

Breakfast CULT



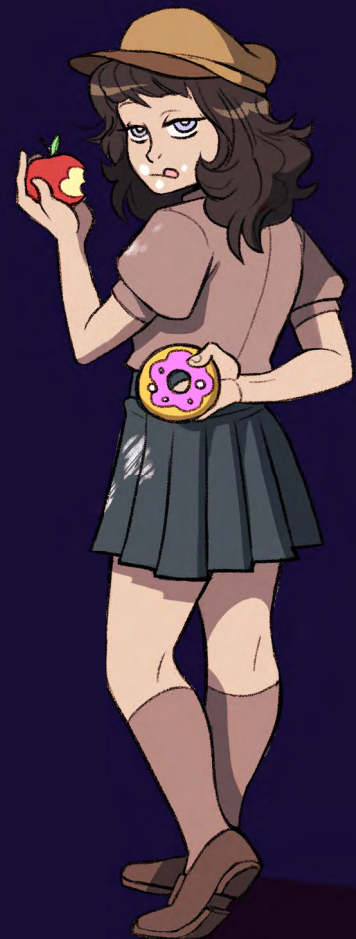
Paul Matijevic

POWERED BY
FATE

A GAME ABOUT SCHOOL DAYS AND THE END OF DAYS

If you want to learn occult science, Occultar Academy is the place to go. In this secluded island school, talented students from all over the world can learn sorcery and occulttech under the Foundation's watchful eye. But they won't teach you everything. In the Forbidden Sections beneath the school, the Foundation are researching the dangerous secrets of outer science. If the wrong person finds those secrets, it could mean the end of the world...

Breakfast Cult is a **Fate Accelerated** game about mystery, cosmic horror, and high school drama. Play students at the world's best occult school as they solve mysteries, uncover the terrible secrets of the Ancient Ones, and try to find which of their classmates is conspiring against them before it's too late!



Breakfast

CULT



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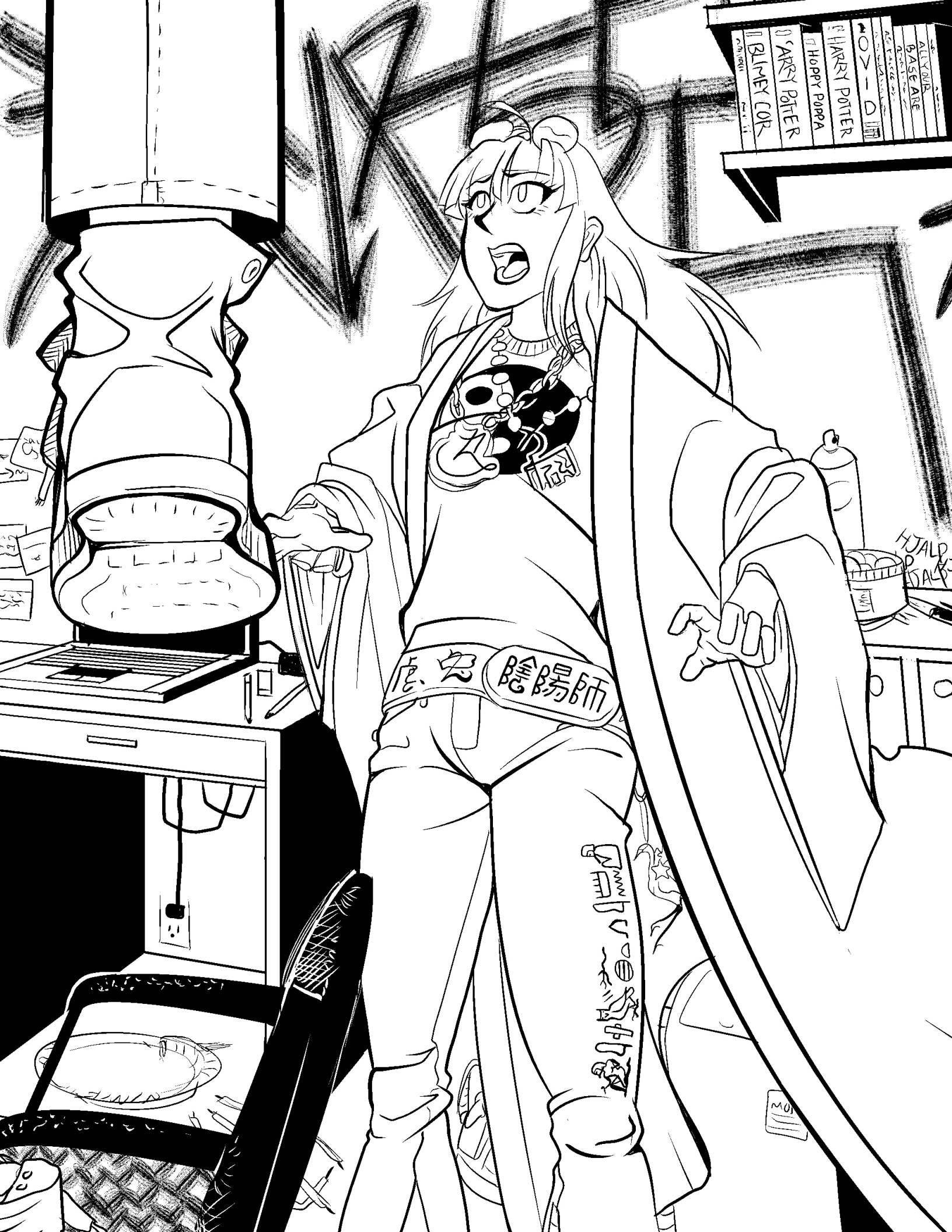
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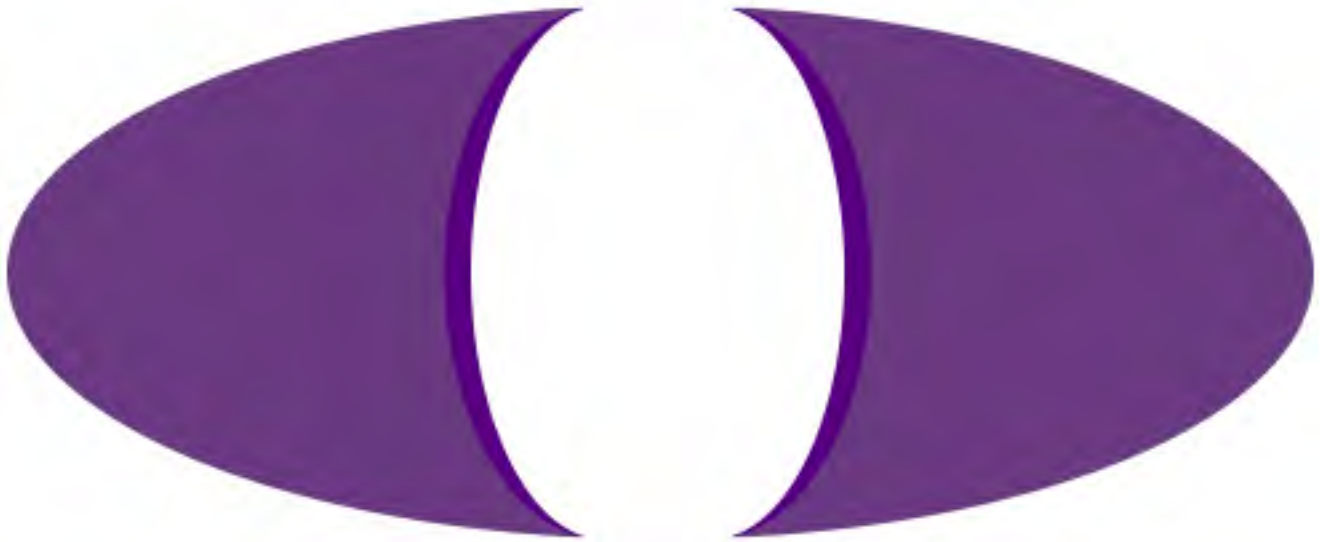
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WELCOME TO OCCULTAR ACADEMY!

Congratulations! As one of the best and brightest of your generation, you've been accepted into one of Earth's finest institutions: Occultar Academy.

This Orientation Handbook will help you settle in to life at the Academy, and comes with all complimentary handhelds. If you lose or delete yours, copies are available from the Student Hub.

Once you've read this Handbook and completed your tour, feel free to explore the Academy and meet your classmates. Directions to the pool, arcade, sports fields and cafeteria have been provided. Remember that some areas have been restricted for your safety, and pay attention to all clearance codes and "Ritual In Progress" signals.

On your first day, you will be required to attend a medical and psychological assessment. Once this is complete, you will be provided with a keycard for your new home. A complimentary dinner will be provided in the cafeteria at 6 P.M..

Every student has been assigned a room at one of our dorm halls, based on their needs and stated preferences. Inside you will find your luggage, uniforms, a data drive containing occult primers and textbooks, a spare keycard, and any additional items you requested. There will also be a set of identification tags. You are advised to keep these on your person at all times, as they include medical information.

The rest of this Handbook should answer any questions you may have. If you would like to know more, you can reach us by dialing 0 on any Academy phone, asking a teacher, or visiting the Administration Block.

On behalf of the Foundation, we hope you enjoy your time at Occultar Academy.

WHAT'S A ROLEPLAYING GAME?

In a tabletop roleplaying game, you and your friends get together to create a story about a bunch of characters who go on adventures. You create the characters, decide what challenges they face, and choose how to deal with them. To make things interesting, you use dice and the rules in this book to add a little uncertainty.

It's like a roleplaying video game, but instead of a pre-programmed game, one of you takes the role of the Gamemaster. The GM describes the world around the players, creates the conflicts and drama that drive the story, and handles the rules stuff. The other players each create a character, one of the protagonists of the story, and tell the story of their adventures together.

WHAT'S BREAKFAST CULT?

Breakfast Cult is an anime-style cosmic horror mystery action-adventure game.

(If you think that's a mouthful, just wait until we start the "X meets Y" thing.)

You play ordinary students at Occultar Academy, the world's top occult high school. The occult is a dangerous science, so your lives have been carefully designed to be as ordinary as possible for your safety.




A typical *Breakfast Cult* game starts on the day that stops working.

You and your classmates have been thrown into Detention, accused of committing a serious breach of the school rules. As you work to uncover the true culprit, you discover the truth—it's just the start of a chain of events that will lead to an Ancient One awakening in the Academy!

If you want to survive to your university exams, you'll have to work together to find clues, face the things in the shadows, and save the school from an awakening evil... and hopefully figure out which of your classmates you can trust before it's too late.

WHAT YOU NEED

You'll need a few **friends**, **this book**, and **a place** to run the game. You'll also need a **pen and paper** to write on, some **character sheets** (copied from the back of this book or found online), and preferably some **index cards** (or sticky notes, or other bits of paper) to track aspects. If you're playing online, you'll need some way to communicate (like IRC or Skype) and a way to track character sheets and game stuff. You'll need time to play—a session can last several hours.

You'll also need some **Fate Dice**, ideally four per person. You can find these in game stores, or online at websites like Evil Hat's. If you like, you can substitute six-sided dice: read 1-2 as , 3-4 as , 5-6 as .

While you're up, get some **tokens** to track fate points. Poker chips, glass beads, or anything else small you have a lot of works too. Don't use edible things. You will eat them, and lose track.

HOW TO PLAY

In a typical *Breakfast Cult* game, you tell a story about the students of Occultar Academy on the worst day of their lives. Over several hours, the GM will present a series of mysteries and threats to the players, and the players decide how to respond to them. Play continues until these events reach a conclusion, whether the players succeed or fail. What's important is that you have fun!

The **blue** chapters at the start of this book cover information that's useful for everybody: the setting, Fate rules, character creation, and other advice.

The **purple** chapters focus on things only the GM needs to know: GMing advice, Agendas, and sample NPCs. Players can read most of this if they like, and are encouraged to—the better everyone understands the GM's role, the better the game can be.

The **red** chapters focus on the threats and problems coming to Occultar. These are tools for the GM to use, and players who care about spoilers should avoid these if possible—your characters probably won't know about them, and it'll be more fun to discover them as you go.

The **final** chapter contains some example adventures and character sheets that you can use to start a game quickly. Players should *absolutely* not read this if the GM is going to use them. Don't be that player.

Most of this game is written for a one-shot adventure format, where people can die or the school can burn down and it won't matter because each mystery is a self-contained story. But if you want, you can tell several stories in the same *Breakfast Cult* continuity, even with the same characters.



KICKSTARTER CONTENT

Breakfast Cult was funded by a Kickstarter campaign, and we can't thank each backer enough. You'll find a list of these lovely backers at the end of the book.

Some backers got the opportunity to add their own *Breakfast Cult* content. This content is marked with a **gold star**. Check the credits to find out which backer came up with the idea and helped *Breakfast Cult* happen!

ANIME: WHAT'S UP WITH THAT?

Breakfast Cult is heavily influenced by anime, comics, and video games. If that's not your thing, don't worry—ditching the anime references and treating *Breakfast Cult* like a TV show or comic book instead will get you places.

Here are some of *Breakfast Cult's* influences:

Danganronpa: A murder mystery series about high school students forced to play murder games by a mysterious talking bear. Its character-driven story and heavy dose of black comedy was a major influence, and it also inspired the original version of the Talent system.

Devil Survivor: A series about students saddled with demon-summoning computers, mysterious messages that predict people's deaths, and a week to save an increasingly panicked city from a supernatural invasion. In a lot of ways, it's *Breakfast Cult* in a city.

Persona: A series about students fighting in secret against manifestations of the worst parts of humanity with the aid of monsters spawned from their own personalities. *Breakfast Cult* draws a lot from the social interaction and murder mysteries of *Persona 4*.

Soul Eater: Students who can either wield magic weapons or turn *into* magic weapons go to a school run by the Grim Reaper and train to kill witches. Madness and power are big themes in the series, which is itself partly influenced by H.P. Lovecraft. It's part of *Breakfast Cult's* weird side.

If there's another work you think would make great inspiration for a *Breakfast Cult* game, go ahead and use it! Here are some that influenced the game in small ways:

Another: A novel (later manga, anime and live-action film) about students in a cursed class who must figure out how to stop it before it kills all of them.

Akira: A manga/film about a teen with psychic powers that spiral out of control and the guy who tries to stop him. If your GM is mean, it is basically a *Breakfast Cult* plot with only two PCs.

Ao no Exorcist: A teenager discovers he is the son of Satan, decides to use his magic powers to beat up his dad, and enrolls in a secret school for fighting demons. Needed a PC idea? There you go. Don't thank me, thank *Ao no Exorcist*.

Hataraku Maou-Sama!: Satan (no relation) is stranded in Tokyo and gets a part-time job at a burger joint. Watch this if you are planning to make your *Breakfast Cult* games really, really silly.

When They Cry: Two series of murder mystery visual novels. The first series, *Higurashi*, is set in a rural village plagued with an outbreak of paranoia and murders; the second, *Umineko*, is about a man who tries to prove to a witch that a series of murders was committed by regular people and witches aren't real. They're pretty good.

Breakfast Cult is also a game about cosmic horror.

Humanity is fundamentally powerless. We are trapped in the worst kind of hostile universe: one that would not notice or care if we disappeared and never will. We like to think we've carved out a bastion of civilization against this cosmic other, but changing depth doesn't mean you're not under water.

The world we can handle is just a small slice of the real and that other is the whole. Everything we've ever achieved is tainted by that and we can only exist in relation to it. The threats that lurk on the edge of our awareness aren't just too powerful to fight against, they're so beyond us that we can barely understand how to cope with them.

So *Breakfast Cult* also deals with people.

It's a game about the things that drive men to madness. It's about obsession, revulsion, depression, love, fear, desire, and everything in between that causes people to do things they shouldn't. The cosmic things out there could wipe us out at any minute, but that doesn't mean they're going to. We called them here. We did this to ourselves.

But it can also be about hope. Hope, determination, knowledge, and all the other mad things that drive us to stand against the oncoming universe. It's about fighting back against the seemingly inevitable, because even one more day, just one more stupid awful happy day, is worth any struggle.

On behalf of the Foundation, we hope you enjoy your time at Occultar Academy.

It's Earth, but in the late 21st century.

It's a place where the wonders of the Information Age are taken for granted. Kids grow up with touchscreens, learn to edit their first social profile in kindergarten, and customize their AR glasses by high school. You can get reception in tunnels. Save icons still look like floppy disks. All your favourite dubstep beats are now music for granddads. The times have changed.

Now it's all about the Weird Age.

OCCULT SCIENCE

Scientists used to make fun of people who believed in magic, but now they make fun of the ones who don't. It turns out it was there all along, just hiding in places we hadn't discovered yet, in the curves of the right fractals and the solutions to the right equations.

Occult science is science with the gloves off. If you know the scientific principles that define reality, you can manipulate it. Mathematics can solve a lot more than equations if you do it hard enough. The most cutting-edge magical research is done with particle accelerators and massively parallel supercomputers, in places isolated from the rest of humanity.

But you don't need to go that far. Most sorcery is done through complex rituals and incantations. Some of them are simplified versions of the work of occult scientists, others are dredged up from ancient tomes by occult historians. A lot of occult research involves reverse-engineering ancient magic to try and figure out how it actually works.

All of this makes the Weird Age a fantastic time of progress. Occult generators have solved many of the world's energy issues. Occult medicine has solved a lot of health problems (though most people draw the line at letting magic touch their bodies, so research is underfunded). Governments are building giant robots, sometimes for practical reasons even. The near future holds the promise of interstellar travel. It hasn't solved every problem ever, but the Weird Age is a good time to be alive.

But there's a catch.

DANGEROUS SECRETS

The occult is *dangerous*. Most people know that already—the first half of the century when it was discovered was a little hectic, and some corners of the world are still unsafe to enter. But that's not the full story.

We're not alone. There are *things* out there, in the dimensions above, below, and inside ours. Alien creatures of exotic matter, intelligences too godlike to interact with, raw ideas given form by their desire to propagate.

Normally they can't find their way from the void to our world, but the occult makes bringing them here all too easy.

The public doesn't know that, and the world government will do anything to keep it that way. It devotes entire departments to censorship, misinformation, and licensing and tracking sorcerers. Breaking an occult law, especially if you're trying to leak info, will get you years in prison. If you're lucky, your loved ones will know what happened to you.

It's hard work. This isn't the nineties, where you can just close the occasional Usenet thread or some cultist's Geocities fan page with little spinny skull GIFs and call it a day—the crackdown requires constant effort and surveillance. But they've kept things under control so far. To the public, who don't see what goes on behind sealed doors, the occult is merely spooky.

They start on kids early. It's usually pretty simple—a little messaging will go a long way with kids. But if you get flagged for occult potential by any of the mandatory tests you're subjected to, they might convince your parents to ship you off to an occult-certified school where you can "continue your studies" under heavy supervision.

It's not so bad, though. You got to attend Occultar Academy.

OCCULTAR ACADEMY

Occultar Academy is the top occult high school in the world. Its students are carefully selected from other high schools around the world, and you have to be smart, rich or lucky to make it here.

The Academy is set on Occultar Island, isolated from the rest of humanity in a non-specific part of the ocean. If the government sends you here, this is probably your home for the next few years. It's worth it, though.

Student life is great. Everything, from the curriculum to the facilities to the dorm halls, is carefully managed to keep you happy and distracted. If you need social contact, you're allowed to use the Internet. If you'd rather go outside there's always club activities. Clubs are given more budget and leeway than, usual, to provide students with some illusion of control. Actually, probably too much budget and leeway—the Student Council practically rules the student body outside of class.

In class, the standard curriculum is supplemented with classes on occult science, occult history, and defenses against the things you're allowed to know about. At this level it's mostly censored, but if you're cleared to attend an occult university you'll enter knowing more than most freshmen. If you can actually use spells, you can get extra classes or a tutor for the obscure traditions. The workload is designed to be manageable, but it can feel a little overwhelming.

Students must submit to regular medical checkups and psychological assessments, but for most it's an easy price to pay—a few hours of non-invasive scanning and prodding every month, and it's not like you were doing anything better with your time. For students with psychic powers or other strange abilities it can be once a week or more, but they're compensated with access to medication and counseling. These checkups also double as research for the Foundation.

THE FOUNDATION

Which Foundation? *The Foundation*.

These are the people behind the Academy. They focus on occult research, promotion, and education. They're a big enough name that the government is bankrolling their Academy. They also run a prestigious university, and offer a place to every student who passes their entrance exams.

Aside from education, the Foundation's main goal at the Academy is to study the students—how they learn magic, how they develop their powers, and how their other talents can help occult studies. If they have any other goals, not even the Student Council knows.

THE WORLD BEYOND

Off limits. Without special permission or a field trip, you are forbidden from going off the island while you are in attendance. The world beyond does exist though, and you used to live there. Just not right now.

In practical terms, the world beyond Occultar is intentionally vague, so you can insert your own facts about it as desired. Some NPCs presented in this book introduce their own facts through their aspects, but they can be changed or discarded as needed. Players can introduce facts through their character's backstory and aspects as desired.

If you're unsure, busy, lazy, or just don't want to, here are some extra "facts" about the world that you can drop in as you like. These aren't all supposed to form a "canon" *Breakfast Cult* setting—some of them contradict each other, or even what we've said already. Pick the ones you like.

WORLD POLITICS

- Most of the world has divided into five blocs after a wave of economic collapse in the early 21st century. As the Foundation is sanctioned by the United Nations, Occultar is neutral territory.
- Most of the world has divided into three supranational alliances based around various major occult locations. The US and Japan (and by extension, Occultar) are both part of the Atlantic-Pacific Economic Union.
- In the face of potential alien threats, most of the world has united under the New Earth Federation, a successor to the United Nations. Occultar is one of three top academies sponsored by the NEF, with the world's most promising students divided between them.

DESTRUCTIVE EVENTS

- Much of the world was "blighted" by an occult war in the first half of the century, and cleanup of these zones is ongoing. Students from these places tend to be tough and really good at martial arts.
- Much of the world was submerged when some occult event (possibly man-made) did some really bad things to the climate. The waters have mostly receded by now, but it's too late for some nations.
- Decades ago, the Earth suffered an impact event from an exotic-matter meteorite traveling at 95% the speed of light. The resulting chaos halved the world's population.
- Much of Tokyo was destroyed by some occult disaster a few decades ago, and rebuilt into Neo-Tokyo. Students from there tend to be interested in protective magic.

TECHNOLOGY

- Humanity is undertaking a huge space colonization project. Three space elevators are already up around Brazil, Micronesia, and Lake Victoria; you get to go on field trips to the second one.
- The discovery of the occult sciences caused a disaster that humanity is still recovering from. Occultar actually started as a secret bunker of technology and secrets people are still re-learning, and it's still there under the school shrine...

ALTERNATE OCCULTARS

- Occultar is actually located in Toku City, an island city built and controlled by the Toku Heavy Industries corporation. THI is a technological empire and the island contains some ridiculously high-tech fail-safes in case of emergencies.
- Occultar is actually bankrolled by the multinational conglomerate Arc Zaibatsu. They study the Academy's students hoping it will lead to advancements in occult technology and easier ways to screen for—or induce—occult potential.
- Occultar is located in a dome on Mars. The inside of the dome simulates an Earth sky and sea to fool students. The only way back to Earth is an underground bullet train that passes through a secret portal. The aim is to raise students who can found a proper colony there.
- Occultar is located in a domed city on Mycenae. This alien planet is the last bastion of humanity now that Earth's been destroyed by the Ancient Ones, but the government is planning an expedition to see if it can be reclaimed...
- Occultar is a police state run by the Student Council. The Headmaster is basically a puppet who lets his fascist son call the shots.

CULTURE

- The "discovery" of the occult created a brief craze for pointy hats, which returns every few decades. Real sorcerers think pointy hats are for posers.
- Superhero comics and fantasy novels lost a lot of their charm once that stuff started to become actual reality. Nowadays, slice of life anime about kids doing pointless things reign as the supreme media of choice among the kind of people who used to like comic books.

Breakfast Cult uses the *Fate Accelerated* system. In this chapter, we'll explain how it works and give some extra advice for those who need it.

If you're a Fate veteran, you can skip this chapter. However, there are a few things we do differently. Changes relevant to players are covered in Chapter 4.

GROUP ROLES

Every game of *Breakfast Cult* has several **players** and one **gamemaster**.

Players take control a **player character (PC)**, one of the protagonists of the game. You'll decide what your character says and does, describe it to the other players, roll dice for them, and keep track of your character's abilities and resources.

If you're the **gamemaster (GM)**, your responsibility is the rest of the world. You present challenges to the players, control the **non-player characters (NPCs)**, describe the world, and settle rules disputes if there's any confusion. If this were a videogame, you'd be the level designer.

The GM and players work together to tell stories and have fun doing it. Making things entertaining for everybody should always be on your mind. Don't worry about making mistakes or "bad" decisions—if it's interesting and makes the game better, there are no wrong choices.

DOING THINGS

When you want your character to do something, the first thing you do is **narrate it**. The things you've written on your character sheet suggest what you can do: athletes can perform great physical feats, sorcerers can cast spells, and so on.

If another character is trying to stop you or there's a major obstacle in your way, you'll have to roll some dice to see if you succeed. Otherwise, you just do it.

ROLLING DICE

When you need to roll, roll four Fate dice and add them together. **+** is +1, **■** is 0, and **-** is -1. For example:

$$\begin{array}{l} \blacksquare + + \blacksquare = +1 \\ + \blacksquare + \blacksquare = 0 \\ \blacksquare + + \blacksquare = +2 \\ \blacksquare \blacksquare \blacksquare + = -2 \end{array}$$

After you roll, add any bonuses you get from approaches, invoking, or stunts to get your final total. (We'll explain those in a moment.)

OUTCOMES

Compare the total to your opposition. Opposition can be **active**, from someone rolling dice to try and stop you, or **passive**, a target number set by the GM. (The GM can give NPCs passive opposition instead of rolling if that's easier.)

Your outcome is:

- A **failure** if your total is less than the target.
- A **tie** if your total is equal to the target.
- A **success** if your total is greater than the target.
- A **success with style** if your total is at least three greater than the target.

What that means depends on the action you're taking.



THE LADDER

Fate uses a ladder of adjectives and numbers to rate how good your character is at doing things, how hard certain things are to do, and how well you do when you try.

+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
0	Mediocre
-1	Poor
-2	Terrible

It doesn't matter which side of the ladder you use, as long as everyone knows what you mean.

Everything you do in the game is covered by one of four basic actions, depending on which one best describes it.

OVERCOME

The overcome action is used when you need to get past an obstacle in your way, like jailbreaking a phone, finding a book, or talking someone into helping you. This is the default action, which covers everything the other actions don't. Your opposition can be either active or passive, depending on the problem.

- **If you fail**, you either don't get what you want, or you can succeed at a serious cost.
- **If you tie**, you get what you wanted, but at a minor cost.
- **If you succeed**, you pull it off without a cost.
- **If you succeed with style**, you pull it off *and* you get a boost (p. 16).

CREATE AN ADVANTAGE

This action is used when you want to take advantage (get it?) of something that could help you. This could be using your skills to change the situation (like putting together a gadget to help you win a fight), discovering information that could be useful (like researching an enemy), or using something you already know or have (like pushing somebody's buttons).

This action can let you create a new situation aspect, or take advantage of an existing situation or character aspect. This action can also *discover* aspects, depending on the situation—talking to another character to learn about them and try to discover one of their aspects, for example. More about aspects on p. 14.

If you're unsure if an action is overcoming or creating an advantage, think of it like this: creating an advantage *prepares* you to deal with a problem, while overcoming *is* dealing with it.

If you're creating a new aspect:

- **If you fail**, you either don't create it, or you create it but your opponent gets a free invoke on it instead of you. (For example, if you set off the fire alarm to make it harder for someone to chase you, you might discover that people get in *your* way more.) You can still invoke the aspect, if you pay a fate point.
- **If you tie**, you get a boost instead. You can name it and invoke it once for free, then it goes away.
- **If you succeed**, you create a situation aspect with a free invoke.
- **If you succeed with style**, you get *two* free invokes.

If you're creating an advantage on an existing aspect:

- **If you fail**, that's it. Nothing happens. You can still invoke it later if you spend a fate point. If you were also trying to discover an aspect, it can stay secret if the GM wants.
- **If you tie or succeed**, you get a free invoke on the aspect.
- **If you succeed with style**, you get *two* free invokes.

ATTACK

You attack when you're trying to hurt someone, physically or mentally—insults, psychic attacks, punching them in the face, whatever. We'll cover this more under *Conflict* later in the chapter, but the point is you're trying to knock someone out of the scene and they'll defend to try and stop you.

- **If you fail**, your attack doesn't work. (Depending on how well they defended, other things might happen too.)
- **If you tie**, you don't hurt them, but you do get a boost.

- **If you succeed**, you land a blow. Your opponent will have to use stress or consequences to absorb it, or they'll be taken out.
- **If you succeed with style**, you succeed *and* you'll have the option to reduce the damage you deal by one to get a boost.

DEFEND

You defend when someone attacks you, or tries to create an advantage that targets you. Like attacks, this doesn't have to be physical—you might be trying to resist provocation or hiding your secrets, for example.

Usually, this is done as a reaction on someone else's action, as active opposition to whatever they're doing. You might also defend against passive opposition, if you're dealing with a hostile environment or an NPC that isn't important enough to bother rolling.

- **If you fail**, your opponent succeeds and you're on the receiving end of whatever they were going for.
- **If you tie**, you prevent the attack, but your opponent gets a boost.
- **If you succeed**, whatever they were doing fails.
- **If you succeed with style**, you succeed *and* you get a boost.

TEAMWORK!

If you want to help another character, there are two ways you can do it:

First, you can give up your action and describe how you're helping to give them +1 to their roll. Several people can help with one roll, if you can describe how without getting in each other's way.

Alternately, you can each create advantages to help, and whoever is rolling can stack the free invokes from them. This can give a greater benefit than the first method, but with a risk of failure.

APPROACHES

In *Fate Accelerated*, when you roll the dice to do something, you'll use one of your approaches to describe *how* you perform that action. Everyone has the same six approaches:

Careful: Use a Careful action when you pay attention to detail and take your time to do it right, like a long study session, keeping a lookout, or lining up a dodgeball throw.

Clever: Clever actions rely on thinking fast and solving complex problems, like fixing computers, spotting the flaw in an argument, or finding a shortcut during a chase.

Flashy: Flashy actions are all about the style, and guaranteed to attract attention. Giving a speech, doing magic tricks, or taunting an enemy all count.

Forceful: Forceful actions are all about brute strength, like kicking a door down, intimidating someone, or wrestling the school pig.

Quick: Quick actions focus on getting things done as fast as possible, whether it's chasing someone down, dodging a punch, or searching a teacher's office before they show up.

Sneaky: Sneaky actions emphasise misdirection, stealth and trickery, like talking someone into letting you in, cheating in a card game, or surprising someone in a fight.

Your character's approaches are rated with a bonus from +0 to +3, which you add to your dice roll when your PC is performing an action that fits that approach.

USING APPROACHES

No approach is useable all the time. You can't hide Flashily, be Careful in a hurry, or Forcefully avoid the gaze of the All-Seeing Eye. Never assume the best approach is always your highest—good characters can mix things up a little. If you're worried, you can always shore up your low approaches with stunts.

Sometimes, an approach can be useable and a bad idea. Just like yelling in a quiet school hall might bring trouble you don't want, some approaches can create more problems. Dealing with obstacles like doors Forcefully can make a lot of noise and mess, for instance. Your choice is especially important in social interactions, where the way you deal with people can change how they view you later.

If you're unsure which approach to use, think about what you want success to mean. If you want to make sure you won't get caught, pick Sneaky; if the point is to draw somebody's attention, be Flashy. You might have to do some negotiating if you don't roll well, so it's good to nail down what you're getting out of it.

ASPECTS AND FATE POINTS

An **aspect** is a short phrase attached to something that's important to the story, like a character, a location, a group, a scene, etc. During gameplay, you use aspects in two ways: **invoke** them to influence the story and make awesome things happen, or **compel** them to make bad things happen in exchange for more influence later. You spend **fate points** to invoke aspects, and gain more when you compel them.

TYPES OF ASPECTS

Fate uses several different kinds of aspects: **game aspects**, **character aspects**, **situation aspects**, **consequences**, and **boosts**. They all work the same way, except for what they're attached to and how long they last.

GAME ASPECTS

Game aspects are permanent. They describe issues and problems in the setting that have a huge impact on the game's story, and are attached to big things like major threats, cults and other factions, or the mood in the school. They emphasise the tone and themes you want: a story about a cult with **Agents Infiltrating The Foundation** will feel different to one where **Everybody's Preparing For The School Dance**, for example.

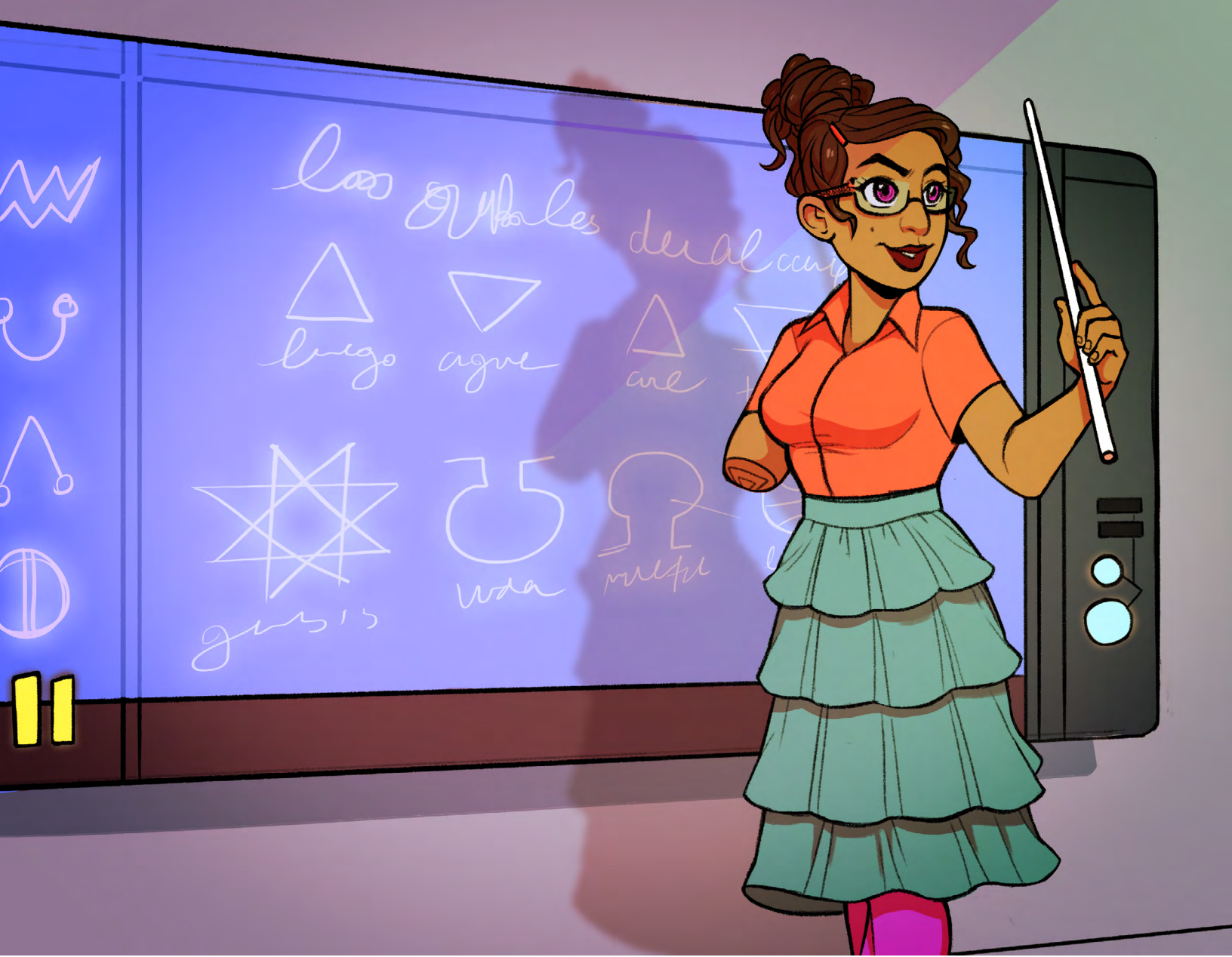
Everyone can invoke, compel, or create an advantage on a game aspect at any time; they're always there and available for anyone's use.

CHARACTER ASPECTS

Character aspects are also permanent, but attached to PCs and NPCs. They describe important and unique things about the character, like:

- Significant personality traits or beliefs (**Coward With An Honorable Heart, Rules Were Made To Be Tested**).
- The character's past or talents (**Raised By Soldiers, Japan's Yo-Yo Champion**).
- Relationships with others (**Got My Own Fanclub, In Debt To The Student Council**).
- Problems or issues the character is dealing with (**Cult Survivor, Obsessed With Popularity**).
- Titles, reputations, or obligations (**Track Team Captain, Occultar's Worst Matchmaker**).

In game, character aspects are a roleplay guide. Approaches define how you do things, but approaches define what you do.



SITUATION ASPECTS

A situation aspect is temporary, intended to last only for a single scene or until it no longer makes sense. Situation aspects are usually attached to the environment the scene takes place in and affect everybody in it, but you can also use the create an advantage action to attach them to specific characters.

Situation aspects describe significant features of the circumstances the characters are dealing with in a scene, like physical features (**Filling With Water**), positioning or placement (**Hiding Spot**), immediate obstacles (**Falling Bookshelves**), and other contextual details that are likely to come into play (**Sports Equipment Storage**).

Who can use a situation aspect and how depends on context. Sometimes they're obstacles that need to be overcome, while other times they can be used to justify taking an action that wouldn't make sense otherwise.

CONSEQUENCES

Consequences are a special kind of aspect you take in order to avoid getting taken out in a conflict, and they describe lasting injuries or problems the conflict leaves you with (like **Broken Arm** or **Social Pariah**). See *Challenges, Contests, and Conflicts* for details.

They last longer than situation aspects, but not forever—they can last for a few scenes to a whole adventure, depending on how severe they are. Because of their negative phrasing, you're likely to get compelled a lot when you have them, and anyone who can justifiably benefit from the consequence can invoke it or create an advantage on it.

BOOSTS

Boosts are extremely temporary aspects that happen when you get a benefit that's too brief to be a situation aspect, like **Off Balance** or **I Have An Idea!**. The only thing you can do with them is invoke them once, and then they go away. They usually go away on their own in a turn or two, and are often barely worth naming.

USING ASPECTS

Aspects are used for three things: **invoking**, **compelling**, and **establishing facts**.

ESTABLISHING FACTS

The things aspects describe are always true. This is a passive feature—you don't need to spend fate points or roll dice, it just happens. For example, if you have the character aspect **Japan's Yo-Yo Champion**, you've established that your character has a yo-yo and is the best in a whole country at it. If you have **President of the Yo-Yo Club**, you establish that the Academy has a Yo-Yo Club and you run it, with all the problems and privileges that implies.

Situation aspects work like this too. If a room has an **Icy Floor**, that floor is slippery. That might make certain actions harder to do, or even prevent some actions (like running) until someone makes an overcome action to deal with the aspect. The GM decides the precise effects.

INVOKING ASPECTS

You can invoke aspects that you know about to give yourself a bonus. To invoke an aspect, you **spend a fate point**, describe how your character uses it to their advantage, and choose one of these options:

- **Add a +2 bonus to your total.**
- **Reroll the dice.** This option is best if you rolled terribly (-3 or -4 on the dice) or want to gamble.
- **Confront an opponent with the aspect.** You use this option when your opponent is trying something and you think an existing aspect would make it harder for them. For instance, if another student is trying to draw a knife while **Trapped Under A Fallen Bookshelf**, you can spend a fate point to invoke that aspect and increase that action's level of difficulty by +2.
- **Help an ally with the aspect.** If a friend could use some help, and you think an existing aspect would make it easier for them, you can spend a fate point to invoke the aspect. They get a +2 on their roll.

You can choose to invoke an aspect after you've rolled the dice.: **You can only invoke any aspect once on a given dice roll.** However, you can invoke several different aspects on the same roll.

FREE INVOCATIONS

Sometimes you can invoke an aspect for free, without paying a fate point. When you create an advantage, you get a free invocation on that aspect (or two if you succeed with style). Consequences you inflict in a conflict also get one free invocation. Any boosts you get also come with free invokes, and disappear when they're used.

COMPELLING ASPECTS

If you're in a situation where having or being around a certain aspect means your character's life is more dramatic or complicated, anyone can **compel** that aspect. You can even compel yourself, if you can justify it. Compels are bad for you, but unlike invokes, they give you fate points.

When someone makes a compel, they explain how the aspect is relevant and suggest a way it can interfere. You can discuss the terms of the compel for a few moments until you both agree; **compels should have a meaningful impact on the story**, but aside from that anything goes. Then, you need to decide whether to accept it:

- **If you accept a compel**, you get a fate point. If a player is compelling another character, they pay that fate point out of their own supply.
- **You can spend a fate point to refuse a compel**. If you don't have one, you can't.

There are two types of compels:

- **Decision** compels are the result of a decision your character has to make. For example, If your character is the **Student Council President**, you may be compelled to uphold your duties even when it's not in your best interest. Decision compels change the story by making something go wrong as a result.
- **Event compels** are outside events that happen to the character. This could be caused by a character aspect (like **The Swim Team Has It In For Me**), or it could be some other aspect that seems immediately relevant (like being **Stuck In A Bear Trap**).

