Luminary Genius (William Ockram) 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.

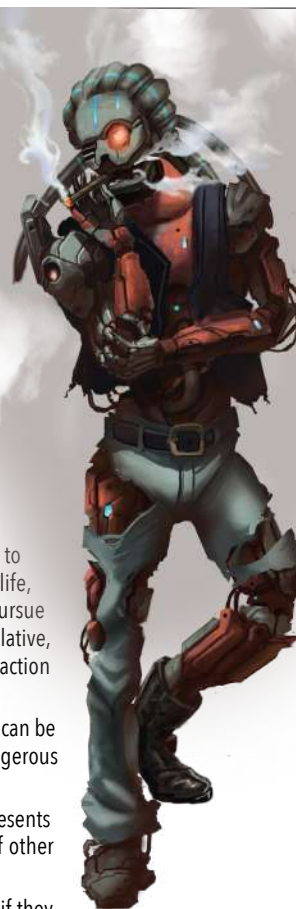
He receives a considerable stipend from the corporation which feels responsible for creating him, and lives in a nice condominium just off the waterfront. He describes himself in his Tinder as an "author and philosopher" and has written several self-published books on business and life.

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.

**Tactical Overview:** Omicron has Level 50 Inventor, which means he has 100 APs to do with as he pleases. This represents reengineering his own body to build new powers (often weapons and extra defenses, but he can gift himself other abilities as well.

Note that when he develops additional weapons systems, he gets the A-Cost modifier for them -- paying 1/3rd, if they are less expensive than his optical beams. If he has a weapons system more expensive than the optical beams, he pays full price, but the Optical Beams drop to 1/3rd cost -- only 27 AP -- netting him back 53 APs to spend.



<b>AP Total</b>		612			<b>A-Cost</b>		80		
<b>Init</b>	<b>REA</b>	<b>AGI</b>	<b>Grapple</b>	<b>Attack</b>	<b>DMG</b>	<b>RNG</b>	<b>Notes</b>	<b>REA / ROF</b>	<b>To-Ht</b>
12	12	-2/-1	14	Optical Beams	128 IMP	-1/15	5 REA Act, +2 to hit	5 / S	16-
3y Step / 16y Long			12	Punch	30 IMP	Short	Untrained Punch	5 / S	12-
<b>DP</b>	<b>ADP</b>	<b>CON</b>	<b>Minor</b>	<b>Armor &amp; Defenses Summary</b>					
339	0	12	113	Armor 40/100, +80/+200 Cv8, [120 / 300 Armor Total] Double only on +6 HIT					
				Robot Body: No Bio Weaknesses, Pen Double on +6, No Hurt Condition, No Minor Until Inj					
				Bio-Armor: +80 DP, 80/200 Cv8					
				Soak: 40 / 100 Armor					
				Soak: +100 DP					
				Optical Beams L10: 5 REA Act, +2 to Hit					
				Inventor L50: +100 APs in anything, +100 DP					
				Dealer-level Party Glands					
				Mad Science: +4 to rolls, +8 DP					
				Super Strength Armed L+ x4: +28 STR, +36 DP					
				Cyber Eye: +1 DP, -3 Darkness Modifier, Zoom-In, 2 Upgrades					
				CyberEye Enhancement: Schmeatics Database for anything scanned					
				CyberEye Enhancement: Range Finder: -1 Range Modifier					
				CyberEye Enhancement: Facial Recognition					
				Immortal [Week]: Return after one week, or in three days, if under some significant restrict					
				Third Eye (ONLY EYE): See ghosts, visions, flashes of truth, +3 DP					



## Omicron Standard Configuration

If Omicron is not preparing anything diabolical, he typically decks himself out with energy torpedo tubes (an explosive attack), Quantum-Beam Regulators (ignores armor) and a neural-induction beam (paralytic -- good for kidnapping).

He also rev's up a 95 Power Power Field, which he likes because it makes him sparkle.

Attack	DMG	RNG	Notes	REA / ROF	To-Ht
Omic Torpedo	138 IMP	-1/5	Explosive, 1 Rnd CUP	5 / 1	14- +4
Paralysis Beam	159 INT	-1/5		5 / 1	
Omic Blast	83 IMP	-1/15y	5 REA Act, Ignores Armor	5 / S	12-
Energy Torpedo L10: 138 IMP, 1 Round Charge Up, Explosive, RoF=1					
Q-Beam: 83 Impact, 5 REA Act, -1/15y, Ignores Armor					
Paralysis Beam: INT 160, RoF=1, -1/5					
Power Field (Omic Field): 95 PWR					

## Omicron Beach Party Edition

Omicron is self-conscious about being skinny, and will sometimes (e.g. the beginning of summer) build himself a muscular metallic chassis that gives him significantly increased strength and armor.

				Attack	DMG	RNG	Notes	REA / ROF	To-Ht
DP	ADP	CON	Minor	Optical Beams	128 IMP	-1/15	5 REA Act, +2 to hit	5 / S	16-
449	0	12	150	Punch	100 IMP	Short	Untrained Punch	5 / S	12-
				Armor & Defenses Summary					
				Armor 60/150, +80/200 Cv8, +20/50 Cv4, [160 / 400 Armor total] Double only on +6 HIT					
				Super Strength L+10: +70 STR, +90 DP					
				Internal Armor L5: +20/50 Armor, +20/50 Cv4 Plate, +20 DP					



# Monsters

Monsters are both the most simple and the most complex of the characters: they do what they do . . . because they are monsters. Tisaphina lurks in her rooms in the Cambrian Hotel. If you seek her out she might indulge you, dismiss you, or eat you. Erudite sadistically terrorizes the city with various schemes, created monsters, and a sort of "art" of terror and degradation. Typhon is a straight up monster--wreaking havoc when he emerges and lairing in the dark in a crumbling estate when he doesn't--but he also sits on the Council of the Hunt Club.

Not all monsters are innately murderous (Hecatomb, despite being adorned with the regalia of death is quite restrained. Chrysobull is almost never intentionally murderous--but in the wake of his chaos, people have often been killed).

Regal is perhaps the highest profile "monster" as a sort of grand-overlord of the machinations that plague Holiday City--but despite his, well, regal style, he is not a "Super Villain." He is no drama-queen. He is measured, careful, and he is coldly murderous. These are the monsters.

## Chrysobull (no a.k.a.)

**Summary & Psychology:** Chrysobull sees himself as a demigod. He expects to be given everything he desires enthusiastically and without hesitation. He expects deference, but has no tolerance for sullen or underplayed obedience. He is here to *have fun*.

Fortunately his desires are straightforward and, unless provoked or told 'no' he is not violent. If he's quick to anger, he's also relatively easy to placate. And while hard to manipulate, if convinced to help someone in trouble, he can be a terrifyingly formidable ally. If you entertain him, he is *appreciative*.

Note that he is not a rapist. His Awe Power takes people's breath away -- it does not force them to worship or obey him. That said, they often do. Those who are open to being captivated by the powerful and charismatic often find themselves stuck in his orbit.

**Tactical Overview:** Forced to fight, he strikes with his hands, head, and Rod. He will also pick up large things and throw them.



AP Total		512			A-Cost		124		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13-	13	+0 / +0	115	Strike	99 IMP	Med	Street Fighting L2	5 / S	16-
			95	Horn Butt	155 IMP	Long	+1 LWB, acts as Cross	6 / S	16-
PHY 11 REF 13 INT 12				Rod Strike	103 IMP	Long		5 / S	16-
DP	ADP	CON	Minor	Armor & Defenses Summary					
539	0	13	180	72 / 208 Armor, 1x1 REA Block 18- (3 REA) (Additional block 9 Activation)					
Notable Character Point Abilities				Archetype Abilities					
				Four Arms (+1 Block, +2 HTH Combat, 1x 1REA Attack, +1 1REA Attack 9-)					
				Large					
				Bronzed (Armed) L1					
				Larger Humanoid Armed L1					
				Super Strength L10					
				Soak					
				Steel Skin - Armed L10					
				Believers L2: wCP Wealth, 10- Assistance					
				Horns L4: +56 IMP, Med Range, 6 REA, acts as Cross					
				Reflective Body (½ Damage from Lasers, -3 Stealth--not that it was gonna happen)					
				Aura of Awe L10 115 INT Area					
				Rod of Rulership: Medium Reach, Indestructible					
				Mark: Resisted Attack 110 INT, Any success Brands Target with his "mark"					



## The Terror (a.k.a. Maximilian Clarke)

**Summary & Psychology:** Maximillian believes he is enlightened -- that his natural intelligence and insight puts him above the vast bulk of ordinary humanity and authorizes him to rule. His ideology -- the "Dark Enlightenment" -- posits that the world is being torn apart by modern, liberal values and that the brave and the powerful must stand up to the nearly theocratic Conventional Wisdom.

He hopes to usher in a Libertarian Utopia that would give him and others like him (the rich and powerful) license to do as they please, while others would suffer or not as their whim -- an Eutopia where everyone "gets what they deserve." He understands how unpopular this would be with the ordinary masses and keeps his vision of revolution to himself.

As the CEO and owner of Kingdom (Security, Logistics, Medical Research, etc.) he spends a good deal of his time and energy looking after his corporate interests -- an endeavor that brings him into conflict with those who would like to control commerce in the Holiday City or around the world.

**Tactical Overview:** Max does not extend his Auto-Guillotine in his public Identity. Instead he fights with his fists or his arm-blades. As the Terror he tends to use it as a finishing move -- once it's out, he's pretty easy to run away from.

Note that in both guises he often has a number of Kingdom Security agents nearby. His elite private security detail knows he's The Terror and understand his goals and objectives.



AP Total			534		A-Cost		57		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
20-	15	-2 / -2	60	Strike	56 IMP	Short	Karate L3	5 / S	15-
			50	Blade	40 PEN	Med	(Karate L3)	5 / S	15-
PHY 11 REF 13 INT 12				Auto-Guillotine	88 PEN AP	Long	Heavy Cyber Mount, 175 Pen Value	6 / S	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
162	0	13	54	-4 / -8 Damage Mods, 30 / 50 Armor, +4/+15 Cv4 Plate (34/65 Total) 17- Dodge					
Notable Character Point Abilities				Archetype Abilities					
Eagle Eyes (15- Perception)				Fast Company L2					
Perfect Hearing (18- Perception rolls)				Flurry of Blows: 2x 1 REA Attacks, 1R Charge Up					
Night Vision (ignore 3pts Darkness)				Soak					
Extreme Free Running (+10y / +20y / +30y)				Super Strength (Armed) L4					
Urban Tracking				Focused Strike (HTH) L2					
				Reinforced Armor L10					
				Cyber Scythe: 54 PEN, Armor Piercing . 6 REA, No AGI when deployed, 5 REA to deploy, Step only when Deployed, Long Reach					
				Purity Test: L5 Beam 145 INT					
				Body Armor Class III (4/15 Cv4)					
				Dual Tungsten-Carbide Forearm Blades: +6 PEN					



## Tisiphina

**Summary & Psychology:** Tisiphina -- largely -- gets what she wants. She is respected, desired, flattered. Incredibly wealthy. So long as one does not irritate her, she can be a delightful dinner companion and even a valuable source of information. She knows a great many secrets in Holiday City and has connections with and to almost *everyone*. She also enjoys the status quo (for now) and can sometimes be convinced to intervene against serious threats to the City's social and economic order. However: She can also be petty, vindictive, envious, and jealous. Greedy, entitled... downright *mischievous*. When there is something she wants-and-can't-have, she can be *dangerous*. When irritated or insulted, she can hostile in an instant (or wait *months* for her revenge). Those familiar with her temper (the staff of the Cambrian) or her long-term goals would *not* be comforted by her generally cultured demeanor.