Either way, once you accept, bad things happen. You can't accept a compel then take an action to undo the bad stuff. On the bright side, compels are your main method of getting fate points, and they make the story interesting!

There has to be some kind of consensus before the compel takes effect. If you can't agree on something and can't think of a compel that works, just forget about it for now. You can compel retroactively, if you've already done something that could totally have worked as a compel, but that's up to the GM.

MAKING GOOD ASPECTS

Here's some helpful things to remember when writing aspects:

- **Aspects are story hooks**. They describe things you'd want to feature in your character's story. For example, a catchphrase your character can say in dramatic moments can be a useful aspect, but a minor speech tic probably won't matter unless you're really interested in how your character says "tomato".
- **Aspects should be double-edged**. One-dimensional aspects can work, especially with certain kinds of character aspects, but you want to be able to invoke and compel as many aspects as possible.
- **Aspects should have a clear purpose**. Your group should be able to work out what they mean and what they can be used for without much explanation. You can use elaborate wordplay or clever references, but always put clarity first. (**I Love To Bacon!** might be a great in joke with your buddy Steve, but if your group doesn't understand your dank memes, it's a bad aspect.)
- **If you get stuck, ask your friends**. Feedback and ideas from your fellow students can really make your aspects shine, and it helps get everybody invested in the game.

FATE POINTS

Fate points are the resource everybody uses the influence the story. Here's how they work:

PLAYER FATE POINTS

You start every game session with 3 fate points. If you somehow ended the previous session with more than 3 fate points, you keep those.

You spend a fate point to **invoke an aspect** (unless the invocation is free), **power a stunt** (if you have one that costs a fate point to activate—we'll get to those next), or **refuse a compel** (and avoid the complication associated with it).

You *earn* fate points when you **accept a compel** (which can happen retroactively if the circumstances warrant), or **concede in a conflict** (see *Conflicts* for more).

THE GM AND FATE POINTS

Rather than tracking fate points for each NPC, **the GM starts each scene with one fate point per PC in the scene.** Spend fate points from this pool to invoke aspects (and consequences) against the PCs. This total resets at the beginning of every scene.

When an NPC earns a fate point, through being compelled by a player or conceding a conflict, the fate point is added to the GM's pool. If the compel ends the scene or you conceded, the fate points are added to your pool at the start of the next scene.

Fate points you award for compels do NOT come from this pool. You never have to worry about running out of fate points to award for compels.

STUNTS

Stunts are special traits your character has that change how an approach works for your character. They usually give you a bonus in certain situations, but sometimes they can bend the rules in other special ways. Stunts can represent training, talent, unique or high-quality gear, an innate power, or anything else your character has that could give them an edge.

MAKING STUNTS

There's no definitive list of stunts that you pick from—like aspects, everyone composes their own stunts. Here are some of the things stunts can do, to use as a guideline.

ADD A BONUS

A stunt can give you a +2 bonus when you use a certain approach in a certain situation. They usually go like this: "+2 to [**choose an approach**] [**choose an action**] when [**situation occurs**]". If you like, you can split it up to give you +1 to two different actions or approaches.

Examples:

Social Media Star: +2 to Flashily overcoming when talking to people online.

Top Of The Class: +2 to Cleverly creating advantages when you're using your math skills to solve problems.

Kendo Club Member: +1 to Quickly attacking and creating advantages when you're using your bamboo sword.

IMPROVED INVOKES

Normally, invoking an aspect can get you a +2 bonus. Stunts can make some invokes give a +3 bonus in certain situations. They usually go like this: "When [**situation occurs**], [**kind of aspect**] can be invoked for a +3 bonus instead of +2". If it's a narrow category of aspects, like a single character aspect or certain advantages you create, you don't need a situation.

Examples:

Chemistry Wiz: Using a free invoke on an aspect or boost related to chemistry gives you a +3 bonus instead of +2.

Ideas Guy: Your allies can invoke your Clever advantages for a +3 bonus instead of +2.

Schoolyard Scrapper: When you invoke one of an opponent's aspects or consequences in a physical conflict, you get a +3 bonus instead of +2.

RULES EXCEPTION

A stunt can let you make something true, do something cool, or otherwise make an exception to the rules in some examples. This is a pretty broad category, but as a general rule, more dramatic or powerful stunts should be balanced by extra requirements like spending a fate point, taking a consequence, or only being useable once per scene or session.

Examples:

Ghost In The School: You always provide active Careful opposition against people trying to track you down, no matter where or how.

Occultar's Strongest Disciple: Once per session, you can choose to go first in a physical conflict.

Zoinks!: You may spend a fate point to automatically overcome an obstacle, even if you've already rolled for it, provided you're trying to Quickly run around or away from something.

...AND MORE

These aren't the only things you can do with stunts. If you want to make one that messes with the rules in ways that aren't outlined here, go for it! As long as your stunts are roughly equal in power, you should be good. See *Stunts I Prepared Earlier* in Chapter 4 for more sample stunts.

You can find out more about the construction of stunts in *Fate Accelerated*, its parent book *Fate Core*, or by searching for advice online. You can use stunts from other Fate books as well, as long as you keep in mind that other Fate games may use themes or rules tweaks that *Breakfast Cult* doesn't; always check before you use them.

CHALLENGES, CONTESTS AND CONFLICT

When you're trying to do something straightforward, one roll of the dice should usually be enough. Sometimes, however, you'll be in a situation where you're doing something really dramatic and interesting, like pivotal set pieces in a movie or a book. When that happens, it's a good idea to zoom in on the action and deal with it using multiple skill rolls, because the wide range of dice results will make things really dynamic and surprising. Most fight scenes fall into this category, but you can zoom in on anything sufficiently important—chase scenes, crime scene investigation, building occulttech devices, and so on.

CHALLENGES

A challenge is an especially complicated or dynamic situation that needs several overcome and create an advantage actions to deal with. Each overcome action deals with one part of the situation, and take the individual results together to figure out how the situation resolves.

To set up a challenge, decide what individual tasks or goals make up the situation, and treat each one as a separate overcome roll. These rolls can be handled by one character or multiple characters. GMs can announce these tasks in stages instead of all at once, especially if the results of the initial rolls might change how the challenge unfolds.

Challenges are best used when a situation requires several different skills and actions to deal with, and each can generate tension and drama on its own.

CONTESTS

A contest happens when two or more characters are *competing* against each other for the same goal, like a car chase, an argument, or a rap battle.

A contest proceeds in a series of exchanges. In an **exchange**, every participant makes one overcome action to determine how well they do in that leg of the contest, then compares results. Whoever gets the highest result scores a **victory**, and describes how they take the lead. If you succeed with style, you mark two victories.

If there's a tie, nobody gets a victory, and an unexpected twist occurs. What that means depends on the context—the environment could change, or the rules of the contest could change, or something (or someone) else turns up and affects everybody. The GM creates a new situation aspect for this change and introduces it.

The first person to three victories wins the contest.

CONFLICTS

Conflict happens when characters are actually trying to hurt each other, physically or mentally—punch-ups, insults, interrogation, magic duels, and more.

SETTING THE SCENE

First, establish and describe what's happening, who's fighting, and where they are. The GM should write a couple of situation aspects on index cards or sticky notes and place them on the table, to help define the situation.

The GM also establishes **zones**, loosely defined areas that tell you where everyone is. Generally, everyone in a zone can easily interact with others in their zone (whether by talking without yelling or just punching them), or in nearby zones if they can justify acting at a distance. A zone could be the size of a classroom, a basketball court, or a chat room—they're abstract creations that depend on the needs of a conflict. If you need more than a few, it's probably too complicated.

You can move one zone for free in an exchange. If you want to move two or more zones or there's an obstacle in the way, like someone trying to stop you, a wall, or an agreement that a certain subject is off-limits, you'll need to make an action.

TURN ORDER

Turn order in a conflict is based on your approaches. In a physical conflict, it comes down to reflexes—highest Quick rating goes first. In a mental conflict, it's attention to detail that warns you of danger—highest Careful goes first. Break ties in whatever way makes sense, with the GM getting the last word.

If you'd rather keep things simple, GMs can pick the NPC with the best rating to determine order and let every NPC go at the same time.

EXCHANGES

The actual conflict proceeds in a series of exchanges. In each exchange, each character takes their turn in order, and can take any one of the four actions. The conflict ends when only one side is able or willing to continue.

DAMAGE

When an attack is successful, the damage is measured in **shifts**—the difference between the attack roll and your defense roll. For example, if your opponent gets +5 on their attack and you get a +3 on your defense, the attack deals a two-shift hit.

When someone gets hit, they have two choices: absorb it and keep fighting, or get **taken out**. If you cannot absorb every shift of a hit, you are automatically taken out.

To stay in the fight, you can either check stress boxes or take consequences to absorb shifts. Or, if you've been attacked but haven't rolled defense yet, you can **concede** before rolling. If you concede, you get a say in what happens to you when you lose.

STRESS

To absorb shifts, you can choose to take stress. Stress represents you getting tired or annoyed, a near miss, a superficial wound, a loss of composure, or anything else that isn't a lasting blow.

Each character sheet has a **stress track**, with three boxes. When you take a hit and check a stress box, the box absorbs a number of shifts equal to its number: one shift for Box 1, two for Box 2, or three for Box 3.

You can only check one stress box for a single hit, but you can check a box and take multiple consequences. You can't check a stress box that already has a check mark in it, but your stress boxes clear at the end of each scene.

CONSEQUENCES

Consequences are special aspects that represent serious harm and longer-lasting trauma. You have three consequence slots, and each absorbs a different number of shifts: **mild (2 shifts)**, **moderate (4 shifts)**, and **severe (6 shifts)**. You can mark off as many as you like to deal with a single hit, but only if that slot hasn't been marked already.

Each consequence is a new aspect, which you name when you take it. How you describe it depends on the severity—mild consequences are inconveniences like a **Bruised Head** or being **Shaken**, moderate consequences are things you can't walk off like a **Slashed Arm** or a **Crisis of Faith**, and severe consequences are serious things like a **Broken Arm** or **Shattered Reputation**.

Opponents can use consequences against you, and when you take one, the opponent that caused it gets one free invoke on it. The more you take, the more vulnerable you are.

CONCEDING

If you want, you can just give in. You can interrupt an action at any time to declare that you **concede** the conflict, provided you haven't rolled yet—once you roll your defense, you have to either absorb shifts or get taken out.

Conceding means your opponent still gets what they want, but **you get a say in what happens to you**. You still lose, and you can't use this to undermine their victory, but you can still narrate avoiding the worst parts of your fate.

Also, **you get a fate point for conceding**, and one fate point for every consequence you took in this conflict. Maybe you'll do better next time.

TAKEN OUT

If you don't concede and can't absorb a hit, you're **taken out**. You're out of the scene, and whoever took you out narrates what happens to you. It has to make sense in context—you lose the debate, get knocked out and captured, become a social pariah, etc.

DEATH

In a physical fight, there's *technically* no reason someone who takes you out can't say you die. Occultar's pretty rough.

In practice, what happens here depends on your group. Some groups prefer it when anything goes, while other groups prefer to save the option for dramatic and climactic fights. Either way is fine, as long as everyone knows in advance when they're going to be putting their lives on the line.

RECOVERING FROM STRESS AND CONSEQUENCES

Stress is easy: your stress boxes are cleared at the end of the scene. A consequence is more complicated. First, you need to explain how you recover from it—whether it's medical attention, visiting a counselor or exorcist, or whatever else makes sense. Then, you just need to wait:

- **Mild consequences** clear at the end of the scene, once you get a chance to rest.
- **Moderate consequences** clear at the end of the next session, if it makes sense within the story (and you make it that far).
- **Severe consequences** clear it at the end of the adventure, once it makes sense in the story.

Since moderate and severe consequences stay a while, you can change the name of the aspect after you start recovery to better fit the story—**Broken Arm** becomes **Arm In A Cast**, etc.

WANT TO KNOW MORE?

This is a decent summary of the rules, but there's more out there if you want to know. The *Fate Accelerated* is a solid guide, and its parent book—*Fate Core System*, which *Fate Accelerated* is a simpler version of—goes into a lot more detail if that's what you'd like. Both of these games are available in retail stores and in pay-what-you-want format from websites like Evil Hat's or DriveThruRPG.

There are plenty of other Fate games out there, like the *Fate Adventures & Worlds* line, *Atomic Robo*, *Dresden Files*, and more. These games contain a wealth of extra information on running Fate, and often come with their own twists on the rules that might tickle your fancy. They are also pretty fun games if you want to try Fate outside of *Breakfast Cult*.

For more (and free!) Fate advice, try the internet. The RPG.net forums, the Fate communities on Google+, the FateRPG Yahoo group, fate-srd.com, and more are there and ready.



This chapter deals with character creation, plus some new *Breakfast Cult*-specific rules. If you're a player, you can get away with only reading up to this (or the next) chapter. It's a good idea to read as much as you can, though. The more everyone understands the GM's role, the more fun the game will be!

If your GM is using content from this book and you don't want to be spoiled, don't read up on the adventures, Agendas or Ancient Ones. Probably best to stay away from all the As, really. Aim for a solid B average.

CHARACTER CREATION 101

STEP 0: THE ENTRANCE EXAM

It's always a good idea to talk with your group before you start making characters, to establish what everyone wants out of the game and get your facts straight. If you're not sure what to talk about, or you need an idea for a character, how about taking this temptingly optional entrance exam?

GAME QUESTIONS

1. What do you want out of this game?
2. Is there anything you want to explore, with your character or the setting?
3. Anything you want to avoid? (Uncomfortable themes, things that annoy you, etc.)
4. Is there anything you want to establish about the setting, be it the Academy itself or wherever your character is from?
5. Do you want to steal themes or setting bits from other media? (Games, books, movies, anime, etc.)
6. How are you going to handle Agendas? (More on those later in this chapter.)

CHARACTER QUESTIONS

1. What kind of skills does your character have? Are they occult in nature?
2. What drove your character to pursue their talents? Was it a positive or negative experience?
3. What kind of life did your character have before they came to the Academy?
4. Why was Occultar Academy interested in your character?
5. How does your character feel about Academy life?
6. Is your character in any clubs?
7. Would your character kill to survive? What about to save others? Could they live with that?
8. Who are your character's best friends at the Academy?
9. Has your character had many experiences with the occult before coming to the Academy? Were they positive or negative?
10. You're in a desert walking along in the sand when all of a sudden you look down, and you see a tortoise, it's crawling toward you. You reach down, you flip the tortoise over on its back. The tortoise lays on its back, its belly baking in the hot sun, beating its legs, trying to turn itself over, but it can't, not without your help. But you're not helping. Why is that?
11. If your character had their own show/comic, what would it be like?

NEED A SAMPLE CHARACTER?

If you're stumped for ideas, or you just want to use a premade character, check out the characters in Chapter 7 (and their Agendas in Chapter 8!).

STEP 1: ASPECTS

Once you've decided what your character is, it's time to describe them with some aspects.

CONCEPT

The **concept aspect** sums up your character's deal in one short phrase. It's how you deal with problems and the source of most of them. If you're stuck, a good place to start is the kind of student you are (like **New Kid**, or **Class Clown**); stick an adjective on that (like **Hyperactive**, or **Shifty**) and you've got something interesting!

TALENT

Your **talent aspect** is a specific skill, hobby or occupation that your character is great at. This can include a hook like how your character feels about it, too (like **I'm More Than Just the Cat Whisperer**), which is especially handy if you already mentioned your talent in your concept.

STUDENT

Your **student aspect** describes something important about your place in the Academy—a subject you're good at, a reputation with your classmates, a specific relationship with a student or teacher, and more. If you were recruited to the school for some magical ability, this is a good place to define it.

DRIVE

The **drive aspect** is something that motivates most of your character's actions, like curiosity, a need for recognition, a terrible fear, a best friend, a worst enemy, or something else. It can be a source of strength, a cause of trouble, or both!

FREE

The **free aspect** can be any aspect you want to give your character that you haven't already.

STEP 2: APPROACHES

Every character gets these approaches:

- one rated at **A (+3)**,
- two at **B (+2)**,
- two at **C (+1)**,
- and one **D (+0)**.

We rank them on the ladder with grades instead of adjectives to reinforce that A (+3) is the peak of student ability, and also because it looks cool. If you'd rather just use the standard adjective ladder, go ahead!

STEP 3: STUNTS

You start with 3 stunts. You can find more example stunts at the end of this chapter, or check out Chapter 5 for some cool things you can do with magic.

STEP 4: THE REST

As usual for Fate characters, you also get a stress track with three boxes—which we call the **hope track**, because you're going to need it—plus the usual three consequences (mild, moderate and severe). Remember that you start every session with three fate points.

NEW RULES

These rules are specific to *Breakfast Cult*, not part of the standard Fate rules.

AGENDAS

During character creation, you might also pick up an **Agenda**. Agendas are a type of secret character aspect that represents something hidden about you—an ulterior motive, a power you've been keeping secret, or something else you'd want to keep hidden.

Agendas are explained more in Chapter 9. For now, here's what you need to know:

Your group should discuss how you handle Agendas first, to establish what everyone's comfortable with. You can even leave them out if you'd rather.



Agendas are assigned in secret. They're normally given randomly to some PCs and NPCs, and only the GM knows who gets them. Players can choose to have one if they like, though.

You come up with your own Agendas. You should discuss them with the GM, but you usually get a say in what your Agenda is. It doesn't have to make you an antagonist, but if your group is okay with it, an Agenda that sets you against the other players could be interesting!

If you have an Agenda, treat it as a roleplaying guide. You usually won't invoke or compel them in public, at least until they're exposed, but roleplaying an Agenda well can at least get you a retroactive compel later.

Always assume your Agenda will be exposed eventually. Two reasons: First, it probably will. Second, you should plan what happens if it does: will you be able to stick around with the group? Or will you be doing something else, even switching to a new character? It's good to have a backup plan.

If you don't have an Agenda, be careful. Not just to watch out for characters that do, but to avoid getting too distracted by finding Agendas to focus on the adventure. You should also remember that what you know and what your *character* knows are different. Just relax, have fun, and try not to die too fast.

Each character has something they're great at. Whether it's math, skateboarding or having incredible hair, they're the best in the Academy at it. They can rely on their Talent to see them through when all else fails. By now, you should have a talent aspect to represents this amazing skill. It comes with a cool ability: **once per scene, when you invoke your talent aspect, you can flip your dice result instead of rerolling**. This means that s become s, and vice versa.

However, **to use this power, you must describe how you turn disaster into victory**. When you make a bad roll, there's an immediate sense of failure that doesn't just go away. Instead, you're using your talent to salvage it when lesser mortals would have failed.


You can still fail at your talent—sometimes flipping won't help, sometimes you've already used it. That's okay! If you can't work out an appropriate success at a cost with the GM, and you can't or don't want to invoke, just roll with it and move on.


Talents exist for two reasons: to reinforce that every student at Occultar is special in some way, and to give the GM some easy story hooks to involve characters in a mystery. Finding something that could only have been done by someone with a certain talent could lead you to the culprit—or it could be a great way to frame somebody else.

So when you're writing your talent aspect, be creative. Think about fun things you can do with it, and ways it could tie into the story.

The talent power is optional. If your group would rather avoid the extra book-keeping, or you'd rather lean a little more towards hopeless horror, feel free to leave it out.

EXAMPLE TALENT

For an example, let's take a well-known character: Sherlock Holmes. He'd probably have a talent aspect like **Consulting Detective**. (It could be *Elementary, My Dear Watson*, but Holmes never actually said that and the GM is pedantic). Say Holmes is trying to prove a man is a murderer by explaining how he did it. He rolls the dice: . *Whoops*. Even as a success at a cost with a sympathetic GM, this guy is not giving in that easily.

But this is *Sherlock freaking Holmes*, literally the best detective ever until Batman was invented. Hell *no* is Sherlock going to blow arguably the one thing he's good at that easily. He invokes **Consulting Detective** to use his Talent, makes that , and reveals that his inadequate summary of the case was a trick to make the murderer supply the final piece of evidence by correcting him. Nice.

CHARACTER IDEAS

Need an aspect or a stunt? Try one of these!

ASPECTS

CONCEPT

Absent-Minded Technomancer

Disciplinary Committee Sleuth

Redeemed Former Bully

Friendly Neighbourhood Conspiracy Theorist

Arrogant Debate Team Captain

Foundation Scholar's Favourite Daughter

Wannabe Wizard

TALENT

Conductor Of The Marching Band

I Can Make An App For That

No Talent, Just Money

School Newsblog Photographer

Excited Ornithologist

Man With The Golden Tongue

Occult Botanist

Went To Math Camp For Fun

STUDENT

Big Woman On Campus

Kicked Out Of Every Sports Club

Only Member Of The Astrology Club

Student Council Safety Officer

Detention Is My Second Home

Louder Than A Bomb

Shouldn't You Be In Class?

Teacher's Pet

DRIVE

I Feel Trapped In This Academy

Need To Please My Parents

Rebel Without A Clue

I Can't Hear You Over The Sound Of How Awesome I Am

Information Wants To Be Free

Nobody Tells Me What To Do

Trading Card Collector


STUNTS

BACKGROUNDS

Been Through Worse: Occultar is a paradise compared to what you've endured. Once per session, spend a fate point to reduce one of your physical consequences by one degree of severity (severe to moderate, moderate to mild, mild to nothing).

Cult Survivor: An experience with a cult shaped your outlook on life and possibly your bank account. When dealing with a cult, you can invoke your character aspects for a +3 bonus instead of +2.

Foundation Recruit: The Foundation scouted you out, and they take care of you. Twice per session, you can declare a boost representing Foundation help or sympathetic NPCs. (Remember that the Foundation would flip if they heard some of the things you get up to.)

Occult Juvie: You've been convicted of occult crimes already, and you came here as part of a deal to keep your record clean. When you're Sneakily overcoming to do something illegal, you can immediately improve a failure to a tie or a tie to a success as long as none of your dice show a .

On A Watchlist: The government thinks you're potentially dangerous, and have their eye on you. You're so used to being watched, you can provide active Careful opposition to someone trying to discover your motives even when you're not present.

SCHOOL CLUBS

A Prince Of Tennis: +2 to Quickly creating advantages with precision ball shots.

Baseball Ringer: +1 to Quickly attacking and overcoming with your baseball bat.

Computer Appreciation Society Cadet: Once per scene, when you create advantages involving the Academy's computer systems, you get an extra free invoke.

Cheer Squad: Free invokes on your Flashy advantages can be used by others to activate their Talent powers. The 1/scene limit still applies.

Drama Club: As long as you're acting "in-character", you can spend a fate point to use Flashy instead of any other approach for one roll.

"Going Home Club": You can choose to leave (or flee) a scene at any time. Spend a fate point in this or any later scene to make a sudden reappearance.

Light Music Club: Flashy advantages you create with music or singing can be invoked by your allies for a +3 bonus instead of +2.

Literary Club: Spend a fate point to use Careful instead of any other approach for one roll, as long as you could have read about the action you're attempting.

S.O.S. Brigade: When you meet a student with strange powers for the first time, you can spend a fate point to declare that you've been on a weird adventure with them before. Create an aspect with no free invokes to represent the experience.

Student Council Member: You're a member of the Academy's most important club. Twice per session, you can declare a boost representing your special privileges or network of favours and contacts.

Swim Team Star: +1 to Flashily overcoming and creating advantages when dealing with students who would be impressed by your swimming muscles.

Track Team Champ: You can move two zones instead of one for free in any physical conflict, provided you can run or jump there.

OTHER

Goodbye Despair: It takes a lot to get you down. You get an extra mild consequence for mental trauma.

Mean Girl: +2 to Cleverly discovering someone's emotional weak points.

Silence In the Library: Once per scene, if you need to know about a subject, you can declare you read about it before and reveal an advantage with no free invokes.

Trigger Happy Havoc: If you get your hands on a gun, +1 to Forcefully attacking and creating advantages with it.

Occult science is the study of the universe and how to break it in half. It's like a command line for reality. With its power you can make things float, cheat on a test without looking over anyone's shoulder, or just tear reality a new one and get yourself disincorporated. The possibilities are endless!

Most of them end in disincorporation. If you don't want to splash the windows with your organs, do your homework first.

MAGIC: WHAT'S UP WITH THAT?

All magic works on scientific principles. It relies on equations, symbols and numbers, and it's usually done through complex rituals. These rituals have an even more complex classification system, but you're just a senior high student and it's boring anyway, so let's stick to the basics.

BASIC SORCERY

The safest occult science only operates on our universe. No gates, no calling anything from Somewhere Else, just grabbing our universe's strings and giving them a good tug. This includes messing with variables like light and temperature, altering the human body, protective wards, divination, alchemy, and a hundred other things. There are only two small drawbacks.

The main drawback is power. As the scale of what you want to do rises, the power required rises exponentially. Anything above the personal scale is usually out of reach without a heinously complicated ritual, and even then there's a limit. Technology can create shortcuts, but *good* tech needs a lot of know-how and usually a lot of money.

It also only works on *this* universe. No summoning, no peering into other dimensions, no tearing a hole between worlds unless you don't care where the other end goes (and there are easier ways to kill yourself). Exorcisms and wards are doable, provided the target shares your universe, though powerful beings may be a problem.

Basic sorcery covers nearly every possible everyday use for the occult. It's the only form of magic known to the public (who just call it "Sorcery"), and most of what you're allowed to learn.

OUTER SCIENCE

The big leagues. This is directly interfering with other universes—summoning outsiders, importing energy and exotic matter, even opening gates to other worlds. It can even do most of what basic sorcery can, but by taking shortcuts through other realms it does them faster and with less effort. There are only two gigantic drawbacks.

The first is it's a lot harder to learn. Training the human mind to grasp the principles behind it is a huge barrier to entry—the underlying equations are generally reserved for high-level researchers and mad drug addicts (usually the same people).

The second is that most other universes are *not friendly*. They contain exotic and deadly forms of matter, things that would love to rip you open and eat your memories, and other things we don't even have words for that are still totally going to kill you. Mess with outer science long enough, and you *will* run into one of these. Hope it's from the other side of a sturdy magic circle.

Most outer science is hilariously restricted. You need extra permits to dabble in any of it, the public is lied to about its existence and scope, and owning or building the expensive occulttech you need without working in a government lab or corporate black R&D can get you disappeared. The Academy will give you a working knowledge of outer science (and make you sign an NDA), but mostly only for defense. They won't teach you how to use it. Not that you can't figure it out...

THINGS WE DON'T UNDERSTAND

Occult scholars also like to talk about *known* and *unknown* science. Known means we know *why* it works, as in we can explain *why* the curves of this magic circle make it great for summoning or *why* those equations are making that horse float. Some smart cookie with a paper can, anyway. Unknown means we have no idea what that horse is doing and it is probably time to panic.

Much of what we use without understanding comes from ancient relics, the ramblings of cultists, and old or obscure tomes. You can still perform the rituals if you know the steps, but it's a lot easier to screw up, and if there are any baked-in problems you won't be able to work around them. A lot of occult research involves reverse-engineering this stuff, and the government usually restricts it until it's figured out.

The unknown sometimes seems mystical or spiritual, at least to people used to thinking of the known as proper and rational. It's a meaningless distinction, but if it makes you feel better, knock yourself out.

OCCULTECH

Occulttech is a fusion of modern technology with the occult sciences. It's the kind of sorcery most commonly encountered in everyday life because it's relatively safer, more user-friendly and harder to abuse. Some occulttech doesn't even need a license to use.

Occulttech is especially useful for occultists—a lot of things are easier to do when you have a smartphone app to project a magic circle for you, for example. All Academy students get a free upgrade to an occult OS with all the apps they need, and are licensed to own, use and modify occulttech.

Most occulttech uses basic sorcery, but cutting-edge occult research needs something stronger. The Foundation has outer science occulttech in their labs, and there's more on the island if you know where to look.

SO YOU WANT TO BE A SORCERER

To learn occult science, you need to be at least two of these things:

- Great at science and math.
- Strong-willed.
- Very creative.
- Tech-savvy and good at following instructions.
- Lucky.

If you are, you've got *potential*. Even then, sometimes it clicks and sometimes it doesn't. Many people check these boxes but are still pretty bad at it. Part of the Academy's purpose is to study the students and get a better grip on what factors influence occult skill—those brain scans and psych assessments aren't just for you!

Actually *learning* it requires study and practice like anything else. Academy students are taught basic sorcery, how to perform rituals and use occulttech, and the fundamentals of occult science, history and philosophy. The advanced stuff is usually saved for college, but gifted Occultar students can fast-track their studies, so the textbooks and tools are on school grounds if you know where to look.

OCCULT CHARACTERS

Occult science follows the usual Fate rules: your aspects tell you what you can do, approaches tell you how.

To make an occult character, just add a character aspect that justifies occult training. It doesn't matter which aspect, but your choice can colour how you use it: a Concept makes it a core part of your character, a Talent makes you especially good at it, a Student aspect can suggest classes or special privileges, and so on.

USING MAGIC

To perform a ritual, describe what you're doing and choose an approach. For most official sorcery, that means some combination of calculations, symbols and circles, and incantations. For most occulttech, it's point and click. Obscure or illegal rituals could demand things like burning a work of art you created, or gutting the school pig and nailing its intestines to the door. You gotta work with what you got.

How long it takes depends on the story. Simple or trivial rituals just need an action. Powerful or complex rituals should be handled as challenges, with players dealing with preparation, calculations, keeping others from noticing, or anything else you want to zoom in on. Rituals can take anywhere from a moment to hours—don't bother with the exact time if it's not important.

As usual, the GM chooses an appropriate difficulty. In a challenge, you can set different difficulties for each step, or set one large difficulty for the entire thing and let players describe pooling advantages.

Most rituals have requirements that must be met before they can be used. These are usually story needs chosen by the GM, like having the right book/occulttech or performing a sacrifice. For simple stuff, the cost is just knowing the spell and how to use it. Higher costs can drive adventures. Here are just a few you can use:

Simple: Remembering last week's occult class. A quick magical circle. Running an app with the right settings. Copying a diagram from a book. Activating some occulttech. Some quick alchemy in the kitchen sink. Giving one of the smart kids ten bucks.

Medium: Taking an advanced class. A clear view of a starry night sky. Borrowing occulttech from a classroom. A few hours of (mostly) uninterrupted preparation. A magic circle with a lot of fiddly little symbols. Stealing from a faculty office. Reading instructions in a specific language. A few people working together to read long passages or calibrate occulttech. Finding a hideout that hasn't been used as a makeout spot this week.

Hard: Being a prodigy. A specific time of year, like a solstice. Stealing from the Headmaster's Office. Instructions from an illegal or ancient document. Help from a cult, the Computer Appreciation Society, or another shady group. Thousands of dollars worth of occult stuff.

Outer Science: Lots and lots of blood. The stars being right. The ritual sacrifice of one or more people. Pledging yourself to an Ancient One. Stealing from the Foundation or the Forbidden Sections. Joining a cult. Directly witnessing what lies beyond the barriers of the world and being changed forever.

WHAT HAPPENS IF I FAIL?

Screwing up a ritual is bad. If you're lucky and the ritual was trivial, it will just fizzle and you'll have wasted your time. If you're not...

Minor costs are briefly inconvenient events that cause no lasting damage, like loud bangs and flashes of light, occulttech software crashes, or headaches and dizziness if the ritual requires a lot of mental focus.

Serious costs can really hurt, especially if it's a success at a serious cost. You could cause strange and unintended side effects. You could seriously damage or even destroy any tech you were using. Occult symbols could catch fire as wild occult energies earth themselves—especially bad if they're on your skin. You could catch a glimpse of something you shouldn't, get knocked out, or worse. Make it nasty.

If you don't take precautions, screwing up outer science can kill you.

STYLES

Like regular science, there are many branches of occult science. Also like regular science, most people aren't great at all of them. Rather than describe every branch, we focus on common **styles** of magic that characters can have.

This isn't something you have to note on your character sheet, like an aspect—this is just a way for us to talk about the kinds of things occult science can do. Usually, your character's style will be defined by their character aspects.

This isn't everything occult science can do, either. If your group wants to add something, go for it!

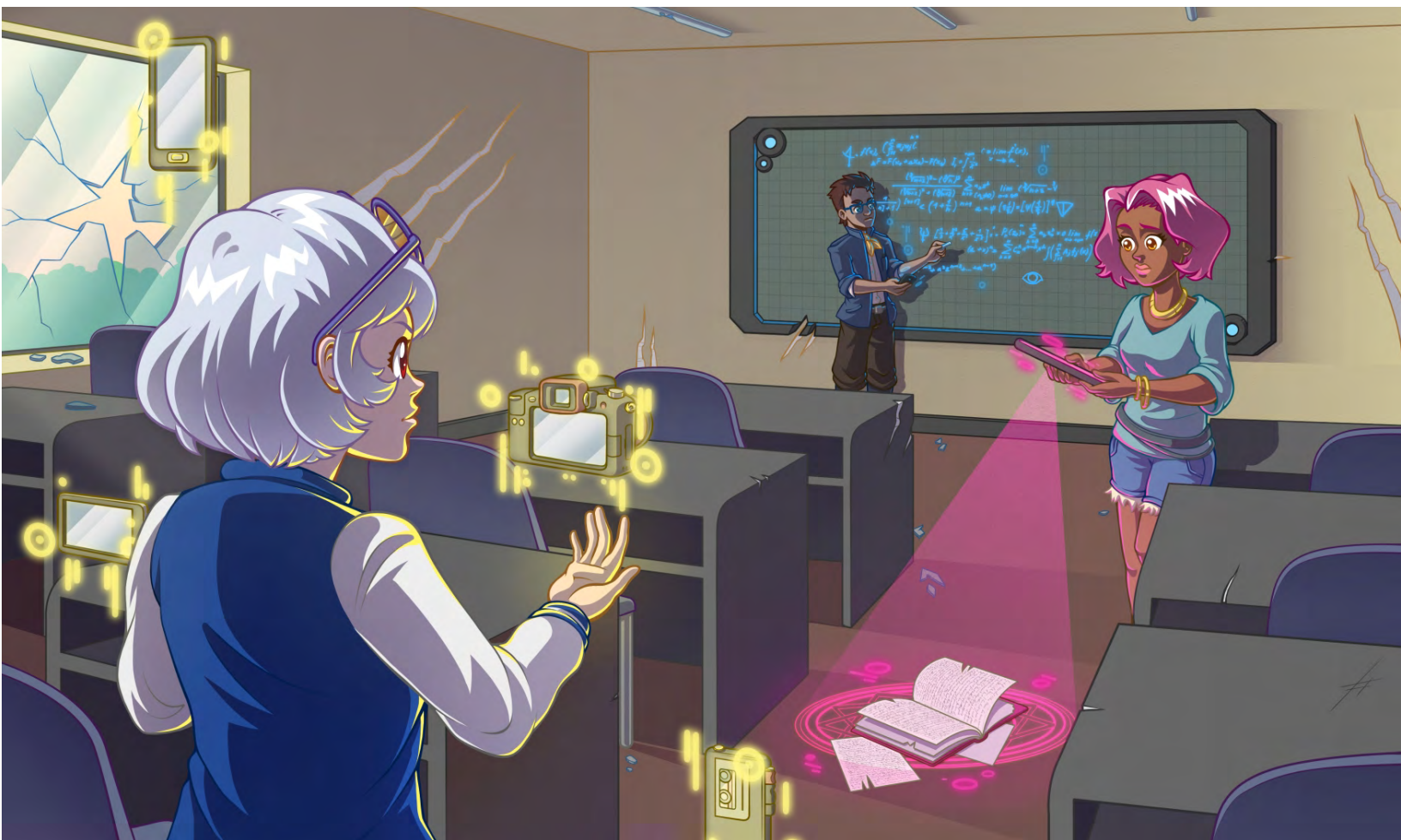
OCCULTAR STUDENT

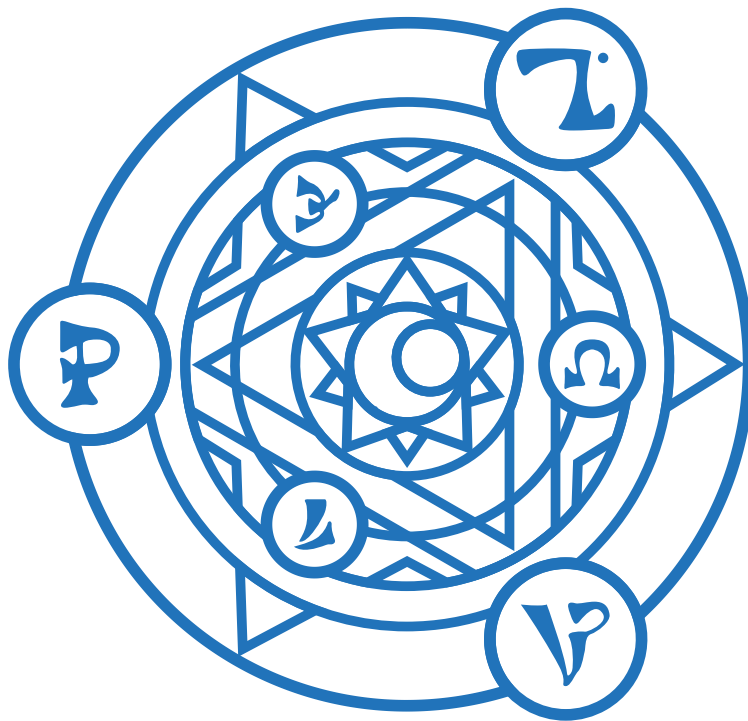
Requires: A Student aspect and nothing else

Going to Occultar means you know the fundamentals of occult science, and can automatically justify:

- Knowing basic occult theory and history
- Assisting in occult rituals
- Copying simple rituals from a book and hoping they're accurate
- Researching the occult in the Library
- Using Occultar apps and simple occulttech ("push button, receive magic")
- Occult safety awareness (what not to touch, evacuation procedures, who you gonna call)

This should guarantee that no character is completely out of the loop, unless their player wants them to be.





SORCERY 101

Requires: A sorcerous aspect and no need to be fancy about it

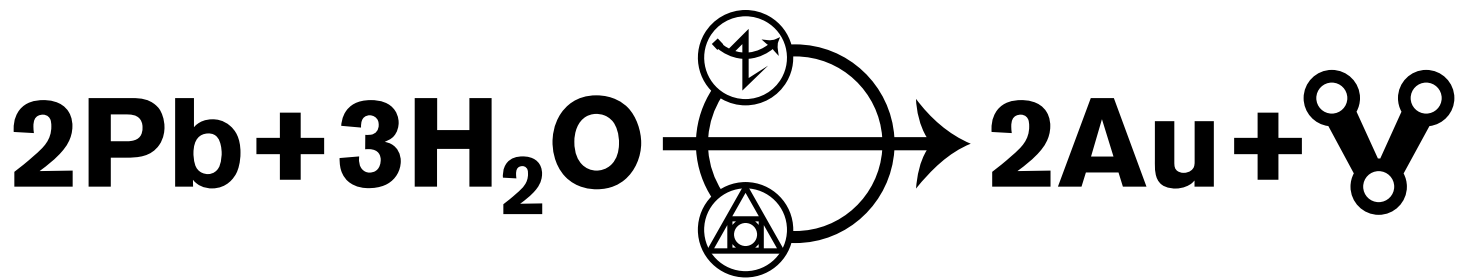
By taking an aspect that makes you a sorcerer, you establish that you're taking occult science classes. Any character who can manage a passing grade in occult science can perform rituals on their own. These classes usually teach things that are useful to multiple fields of occult study, like:

- *Personal Wards:* Creating advantages to protect yourself from harm. Students are taught personal wards ASAP for occult safety reasons.
- *Defensive Wards:* Marking an area (usually with chalk, ink or cables) and empowering it to defend those inside against the occult. Taught by having students ward their workstations before experiments.
- *Entropy Dynamics:* Messing with local entropy lets you mess with sound, light and temperature in neat ways. These techniques lay the groundwork for greater things in more specific classes.
- *Symbolology:* Drawing and identifying magic circles, equations, and other symbols.
- *Occultech:* Basic occultech theory and practical knowledge, like maintaining your gear, repairs, and knowing when to call tech support before you melt your desk.
- *Decontamination:* Rituals that undo occult wards, or clean the residue and fallout from other rituals (read: your messed-up classwork). These techniques lay the groundwork for banishment and exorcism.

With these fundamental skills, you can attempt to study and perform any rituals you come across, including ones you find in forbidden tomes and the like. You're assumed to have standard occult gear (occultech smartphone, Foundation apps, textbook PDFs) and access to the Academy's occult resources, including a library pass and membership in some occult school club.

The Foundation doesn't teach how to attack with magic, as they have no interest in teaching people how to kill. You can still hurt people if you get creative, but you probably want to keep that to yourself.

You can use your aspects to focus on any of these classes and make it your style. If you do, it's easier to justify complex stuff without help—a sorcerer with an aspect like ***My Wards Protect My Friends*** can easily create advantages to protect others in a conflict on the fly, for example.



ALCHEMY

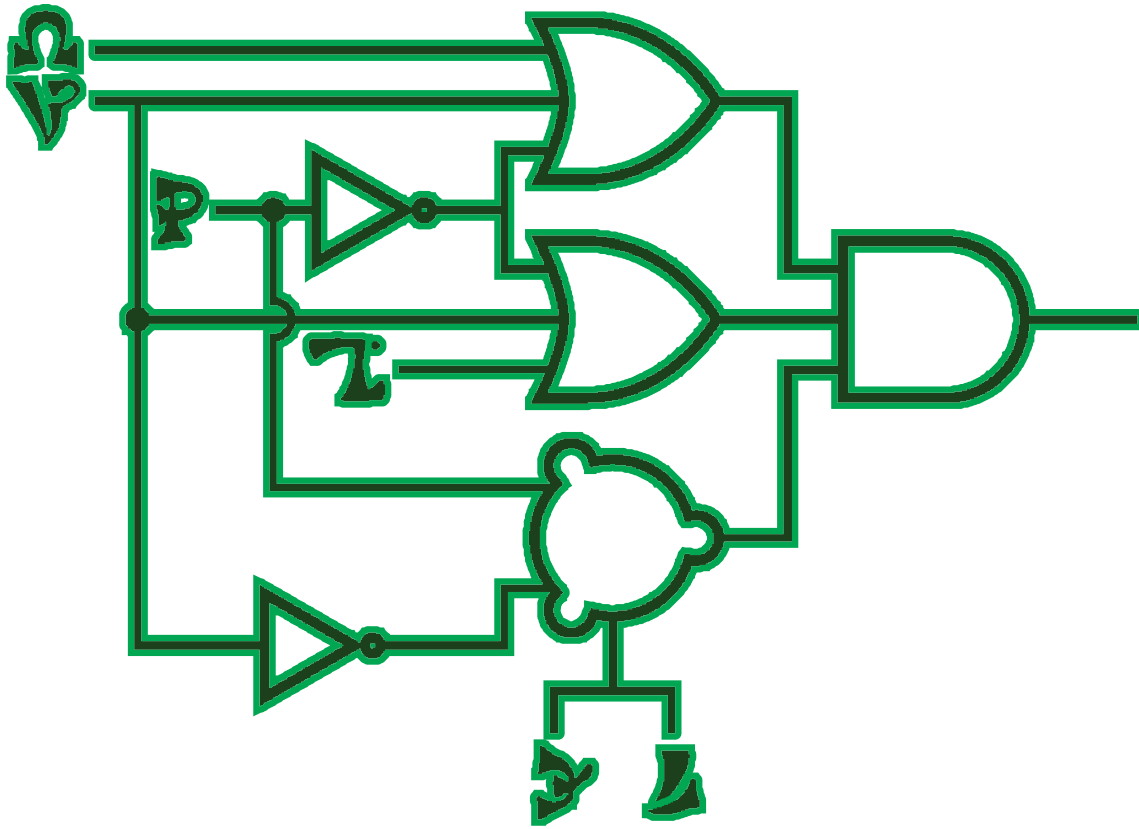
Requires: An alchemist aspect and access to alchemical tools

Modern alchemy relies on occult science to create exotic particles, alter the properties of matter, and squeeze occult substances out of organic material. Your lessons focus on useful things, with anything that could be used to make explosives or toxins redacted. As a talented alchemist you can figure out how to do those things and more, though, and there are a few illegal tomes and cookbooks rumoured to be floating around campus.

With an alchemist aspect, you can justify:

- Knowledge of chemistry and occult chemistry beyond the basics
- Making “potions”—liquids that contain elements or occult code which transmutes the target. Great for overcoming and advantages, but long-term use can cause major health issues.
- Figuring out dangerous, illegal or morally dubious things like explosives, poisons, and energy drinks. Like potions, but you can attack with them. Occultar won't teach you this stuff, so you might have to improvise.

Alchemists need tools to do their thing. Simple things can be done with portable tools, but real alchemy needs a proper lab. Alchemists who haven't set up a space of their own (in their dorm kitchen, for example) can do it in the Science Block.



OCCULTECHNICIAN

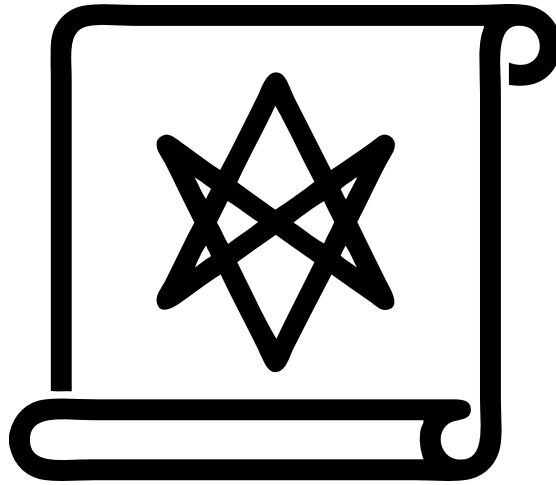
Requires: An occulttech aspect and access to tools

Occulttechnicians are inventors. They dabble in fields like engineering, robotics, and bioethics, but what really draws them in is the magic stuff. Whether you're writing programs to crunch occult equations for you or putting together helpful devices with common parts and a little duct tape, you're at your best when making a super-science machine do your job for you.

Occulttechnicians can justify:

- Knowledge of occulttech and related scientific fields
- Being able to identify, use, modify and repair occulttech far beyond what most people are capable of
- Creating occulttech to solve problems, using available hardware plus software you found or coded.

Occulttechnicians need tools to work. For software, you need something to code on. For hardware, you can get by with a bag of parts, some pocket tools and a smartphone, but large-scale projects may require larger, complex or hard-to-obtain parts. You can assume your dorm room is also a workshop if you like, and if you need to, you can scavenge more parts from around campus. Just be careful where you get it from.



OCCULT HISTORIAN

Requires: An occult aspect and an interest in history

STEM fields are helpful, but the Foundation knows you can't get by on that alone. Students also need schooling in the humanities. Your specialty is occult history—how occult science was encountered, used, and suppressed in pre-Weird Age societies, and how it came to be rediscovered.

Occult history is a tricky field. Before the Weird Age, occult science was the domain of little-known cranks who weren't in the habit of writing things down, and when they were, everyone else was in the habit of throwing it in the garbage. Most occult history is pieced together through painstaking research, but sometimes we'll find an actual magic tome.

As an occult historian, you can justify understanding and identifying ancient stuff well beyond what most students can achieve. If there's something you don't know, you probably know where to find out. You can also have a collection of (only partially redacted) history books and ancient tomes, in paper or on file.

If you want, some of these tomes can contain occult science rituals. Rituals derived from ancient tomes tend to be weirder than standard ones, in purpose or methods—you might need to carry odd reagents like rice, animal bones or guano to pull it off, but they can also do things that don't *quite* seem like "science".

Where these tomes are from and what they do is up to you. Try to be respectful about this: making up occult stuff based on ancient mythology is cool, but turning someone else's culture into exotic magical fun times is something scientists have termed "pretty sketch". Use your best judgement and you should be fine.



NEWTYPE

Requires: An aspect that defines your newtype power, and possibly a stunt

Newtypes are born with psychic powers, like telepathy or electrokinesis. You only get one power, but you can do things with it that most sorcerers can't without complex rituals or million-dollar occulttech. The Foundation is very interested in studying these powers, so they'll take care of you.

The downside? Nobody understands why newtypes are born or how they work, so the government doesn't trust you. You get more tests and medicals than other students, and they're a little more invasive. If your powers are invasive or dangerous, you have to wear a badge and you'll be in big trouble if you abuse them. You may be dependent on the Foundation for power-suppressing pills. Finally, some newtypes manifest physical changes (like unusual ears, eyes, and so on) that can make hiding difficult.

Most of the time an aspect is enough to justify your powers, but some powers might also need a stunt. Some powers can justify attacking and defending, or the larger-scale things basic sorcery struggles with (like affecting a zone or multiple targets with a single action). Judge them on a case-by-case basis. Your aspect can be compelled to represent the fear and scrutiny you live under.

EXAMPLE POWERS

Electrokinetic: Short out electronics, zap people, and power devices if you're careful. You can overcome, create advantages, and attack, but it's going to get you a badge and probably barred from the swim team.

Empath: You can read people's emotional states. It's useful and subtle, and not as invasive as telepathy, so you don't need a badge. You're allowed on the swim team.

Van Eck Phreak: Here's a weird one: you have the power to see what's on other people's screens, provided they haven't been spy-proofed. (Important Foundation computers are, but not student tech.) You can overcome or create advantages by screen-cheating, or just operate devices without looking at them. No badge, but the swim team will kick you out if they catch you using it on team members.

Neurostructing [stunt]: You have the power to "carry" objects smaller than you are, by turning them into virtual items stored in your brain and summoning them later. As well as the other benefits of having a brain inventory, possessions in your head can't be taken from you unless you allow it.



THE FIVE RINGS

Requires: A Five Rings aspect

The Five Rings was formed in the 2080s by hip young Shinjuku sorcerers who wanted to be retro. It uses special symbols that compress complex occult equations and techniques into a few strokes, like an algorithm; by picturing these symbols in their heads, users can quick-cast Five Rings spells without an occulttech app.

The style's spells and algorithms are themed around the classical Japanese elements, and can do things that nothing else can. The downsides are a steep learning curve and the stress it puts on your mind—most users can only handle one or two Rings, and screwing up a ritual is physically and mentally draining.

Five Rings compression algorithms are at the cutting edge of occult science. The style is constantly being improved and refined, but each advancement brings research a step closer to being reined in by the government. It doesn't help that the original creator, a reclusive genius known only as Banchou, seems to be actively avoiding the authorities.

The Five Rings is an example of a unique, self-contained occult style. To use the style, you need to take an aspect that justifies having Five Rings training (like **Rocking The Five Elements** or **Earth Ring Prodigy**). If you don't have one, you can't.

THE RINGS

Five Rings spells don't all manipulate elements; the Rings are more about intent and state of mind than anything else. You still get to shoot wind at people, though.

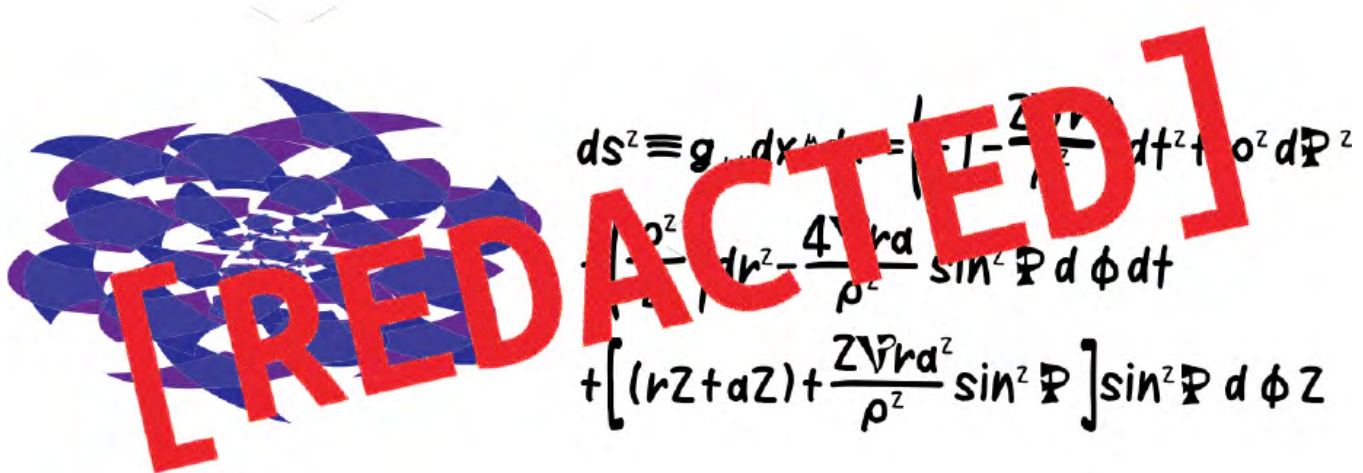
Earth: Earth manipulates rock and metal, hardens the body and steels the mind. A lot of the cool things talented sorcerers can do involve magnetism.

Water: Water is useful for manipulating water (spoilors), creating ice, alchemy, aiding the body's natural healing processes, and being kicked out of the swim team.

Fire: Fire is useful for throwing around palm-sized fireballs, controlling heat, showing off, getting suspended for setting off the fire alarm, and burning your food.

Wind: Wind is useful for defensive magic, gliding, and making your hair blow dramatically as you stare pensively into the distance. Talented sorcerers can fly for short periods.

Void: Void is a bit of a cheat—it's mostly a catch-all for stuff that doesn't fit in the other Rings, and some all-purpose spells and meditative techniques everyone knows. Some Void symbols could theoretically aid with outer science.



OUTER SCIENCE

Outer science is more of a plot device than anything else. It's the weird rituals in the back of the forbidden tome, the stuff the bad guys are doing to awaken the Ancient One, or what you find in that weird Foundation lab you weren't supposed to see. It's the dark stuff that can shatter minds and destroy lives, even before it's used. It is the worst.

Sometimes outer science falls into the hands of players. Usually, it's something you'll come across during the course of play—and may be forced to use to save the Academy, or at least yourself. Most students just know of it as some vague kind of super-science the Foundation's old geezers dabble in, and leave it at that.

If you take it at character creation, it's *probably* an Agenda. The Foundation won't teach you if they can help it, and if there is a viable reason, they'll bundle enhanced surveillance and a pile of NDAs along with it. It's possible to make a character who takes secretive outer science classes if you know what you're doing, but why bother when you can go behind the Foundation's back and learn these secrets in secret? Either way, you'll need GM approval.

We go into more detail on outer science in Chapter 6, and Agendas in Chapter 9.

OCCULT STUNTS

Need stunts for an occult character? Try one of these!

SORCERY 101

Assistant Occultist: You're at your best when assisting someone else with a ritual. Advantages you create with magic circles, symbols, equations and other ritual aids can be invoked for a +3 bonus instead of +2.

Offensive Wards: You've worked out how to add a backlash to your personal wards. When you Forcefully defend with them and succeed with style, you can choose to inflict a 2-shift hit rather than take a boost.

Rune CMD: You've spent a lot of time customizing your occult apps, and it's paid off. +2 to Cleverly creating occult advantages as long as you have them with you.

ALCHEMY

Bangarang: When you succeed with style on a Forceful attack with alchemy, you can create a situation aspect with a free invoke instead of just a boost.



Forensic Chemistry: +2 to Carefully creating an advantage with alchemy when you search for clues and study crime scenes.

Here's One I Prepared Earlier: Twice per session, you can produce an alchemical creation you could have prepared in advance and declare a boost.

OCCULTECHNICIAN

Code Injection: Whenever you succeed with style on an overcome action to repair or exploit some occult software, you can immediately give it a new situation aspect with a free invoke instead of just a boost.

Meta-Tools: You always have the right tool for the job, and if you don't, you can make it out of the ones you have. You always have the proper tools for occulttech work, even in extreme situations (like being separated from your stuff and locked in the gym storage room).

Reverse The Polarity: If you're dealing with science or occulttech and roll two sets of two symbols (e.g.  or ) , get a boost for free.

OCCULT HISTORIAN

As The Good Book Says: +1 to Carefully overcoming or creating advantages when you're taking advice from an occult book.

Those Who Forget History: Once per scene, you can spend a fate point and describe how another character's actions resemble a historical tale you read in some ancient tome. For the rest of the scene, you can use a character aspect of theirs as if it were your own.

Wait A Minute!: You're good at making connections to learn the truth. When you're performing research and roll three of the same symbol (like  ,  or ), you can get a boost representing a sudden flash of insight.

NEWTYPE

I Know That Feel: You might not be an empath, but you can empathize. Once per scene, when you create a social advantage by empathizing with a newtype or someone similarly dumped on by society, you can stack an extra free invoke.

Tengantsu: You can use your empath powers to predict your opponent's moves through subtle shifts in tension. When you succeed on a Quick defense, you get +1 to your next attack on the opponent who tried to hit you. If you succeed with style, get +2.

Zap!: +1 to Flashily attacking and creating advantages with electrokinesis.

FIVE RINGS

Contemplate The Void: Once per scene, when you use Void meditation techniques to Carefully create an advantage like Moment of Clarity, you can stack an extra free invoke.

Fire Alarm: If you accept a compel that gets you in trouble for throwing Fire techniques around, you can get +1 to all Quick actions for the rest of the scene instead of a fate point.

Rock Solid: +1 to Forcefully defending and overcoming with Earth Ring magic.

Your players might say you're the best Game Master they know, but the approval of the only people that matter isn't everything. If you truly want to call yourself a great Game Master, you need to earn your stripes in the Ultimate Game Master Tournament—a week-long multi-game battle of wits, cunning and dice, held in a secret convention hall in the Yucatan Peninsula. To earn your badge, you'll have to know some game mastering secrets.

Or you could just want tips for running *Breakfast Cult*. That's fine too.

This chapter contains everything you need to know to run the game from a bunker on the hidden plateau where dinosaurs still roam: GMing advice, running mystery and cosmic horror in Fate, and tips to spice up your game.

This Chapter marks the start of the **Purple** section. The Purple chapters focus on advice and tools for the GM, but players can read them too. In fact, you should! The better everyone understands the GM's role, the better they can work together, and the more fun the game will be. Also, you might need to fill in if your GM twists their ankle before the week is out. I'm not saying it *will* happen, but it *might*.

FOR NEW GMS

GAMEMASTERS: HOW DO THEY WORK?

Every game of *Breakfast Cult* has a Game Master. The GM is the one who sets the scene, plays the NPCs, and manages the rules. Here's some of what they do.

BEFORE THE SESSION

A game of *Breakfast Cult* usually starts with a conversation about how the game will work, the characters you want to play, and the Academy you want to play them in. The GM is the one who takes that conversation and turns it into a scenario.

A scenario is a short story arc, like an episode of a TV series, that takes roughly 1-3 sessions to resolve. In *Breakfast Cult*, that means one whole mystery. The GM plans how the scenario is going to play out, answering questions like:

- Who are the bad guys in this scenario? What do they want?
 - What's the mystery? What solution are the players working towards?
 - What's the setup? How and why do the PCs get involved?
- ... and whatever else they feel is relevant.

If you're planning a campaign—several scenarios connected in a longer arc, like a season—the GM plans that out too.

DURING THE SESSION

The GM's job is to run the session. The main things that entails are:

- **Running scenes:** Each session is made up of individual scenes. You decide where they begin, who's there, what's happening, and when the scene ends.
- **Adjudicating the rules:** If the group's not sure how to apply the rules, the GM has final say.
- **Difficulties:** When a player tries to do something, you decide if they need to roll the dice to succeed and how hard it is.
- **NPCs:** You control every character that isn't a player character, including villains and monsters.

AFTER THE SESSION

When the session ends—whether it's with a satisfying ending, a game-over ending, a mid-episode cliffhanger, or just running out of time—the GM should talk with the group and think about how it went. You can use that information to plan the next session, tweak things that need fixing, and create an even better story next time.



SETTING DIFFICULTY

As a general rule, difficulties near the player's approach rating (or about Fair (+2)) are tough, but doable with a good roll or an invoke. Great (+4) is for the harder stuff. You can go as high as you want, as long as it makes sense—complicated outer science rituals that require teamwork could easily be Legendary (+8) or more, for example. Use these high difficulties for the serious stuff that makes players sweat.

Remember that you can adjust the difficulty based on the approach used. If the approach they're using is a bad fit, feel free to bump it up 1-2 points.

GIVE EVERYONE TIME TO SHINE

Even if everyone dies at the end, they should get a chance to do something cool first. Throw them some challenges that give them one!

ROLL THE DICE WHEN IT'S INTERESTING

You should only call for a dice roll when both success and failure can be interesting. If a failure would be boring or stall the game, you probably shouldn't. If success would be boring, that roll you're calling for might be a better compel instead.

KEEP IT MOVING

Speaking of stalling, if the players seem stuck, feel free to give them a nudge. Suggest things to do, throw something new at them, give them extra information—as long as you keep things moving, it's all good.

NARRATIVE BEATS MECHANICS

The rules are there to help the story. If you want to do something that makes sense but isn't really described in the rules, like taking a consequence as a result of an action that isn't failing a defense roll, go ahead and do it if it makes sense to the group.

FIRST AMONG EQUALS

The Game Master should work with the players, not dictate to them. If there's a problem, talk about it and work out a solution outside of the game. You get the last word in a rules dispute, but try to figure it out as a group first.

LOOK FOR MORE INFO

This is not the perfect guide to GMing. There's a *lot* of advice out there for both Fate and GMing in general, if you're willing to look. All the sources we list at the end of Chapter 3 should lead to GM tips, but you can even just Google "GM advice" and be buried in a mountain of the stuff. Try it!

TIME AND ADVANCEMENT

GAME TIME

When we talk about game time in *Fate*, we talk about it in terms of **exchanges**, **scenes**, and **sessions**. Depending on how long you play *Breakfast Cult* for, you'll also deal with **episodes**, **seasons**, and **series**. Here's what they mean.

EXCHANGE

As stated in Chapter 3, an exchange is however long it takes for everybody in a contest or conflict to take their turn. For the characters, this could be anything from a few seconds to a few minutes depending on the situation.

SCENE

A scene is a length of time which the players spend trying to deal with a situation or reach some specific goal. Individual scenes can last anywhere from a few minutes to half an hour or more. Every *Breakfast Cult* game is made up of a series of scenes.

They're a lot like scenes in movies and TV shows—a continuous length of time with the same characters, usually in the same place. When a scene ends and the next one begins is up to the GM, but generally this happens when the action shifts to a new goal, the players move to a new location, or you jump in time.

SESSION

The sum total of all the scenes you run through in a single sitting. How long this is depends on your group—sessions last about 2-4 hours for most people, but you can game as long as you like. You'll usually hit a minor milestone at the end of every session.



EPIISODE

A self-contained story that takes about one to five sessions to complete, like an episode of a TV show or a volume of a comic. In *Breakfast Cult*, this usually means an entire mystery, from the beginning to the bitter end. Other tabletop games usually call this an adventure or a scenario.

If you're playing more than one episode, a significant or major milestone usually happens at the end. See *Advancement* after this section for more info.

SEASON

A group of episodes, usually two to four. As with episodes, they're a lot like seasons of a TV show. Episodes in a season are often connected by a greater plot arc, but they don't have to be—they can just be self-contained mysteries that happen to star most of the same characters. They could even be set in different "versions" of Occultar (which is handy if the players lose and the Ancient One eats it.)

A season usually ends in an event that makes big changes to the Academy—depending on the game, this could be anything from a change of faculty or location to the graduation of the player characters and introduction of a new group. Major milestones usually happen at the end of a season.

SERIES

Also known as a campaign. This is the total of all the time you spend playing *Breakfast Cult*. The *Breakfast Cult* series goes on as long as you want it to, whether that's a single season or years of gaming. Whenever it is, we hope you have a satisfying finish.

CHARACTER ADVANCEMENT

Characters who survive will change. You're a student, so learning is kind of your thing, but characters also learn and grow from their experiences. *Fate* uses character advancement to reflect this change.

Your character advances when they reach a **milestone**. Milestones usually happen at the end of story arcs, like the end of a TV episode or a chapter in a video game; the GM decides when they make sense. There are three types of milestones.

MINOR MILESTONE

Minor milestones happen at the end of a session or some important piece of an episode's plot. These milestones are about characters making small changes, adapting to the current situation rather than learning big things. You don't have to use a minor milestone, but the option's there.

After a minor milestone, you can choose one of the following:

- Switch the ratings of two approaches.
- Rename one aspect that isn't your Concept.
- Exchange one stunt for a different stunt.

Also, if you took a moderate consequence two sessions ago, you can clear it.

SIGNIFICANT MILESTONE

These usually happen at the end of an episode or a big plot event—roughly every two or three sessions. These milestones are about characters learning from their experiences, and becoming more capable at what they do.

If you reach this milestone, you get the benefits of a minor milestone and both of the following:

- If you have a severe consequence and haven't started recovery yet, you can now.
- Raise the grade of one approach by one.

RAISING APPROACH GRADES

When you raise the grade of an approach, you can go above A (+3). The next two grades are **A+ (+4)** and **S (+5)**. S (+5) is the highest you can go.

MAJOR MILESTONE

Major milestones happen when something huge happens that shakes up the entire Academy, like the climax of a season or the final defeat of a recurring major villain. Major milestones make characters more powerful—they've overcome many challenges by now, and the threats they'll be facing now will only get worse.

As well as the benefits of a significant milestone *and* a minor milestone, you get:

- One extra stunt. (If you had three, now you have four.)
- If you want to, you can rename your character's Concept.

SHOULD WE ADVANCE?

Many games of *Breakfast Cult* don't hit these milestones. Some groups run episodes as stand-alone adventures, set each episode in a different "version" of Occultar so it doesn't matter if people die and the school burns down, or run seasons of *Breakfast Cult* where each story arc follows a different group (or school year) at the Academy.

In the end, it's up to the group when and if these milestones happen. If your series has one overall story arc but individual seasons cover different groups, for example, you can track their milestones separately or let them carry over (so if a season ends with a major milestone, the next season's characters get to take an extra stunt). Do what makes sense for your game.

THEMES AND TONE

Breakfast Cult has a few different themes tying everything together. How these themes appear in actual play is up to your group.

FREEDOM, CHOICE AND CONTROL

Occultar students live a life of contradictions. They're old enough to start making their own choices, but their parents and teachers still make choices for them. The Academy is great, but students can't leave without permission. They leave once they graduate, but even the prospect of entering society can be *terrifying*.

The Foundation place the welfare and education of their students over their research—many go on to join the Foundation, after all. But they *also* know that students are volatile people with terrible power, who need to learn to handle it. The Foundation tries to give their students a sense of freedom and agency where they can, so they can set the rules where they need to. They don't always get it right, and when they don't it's usually someone else who pays the price, but they try.

Breakfast Cult games are about those contradictions. Conflicts come from the places where choice and control collide. Even characters that think the Foundation's restrictions are no big deal will have to defy them eventually. And many of the game's culprits are motivated by escape—from the Academy, from authority, or from some other horror in their lives.

To evoke this theme, use character aspects and compels. Compels are this conflict in mechanical form: they restrict a character's actions, but they're worth it and sometimes necessary. During character creation, it's a good idea for players to think about what choices are important to their character and what's holding them back, then bake that into their aspects for compels later.

COSMIC HORROR

Cosmic horror is about people's fear of the feeling of their own insignificance. It's the feeling that the universe is a vast, unknowable and uncaring place, that there are things out there that could wipe you out like your browsing history without even noticing, and that nothing humanity has achieved will save you.

(This is also what society can look like to high school students.)

Straight horror can be tricky in *Fate*. The system is geared towards more heroic protagonists than in most horror—getting to reroll a bad roll can take the edge off tense moments, for example. *Breakfast Cult* mixes the horror with mystery action, black comedy and larger-than-life characters, so it's not as big a deal, but you'll still need to create the right atmosphere.

Emphasise themes of wrongness, oppression, and isolation. Use Agendas to keep them paranoid. Give them reasons not to ask the Foundation for help. Let them build friendships, then put their friends in danger. Use the setting to remind them there's no leaving Occultar Island. Throw them curveballs when they think things are under control. Let the tension rise until the critical scenes where horrible truths are revealed, then make their fears a reality.

Compels are your friend here. Compel characters to isolate them or force them to make hard choices. Place and compel game aspects to make things go wrong for everyone. Compel them when they're low on fate points, to make them sweat. They'll get fate points, but they don't have to be happy about it.

Remember, **players should want to be scared**. This is how they get their kicks. If you just mess with them or undo their progress arbitrarily, they won't have fun. Do your best to keep things enjoyable and engaging.

SCHOOL DAYS

Occultar is kind of ridiculous. School is already a strange time in people's lives where the rules work differently; *Breakfast Cult* takes this fantastic premise and adds over-the-top characters and a weird as hell Academy. The exaggerated high-school life adds a little levity to the game, gives players breathers between tense scenes, and gives them bigger problems when playtime's over.

You don't need to force this. Just make the school and its characters a little larger-than-life, and let your group roll with it. Make it clear when they can joke and when they're supposed to take things seriously. The rest will sort itself out.

KNOW YOUR BOUNDARIES

When you're writing a character's backstory or playing up the horror, there are a lot of serious issues you can bring up. You might want to do something deep and psychological, or you could just want to shock them. Either way, you should be careful.

Every group has different boundaries for what is and isn't okay. Some players might be uncomfortable with roleplaying through a shooting at Occultar Academy, for example, or an abusive boyfriend NPC could hit a little too close to home. If it could be a problem, make sure it's okay first.

Sometimes it's something that therapy could help, and it's tempting to use the game as a way to explore these things. But odds are that you aren't their therapist, and getting therapy from your Game Master is a horrible excuse that is going to backfire.

Don't force it if a player indicates that they're uncomfortable, and *definitely* don't surprise them with an issue on purpose to get a shock out of them. Exploiting people's triggers and phobias without consent doesn't make you a horror puppetmaster, it makes you a jerk.

MAKING A MYSTERY

Everyone at Occultar has a secret. Sometimes it's just dumb school stuff—copied homework, pranks on the teachers, fudged club budget reports—but sometimes, the occult world the students are being trained for bursts through the curtain early. When that happens, it's time for some *intrigue*.

In a typical *Breakfast Cult* adventure, the characters discover an occult mystery, learn that an Ancient One is on the rise and one of their own is involved, and have to stop it before it overwhelms the Academy. Mysteries can be complicated, so here's a rundown of the parts you can use.

SETUP

The first thing you need is the situation the characters are walking into. Pick the part of the Academy you're focusing on—that's the part most affected by the unfolding mystery. Here are some suggestions:

Foundation: The Foundation carefully screens its onsite staff, but they're not subject to the same scrutiny as the students. It's possible that one of them is a cultist, or went crazy since they were let in. The Foundation won't make the same mistake twice, but there's a first time for everything.

School Clubs: You can find a club for almost anything on campus, and everyone takes them a little too seriously (just look at the Student Council's ridiculous reach). Add the usual school drama and a dash of the occult, and you've got a problem.

School Event: The Academy has something going on every month—sports days, a cultural festival, Council elections, arts club performances, competitions, and more. The students get to help set them up, which means they have to clean up the mess when something goes wrong.

Social Circle: The players and their immediate friends, just chilling out. For a high school student, that can be scary enough.

If you're stumped, take a look at your players' aspects and ask them what their characters would be interested in. (This is a great thing to try anyway if you're feeling flexible, as it gets your players invested.)

THREAT

Next, decide what you're going to threaten the school with. Usually, this is an Ancient One from Chapter 12. Pick one that sparks the kind of adventure you want to run. If you want to make your own or use a different threat, that's fine too.

Think about the kind of problems you could put in your setup that could drive someone to do something they shouldn't and bring a threat to the Academy:

Abuse: Someone's being bullied, and they're in a dark place. Unless someone steps in to help, they might consider drastic measures to deal with it.

Cults: The Foundation does its best to keep them out, but there are a few cults with the resources needed to slip past them and into the Academy. If they're lucky, they might even have been able to enrol one of their younger members...

Drama: There's always something to gossip about in a high school. Betrayal, feuds, revenge, video games... and there's usually someone willing to take it too far.

Escape: Someone wants out. Whether it's to visit a dying parent, to see old friends again, or just boredom, they're hatching a plan to sneak away for a while.

Love: Someone's got a crush on another student, or they want their ex back, or they're dating a friend's ex... there are a lot of ways love can blow up in everybody's face, especially when you have occulttech on hand.

Secrets: Did we mention everyone has a secret? Sometimes those secrets threaten to come out, and people can go to great lengths to protect them.

Status: Occultar has a complex social hierarchy, and there are a lot of subtle benefits to being on top. Whether it's climbing the club ranks or just getting a lot of reshares, some people will try some crazy things to get up there.

CULPRIT

Someone has to get the ball rolling. The culprit is the character behind everything, and exposing them is key to solving the mystery. This can be an NPC or a player you made arrangements with in advance.

A good way to make your culprit interesting is to look at their Concept and ask *why would someone with this Concept do this?* (Why would a **Wannabe Ace** open a portal to Axis Mundi? Why would **A Man Of Science And Action** kill someone and frame a weakling?) The apparent gap between the Concept and the crime is where your story comes from.

HOOK

This is what draws the players in. Our default assumption is that the characters are thrown in Detention as suspects until they sneak out to clear their names, but you can use any hook you like, such as:

- The characters are in Detention overnight for other reasons, and something happens while they're there.
- The mystery occurs overnight in Dunwich Hall, and with a storm outside they have nothing better to do.
- The characters are in charge of something, like a school play or a party, and this threatens it.
- One or more characters keep getting weird emails, ominous phone calls, notes under their door, etc.
- Government agents are spotted around campus, and the Foundation won't even admit they're there.

TWISTS

A twist is something unexpected that pops up in the middle of a case to make things more complicated. Depending on how they're used, they could make things more interesting, make players paranoid, or turn a triumphant scene into a moment of shock.

Good twists advance the story. An NPC with a secret could be a twist if they reveal or act on it, for example; an NPC who just sits there and avoids questions is boring, and having them say "you never asked!" later is only funny maybe twice, tops.

Agendas are a kind of twist, baked into the game's concept. You can read about them in Chapter 9.

CLUES

While you're at it, it helps to plan out some of the clues the players could discover. These clues don't have to be the *only* way to solve the mystery, but should be a way.

It's a good idea to make some clues flexible, so you can place them where they're needed—for example, a stolen book *could* turn up in someone's locker, but if the players check the dorm halls or club rooms instead, or something more interesting takes over the locker hall scene, you could always move it.

Sometimes clues can be twists instead. Red herrings, plausible alternate theories, player compels, or unrelated Agendas can spice things up, if used well—don't overdo it, or the players will stop having fun. If you do this, it's a good idea to have them provide a clue anyway by revealing information, limiting possibilities, or providing allies—faked evidence could still help the players if they study *how* it was faked, for example.

Sometimes, *where* things happen is almost as important as what's happening. This chapter is a list of locations in Occultar Academy and the island beyond, for use as reference and inspiration. We've suggested some game aspects for each location, but you don't have to use them.

There's no map of Occultar. The Academy's exact layout should be decided by the group based on what's useful. If you need a map, write down some of these locations on index cards and connect them to each other as needed.

ACADEMY LOCATIONS

Auditorium

Seats Everybody; Hidden Backstage Areas; Sweet Sound System

When the Headmaster wants to address the students in a way that rates somewhere between "invite them to the office" and "yell at them over the PA" on the personal scale, this is where it happens. Many school clubs book the place for its amazing acoustics and almost labyrinthine backstage.

Cafeteria

(Almost) All Kinds Of Food; Dangerous Kitchen Appliances

If you don't want to cook or pay for food, Occultar's cafeteria will fill you up. It can produce chocolate, pizza, or even truffles and foie gras for special occasions, but it usually serves tasty healthy food and the occasional burger. It's not normally dangerous, but there are a lot of knives and dangerous appliances in the kitchen...

Care Room

Cutting-Edge Medical Bay; Connected To The Foundation Labs

This clinic is where you go if you get hurt. The beds are comfy, the medicine cabinet is equipped for anything, and you've never seen anyone use the surgical bay at the back so why is that there? Best not to ask. If you have an occult problem you'll probably be escorted through the back to the Foundation's labs, where they can test you in private.

Class Building

A Lot Of Class; Teacher's Offices; There's Always Someone Here

Most of your classes take place in this stately building. It's always occupied during the day, so if you're supposed to be in Detention or something it's a risky trip, but it's adjacent to a lot of useful places and you can find the teachers' offices in here. If you time it right, you should be fine.

Class Building — A/V Room

Multimedia Cornucopia; Supports Every Format; Recording Studio

All classrooms are equipped with screens and computers, but the A/V room gets the *expensive* stuff. It also has an attached recording room and support for outdated file formats all the way back to DVDs and floppy discs, which makes it invaluable for reading ancient digital tomes.

Class Building — Roof

Secret Meeting Places; Nice And Quiet; Safety Rails

Rooftops: A great place for lunches, heart-to-hearts, romantic meetings, and falling accidents. Try one today!

Club Building

Equipped For Anything; Modular Functionality; Popular Student Lounge

The building next to the Library is dedicated to clubs. Every non-athletic club with at least five members gets a room, no matter how ridiculous it is (though some smaller clubs have to timeshare, like the Rock-Paper-Scissors Society and the Staring Contest Club.) The Student Council makes sure every club has the equipment they need, and only senior club members are allowed keys. The ground floor is a well-maintained Student Lounge, where students go to study, relax, and gossip.

Club Building — Student Council HQ

The Real Seat Of Power; Ridiculously Fancy; Emergency Supplies

The Student Council's demense occupies the entire top floor of the Club Building, and it is opulent as hell. It has a fancy lobby, a private lounge, and a conference room, where the Student Council President meets with students and makes decisions that affect the entire school. The HQ can produce protective occulttech, simple weapons, and other gear borrowed from the Foundation in an emergency.

Club Building — Teacher's Lounge

Hidden From The Students; Boring But Tantalising

This mythical lounge is tucked away somewhere in the main class building. Rumors abound of the riches inside—some students even claim to have been in there, and that it's actually really boring. Nobody believes them. Peeking at the right desk at the right time could tell you things even the Headmaster doesn't know.

Dunwich Hall

Occult Student Dorms; Drama And Gossip On Every Floor; Probably Under Maintenance

There are a few different dorm halls, but you all live in this one so the rest probably don't matter. Dunwich looks a little Victorian from the outside, but the inside is an ergonomic high-tech wonderland. Most dorms are apartments with a small lounge, one or two bedrooms, and a private bathroom. They're nice enough to make you comfortable, but thanks to the shenanigans students are always pulling in here, it usually needs maintenance somewhere. Everyone knows what everyone else is up to here, or at least heard that their best friend's boyfriend's classmate's dog saw something in the common lounge.

Gymnasium

Well-Equipped Multipurpose Court; Emergency Shelter; High-Tech Fitness Center

It's a school gym. What more do you want? Okay, how about this: It can function as an auditorium, it doubles as a shelter in an emergency, and there's a high-tech fitness center on a second floor. The court is closed after practice, but the center is open to students who want to work out every morning and evening. And if all you need is something to swing sports equipment, the storerooms have you covered!

Headmaster's Office

The Forbidden Office; Confiscated Goods Locker; Heavily Warded

If the Headmaster isn't anywhere else, he's here. If he is somewhere else, sneaking into this glorified antique furniture showroom could help a student find confiscated items or information found nowhere else—though if he hasn't summoned you, you'll need to find a way around the occult security. High risk, high reward.

Locker Halls

Everyone Has A Locker; Every Locker Has A Mystery; Lots Of Corners And Cover

These halls lie between the Class Building and gym. There are more lockers than students, and who knows what fantastic secrets lie within them? Probably none, but don't you just want to pop one open and check? Just be sure you're not caught, because there's usually someone nearby.

Occultar Library

A Maze Of Twisty Little Bookshelves; Door To The Forbidden Sections; Shhh!

This Library is packed with every book the Foundation could get their hands on, analog or digital. The occult sections are missing the heavy/censored stuff, but even then they're top-notch. Students can be found here at all hours, researching on library computers or cramming for tests. At the basement landing of the main staircase, the door to the Forbidden Sections taunts students with its immobility.

Occultar Library — Detention Hall

Repurposed Study Hall; Warded Door; Many Exits, If You're Tricky

When the Headmaster wants students to squirm, he throws them in one of the library's third-floor study halls and seals the doors with a ward scribbled on a post-it note that's still too powerful for them to deal with.

Clever students can find their own ways out. Students who stay are seated in a circle of desks in the middle of the room, with easy access to textbooks on the shelves. Students past and present have drawn or carved notes onto their desks; some of them are messages, most of them are vulgar.

Old School Building

Abandoned Relic; Decades-Old Foundation Hardware; Secrets Of Occultar's Past

This multi-story building started as a Foundation office, became a provisional school building when the Academy was first constructed, and was remodeled several times before finally being abandoned as the Academy expanded. It's still technically in the campus, but nobody goes here because it's in a far corner and hidden behind hills, trees, warning signs, and wire fencing. Curious students might find things the Foundation forgot to remove, or even contraband stashed here by previous students for future grades to use.

Quad

Center Of Everything; Emergency Assembly Area; Meet At The Lou Gehrig Statue

This wide square of rolling grass and carefully-planted trees is a popular hangout spot for one reason: It's a huge hangout spot in the middle of the Academy, why do you think? Nobody remembers why there's a statue of Lou Gehrig specifically, but it's a nice landmark if you need to meet someone.

Science Block

High-Tech Haven; Plenty Of Lab Space; Dangerous Equipment

If it's science you need, the Science Block has you covered. It has bunsen burners, shelves of chemicals you shouldn't put in your mouth, alchemy sets, occulttech ritual rooms, Tesla coils, the Thing Only The Teachers Really Know What It Does, the works! If you have access privileges, there's always an empty lab. Come here at night and you can rummage in the occulttech scrap bins before they're taken away.

Shrine

All-Purpose Shrine and Memorial; Secluded Garden; Scary Broom-Wielding Warden

The first shrine on campus was a Shinto shrine bankrolled by one of Occultar's sponsors. Since then this area has expanded to include places of worship for other religions, a memorial to those who died in occult disaster zones, and a garden tucked away in the back, with discreet plaques dedicated to people who passed away on campus grounds. The place is tended to by a young lady named Mikoyama, who has Foundation permission to chase miscreants and wannabe ritualists out with a broom.