Not in the least.

**Tactical Overview:** She is hard to surprise (she has Strategic Intelligence and uses it every morning, and generally gets 15 SPs of success -- an "average" result, and enough to tell her if any of her bad ideas are coming back to bite her).

In combat she seeks to avoid monsterring out where people can see her -- especially press. It would damage her image. Note that her defenses and armor are available even when she looks *perfectly* human. She cannot use her incredible strength to punch, however -- her human limbs are regular human strength.

Against opponents she overpowers, she prefers to capture and terrorize (teach a lesson) rather than kill -- using coils instead of jaws against regular humans, clumsy hotel staff, etc.



AP Total			512		A-Cost		80		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
20-	15	-1 / +0	218	Monster Bite	115 PEN	Med	1R Charge, -2 to Block	6 / 1x	16-
			182	Coils	210 GRP	Long	+2 LWB, Super Grapple	5 / S	16-
PHY 11 REF 13 INT 12				Azure Fire	57 IMP	-1/10y	+2 LWB, Burn +4, Ignore Armor	5 / 1x	16-
DP	ADP	CON	Minor	Armor & Defenses Summary					
295	125	12	98	-4 / -8 Damage Mod, 75 / 300 Armor					
Notable Character Point Abilities				Archetype Abilities					
Strategic Intelligence 15-				Fast Company L2					
				Centaur (has arms)					
				Serpent (can't be knocked down, no Sprint move, coils, move through small space)					
				Coils L5: +100 Grapple					
				Storm of Tentacles (Coils): +2 LWB					
				Gigantic: +3 / +4					
				Larger Serpent L7: +145 B:D					
				Ultra Scales: L25					
				Falcon Wings (10y/s, 40y/s top, 1000 ft, no hover)					
				Monster Jaws L5: 70 PEN, 1R Charge Up, RoF 1x, 6 REA, Worry					
				Breathe Azure Fire: L10. Ignores Armor, Burn on hit by \$+, 1R Charge, 9- Active					
				Soak					
				Extra Dimensional Being: Class 1. Return in 1 Month					
				Strategic Intelligence: 3x Day. 3 Roll Drama to know people plotting against her interests.					
				Fans: Wealth, Recognition 13-					
				Self Glamor - Cloak Self, +2 Appearance when Glamoured					
				Monster Out: 5 REA to change form					



# Erudite

## Summary & Psychology:

Simon introduces himself (when he's in his *true identity* -- which is Erudite) as a "Monster who makes Monsters," or (better yet), a "Monster who makes Monsters Monstrous." It is not an overstatement. Erudite loves to play. He loves to experiment. He loves to see how far someone will go if *pushed* in the right direction. Simon's experiments have been behind some of the most delirious atrocities to haunt Holiday City.

He does his most extreme work in the shadows, but amongst Holiday City's elite he is known as a miracle worker: The Procedure. He, it is whispered, can make you thin, young, and coldly beautiful. The price in dollars is exorbitant, but the people who have heard of this can pay it easily. The *other* price? Well, honestly? It's nothing you'll miss *at all*. On his operating table, Simon *inverts the heart*, re-routes the digestive system. Closes off the energy flows that make one human. What emerges is cold, amused, and indifferent. Simon tells the truth: they don't miss their humanity one bit.

What Simon *is*, is a matter of some debate. Whatever he is now, he's no longer human -- he is fluid. He feeds on the misery of others, gobbling it up as a delicacy. Was he ever human? Did he perform one of his procedures upon himself to become what he is now? Or was he always something creepy and different?

Simon Dodd, his public identity, is a respected psychologist, psychiatrist, and neurosurgeon. He is good at what he does and does it well enough to be convincing -- he is considered a hero by the (great many) lives he's saved. He's one of Holiday City's most eligible bachelors, and is a fixture at the black-tie charity dinners hosted by other members of the H.C. firmament. To the extent there are rumors, they are that he is a *demanding boss* who can be cruel to his hapless subordinates. As a matter of record he *has* dismissed more than one assistant or secretary or other nearly powerless person at the *worst possible time* -- but America (and Holiday City) understands that work comes first and that there's nothing really *wrong* with expecting excellence.

## Tactical Overview:

Simon's physical powers are straight forward: he is incredibly tough to hurt with conventional force and is a formidable grappler, able to dominate most opponents. His physical strikes, on the other hand, are nothing much to write home about. If he needs to do real damage, he will establish a mind link and then attack psychically. He especially loves to attack from surprise.

Of note: he is a tactician and thinks ahead. His various hideouts and lairs are filled with secret doors, booby traps, and escape hatches. He almost always has get-away plans including having hostages secured in alternate locations he can use for bargaining chips, or "look-alikes" (his costume is relatively easy to copy) that can stand in for him in the event of a breach.



AP Total		514			A-Cost		80		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
10-	10	-0 / -0	75	Super Grapple	75 GRP	Short		5 / S	14-
			61	Mind Link	N/A	LoS		5 / S	14-
PHY 11 REF 13 INT 12				Mind Strike	59 IMP	LoS	Ignore non PSI def, requires Link	5 / S	Link
				Mind Hold	295 INT	LoS	Requires Mind Link	5 / 1x	Link
				Hammer Hand	28 IMP	LoS	+2 LWB, 5 REA Activate	5 / S	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
318	0	12	106	-4 Damage Mod, No PEN Damage, 122 Armor. Block 15-					
Notable Character Point Abilities				Archetype Abilities					
Psychology L3 18-				Stretching Body -4 Damage Mod, No Vital Organs, Super Grapple					
Traps L3 15-				Stretching L9					
Stealth L2 15-				Emotional Vampire L10 (265 INT)					
Judo L3 14-				Soak 240					
Tactics L2 15-				Tank: 100 Armor					
				Reader: +2 to Psychology (18-) to know about a person					
				Mad Science: +4 to Specific Sciences					
				Telepathy: Mind Strike, Mind Shield 14, Mind Power 4 AP					
				- Mind Strike: 59 IMP. Requires Mind Link, Ignores Non-Psi Defenses					
				- Mind Shield 14pts (589 Mind Shield)					
				- Mind Probe: 420 INT, Requires Mind Link					
				Mind Power: 84					
				Mind Burn 210 INT, Requires Mind Link					
				Induce Neurosis / Psychosis: 210 INT, Requires Mind Link					



## Regal (a.k.a. Peter Bishop)

### Summary & Psychology:

Peter Bishop was a psychopath before he was a Luminary. He was a spectacularly successful businessman -- the "Builder Who Built Holiday City." He had a trophy wife (his second) and two magnificent, accomplished children. A large, showcase home, a fleet of expensive sports cars. If there was any hint of what was to come, it was how *utterly at home*, he felt amongst the eminent.

As a man who Had It All, it is unclear why he took the risks he did. Maybe he wanted more (for men like Bishop, there is no such thing as *enough*). Maybe he felt he needed an edge to go the places he wanted to go, and play at the tier he aimed to play at. He had "work done" -- cybernetic augmentation -- in Kingdom's labs. It cost a small fortune, but didn't get him where he needed to be. For that, he would need to go all the way. He sought out Erudite and they agreed to an incredibly risky, hypothetical treatment -- one that would invert his energy signature and turn him from a human into an *entropic engine*, feeding on the vibrant life energy around him, becoming a walking aura of cold and death.

Peter didn't hesitate and somehow he survived. It was a man who laid down on Erudite's operating table. It was Regal that got up. Regal has only the most limited public presence -- a shadowy, demanding figure in the Holiday City underworld who takes an interest in the mundane, financial affairs of the City -- which contracts are put out for bid, which consultants are hired, and so-on. He is an intriguing mystery -- a man of incredible (and justified) confidence who seems to represent powerful interests. In a few short years, he has established a small, efficient criminal organization and "negotiated" non-interference agreements with the local syndicates. Regal's operations to date have focused on corruption, contracts, procurement. He's been happy to leave street crime and narcotics traffic to the traditional criminal enterprises. The authorities have declined to look too deeply into his identity (or even if he really exists); his profile is low enough that they avoid it.

And all the while, Bishop Enterprises have flourished, rising along with the Holiday City skyline, putting up skyscraper after skyscraper in the glittering Empire Commerce Zone, erecting new hotels and parks along the boardwalk. There is talk of a major sports team, plans for a stadium -- things couldn't be better!

**Tactical Overview:** When Regal activates his Aura of Cold, it also activates his Rock ability -- he is *literally* drawing the "heat energy" or "entropy" from the surrounding area into him, making himself harder and freezing the world around him. It causes subtle but *significant* damage to everything and can be instantly fatal to average people.

He prefers *not* to impact civilians and is careful to avoid situations where a mass slaughter could occur. His goals are financial dominance and that requires he carefully protect his secret ID. A huge killing would ruin that.



AP Total		512			A-Cost		64		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
20-	15	-2 / -2	110	Strike	80 IMP	Short		5 / S	14-
			90	Aura of Cold	34 IMP	32y RAD	8 REA Activate, 130 Frost	8 / NA	+4
PHY 11 REF 13 INT 12				Life Leech	64 DMG	Close	Requires Grab, Ign Armor	5 / S	--
DP	ADP	CON	Minor	Armor & Defenses Summary					
247	132	12	82	-4 / -8 Damage Mods Armor 28 / 70 Rock Armor +12 / +30. +30 ADP					
Notable Character Point Abilities				Archetype Abilities					
Business Administration L3 17-				Fast Company L2					
				Soak					
				Aura of Cold: L8 34 IMP Auto-hit Ignore Armor 8 REA Activate, Frost 130					
				Life Leech: 64 Damage, No Roll, Requires Grab/Grapple. Not through e-Fields					
				Zen Strength: Unarmed L8 (14 WIL)					
				Rock L6: 36 ADP, 12/30 Armor +36 ADP, (+12 / 36 +36 Each Round)					
				No Biological Weaknesses					
				Cyber Grid: Unarmed L8 60/40 Armor					
				Cryogenic Freezing 8 REA Long Action (Suspended Animation)					
				Investigator +2 to rolls, 10/4 SP					
				Sense Trap/Ambush 16- to know if walking into danger					
				Feeling of Being Watched 16- to know if being surveilled.					



## Typhon (no a.k.a.)

**Summary & Psychology:** Typhon was born a monster, crossing over into the world at the same time Tisaphina did. He did, however, have some human *resources*. He lives in a crumbling historic mansion on the outskirts of King's Field. The family that owns it goes back over 100 years--and it is still inhabited. Mute servants form the inner circle, tending to Typhon's needs. The outer circle is filled with men who have served the family for decades and are dedicated to the eventual ascension of the Luminaries.