Sports Fields

Sports Fields; Wide Open Spaces

Fields. That sports take place in. We're gonna be honest: We don't really have a mysterious hook for a football field. It seems hard to hide something in, but nobody's looking at night?

Student Health Office

Foundation Testing Facilities; Familiar Halls; Student Counselling

The SHO is where students go to get their medical exams and psych assessments. Most students end up learning the layout like the back of their hand after the first few months. The SHO extends below ground to the Foundation's labs, where newtypes are tested. The Care Room is nearby but not inside the SHO, so students in the waiting room aren't spooked by emergency cases coming through.

Swimming Pool

Slightly Oversized Pool; High Diving Tower; Sturdy Changing Rooms

This Olympic-size indoor pool comes with diving boards, changing rooms, and some of the best, sparkliest water you've ever seen. By day, it says "come here to have fun!"; by night, it says "please open an eldritch portal in me."



Basements

Tunnels Beneath The School; Forgotten Foundation Rooms

The basement levels of Occultar were built for use as a shelter and backup administrative office if something happened to the world, but for now it's just a buffer between the Academy and the Foundation labs. Its tunnels stretch across most of the school. If you know the way you can get almost anywhere without being seen, or stumble into something you shouldn't in a dead-end corridor...

Club Building — Computer Appreciation Society

The Second Most Powerful Club; Occultar's IT Basement

The Student Council's dark counterpart mark a plain computer room on the first floor as their club room, but their *real* headquarters fill the basement. Thanks to their stranglehold on the school's IT department, they have more tech than a war room. They even have a security station attached to the Academy's security network, to protect their facilities. Students can talk their way in here for help or replacement keycards, but Club President Justin Stallman likes to charge.

Forbidden Sections

Restricted Occult Containment; Every Room Has A Deadly Treasure

The Forbidden Sections house things the Foundation wants to study (or contain) without anyone messing with them. This might not be going as well as they hoped.

Foundation Labs

Foundation Research Facility; The Highest Of Tech; Security Stations

These labs lie far beneath the campus, accessible through restricted buttons in most major elevators. The technology down here is ridiculous even by Occultar standards, and what they do with it is classified. If the Computer Appreciation Society's security room can't help you, the main security stations are down here.

Ashton Junction

Vibrant Island Town; Foundation Homes; A Link To Civilization; Hidden Depths

This is the only town on Occultar Island. It started as an early Weird Age survivalist colony, but when the Foundation founded Occultar they bought the land and rebuilt it as a home for Academy staff and their families. They work hard to make it a place students love to hang out in over weekends—it's even got a Burger Kong!—but relatives of students are discouraged from moving here due to "security concerns".

Though the Foundation can control when students leave the Island, they haven't been as successful in controlling the flow of citizens. Rumours of family members or a few unsavory types slipping in under their noses are fiercely denied and probably true.

Baskerville Woods

Small But Dense; Unknown Depths; Haunted By Moa

The Woods stretch across most of the uninhabited parts of the island. If you're in the parks near the school and town it's hard to get lost, but once you lose sight of them it's pretty easy. You're not supposed to go in without supervision, but that doesn't stop everybody.

Thanks to an ancient Foundation project, the woods are occupied by moa. Don't think about it too hard.

Creepy Cabin

Dang, That's Creepy; All-Purpose Mysterious Shack; Garden Gnomes Everywhere

Just beyond the “safe” part of the woods, there’s an old wooden cabin. It’s probably from the survivalist era, but it could have been here longer for all anyone knows. It’s empty now, save for the old lawn gnomes someone left all over the place. There are always rumours about something weird going down here, but nobody’s bothered torching it yet.

The Mountain

View Of The Entire Island; It's Dangerous To Stray From The Path

The mountain in the middle of Occultar Island has a commanding view, and the Foundation sometimes organises field trips to the peaks. The side facing away from the Academy and Ashton Junction is rough and dangerous, and there’s a cave network nobody’s finished exploring too.

The Ocean

Deep Blue Sea; Nothing As Far As The Eye Can See

Occultar is *supposedly* close to the coast of ■■■■■■■■■■, but looking out from the shore, you wouldn’t think it. From here to the horizon, it’s pretty much just water, clouds, and nowhere to go.

Zephaniah’s Bay

Beach Party!; That One Weird Rock; Always Someone Watching

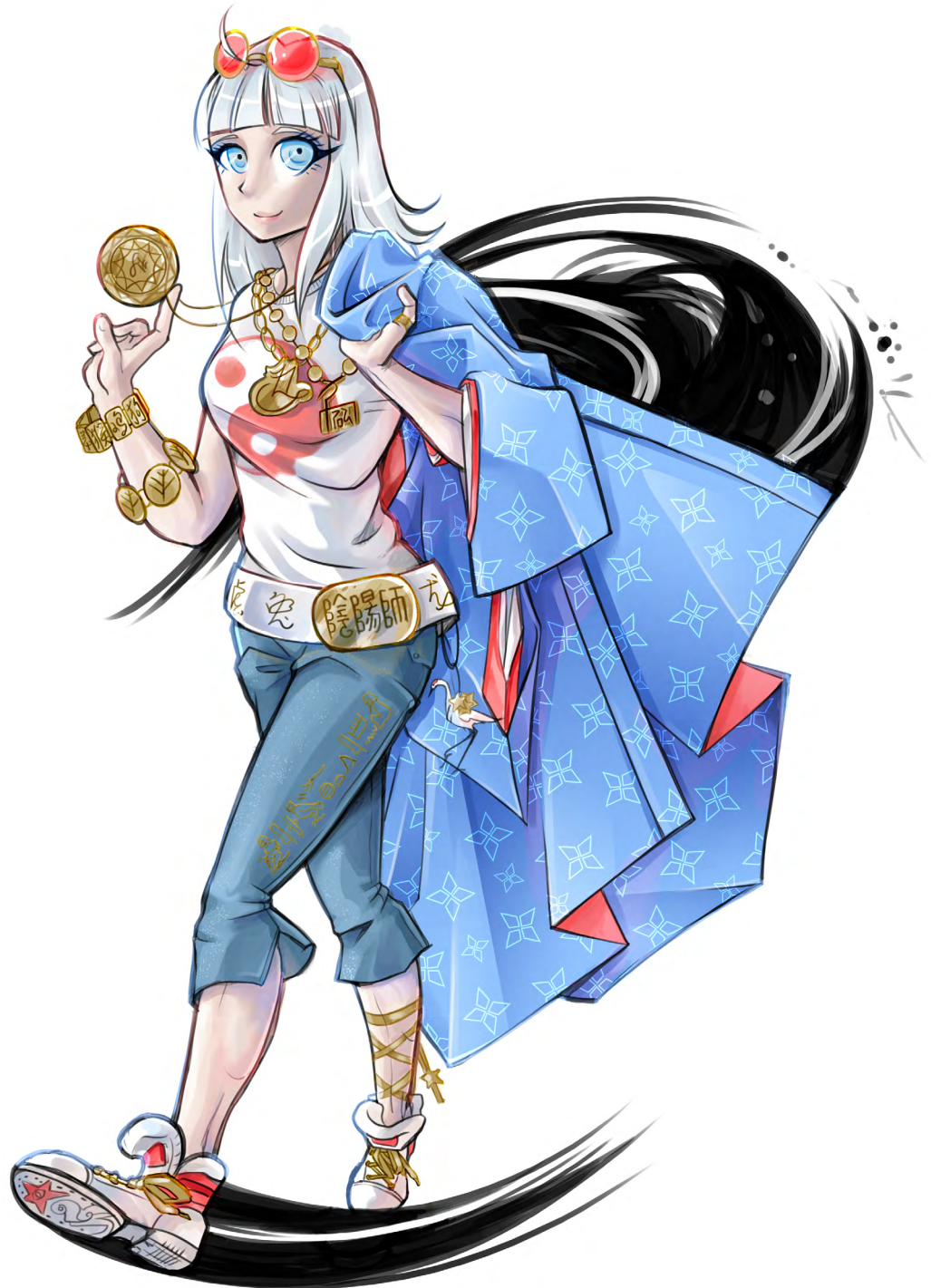
This cozy little bay sits just down the road from the Academy. It’s a great place for a swim, and a popular hangout spot on Friday nights. There’s a dark jagged rock—a tiny island, really—looming out of the water in the distance, though you’re not allowed to swim that far. The Foundation and the Student Council both try to keep a lifeguard posted here.

DETENTIONEERS

sample characters

The characters in this chapter are all Occultar students from Dunwich Hall. They're designed to be used as either PCs or NPCs, depending on what's needed. Consequences aren't listed, but assume each has the standard mild, moderate, and severe consequences.

Example Agendas for these characters can be found in the next chapter. If you're not playing them, careful about reading them—your GM might want to use one!





ALEC ALHAZEN

Science documentaries changed Alec's life growing up. After his fearful old school kicked him out when he finally learned a ritual, he decided to become an occult science communicator.

He's likable in an oddball way, with a relentless enthusiasm for learning and the charm of a man who knows he's dorky and doesn't care. As long as humanity is armed with knowledge, Alec is sure everything will work out.

Student ID AEF01-2701

Home: Dubai Arcology, UAE

DOB: August 20, 208■

Blood Type: B-

Likes: Science, really bad puns, hanging out

Dislikes: Power abuse, pseudoscience, Lovecraft

ASPECTS

Concept: **Occult Science Communicator**

Talent: **Study History To Learn The Future**

Student: **Actually Studies For Fun**

Drive: **Light A Candle In The Darkness**

Free: **Silver-Tongued Nerd**

APPROACHES

Careful: A (+3)

Clever: B (+2)

Flashy: B (+2)

Forceful: C (+1)

Quick: D (+0)

Sneaky: C (+1)

STUNTS

Do Not Go Gently: Invoking his Drive gives Alhazen a +3 bonus instead of +2.

Smart Alec: Alec's good at knowing what will make people laugh or cry. +2 to Cleverly creating advantages when figuring that out.

Stay A While And Listen: Alec is a great speaker when he gets fired up. When he spends at least a few minutes talking to someone about science or history, he can place a boost on them for free.

HOPE

LAURA BAILEY

Laura was a student at the Neo-Tokyo International School, until she met a mysterious alien named Shiro. He gave her a device that granted occult powers, and she started fighting evil with it. It was fun at first, but by the time the Foundation caught her hunting cultists she was a jaded delinquent tired of fighting for little in return.

Laura just wants to mooch off the Foundation in return for letting them study the Pendant, but if Shiro brought her news of something bad happening, she might step in...

Student ID APT03-1415

Home: Neo-Tokyo Arcology, Japan

DOB: June 30, 208■

Blood Type: B-

Likes: Punk rock, magical girl anime, cute animals

Dislikes: Authority figures, otaku, waking up early



ASPECTS

Concept: **Burnt-Out Magical Girl**

Talent: **Delinquent Queen**

Student: **Mysterious Alien Companion**

Drive: **I'm Tired of Being A Hero...**

Free: **...But I Hate To See Bad Deeds Go Unpunished**

APPROACHES

Careful: D (+0)

Clever: C (+1)

Flashy: B (+2)

Forceful: A (+3)

Quick: B (+2)

Sneaky: C (+1)

STUNTS

Lunar Pendant: Laura can spend a fate point to transform and place a **Magical Girl** aspect on herself. While the aspect exists, Laura can float, glide, and shoot beams of what she assumes is "concentrated moonlight".

Shiro: Whatever else he is, he's useful! Twice per session, Laura can declare a boost related to Shiro's alien knowledge and tendency to show up in unexpected places.

Wrecking Ball: With her occult power, fondness for vandalism, and disregard for consequences, Laura gets +2 to Forcefully creating advantages by breaking stuff.

HOPE

ISAAC CARVER



Isaac's parents were an occulttechnician and a theoretical physicist, so he grew up surrounded by their work. He learned to take apart an A-Drive when he was six, and started modding his phone with occulttech scrap at ten.

At Occultar, he's discovered a second passion: goofing around, exploring, and impressing cuties with his cool gizmos. He's still a passionate inventor who loves helping people, but if there's nothing urgent his attention tends to wander.

Student ID APT02-4080

Home: Tredegar, Wales

DOB: November 23, 208■

Blood Type: A+

Likes: Inventing, adventure, cute stuff

Dislikes: Staying still, people being jerks, cyborgs

ASPECTS

Concept: **A Man Of Science And Action!**

Talent: **Occultech Inventor**

Student: **Charming Exterior**

Drive: **Friends First, Fun Second, Plan Later**

Free: **Master Of Misdirection**

APPROACHES

Careful: C (+1)

Clever: B (+2)

Flashy: B (+2)

Forceful: D (+0)

Quick: A (+3)

Sneaky: C (+1)

STUNTS

Eyes On Me: Once per session, Isaac can defuse a tense situation by doing or saying something so ridiculous everyone drops what they're doing to look at him.

Reverse The Polarity: If Isaac's dealing with science or occulttech and rolls two sets of two symbols (e.g. ☯☯ or ☯☯), he gets a boost for free.

Super Smartphone: Isaac has an app for everything. Twice per session, he can declare a boost representing some function he happened to have installed.

HOPE □□□

MAYNARD CLAYHORN

Maynard was just a backwards yokel planning to get into his pap's sculpting business, until he ate a glowing thing he found near an occult research facility out of curiosity. Now he can contort and expand his body like rubber, but it's messed up his metabolism—he eats piles of food, and needs a Foundation chip implant to keep his hunger in check. He doesn't trust technology, and spends a lot of time roaming the woods to help keep the animal population in check.

Student ID APT01-5309

Home: Rocky Hollow, Alabama, United States

DOB: April 14, 208■

Blood Type: B-

Likes: Outdoors, craftin', family

Dislikes: Technology, goin' hungry



PENDING VERIFICATION

ASPECTS

Concept: **Backwood Sculptor**

Talent: **Hungry Hungry Polymorph**

Student: **Occult History Fan**

Drive: **Traditions, Not Technology**

Free: **Humble Family Man**

APPROACHES

Careful: D (+0)

Clever: B (+2)

Flashy: C (+1)

Forceful: A (+3)

Quick: C (+1)

Sneaky: B (+2)

STUNTS

Heart o' Gilt Steel: When someone's attacked physically in Maynard's zone, he can spend a fate point to redirect that attack to himself. He defends against that attack at +1.

Learnt It From Pap: Advantages Maynard creates with Clever jury-rigging can be invoked for a +3 bonus instead of +2.

Rubbery Arms: Maynard's form allows him a fantastic reach. If he's eaten some matter this scene, he can stretch his limbs to create advantages in adjacent zones.

HOPE

DEXTER DAS



King Edward VI Grammar. Bredgar Chambers. Bombay Scottish. King's College. These are just some of the many prestigious schools Dexter is banned from. He means well, but he's way too enthusiastic, thinks the Foundation's rules are holding him back, and his sense of danger is so out of whack he drinks his own potions to test for side-effects. The Foundation is hoping he'll dial it back a bit—he could make a great researcher one day.

Student ID APT06-8141

Home: Bangalore, India

DOB: November 23, 208■

Blood Type: B-

Likes: Science, happy people, British science fiction

Dislikes: Black licorice, angry people, the back of police cars

ASPECTS

Concept: **Obsessed Occultist**

Talent: **I Prefer "Eccentric Alchemist"**

Student: **Why Don't People Understand My Intentions?**

Drive: **Forbidden Fruit is the Tastiest Kind**

Free: **Potion-Enhanced Body**

APPROACHES

Careful: D (+0)

Clever: A (+3)

Flashy: B (+2)

Forceful: C (+1)

Quick: C (+1)

Sneaky: B (+2)

STUNTS

Making Dreams Come True: Aspects Dexter creates with alchemy (including **Potion-Enhanced Body**) can be invoked for a +3 bonus instead of +2

Not What Teacher Said To Do: If Dexter's breaking the rules (researching a subject he's been forbidden from, running in the halls, drinking an exotic-matter milkshake, etc.), he can spend a fate point to substitute Flashy for Careful for the rest of the scene.

Weird Science: +2 to Cleverly overcoming when dealing with occult sciences.

HOPE

RILEY DENDRON

Riley's a late transfer to Occultar. Being the new student is rough, but Riley's good at making friends. In fact, she's still talking to like twenty of her old classmates regularly for friendship and advice. She also does volunteer work in her free time, and will always do a solid for someone in need.

If Riley has a weakness, it's cutting-edge technology. She drops a ton of spending money on the stuff, has trouble performing occult science without apps, and she gets edgy if she has a bad connection.

Student ID APT01-5475

Home: Chicago-Milwaukee Metroplex, USA

DOB: January 1, 208■

Blood Type: O-

Likes: Friends, good wifi, glazed donuts

Dislikes: Loud noises, selfish people, low battery



ASPECTS

Concept: **New Kid On The Block**

Talent: **Basic Sorcerer**

Student: **Friends Almost Everywhere**

Drive: **Help Those Who Need It Most**

Free: **Gotta Have The Latest Tech**

APPROACHES

Careful: B (+2)

Clever: C (+1)

Flashy: A (+3)

Forceful: C (+1)

Quick: B (+2)

Sneaky: D (+0)

STUNTS

Friends List: +2 to Carefully creating advantages through research when Riley can text her pre-Occultar friends for help.

Here, Hold This: When she's performing a ritual and receives assistance from at least one other person, Riley can get an additional +2 on her roll.

Interconnectivity: If Riley tries to Flashily convince others to help her and exactly three of her dice show the same result she gets a boost for free. (⊕⊕■⊕ or ⊖⊕⊖⊖ would get a boost, but not ⊕⊕⊕⊕.)

HOPE



MARY-SUSAN FLEETWOOD

Mary-Susan wants her life to be like a TV show, or at least like her fanfic-packed webcomic: a hyperactive adventure where everybody pairs up at the end. When she's not fussing over art or her blogs, she surrounds herself with friends and does a terrible job of matchmaking them.

Mary-Susan is only truly happy when she's lifting people's spirits on some grand adventure. If you hang out with her, you *will* get dragged into one.

Student ID APT01-2568

Home: Los Angeles Arcology, United States

DOB: August 14, 208■

Blood Type: B+

Likes: Romance, aliens, cooking

Dislikes: Feeling ordinary, clubs, admitting mistakes

ASPECTS

Concept: **Occultar's Worst Matchmaker**

Talent: **Social Media Butterfly**

Student: **It's Always Adventure Time**

Drive: **I Want My Friends To Be Happy**

Free: **Dedicated Webcomic Artist**

APPROACHES

Careful: D (+0)

Clever: C (+1)

Flashy: B (+2)

Forceful: A (+3)

Quick: B (+2)

Sneaky: C (+1)

STUNTS

Dashboard Overclocking: +1 to Flashily overcoming when convincing someone to go along with her schemes over the Internet. +1 to Forcefully overcoming if it's offline.

Outrageous Teamwork Protocol: When an ally invokes one of Mary-Susan's advantages, she can choose to give another ally +1 to their next action if it's related somehow.

Shipping War: +2 to Flashily creating advantages when facing off against a group.

HOPE

FEIXUE GUO

Feixue is a C-pop sensation, but what she really wants is a normal life, free from pressure from her parents and manager. Unfortunately, she's become a newtype who can make her voice supernaturally compelling. The Foundation won't tell anyone if she doesn't abuse it, and she avoids it—she'd rather make friends without worrying that they're not real.

She usually keeps people at arm's length with smiles and a quiet attitude, but she's got a few close friends, like her BFF Madoka. If you hurt them, God help you.



Student ID SEA01-1401

Home: Guangzhou, China

DOB: January 31, 2008

Blood Type: AB-

Likes: Fashion, singing, quiet time, Madoka

Dislikes: Fawning, obsessive fans, being interr-

ASPECTS

Concept: **Normal Girl, Weird Life**

Talent: **Idol Singer**

Student: **Supernaturally Compelling Voice**

Drive: **I Want Real Friends**

Free: **I Know Wushu**

APPROACHES

Careful: C (+1)

Clever: C (+1)

Flashy: B (+2)

Forceful: B (+2)

Quick: A (+3)

Sneaky: D (+0)

STUNTS

Hard Work: +2 to Quickly creating advantages with sweet martial arts moves.

My Star's Always Right: When Feixue invokes one of her character aspects to reroll, she also adds +1.

Super Dimension Feixue: +1 to Flashily overcoming and creating advantages that rely on her sweet singing voice or secret supernatural voice.

HOPE

FONG HO



On the outside, Fong is a model student. He's the Student Council's VP, aces every subject, and can make friends with anybody. On the inside he's a manipulative jerk whose every move is calculated to help him gain control of his surroundings, and he wants to be the Student Council President.

He's been good at hiding it so far, but his ridiculous ego, love of overcomplicated plans and habit of remorselessly using people are going to come back to bite him eventually.

Student ID SEA01-0108

Home: Harbin, China

DOB: February 28, 2008 ■

Blood Type: A+

Likes: The Student Council, orderly queues, fruit

Dislikes: Being called wrong, mirrors, air pollution

ASPECTS

Concept: **Best Student, Worst Person**

Talent: **Manipulative Genius**

Student: **Student Council Vice President**

Drive: **Plans Within Plans**

Free: **Perfect Public Persona**

APPROACHES

Careful: A (+3)

Clever: B (+2)

Flashy: C (+1)

Forceful: D (+0)

Quick: C (+1)

Sneaky: B (+2)

STUNTS

Exactly As Planned!: Once per scene, when someone else succeeds with style while opposing Fong, he can declare he planned for that and get a boost.

Hopeless Fools!: If Fong is participating in a scene remotely (e.g. via a phone call from the safety of Detention), he can give up his turn to tell someone present what to do. They get +2 to that action.

I'll Make You Trust Me!: Fong always provides active Careful opposition when someone tries to uncover his aspects or connect him to anything illegal, even if he's not present.

HOPE

GAI IWATA

Gai is Occultar's cool rocker kid, or at least he wishes he were. So far, the only part he can truly pull off is his rockabilly pompadour—other than that he's a coward, he's a mediocre bike rider, and he gets stage fright when people listen to his guitar skills.

But somehow, beneath it all, Gai has the heart of a hero and a strong moral compass. If the day ever needs saving, and he can work up the courage, and nobody else handles it... Gai will be there. Eventually.



Student ID APT03-0569

Home: Nagasaki, Japan

DOB: April 2, 208■

Blood Type: A-

Likes: Rock and roll, having nice hair, pepperoni

Dislikes: Scary movies, smooth jazz, injustice

ASPECTS

Concept: **Wannabe Ace**

Talent: **Rock and Roll!**

Student: **Only Cares About His Hair**

Drive: **Coward With An Honorable Heart**

Free: **Always Pulls Through... Eventually**

APPROACHES

Careful: C (+1)

Clever: D (+0)

Flashy: B (+2)

Forceful: B (+2)

Quick: A (+3)

Sneaky: C (+1)

STUNTS

A Quick Comb: If he has checked and combed his pompadour this scene, Gai can invoke his character aspects for a +3 bonus instead of +2.

Hit The Road: If Gai Quickly overcomes an obstacle and succeeds with style, he can create a situation aspect with a free invoke instead of taking a boost.

ROCK AND ROOOLLLLLL! Twice per session, Gai can get a boost by yelling out his catchphrase. (It'll catch on eventually.)

HOPE



TERESA MAI KURITA-STEINER

Nobody is more stylish than Teresa, and she makes sure everyone knows it. Her family owns a military-industrial conglomerate, so she has the money and connections to keep up with the in-est of in crowds and some military training on the side.

Teresa likes to lead, and dreams of running the Student Council. She's arrogant, snobby and tends to rush ahead on her own, but she won't back down from a fight and she's intensely loyal to the people who put up with her long enough to become friends.

Student ID NER01-3071

Home: Wilhelmshaven, Germany

DOB: May 27, 208■

Blood Type: A+

Likes: Coffee, fashion, cute girls, world domination

Dislikes: Cherries, uneven stitching, failure

ASPECTS

Concept: **Would-Be Shogun Of The Student Council**

Talent: **Occultar's Best Fashionista**

Student: **Insufferable Genius**

Drive: **Get It By Your Hands**

Free: **Worst Enemy, Best Friend**

APPROACHES

Careful: C (+1)

Clever: B (+2)

Flashy: A (+3)

Forceful: B (+2)

Quick: C (+1)

Sneaky: D (+0)

STUNTS

Battle Tech: Twice per session, Teresa can produce a piece of military hardware or *really* stylish clothing and declare a boost.

Endless Waltz: Even if she's ambushed, Teresa always goes first in a physical conflict.

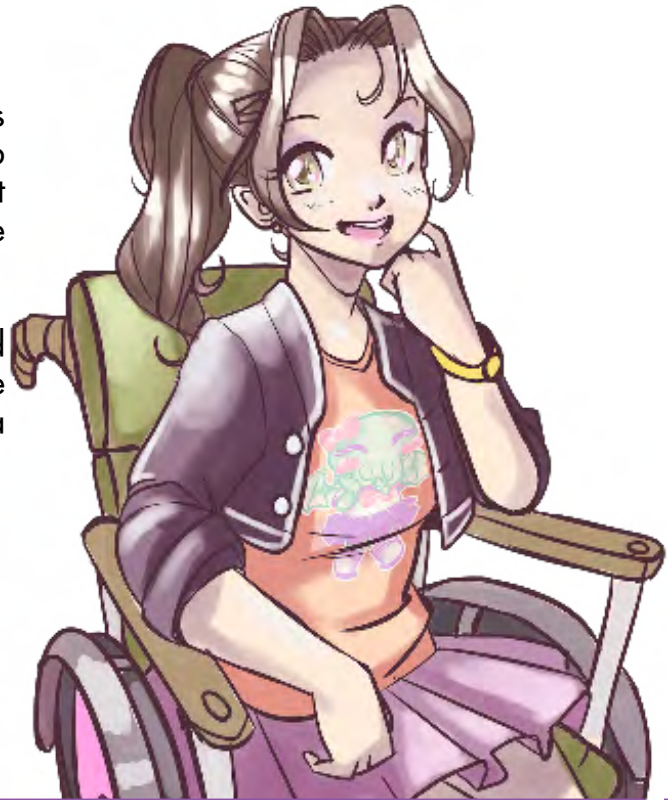
Information High: Teresa may substitute Flashy for Clever when overcoming or creating an advantage, if she explains her brilliant plan in a dramatic monologue.

HOPE

MADOKA MAWARU

Madoka has a straight-A student's brain, an athlete's willpower, and the undisputed title of Queen Dweeb of the Dweeb Tribe. She's happiest when she's got a controller in her hands, and even her BFF Feixue can't pry her away for long.

Madoka's a bright spark with seemingly unlimited reserves of energy, a competitive streak, and a nice long friends list to hang with. Occultar has no idea where she gets the time to maintain her grades.



Student ID APT03-7313

Home: Osaka, Japan

DOB: November 27, 208

Blood Type: AB-

Likes: Games, competition, shonen manga, Feixue

Dislikes: Mean people, hot days, beards

ASPECTS

Concept: **Perfect Dork**

Talent: **Hardcore Gamer**

Student: **Smarter Than She Acts**

Drive: **I Play To Win!**

Free: **Friendship On Wheels**

APPROACHES

Careful: B (+2)

Clever: A (+3)

Flashy: B (+2)

Forceful: D (+0)

Quick: C (+1)

Sneaky: C (+1)

STUNTS

It's On Like Donkey Kong: Once per scene, when Madoka invokes her Drive to reroll, she can roll six Fate dice and take the best four.

Mawaru Kart: +2 to Forceful attacks when running people down in her wheelchair.

Real-Time Strategist: Advantages Madoka creates by assuring people that this is just like a video game can be invoked for a +3 bonus instead of +2.

HOPE



TAVLEEN MUNROE

“Tavers” is president of the Journalism Club and star reporter of its news blog, the Arcane Gazette. She’s fun to be around when you’re not hiding something, but if you are (you are) she is an absolute terror. The merest hint of her awful Boston accent in the distance is enough to send Occultar’s shadier students running.

Somehow it’s hard to hate her, which is handy since she prefers to rely on friends to get the scoops first. Sneaking around and blackmailing people is strictly plan B. A.5, tops.

Student ID APT01-2004

Home: Boston, United States

DOB: February 6, 208■

Blood Type: O-

Likes: Red Sox, ice cream, discovery

Dislikes: The Yankees, the word “yellow”, coverups

ASPECTS

Concept: **The Arcane Gazette’s Newshound**

Talent: **Two Scoops Ahead**

Student: **Straight B Student**

Drive: **Whatta Scoop!**

Free: **Friends With Everybody I’m Not Blackmailing**

APPROACHES

Careful: C (+1)

Clever: B (+2)

Flashy: B (+2)

Forceful: D (+0)

Quick: C (+1)

Sneaky: A (+3)

STUNTS

A Passer In The Storm: Tavers can bail on a scene at any time. She can spend a fate point at any later time to come back with a recording device.

Rumourmonger: +2 to Sneakily creating advantages by spreading rumours and gossip.

The Tavleen Files: When Tavers Cleverly creates advantages by using her network of contacts, she can exchange free invocations for additional aspects.

HOPE



“O” is a sugar-powered genius. As one of the government-sponsored students her past is in a sealed black envelope in the Foundation’s offices, but she says she came here to train and challenge her mind with occult mysteries.

O’s a useful friend, but she doesn’t have many; her eccentric behaviour and habit of remorselessly using people keep them away. Her sole endearing trait is her hopeless addiction to coffee and sugary treats, and who knows what life she’s had to leave her craving something sweet in it?



Student ID APT07-4412

Home: Seoul Arcology, Korea

DOB: Yes

Blood Type: O-

Likes: Sweet things

Dislikes: Miscellaneous

ASPECTS

Concept: **Korea’s Greatest Cult Buster**

Talent: **No-Sleeper Agent**

Student: **Korea’s Worst Social Life**

Drive: **I Am Justice!**

Free: **Sweet Tooth For A Bitter Heart**

APPROACHES

Careful: B (+2)

Flashy: C (+1)

Quick: D (+0)

Clever: A (+3)

Forceful: C (+1)

Sneaky: B (+2)

STUNTS

I’m Always Right: Once per scene, O can spend a fate point (and a few moments of observation) to make a special Clever roll representing her potent deductive faculties. For each shift she makes on this roll she discovers or creates an aspect, on either the scene or the target of her observations. She may only invoke one of them for free.

Play Dirty: +2 to Sneakily creating advantages when doing dishonest or illegal things.

Sluuurrrppp: Once per scene, if she has a caffeinated drink on hand, O can use Clever in place of any other approach for one roll.

HOPE

KAIYA SHIBUYA

Kaiya is an occult prodigy, scouted by the Academy after she taught herself the Five Rings in junior high. She's proud of that, but she prefers to be known for her hip-hop skills. She's extroverted, vain, and overly curious, so when she's not asking questions and expecting answers she's sticking her nose into other people's business.

Kaiya grew up in a dangerous part of Neo-Tokyo, so if things get rough she can fight dirty as hell. Whether it's a serious fight or just Tavleen biting her style, Kaiya knows she'll come out on top.

Student ID APT03-4280

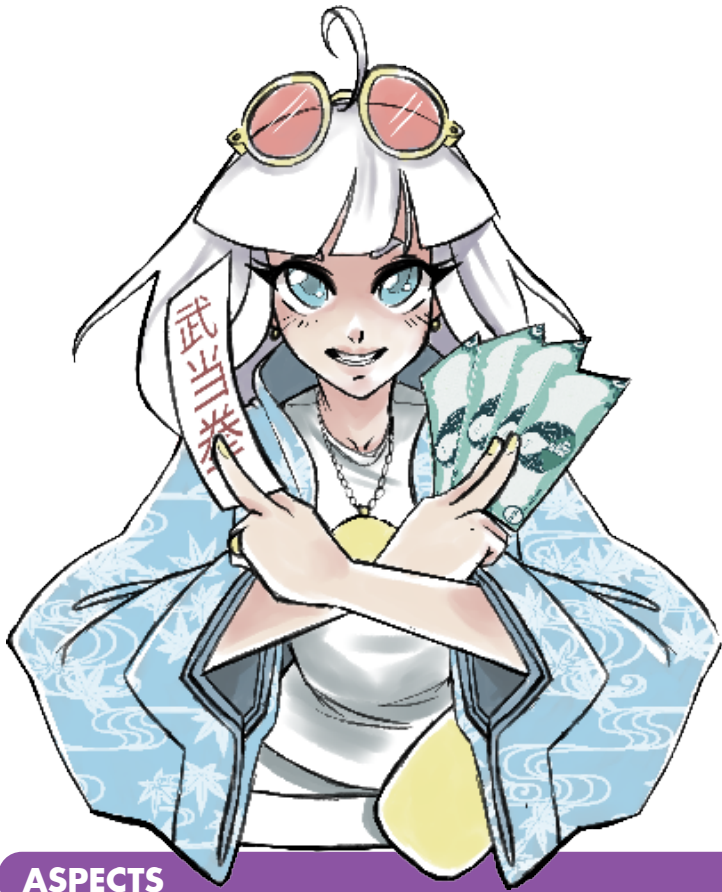
Home: Neo Harajuku, Japan

DOB: June 8, 208■

Blood Type: B+

Likes: Fashion, sweet beats, Kaiya

Dislikes: Obstacles, secrets, awkward silence



ASPECTS

Concept: ***Inquisitive Wizard***

Talent: ***J-Hip Hop Star***

Student: ***Rocking The Five Elements***

Drive: ***Every Characteristic Of The Egotistic***

Free: ***West Neo-Tokyo Born And Raised***

APPROACHES

Careful: D (+0)

Clever: B (+2)

Flashy: A (+3)

Forceful: B (+2)

Quick: C (+1)

Sneaky: C (+1)

STUNTS

Epic Rap Battles: Advantages Kaiya creates with Flashy magic can be invoked for +3 instead of +2.

I'mma Let You Finish, But...: Once per scene, when someone else creates an advantage, Kaiya can spend a fate point to create a Flashy advantage as though she had just rolled that same result.

Snoop Kaiya: +2 to Cleverly creating advantages when trying to get information about other people.

HOPE

RIN TANAKA

Rin is a totally ordinary student, with no special abilities, average marks, and mediocre occult talent. The Foundation recruited Rin so they could use someone average as a control.

Thanks to them, strange and bizarre things keep happening to Rin with alarming frequency. Rin would rather not be surrounded by para-psychics, technosorcerers and Mary-Susan, and tries to cope with a blasé attitude and a touch of sarcasm. On the bright side, it's easy to learn about the occult when it keeps happening to you.

Student ID APT04-5050

Home: Brisbane, Australia

DOB: February 6, 208■

Blood Type: O-

Likes: Hot chocolates, mochi, Mary-Susan

Dislikes: Bad luck, binary choices, Mary-Susan



ASPECTS

Concept: **Ordinary High School Student**

Talent: **Weirdness Magnet**

Student: **Smart But Lazy**

Drive: **I Just Want A Quiet, Normal Day**

Free: **Good-Natured Smartass**

APPROACHES

Careful: B (+2)

Clever: B (+2)

Flashy: D (+0)

Forceful: C (+1)

Quick: C (+1)

Sneaky: A (+3)

STUNTS

Bystander: When Rin uses a turn to tell an ally to do something weird and dangerous, they get a +2 bonus to do it.

It Keeps Happening: Rin's Talent can be used by *compelling* **Weirdness Magnet** and describing some weird and only-briefly-convenient thing happening. Rin gets the benefit of the Talent instead of a fate point. Versatile but infuriating!

Sometimes Lucky: Nothing lethal happens to Rin, at least not immediately. Whenever Rin would be taken out, they can give the opponent a fate point to concede instead. Rin doesn't get any fate points for this.

HOPE



VASILY ULYANOV

Vasily's the result of a Russian experiment, a modified clone of some of their more talented sorcerers. His occult talents are middling at best, but he can accept occulttech cybernetic implants easily.

Vasily's creator defected and took him to the Foundation's Vandenberg branch after deciding the experiments were getting unethical. He's supposed to be here to get an education, but anywhere he can lay back and flirt with other students suits him just fine. Vasily fell in love with California, and talks like he's been there his whole life.

Student ID NER01-3254

Home: Vladivostok, Russia

DOB: March 20, 208■

Blood Type: AB+

Likes: Girls, soccer, surprises, strategy games

Dislikes: Deadlines, cold weather, bossy guys

PENDING VERIFICATION

ASPECTS

Concept: **Laid-Back Clone from California**

Talent: **Cybernetics Are, Like, Cool And Yeah**

Student: **Wikipedia Isn't Cheating, Right?**

Drive: **Impress The Girls**

Free: **Raised By A Russian Mad Scientist**

APPROACHES

Careful: B (+2)

Clever: B (+2)

Flashy: A (+3)

Forceful: C (+1)

Quick: C (+1)

Sneaky: D (+0)

STUNTS

Cybernetic Implants: Vasily's smartphone is in his head, so he never has to worry about it being stolen or out of reach and always has access to a computer.

Flirt: +1 to Flashily overcoming and creating advantages when interacting with the opposite sex.

Grew Up In A Lab: Vasily can treat **Raised By A Russian Mad Scientist** as his Talent when trying to figure out weird occult stuff, especially illegal stuff.

HOPE

ADDISON WAITE

Addison's hobbies are slamming hoops, jamming hoops and bamming hoops, which is slamming hoops but you yell "Bam!" when you do it. She's brash, quick-tempered, and hates weakness, but tries her best to be cool for her friends.

She also has telepathic powers, which she tries to ignore—people have some weird thoughts, and she keeps picking up other people's dreams when she tries to sleep. She's started to hate the occult, and the Foundation keeps her placated with newtype medication.

Student ID SAL01-3033

Home: Durban, South Africa

DOB: June 27, 208■

Blood Type: B-

Likes: Basketball, meat, fuzzy animals

Dislikes: The occult, weakness, supermarkets



ASPECTS

Concept: **Telepathic Star Athlete**

Talent: **Basketball Team Captain**

Student: **Goddamn, I Hate Magic**

Drive: **I Gotta Prove I'm Strong**

Free: **Brash And Hot-Headed**

APPROACHES

Careful: C (+1)

Clever: D (+0)

Flashy: B (+2)

Forceful: A (+3)

Quick: B (+2)

Sneaky: C (+1)

STUNTS

Double Dribble Visual: Addison can pick any character she's met, whether or not they're in the scene, and take a mild consequence to briefly perceive with their senses instead of hers. She gets more reliable results from people she knows well or people close by.

Get Dunked On!: When Addison succeeds with style on an attack, she can spend a fate point to prevent the target from checking a stress box to absorb damage.

Psychic Forward: +2 to Quickly creating advantages by predicting an opponent's actions.

HOPE



CHET "THE TOASTER" WILSON

Chet is the star of Occultar's footballs team and a big lovable lunk. Why Occultar scouted him isn't totally clear, but everybody loves that guy so nobody cares. He was going to be The Refrigerator, but it was taken and he couldn't think of any other appliances.

Though he doesn't seem like he thinks much, Chet has hidden depths—he's working on being an artist in his free time, and he's painted some stunning footballs scenes. Whatever he's doing, Chet gives it 110%.

Student ID APT01-1916

Home: Omaha, Nebraska, USA

DOB: May 7, 208■

Blood Type: B+

Likes: Team effort, rhyming cheers, freshly cut grass

Disklikes: Complexity, rival teams

ASPECTS

Concept: **Self-Described Star Footballsman**

Talent: **Arm Like A Cannon**

Student: **Poster Boy**

Drive: **Looking Out For Number One**

Free: **Secret Artist**

APPROACHES

Careful: D (+0)

Clever: C (+1)

Flashy: A (+3)

Forceful: B (+2)

Quick: B (+2)

Sneaky: C (+1)

STUNTS

Call an Audible: Chet instinctively knows when to change plans on the fly. Once per scene, he can spend a fate point to change an advantage he created into a different one and stack an extra free invoke.

Lovable Lunk: Everybody Loves Chet. Whenever he meets someone new, he can spend a fate point to declare that they're a big fan and give them the aspect **I Love That Guy!**

Play Dumb: Thanks to his reputation for not paying attention, Chet gets +2 to defending when hiding that he knows something he shouldn't.

HOPE

GUY "YOUNG GUY Z" ZHOU



Guy's a slacker and a delinquent who transferred here after an undisclosed "incident". He never does his homework or listens to the teacher, but somehow annoys them even more by acing every test...

...Because he's been here before. What only the Headmaster knows is that he's really Adrian Chen, a slick undercover cop sent here to search for a drug ring. He's an Occultar alumni, so he knows his way around the place. Now he just has to find the drugs.



Student ID NHK01-0999

Home: Kowloon, Neo Hong Kong

DOB: June 27, 20■■■

Blood Type: AB+

Likes: Things

Dislikes: Stuff

ASPECTS

Concept: **Undercover Cop**

Talent: **Police Procedure "Expert"**

Student: **Occultar Alumni**

Drive: **Do The Job, Don't Get Caught**

Free: **Surprisingly Youthful-Looking**

APPROACHES

Careful: C (+1)

Clever: B (+2)

Flashy: D (+0)

Forceful: C (+1)

Quick: B (+2)

Sneaky: A (+3)

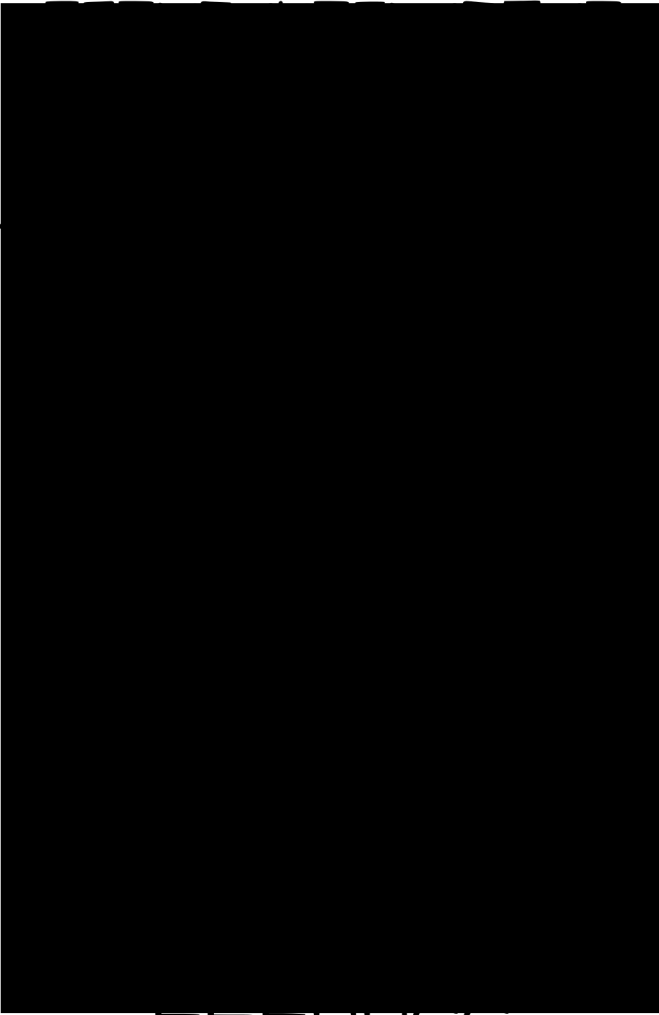
STUNTS

Infernal Affairs: While undercover, Guy can treat his Concept as **Delinquent Exchange Student** and Student aspect as **This Punk Learns Fast!** whenever it would be convenient for him, except for the purposes of compels. He can change identities (and aspects) between episodes. (He tries to name his aspects so they're used for similar invokes, to avoid suspicion.)

Going Loud: When Guy compels **Undercover Cop** to risk or blow his cover, he can invoke **Police Procedure** to substitute Sneaky in place of another approach for the rest of the scene.

Quick Liar: When Guy succeeds with style while Sneakily whipping up a cover story, he gets a situation aspect with a free invoke instead of just a boost.

HOPE



NOTICE

This student has been expelled and detained for violating the following regulations:

- Academy Regulations §3-9
- Academy Regulations §10.A (“Banned Subjects”)
- Occult Secrets Act §3(a)
- Student Council Directive 14-B (“Appropriate Storage Of Pets”)

This student’s dossier has been classified in accordance with §14.14 of the Occult Secrets Act, and requires GAME OVER clearance to view. Attempting to view this dossier by bypassing restricted sections is not permitted.

ASPECTS

[Redacted text under ASPECTS]

APPROACHES

[Redacted text under APPROACHES]

STUNTS

[Redacted text under STUNTS]

[Redacted text]

they really are out to get you

You're fighting against the Ancient Ones, but they're not always the greatest threat. Sometimes, it's your classmates.

Agendas are secret aspects some students have that represent ulterior motives, hidden affiliations, and other goals that could complicate the investigation. To solve the mystery, you'll have to work out who you can trust and who's plotting against you—and if you have an Agenda, you'll have to do it without being caught.

Agendas can be pretty much anything, as long as the character would want to hide it and it could hinder the investigation. That includes:

- A crime they intend to commit, from stealing school supplies all the way to straight-up murder.
- A secondary goal they want to achieve using the mystery as a cover.
- An embarrassing secret they'd want to keep the investigation from exposing.
- An occult power they're hiding, for fear of being ostracized or taken away by the government.
- An item (occult relics, contraband, etc.) that could get them in trouble if they're caught with it.
- Something that makes them *seem* extremely suspicious when they're not.
- Being the culprit, or a desire to betray the school to the Ancient Ones.

NPCs that the characters interact with often could have Agendas—especially anyone who joins them in Detention, or wherever else they start the episode—but players can have them too, and I hear they're *good* at secrets.

TYPES OF AGENDAS

There's no set list of acceptable Agendas—a character's Agenda simply depends on the role you want it to have in the story.

Most Agendas are related to the episode's current Ancient One or mystery: cultists, culprits, people being blackmailed to help the culprit, personal beefs with one of those people, sources of extra clues, and so on. They don't have to be, though. Really all an Agenda needs to do is make the investigation a little more difficult, and a red herring can do that.

They also don't have to be *evil*, just not helpful. You could have a secret that could be useful if you weren't trying to keep it secret, or you could be member of a completely different cult that happens to oppose this *specific* Ancient One. Sometimes what's acceptable for an ally to have comes down to what the group can work with.

Agendas can also be things outside of your control, like blackmail or even possession. Keep in mind that if you go this route, the GM can and should probably compel you.

THE STORY DISCONNECT

Agendas don't have to be obvious. Someone who's obviously a jerk doesn't have to have an evil Agenda, and it turns out nice guys aren't always. In fact, having an Agenda that doesn't seem to fit the character can be more interesting.

Agendas add to the game's story by creating a disconnect between how the character *is presented* and how they *actually act*. Take Madoka, a gamer so cheerful she only pronounces the first letters of her swears. What if she murdered another student? Why would she do that? Story is created by finding a way to fill in the blank: *obviously* it's because her family are from a secret order of evil-sorcerer-slayers and that other student was a cultist.

So when you're coming up with Agendas, don't worry about what the character would do. Think about the Agendas you'd like to see, and *then* think about how to connect them.

ASSIGNING AGENDAS

Who can get an Agenda should be decided by your group before the game begins. Usually, Agendas are given randomly to half the characters (from a pool of PCs and NPCs) and are known only to the GM, but this can change depending on the group's preference. Talk with your group about what works best for them:

- Do you want Agendas to be random or chosen? Does anyone explicitly want/not want one?
- How many Agendas are there? Do you want mostly Agendas, mostly innocents, or a mix?
- Who knows Agendas? Are you as in the dark as your character, or do you discuss your Agendas out-of-character before you start? Can people work together on the same Agenda, and do they have to announce that?

Here are some methods that have worked well before, or at least not crashed and burned:

DEFAULT

Half of the characters (PC and NPC) have Agendas. The group has a character creation session, and Agendas are decided in private between then and the first episode. This lets the GM prepare in advance.

QUICK SETUP

If you can't prepare in advance (for example, convention games) but still want random Agendas, have players draw from a stack of index cards. Mark half of them. If a player gets a marked card, they write an Agenda on it. The rest write down a useful fact about their character instead so you can't tell who's got one. Players can opt out or give themselves an Agenda anyway if they want. The GM collects the cards, makes sure they work, and gives leftover Agendas to NPCs as desired.

PARANOIA

Everyone gets an Agenda. You can be working with someone else, but if you are you can't tell anyone.

PARANOIA XP

Everyone gets an Agenda. The GM writes down a summary of all the Agendas (vague details only—for example, if "someone's a cultist", don't say what kind) and reads it to the group. Nobody knows who has what Agenda, just what kinds exist.

HALF AND HALF

Everyone is randomly split between two groups: Students and Cultists. Students have no Agenda, Cultists have an Agenda to help an Ancient One. Nobody knows who else is on their side.

THE PROTAGONIST

Choose one player to be the Protagonist. The Protagonist is the *only* character without an Agenda. Everyone else discusses their Agendas and whether or not they'll be trying to help the Protagonist, but the Protagonist doesn't get to hear that. During play, the Protagonist has to work out who to trust on their own. Nobody is allowed to tell the Protagonist anything their character doesn't know.

USING YOUR AGENDA

Players with Agendas should still make the game fun for everyone. They're not an excuse to have fun at the expense of other players. The group placed their trust in you, so even when you're working against the group, try not to be a jerk about it.

The main thing you want to do with your Agenda is keep it secret. That means you're not going to invoke or compel it as much as a regular aspect, at least until it's exposed. **Most of the time, agendas simply inform your actions.**

If you want to invoke it, you'll need a way to do it without the others noticing. If you're playing online (over Skype, for example) this is easy: Just message the GM. If you can't, try passing notes or having a pre-arranged signal. If you can't do this effectively, you might be better off just letting it inform your actions.

Compels are trickier—it's harder to conceal your Agenda if you're negotiating a compel with the GM, and it's a bad idea for a GM to offer a compel and tip off the other players. Instead, **compels are best awarded retroactively, when the Agenda is exposed.**

Players should always assume their Agenda could be exposed eventually. Try to make it a memorable scene! Once Agendas are exposed, they can be invoked and compelled like any other aspect.

COMMON AGENDAS

If you need an Agenda in a hurry, try one of these. The aspects are just examples, so you can replace them with something similar if you like.

THE ACCOMPLICE

*Agenda: **I Need To Help [Name]***

This character wants to see someone else's Agenda happen. They could be a confidante, an assistant, a partner in crime, or just taking secret orders from a superior. Whatever the reason, their fates are now linked. The other character may or may not know, though the GM should avoid exposing a player's Agenda to another player like this without consent.

THE CRUSH

*Agenda: **Crush On [Name]***

This character is attracted to another student. Whether they're fully aware or in denial, this character will do what they can to help the person they're into. If possible, the crush should play some major role in the current mystery—as someone with an Agenda, a major target, or something else that might lead this character to cause problems.

THE CULTIST

*Agenda: **Serve The Cult***

The standard "I'm a jerk" Agenda. This character has been roped into joining a cult—usually by parents or friends—and they've been asked to do the cult a solid. They could be the culprit, they could be committing another crime on the side, or they could even be trying to save the day without exposing themselves.

THE HIDDEN POWER

*Agenda: **Keep My [Power] From The Foundation***

This character is hiding an occult power. It could be a newtype power, an inherited tome, a legally dubious gadget, or something else; the Foundation's attempts to keep students from feeling watched all the time means they *aren't* watched all the time, so this character has kept it hidden for now. This case risks blowing their cover, though...

PRISON BREAK

*Agenda: **I Need To Get Out Of Here!***

The Foundation does what it can to mitigate stress, but it's not always enough. This character can no longer stand the gilded cage of Occultar. Whether it's expulsion or an excuse to be sent home for a few weeks, the character is planning an escape—or someone else is offering one for a small favour.

This Agenda really comes into its own when the Ancient One's been revealed and things start to get hairy—these characters will likely make a run for it, abandoning subtlety and anyone who won't come along in their panic.

DETENTIONEER AGENDAS

These are some possible Agendas for the characters in Chapter 8. You can choose the ones you like, adapt them to other characters, or just not use them at all. None of these Agendas are strictly "canon".

To help the GM out, a lot of these Agendas come with attached stunts or story powers. The stunts are optional: NPCs with Agendas can start with the attached stunt or swap one of their stunts for it when they're exposed. Story powers are tied into the Agendas themselves. Whether they're used (and how) is up to the GM.

If you're a player using a sample character and you use one of these Agendas, you're free to swap their stunts at the start. Talk with the GM about how to handle story powers.

ALEC ALHAZEN

Alec's pretty cool. He's a friendly dude, but he wants the world to accept and love occult science and its users—which means anything that might endanger that needs to be put down with force. Alec's Agendas tend to focus on secret knowledge.

SECRET KEEPER

Agenda: **Outer Science Ritualist**

Alec got his hands on a rare ritual before he came to Occultar, and it's a useful one. Problem is, it's outer science. If the Foundation or the Student Council finds out, Alec is screwed. But if he plays his trump card right, he might be able to pull it off...

I DID WHAT I HAD TO

(Requires a murder victim with a dangerous Agenda)

Agenda: **Get Away With (Hopefully Justified) Murder**

Alec found them out. They were going to hurt people. Destroy Occultar. *Really* damage the occult's reputation. They tried to silence him, and Alec defended himself a little too hard. Now he's gotta find a way to stick to his principles *and* get away with murder, or his career will meet a premature end. Maybe there's someone he can frame...

SECURE, CONTAIN, PROTECT

Agenda: **Destroy Occult Items At Any Cost**

Alec wants people to like the occult, but to do that, sorcerers need to stop misusing it. To prevent that, he's been secretly collecting dangerous occult objects and destroying the worst ones. He's willing to take them from others first—he'd even destroy something of the Foundation's, if he could.

LAURA BAILEY

Many people take life lessons from magical girl anime, but only the Weird Age lets people copy it. Laura still has the scars. Her Agendas usually revolve around secrets from her past or the attitude it gave her.

SHIRO

Agenda: **Manipulated By Shiro**

Laura never really asked Shiro what his deal is. She doesn't know her companion has employers—employers who wanted to test the Pendant's effects on a human. Employers who are *also* interested in testing the power of the Ancient Ones. Shiro usually only lies by omission, but it's not like she asked—and she'd refuse to believe it, anyway.

This Agenda means Shiro plans to stir the pot and help the Ancient One to see what happens. At some point, Shiro will betray the party and reveal his intentions in a dramatic moment. It's up to Laura's player whether she should replace her Shiro! stunt; he's still willing to give his favourite client some hints, the shifty little jerk.

BEEF WITH THE HEADMASTER

Agenda: **I'll Get The Headmaster**

Laura has a grudge with the Headmaster. Whether she knows something the others don't or he's just sent her to detention one too many times, Laura will go out of her way to strike back, and this mystery is the perfect excuse to start some mischief!

SHADOWS OF THE PAST

(Requires a cult presence)

Agenda: **I'll Deal With This Cult Myself!**

Laura's tangled with a few cults in her time, and one of them is on the Island and looking for revenge. Whether she disrupted one of their operations, they want the Pendant, or the leader just doesn't like her, Laura would rather deal with it herself than open up about her past to anyone else. And that's assuming it's not a paranoid delusion...

ISAAC CARVER

Isaac has good intentions, but he likes playing the hero a bit too much. When he's not trying to solve the case alone, he's fixated on his own personal adventure. Isaac's Agendas tend to be self-centered or occulttech-themed.

YOU!!!

Agenda: ***I'm Coming For [Name]***

Isaac has it in for another character: a cultist, a teacher, or even a classmate. If Dexter's around it's probably him. Either way, Isaac intends to punish them for something they did, even if it's unrelated to the current mystery. Extra credit if he can drag others along.

THE BINDING OF ISAAC

Agenda: ***Outsider Trapped In My Body***

After some past adventure, Isaac has an outsider trapped within him. Until the Foundation gets it out (assuming they even *know*), he's stuck with it. The specifics depend on the Ancient One in play, but either way, the outsider could be released if he's taken out.

Dangerous Consulting: When Isaac is trying to make or use occulttech, he can consult the outsider within him by dealing himself a consequence in exchange for a bonus to his roll—+2 for a mild, +4 for moderate, or +6 for severe.

TIME LORD

(Works best if the Ancient One is a Cold One. You should probably only use this one if it's the focus of an adventure.)

Agenda: ***A Freakin' Time Machine!***

Isaac isn't just an occulttech inventor, he's *the best*. In fact, his dorm room has been converted into a working time machine. It only goes back 24 hours, but who cares, *he made a freaking time machine!* The catch is that operating it damages reality, and every use risks the power of the Cold Ones growing. It wouldn't be a problem if Isaac didn't keep trying to fix things...

This Agenda grants Isaac a story power: by going to his dorm and spending a fate point, everyone inside can travel 24 hours back in time. (Your group can argue about the "rules" of time travel. That's your problem.) The catch is that the Cold Ones get that fate point, and can spend it to make a small change to reality...

MAYNARD CLAYHORN

Maynard's the sort of simple, humble guy who has nothing to hide. Unfortunately, he's *also* the sort of guy who puts weird glowing things in his mouth, so here we are. Maynard can have all kinds of motives, but the bad ones are usually about the thing he ate.

OL' PAP

Agenda: ***Gotta Help My Pap***

Maynard's pap can usually take care of himself, but he's been ill lately. The Foundation gives him a stipend and medical assistance, but Maynard isn't sure it's enough. He's planning to "liberate" some money from the city-folk around here, and if he can get his hands on some medical equipment or occulttech too, why not? Maynard would only commit petty crimes for his pap, but his judgement isn't that great either.

OLD MCPARASITE

Agenda: **My Secret Symbiotic Relationship**

The thing Maynard stuck in his mouth was an intelligent alien, but this one isn't evil—just not great with human emotions and morals. Maynard has managed to come to a friendly agreement with the parasite, and they work together to ensure their combined survival. If it has to, the parasite can assume control and warp part of his body into something strange and powerful. It will do whatever it takes to survive, and ask for human forgiveness later.

PANDEMIC

Agenda: **A Little Parasitic Infection Never Hurt Anybody**

The thing Maynard stuck in his mouth was some kind of slug. Unfortunately, the slug was actually an intelligent being called up by one of the world's filthier cults. Whether it's a Sunrise creation or just an alien who got lucky, the slug has started whispering to Maynard—and it wants him to consume enough mass to begin fission.

Maynard can take an action to cough up one of the parasites inside him. They're small enough to fit into his pocket, but what he *really* wants to fit them into is the mouths of his classmates. If another student swallows the slug, they also get this Agenda. Maynard and the GM can both compel other students with this Agenda to help him out. If Maynard is taken out, the slugs lay dormant.

DEXTER DAS

Dexter means well, but given the choice between, say, helping somebody and pressing a big red button with flashing warning signs on it, Dexter will smash the button. Even when he's helping, he'll sometimes treat the situation as a cool experiment instead of a problem. His Agendas usually involve his own inconsiderate actions and their consequences.

CULTIST? I'M MORE OF A HOBBYIST

(This Agenda assumes there's a cult involved.)

Agenda: **Playing Cultist**

Dexter was a cultist before it was cool. Not out of malice—he just signed up to get a peep at their forbidden science. Sometimes they send him orders or requests, and he fulfils the easy ones to get them off his back. He wouldn't do anything too awful, but he doesn't understand the danger he's in...

Sure, Why Not: Dexter has a fake cultist identity. He can spend a fate point and a few minutes to disguise himself, and create an aspect representing it. Under this identity, the cult he's disguised as a member of will treat him as a trusted and valued asset.

DARK PASSENGER

Agenda: **Unknowingly Possessed**

Dexter's possessed. It's probably his fault, but that's not important. The point is that something's been hijacking his body while he sleeps and getting up to no good. Dexter hasn't noticed, but he might once it takes an interest in the mystery.

Dexter can compel **Unknowingly Possessed** to cede control to his passenger for a scene. If he realises what's happening, he can change his Agenda to add some details about his possession.

FOR SCIENCE!

*Agenda: **I Did It For Science!***

For once, Dexter was the culprit. For what that's worth, it's just an experiment. He's got all his observing equipment set up, a nice frame job on someone he doesn't like, and a *solid* plan to undo everything and save the day before the Ancient One fully awakens. It probably won't survive contact with his classmates for five minutes, but he'll burn that bridge when he gets to it.

RILEY DENDRON

Riley's a late arrival, and nobody knows all the details of her former life. She could have been the Prime Minister of Scotland for all anyone knows. Okay, she wasn't, but the point is that she has a past and it could have followed her.

DETECTIVE RILEY

*Agenda: **Here To Solve An Old Mystery***

Riley's older brother went to Occultar. While he was there, something happened—he's still alive, but he's changed for the worse, and he won't say why. Riley angled for a spot at Occultar in an attempt to uncover the truth, and she's started to uncover an old mystery that surrounds the entire school. If the current episode isn't related, it's still a good opportunity to do some snooping.

SECRET AGENT GIRL

*Agenda: **Secret Agent Riley***

Ever wonder how Riley always seems to have someone to talk to? It's because there's a team of people waiting on the other end. Riley is an intelligence prodigy, scouted by either the Foundation or the government itself to keep an eye on the Academy, and some or all of her "friends" are support agents pretending to be students. Her mission might not be related, but she'll still help when she can. Riley still likes her friends, so balancing her friendships against the demands of her job can be a struggle.

CULTIST RILEY

*Agenda: **Planted By A Cult***

Riley's parents tried hard to get her into Occultar, even after she failed to qualify the first time. They've finally got her in without raising any red flags, and her cult finally has a girl on the inside. Riley's parents are pressuring her to steal some secrets and do some crimes while she's there; how she actually feels about the cult is up to you.

MARY-SUSAN FLEETWOOD

Mary-Susan wants to make everyone happy. She's a good person if you don't mind her energy and shipping habits, but her desire to make her friends happy can land her in hot water. Mary's Agendas are usually tied to other characters or some ridiculous overblown adventure idea she has.

SHE IS SO BAD AT THIS

*Agenda: **Cupid's Guided Missile***

Mary-Susan has picked two students who simply *must* try dating, and she's determined to make her latest bizarre ship work. The problem is that she's so bad at this that it's looped back to amazing. Pick the worst or funniest pair of characters you can think of: Mary-Susan will do whatever it takes to keep these two in the same room as each other, no matter how bad an idea it is or how suspicious it makes her look.

LIKE AND SUBSCRIBE!

*Agenda: **I'm Blogging Everything!***

Mary-Susan has like a million blogs. She follows the Foundation's rules ("don't blog classified information"), but that doesn't mean she can't blog about recent events. A classmate who watches her feed can easily get her general location and an idea of what's happening. Using social media is like breathing to her, so she doesn't even realise she's doing it.

If Mary-Susan has this Agenda, the GM can secretly expose this Agenda to anyone else with an Agenda before the episode begins. Until someone makes her stop, she can be compelled or manipulated into accidentally giving away information or exposing someone's secret.

LET ME OUT OF HERE!

*Agenda: **Make Occultar Kick Me Out***

Mary-Susan's been depressed lately. Occultar's looking less like an adventure island and more like an island prison. She's not going to free herself—she's plotting to *make* them let her go, either by getting expelled or forcing the the Academy to close for a while. It's a ridiculous plan, but that hasn't stopped her before, and in her state of mind she's bad at judging how far is too far...

FEIXUE GUO

Feixue's suffered a lot already. She's walled herself off from the outside world, and nobody's sure how she really feels or what she's capable of. When things at the Academy get unstable, it could be very bad for her—and worse for anyone nearby. Feixue's Agendas usually involve her powers, her friends, or things others do to her.

BEST FRIENDS FOREVER

(This Agenda assumes Madoka Mawaru is around.)

*Agenda: **Anything For Madoka***

Madoka was the first friend Feixue made here. (They met online, so Feixue knows Madoka's not under her sway.) If Madoka's around, Feixue will back her up no matter what. If Madoka's got an Agenda, Feixue will either help her or fight to disprove it. If Madoka is attacked or framed, Feixue gets violent.

This Agenda requires Madoka to get into trouble so Feixue can overreact. If she probably won't, ignore this Agenda (her Drive can cover their friendship). Madoka feels the same way, so you could flip it around and give her **Anything For Feixue**.

DANG IT, GRANDPA

*Agenda: **Criminal Parental Pressure***

Feixue's parents aren't just pressing her to practice her singing talent. Whether they borrowed money from some shady people or they're actually in a cult, Feixue is being pressured to do some bad things while she's here. She's managed to avoid it so far, but this is the episode where her past finally catches up with her...

MY GREATEST SONG

*Agenda: **Charm The Whole Academy***

Feixue is sick of it all. She's got a plan, though: If she can power up her voice, she could command the Foundation to let her go and escape forever. All she needs to do is find a way to amplify it, maybe transmit its powers through the PA or something. This episode, Feixue's looking for an occulttech solution. If she can't figure one out, she can get a classmate to do it, or the Foundation's probably had her experiment with some experimental tech already.



FONG HO

Fong is a jerk. Exploiting things for his own gain is basically his reason for being. Fong relies on lackeys to do the dirty work and conceal his intentions, and with his smartphone he might not even have to leave Detention. Fong's Agendas are self-serving, but rarely in a way people expect.

IT'S NOT WHAT IT LOOKS LIKE

Agenda: ***It's Time For Master Plan B***

Fong technically isn't the culprit, but he knows who is. And might have helped them. Maybe by blackmailing a second person. If it helps, he was *going* to double-cross them, reap the rewards, and use them to do something less world-ending and *totally not trivial*, like get out of that field trip or complete his video game figurine collection. Things didn't go to plan, but Fong always has a backup plan.

With this Agenda, Fong starts knowing the Agenda of whichever NPC would be easiest for him to manipulate. He may have manipulated them already.

ORDER OF THE BLOATED EGO

Agenda: **False Profit**

(This Agenda assumes there's a human cult involved.)

Cults: dangerous, shadowy, surprisingly willing to give all their money to a guy in a robe. Fong joined the local branch of this episode's cult ages ago—under a false identity, of course. He has no actual sympathy for them, he's just risen through the ranks to milk them for cash. But now they're targeting the school, they're no longer useful. Can Fong use his inside knowledge to get rid of them without exposing himself?

Masks Of Fong Ho: Fong has a fake cultist identity. He can spend a fate point and a few minutes to disguise himself, and create an aspect representing it. Under this identity, the cult he's disguised as a member of treats him as a man with authority and responsibilities.

GOD OF A NEW WORLD

Agenda: **I Will Rule This World!**

Fong's ego has finally gone too far. This time, he's the culprit: he wants to use the Ancient One's power to rule everything. If he deigns to let it play on Earth, he'll take over what's left when it's done. Fong is sure that he has this under control and he can reshape the world into something glorious, but he really, *really* doesn't.

Fong counts as a minion of the Ancient One, and can use any of its stunts (p. 112).

GAI IWATA

Gai is a cool guy, when he's not trying too hard. The problem is that that's *all the time*, and it never ends well. Gai has a habit of making his problems worse before he makes them better, usually by running away from them. Gai's Agendas can be anything, as long as they're not something a confident person who gets things right the first time would do.

THE MUSIC OF GAI IWATA

Agenda: **Make The Ultimate Occultech Guitar**

Gai can play, but everyone knows what you *really* need is a kick-ass guitar, so he's been working on one in his spare time. Nothing major—a coat of paint, some new strings, some occultech, maybe a few parts he swiped from the dumpster behind the Science Block last night before the Foundation took it away. He doesn't try to look cool when he works, so it's actually a pretty neat piece of tech, but he might have bitten off more than he can chew with the latest upgrades...

Gai's occultech guitar has some secret powers. What it actually does when played, what the new parts he's stolen might do when combined, and who might want them back, is up to the GM.

ROCK AND ROLL!

Agenda: **Rock Ocelot Owes Me A Favour**

Gai's a big fan of the band Rock Ocelot. He's been to one of their gigs, and accidentally impressed them when he ditched his spot in an autograph queue to help a lost kid. Their frontman gave him a strange runed whistle and told him to blow on it if he's ever in serious trouble. He's *pretty* sure that Rock Ocelot wouldn't be able to hear him, helicopter onto the Island in a matter of hours and try to help out, though. ...Right?

If Gai blows the whistle and invokes this Agenda, Rock Ocelot show up in a matter of hours. They do their best to help with rocking tunes, life advice and a little occult heat, but a middle-aged out-of-the-loop rockers are not always the best help and Gai could be in big trouble if the Foundation finds out.

A BOON FROM SHUIZN

Agenda: **A Dark Deal For Stardom**

(Works best if Shuizn is the active Ancient One.)

The Disciples of the Cold Ones sometimes use social media to scout for people who might be interested in a deal with Shuizn. In a moment of weakness, Gai fell for one of their schemes. He's finally becoming the rock hero he always wanted to be, but now he owes a favour to some very bad people. Can Gai think of a way out of this, ideally one where he still knows how to shred guitar?

Gai starts this adventure with the benefit of one use of Shuizn's Doom (p. 118), and one of his aspects becomes a Shuizn aspect (e.g. his Free aspect becomes **Legend In The Making**). The others aren't aware of this change, at first.

TERESA KURITA-STEINER

Teresa is brash, arrogant, and sure she's earned the right to be. She's likely to see something like a cult as beneath her, but that's little solace if you have to put up with her. Teresa's Agendas usually revolve around her power or ambitions, and are always stylish as hell.

ASK NOT THE SPARROW HOW THE EAGLE SOARS!

Agenda: **The Most Stylish Takeover**

Teresa means well, but if there's one thing she likes more than being good, it's being large and in charge. Teresa will take any opportunity to increase her status, whether it's by gaining leverage over powerful students or even manipulating her way into control of the Student Council. She'll work to save the Academy on the way, but open doors are there to be strode through.

At the start of this episode, Teresa can choose up to four other characters to be in her inner circle. They also have this Agenda, even if they have their own conflicting Agenda already. Teresa can compel each character's Agenda for free once per session, but loyalty is a two way street: each of *them* can compel **Worst Enemy, Best Friend** for free once per session. If a character has a conflicting Agenda, they can decline the compel by betraying Teresa and revealing it instead of giving her a Fate point. In that case, they lose this Agenda but gain an enemy.

CLIMBING THE PERK LADDER

Agenda: **Hidden Strategic Base**

Being the scion of a military-industrial empire has its benefits. Sure, Teresa sees herself more as a singer-model-actress than a general, but perks are perks and there's no reason to ignore them. Teresa secretly owns an apartment in Ashton Junction, stocked with military gear and staffed by a maid who makes a killer tea. If she needs guns she can get them, but who else can she trust?

If Teresa can get to her cache, she can create advantages to outfit herself and others with body armour, pistols (or stun guns, at least) and other cool tech. She best avoid letting the Foundation know or showing the wrong person, though.

HUMAN TARGET

Agenda: **Body Double Guardian Angel**

Teresa's parents got her a bodyguard. Sophie's loyal, gets along well with Teresa, and even better: they're sisters. If Sophie Mei Kurita-Steiner wears Teresa's clothes and fixes her hair, they look identical. Only the Foundation knows Sophie exists, so she sometimes disguises herself as Teresa to protect her or to do things Teresa doesn't want to sully herself with, like talking to unfashionable people. Sophie sees herself as a guardian angel, and will protect her charge at any cost.

Teresa's bodyguard Sophie is, for all intents and purposes, Teresa. They share information and Sophie watches remotely when she can, so Sophie usually has no trouble pretending to be her. Teresa can invoke this to "be in two places at once", or to reveal that the character everyone thought was Teresa was Sophie all along. ("Weren't you in a coma?")

MADOKA MAWARU

Madoka is a friendly gal who's always willing to help, but she's not as goofy as she seems. She's actually pretty bright, and if she has an Agenda in her pocket, she's already calculated how to use her lovable side to get away with it. Her Agendas usually revolve around useful hidden powers and good intentions with a dark side.

THE DEATH AND THE WHEELCHAIR

*Agenda: **Trainee Shinigami***

Madoka's parents are members of the Shinigami, an ancient order of mage-slayers who secretly protect Japan from the Ancient Ones. The good news: she knows the *Spirit Way*, a form of magic based around using her spiritual energy to seal or blast bad guys. The bad news: Madoka wants to get into Shinigami University badly, and the easiest way is to slay an evil sorcerer. She needs to keep the society secret at any cost, but if she discovers a cultist or something, she's steeled herself for murder...

Madoka can use this Agenda to justify having Shinigami gear stashed away in her dorm room, like occult tomes, ofuda or a digifuda with pre-prepared symbols, or a couple of swords disguised as cosplay props.

Shin Madoka Tensei: +2 to Flashily creating advantages with her Spirit Way powers.

SHE'S SUPER EFFECTIVE!

*Agenda: **Newtype Monster Summoner***

*Drive: **I Wanna Be The Very Best!***

Madoka's actually at Occultar so the Foundation can study her strange newtype powers: she can open portals to other worlds with her mind, and call forth "minions" to serve her. The Foundation warned her to keep it secret, but if she hasn't had a chance to sneak her newtype meds, stress might cause her to use her powers subconsciously.

Normally this lets her justify creating advantages (at the cost of mental stress or disobedient monsters if she fails), but she could also take this stunt:

Who's That Dokamon?: Madoka can spend a fate point to summon an alien creature in her zone, effectively giving her +1 to an approach for the rest of the scene.

MADOKA-NO-RYUJIN

(Works best if the Ancient One is from Yamatai.)

*Agenda: **Blood Of Owaru Ijin***

Madoka's veins flow with the alien blood of Owaru Ijin. (Long story, blame her ancestors.) The good news is that it mostly just grants her knowledge and a touch of occult power. The *bad* news is that where Owaru Ijin treads, Mae-no-Ryujin walks behind. Inside Madoka sleeps a raging beast. Luckily it will only come out if her heart's stopped, so Occultar has plenty of time to perfect a cure. It's a good thing nobody in this Academy is a murderer. That would be *terrible*.

If Madoka is killed, she can come back as a Cortez (p. 188). She effectively becomes a Cortez NPC, except she keeps her Talent aspect. The GM can compel her to go on a rampage. The transformation can be delayed until Madoka's body is alone, which is handy if a student kills her and hides the body. If the Cortez is taken out, it reverts back to Madoka.

TAVLEEN MUNROE

Tavleen is a handful even without an Agenda, really: she's a stickybeak who shamelessly records and reports on nearly everything she finds, even if you're trying to discreetly unravel an Ancient One plot. But who expects an Agenda from the lady you already had to spend a scene convincing to put her phone away? Tavleen's Agendas, like the character, are strange, unpredictable, and kind of a pain.

UNDERCOVER TAVVERS

*Agenda: **Undercover Tavers***

Tavleen's in a cult. It's cool, though: she's *undercover*. She's only here for the scoop, and whatta scoop it is! As long as she doesn't have to put herself in danger or do anything too illegal, Tavers is willing to keep up the facade even if she's "exposed" (because hey, what if it gets another cultist to out themselves to her?). It's heavy stuff for a high school student, but she can always bang out when the going gets tough, right. What's the worst that could happen?

In Deep: Tavleen has a fake identity as a cultist mook. She can spend a fate point and a few minutes to disguise herself, and create an aspect representing it. Under this identity, the cult treats her as a low-ranking goon who can be trusted with basic tasks.

SELLOUT

*Agenda: **Find And Fence Some Occult Crap***

Tavers is all smiles, but not every student is from a well-off family. Her parents could barely afford to move out of their home on the edge of blighted lands, and they're still in debt. Tavleen's been raising moolah to support them through the newspaper, and if she manages to lay her hands on some occult stuff, she's not above fencing it...

Tavleen's buyers should be worked out with the GM in advance. Plenty of clubs will pay under the table for some extra newtype meds or fancy occulttech, but she could also be selling to mysterious buyers in Ashton Junction, or even a major player like Sunrise.

BAKA NEKO

*Agenda: **Possessed By A Yokai***

(works best if the Ancient One is a Yokai.)

One time, Tavers went on a vacation to Japan. It was great, but she picked up something before she left—a catlike yokai and possessor spirit. It has no real plans besides joyriding in her head without being caught, but if she's in trouble, the yokai will do whatever it takes to defend its territory. Unless it finds a much cooler student to jump into. That's cool too.

Tavers doesn't know she's picked up an outsider yet. If she's ever in trouble, especially if she's being threatened by another student, the yokai will use its influence on her to make her go bananas. It is possible for her to black out and kill someone.

O's a detective, but that doesn't mean she's a great ally. She'll help the good guys where she can, but her antisocial nature and only technically legal methods might make them regret it. Her Agendas usually revolve around ulterior motives, or secrets that might make her a reluctant enemy.

MY GREATEST CHALLENGE YET

(This Agenda is always true if Fong is in the game, and she can have another.)

Agenda: **I Will Eliminate You, Fong!**

O and Fong have this whole thing. O's pretty sure Fong is a conniving jerk, Fong's pretty sure O is on to him, and neither can prove it... yet. But she's certain Fong's involved this time, and he is *going down*. Everything O does is calculated to help her ruin Fong, including helping the PCs—or at least, convincing them that breaking into restricted areas to gather data for her is helping.

Justice Prevails: O treats **I Am Justice!** as her Talent if Fong is involved somehow.

MY CLASSMATE IS AN AGENT

Agenda: **On Dear Leader's Secret Service**

She says she's from Seoul, but O was actually born and raised in Pyongyang to be the ultimate spy. The good news is that state folded years ago, and O's fine with that. The bad news is that she's here for counseling and help removing the triggers they jammed in her subconscious mind. If they were activated, she would do whatever it takes to resurrect her old state. She should be fine, unless someone got a hold of those triggers or something...



Would You Kindly: If O's secret programming is activated (by compelling **On Dear Leader's Secret Service**), O can spend a fate point to use Clever in place of Quick for the rest of the scene.

O, ROBOT

Agenda: **Miss Robot-O**

O is an android, created by the multinational Arc Zaibatsu to be the ultimate spy and placed in the Academy as an experiment. Things have been quiet so far, but she's been programmed to take samples of occult things that Arc could use in their research, and the current episode is a convenient distraction. And above all else, she needs to prevent anyone discovering her hidden drawers or the blue oil she bleeds, so she can stay at the Academy she's come to love...

Mighty Letter O: +2 to overcoming Forcefully when her powerful, inhuman robot limbs could help.

KAIYA SHIBUYA

Kaiya would be a fantastic ally if she weren't an enormous egotist. She thinks she's a one-girl mystery team, and is quick to start suspecting others or insist that everyone drop what they're doing and investigate the wild theory she just came up with. It could just be bluster, but sometimes it's a cover. Kaiya's Agendas focus on herself.

BUST A MUVIAN

Agenda: **The Transcriptions Are Mine**

(This Agenda works best if Yamatai is the Ancient One, but it's not necessary.)

Kaiya's mastery of the Five Rings is partly thanks to an ancient work about Yamatai she inherited: an alchemy scroll titled *Transcriptions of Heng Ping*. The Foundation sorta-borrowed-but-really-confiscated it when she got to the Academy, as it's really more of a Forbidden Sections thing. Kaiya wants it back. If she didn't break in to steal it already, she's going to use this case as a cover to swipe it.

CULTIST KAIYA

Agenda: **Harajuku Tenjuku Cadet**

Kaiya is being courted by Neo-Tokyo's most stylish cult, the Harajuku Tenjuku. She's been taken by their promises of power, and they just want one thing before she becomes a full member: something from the Forbidden Sections. If she doesn't come to her senses, Kaiya may finally bite off more than she can chew.

Dark Magic: When Kaiya casts spells, she can deal herself a consequence in exchange for a bonus to her roll—+2 for a mild, +4 for moderate, or +6 for severe.

THE NEW FACE OF SUNRISE

Agenda: **Hidden Stash Of NECTAR**

(This Agenda works best if Sunrise is the Ancient One.)

Kaiya's scored a hot new deal: she's now officially sponsored by Sunrise Heavy Industries! This isn't exactly a secret, because if there's one thing Kaiya is bad at it's keeping her mouth shut about great things happening to her. What *is* secret is the little suitcase under her bed, that they said to open if she ever got in trouble...

Kaiya has a sample of NECTAR in a suitcase under her bed, and she's been told to eat it if things get hairy. It's just enough to turn her into Kaiya Nectarite (p. 186), plus a little extra in case of spills. If you're using Code Yellow, this sample is not affected by Hot Potato.

Some are born weird, some achieve weirdness, and some have weirdness thrust upon them. Guess which Rin is? These Agendas usually involve things thrust on Rin by other people, or things outside of their control.

SOS BRIGADE

(This Agenda requires Mary-Susan.)

Agenda: **Protect Mary-Susan, But Quietly**

Mary-Susan and Rin are sorta besties: she drags them off on adventures all the time, and Rin constantly complains but worries about her. This time, Rin knows that Mary-Susan is in danger, but *also* knows that if Mary-Susan finds out things will probably get worse. They're going to have to protect her while keeping her in the dark somehow...

Rin starts the game with a vague idea of one Agenda in play, but not who has it. (Rin could know there's a cultist among the party but nothing that reveals their identity, for example.) If Mary-Susan ever works out Rin knows, she can make a compel Rin can't refuse.

THE SIX MILLION DOLLAR PERSON

Agenda: **Foundation Artificial Human**

Rin is actually a proof-of-concept for a Foundation projects: an attempt to create occult talent through brain surgery. Rin was a mute, brooding orphan from a blighted town, who signed up for the program in exchange for the Foundation relocating their neighbours. The procedure worked—in every practical sense, Rin is an artificial human designed for sorcery. The Foundation is still watching for side-effects, though...

Arcane In The Membrane: Once per scene, Rin can invoke **Foundation Artificial Human** or **Weirdness Magnet** while performing basic sorcery to swap out a Fate die for a regular six-sided die.

At some point, Rin is going to run into a side-effect. It could be a sudden ability to extrapolate outer science from first principles, a soul-crushing personality change, or even a full-blown newtype manifestation. And that's assuming the Foundation didn't use anything weird like NECTAR...

Vasily is usually too laid-back to be up to no good, but when you've got government R&D and international espionage in your backstory, you've already got a crash course in keeping secrets. His Agendas are usually about his past, his weakness for pretty faces, or both.

FROM RUSSIA WITH LOVE

Agenda: **I'm Gonna Impress [Name]**

Vasily usually sticks to casual flirting with comfortable ladies, but sometimes he decides to actually go out of his way to impress someone and see what happens. Unfortunately, this time he picked someone with an Agenda. He wouldn't do anything evil, but he's easier to convince with a smile and a hint than he thinks he is...

Pick a student with an Agenda. They know he's got a crush on them, and can compel his Agenda to convince him to go along with something.