It is from within his private enclave that he plots and plans--and seethes at the boiling masses of humankind. He is aware that his cohort (the other luminaries in Holiday City) do not share his goals or his methods and would stop him if he were too disruptive. He takes *public* actions that he feels he can get away with (limited in scope) or when he feels he can no longer stand some insult or situation.

He does have hobbies. He studies history feverishly as if it is a mystery to be solved, and he performs extensive occult experiments in his reclusive manse. He has been known to tolerate human historians and mediums if he feels they have something to show him.

**Tactical Overview:** Typhon is fairly straightforward. He attacks with his hand and wing strikes (note the 1 REA attack) and will avoid using his Hyper Strike (which costs additional REA on the subsequent strike) unless it's necessary. He uses the Necrotic Rot as a terror attack against normal people, leaving their bodies dissolving into pools of toxic slime.



AP Total		256		A-Cost			102		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12-	12	-2 / -1	139	Strike	75 IMP	Short		5 / S	14-
			116	Hyper-Strike	107 IMP	Short	Next STR Use Costs +3 REA	5* / S	14-
PHY 13 REF 12 INT 12				Necro-Rot	165 INT	Short		5 / 1x	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
54	150	12	18	25 / 60 Armor, +31 / 75 Cv4 Plate (56/135 Total)					
Notable Character Point Abilities				Archetype Abilities					
Occult L3 15-				Hyper Strength (Unarmed) L6					
History L3 15-				Super Strength (Unarmed) L+ L5					
				Extra Attack 1x 1REA Attack					
				Glowing Eyes					
				Winged Flight					
				Necrotic Rot INT 165					
				Coils					
				Tank 25 / 60 Armor					
				Plates 31 / 75 Cv4					
				Soak					

## Mother Death (no a.k.a.)

**Summary & Psychology:** Mother Death lives in an almost permanent state of semi-non corporeality. This happened to her at a young age--and it coincided with her absolute sense that other people are not really real. She has a deep gothic sensibility: her underground lair--"The Crypt" located outside of town in an old graveyard, was set up by Metropole Bank before Ravenous was the chairman. Mother Death's trust is well protected and obscured.

She can turn solid enough to wear clothes and defend herself--she flows slowly through things--so she tends to use doors or windows rather than thick walls.**Tactical Overview:**



AP Total		256		A-Cost			128		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	-2 / -1	14	Stop Heart	250 INT	Short	Death Touch	5 REA / 1x	15-
			12						
PHY 13 REF 12 INT 12									
DP	ADP	CON	Minor	Armor & Defenses Summary					
21	300	12	7	-8 Damage Mods (both ways) 250 Flack					
Notable Character Point Abilities				Archetype Abilities					
				Partial Phase					
				Death Touch (Stop Heart) 250 INT					
				Float Pod					
				Urban Tracking (+2 to Skill Rolls) Scent for a Kill					
				No Biological Weaknesses					
				Soak					
				Flack (250)					



## Hecatomb (Dominic Holloway)

### Summary & Psychology:

A Hecatomb is a great sacrifice -- a hundred head of cattle to the gods, or (more generally) many men to some cause. Holloway may have known this when he chose the name. Certainly he has taken a great many men in his time. His origins are mysterious -- he was a syndicate man (some say in Chicago) when he lost his beloved wife and turned to the esoteric ways to bring her back to him. How much (and who) he sacrificed in that quest is hard to say, but it may have been *extensive*.

His quest came to an end, perhaps. She is back with him now (and forever), walking in the catacombs under his recessed, walled mansion. His attentions are on, largely now, business. Hecatomb's greatest strength as an official member of the Syndicate, is his management ability. He's meticulous, detail oriented, demanding. He reviews records, asks questions, demanding truthful, honest answers. To lie to him, to his face, is to be taken *underground*. He has imposed a level of discipline in Syndicate operations rarely seen. And because of *what* he is, even the Emanant of Holiday City will think twice before countering him *directly*. To interfere with his operations -- that's one thing; his people should have been more careful. But to come after them publicly and without restraint risks inviting *him* into the field.

Some wonder what a creature like Hecatomb *wants* in Holiday City. He does not seem to take great enjoyment from running a criminal enterprise that stretches -- at least -- to each coast; satisfaction for a job well done, perhaps. But no more. He is roused to *irritation* and even *anger* when his plans are thwarted; he is *capable* of passion, and those who have seen it say it's cold and terrifying. It is possible that he runs his *operation* because it's *what he does*, but maybe there's more: he came to Holiday City fourteen years ago because operations were in chaos. He was "sent to clean them up" but that's not entirely true -- they needed cleaning; clean them, he did -- but it is possible his superiors sent him because they were afraid to deny his request. If, then, he has other reasons for being in Holiday City, they are his own.

One more puzzle piece: Hecatomb may have a *sentimental* side. He is careful to show it rarely and in private, but he has been known to spare young men who remind him of himself or those he feels are unfairly enmeshed in his dismal *underworld*. He is also ruthless about disciplining (which is to say, entombing) those in his own ranks who displease him. If there are those who wonder if he is still fit to lead an organized crime family (ruthless enough, brutal enough), they keep it to themselves -- if there is any group he is doubtlessly willing to annihilate, it is his own organization and -- likely -- his management. Being a city away will not save them. If he were to lose faith in his organization, it would be *terminal* for those above him.

**Tactical Overview:** Dominic can call his Walking Sarcophagus to him as a 5 REA *short* action, provided he is near a source of rock and earth -- on the first 3 floors of a modern building, for instance. If he is in the air or at the top of a skyscraper, no-dice; he's vulnerable. He is careful to avoid heights and "dislikes" flying. Note that turning on the cracking Telluric energy around his fists requires *an additional* 5 REA (medium) action. For him to reach full battle potential he needs to spend 10 REA.

Calling the earth to him will usually do at least minor structural damage to the building he's in (it will literally rip through the walls with Uplift). If he were in a sealed, armored base his Uplift ability could not penetrate, he would be equally unable to Entomb.

His ability to animate the dead is limited to those he has entombed in the catacombs under his estate. They are mostly his soldiers who have misbehaved and become object-lessons to the others.



Point Total		512			A-Cost		141	Dark	
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
13-	11	-0/-0	70	Street Punch	45 IMP	Short	Street Fighting +1 LWB	5 / S	14- +1
<b>10-</b>	<b>11</b>	<b>+2/+2</b>	58	Telluric Strike	106 IMP	Short	Street +1 LWB; 5 REA Act	5 / S	14- +1
3y Step / 16y Long			131/109	Encased Strike	155 IMP	Short	Street +1, 5 REA Act	5 / S	14- +1
PHY 11, REF 11, INT 11				Telluric + Enc	216 IMP	Short	Street +1, 5+5 REA Act	5 / S	14- +1
				Uplift	264 IMP	-1/10y	Hits for 0 REA round after	8 / 1	14- +1
Street Fighting L2, 14-				Entomb	274 INT	-1/10y	Only on ground floor	5 / 1	14- +1
DP	ADP	CON	Minor	Armor & Defenses Summary					
194	128	13	65	Armor 8/24					
<b>194</b>	<b>623</b>	<b>13</b>	<b>65</b>	<b>Encased in Living Rock: Armor 85 / 213; +495 ADP; 5 REA SHORT ACT to Activate</b>					
DP+	ADP+	HTH+	A-Cost						
4	8	4	4	Tough Guy Armed x1: +4 STR, +8 ADP, +11 DP, 0/4 Armor, +1 HURT					
3				Mob Boss: Agents / Minions -- Agency: Recruit x10 (120) 40 CP, +3 DP; 4 AP (Thug)					
48				Soak: +48 DP					
				Soak: +8 / 20 Armor					
	120	40	20	Necromantic Bile Unarmed L10: +120 ADP, +40 STR, +1 CON, -1 AGI					
64				Earth Control L16: +64 DP, Earthquake, Dig, Shape, Purify					
			0	Uplift L16: 264 IMP, 8 REA, Hits Round Later, +2 LWB					
6				Secret Base: The Catacombs under his house; +6 DP					
				Animate Earth: 5 REA Act, STR 50, 20 Armor, Grapple 50, ADP 120					
3				Earth Sense: 5 REA Act, 200 feet pen, 20y rad, sense strength, construction, etc. +3 DP					
1				Sense vibration: Detect any movement touching ground / floor in 22 y, +1 DP					
3				Subterranean Support: Live underground for CON hrs, +3 DP					
	<b>495</b>	<b>110</b>	<b>77</b>	<b>Walking sarcophagus L11: AGI -2, INIT -3, 5 REA (Short) Act; STR +77, BLD +165, 495 ADP</b>					
				<b>Armor 77 / 189, Requires molecular rock nearby [5 REA Act &amp; Req Rock=100%]</b>					
		<b>61</b>	<b>40</b>	<b>Energy Fists L5: +61 IMP, 5 REA Act [Telluric Currents]</b>					
			0	Imprison [Entomb] L16: INT 274; -1/10y, RoF=1, Only on ground floor or below (90%)					
40				Death Control L10: +40 DP, Halt Dying, Last Image, Speak w/ Dead, Determine Cause					
4				Wear Corpse: Look and sound like corpse worn; +4 DP; Only people he's buried					
4				Re-Animate Dead: Only People He's Buried; +4 DP					
			0	Summons Skeletons L10: 10 Skeletons (4 AP handguns)					



## I Need A Hero - Scenarios

Above the "street level" characters, at CAT-3, CAT-4, or CAT-5 the characters are more in the category of what passes for "superheroes" or, at least, super heroics. At this power level the characters--especially working as a team--can make a real difference (they may need to level up a few times to go after the more powerful opponents--but a CAT-3 operational Tetrad is something to be concerned about--even for a CAT-5 character). We recommend for this level:

**The Characters Are A Tight Team.** In one of the test games our characters were CAT-4 and we were all members of the same family (a big, extended family with a bunch of other Luminaries and a deceased super-villain patriarch). Maybe the characters are forming a "hero team" to do what The Tower won't or can't? Maybe they have a specific target in mind to take down (when the game starts)? At any rate, we recommend the characters understand that they need to work together to take on the big picture bad guys.

**Winning Hearts and Minds.** People will be skeptical about the character's real intent to make a difference--after all, the "good guys" usually just defend the status quo--if the characters are going to take on the existing power structure, they may find lots of potential allies either skeptical or even *against* them (Progress, for example, would be a great ally--but she has her own secrets to protect--especially if she doesn't trust the motives of the group).

**CAT-1 and CAT-2 Dangers.** An Operational Tetrad will be seen as a threat by a lot of people--but first and foremost by CAT-1 and CAT-2 characters who might be "in their sights." If the PCs start "cleaning up the city" they may find several attempts at pushback from groups of lower-category characters who are working together.

### Built In 'I Need A Hero' Scenario Ideas

The characters presented here have some basic "built in" scenarios that the GM is welcome to use in drawing in the characters.

#### The Secret Lives of Operators

The various Operators range from nasty and dangerous to not-that-bad (but still usually pretty mercenary). The community may well include the PCs either explicitly or simply as part of the fraternity.

- **Checking Out The New Guys:** The various Operators may wish to "check out" the PCs. Meet them--especially if they frequent any of the more Operator-friendly nightclubs, bars, or

neighborhoods. This can involve testing their skill (sparring) or just checking in to see how they act.