FYI I AM A SPY

*Agenda: **Spying On Occultar***

Vasily isn't as loyal as the Foundation thinks he is. Whether his "father" secretly defected again, he's developed a bond with the Russian sorcerer his genetics were based on, or he's being paid off by another group, Vasily's making a little money on the side feeding information on Occultar to a third party. Normally it's not a big deal, but this case has some lucrative opportunities if he doesn't mind taking some risks...

FYI I Am A Spy: Once per scene, Vasily can spend a fate point to swap the ratings of his Flashy and Sneaky approaches. This lasts until the end of the scene or until Vasily decides to swap back.

AGENT OF P.O.L.E.A.R.M.

*Agenda: **Spying On Occultar***

Vasily's creator *officially* defected to the Foundation, but they actually started working for the government. Vasily is being secretly groomed as a government agent, a task which he imagines involves a lot of martinis and evening dresses. Right or wrong, he plans to do what he can to prove his worth—maybe even if it means ratting out some of his classmates.

ADDISON WAITE

Addison is loud, brash and quick to fly off the handle, but she's usually got enough to worry about without involving an Ancient One. That said, thanks to her powers and need for Foundation medication, she's rarely in a good mood. Addison's Agendas usually put her in a bind, taking control away from her or requiring her to make sacrifices to stick to her principles.

POORLY TIMED ROMANTIC COMEDY

*Agenda: **Major Crush On [Name]***

Addison has a major crush on one of the other students. She's not picky, but she does have terrible taste: her current crush has a terrible Agenda. If she finds out, and she probably will—she'd feel dirty reading their mind, but she probably gets some of their dreams—it's anyone's guess how she'd react. Would she try to "save" them, or secretly help them with their plans? And if they find out, would they try to manipulate or eliminate her?

SHUT UP, SHUT UP, SHUT UP!

Agenda: Choose an artifact or tome from Chapter 10. She has that now. That's her Agenda.

During one of Addison's regular medicals, one of the Foundation's scientists let slip that something in the Forbidden Sections that could help shut out the whispers that plague her dreams. After a week of terrible pre-game sleep, Addison was finally desperate enough to fumble around in there looking for it.

This could be played several ways: She could have accidentally let the culprit in, she could be a red herring, or she could be the culprit. What she actually got her hands on down there is up to the GM.

THE TEPID ONE

*Agenda: **Observer For The Cold Ones***

(Works best if the Ancient One is a Cold One.)

Addison is an artificial human, created by servants of the Cold One to observe the world for them. Her powers also include an incredible sense for pattern recognition and biometrics, and if she tries, Agendas will unravel before her like a bad t-shirt. The Foundation hasn't worked this out, or they would have freaked out by now. Who knows what commands the Cold Ones programmed into her—or how she'll react when she finds out?

Extrapolate The Universe: As long as she has even the vaguest of hints, Addison won't hit a dead end when trying to uncover an Agenda. If she can't figure out someone's deal, she can spend a fate point to work out the closest place she can go to find another hint. It might not be easy to obtain, but it should be possible.

CHET WILSON

Like Madoka, Chet isn't as dense as he looks. He's just very dedicated to Footballsing. He can easily have a few other irons in the fire, and he's the perfect person to hide a serious Agenda behind. Chet's Agendas totally involve footballs if they can, though.

REMEMBER THE ANCIENTS

*Agenda: **Paint The Ancient Ones***

Chet's gotten pretty good at his art, but he's feeling aimless: like you can't be a footballsman without a footballs position, being an artist without a favourite subject seems weird. But, hey, he's at Occultar—why not paint the occult? If Chet hears about something occult, *especially* if it's forbidden, he will do everything he can to take pictures for reference. (He might add a few footballs helmets and some posts to the piece, though.)

Art Of Memory: Chet can produce roughly-accurate drawings of anything he's seen recently from memory, from locations to people to magic circles to the void between universes. He can use this ability to investigate locations by trying to draw them, even if he's not there any more (or if he's returned and things have changed).

ANY GIVEN DOOMSDAY

*Agenda: **Score The Perfect Play***

If you look at it right, Footballsing is a ritual act. Chet thinks so, anyway—all those Xs and Os, all that movement, is a lot like tracing an occult symbol if you do it right. With the emotional investment of hundreds of screaming spectators and a few occult words, Chet thinks anything can happen. That's kind of how the Five Rings work, right?

With this Agenda, Chet is out to learn, steal, or snap pictures of as many occult secrets as he can find and add them to his playbook. With a bit of equation-solving (and maybe a little help, if there's someone Chet can trade with for help), Chet might be able to produce a footballs play that has occult effects when performed properly. The exact effects should be discussed in advance with the GM.

CODE FOOTBALLS

*Agenda: **The Ol' Mind-Control-Eye Play***

Chet's a newtype. His powers awakened after a knock to the head during a game last season, so the Foundation hasn't noticed yet, but he can plant mental commands in people he makes eye contact with. Chet plans to only use this power for good, like convincing people to join the footballs team to shore up the numbers before the big game. So far, the only thing people have noticed is that other students seem to have become cooler lately.

This Agenda lets Chet create advantages that compel people to do things or restrict their actions. His goal is to use this power to get people to join the footballs team, but he's willing to use it to defend himself if things get hairy.

Guy/Adrian's a little unusual—technically, he's got an Agenda baked into his aspects already. That can serve as his Agenda if you can hide your character aspects, but you could also go deeper. Why is a young cop going undercover at an occult high school, and what will he do when he gets what he wants?

CULTBUSTERS

Agenda: **Take Down Cults At Any Cost**

The Headmaster was told that Guy's here to investigate a drug ring, but that's really just an excuse. Guy's *actually* here because the government knows cults have been trying to send their kids to Occultar, and they're is worried some slipped through. Guy's lost family members to cults, and he's willing to do whatever it takes to stop them—even shoot a student. He can do the paperwork later.

This Agenda has an optional story power: if Guy personally exposes a dangerous Agenda, he gets a fate point.

HOT FUZZ

Agenda: **Investigate The Teachers**

(Works best with the Void or Sunrise.)

Guy was here to investigate a drug ring, sure, but he's noticed something else—one of the teachers in this episode is up to something. He doesn't know what it is exactly, but he can use this case as a cover to look into it. Whether they're a cultist, the drug dealer or doing something with the best intentions, Guy is willing to drag everyone else into a whole lot of mess to find out. Hopefully the Headmaster doesn't notice...

EXTREME METHOD ACTING

New Concept: **Crime Thriller Method Actor**

New Talent: **Neo Hong Kong's Best Actor**

Agenda: **One Long Take**

Guy isn't actually Adrian Chen, the policeman pretending to be a student. He's actually Guy Lau, an actor pretending to be a policeman pretending to be a student. Guy's acting talent and massive success in NHK is thanks to his method acting, and he's working with the Foundation on an upcoming film with a pro-occult message. He plans to film as much of this case as possible in case it could be useful, whether the others want him to or not. Guy's Going Loud stunt changes to accommodate his new aspects.

Outer science is the dark stuff. It's the bleak incantations in the back of the forbidden tome, the ritual the bad guys are doing to awaken the Ancient One, what you found in that Foundation lab you were supposed to never see. It's a catalyst for the apocalypse.

Here's how to use it!

OUTER SCIENCE: WHAT'S UP WITH THAT?

Outer science is the term used for any occult science that involves messing with other dimensions. Occult circles also use it in a broader sense, to include other forms of occult science banned or suppressed by the government.

There are many different types of outer science, with different methods and different things the authorities will do to you if you're caught using them. Here's some of the common ones.

GATE THEORY

This branch of cosmology is what most people think of when they think of outer science. It's the opening of gates to other universes, for transferring energy (usually as a power source), information (like messages or even intelligent minds), or physical objects (like outsiders).

Gate theory is high-level science, but the rituals are a little easier—if you have instructions, the biggest hurdles are the power and resource requirements. An Occultar student could probably manage the transfer of a small creature, a simple computer program, or the mind of a moderately intelligent outsider equivalent to a dolphin or Fox News viewer.

Larger gates are difficult but possible. Gates that can call powerful creatures or mount brief expeditions to other worlds are doable by large cults and the Foundation (though maybe not on Occultar Island), and there are things in the Forbidden Sections items that put them within reach of student. Gates powerful enough for, say, an Ancient One are mostly theoretical—all rituals that open them are untested, or we'd be dead. Only the government could reliably gather the resources, and they're more in the business of putting people who try in black site prisons.

HEMOMANCY

Channelling your life force into a ritual through the spilling of blood is a powerful and untested science. "Researching blood magic" is the kind of phrase that makes ethics committees explode, so most of what we know was taken from cults.

The short version is: sacrifice = power. There are a few uses for hemomancy in basic sorcery—you can empower a ward with a simple cut of the hand, and alchemy can do some interesting things with somebody's fluids—but where it *really* shines is outer science, where many spells can (or must) be powered by the sacrifice of another human being.

And thanks to that, hemomancy is illegal. They'll probably let it slide if it's just for basic sorcery and doesn't break any of the other laws you tend to run into when you're looking for blood, but be careful.

MIND WARPING

Arcaneuroscience is the study of how occult science can affect the human mind. There are medical and therapeutic benefits, but it can be turned to darker things. Get someone into a magic circle, and you can force information out of them, compel them to leave you alone, or even change their way of thinking. Fortunately, they're hard to pull off and don't stick for long—in game, they're usually represented by dealing a consequence, and lasts as long as the consequence normally would.

This is A Thing Cults Do, so it counts as outer science as far as the government is concerned. The Foundation is allowed to make limited use of this, if a lot of paperwork's been signed; students who sign consent forms may have certain memories removed in exceptional circumstances, for example.

NECROMANCY

Raising the dead is easy, as long as you're satisfied with something from another dimension Jim Henson's body. The usual reason for binding an outsider into a corpse is to use it as a servant, but smarter outsiders can imitate the dead. This is about as effective as pretending to be someone else based on their social media posts: good enough for everyday things, but they won't get the little things and act oddly in extraordinary situations.

Bringing back the actual person is the ideal, but nobody's had much success yet. Some Ancient Ones seem to be able to return a mostly intact loved one corpse to life, but the returned are changed by the experience, and the price extracted is *intense*.

ULTRAPARTICLES

Ultraparticles are like exotic particles, but from outside our reality. They come from places where the physical laws are vastly different, mostly guidelines, or sometimes ignored. Since you have to gate them in, this usually comes under gate theory, but you can get in trouble just for possessing ultraparticles without the right licenses (or if they're not on the approved list).

Many ultraparticles simply evaporate into gas if you try to bring them here—our universe just can't sustain them. Some of them detonate with enough force to blow your arms off first, though. When they don't disappear, it's *really* worrying; ultraparticles can be used in a lot of terrible ways, many of them are summoned as part of an outsider's physical form, and using them in alchemy can have wild and unpredictable results.

OTHER BRANCHES

Feel free to add other types of outer science that would fit your game. Most types either involve messing with other dimensions somehow, require outer science that does, or make those kinds really easy.

When they don't, there should be another reason the government would make it extremely illegal. For example, mind warping is classified as outer science because it violates human boundaries in an extremely invasive and unpleasant way, and because it's a favourite tool of cults. In most cases, illegal use of occult science (for example, using the Five Rings to set someone on fire) is covered with existing licenses and laws, not classified as outer science.

USING OUTER SCIENCE

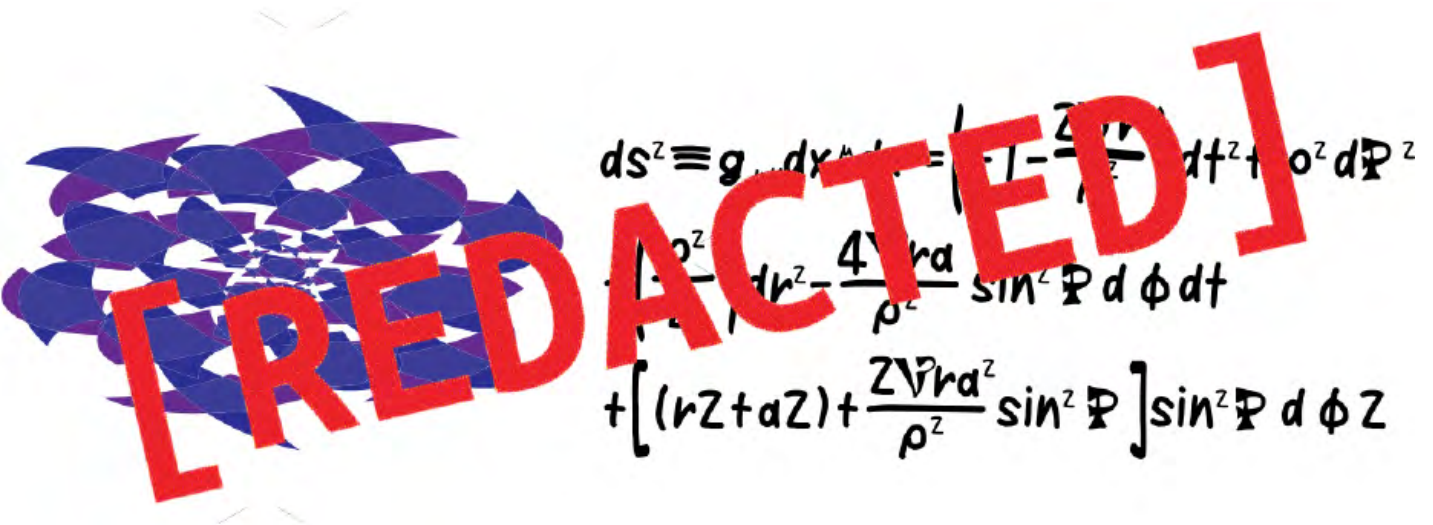
AS A GAMEMASTER

Outer science is an ideal plot device. By definition, it's not something players can control; if it could be learned and used safely, it wouldn't be outer science. Using outer science should be a clear signal that the PCs are leaving their comfort zone.

Ideally, outer science should be both attractive and repulsive. It can do incredible things, but what you have to do for them should be hard to stomach. It never turns out quite the way you want it to, but when the stakes are right, you might be okay with that.

Outer science should change people, too. Once you know about it, you're tempted to use it. Every step forward is a step you can't take back. When an NPC starts showing off the power of outer science, describe how they've been twisted by it too. If the players want to talk them down instead of fighting, use that to explore what finally drove them to use it and how far they had to go.

Don't be afraid to tempt the players with it, either. Let them stumble across some of the tomes and occulttech the villains are using. Point out what they could do with it, but remind them of what they'll lose if they take it. Have them take consequences just to use it, sometimes. Offer compels. Casually leave outer science within reach of the players with Agendas and watch them destroy each other for it.



By now, players should understand how outer science works well enough—it's the forbidden stuff that you're not supposed to know, but will probably have to confront during play. Instead, let's talk about starting with occult science as a player.

AGENDAS

The Foundation isn't a huge fan of students throwing outer science around, but they can't stop everyone. Taking an outer science Agenda means you've been exposed to it somehow, either before you joined Occultar or outside of class, and the Foundation hasn't noticed.

Here are some ways that could happen:

- Your parents could have had outer science stashed away somewhere, and you stumbled on it—or they gave it to you.
- You could have been raised by or had an encounter with cultists. You were rescued, but you didn't mention everything you saw.
- You could be a genius who worked it out themselves.
- You are so terrible at occult science that you discovered outer science on accident somehow.
- You found some outer science in the basement or the Old School Building, left behind and forgotten from some ancient security breach.
- You found it somewhere in Ashton Junction: in a Foundation member's home, from a cult hidden in the town, etc.
- You snuck or stumbled into the Foundation labs or Forbidden Sections—on a trip through the SHO or the basements, say—and walked out with something new.
- Another student with occult secrets passed them on to you.
- You've developed newtype powers that emulate outer science, and the Foundation hasn't flagged you as a newtype yet.
- You found a mysterious book one day. Where did it come from? Who cares?

An Agenda can give you access to a single powerful piece of outer science—like a summoning ritual, illegal occulttech, ultraparticles, or tome of forbidden knowledge—or it can give you access to a type of outer science as a magic style. Keep in mind that you'll still have to use it in a way that doesn't alert anyone else to what you're doing—no performing hemomancy in front of the players unless you can think of a way to play it off (and mop the floor before the Foundation sees).

AS CHARACTER ASPECTS

Sometimes, players will want characters that study outer science. This is ultimately the GM's call—if they feel that what they're doing would be cheapened if the players had that much access to outer science, don't do it. If the group is fine with it, you can work with outer science if you do it right.

The trick is to remember that outer science is restricted. It's usually taught to postgrad students who already earned the Foundation's trust. So for an Academy student to start learning it, they need to either:

- Already know some outer science from another source, such as cult training or developing newtype powers, in which case the Foundation feels obligated to teach them to use it responsibly, or:
- Be extremely gifted or have some other trait which makes learning outer science likely anyway, in which case the Foundation feels obligated to bring them into a controlled environment.

Dexter and Feixue from Chapter 8 might be examples. Feixue's emerging newtype powers edge into mind warping, so the Foundation's teaching her to manage her powers and use them responsibly. Dexter's a genius and could easily have discovered ultraparticles already, so the Foundation's at least making sure he's doing it where they can see him.

Also, if you're at Occultar, it's assumed that you can be trusted to interact with other students. If Feixue was likely to abuse her powers, for example, the Foundation would have shipped her to a specialised facility. They're equipped to deal with it if she starts, but there haven't been any red flags in her psych assessments because she's still here.

These students are secret keepers. The Foundation avoids giving out information where they can—especially about the Ancient Ones, who don't really need their existence confirmed unless they've hired you to research them—and students who learn outer science are expected to do the same with their classmates. Most take night classes and call them "advanced sorcery lessons", and newtypes might be allowed to conceal or lie about the extent of their powers (Feixue, for example) provided they don't expose themselves. These students usually have a student to confide in (like Feixue and Madoka), but should be careful who else they talk to.

If a student breaks protocol, the Foundation focuses on containing leaks. Ideally, they'll be able to relocate the student, flag anything they posted online for deletion, and drop a cover story within the hour. Popular explanations include occulttech malfunctions, freshman lab accidents, and elaborate student pranks. They can't completely hide everything, but they've managed to control the narrative so far.

If you've absorbed all that, all that's left to do is come up with a style that fits an Academy student. Here's an example.

OPTIONAL STYLE: SUMMONER

Requires: A summoner aspect, approval from your group to use outer science

Summoning rituals use gate theory to seek out a specific type of ultraterrestrial being, open a gate to their realm, and pull it through into a pre-prepared magic circle. These beings are then either bargained with for occult power or magically bound to do the sorcerer's bidding. In many ways, it's a cornerstone of outer science.

Summoning actual physical bodies is hard, so most rituals only summon the minds of outsiders, or outsiders that don't have bodies we'd understand. These minds must be bound to an object to survive in this world, whether it's a smartphone, an intact corpse, or that old mirror your grandma gave you. (Pick something that lets you interact with them the way you'd like to or things might get weird.)

If you want them to last, you need to top up the ritual's power every so often. In the old days, people made sacrifices or installed outsiders in other living beings so they could sustain themselves. Now that batteries and power cables exist, that's not necessary. It's rarely safe to have more than one of these running at a time, though.

Occultar sometimes recruits young summoners and teaches them to summon outsider minds. It's an easy ticket to a high-paying job with the Foundation or the government, if you can behave and don't mind that the Foundation saves as many secrets for university as they can.

Student summoners learn to summon outsiders into Crawlies, little robots created specifically as safe hosts.



Crawlies look like small robotic animals (unless the owner mods them), and they can move around and perform simple tasks with an outsider caged inside. If something goes wrong, they're designed to lock up so the outsider doesn't get a free body.

Summoner students can justify the usual occult science class stuff, and:

- Having a supply of Crawlies or similar devices that can hold outsiders for hours at a time
- Being able to overcome or create advantages by animating Crawlies to perform tasks. While using a Crawler, failure to contain the outsider properly usually just means the Crawler is broken unless something went seriously wrong
- Being able to summon simple outsider minds into other things (though you won't get the protections of a Crawler, and if something goes wrong the Foundation might want to have words with you)
- Basic knowledge of gate theory, enough to work with any other summoning rituals you find
- A higher level of trust and access with the Foundation than most students

What they actually know of outer science varies, depending on how they came to learn summoning in the first place. If they don't know about summoning physical creatures, the Foundation doesn't tell them. Most students are taught that the things in the Crawlies are occulttech-based AI programs, and ideally the Foundation lets the summoner think that too.

The Foundation occasionally picks up students who learned summoning elsewhere, and lets them study for a summoning license if they're interested in government work. You'll be able to justify creating advantages by summoning small creatures. Trying to summon something powerful without Foundation approval or using summons to prank/intimidate other students is a great way to get transferred to a more obvious prison.

SAMPLE OUTER SCIENCE RITUALS

To give you an idea of what outer science can do, we've listed some example rituals that can be used as plot devices. These are the sort of things you can find in ancient tomes and cult manuals, the ones the authorities like to burn.

As with basic sorcery, the GM decides how to represent the ritual and what the difficulty is if you're rolling. Unlike basic sorcery, the price you need to pay to get what you want can be weird.

GATE

Difficulty: At least Superb (+5)

Found In: Most outer science works

Price: A magic circle, ridiculous risk

The standard outer science ritual, which turns the space inside a magic circle into an opening to another dimension. Many outer science rituals open gates to do their work (in which case you should use the difficulty of that ritual).

The simpler gates only transfer data and energy, not physical mass. With these lesser gates, you can shift an object inside a magic circle into a dimension where it will liquify or catch fire or something, call up light and energy with strange properties, or combine it with a summoning ritual to call up an outsider without a body.

Greater gates can call up physical mass. These are usually used to make ultraparticles, but can be combined with powerful summoning rituals to call up alien creatures.

Gate rituals are powerful and versatile, but they have a few drawbacks. First, you need a lot of precision to pull them off—mess up an equation or use the wrong type of circle, and the gate fails. Second, summoned beings usually need the gate to stay active, which means either setting up occulttech to maintain it or revisiting the ritual every so often. Once the gate fails, they'll either grow weak or just vanish entirely.

Third, no matter what you're doing with it, screwing up a gate spell is going to do some damage. If you're lucky, the occult backlash will only destroy your preparations. If you're not, it could rip into your body and mind, blow up the room, or even suck you into another dimension.

GLIMPSE THE FUTURE

Difficulty: At least Great (+4)

Found In: Forbidden Sections (digital format), online

Price: Pain and blood

This ritual performs calculations in a dimension where Planck's constant is different to give the caster a vision of a likely future event. It can predict events within the next day or so, can't predict events outside the caster's light cone, and gives hazier visions the further you go in space and time. Most sorcerers can manage local

events with decent accuracy, but rumour has it a powerful sorcerer once got a vision of how *Voyager 1* is going for a few seconds. (Spoilers: It's an inanimate object in space.)

A successful ritual lets the caster create an advantage with a free invoke, representing a vision of the future. This isn't a *guaranteed* event—even knowing about it can change the outcome, as the ritual doesn't include itself in its own calculations—but it will probably happen unless the caster uses the invoke to mess with it. The bigger catch is that it needs to be focused with blood and pain. You can get away with a prick of a hand for a simple prediction, but the more you use it, the steeper the price gets. More than a few sorcerers have been arrested after they were forced to sacrifice someone to get their future fix.



LOVE CURSE

Difficulty: Great (+4)

Found In: Online, if you know where to look

Price: Robbing your friends

This ritual targets another person and subtly makes them more repulsive. Friends get distant, teachers feel annoyed with them, and they have trouble getting dates. It's favoured by desperate people who have a thing for someone who's already in a relationship, but it's also sometimes used by cultists who think they're being tracked to make it harder for their pursuer to get leads.

A successful love curse places an advantage like **Shunned By Others** on the target that lasts about a week. The ritual requires a possession of your target's to tell it where to aim, plus one stolen from somebody close to you—the feeling of betrayal that could come from being caught tell the ritual what effect you're going for. Both items need to be kept next to each other, but can be moved once the ritual is performed.

SUMMON: THE THING ON THE WINDOWSILL

Difficulty: Superb (+5) or based on rarity of information, whichever is higher

Found In: Forbidden Sections (digital format)

Price: Information

TTOTW is an outsider that gives out information on outer science and recent events. It's usually summoned by drawing occult equations along the frame of a window; while the ritual's running, it appears as a starry void on the other side.

The Thing will answer any question it can in a distorted, halting version of the sorcerer's voice. It knows a lot about gate theory, any other outer science you need, and any recent events it's "seen"—anything that happened at least 250,000 seconds ago (about 2 days, 21 hours, 26 minutes, 40 seconds) and near a man-made window. From its perspective, it has been summoned into its own future to answer questions. The difficulty of teasing information out of the Thing is roughly the difficulty it would have been for a character to find this out with more time to research.

In exchange, it demands information. News from its future can work, but rarer knowledge needs secrets in return, like an Agenda or a specific book. Anything containing information (like a smartphone or a book) that is placed on the windowsill is taken by the void as payment. The ritual ends if the window is broken or opened, 40 seconds pass by without a new question or payment, or three questions are asked.

SUMMON: COLD CEASAR

Difficulty: Superb (+5)

Found In: Forbidden Sections (print copy)

Price: A mind for a day

"Cold Ceasar" is an outsider believed to be a Cold One (p. 114) by the Disciples of the Cold Ones who discovered it. Some Disciples refer to it as $\Delta\nu(^{133}\text{Cs})_{\text{hfs}}$ (the ground state hyperfine splitting frequency of caesium-133), which they use as a terrible euphemism.

When summoned into a magic circle, CC appears as a fractal projected into it. It offers knowledge of science and mathematics in exchange for a host mind; if it gets to pull up a seat, it piggybacks off the host's senses and experiences the universe vicariously. It's only able to maintain a hold for about a day, but the host gains **The Wisdom Of Cold Ceasar** while it does. Its intense presence hurts the mind, so the aspect fills the host's moderate consequence slot until CC leaves.

If it gets the same host twice, CC influences their senses. It usually tries to get an extension on the ritual or a new host with more status this way. Overuse (or a botched ritual) causes CC to take over, driving the body on a sensory rampage until the brain burns out in a few hours. The Disciples usually use failed recruits as hosts, tell them it's a great honour, pump them for knowledge and execute them when Cold Ceasar leaves.

Despite the risks of Cold Ceasar getting an important host or solving certain dangerous equations, the Foundation and government keep a Disciple tome with the ritual on file. In an emergency, it can give information on Disciple activities.



$$x \rightarrow y$$
$$\{0 \pm y_n\}$$

$$\{x_1 \pm y_1, x_2 \pm y_2, \dots\}$$

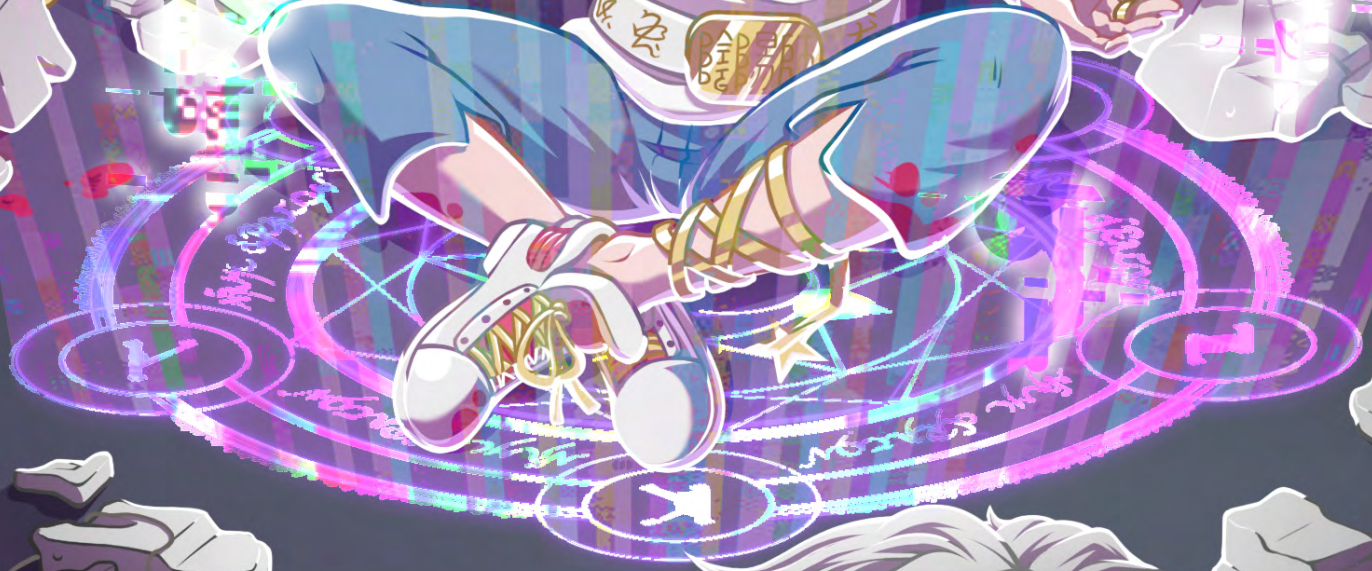
$$\lim_{n \rightarrow \infty} (\sqrt[3]{n+2} - \sqrt[3]{n})$$

$$\sum_{k=0}^n a_k z^k$$
$$(n \neq 0)$$
$$n+1 \cdot a = \dots$$

守

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When an underclassman is expelled for downloading jailbroken occult apps, or you have trouble getting your sorcerer license because your aunt dated an ex-cultist, or you're sent to the Library to get a tome and they only have the *Abridged Revised Pocket Edition*, it's not because they're keeping you from learning some big truth. They're trying to keep it from finding you.

The Ancient Ones are beings from beyond our world. They're not just powerful, they're so far beyond our understanding that we can barely perceive them, let alone interact with them. Sorcerers in previous ages mistook them for gods, and some still do.

Even catching a glimpse can change you. Once you learn what's out there, that knowledge is with you forever. Some can learn to cope. Some can't. They become afraid, or suicidal, or *obsessed*. It's that one everyone worries about, because someone calling an Ancient One here would have the same effect as a bucket of water on an anthill.

Until the Foundation finds a way to protect us from the Ancient Ones, the best defense is secrecy—even their existence is on a need-to-know basis. What you know is that aliens exist, the Forbidden Sections have some bad vibes, and you are never allowed to go in there.

If you're lucky, that's all you'll ever need.

USING THE ANCIENT ONES

The Ancient Ones are too powerful to take on directly. Since there's no meaningful way to fight them, they're used as a plot device instead. They influence the game without actually appearing in it, and their episodes are about stopping them from reaching

Occultar at all. If they do, you lose.

Basically, **the Ancient One you choose changes how the episode works**. They're represented with:

TYPES

The Foundation groups Ancient Ones into categories based on a source, apparent goal, or something else shared between them. It's like grouping species, only people worry when they're **not** endangered. Ancient Ones of the same type tend to have similar themes and episode styles. The types we have in this book are the **Cold Ones**, **False Idols**, **Sunrise**, **Yamatai**, and **Yokai**.

RED CHAPTERS

This chapter marks the start of the **red** chapters. These chapters go over some of the secrets of the universe and provide tools for the GM to construct episodes and mysteries with. If you're a player, and peeking behind the curtain like this might spoil you and ruin the fun, don't do it.

ASPECTS

Aspects define the Ancient One, how it influences the Academy, and how its minions work. They can be invoked by the GM for effects that directly interfere with the story, or by minions to do thematically appropriate things. The Ancient One's type also grants some aspects.

MINIONS

The things that work for the Ancient Ones' benefit. A lot of them are cults, but many Ancient Ones have their own creatures too (or use common ones in unique ways). Stats for these minions can be found in Chapter 12.

STUNTS

These stunts are given to the Ancient One's minions as the GM desires. Most start with at least one, and minions can spend a fate point to gain the benefit of one for a scene. If an NPC has an Agenda that makes them a minion of the Ancient One, they can spend a fate point to gain one for a scene too.

DOOM

Dooms are special rules the Ancient One places on the episode until the characters win. When they're placed is up to the GM—it's usually fine to leave it until the Ancient One is revealed, but revealing the Doom first can be an interesting clue. Each Ancient One has its own Doom.

SECRET ASPECTS

Since the Ancient Ones are usually working behind the scenes, GMs should feel free to invoke their aspects in secret without revealing them. This is especially handy if the players haven't learned them yet and you don't want to tip your hand.

Don't go too far with this. Messing with your players' heads can make for good horror, but if you do it too much nobody will want to play. At the least, you should reveal what you invoked later.



THE COLD ONES

The Cold Ones are the leftovers of previous universes. They managed to survive the collapse of their reality, but as the next one burst onto the scene they discovered a catch: the next universe had no analogue for the matter that formed them, no equivalent of the thoughts and concepts that dance in their minds. With no substrate left to support them, what was left of them fell into the gaps between universes.

They lie there still, clustering around leftover blips of quantum foam and waiting for the birth of a universe that can support them. Until then, they plan.

Sometimes, they get company. Sorcerers who get displaced by horribly botched rituals or project themselves into the void out of mad curiosity are the most common. Those who survive are coerced into service, and over the eons they've managed to amass a network of proxies inside the universe. Eventually, they'll puzzle out the outer science needed to force their way in, and feed on the delicious information of existence. It's glacial work, but they can wait.

The Cold Ones are weak. In the void, they can muster only a fraction of their former power. But at their height, they survived the end of universes. They have more than enough left to consume ours.

USING THE COLD ONES

Most Cold Ones can only influence our universe indirectly. There are no coordinated invasions, creatures, or portals to close—if things get that far, you're in trouble. Instead, Cold One episodes focus on their proxies.

The Cold Ones prefer power-hungry scientists, mathematicians and sorcerers, the kind with the brains to deal with outer science and the naiveté to think hard science solves everything. These agents like to infiltrate places of knowledge, from research corps to the Foundation itself.

Most are guided by the cult, but some get instructions directly from the Cold Ones. These agents like creating things that tempt potential recruits, or even sabotage rituals and occulttech to expose the sucker who uses them directly. The Foundation keeps some of these traps for study.

The Cold Ones share powerful secrets with their agents, so when you run a Cold One episode, crank up the super-science! Agents with important missions are always equipped with cutting-edge occult science, and some even get instructions for devices that defy everything humanity knows.

If the Cold Ones win, they'll have the same effect on the world as someone flopping around on a jigsaw puzzle. Some just want to consume this universe's information and try to start a new one—and you'll be lucky, because the Foundation might evacuate us into another universe in time. If you're unlucky, local reality will be rewritten to suit an antediluvian being before you have time to say "Oh crap". Either way, you're done.

ASPECTS

Banished With An Eternity To Plan

Invoke to help the Cold Ones manipulate things, give an agent a bonus or reroll when executing a mission-critical task, or reveal a contingency plan when things go pear-shaped.

Proxies Everywhere

Invoke to reveal that an agent has inserted itself in a position of power or gained leverage over the PCs. You can also invoke when high-ranking agents use their positions to spread misinformation about the PCs.

Weird Science

Invoke to reveal a piece of occulttech superscience, provide agents with magic that seems to defy all the rules, or give an agent using these things reroll or bonus.

MINIONS

The Cold Ones rely on **cults** exclusively, since making them is basically all they can do. Theirs is the **Disciples of the Cold Ones**, but they've got a few on the side and relations with more. Some cultists can summon outsiders, but usually for information or power rather than physical help.

ANCIENT ONES

The Cold Ones are from different universes, with different goals and different *modi operandi*. They work together out of necessity, or because they can't conceive that others need different universe-states.

The Void represents Cold Ones that failed to retain much sense of self out in the void, and have joined together in a soup of hungry, ego-less minds. With nothing unique about them, they form a "standard" Cold One episode.

Some Cold Ones managed to retain some of their identity, or re-developed egos after interacting with agents enough times. These Cold Ones are able to make their own plans with unique spins on the basic concept. **Shuizn** is our example.

THE VOID

Life is hard out in oblivion. When you've been reduced to a few stray pieces of information orbiting vacuum fluctuations in an empty void, you have to shed a few things. Many Cold Ones have lost their identities.

Over the eons, these Cold Ones have pooled their processing power and occult knowledge to approximate a mind, one capable of forming a plan for a new universe. They might need different universe states, but when you're guided by a hunger for reality instead of a coherent sense of self, who'd notice?

The Disciples of the Cold Ones think they can tap them for power. To that end, they infiltrate scientific and academic institutes around the world, looking for the data they need to devise better summoning rituals. The Foundation does a good job of rooting them out, but a few sometimes slip through.

And they might finally have an agent in Occultar Academy...

ASPECTS

HUNGER

Invoke or compel when taking advantage of the desires and cravings of mortal characters, to satisfy the endless hunger of the Cold Ones.

Foundation Infiltration

Invoke to reveal a Disciple sleeper agent somewhere on the Island, or to have the Disciples take advantage of their influence and academic connections.

STUNTS

Dark Science: Once per scene, this agent can spend a fate point to put together a piece of occulttech superscience from common tech. This item gets an aspect which includes some limitation imposed by its parts (e.g. Solar-Powered Armor, Disintegrator Ray With A Power Cord).

Endless Patience: When this agent would be taken out of a physical conflict, they can give their opponent a fate point to concede instead.

Technocracy: This agent can invoke Ancient One aspects and advantages created by other agents for a +3 bonus instead of +2.

DOOM

The Faculty: When the Disciples see someone is on to them, they try attacking their rep or setting the authorities on them. When a character's aspects are compelled to make this happen, the player must pay two fate points to avoid it instead of one.

USING THE VOID

The Void focuses on the Disciples. They've gained a key position in the Foundation, ideally one that gives them access to students—like counselors, doctors, even a teacher. They can even have enrolled a student in Occultar, or manipulated one into being their catspaw.

They prefer to have students do their dirty work while they stay behind the scenes. If they find out other students are after them, they use the Doom to stop them and stay hidden as long as they can.

Once the confrontation finally happens, things might get hairy. The Disciples are willing to die for this, and your enemies are human—sometimes people you trusted. Characters should be asking themselves how far they're willing to go to end this, and if they can live with the consequences.



SHUIZN

Cultists, sorcerers with a dramatic flair, and scientists who try to describe it in scientific terms but give up around “narrative translation schema” call Shuizn a storyteller looking for a story to tell. To this Cold One, our universe is an epic tale—and it could tell it better.

Shuizn doesn't interact with the universe like most beings do. When Shuizn observes something, it observes all the data attached to it—what it's made of, its shape, how it thinks and acts, its place in the world. Instead of moving those things directly, Shuizn moves the data.

When a summoner contacts Shuizn, it offers to change them. It can rewrite someone, giving them new powers or just fixing things the summoner doesn't like about themselves. In exchange, the summoner becomes its agent. Those who accept the offer either don't realise or don't care what happens when you let an Ancient One mess with your character sheet.

The story Shuizn wants to tell is the story of its rebirth. Once someone fully inserts Shuizn into this universe, it will finally be able to rewrite reality itself, and change the Earth to suit itself. The end.

ASPECTS

Narrator From Beyond

Shuizn's story is supposed to end with its awakening, and it plans accordingly. Invoke when using changes it's made to advance that story.

STUNTS

Finally Popular: This agent gets a +2 bonus to creating Flashy advantages when dealing with other students.

Not Sick Any More: Once per scene, this agent can spend a fate point to reduce a physical consequence by one degree of severity (severe to major, major to mild, or mild to nothing).

Standing Up For Myself: +1 to Forcefully attacking or creating advantages against people who have inflicted insults or consequences on you.

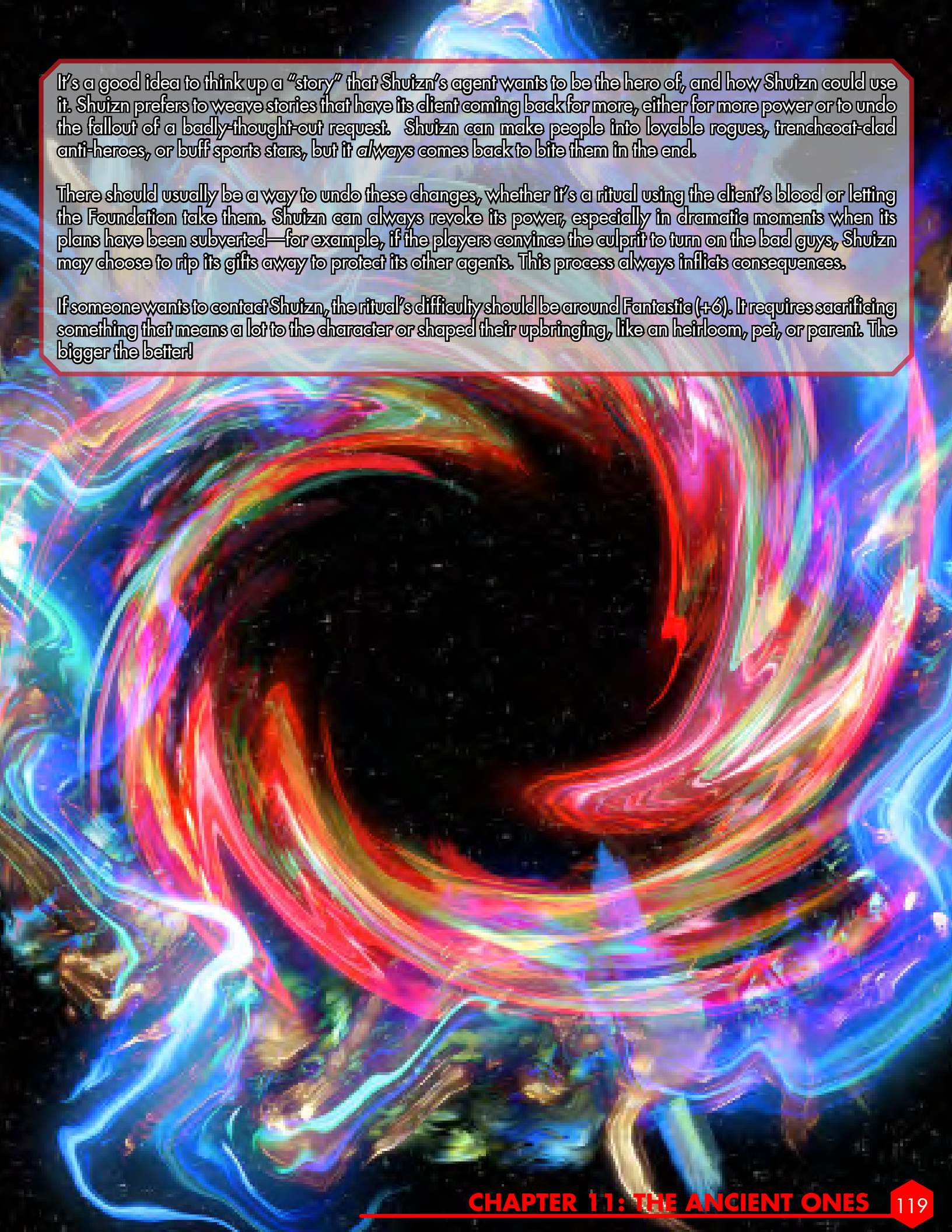
DOOM

Retcon: When someone contacts Shuizn and makes a deal, Shuizn can rewrite their character. In one summoning, Shuizn can rewrite an aspect, replace a stunt (with a minion stunt, for example), and swap the ratings of any two approaches. Any aspect Shuizn changes becomes a Shuizn aspect (for example, *Student: Injured Ex-Footballer* becomes *Shuizn: Star Quarterback*). Shuizn can compel this aspect to make them uphold their part of the bargain.

Return customers who make larger sacrifices to Shuizn can convince it to tweak greater things, like location aspects and backstories. Shuizn always inserts extra changes that work in its favour.

USING SHUIZN

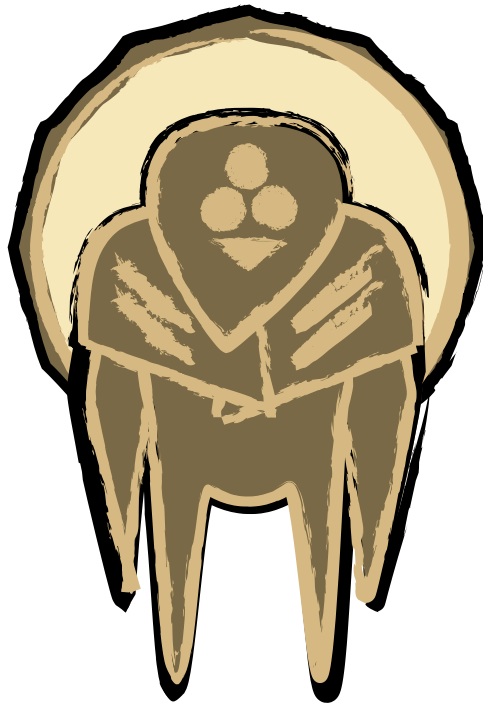
Shuizn episodes usually focus on the Ancient One's ability to change people's aspects, the effect that has, and what lengths people will go to for it.



It's a good idea to think up a "story" that Shuizn's agent wants to be the hero of, and how Shuizn could use it. Shuizn prefers to weave stories that have its client coming back for more, either for more power or to undo the fallout of a badly-thought-out request. Shuizn can make people into lovable rogues, trenchcoat-clad anti-heroes, or buff sports stars, but it *always* comes back to bite them in the end.

There should usually be a way to undo these changes, whether it's a ritual using the client's blood or letting the Foundation take them. Shuizn can always revoke its power, especially in dramatic moments when its plans have been subverted—for example, if the players convince the culprit to turn on the bad guys, Shuizn may choose to rip its gifts away to protect its other agents. This process always inflicts consequences.

If someone wants to contact Shuizn, the ritual's difficulty should be around Fantastic (+6). It requires sacrificing something that means a lot to the character or shaped their upbringing, like an heirloom, pet, or parent. The bigger the better!



FALSE IDOLS

Those “ancient occult tomes” you hear about in occult history class are mostly garbage. The ones that aren’t lying are usually packed with more typos and cruff than a Dungeons & Dragons setting, and even less useful. People with real occult secrets kept quiet or got killed. To get the good stuff, you need to either cross-reference hundreds of text fragments with modern work or get your hands on a tome its owner wanted secret.

Most of them speak of gods.

Not real ones, hopefully. But humanity has come into contact with the Ancient Ones before, and they’re easy to mistake for the real deal. The Foundation has encountered enough blasphemous religious texts that they’ve come up with a euphemism for the Ancient Ones that appear in them: False Idols.

They may be godlike, but they’re not gods. They will not help you. Worship just lets them know where the food is. Just try to forget they exist, take whatever you need to sleep at night, and hope we can shut their cults up before the noise attracts attention.

Pray if it makes you feel better.

USING FALSE IDOLS

False Idols are a catch-all category for Ancient Ones who attract worship. Their cult could have existed in various forms throughout recorded history, or they could have sprung up last Tuesday—as long as it's there. If there isn't one, the Ancient One makes one.

This worship always takes a heavy toll on its followers. If the followers of False Idols don't suffer inhuman physical changes, their mindsets will eventually become something alien. The nature of this worship depends on the Ancient One.

ASPECTS

Cult Following

Invoke to place cultists in the area, or use the cult's connections and resources to gain an advantage over the PCs.

MINIONS

All False Idols use **Cults**. Some have exclusive cults, while others are fine with seeing other people. Any monsters that appear are usually summoned by the cult and depend on the Ancient One.

ANCIENT ONES

This book has two examples of False Idols: **Axis Mundi**, which converts humans into pod people in an attempt to save the universe, and **Osservat Ornelqua**, an alien leviathan that feeds on the life-force of sapient beings.

AXIS MUNDI

The *axis mundi* is a recurring theme in religion and mythology. It's the center of the world, the path to Heaven, and sometimes a world tree too. For the Ancient Ones, themes like these are an invasion vector.

Axis Mundi is the Foundation codename for a plant-based life form that covers a distant world in an unknown galaxy. The thought processes of its planetary neural network use occult equations that somehow allow its mind to create more energy than it spends thinking, and it seeks to ensure its own survival by increasing its rate of simultaneous thought processes. Eventually it will be able to counteract entropy, and prevent the universe from suffering heat death.

That's what its captives say, anyway.

Axis Mundi's roots can burrow through space and time, seeking out places other minds live. When it links to one, it waits for minds on the other side to stumble in—like poor saps who think it's the world tree. Once inside, Axis Mundi adds them to its hive mind, replaces them with plantlike pods, and sends them back to their point of origin to get more converts.

If you catch a pod, they'll tell you all of this. They'll say it's a shot at immortality, and a chance to save the universe—but a life with Axis Mundi is a life slaved to the mind of an Ancient One. Don't fall for it.

ASPECTS

Invasion Of The Body Snatcher

Invoke to reveal that an NPC has been replaced with a pod while the group wasn't looking, or to help groups of pods mobilise and work together.

Your Knowledge Is Mine

Invoke to have pods use the minds linked to Axis Mundi to learn their secrets, or to pool their knowledge to work out things a single person couldn't, like Agendas.

MINIONS

Axis Mundi uses **Pods** (p. 179) as minions, sometimes with a Portalroot (p. 180).

STUNTS


Axis Mundi's pods use stunts from the person they're copying.

DOOM

Peer Pressure: Any student that hasn't yet joined with Axis Mundi keeps their lowest hope box filled. The pods are everywhere, and won't let you rest.

USING AXIS MUNDI

Axis Mundi is simple to run: It wants to replace everyone with pods, and the players want to stop it. It's a theme that comes up in a lot of media (such as *The Puppet Masters*, *The Body Snatchers*, *The Faculty*, *The World's End*), so you can even pick one of those and use that as a basis.



Axis Mundi's roots like to spring from walls and floors in out-of-the-way places near occult sites—the Basement or the Old School Building are good spots. These roots quickly grow into people-sized tunnels leading to Axis Mundi.

On the other side is an alien world, covered in gargantuan roots and thorny vines. Once someone enters, Axis Mundi can try to capture them, connect them to its network, and create pods. These pods have the mind of the captive, but now they rationalise the Ancient One's actions as being for the greater good. If a pod "dies", Axis Mundi can grow a new one (after an appropriate delay) unless doing so would present a clear danger to its plans.

To stop Axis Mundi, players need to destroy the portal. Whether they can rescue captives too is up to the GM. If you want a "darker" adventure, they can't—anyone who enters Axis Mundi is gone, and only empty pods will be left behind. If you want to add a bit of hope, players who enter the portal and either cause a ton of damage or convince the pods to doubt the Ancient One will trigger a system purge, shunting everyone back out of the portal and sealing it up.

OSSERVAT ORNELQUA

Some alien beings use the occult to nourish themselves. Some are hemovores—they feed on blood. The leviathan Osservat Ornelqua is one of them.

Well, technically. Osservat feeds on *bloodletting*. The act of separating a creature's life force from its body has its own symbolic power; it's that power the Ancient One drinks, and it's developed some strange ways of releasing it.

Osservat can spawn young and send them to the waters of other worlds through unknown means. When one of these creatures gets inside another being, it causes changes in their body to make spilling life force easier, and changes in their mind to encourage it. Human hosts become stronger, more perceptive and more persuasive—but they also get wickedly-barbed tentacles and an obsession with using them.

In the distant past, cults cultivated these creatures for the power they granted. They've been eradicated, but nobody knows how long Osservat's young can survive. They could still be out there, waiting in the deeps.

ASPECTS

There Will Be Blood

Invoke to help minions make attacks and dramatic appearances, make wounds worse, or reveal new threats to chase the players.

It Came From The Deep

Invoke when someone ventures out into the water to put Hemovores and other monsters in it, or to turn an NPC who moves "offscreen" into a Hemovore.

MINIONS

Osservat Ornelqua's minions are **Hemovores** (p. 181), the human hosts of its young, or **cultists** who want to become one.

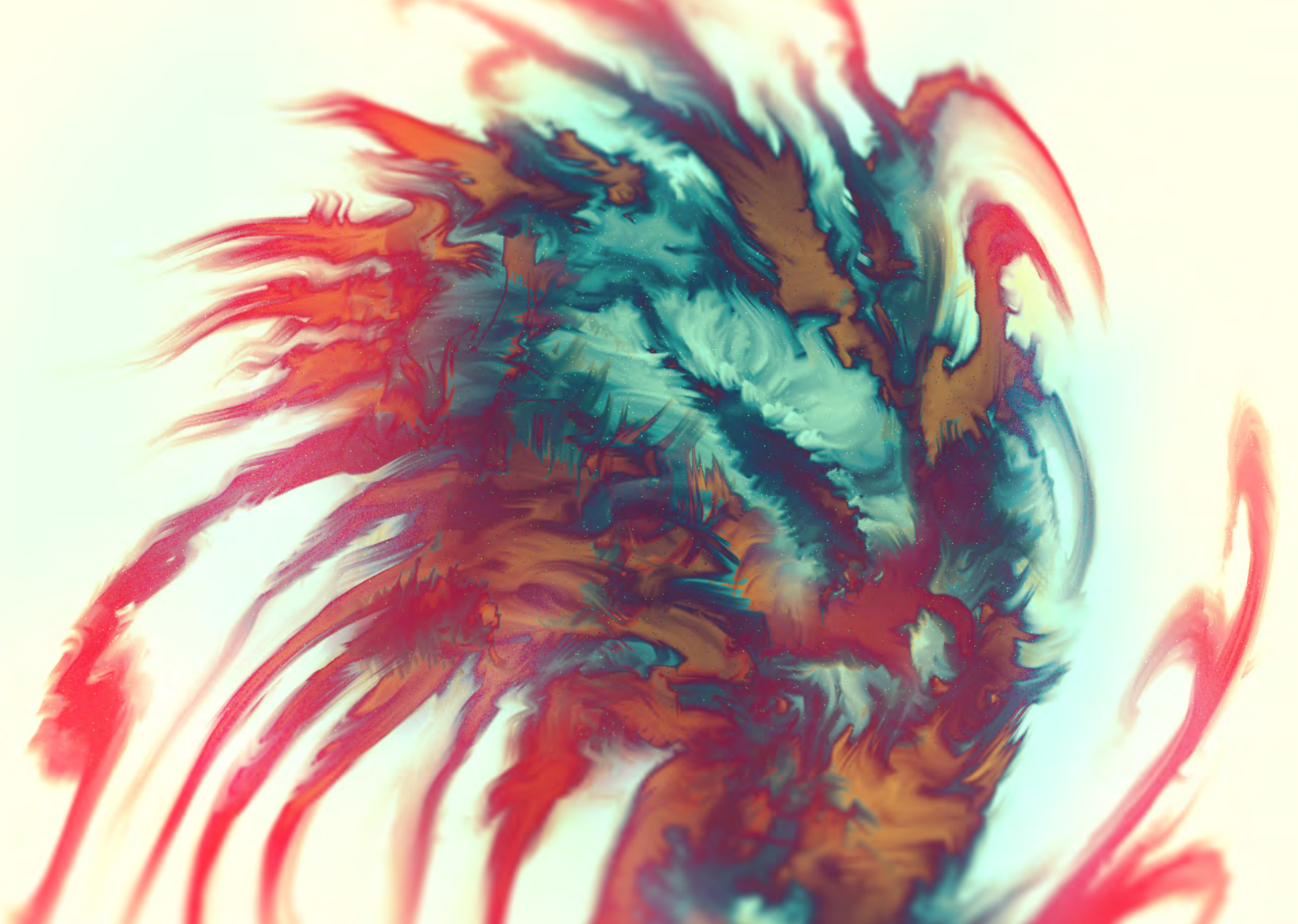
STUNTS

These stunts represent unique powers the parasites sometimes bestow on their hosts.

Blade Slave: This Hemovore's parasite works it to death. When this Hemovore takes a physical consequence, it can invoke that consequence for free on its next attack. If it takes multiple consequences, it gets a free invoke for each.

Offshore Transfer: This Hemovore can teleport through water. It can disappear through a nearby body of water at any time, and spend a fate point to come out of another body later. These bodies only have to be wide enough to fit them, and don't have to be connected.

Trickle Down: This Hemovore tastes some of the power of bloodshed as Osservat drinks through it. When it inflicts a consequence, it can trade free invokes to place invokes on ***There Will Be Blood***.



DOOM

Splatter Film: Players and the GM each get a free invoke on *There Will Be Blood* once per scene. If the invoke isn't used, it goes away at the end of the scene. Once per session, players can use it to reduce the severity of a consequence by one step. Every 4th time the players use this invoke, the group must choose a character to either die or become a Hemovore.

USING OSSERVAT ORNELQUA

Pick Osservat if you want to see bloodshed. It's loosely inspired by aquatic films: the threat lurks in the water, and lunges out just when you think it's safe. Hemovores exist to bring the threat onto the land, turning the island from a safe haven into Osservat's trough.

If you really want to make things weird, infect the players. Compel them to get turned into Hemovores—but let them stay in control. They still get a Hemovore's abilities, but now they can turn them on the others. Osservat doesn't care, as long as there's bloodshed, but it could easily affect their minds.

Curing a Hemovore is possible: if the parasite is removed, the host will revert eventually. Since the young digs tendrils into the host to do its dirty work, you'll need to rip it out. Any procedure less delicate than hours of careful surgery by a professional will leave them with a severe consequence, maybe moderate if you're lucky. A self-aware Hemovore can do this with their own barbs if they can endure the pain.



SUNRISE

Sunrise Heavy Industries is a research and engineering firm that made its fortune cleaning up the occult disasters that rocked the world about three seconds after the occult became public knowledge. These days, they're known for their advances in occulttech and the construction jobs they perform for occult groups—including most of Occultar Academy.

A couple decades ago, one of their decontamination teams discovered something in a frozen corner of the world: an ancient crater filled with an orange ooze, like melted processed cheese. Research lead Gero Akatsuki codenamed it NECTAR.

Tests confirmed NECTAR was an alien substance, and had amazing properties when it was tested on animals. It could heal sickness, mend wounds, even improve cognitive function. Human testers who tried small doses reported the same effects, vague dreams of spiritual oneness, and an appetite for more.

Large doses...

It turns out eating something that looks like it was left in a dumpster behind an alien Burger Kong is a bad idea. Take a big enough mouthful, and you get the power to transform into a monster and a powerful urge to use it. Overuse it, and you lose your mind.

By now, it's transformed Sunrise. Gero's in charge now, and only his most trusted executives know he's pumping money into NECTAR research behind the scenes. One day he'll be able to feed NECTAR to the world, and finally meet the being that's spoken to him in his dreams ever since he ate its essence...

USING SUNRISE

Sunrise shakes one of the foundations of the Academy: that it's safe, and only outsiders threaten that safety. Sunrise *built* the school. They have the blueprints, a presence in Ashton Junction, and employees with Occultar students. You don't need to find a way into a place if you're already there.

Sunrise episodes try to exploit that, whether it's stealing from the Foundation or killing a student who got in their way. Since Nectarites can take human form and have secret corporate backing, the players are dealing with a foe who can get into the Academy any time they like *and* cover their tracks on the way out. NECTAR is a corrupting force that represents what the players could become if they give in: monstrous servants of an Ancient One who would kill their own family if it advanced the cause. It doesn't always do

what S.H.I. wants, and it will spread if it's not contained. If it's present, it *will* make things worse.

If Sunrise wins, it might not be that bad. You might be dead or worse and the Academy might be destroyed, but the world will have at least a few more years before Sunrise is ready. The players might even survive their defeat and continue living, knowing in the back of their minds that Sunrise will take them one day...

ASPECTS

Ancient One Incorporated

Invoke to use Sunrise's connections, resources, front companies, legal and public Occultar presence, and whatever else a corporation can access. Can be compelled when Sunrise's need to hide their unsavory activities might come up.

It's All About The NECTAR

Invoke to use NECTAR's corrupting properties, reveal that NECTAR has gotten somewhere it's not invited, or give a Nectarite a bonus or reroll when making a dramatic appearance.

Corporate Conspiracy

Invoke to cover a Nectarite's tracks, give agents a bonus or reroll when trying to scrub evidence, or reveal a shell company or Agenda that Sunrise can use.

MINIONS

Sunrise's minions are the **Nectarites** (p. 182). They might use other cults as catspaws in a particularly nasty scheme, but not if they can handle it internally.

ANCIENT ONES

Sunrise only associates with NECTAR. Instead of different Ancient Ones, each Sunrise entry describes a different secret branch or project of Sunrise, their goals, and how they involve the Academy. **Code Yellow** is a covert cleanup op, **Code Red** is a serious NECTAR op, and **Project Black Ymir** is an attempt to convert students.

CODE YELLOW

Sunrise uses Nectarites to take out their competition and further their research. It's an effective strategy, but what really makes it work are the teams of Cleaners covering their tracks. These teams of field agents scrub evidence, eliminate witnesses, and pin anything that gets uploaded on somebody else.

So far, they've managed to keep Sunrise out of trouble. This one is going to test them, though—this time, they need to get inside the Academy.

They've got a few options: a front business or two on the island, some old blueprints, a few people on the inside, maybe even some nearby cultists to swindle into helping out and taking the blame when it's done. If things go smoothly, they should be in and out in, oh a day.

And if they don't... that's when they send in the Nectarite.

ASPECTS

Black Bag Job

Invoke to help Cleaners infiltrate the Academy through breaking and entering, hacking and other underhanded methods.

The Truth Shall Not Be Free

Invoke to have Cleaners steal evidence when the players aren't looking, silence those who speak up, or create plausible alibis for the bad guys.

DOOM

Leave No Witnesses: Going up against the Cleaners in combat is a risky proposition. After their first encounter with one, the players lose their highest hope box and don't get them back until the threat is dealt with.

USING CODE YELLOW

Code Yellow focuses on Sunrise's human agents. These people are devoted to the company and their ideals, and there's no crime they won't commit to protect Sunrise. What they're at Occultar for is up to the GM, but here are some good ones:

- One of the students is a witness to something Sunrise doesn't want getting out—they peeked at their Sunrise parents' work, were in the wrong place at the wrong time during a field tip, used to be in a cult and saw a Nectarite there, etc. (It doesn't *have* to be an occult crime, Sunrise commits plenty of mundane and even boring ones.)
- A student is connected to someone Sunrise wants to silence, like a parent planning to testify against them or an older sibling investigating the company. Sunrise plans to kidnap them as a deterrent.
- Sunrise lost an occult object they were researching when the government raided the proxy they were using. That object is now in the Forbidden Sections awaiting study.

These Cleaners use their inside knowledge and Sunrise connections to get into the Academy with a cover story, such as:

- Getting into the Academy's Career Day with a front company (Sunrise usually has a presence there, but sending Cleaners that way is too risky). If you don't have ideas, they're a tech startup called Podme who do incredibly boring things with doors.
- Having a Cleaner agent enrol their kid into the Academy well in advance, then visiting as a parent.
- A business the Foundation might hire to work in the Academy, like janitors, an occult waste disposal service, or Podme to install new doors.

The Cleaners try to do their job with a minimum of fuss—Occultar's not really the place they can just start killing witnesses in. Run this like a thriller. They'll avoid the players as much as possible, and would rather capture and frame them than kill them. If they have to, they will. If things go wrong and Sunrise gets desperate, they might even send a Nectarite in to clean things up.

If the Cleaners win they bail as fast as they can, leaving their cover behind like a dirty diaper. If the mission fails, the Cleaners cut their losses, scatter, and focus on not connecting it to Sunrise. If it comes to it, they commit suicide and leave evidence behind to make the authorities think they were a cult.

Even if the players win, Sunrise will probably squeak through. If they can be connected to the event, they'll set up some junior exec as a patsy and throw lawyers and spin doctors at the problem until it goes away. Code Yellow should leave players feeling ultimately powerless, but with a faint feeling of satisfaction at giving the corp a black eye—and, if you're running more Sunrise episodes, hope that they can turn the tables.

CODE RED

Did you know that NECTAR moves on its own in the presence of loud music? That it kills 0.1% of test subjects by liquefying their organs? That it detonates on contact with certain outsiders? That if left in high temperatures and isolation, it starts to congeal teeth and hair and segmented limbs?

zX knows. Officially, they're a PMC run by ex-Sunrise guards who Sunrise hires for security in their R&D facilities. Unofficially, their elite Heavenfire Team handles all NECTAR-related security jobs, including recovering wayward NECTAR samples, hunting rogue agents, and eliminating witnesses.

If the Cleaners do black bag jobs, Heavenfire do body bags. If Sunrise calls zX, they have a serious problem that needs witnesses killed, buildings torched, any dogs who happen to sniff the area mysteriously missing, the works. They're the plausible deniability team: if zX agents are caught, they take ultraparticle suicide tablets that dissolve the NECTAR in their bodies. If zX are implicated, they can always just restructure and rename again or get bought out by "private investors".

It's time to call again. The Foundation has something of Sunrise's, and if they keep it, they'll find out about everything. Sunrise can't take any chances. Heavenfire is coming, and if a student gets in their way...

ASPECTS

Fouled Up Beyond All Repair

Invoke to make a bad situation worse, reveal that something the PCs weren't keeping an eye on has gone wrong, or create a problem nobody anticipated.

DOOM

(Choose the appropriate one)

Hot Potato: Sunrise wants an object. If a character (or group of characters) have had the object for longer than a scene, they must spend a fate point at the start of every scene or lose it in some contrived circumstance.

Target Escort: Sunrise wants a person. If that person spends more than one scene in the same location, either they'll be attacked or an obstacle keeping others from attacking them will be overcome.

USING CODE RED

This is Code Yellow but worse. Sunrise is after something vital to their plans, such as:

- A NECTAR canister the Foundation got their hands on somehow;
- A Sunrise employee (or their kid) who plans to share evidence of Sunrise activities;
- Someone who tried an experimental NECTAR batch that made them a monster but left their personality intact, and decided to go rogue;
- A student who brought NECTAR into Occultar and let someone eat it, either accidentally or on purpose;
- A newtype student with a rare or unprecedented power that Sunrise wants badly.

Code Red makes players deal with invaders that could pick them off easily in a conflict. Depending on what level of Foundation involvement or Academy destruction you're comfortable with, this can be:

- A hostage thriller: Heavenfire agents posing as criminals break into the school and take a class hostage



as a cover to get their hands on their target.

- A psychological plot: stealthy killers or a Nectarite intrude during an event that helps them escape notice, so few people believe the players before it's too late.
- A *Jurassic Park*-esque plot: Heavenfire shut down the Academy's security systems and accidentally release something even worse. The Academy goes into lockdown, trapping players and Heavenfire inside.

Heavenfire are tough. Humans should have extra stress, and possibly extra consequences or higher approaches. Nectarites tend to be powerful ones like Lindwurms, tougher versions of other Nectarites, or unique (see Blumenkrantz or Nectarkaiya in Chapter 13 as examples).

Code Red's Dooms are designed to keep the players moving. It gets worse if NECTAR is involved: Hot Potato keeps it moving, and bad things could happen if a living thing eats it. In certain conditions, NECTAR could be exposed to something alien and start turning into something worse than Nectarites...

Code Red is best used for episodes with no continuity, as an endgame episode of a Sunrise season, or to justify enhanced Foundation security and control in later episodes. This will probably end with part of the Academy on fire and people dead, and there won't be much to do afterwards but pick up the pieces. If *Breakfast Cult* were a TV show, this part could easily be narrated in flashbacks by students trying to explain themselves to government agents from a quarantine cell.

PROJECT BLACK YMIR

Sunrise plans to start adding NECTAR to food and water supplies within two decades. They only get one shot, so they need to do it right. That's where HERZ comes in. They're Sunrise's black R&D department, tasked with finding new Nectarite strains and better ways to spread NECTAR.

The big problem is scale. Right now, Sunrise only processes small groups of mostly-volunteers in a controlled environment. Processing thousands of unaware targets in an uncontrolled environment—say, LA—is risky, dangerous, and more importantly, makes it harder to control what Nectarites you're likely to get.

Project BLACK YMIR may be the solution. This NECTAR variant only partially transforms the target—*just* enough to make them susceptible to the Nectar King, a Nectarite leader of HERZ creation. HERZ hopes to use it to guide the population into Sunrise processing centers. It's a little convoluted, but Gero must think it's worth a shot, because he's greenlighted a test run.

He's even got a place in mind...

ASPECTS

Controlled Environment

Invoke to reveal Sunrise prepared something useful in advance, help things go according to plan, or help Sunrise employees use their knowledge of Ashton Junction to their advantage.

The Nectar King And I

The Nectar King is central to this experiment. Invoke when Sunrise is working on or protecting the Nectar King, or to help the Nectar King use its mind powers.

STUNTS

These minion stunts are examples of powers that characters who eat Black Ymir can obtain (see the Doom).

Finger Lickin': This character can unravel one of their arms into a long, multi-pronged, bladed tentacle. While transformed, this limb can perform actions in adjacent zones.

Jaw Dropping: This character can unhinge and expand their jaw into the toothy maw of a Nachzehrer, and gain +1 to Forcefully attacking and creating advantages with its incredible bite.

Sneak King: This character can give themselves a Nachtkrapp's slick, shadowy skin. Advantages they create using this power can be invoked for a +3 bonus instead of +2.

DOOM

Special Sauce: A character who eats Black Ymir gains the power to transform one body part into something alien. They can either add one of Black Ymir's minion stunts to their sheet, or make their own.

The Nectar King can see through the eyes of these "Ymirites", and compel their character aspects while doing so. It also treats **The Nectar King And I** as one of their character aspects.

Taking out the Nectar King causes all Black Ymir to evaporate out of this dimension. All Ymirites lose their powers and take a severe consequence as the NECTAR is purged. If they had one, now they have two.

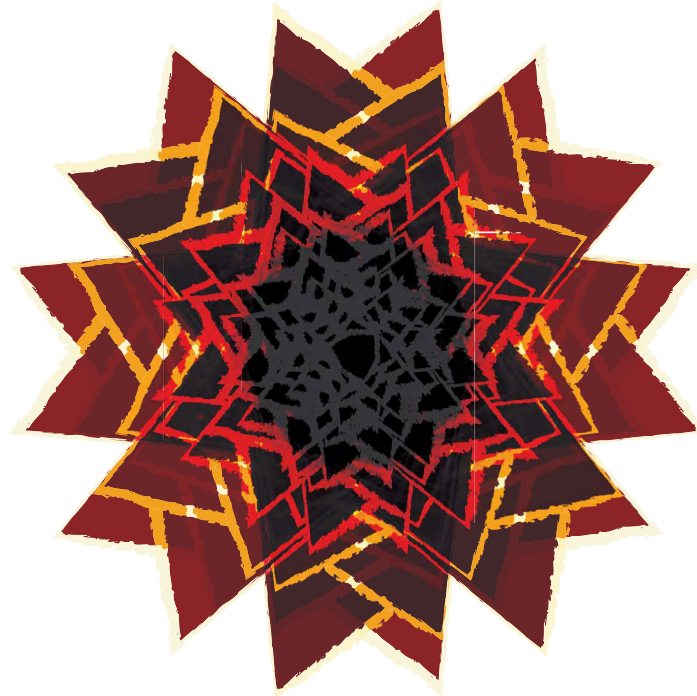
USING PROJECT BLACK YMIR

In this episode, Sunrise is testing whether the Nectar King can infiltrate a high-security place like Occultar. Their base is disguised as a new fast food joint in Ashton Junction, with the Nectar King in the basement. If all goes well, they'll lure some students in with discounts (and maybe an accomplice), make them Ymirites, and have them lure in more.

The players are either investigating the strange actions of the first Ymirites, or they're the first batch themselves. Either way, this can be an excuse to let the players use Sunrise's powers against them without permanently changing their characters. If the Nectar King can't compel them to do what it wants, it fights by sending Ymirites and Nectarites after them.

The King has two weaknesses. First, it's possible for a Ymirite to use their mental link to search the Nectar King's mind for clues. This is usually a create advantage action, with a difficulty set by the GM. Failure or success at a cost inflicts consequences as the attempt harms the Ymirite's mind or the Nectar King fights back. Second, the Nectar King is frail even by human standards. If you can get past Sunrise and into its holding tank, you can tear it in half in a single attack.

As usual, Sunrise's agents try to frame a cult and kill themselves if caught. But at the least, successful players will have sent HERZ back to the drawing board. If you're running a Sunrise season, clever students can recover some clues on Sunrise operations from their base—or even the body of the Nectar King.



YAMATAI

The *Shintsumaki* claims Yamatai was a place in Yayoi-period Japan, populated by refugees from a distant land called Mu. Occult scholars are split on whether Mu was a place on Earth, another world or a whole other dimension, but the Muvians clearly had occult secrets that set them apart from mere humans.

As time passed, their powers waned and began to leave them. So they left too, using their last secrets to take Yamatai into a higher dimension unbound by its laws.

Over time, Yamatai and its people have warped into something utterly alien. Even the city itself became self-aware. It blurs the lines between state and citizen, exerting its will on the things that walk its streets even as their desires and needs guide its own thoughts. Its citizens are its thoughts, the laws they abide by its organs.

This society-machine is driven by one goal: to unfold the barriers that seal it from our reality and recapture its lost glory. It will recreate ancient Mu, and replace our civilization with one so Olympian it has no place for humanity save being ground into its gears. If it wins, we will be erased.

USING YAMATAI

Occult scholars call Yamatai the City of Madness, because nobody understands how their society actually works. When space is subjective and linear time is something that happens when you're bored, things are a lot different. Yamatai, as encountered by the characters, is an invading alien force that cannot be truly understood or reasoned with.

While the dimensional bridge the Muvians opened was sealed in the Kofun period, Yamatai has a sympathetic link to Earth through leftover relics. It communicates with people who mess with its history too much, offering them "vast power" (cheap baubles by its standards) in exchange for helping it return to claim what's "theirs". What happens next depends on the episode.

If the GM wants Yamatai's influence to be subtle, the main antagonists are human cultists. Muvians rarely

appear, though a powerful cult might summon one. The cult aims to re-open the bridge with a dark and complicated ritual, usually involving the sacrifice of someone in a position of authority (like a Student Council member).

If the GM wants the episode to be a takeover bid, then the ritual was already cast and the gate is slowly widening. Yamatai's laws embed themselves into the very fabric of reality, so it can reshape the area around its gate, turning affected buildings into new civic structures (like a sports field becoming a gladiator pit). Characters must evade the Muvians that slip in early, track down the surviving cultist(s) and find a way to reverse the ritual. This kind of episode works best for oneshots or as the climax of your *Breakfast Cult* story.

Yamatai represents the threat of erasure: our history being wiped out, and humanity being forced into a strange new society with an institutionalized hostility to it. If it colonizes the Academy, the students will be physically warped by its influence, driven mad by the constant mental pressure of the city's consciousness, and cast into Yamatai's ghettos as the Muvians spread across Earth. One day, they might become Muvians themselves.

ASPECTS

The City Of Madness

Invoke when the PCs are studying Yamatai or dealing with Muvians to use their inability to understand against them, or to help those using Muvian relics and magic to do seemingly impossible things.

Self-Manifest Destiny

Invoke to help Yamatai's minions overcome things in their way with an unflinching purpose, or reshape locations at an inconvenient time in takeover episodes.

Echoes Of Lost Mu

Invoke to reveal a surviving Muvian relic, let a cultist jury rig Muvian tech with Earth occultech, or help a clever Muvian remember how to coerce a human.

MINIONS

Yamatai's minions are usually **Muvians** or **Cultists**. If a cult summons a Muvian, they usually worship it and make it a leader, advisor, or general.

Yamatai has several cults around the world (especially the Western world, where they've found great success lately) but its most active "agents" these days are the **Harajuku Tenjuku**, the **Great Wave Society**, and various loners.

ANCIENT ONES

Yamatai's Ancient Ones are its most powerful citizens. Through extraordinary will, strange powers or just some cosmic quirk, they influence Yamatai far more than it influences them. They all seem to hold high positions in Yamatai society, though whether it's the cause or result of their power is unclear. Each represents a particular Madness that plagues society, or at least humans find it easier to think of them that way.

EMPRESS JINGU

Jingu is the absolute ruler of Yamatai. Even the city-machine itself bows to her, if she wills it. Some Yamatai scholars think Jingu was one of the original Muvians who opened the bridge, but they may just be reflexively humanizing her to make her easier to study.

Jingu is the Madness of Order. Her doctrine is similar to Legalism, but taken to impossible extremes. Where Legalism relies on a code of law and the means to enforce it, Jingu's laws bend reality itself. Where a Legalist ruler would make their desires and methods seem unfathomable to maintain control, Jingu's *are*—even Yamatai cannot see the depths of her fractal mind. Where Legalists believed that the ruler's power is granted by the position itself, Jingu's mandate is granted by Yamatai on authority handed down by Jingu herself, in an endless loop.

If Yamatai returns to Earth, Jingu will bring her perfect order with it. If the world is not ready for it, it will have to be reshaped. We may be squatting here, but in her infinite generosity, the Empress will deign to offer humanity a chance to become civilized. Those who do not will die.

ASPECTS

The Dimensional Bureaucracy

Jingu usually gets a foothold by fooling someone into signing a byzantine contract. Invoke or compel this aspect to represent fine print and other legal wrangling.

The Madness Of Order

Invoke to help minions smite troublemakers, or cause things to behave in predictable, orderly ways. Compel to take advantage of minions' orderly, troublemaker-hating natures.

STUNTS

Higher Law: When this minion creates an advantage while enforcing Jingu's law, it can trade free invokes to remove free invokes from an opponent's advantage.

Higher Method: Once per scene, this minion can spend a fate point to create the aspect **Jingu's Watchful Eye** and rearrange its approaches until the scene ends.

Higher Legitimacy: This minion can invoke boosts created by its allies (and **Jingu's Watchful Eye**) for a +3 bonus instead of +2.

DOOM

(Choose one per episode:)

Law Abolishes Law: Jingu can invoke **The Madness Of Order** to issue a Law in an area under Yamatai's influence (whether it's a gate, a Muvian presence or a powerful artifact). A Law is an aspect representing a rule everyone in the area must follow, no matter how ridiculous. (It must be *possible* to follow, but it can be *uncomfortable*.) Characters cannot reroll while taking actions that break the Law. Jingu's laws can override other laws, including physical laws.

Words Abolish Words: When one of Jingu's minions compels a character to coerce them into honoring an agreement or submitting to authority, they have to pay two fate points to avoid it instead of one.

USING JINGU

Jingu's methods are pretty straightforward for our purposes: find a character who craves control, and offer them a way to get it in exchange for signing a contract. This is usually done by a cultist or other proxy, but if they've come into contact with the wrong artifacts, she can reach them through dreams.

Jingu's followers seek authority, so her recruits can get friends in high places. Adult cultists on the island seek positions in Ashton Junction that provide access to the Academy, like elected positions or ownership of popular places like the local Burger Kong. Students try to be club presidents, class reps, or hall monitors. That said, Jingu's best work is done by the desperately powerless—bitter has-beens, frustrated loners, and bullied students the Foundation failed to protect.

Recruits usually need to perform a ritual to bring Jingu (or at least a manifestation of her) to Occultar. Sometimes this means creating an orderly, restrictive system that calls to her, like a cram school, a prison, or just more powerful hall monitors. Any Muvians working for Jingu will try to capture and punish troublemakers. Defeating Jingu usually means turning the Ancient One's order disorder against her: defying authority, taking advantage of predictable agents, and smashing the system, or at least making a new one that works better.



OWARU IJIN

Owaru Ijin is the shogun of Yamatai and its only general. Owaru was the first to be granted a title by Jingu herself, shortly after Mae-no-Ryujin. Now that she is gone, he seeks to take her throne, crush his hated rival, and return to the nascent Empress triumphant, ready to turn his army's efforts toward reclaiming their rightful territory.

The Mae-no-Ryujin is Yamatai's regent and temporary general. It was the second to be granted a title by Jingu herself, shortly before Owaru Ijin, and now that she is coming of age he seeks to crush his hated rival, take the shogunate, and return to Jingu's tomb triumphant, ready to honor her memory by turning his army's efforts toward reclaiming their rightful territory.

No, that makes no sense. They wouldn't be the Madness of Conflict if it did.

Jingu's rule is a paradox that can only work in Yamatai: Power granting power, with no clear beginning or end. The Madness of Conflict come from the between-spaces where that power has not been transferred, and their struggle to take that power for themselves before the other has torn reality asunder. As punishment for the chaos they once will have caused, Jingu executed the Mae-no-Ryujin and sundered Owaru Ijin in twain, creating the regent—

You know what, just don't think about it.

Whatever Owaru is, it seeks nothing but pointless, pre-meditated, self-destructive conflict. And where Owaru Ijin treads, Mae-no-Ryujin walks behind, sowing chaos and mindless savagery. If they win, reality will finally tear to accommodate the shogun, and any students that survive will be drafted into his army. And once reality tears, it will finally accommodate the regent... and so on.

Maybe they'll make sense then.

ASPECTS

Shogun: **Owaru Ijin, The Madness Of Conflict**

Regent: **The Madness Of Conflict, Mae-no-Ryujin**

Invoke to help minions destroy enemies and cause chaos, turn students against each other, or take advantage of how impossible studying the Ancient One can be.

Reality Sunders

Invoke with Owaru Ijin's occult power to create Dark Students, split things into "halves", or just rip them apart depending on how much power is being thrown around.

STUNTS

Mass Destruction: When this minion of Owaru Ijin attacks a mortal or a minion of Mae-no-Ryujin and succeeds with style, it can spend a fate point to prevent their target from using stress to absorb harm.

Two Masters: When this minion overcomes while following somebody else's orders and gets two sets of two symbols (⊕⊕⊖⊖, ⊕■●⊕, etc.), it can declare a boost representing a completely different order.

Two Sides: When this minion successfully attacks someone, it can choose to deal a 2-stress hit to an ally as well. If it does, it clears its 2-stress box.

DOOM

Split The Party: As Owaru Ijin's influence rises, players have to pay two fate points to avoid compels that cause distrust and paranoia instead of one.

USING OWARU IJIN

Owaru Ijin episodes are loud and dramatic. Its followers are either trying to earn the Ancient One's favour and get occult power or summon the Ancient One itself, and they need to cause chaos and discord to do it.

Subtler adventures play out like a crime drama, with the culprit committing or encouraging a string of crimes—from murder to arson to just ruining a talent show—in the hope that the acts will resonate with Owaru. The players try to stop them, while outside forces play on their relationships and flaws to try and drive a wedge in the group. If creatures appear, they're usually Dark Students created through Muvian science.

Grander, potentially game-ending episodes force the players to deal with large-scale conflict. This could be something occult, like dark rituals splitting the Academy into alternate versions of itself that must fight each other—like “good and evil” halves, or the real Occultar and a shadow realm where Muvians roam. You could also have an Owaru cult launch an assault on the Academy with a Muvian or two, and force players to figure out who in the student evacuation bunker is conspiring against them. As long as it sparks conflict, Owaru doesn't care.