- **Showdowns:** Operators are often hired to deal with other Luminaries. If the characters upset people they may get one of the Operators after them (if it's known they are a tight team--an operational Tetrad--then more than one may be hired). In this case, the tradition is to give the characters a stern warning--possibly with a bit of damage to back off / whatever before going into serious combat. Even then, most Operators don't try to *kill* other Luminaries (this is not true for some of the assassins like HiroJet and Harvest Moon--but even Operators like RedLine will prefer to "run a Luminary out of town" rather than execute them).
- **Drama and Angst:** Operators live pretty dramatic lives and can be pretty dramatic people. Often this has repercussions for people and places around them. The PCs may get caught up in some of that drama (Roid Rage trashes a bar, RedLine gets cut off in traffic and ventilates the driver's car, etc.).

#### Celebrities Behaving Badly

The characters like Narcissus, Impatient, and so on are well known--and objects of fascination by many--but they also can behave *extremely badly*.

- **Celebrity Chaos:** Meteoric, Narcissus, and even characters like Chrysobull can leave a wake of chaos, damage, and even injury or death in their wake. In some cases they can be "talked down" from wrecking the place--in other cases, real combat intervention may be necessary.
- **Super Entitlement Activate:** Even less *volatile* Luminaries like Impatient and Black Card will insert themselves into social situations where they bully, intimidate, and sometimes injure ordinary people who they think are not behaving correctly.
- **The Machinations of Wealth and Power:** For Maximilian, Progress, Ravenous, and Malthusian their ultimate goals are fairly secret. Progress is doing a lot of questionable experimentation and manipulation, Maximilian is secretly The Terror, Ravenous is the leader of the Esoteric Hunt Club and a Luminary supremacist. Malthusian is planning to kill off a bunch of the population. These plots can slowly come to light.



## The Tower Exposed

The Tower can only exist so long as there aren't people who are being *actual* heroes. While there are some people who do call out The Tower for not making a difference, to most citizens of Holiday City they are "doing what can be done" and are recognized as "super heroes." There is a general belief they keep the city safe from *real* dangers. Especially in the nice areas.


- **Scandals Uncovered:** All the members of The Tower have secret histories. Falconer Labs is doing unethical testing and experiments. Rampart was a dirty cop. Artesia escaped from jail. Dreadnought slept around a *lot*. These scandals will eventually unravel The Tower if there is any sustained attempt to look into them.
- **The Tower as Adversaries:** Real attempts at crime fighting or city clean-up will draw out The Tower. City Hall--a collection of ordinary people who take their orders from the various powerful Luminaries in the city--will yank The Tower's leash and force them to "do something" about these troublemakers. The first contacts may be "misunderstandings" but after a while, the PCs will be told to Get Out Of Town. This will come with force (note: if The Tower gets beat, they will back off--and they definitely won't try to *kill* or seriously injure the characters--but they are willing to (try) to beat them up and send them packing.
- **Disillusionment:** Junior Tower members (Theory & Practice and Varsity) will find that the more they try to act like heroes the more The Tower orders them to stand down. The PCs may meet them as they are looking to have more impact or stretch their areas of patrol or influence. If the PCs seem like better role models these characters might take direction from them (accelerating a showdown).
- **The Black Sheep:** Rock Bottom and Mr. Nice Guy are something of a "secret." They were in the news a while back as new Tower Members--then for causing drama (bad attitudes)--and then, well, they vanished from the press. They're still around at certain events and things--but there is a sort of no-one-talks-about-them rule that even most of the press follows. Once they're found, they can explain that *something* is wrong with The Tower--but they're not sure what. They do know that both of them were told to stand down or else their secrets would be exposed--but they don't know that all of the team has these secrets.

## The Villains of Holiday City

The Super Villains of Holiday City are out and obvious. If you want a fight, go to Lyndell Heights and call out Verboten. Same with Union Gardens and Technocrat. The Connoisseur is harder to find but he's easy to get annoyed. Just talk trash about him. And so on. The same thing goes for The Monsters. Chrysobull is running a cult that acts like a very destructive 24/7 baccinal. The Hunt Club is working Esoteric Magic that can destabilize the world.

- **The World Serpent:** The great serpent Jörmungandr rises from Lake Superior, swims through the air across the city, and heads for the boardwalk. It's massive, nearly unstoppable--terrifying. Once it arrives, though, it *yells at Tisaphina* for meddling in things that they should not be meddling in, swallows its own tail, and disappears (during this time, The Tower attacks--the PCs may attack, and The World Serpent, annoyed, may hit back). But *after that?* While Tisaphina won't tell them everything if they were in the telepathic bubble vicinity of the Serpent's "voice" they will have overheard things that point to the Truth about the Axis Mundi. A discussion with Tisaphina will turn up notes that there has been some "Esoteric Experimentation" that is being done and the PC's may learn about the existence of The Hunt Club and the Axis Mundi.
- **Iconoclast Is Messing With People:** Iconoclast is a fly in everyone's ointment. He is a trickster by nature and does things just to upset the (self-important) Luminaries around him. He probably won't *target* the characters but he might use them. He usually wants to have "security" for ordinary people he uses so he may entice the characters to be around for an art show the Connoisseur hates or a chess tournament with an ordinary genius who can beat Omicron.
- **The Misery Tourists Suck:** The Misery Tourist do, as their name suggests, travel around--but their (hidden) base of operations is Holiday City. They work individually or in small groups most of the time and do things to cause chaos and havoc. They are horrible individuals and easily "triggered" into showy dramatic displays of violence.
- **Technocrat Is Weird:** His domain is much smaller than Verboten's but he runs it far more oppressively. The twist here is that his techniques are actually pretty good. While people under his domain get mistreated in some cases, they also enjoy a much safer and higher standard of living than their low-income neighborhood would suggest. Technocrat is *hard* to reason with because he is so sure he is right and is so





strange--but if it can be done, his domain could be a powerful force for good.

- **Verboten Is Always Out Of Control:** Verboten is always unleashing weird-science storms, out of control bio-engineered dinosaurs, hallucinogenic brainwave pulses that temporarily scramble personalities, and so on. They also sometimes do things that are self-indulgent and kinda evil or at least very, very ego-centric. Eventually something *will have* to be done about them. On the other hand, they are seriously not casual killers and they believe they are "benevolent rulers"--most of their subjects would *not* agree (whereas some significant portion of Technocrat's do agree he has made things better).
- **Tiger Mom Is Vicious:** Tiger Mom is always planning a heist, a job, or something. She kidnaps people, is kinda mean to them, and plans to *collect*. She has big, expertly planned jobs that often work--but are miserable for her kids (she's *never* satisfied with their performance). They also have their own sidelines going. It's dysfunctional. If a PC has the right kind of personality they could find themselves sort of "befriended" by one of Tiger Mom's spawn--which would likely bring *her* wrath down on them.
- **The Terror Is Raising An Army:** The Terror has a following--pretty well hidden--of would be cybernetically enhanced super-soldiers for his dark-enlightenment vision of the new world. He moves among them, in some cases arming them, in other cases inspiring them. They are starting to cause trouble: robberies, intimidation, even assassination.
- **Regal Is A Killer:** Regal plays power-politics and isn't at all afraid to have a rival removed . . . permanently. He is an absolute villain and is cold, calculating, and very powerful. He's also vulnerable to being exposed: his Peter Bishop personality has all the money. If he got exposed, it could be seized by the government which would anger him *immensely*.

- **Progress Is Experimenting Secretly:** Progress wants to bring about her utopia--but (a) it's not quite as good as she sells it as--there are castes and gender-neuterization is part of it, and so on and (b) it's not as "inevitable" as she makes it sound. She has numerous plans and experiments underway--some of which are all for the good. Some of which are not. She definitely doesn't want to be found out. On the other hand, outside some of these initiatives, she *is* a pretty good person at heart. She can be a patron of sorts for the PCs.
- **Chrysobull Is Chaos:** Chrysobull has his acolytes (shaven heads, wear orange robes, imbibe hallucinogenic substances and worship him) while he is a 24/7 orgy of sex, drugs, alcohol, and philosophy. Yes--he is extremely intelligent and has a semi-nihilistic view of life in general. He is also sometimes randomly and greatly destructive--sometimes even deadly. People on the run from the law hide out at his parties (or on the run from the Syndicate, etc.)--the police can't raid one of his and The Syndicate or the Russians or whoever is afraid: he doesn't like other people doing violence at his party--sometimes--and you never know when sending in a squad could . . . upset him. Nobody wants that. Often his areas are contained--even kept secret--lairs of wanton excess and ritualized debauchery--but then he goes "out on the town" and it's a wake of disaster around him if no one can divert him or stand up to him (note: he can, sort of, be reasoned with--you have to be at least CAT-3 and CAT-4 would really help and he won't totally stop his excesses--but he can put an end to specific problems or command his followers to do a better job of cleaning things up. It might take whacking him good to really get his *attention* on this, though).



## Scenario Ideas for Mean Streets

**Copy Cats** Luminaries with partial copies of other character's powers are showing up! Falconer Labs takes bio-samples of registered vigilantes (and any bad guys they capture). Some of this material has "leaked" onto the streets in the form of black-market power-boosters. In reality? It's being intentionally leaked to test the process! (The process is temporary and has risks). If the PCs have cooperated with The Tower to become "registered" their own powers may be part of this.

**The Puzzle Killer** A mind-bending word puzzle is being sent daily to The Trumpet's editor. It is very hard to solve riddles in a cross-word style format. When solved, it reveals the name of a citizen who is going to be murdered that day. Erudite has a patient that he is sending to kill people--some kind of CAT-1 or CAT-2 Luminary.

**BOHICA Is Drinking** BOHICA Is Drinking. BOHICA is at the Bar None bar on the boardwalk, drinking and spouting political rhetoric. He has no intention of paying and he's already swatted a guy who gave him lip through a wall. Can anyone help? If the characters show up and confront him, The Tower will come and try to arrest *them*.

**Murder Video** Cut-up (The Misery Tourists) plans another season of his "follies" -- small "one-act-dramas" designed to delight the sophisticated, ironic taste and remind everyone how capricious and unpredictable life is. His little games are all 'twist endings'

- A person rescued from a fall by Luminaries will be dropped to their death
- An uncorrupt police man (rare!) will be kidnapped and placed in an arena with 10 hard convicts he put away
- A hero firefighter and his ladder crew will be trapped in a burning -- get this -- Fire Station!

Cut-up wants everyone to understand how arbitrary, horrible and ironic life is. He wants to rub it in all their faces. He has a small team he works with, and treats this stuff like it's just *hilarious*

**Mim Storm** Someone encouraged the android Mim to go after one of Sultan's operations. Sultan responded by creating four doubles of "her" to shut her down. The problem: his control of the duplicates only works on *biological* minds. Now there are five versions of Mim wreaking havoc in one of the docks areas.

**Bounty** Word on the street is that there's a big bounty out on a technologist who is holed up in his tower with heavy security. The buyer wants the person *shot*. Hiro Jet, Red Line, and Billy The Kid are apparently all nearby waiting for heat to come down on the other two--in which case they'll charge in. They also might decide to ... take each other out first?

**A Curious Challenge** Dis Figure issues a challenge to a luminary he considers particularly moral -- ideally someone he reads as stuck up, inflexible. He wants a 1-1 *Philosophy Battle* -- their morality v. his! A debate for the ages. If they're not afraid to argue him, he'll give them a time and place. They have to come alone! He's taunting and infuriating. It's *obviously* some kind of trick or trap... but what's he up to?

He's acquired a powerful magical item: a Mirror of Opposition. When uncovered, it will create a duplicate who is morally opposed with an "opposite" personality to whoever is in it. The Reflection will have their memories, appearance, etc. but be opposed to the things they are for and vice versa. His plan is to see if they'll kill their opposite who -- upon being created -- is obviously innocent. His plan is to hide the mirror in a remote location, uncover it, and leave it there for them to identify. It can copy up to 128 APs of character, and after that will break, becoming useless, as the Reflection steps out.



**Peter Bishop Has Been Kidnapped!** The "Man Who Built Holiday City"--the extremely wealthy Peter Bishop--and several other developers and some members of the press--have been *taken hostage for ransom*. Kingdom Security wasn't involved in this one since Bishop was attending a function with private, on-site protection. There seems to be a plan to move them to a more secure location and negotiate for money. Peter Bishop is really Regal--so this is a terrible move--but he can't show himself. Three low-level operators from outside Holiday City are handling the crowd. The authorities are afraid to storm the group since hostages would (presumably) die. This was set up by Iconoclast, who is enjoying heaping indignities on Regal as it drags on.

**Cougar Is Dating A Doctor** Cougar has a new boyfriend. He's young. He's hot. He's a DOCTOR! She wants everyone to know. He's rather awestruck with her, and not (just) because she's a Luminary. She's been taking him with her to Luminary social events to show him off. Narcissus loves little more than showing up a rival, and decided to put him (The Doctor) in his place by giving attention to Cougar in front of him -- she *blew him off*. Didn't care. Wasn't interested. Narcissus... was devastated. Enraged. How *could* she! And he can't even just go after her (or him), because showing he cares enough to get *violent* would be the ultimate *beta move*. But he does know how to get his revenge. He's sulking in his lair, and Echo is enraged on *his behalf*. She's going to arrow-kill the Doctor to punish Cougar if she can.

Cougar and Narcissus are fairly matched. Echo is not -- Cougar could kill her. While the Doctor is around her, he's fairly safe, but he has responsibilities (his residency). She's visited the hospital, trying to find him (intimidating people and making clear her intentions are bad). The Doctor is, needless to say, terrified. Cougar thinks Echo's self-preservation instinct is well-honed enough she won't really hurt him... and she sort of likes The Doctor clinging to her! But someone needs to do something.


**Celebrity Chef** A new restaurant has opened with a TV-famous chef who is notably acerbic. Sources say The Connaissance is coming. If the food or ambiance isn't up to his demanding standards? Something awful could happen! The Connaissance is coming--and they have a very, very expensive bottle of wine for him. But Crysobull shows up too--and wants it.

**The Pirate Movie** The reboot of the famous Pirate Movie Trilogy from the 80's is a departure from the first reboot (early 2000's) that centers on Anne Bonne instead of the previous hero, Calico Jack. Fans who grew up on Calico Jack's exploits are infuriated that political correctness has ruined the High Seas. They have called for a boycott and are giving away purloined copies for free, but the movie is scheduled to open in HC and then nation-wide this weekend. Screamer has said, on social media *This Will Not Pass* and has warned the theaters to play the film *at their own risk*. Most have buckled, but the famous, fiercely independent St. Francis Theater is showing the movie in defiance of Screamer's threat. What will happen?

Screamer will happen. Enraged that they've ignored him and legions of true fans (without which, there would be no Pirate Movie Trilogy Second Reboot), he aims to show up and start blasting. Anyone actually paying theater prices to see the movie is clearly a traitor to the True Fans and deserves what they get. He might bring a friend or two.

**The Critics Are Severe** An up and coming artist is having an exhibition--it has been well received but The Connaissance thinks she has gone too far, too fast. He has been . . . critical. Authorities have tried to shut it down--but she's going ahead with it, foolishly. Iconoclast is actually behind this. He will try to manipulate the PCs into providing security--or, simply, ask them to if it comes to that.





**A Gathering Storm** Over Lyndell Heights, a weird purplish storm has gathered. This is clearly Verboten's doing (but which member? And why?). The City Council is *demanding* The Tower stay out of this--so they're "helpless" (like always) and people are starting to get scared.

Verboten's research has created a Kaiju monster that is now "lost" somewhere in or under Lyndell Heights. The storm is supposed to contain it (magically powered). They . . . would like help looking for it since, although they are powerful, they would very, very much not want to be associated with mayhem on their home turf if they can help it. If the PCs offer help, they'll be grateful.

**I Think He Could Change!** Top Kek has a girlfriend. Sort of. He's met someone online and she's spent hours chatting with him, and she's convinced he's responded, developing empathy and compassion and is ready to give up his villainous ways. He's stuck though -- his 'friends' would never accept that. He even thinks that expressing a desire to go-ordinary could be dangerous. He also wonders if they could possibly connect IRL, given his... current situation. She's agreed to meet him. Her friends are panic stricken. He's unquestionably dangerous, certainly homicidal. He's gone on the record saying that he thinks people who believe romantic garbage deserve to suffer... how can she not see this? Of course she believes people can change, and that love can change them. She sees honest hope in him.

Kek's plan is to put her in a specially designed metal container that will slowly fill up with water and drop it in Lake Superior for a ROTFLMAO good time! The other Tourists think this is a fantastic idea, and dearly hope the Poor Thing will show up alone and unprotected as she promises... but... Kek's more vulnerable than he'd imagined. He's sure that she's just telling herself she could love him to feel superior (hypocrite!)... but what if he's wrong? What if she really could connect with him? He's done everything he can to snuff that ember of hope and it's still there. Chance are, he'll go through with drowning her in the freezing dark... but some part of him wonders if there's really a chance... and what happens if he decides... to take it?

# THE HOLIDAY CITY GAME

This chapter includes a bunch of material for a GM who wishes to run a JAGS Holiday City game including scenario plot-hooks, a (little) bit of more esoteric history, and some additional adversaries of the "giant monster" variety.

## A Few Thoughts on Holiday City

One of the driving forces behind JAGS Holiday City was to provide characters and collateral for a superhero tabletop RPG--in other words, a villain book (and, somewhat, a world book). The issue with providing a villain book or a world book is that the material is most beneficial when you know who the characters are (even better: who the players are--but that's, of course, purely up to the group). As such, we have presented three "tiers" of a game that all ties to a basic backdrop which isn't generic but is (we hope) versatile enough to provide a number of games without requiring a major overhaul. We had three basic ideas that we wanted to provide to players. These are:

1. Randomized Character Design
2. The Value Mechanic
3. The Setting / Background

## Randomized Character Design

Rolling for power categories is intended to be done as a group with feedback from the members. It's supposed to be fun, interesting, and engaging. In our experience almost any power-set can be turned into *something* people want to play (and if not, of course, you can just give everyone the points and not place any limits)--but things like the combination of "one" super power and *Fast Company* produced results we thought were similar to the (comic book) fiction.

It also harkened back to Villains & Vigilantes which we greatly enjoyed playing and found part of the experience to be the random outcomes that produced unexpected characters.

**Note:** If the roll-for-power-categories isn't working for you, you can drop it. Characters built without the limits may be more optimized (i.e. all the PCs having high amounts of Armor instead of other defenses)--but the listed characters should still provide enough material to deal with that.

## The Value Mechanic

Value in JAGS Holiday City is a way of answering one basic question: what do you get Experience Points for. In our playtests, it was for fighting other supers--and the basic realization that fighting a far less powerful person shouldn't get you as many points as a more powerful person resulted in using the APs the person was built on to provide a metric for how much.

Can you get experience points for other things? Well, yes: cleaning up the city (or at least parts of it). That's where the taking-and-holding ground idea came from. If you can clean up (dominate) enough of the city then you get levels for that too.

Exactly how much? Well, that's up to the GM (the same way pacing the game with XP is generally left up to the GM here). By putting the "Experience Mechanic" in in-game terms, it provided rationales for a number of conflicts (Value-Hunting on the part of some NPCs) and taking over neighborhoods, etc.

Can you get Value (Experience Points) for other things? Sure--we didn't spell them all out. But destroying evil artifacts could "release Value" or mentoring people other Luminaries? Generally speaking, things in the superhero-world get superhero Experience Points (AP) and things in the more ordinary world get Character Points.

## The Background: Holiday City

Unlike some super-cities Holiday City isn't (for most people) world renowned. Presumably a lot of the "big names" are elsewhere in larger megapolises. That doesn't mean they're all more powerful (although we explicitly haven't said who in this world is The Most Powerful character) but, presumably, only pretty serious Luminary-geeks know the entire cast of characters in Holiday City. People like Progress would have good name recognition (she runs a super-science foundation) and the upper-crust millionaires would appear in the news or celebrity magazines but more often for their business ventures as any Luminary activities.

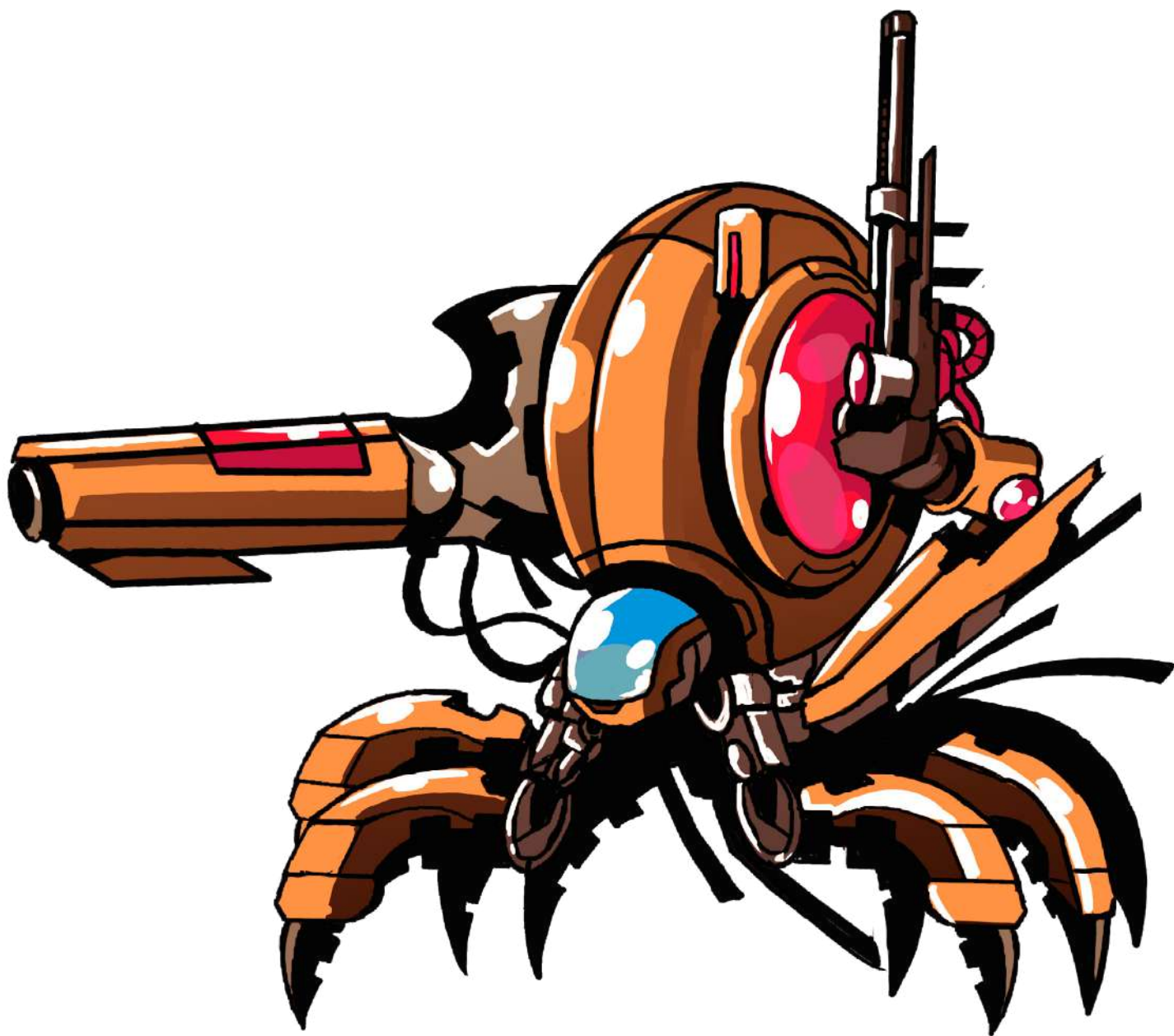
The reason Holiday City is special is because it is built on a power-axis . . . and the Powers That Be in Holiday City know that. People who are highly esoterically plugged in elsewhere know it too--and many of them *came* to Holiday City for exactly that reason--but even if someone knows that there is an axis of power in Holiday City, they also know that going there to try to harness it will have some pretty *fierce* competition.

Presumably other powers may be monitoring things from a distance.

## Kaiju & Krakens - Giant Monsters In Holiday City

If there's one thing Holiday City isn't, it's boring. If the various Luminaries aren't causing enough problems--and the various non-Luminary gangs, organized crime, and hyper-tech labs aren't doing it? Well--there's giant monsters, it turns out.

Kaiju (the generic term for Godzillas) presented here are made to be a pretty spectacular threat. Often there is some ignored scientific warning (such as deep dredging in Lake Superior with biologists warning that this could disturb the local ecosystems badly) and then an attack. If the PCs are looking for a reason they all came together, having the game start with a Kaiju attack is a good way to do this.



## Optimoids

**Summary:** The Optimoids are lumbering robotic “guardians” with four-legged spider-like lower bodies and egg-shaped upper torsos. They carry smoldering plasma cannons that “leak” energy when deployed. Being designed in the late 1960’s, they have a vaguely retro-future look (metal plates, rivets, “headlight” like eyes, rotating dish antenna sensors, exposed joints, etc.)

**Their Story:** The Optimoids are a dangerous recurring threat to Holiday City. They were designed in the 1960’s to help and protect Holiday City from “destabilizing” social and technological influences and were unleashed in response to the social upheaval of the age. They were defeated and the Master Core (central server) that directs them lived on in backup copies. Periodically someone will reinstall it and provide it with the automated factory facilities to create more Optimoids.

The Master Core builds Optimoid “Slave Drones” and monitors the city for destabilizing influences. These are often progressive or socially “left” public actions or events that, in its understanding, will cause painful social or political change. When it “can’t take it anymore” it will unleash the Slave Drones it has developed to stop and shut down whatever triggered it. If that is successful, it will seek to isolate as much of the neighborhood / area as it can, and enforce a reactionary, Idealized 1950’s-style social and political order emphasizing cleanliness, politeness, sociability, traditional gender roles, etc.

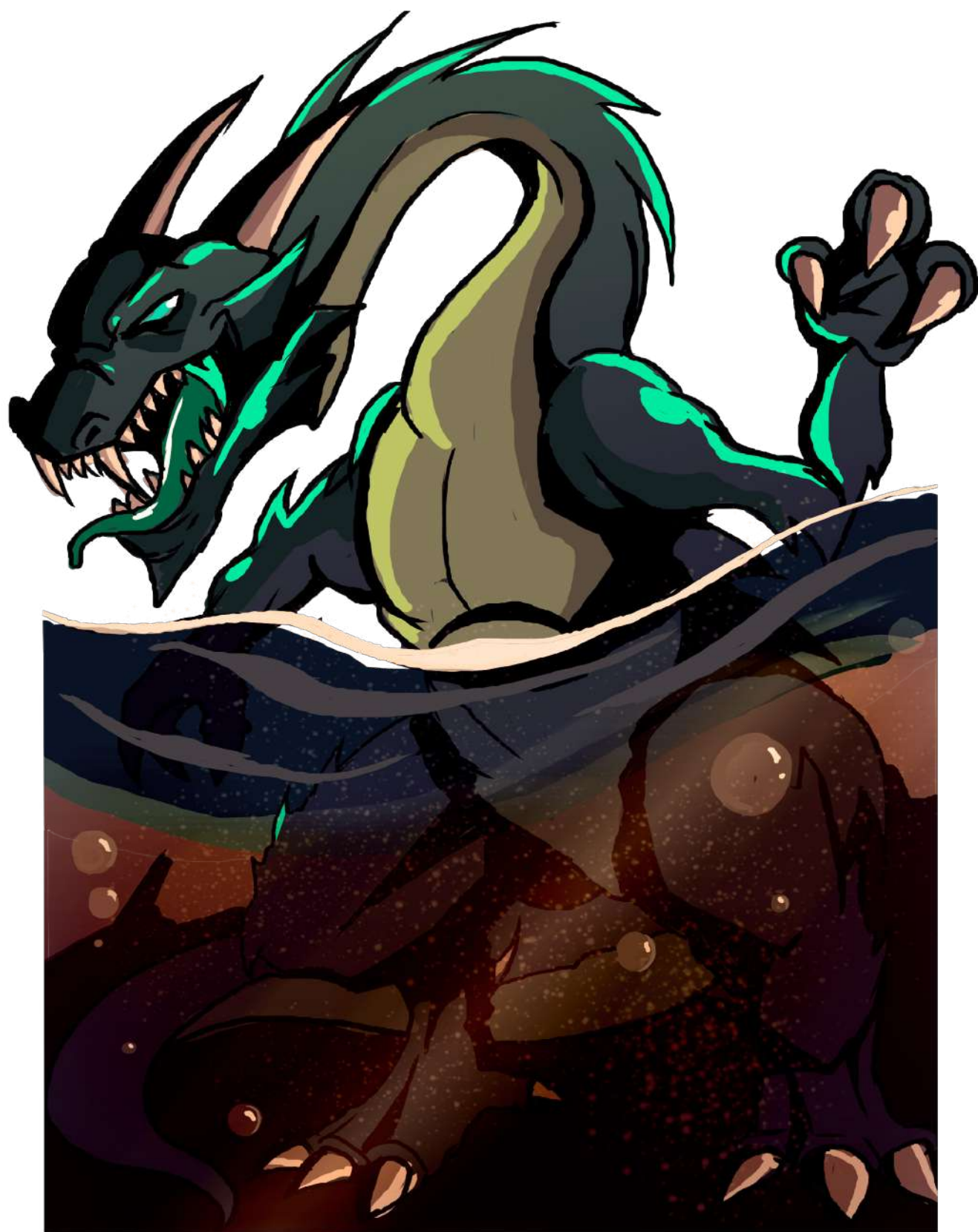
The Optimoids *do not kill*, and are programmed to scan potential targets before attacking, slowing them down, even in the face of a clear threat. Their programming requires them to capture and “secure” foes for reeducation or at least eviction. They truly believe that their mission will improve and “optimize” humanity.

**Operational Overview:** When the Optimoids show up, there are usually 2-4 of them, and they will emerge from vehicles or underground tunnels (The Master Core often works with henchmen and hirelings). They will issue orders to cease and desist, and capture / kidnap whoever the MC identifies as causing the triggering disruption. They may move to prevent people from leaving the area and will establish holding areas for prisoners, medical areas for anyone injured, etc.

Anyone who resists will be subdued (if possible) by their tractor beam. Foes too powerful to be held by the tractor beam or who otherwise present a serious threat will be dealt with by the Plasma Cannons. They will not use lethal force and will ‘dial down’ the power level to do less-than-a-major wound (usually 10% less) after armor and other defenses.

**Tactical Overview:** A single Optimoid is a dangerous or even overwhelming opponent for a team of CAT-2 or even CAT-3 opponents -- however they are slow and don’t hit especially well or often, opening opportunities for tactical play. They lack a damage-doing ranged attack during cool-down rounds for their plasma cannon. Ultimately defeating them requires finding the current physical location Master Core server; observing (or hacking) their operations will usually give clues to where this iteration of the MC is located.

AP Total		198			A-Cost		67		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
10	10	+4 / +4	100	Punch	80 IMP	Med		5 / S	12-
			85	Kick	88 IMP	Long		6 / S	11-
PHY 13 REF 12 INT 10				Tractor Beam	50 GRP	-1/15y		5 / 1x	13-
				Plasma Cannon	101 IMP	-1/5y	-2 RCL, 1R Cool every 2 Rounds	5 / S	13-
DP	ADP	CON	Minor	Armor & Defenses Summary					
223	0	12	74	Armor 28 / 80					
Notable Character Point Abilities				Archetype Abilities					
				Robot Body: No Bio-Weaknesses, PEN-Double 6+, No Hurt Condition, No Minor Wound until Injured					
				Larger Humanoid L1 Armed (+3 STR, +15 BLD, +15 DP)					
				Larger Humanoid x11 Armed (+22 STR, +20 BLD +16 DP)					
				Colossal (+1 Reach, 255 BLD)					
				Centaur: Many Legs					
				Steel Skin x4 (+8 IMPm 28/80 Armor, +16 DP)					
				Tactical Analysis: 5 REA Medium Action Scan for Threats					
				Amplify Voice: PA System					
				Holding Cell: Internal cell can hold CAT-1 or CAT-2 character					
				Plasma Bolt L8: 101 IMP, ROF S, -1/6y, 1R Cool after TWO Rounds. -2 RCL					
				Tractor Beam L4: 48 Grapple, -1/15y, ROF 1x					



## The Beast From 222 Fathoms

**Summary:** An 8-Story Toxic Dinosaur coming out of Lake Superior and leaving a wake of destruction in its path.

**Its Story:** The Beast lives in the murk at the bottom of Lake Superior, a dormant example of megafauna from a primordial age. Its relationship to Holiday City is unclear -- was it drawn here in its earlier age? Is there something about the City that has allowed it to survive? If so, what? Why? These questions have complex answers and the Puzzle of the Beast has intrigued scientists and esoteric seekers since it first awakened in the 1880's and its terrifying initial rampage was only stopped with the death of two prominent Luminaries.

Since then, it has returned twice, once in the 1940's and again in the late 60's, both times apparently roused from it's millennial long slumber by acts within the City. When it comes, it must be stopped, lest it *lay waste* to the entire metropolis. Stopping it is a challenge but it *can* be directed.

Several Luminaries have sought to control it. If that were possible, The Beast would be a true Kingmaker.

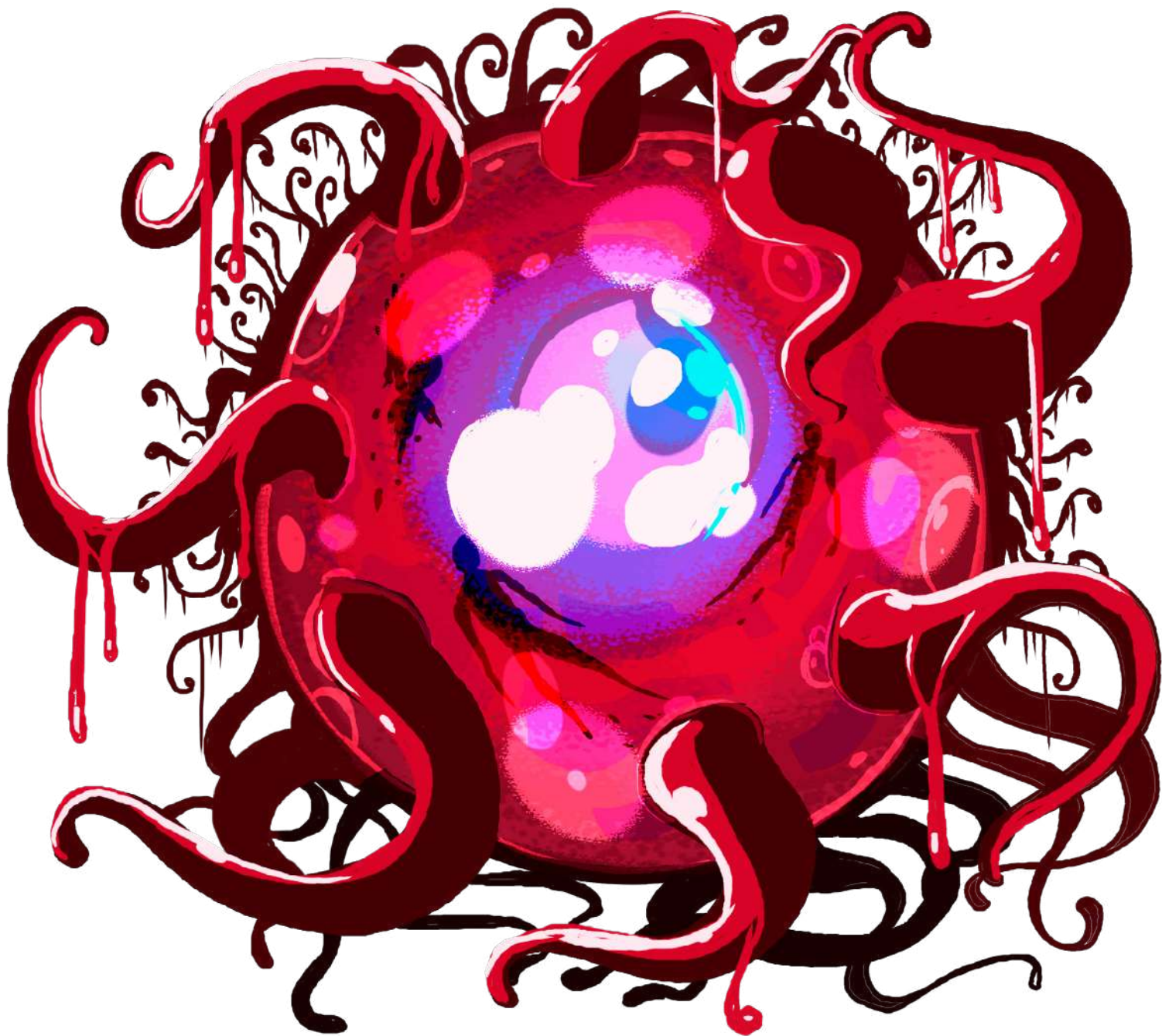
**Operational Overview:** The Beast is usually an object of study or the aim of a plot. If it awakens, it will rampage, and it will be a City-wide and even national emergency. The National Guard was activated during both 20th Century awakenings, and military weapons *can* hurt it -- tank rounds do ~10,000 Damage. Hellfire missiles, several hundred -- but doing so creates a terrible toxic event that may be worse, long-term than the monster.

**Tactical Overview:** Fighting the Beast requires military weapons or extremely powerful Luminaries. As it moves, it will create Earthquakes (it's Earth Control and Shockwave powers are both the result of its size and mass), forcing anyone near it to roll (every other round) or be knocked off their feet. Most Luminaries will focus on plans involve evacuating civilians and other damage-control measures.

If it is attacked, and hit for more than 48 damage (even ADP) *after armor*, it will make an attempt to engage its attacker, throwing something (a car?) or bellowing out a Shockwave. It may even chase a particularly persistent attacker until it loses interest. If it takes 143 damage *after armor*, it may attack... or change course. hitting it repeatedly can help contain it.

Ultimately stopping it means killing it (it will regenerate in the sludge at the bottom of Superior), or understanding what is drawing it and dealing with *that*. In the 1940's it was an Atomic Device. In the 60's, it was an apocalyptic magical ritual.

AP Total		2576			A-Cost		505		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	+8 / +9	775	Bite	608 IMP	Long	LWB +6	5 / S	10- +6
			550	Tail Smash	119 IMP	Long	LWB +12, 1R Charge, -1 to Block	7 / 1x	10, +12
105 y Step, 558y Long				Shock Wave	80 IMP	-1/7y	LWB +2 1R Cool	5 / 1x	12-, +2
				Throw Thing	71 IMP	-1/10y	LWB +3	5/2	12-, +3
DP	ADP	CON	Minor	Armor & Defenses Summary					
143	7835	12	48	Armor 20 / 50					
Notable Character Point Abilities				Archetype Abilities					
				Quadruped - Herbivore, HARd to knock down, no hands, difficulty defending back					
				Titanic: 8 Stories tall: +10/_10 to hit, Reach +3					
				Larger Quadruped Bite Only L1					
				Larger Quadruped L+ Armed x11					
				Tank: +6000 ADP					
				ARmor 20 / 50					
				Acid Blood 54 IMP 14- Chance to Hit, Burn 1R, Area of Effect Persistent					
				Thunder Tail: Monster L6 (119 IMP, 7 REA, -1 to block, +2 LWB, 1R Charge Up)					
				Immortal: Returns after a Season					
				Throw Thing L6: 71 IMP, +3 LWB					
				Shockwave L6: 80 IMP, 1R Cool, 320 IMP to structures					
				Earth Control: 128 Structural Damage 6, Standing Roll 10- 8 REA Long, 2R Cool					



## Radar Vampires

**Summary:** An elephant-sized rampaging, glowing blob that grows tentacles and traps victims in cells within its body to feed on their karmic energy. They have a glowing, pulsating blue "heart" as a nucleus and imprisoned people can be seen as "shadows" curled up inside bubble-cells within their bulk. They are constantly spawning and retracting thin (compared to their massive size) tentacles that can attack and retract back into their mass if they fail to grapple a target.

**Their Story:** Science classes them as glowing energy beings; the esoteric classes them as hungry spirits from Outside. When brought into the material plane, they feed on regular people in a frenzy of consumption (fortunately trapping their victims instead of killing them; people trapped report disturbing dreams and nightmares but no evident lasting damage). In fact, to the right person with the right knowledge and equipment, the Radar Vampire is a powerful source of magical energy. Recent outbreaks are the result of attempts to harvest or even control these creatures.

Bringing one across requires a mix of both magic *and* technology -- fortunately very few people operate in both worlds (and have the funds for the expensive components). Those who do can use a captive, controlled Vampire as a source of SPs (feeding sacrifices). The configuration is unstable though, and it's usually only a matter of time before the creature escapes and rampages. The Hunt Club has expended considerable resources here and continues to perform experiments. A stable way to harvest Karma using captive "Vampiric Generators" would be highly valuable to their operations.

**Operational Overview:** Radar Vampires have simple objectives -- feed; avoid damage; reproduce. Freshly launched vampires will be more cautious, hiding, sticking to enclosed spaces and otherwise behaving more like skulking monsters than rampaging elephants (due to their elastic bodies they can move easily inside regular buildings). Depending on the availability of regular people, they may quickly spawn additional Vampires, creating an "outbreak."

Of course stopping the Vampire(s) is only half the battle. Whoever summonsed them will doubtless attempt to do so again. The rituals and technology used to bring them *across* are difficult to perform and expensive, but once understood are fundamentally repeatable.

### Tactical Overview:

Radar Vampires can be somewhat complex creatures; a few key points:

- They get a varying number of 1 REA attacks per round as Blizzard- and Multi- attacks charge up and cool down. The numbers per round tend to be Rnd 1=3 (Mass), R2= 3 (Blizzard), R3=0, R4=6, R5=0, R6=3 (Blzz) and so-on
- Any contact with them including hand-to-hand attacks made by others or made by them will trigger a 0 REA "Field" Imprison attack. This includes attacks *they* initiate. If a Vampire tentacle-grabs you, you take an immediate Imprison attack. It may *subsequently* attack with its HOLD-Imprison (more powerful) as a separate, REA-Costing attack.
- Due to the Pisciform they cannot use their massive size / grapple to grab or grapple offensively; they can use it to *break* grapples (and for 1 REA given their Stretching ability)
- They can do large amounts of regular damage with a *Charge* attack, however a) targets will be hit with a "Field Imprison" before they take a 115 IMP impact -- regular people 'charged' will be imprisoned, unharmed, and both parties take a -10 DM due to their soft, stretchy bodies (highly elastic collision)
- They can move fairly fast due to their large size and extremely fast (~75 MPH) when they have stretched into "running" mode -- they look sort of 'spider-like', scrambling on long thin 'legs' the length of city buses
- They *can* do regular damage using their Tentacle Grapple to do a Grappling Choke
- Due to their lack of armor and size modifiers (big; easy to hit) regular police can damage them and if facing a squad of men with assault rifles, the Radar Vampire will retreat and attempt to find subjects to Imprison and feed on (heal).
- A Radar Vampire that 'launches' in a crowded area or which has been feeding for some time will be considerably tougher than a freshly launched one, having a larger number of ADP and a pool of SP to use.
- Expected Opposition Level: A "Regular" Radar Vampire is formidable against CAT-3 characters that tend to have ~130 resist values (giving them a 12- save against it's imprison attack if it's HELD them and a 22- save v. it's contact Imprison), but overwhelming against lower-powered characters. A small one is (generally) a tough fight for CAT-2 characters. Characters that are below the expected values and lack ranged attacks may need to find creative ways to do damage or play other roles (acting as "bait" to lure a Vampire into a vulnerable situation).

AP Total		3861			A-Cost		64		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	+2 / +4	190	Charge	127 IMP	N/A	Cross, Must Walk, -10 DM (Elastic)	8 REA or 5, Long	12- +4
			160	Super Grapple	70 GRP	Long	Can Hold	5 / S	14-
PHY 13 REF 12 INT 10				Imprison Hold	110 INT	NA	Requires Hold	5 / 1x	--
10y Step, 216 Long				Imprison Field	70 INT	N/A	When Touched	--	--
Stretch Run: 216y/Rnd				Life Drain	18 IMP	Touch	Ign Arm, Heals, Requires Grab	5 / S	--
DP	ADP	CON	Minor	Armor & Defenses Summary					
20	473	14	7	-4 DM, No PEN Damage					
Notable Character Point Abilities				Archetype Abilities					
				Colossal (Size of Asian Elephant) 350 BLD, +4 / +5 AGI, +2 Reach					
				Stretching Body: -4 DM, No PEN Damage, Super Grapple					
				Larger Pisciform L1 Unarmed					
				Larger Pisciform L+ Unarmed L15					
				Blizzard of Strikes / Shots: 3x 1REA Attacks, 1R Charge					
				Mass Attack: 3x 1REA Attacks, Different Targets, 2R Cool					
				Translucent Body +2 Stealth, -2 Psychology rolls					
				Luminescent - Bio Lantern glow out to 18y					
				Tentacles +70 Grapple					
				Imprison: Class A 110 INT, Requires Hold, L8					
				Imprison 70 INT, Reactive Armor					
				Life Drain 18 IMP, Ignores Armor, Heals ADP, Requires Grab or Grapple/Hold.					
				Radar Vampire: Gains an SP and Target DP worth of ADP each time it imprisons someone, up to Listed ADP +400					
				Split: Produce Low Frequency Radar Vampire for 250 ADP, 8 REA Long Action.					



## Eversaurus Rex

**Summary:** Big, lumbering T-Rex style dinosaur wearing a gold wreath / crown and a purple robe. Has multiple smaller heads on snake-like tentacles

**Their Story:** Eversaurus Rex means Overthrower King; meant to 'dethrone' Tyrannosaurus as the most-terrible of all lizards. Eversarus was designed by the Evolutionary to be KING. To rule over lesser mammals and, in turn, be worshiped by them. He sees Dominion as his Birthright, and even has a Divine Right / Manifest Destiny view of how this ought to go. He is sapient, capable of human speech. He disdains humans, but has slowly understood that most of them will not worship him outside of coercion. He is not *especially* smart, but he has understood that to realize his Dream, he will need more than his tail and teeth.

Eversaurus has multiple "brains" in various parts of his body. The sub-brains control a nest of medusa-like snake-tentacles attached to the base of his skull. They can lash out at his enemies, but outside of combat, they form a kind of "greek chorus" chattering, whispering, or even actually singing about how those who stand before Eversaur Regium should tremble or expect to be *eaten*.

**Operational Overview:** Eversaurus's first operations are likely to be simple -- accost puny humans and demand they fall on their faces and pledge undying obedience. Failure to do so will result in attacks designed to terrify (resistance or defiance, possibly in death). If he gets away (or breaks out), subsequent actions will be more refined. He will identify the need for allies, media, etc.

Also, note: the Evoluminary meant to create an iconic creature but not a rampaging beast that would put *him* in bondage as quickly as anyone else. Evoluminary does *not* want to take credit for this (and does *not* want the rest of Verboten to know he is responsible), but he will provide the creature with help including lawyers and -- in some future scenario... a *mate*.

**Tactical Overview:** Eversaurus's most powerful attacks both take a round to charge up. He can punch and kick, or unleash multiple attacks with his tentacle-heads. He will usually not just eviscerate people; he wants to be worshiped and obeyed. He means to inspire terror but not to cause mass murder.

AP Total		173			A-Cost		75		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	+2 / +4	101	Monster Bite	107 PEN	Long	1R Charge	6 / 1x	15-
			85	Thunder Tail	111 IMP	Long	1R Charge, -2 Blk	7 / 1x	15- +2
9y Step, 48y/r Long				2ndary Head Bite	28 PEN	Long	3x 1REA, 1R Cool	1 / 3x	15-
				Punch	72 IMP	Long		5 / S	15-
				Kick	79 IMP	Long		6 / S	14-
DP	ADP	CON	Minor	Armor & Defenses Summary					
206	402	14	69	Armor 16 / 40					
Notable Character Point Abilities				Archetype Abilities					
				Colossal (Size of Asian Elephant) 350 BLD, +4 / +5 AGI, +2 Reach					
				Larger Humanoid L1 Armed, L+ x11					
				Thunder Tail Monster L+ 39 IMP, ROF 1x, Long Reach x2, +2 LWB, 7 REA, -1 to Blk					
				Monster Jaws 35 PEN, ROF 1x, 1R Charge Up, 6 REA, Worry for 5					
				Tank L2: 16 / 40 Armor					
				Tank: 402 ADP					
				Tentacle Teeth - Sub-Head 28 PEN, 1 REA (3x RoF) 1R Cool down, Worry for 5 REA					



## Windigo

**Summary:** Lumbering, obese, mindless giants driven by hunger but with disturbingly *small* mouths (regular human size and strength).

**Their Story:** The Windigo are primordial creatures -- giants from deep (geological) history. They seem to be hunger elementals -- creatures driven by their need to consume. Unleashed, they will rampage and feed until stopped or until the sun and warm weather melts them (see below). The remaining Windigo appear to have been preserved in ancient ice formations, frozen solid but sleeping-not-dead, and waiting. The building-sized blocks of ice that hold them are called "Ice Hearts" and there is a black-market for them wherever the occult is practiced. The Windigo have their uses and there are karmic treasures to be reaped by unleashing them.

Holiday City has a history of these things. Ice in the frozen depths of Lake Superior was found to hold a number of them; experiments failed to contain them and they were unleashed in the early years of the 20th century. Other expeditions have found more of them in Canada and perhaps closer to home as well -- Holiday City is a special place, after all.

More recently the Hunt Club has attempted to acquire them for their own purposes, and it is likely that if any remain naturally frozen, human-driven climate change may put an end to that sooner rather than later.

**Operational Overview:** When the Windigo rampage, they simply walk through the streets finding things to eat. They are *remarkably bad at it* -- their human-sized mouths prevent them from taking giant-sized bites of anything. They will often chew on people / things for a bit and then discard them from pure frustration. They can do enormous collateral damage though.

**Tactical Overview:** The Windigo do not appreciate impediments -- cars, doors, buildings -- in their way. And they respond to anything like an attack with mindless vengeance. When not destroying objects or attacking threats, they *consume*. Despite their massive size, they have tiny, regular-human-sized mouths that can only do a regular human-sized bite (1 PEN). This leads to frustration, flailing, etc.

Due to their lack of armor, they can be engaged and hurt by ordinary weapons, but doing so will enrage them and send them barreling toward their attackers with a single-minded desire to kill (far more dangerous than their feeble attempts at eating)

Melting: The Windigo's cold-aura *does not* cause damage, but does project a chilling, freezing field that can put targets in their area into a frozen coma. For every hour spent in above-freezing conditions, the Windigo's field will lose 10 points of INT and if it reaches 0, the Windigo will evaporate into constituent gasses.

AP Total		275			A-Cost		174		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
10	10	+3 / +4	95	Swipe	66 IMP	Long	+2 LWB (Size)	5 / S	15-+2
			80	Freeze Aura	100 INT	25y RAD	5 REA Act	N/A	N/A
7y Step, 37y/r Long				Bite	1 PEN	Medium		5 / S	15-
DP	ADP	CON	Minor	Armor & Defenses Summary					
14	803	13	5	None (Lots of ADP)					
Notable Character Point Abilities				Archetype Abilities					
				Gigantic Size: 11'8" 200 BLD +3/+4 to be hit, +1 Reach, +1 CON					
				Larger Humanoid Armed (+165 STR)					
				Tank +600 ADP					
				Freeze Aura: 100 INT, 5 REA Activation, 25y RAD					

## Jörmungandr

**Summary:** A giant floating "sea serpent" that rises from the harbor and has some *issues* with Holiday City. It has glittering green scales in several vibrant shades and it coils and changes size and dimension. It can swallow its tail, vanishing at will and reappearing elsewhere.

**Their Story:** Jörmungandr--the "real one" is a concept--a thing that exist outside of conventional reality. The Jörmungandr that appears where the Axis Mundi pierces reality in Holiday City is a shadow of it. It is of the same basic genus as Tisaphina and Typhon--a thing from Outside that can come *inside*. Bigger than several jumbo jets and curling in the sky it will cause panic and chaos below it as it comes. The good news is that while it isn't very well tempered, it really has larger bones to pick with the bad guys than with humanity at large.

When Jörmungandr comes to town, it is using a sort of Telepathic Spotlight to seek Tisaphina, Typhon, and, to a slightly lesser extent Ravenous. It will eventually find them, sweeping the city, and when it does, it will land near them--causing destruction and terror--but it isn't *attacking* the populace and it might crush vehicles or flatten things on sidewalks--but it is really just moving its head to where it can "have a word" with its "kin."

Specifically it feels that the Hunt Club is doing more damage than they should be allowed to with their Esoteric activities. It goes to the Cambrian Hotel on the Boardwalk and terrifies tourists. The Tower is called in to attack it--it, annoyed, strikes back, and everything goes sideways.

**Operational Overview:** The serpent is not fully aware that the structures below it are a "city"--and it is not especially concerned with the humans it hovers over. When attacked, it will most likely be *indignant*. The "stern words" it plans to have with Tisaphina--and it also wants Ravenous and Typhon there--are not an attempt to battle with them--but to warn them that messing with the World Tree can be bad for ALL THINGS. Of course when The Tower shows up to fight it, it strikes back.

**Tactical Overview:** The serpent can easily devour characters in 1 bite--but it doesn't use its bite on people. Instead it glares (Optical Beams), Tail Whacks--a flick of its huge tail--and "bristles"--the spines around its head striking as tree-trunk like clubs against attackers. If seriously hurt, it will swallow its own tail and vanish. As it winds through the city from the bay to the Cambrian (not far--but it appears out in the lake), it may sideswipe buildings sending debris tumbling to the ground.

AP Total		2733			A-Cost		812		
Init	REA	AGI	Grapple	Attack	DMG	RNG	Notes	REA / ROF	To-Ht
12	12	+8 / +8	485	Jaws	750 PEN	Long	1R Charge, Cross	6 / 1	15- +3
			405	Strike	404 IMP	Long	+3 LWB	5 / S	15 +3
				Glare	85 IMP	-1/15y	5 REA Charge	5 / S	17-
Flies at 60 MPH				Tail Flick	110 IMP	Long	Area hit, 1R Cool	6 / 1x	15- +3
				Spine Bristle	67 IMP	Long	1R Cool	1/ 3x	15- +3
DP	ADP	CON	Minor	Armor & Defenses Summary					
3242	0	14	1081	Coverage 3 Indestructible Plates					
Notable Character Point Abilities				Archetype Abilities					
Occult L4 17-				Super Sized Titanic +3 Reach					
				Larger Serpent - Armed - L101					
				Serpent Body					
				Powered Flight					
				Teleport - Strategic 24x Range, Eats own Tail					
				Monster Jaws L1 (750 PEN)					
				Harsh Glare - Optical Beams 86 IMP +2 to hit, 5 REA Activate					
				Bristle Spines: 3x 1 REA Attacks, 1R Cool 67 IMP, Must be against different Targets					
				Tail Flick Hits Area, 1 R Cool 110 IMP (roll to hit gets +8 LWB, hits against everyone in a 5y Rad					