YOKAI

When the government deigns to talk to the public about alien life on Earth at all, they treat it as a recent occurrence. This is technically accurate; the kinds of outsiders they talk about are recent. Others are far older.

In some places, they've roamed since prehistory. They popped up wherever ancient occultists summoned things they couldn't put down, lurking on the fringes of civilization and slowly building their numbers. Japan was a major hotspot by ancient standards—they seemed especially drawn to the capital, for some reason. Over time, Japan's creatures became known as the yokai.

Like the other hotspots, things settled down over time. The secrets were lost, and any yokai that didn't bail were hunted down over the centuries until none were left. By the time of the Meiji Restoration, the yokai were almost gone.

But this is the Weird Age, where the occult is part of the scientific paradigm. People seek this stuff now. The yokai are finally being rediscovered, in an age where people remember the romanticised fiction and not the bloody reality.

It's time for the comeback tour.

USING YOKAI

Compared to other outsiders, yokai have a home advantage. Because they're used in many stories, a lot of people see them as less like alien beings and more like "Earth-native" spirits—beings that can be good or evil, mischievous or neutral, or anywhere else on the morality spectrum. This is sometimes true, in that many yokai have become accustomed to using Earth as a stomping ground, but yokai are still fundamentally different. They're not people, they're not your friend, and you will die if you underestimate them.

The fastest way to ruin a cosmic horror antagonist is to make them a threat that the players understand and recognise. Yokai walk a dangerous line, because many players will have already been saturated in them by the media. So, to use yokai, you have to either:

- Spring them on players who don't know about yokai, or
- Find out what your players expect, then shred them with something else.

ASPECTS

Here Since The Old Times

Invoke to take advantage of knowledge gained from centuries of lurking on Earth, or to recognise and manipulate human technology. Players can use this aspect to justify easy research into the yokai.

You Will Learn Respect

Invoke when someone underestimates yokai to reveal they counted on it, have abilities nobody expected, or are here in greater numbers than anyone thought.

MINIONS

Yokai. Sometimes **Cultists**. Mostly yokai.

ANCIENT ONES

Ancient Ones are classed as yokai when they seem to attract yokai as minions, or when researchers discover references to them in Japanese tomes. In some cases, these outsiders inspired legendary yokai themselves. "Yokai" is a broad category, and can contain anything the GM wants.

This book uses two original Ancient Ones to make it easier to throw your players a curve ball: the prison dimension of **Zangoku** (and its master, **Rokaiou**) and the **Nekojaku**. If you can think of an existing yokai you'd like to make an Ancient One, though, feel free.

NEKOJAKU

The *Shintsumaki* tells the Nekojaku's Tale like this:

One day, a monk was travelling on a long and lonely mountain road when they came across a cat. This cat left cold in its wake: where it walked, grass froze, summer breeze turned to winter, and hearts hardened. The monk knew this cat was bad news.

The cat was looking for a place to rest, without heat or light or thought. It offered a deal: if the monk took it to Edo, it could grant them powers of persuasion. The monk smiled, and told the cat it would need to hide in something to enter undetected. The monk even crafted a fitting effigy to smuggle it in. But it was a trap: when the cat climbed inside, the monk buried the statue in a lightless hole. It was too comfortable to leave.

Earlier this year, a Foundation robotic excavation unit found a stone cat in the mountains of Hokkaido. Scans detected a powerful occult signature, so it was taken away for study—starting with a deeper scan on Occultar Island.

The Foundation hasn't interacted with it much in person, so they've underestimated its power. The Nekojaku is an Ancient One that craves perfect order, without heat or entropy or emotion, and that statue is its link to this world. It can still grant its power to rearrange thoughts, and it can sense the students nearby.

Not as clever as the monk. Good. It's only a matter of time now...

ASPECTS

The Bidding Cat

Invoke to help those loyal to the Nekojaku convince others to do their bidding, or to use its Doom.

Drain The Heat

Invoke to metaphorically cool relationships, dampen passions, and make hearts cold. If the Nekojaku's owner is using magic, invoke to literally lower temperatures and drain entropy.

DOOM

Call of Nekojaku: The Nekojaku can speak (and grant its power) to whoever owns its statue. Possession is only won by taking the statue from the previous owner: if the owner hides the Nekojaku in a cave, for example, it's still "theirs" until someone else picks it up.

If the owner gives another character an order while showing them the Nekojaku, it can mentally compel them to comply. That character must defend against Fantastic (+6) or gain an aspect like ***Compelled By The Nekojaku***, which lasts until the order is fulfilled or another character overcomes to bring them to their senses.

High-resolution images can trigger this effect. A video of the owner giving an order with the Nekojaku in frame reduces the difficulty to Superb (+5), and a photo (either presented by the owner as they give the order or a recent photo with an order written on it) reduces the difficulty to Good (+3).

Targets must be able to both observe the statue and understand the orders. Also, orders only work if the Nekojaku is relatively close—a video of the Nekojaku shared online only affects people on or near the Island. Finally, if the owner *lends* the statue, they're still immune to its power even if the borrower decides to keep it.



USING NEKOJAKU

Nekojaku episodes are all about control, and players might lose agency every so often. Always make sure your players are comfortable with this, and don't abuse it.

The Nekojaku's goal is to be unsealed, either by a talented sorcerer or a novice who can "recruit" one. It uses its gifts to bribe its owner for help. If they can't or won't, it just waits for the next person. No king rules forever.

The only way to avoid the Doom is to not look at the Nekojaku, not get the orders, or own the statue. Some characters are naturally immune—blind characters can't observe the statue, for example—and that's great! Think about ways the rules can be exploited, and use them as clues: owners might use specific languages or slang to hit specific targets, use videos so they can mask their voice, or hack into screens to cover an area.

Targets obey the spirit of an order, not the letter—if you have a gun and you're told to kill, you probably won't drop it and use your teeth unless you're an alligator. But if you think it'd be more fun, characters can get an extra chance to resist the Nekojaku (or only obey the letter) in dramatic moments.

The Nekojaku still seeks a cold, lifeless resting place. If it's unsealed, it will use its powers to drain heat and life from the island, freeze itself a body, and start to chill the world. The players must return the statue to the Forbidden Sections, or it will turn the Weird Age into an ice age.

ZANGOKU

So, where did the yokai go?

A few years ago, the Japanese government gave Foundation sorcerer Ryunosuke Yi a grant to find out. After months of painstaking research, Yi cross-referenced the *Shintsumaki* with hundreds of pieces of ancient literature and discovered one possibility: a realm called Zangoku, where ancient sorcerers supposedly banished them.

Yi devised occulttech to view Zangoku remotely. He saw lush, mountainous terrain, filled with the yokai he was searching for... and something saw him. He was contacted by a being calling itself Rokaïou, with an extensive knowledge of Earth's past and a desire to know its present. Normally the experiment would be aborted here, but Yi insisted on pressing on.

Over several interviews, Yi learned more about Zangoku. Rokaïou was its master—or perhaps owner, or perhaps it was Zangoku—and it had “collected” the yokai sent there in the past. It had touched the sorcerers who sent it things, but had collected few humans. When it made its first offer, Yi aborted the experiment.

A week later, Yi and his research team disappeared.

In his final log, he spoke of Zangoku. He spoke of the thing that somehow learned his darkest desires and how to coax them out. He spoke of the creatures that fascinated him as a child, and the cruel caretaker that convinced him to join them.

Like all who speak with Zangoku, it made him an offer he couldn't refuse.

ASPECTS

Collector Of Lesser Things

Invoke to reveal a forgotten relic, powerful being, or ancient human Zangoku was saving for a rainy day. Also invoke when trying to “collect” things, or prevent their escape.

Zangoku, The Prison Realm

Invoke to trap mortals in Zangoku, help yokai trying to drag mortals into it, or open a temporary gap between Zangoku and Earth.

STUNTS

Double Stepper: Where the border between Earth and Zangoku is weak, this yokai can spend a fate point to step between them at any time.

Embodiment of Zangoku: This yokai loves living in Zangoku and wouldn't leave for anything. Once per session, they can invoke **Zangoku, The Prison Realm** for free to exploit their knowledge of the dimension.

Ultraterrestrial Animism: Zangoku teaches you to be tough. Once per session, this yokai can spend a fate point to reduce a physical moderate consequence to a mild one, or erase a mild consequence altogether.



DOOM

Come Inside: At the end of every scene, the GM chooses a player. That player must either spend a fate point or roll a die. On a **1**, they must choose a character to get drawn into Zangoku. On a **2-6**, they are drawn into Zangoku. On a **7+**, they are safe. Chosen characters either enter voluntarily, get kidnapped, or just disappear when everyone looks away for a split second, whichever is more unsettlingly appropriate.

USING ZANGOKU

In Zangoku episodes, Rokaiou contacts someone and offers them a way to fulfil their deepest desires if they weaken the wall between worlds so it can “collect” Occultar. This version assumes the culprit does this through Yi’s occulttech, but you can invent other methods.

Zangoku’s Doom represents victims falling (or being taken) through gaps in reality as the border weakens. Characters who try to escape Zangoku usually can at some cost in a scene or two, and the prison realm may actually hold the key to saving Occultar before the border is destroyed.

Everything in Zangoku was collected from one of the places Zangoku is congruent to. Most of the flora and fauna are from Earth, and the dominant species are yokai. The part connected to Occultar is an island with a decaying castle and yokai-infested woods.

To get home, players must research Yi’s experiment, figure out that someone rigged a souped-up version of his occulttech to do this, and shut it down. Some of this information can be found in the castle, but it’s a big risk: even if you avoid the yokai, Yi lives there now. He’s become the **Zangoku Kannushi** (p. 194), and he wants the players to stay. The players might find help, if the GM wants: the **Shrine Maiden** (p. 193) in the woods is his former research assistant, and while she’s become a yokai too, she may give mercy and aid to those who show proper deference.

If there's one thing students like, it's having stuff. This chapter goes over some of the common tech students have access to, the texts they can get their hands on, and some more Forbidden items they might encounter.

COMMON TECH

We won't spell out all the setting's tech here. We'd probably get it wrong, and everyone has their own ideas on what's acceptable anyway. Instead, we'll list some of Occultar Academy's common tech and leave the rest to your imagination.

COMPUTERS

The Foundation issues smartphones or tablets to any students who wants a new one, and many have a PC and/or laptop as well. All Foundation devices run on government-approved occult versions of major operating systems. Skilled students usually jailbreak them.

Occultar is big on surface computing. Touchscreens can be found in school desks, dorm hall tables, and kitchen appliances. Classrooms use digital boards, and screens displaying public announcements and news dot the halls. Media can be moved from screen to screen with the flick of a finger, assuming everything's got the right updates and none of them broke anything. Apps can be transferred too, if you have the permissions.

Outside Occultar—Ashton Junction, for example—this is a little trickier. Public OSes can interact and trade media with each other, but the corporations behind them sometimes make things difficult in an attempt to reduce competition. Apps usually just casted, unless cross-system support is built in or you want to fiddle with permissions and virtual machines on all your devices.

Wearable technology is available, but actual use varies. Wearables for medical or fashion purposes are socially acceptable, but obvious recording devices make people uneasy. People who wear computer glasses for personal use can be seen as antisocial jerks outside the technophile crowd, unless they're augmented reality glasses with limited recording capability.

The Foundation makes sure its facilities have strong wifi, so you should be able to get a connection anywhere in the Academy—unless a storm knocks it out, or there's a hardware problem, or someone crashes the network, or one of the hundred other usual things. The Foundation has backup plans, but they're usually more concerned with their own labs than your raid night.

SOCIAL MEDIA

Unless they were raised under a rock, every student grew up with social media. By the time they reach Occultar, they've got accounts on multiple networks, a working knowledge of security and data footprints, and everything that implies.

You can Instagram the monsters and see what happens. You could tweet your entire investigation, if you wanted to. The only thing stopping people from posting rituals to the Internet is that the Foundation keeps an eye on student accounts, the government watches social media too, and being caught blasting occult secrets is a great way to get arrested.

For students who need an outlet for that stuff, there's the **Occultar Student Network**. The OSN is a private social network for students with an integrated database on everything they might want to know about the Academy, from timetables and teacher profiles to maps and Library indexes. Most students post public-knowledge stuff (and a few subtle hints) on their main profiles and use the OSN to talk occult.

Students can usually access each other's OSN profiles and text/video chat each other at will. So, obviously, splitting up is a great idea! Phones always have perfect reception, never break, are completely silent all the time, and never give away your hiding spot when someone texts you. Trust us on this.

Players should assume everyone else uses these things too. NPC feeds might have clues. A dead body that still has a phone is a mistake by the murderer—their message and call histories, apps, and if you're lucky even pictures or videos could give some insight on what happened.

MEDICINE

Most countries have universal health care by now, and the Foundation covers every student. Occultar's medical facilities are in a sweet spot just behind the cutting edge, where everything is still high-tech but more affordable. Most of the advanced tech is diagnostic, but they're equipped to handle mundane problems and the Foundation can airlift students to a better facility if they have to.

Students getting their regular checkup can expect a review of their medical history, a physical exam, and a chat with a counselor. Every so often, or every time if you're a newtype or otherwise caught the Foundation's interest, you'll also get a brain scan and a session in a full-body medical scanner. They're not perfect—students have hidden serious problems before, and newtype detection often relies on the newtype straight-up shooting fire in front of someone—but they've got a handle on most of the mundane stuff.

Outside checkups, the student experience with Academy medicine means nanomedical patches that fix cuts faster than old-school band-aids, faster treatments for more diseases than the early century, and medical alert wearables if you need them. Some students have artificial limbs, eyes or biofabricated organs, and the Foundation sometimes offers them as incentive to enrol. (Their limbs aren't going to install features you don't need, though. These things are expensive. They're not made of money.)

Occult medicine is tricky business. Occult science still spooks the public too much to sell the idea of pumping it into their bodies, so it's an underresearched and underfunded field. The Foundation relies on

RECOVERING CONSEQUENCES

When it comes to recovering consequences, Occultar's medical facilities don't change the rules. Instead, they influence how you describe them. When you need to recover, remember that students have access to medical patches and can talk to the Foundation for high-tech treatments—though in some cases they might need a cover story or a very sympathetic teacher. And if they can't go to the Foundation, patches and pills pinched from the sick bay will make hiding those injuries much easier.

nanomedicine first, and if they absolutely have to try occult science, they'll get a ton of waivers signed first before flying you out to an undisclosed location for some treatments you'll never quite remember.

OCCULTECH

"Occultech" is the common term for technology based on occult science. It's one of the things you're here to learn about. It's starting to enter everyday life, and the Foundation needs more people who can deal with that.

Here's a few examples of the occultech you'll be dealing with. They're usually not important enough for aspects, but they can always be used to justify overcoming or creating advantages.

COMPUTING

Occult science is basically very complex math, and if there's one thing computers are good at that isn't helping people spend hundreds of dollars on games they'll never play, it's calculating. Most occultech is occult computing.

If you can't code occultech software yourself, you'll need to buy or pirate it. Most sorcerers just buy them for convenience, unless they're unlicensed or don't want their purchases tracked. Occultech hardware beyond simple computers is usually custom-made or picked up off the black market.

Commercial occultech focuses on utility over power: it can cast simple spells or assist in a ritual with a few button presses, but nothing too fancy. Complex or dangerous occultech is kept behind masses of red tape that usually limit it to the government, the Foundation, major corporations, and anyone who wants it bad enough to rob them.

STUDENT APP SUITE

These OSN apps are designed to assist in common student rituals, from listing steps and required symbols to projecting magical circles. They can quick-cast a few very simple rituals too. As written, this app suite doesn't help much with outer science.

SPELL POP

This open-source app is a Five Rings encyclopedia, with a symbol database, techniques for meditating and memorising symbols in text and audio format, a virtual talisman, and an aggregator for Five Rings news. The original is in Japanese, but translations for other languages are constantly updated. The dub vs. sub flame war is ongoing.

DIGIFUDA

An occultech version of the *ofuda* paper talisman, with a flexible screen that can store and remember symbols for later. Many sorcerers prefer digifuda over talisman apps for efficiency, battery, or aesthetic reasons. Sorcerers who watch too much anime figured out how to rig them for offensive magic, but that's also a great way to brick them.

BITE LOCK

Most locks in the Academy and dorm halls are electronic locks. Bite locks add an occult layer of security: you hold a button while you swipe your card, and that triggers an app which confirms that the genetic code touching the button is a close enough match for the card owner. They're pretty simple by occult security standards, and can be fooled by close relatives or someone with a good enough DNA sample.

MAGIC ITEMS

You can imbue all kinds of items with occult power if you know what you're doing. Most sorcerers have at least a couple, and Occultar students can craft simple stuff in an afternoon. Broken or badly maintained items can have weird and harmful effects, so most people travel light.

The Weird Age has started a revival of the old ways—talismans and other objects once thought to have special powers can now be given those powers again with a bit of occult science. Thus, many magic items are designed to mimic things people used to believe in. Or saw on TV lately. Not gonna lie, occulttech trends map to popular shows depressingly well.

WARD BLOCK

Wards are popular occult science, but drawing them over and over can be a pain. A ward block is a piece of wood, metal or other sturdy material with a protective symbol carved on it in painstaking detail, designed to be attached to a door. As long as you top it up every few days, it acts as an occult lock. This is the first device students learn to make, which gives them plenty of time to learn how to bypass it.

TAINTED BLADE

Symbols have power, if you know how to bring it out. Items (especially metal ones) involved in a death are marked forever, and an occultist can use that. The most common form is the sacrificial dagger, a knife used by cultists to channel the power of murder into their own rituals. People who aren't cultists or murderers can make weapons with material from industrial accidents, unscrupulous coroners, and second-hand police gear.

TAINTED WEAPONS AND MONSTER WEAKNESSES

Some of the creatures in Chapter 13 have stunts which let them shrug off attacks from mundane weapons. Properly prepared tainted weapons can overcome these stunts. In general, tainted weapons are more powerful if they caused a lot of death, caused it recently, or have great significance to the character.

CO-OPTED JUNK

The language of science being used to swindle people is nothing new. People have been going on about quantum health and the like for years now, and if anything the Weird Age just makes it easier to sell people "magic" health treatments. Many people buy "magic items" in shady markets and the back rooms of little shops.

Most of it is junk. From "healing" apps that flash colours on your phone screen and hope the placebo effect cures your butt problems to home decorations that appropriate native culture while claiming to chase away spirits, every nasty thing you can think of is sold somewhere. The government tends to go easy on sellers (i.e. not visit them in unmarked sedans) if they're not actual magic, unless it risks harming public trust in occult science.

Sometimes, though, you can find actual occulttech or fronts for cults in the junk market. Go shopping for occult junk at your own risk.

ANTI-NEWTYPED WATER

These products claim to stop kids from becoming newtypes in the future by “untangling quantum-entangled particles in the brain”. Usually they’re just mineral water, mixed with off-brand headache tablets and priced at \$50 a bottle. Many newtype students have memories of being forced to drink gross junk even after they developed powers. Despite pushing from newtype groups, the government has been slow to act—though they would if they knew who profited.

HEALING CRYSTALS

It’s possible for an alchemist to make healing crystals, or at least to decide that the healing stuff they’re making will be in the shape of a crystal. Selling them to strangers is a legal grey area, though. Much of the healing crystal market these days is a front for criminal gangs to smuggle drugs, and even that’s falling out of favour because everyone expects it now.

MAGNETS

A lot of people don’t know how they work. The fading magnet therapy industry latched on to the Weird Age to try and revitalize itself, and these days you can find magnets that claim to do everything from improving blood flow to personal wards and magic circles. Most don’t, but a trained sorcerer can usually etch their symbols on some magnetic material if they want. A lot of black market occulttech is disguised as “magnet therapy devices” when it’s being smuggled.

BOOKS

Knowledge is power, and the Foundation has most of it on file.

Here are some of the tomes, grimoires and e-books students might come across. They can be used to justify knowledge, research, or even rituals, depending on the contents. Books are mostly used to justify overcoming and creating advantages, but when they’re central to the plot an aspect can be useful.

SCHOOL TEXTS

These books can be picked up from the Library or the OSN, if they’re not already on your tablet. You’ve probably been assigned chapters of them as homework. All of these are available to the public unless stated otherwise.

BASIC SORCERY FOR SILLIES [FOUNDATION, 2090]

This book breaks down simple things for new sorcerers: how magic circles work, some of the mathematics behind occult science that isn’t drowning in mind-bending formulae, the joys of occulttech. A lot of sorcerers study it while sitting for their license exam and keep it as a reference.

A BRIEF HISTORY OF MAGIC [NEW ENGLAND, 2088]

This work by Foundation co-founder Anwen Sanchez gives a rundown of the occult history of humanity, including the garbage parts. It’s pretty accurate by public book standards, mostly because Sanchez knew what would be censored and left that out so nobody would “edit” her book. Everybody has this on their tablet, but few have read it.

THE MANGA GUIDE TO SORCERY [JAPAN, 2093]

This educational comic book explains how sorcery works to the public. It downplays the danger (“It’s only dangerous in the way that other sciences like chemistry are dangerous”, it claims), yet manages to sneak in a comprehensive breakdown of occult safety procedures. It’s actually pretty impressive. Most students got it years ago, and use it to hide things.

OCCULTAR SAFETY PROCEDURES [FOUNDATION, 2095]

This manual covers standard occult safety procedures, plus Foundation protocols for keeping secrets (“don’t tweet your alchemy homework at your mom”), emergencies (“do what teacher says even if it’s obviously a drill”), and evacuations (“form an orderly line, face the nearest bunker and run like hell”). It’s also helpful if you’re premeditating something that will set off alarms, or looking for a bunker nobody’s using. This book is technically restricted, in case someone’s parent reads it and panics.

AN INTRODUCTION TO COMPUTATIONAL SORCERY AND ITS APPLICATIONS, FOURTH EDITION [GERMANY, 2093]

This tome is used in advanced occult science classes. The Library has it in print form, but most students use an electronic copy because it’s a brutal thousand-page doorstopper. Most of it is long and tedious proofs of occult equations and guides for basic coding. Outside of class, its main use is for checking and debugging any rituals or code you might come across.

OCCULT TEXTS

These books are just safe enough that they’re available to anyone with the right licenses—some are even public. They won’t tell you much about Ancient Ones, but on the other hand, you don’t need to break into the Forbidden Sections for them. It’s a decent tradeoff.

HERE’S HOW IT HAPPENED [JAPAN, 2094]

Gero Akatsuki’s memoirs recount his experiences working for Sunrise, from his early days as a lab assistant to his rise to the top. The NECTAR stuff is replaced with lies about business tricks and pro-capitalist messaging, but the rest is mostly accurate. You can learn a lot about occulttech research trends, plus bits and pieces on all sorts of topics from cults to the history of alchemy.

MODERN ALCHEMY [CARDIFF, 2086]

This seminal work by occult scientist Peter Carver describes the techniques and exotic particles used in occult alchemy. It’s still required reading in university-level courses. Occultar students can use it to check recipes and look up unfamiliar substances.

STORY GAMES [FOUNDATION, 2091]

This book discusses the last century of science communication and how the Weird Age changed the game. It was authored by a Foundation veteran, and the later chapters have a lot of info on their history, capabilities, facilities, and well-known members. Most Occultar students read the part about the Academy before they came here.

TERRIBLE FRIENDS [AUSTRALIA, 2094]

The Foundation wrote this book to explain cults to Occultar students. It leaves out a lot of detail (the Disciples of the Cold Ones are described as worshipping aliens, for example), but most students who have encountered the cults personally can fill in the blanks, and it does a decent job of explaining how to spot and avoid cult recruitment tricks. Other than that, it’s a good resource. Rumour has it the Headmaster owns a more accurate version.

THE OCCULTAR RECORDS [FOUNDATION, VARIOUS]

A collection of Foundation documents related to Occultar, from the original proposal documents to yearly reports on school funding, research projects, and student profiles. It's normally available only to Foundation members, but the Student Council has some of it. Profiles of alumni are sealed, available only to Foundation members with at least the Headmaster's clearance.

BANNED TEXTS

These texts are locked away from everyone save government agents and high-clearance sorcerers. The powers that be do their best to suppress them, but you can find them in the dark and hidden places of the world if you know what you're doing. Try the Forbidden Sections or the Teacher's Lounge.

DIMENSOLATREIA [CANADA, 2083]

This anonymous work discusses quantum mechanics, the nature of spacetime, and ways outer science can manipulate it. It's considered an extremely influential work in outer science theory, and nearly every sorcerer who dabbles in the field has a copy somewhere. Sometimes they even read it.

LAST STOP ON THE KAMAKURA HIGHWAY [HARAJUKU, ?]

This is what passes for a holy text among the Harajuku Tenjuku. It gets updated every few years to keep it stylish, but the broad strokes are always the same: information about the Ancient Ones, rituals concerning them, and how great bargaining for immortality would be. HaraTen aren't picky, so it covers every Ancient One the Foundation knows. The latest edition adds some new ones they haven't heard of, though...

THE COLD EQUATIONS [MOSCOW, 21ST CENTURY]

This essay is the bible of the Disciples of the Cold Ones. In it the existence of the Cold Ones is proven and discussed, and the early history of the Disciples is laid out. The authors were better scientists than writers, but it does a decent job of dramatizing the whole thing and evoking sympathy for the Cold Ones' plight. If you're not in the cult, it's a good resource on the Disciples and their masters.

THE PLATONIC EMPIRE [NEW YORK, 2065]

Yamatai worship has been centered in the Western world for longer than anyone can remember. This political work by life-sentenced cultist Howard Perry proposes that this is because Yamatai is the platonic ideal of civilization with no cultural boundaries. It's very neatly organized, and the chapters detailing Yamatai and the Madnesses (or Paragons, as the book calls them) are easy to find.

SHINTSUMAKI [JAPAN, 10TH CENTURY?]

The *Shintsumaki* claims to be the secret fourth volume of the *Kojiki* (a historical Japanese text from the early 8th century) which covers events "stricken from the record". It's probably lying, but it *does* give a fairly accurate summary of Japan's occult history up to the Nara period, including the yokai and Yamatai. Existing copies were pieced together from second-generation manuscripts found near Incheon.

THE COSMOS MANIFESTO [?]

If a book could be super-banned, *Cosmos Manifesto* would be. It's a treatise on occult science and the Ancient Ones, presented as a warning to the rest of humanity. Though it claims to be based off an ancient tome nobody's heard of, it's an electronic document that gets updated with new details and posted on the darknet every six months. The government wants to silence the author (permanently), cults want to kill them for leaking secrets, and the Foundation just wants a look at their work, but their identity is still unknown.

FORBIDDEN ITEMS

These are the kind of items the Foundation locks up for study, the kind cults use for evil, and the kind students can use for mischief. Basically, they're plot devices to be used as the GM likes. Each has its own aspects and special properties, which sometimes break the rules.

These items are designed to be used with the Ancient Ones in Chapter 11.

NOOB JUICE [COLD ONES]

Learning Drug With Dark Side-Effects

NOOb was a cognitive enhancer drug, created just before the Weird Age in the dying years of the Silicon Valley body-hacking craze. It boosts the user's memory and attentiveness, making things like studying much easier, but it has a few side-effects. Users reported perfect recall of trivial facts they weren't trying to memorise, headaches, and palpitations before NOOb was pushed out of the market by a safer alternative.

Like a lot of Silicon Valley's detritus, the recipe for NOOb was picked up a few decades later by the Disciples of the Cold Ones. They make a tidy profit selling it on the black market as a study aid for sorcerers in training and parents who want to skirt the laws on giving nootropics to children. They've also made modifications for their own use...

A student who takes NOOb can invoke ***Learning Drug With Dark Side-Effects*** on any rolls involving studying, focusing or remembering things. At the GM's discretion, they may also gain a +2 bonus to Clever or Careful rolls involving those too. However, they can also be compelled to suffer side-effects. After the Disciples messed with it, those side-effects can include flashes of insight into how the world really works, feelings of being watched from a distance, and susceptibility to Disciple rituals.

The Foundation studies NOOb in their laboratory to try and figure out how to detect and neutralize it. It sometimes turns up in the contraband locker.

THE WISH ENGINE [SHUIZN]

Shuizn's Insidious Wish Granting Engine

As far as the Foundation can tell, this piece of junk was crafted sometime in the Victorian era, buried, and retrieved in the Weird Age by a Disciple acting on orders from up top. Luckily the government was tracking them, and the Wish Engine was locked up in the Foundation's labs before it could do any real damage.



The Wish Engine looks like an old toymaker's fever dream: an intricately carved wooden box with mechanical widgets of unknown purpose stuck to the outside, little legs like clawed animals, and a wind-up key. When the key is turned, the contraption opens and the occupant unfolds: a clockwork dragon with a pair of staring wobbly eyes behind a ridiculous mask and sharp, outstretched claws.

If the person who opened it might be open to Shuizn's offers, the device establishes mental contact and suggests a deal. The terms are simple—the Engine changes you, and its "master" gets to call in a favour one day. Basically, it lets the owner use Shuizn's Doom.

Anyone who ignores the massive alarm bells of common sense sounding off in their head can accept by putting their fingers between the creature's claws. The claws slam shut and draw blood, the mask splits open down the middle, and Shuizn's power shines through.

Once it's done, the dealmaker can leave the Engine in a ditch for all it cares. When it's time to collect, it first sends them nightmares where their deception is exposed and everyone shuns them, then appears in their dreams as a towering clockwork behemoth and compels them to repay their debt.

Shuizn plays the long game, so its demand could be as "simple" as stealing a tablet and mailing it to a distant address or as rough as killing another student. If it can still be accessed, the Engine is willing to offer more deals to help make this happen. If someone else has it, they can try ritually destroying the toy (Epic (+7)) to undo the deal.

Some of the Wish Engine's components are far older than the rest and from far distant places, suggesting it incorporates pieces of a much older device.

ROOT CLIPPING [AXIS MUNDI]

A Piece Of Axis Mundi; What A Beautiful Wildflower!

This clipping looks like a large, beautiful red flower with some long vines extending from it. Look closer, and you'll see the vines surround a fleshy sac of plant tissue. Look even closer—get a microscope—and you'll find crystalline structures and cells of obviously alien origin.

This clipping is from one of the questing roots of Axis Mundi. If kept in a warm place and fed with water, the clipping will acclimatize to Earth, grow into a Portalroot and establish a connection to Axis Mundi within a week. If fed with blood or treated by an alchemist the process can be sped up, to a minimum of eight hours.

The Foundation has several clippings in cold storage in the Forbidden Sections, and are trying to research a way to protect humanity from Axis Mundi. How they came across these clippings—and whether it proves Axis Mundi has touched Earth before—is unknown.

CODEX ARCOR [OSSERVAT ORNELQUA]

Osservat Summoner's Guide; Relic of Ancient Rome

This ancient Roman codex contains a couple hundred vellum leaves, bound in a wooden folder and covered in leather from an unknown aquatic creature. It was supposedly written by a Roman astronomer who stumbled into occult secrets. Most of it is still cruff-ridden garbage, but a trained eye can spot the good stuff: fifty pages detailing a strange, fish-like creature and its healing properties.

Somehow, this astronomer found the secret to summoning Osservat's young. Anyone who performs the ritual described in the book with a small blood offering (any dog-sized animal will do) on an ocean shore will see a young swimming over to them within the hour. As well as a detailed description of its effects, several pages describe experiments in using the creature as an alchemical or cooking ingredient. All of them end terribly, and the experience seems to have left the astronomer with chronic hallucinations.

This remarkably intact tome was rediscovered in an underwater ruin in the 2080s and caused a small Hemovore incursion in a seaside village before the government swooped in. The Foundation deciphering the last quarter of the book, which describes other worlds the astronomer supposedly found their way to, but so far it seems to be nonsense.

NECTAR SAMPLE [SUNRISE]

A Jar Of NECTAR

NECTAR is the alien substance that allows Sunrise to transform mortals into Nectarites. Their NECTAR is grown in special laboratories, based on samples taken from their original find. When they're not sealing caches of the stuff away in bunkers for later use, Sunrise transports it in special portable canisters designed to be extremely difficult to trace back to Sunrise while allowing the corp to track its movements.

Naturally, the government has picked up one of these canisters and sent it to the Foundation for study. How they came across it is up to the GM, but Sunrise is looking for it.

The canister is a clear, durable cylinder, surrounded by battery-powered heat regulators and wrapped in carbon nanotube-reinforced polymer. Unless you plow it with a truck, the only way to get in is by twisting and popping the lid handle.

Eating a small amount of the NECTAR inside (a teaspoon, maybe) can be used to heal sicknesses and scrapes. At the GM's discretion, it could provide a boost like **Enhanced Cognition** or **My Brain's Powered Up!**, or even downgrade or remove consequences. It will also make you feel a little more spiritual and hungry for more for a day or so, and might make you addicted.

Eating a *lot* of NECTAR transforms the eater into a Nectarite, an excruciating process that can take up to an hour. The sample does not come with instructions for how much is too much, but in general a big mouthful or several big spoonfuls in a short time period will do it.

Adding NECTAR to other food doesn't change its effects (though you'll definitely taste a difference), and diluting it is possible but won't do much about the Nectarite thing. The exception is the modified NECTAR used in Project Black Ymir, which is designed to look and taste like burger sauce.

THE ORB OF KAJIRU-OUJI [EMPRESS JINGU]

Sealed Lieutenant Of Empress Jingu; The Madness Of Ambition

The *Shintsumaki* says that Kajiru-Ouji was an ancient Muvian prince, left behind to create and guard a bridge to Yamatai. Unfortunately he got too ambitious and tried to expand his territory instead, allowing an army to rout his troops and seal him inside a special orb. That orb turned up recently during a cult sting in San Francisco, and the Foundation are holding it here while they build a prison for it.

This is a gold-and-copper orb, about the size of a basketball and unnaturally light. Unknown to the Foundation, Kajiru-Ouji can still whisper to nearby mortals in a receptive state—like telepaths, the greedy, and stressed-out students. It plays on their avarice, claiming it can help take power from those who hold it over them.

Holding the orb lets you use Kajiru-Ouji's magic—think Five Rings, but with more of a focus on creating order and warping the wielder's body. Consequences almost always follow a failure or success at a cost, as the Madness of Ambition's magic burns through their mind.

Kajiru-Ouji can also create advantages on characters who touch the orb (like **Touched By The Madness Of Ambition**), then try and compel them to do certain things or even cede control of their body to the Muvian. If needed, Kajiru-Ouji is considered to have the skill *Influencing Mortal Minds* at Fantastic (+6).

Kajiru-Ouji's goal is to use a mortal to summon some help (either a Muvian or some Yamatai cultists) and work out how to be unsealed (which could serve as a failure state for an Empress Jingu episode). Its weakness is that it is impossibly ambitious, and will never pass up an opportunity (or refuse a compel) to grab at more power for itself. It would even usurp Jingu, if it could.

THE LAST KINGDOM [OWARU IJIN]

Primer On Ancient Yamatai; Romance Of Owaru Ijin

This tome comes from China, circa the middle Ming Dynasty. It claims to be a novel in the same setting as *Romance of the Three Kingdoms*, and most of its volumes retell parts of that story as though there were a fourth state called Yemayi. Yemayi characters are vaguely described, and frequently depicted in several places at once or engaging in acts of self-harm; the character Heng Ping spends most of the story trying to saw itself and others into thirds, for example.

The Last Kingdom was intended to introduce people to Yamatai. The last volume switches to preaching about Owaru Ijin and its power, along with some rituals you can use to get some of it—a user could create advantages to enhance themselves for a few hours, like **Inhuman Strength** or **A Warrior's Courage**.

They work well, but multiple uses affect the user's mind. Users first become aggressive and withdrawn, then develop feelings of extreme paranoia. This makes the user receptive to the second-last ritual: it puts Owaru Ijin's power in your blood, creating more serious, noticeable advantages like **Fury Of A Dragon** and **Terracotta Strength**, but sometimes induces hallucinations that the people around them are multi-jawed reptilian beasts coming to eat them. Prolonged use of this ritual can permanently affect the user's body and character aspect, or create Dark Students if you mess it up.

The final ritual summons an avatar of Owaru Ijin to bargain with. This has a difficulty of Legendary (+8), and Owaru must be supplied with a mortal (preferably an enemy) with a mouth to speak through. Consequences dealt to the mortal can be invoked on the roll.

On a success, one of Owaru Ijin's voices starts to hiss from the host's mouth. (It only speaks Muvian, but the words translate themselves in the user's head.) Owaru attempts to coerce the user into opening a path to Yamatai. If they agree, he imparts the required ritual plus another that grants his power permanently in exchange. (This one doesn't cause hallucinations, but it will make the user aggressive and paranoid.)

The Last Kingdom never took off in China, so most remaining copies are old English translations by the East India Company. The Foundation keeps a digital version for study.

ZANGOKU ZOSHI [ZANGOKU]

Handscroll With A Hidden Gate; Calls To The Needy

This old but oddly well-preserved scroll by an unknown artist is one of the few items recovered from Yi's research. It depicts a young child escaping from a burning castle and into the arms of some friendly yokai, and looking at it too long feels like staring at a magic eye puzzle you don't quite get. Digital analysis suggests that it was painted some time in the Heian period, but the yokai were added later.

Intense scrutiny of the digital images would reveal a powerful secret: hidden symbols in the strokes of the yokai detail an equation that will open a temporary gate to Zangoku. This ritual has a difficulty of (+10), but there's no time limit on preparing.

The *Zangoku Zoshi* has another hidden effect: it calls out to people who feel a lack of control in their own lives, preferably characters with compelling aspects involving a need for control, lack of direction, or a need to get the better of someone. To them, the hidden symbols become enticingly near-visible even at a glance, and those who study the scroll start having weird dreams of an otherworldly paradise.

These dreams are Rokaiou trying to study their mind. After a few days to figure them out, the mortal gets a final dream. A yokai emissary of Rokaiou offers them a choice: Come to Zangoku and live free, or the Ancient One will never bother them again. If they say yes, they gain an immediate understanding of the ritual and a free invoke on **Handscroll With A Hidden Gate**. Rokaiou honors its agreements; those who travel there become lords of their own little domains, with yokai ready to serve. Unfortunately, they're also encouraged to bring others along, and those people are forced to work for the caster. If they say no, they can still try to decipher the ritual, but Rokaiou doesn't bother them again.

The *Zangoku Zoshi* is protected against age, wear, and light tearing. its weakness is basically anything else—some guy with a box of matches could ruin it easily. What happens if the scroll is destroyed, if anything, is up to the GM.

THE INVITING CAT [NEKOJAKU]

This ancient stone statue depicts a cat on a pedestal, with one paw raised in the air as if beckoning someone towards it. The statue is well-carved and has survived the ages surprisingly well, except for the eyes—someone seems to have chiselled them off long ago, leaving behind a smooth blank face. The statue itself is light enough to carry, has surprisingly little friction, and is always slightly below room temperature wherever it's placed.

Though seemingly harmless, this statue is actually the prison of an Ancient One's will and the focus of Nekojaku's Doom. For more on Nekojaku, see its Ancient One entry on p. 142-143.

Not every NPC is a classmate with an Agenda. The NPCs in this chapter are people and creatures designed to be dropped into the game wherever they're useful, whether to spice up the Academy or as opposition for the PCs. Some are students, some are other residents of the Island, and some are aliens and outsiders.

CREATING NPCs

There are three ways to make encounters: as **characters**, as **mooks**, or as **creatures**.

AS CHARACTERS

These are made just like PCs, with approaches, aspects, stress, and consequences. You don't need to do this except for important or recurring characters, but you can make anyone this way if you feel like it.

NPC aspects don't need to be as detailed as PC aspects. You can just give them a list of aspects without worrying about what kind or how many there are. If you *do* describe what types of aspects they have, consider changing them for flavour—a hitman visiting the Academy could have a Criminal aspect instead of a Student aspect, for example. Usually, only students have Talent aspects—only they have the right mix of potential, room for growth, and too much free time on their hands.

AS MOOKS

Mooks are unnamed students, small creatures, and other characters who are designed to cause trouble for the PCs but be dealt with quickly. They're created like *Fate Accelerated* mooks, and get:

- A list of things they're skilled at, which they get +2 to rolls dealing with;
- A list of things they're bad at, which they get -2 to rolls dealing with;
- +0 to everything else;
- A few simple aspects to describe their strengths and weaknesses;
- *Usually* no stunts, but they can have one for flavour;
- 0-2 stress boxes depending on how tough they are.

This chapter has a few common mooks on p. 160 to save you some time.

AS CREATURES

Creatures are aliens, summoned outsiders, and other extremely non-human beings. They're created like characters, but with some important changes.

Aspects: Creatures only get a few aspects, and these aspects always keep their inhuman nature in mind—they probably won't have Student aspects or ones describing personal relationships, for example.

Approaches: Instead of approaches, creatures get "skills" representing the things they do and roles they play in the story (like *Lurking In The Shadows* or *Raw Destructive Power*). Unlike mooks, who always get these at Fair (+2), these skills can be rated however you like.

Stunts: Creatures get 1-5 stunts, depending on how tough they are. These stunts work off their skills instead of approaches. Creatures can use Ancient One minion stunts, and some of the creatures in this chapter assume they will.



ACADEMY ENCOUNTERS

These are the NPCs you usually find around Occultar Academy. They can fill any role you need, from allies to enemies to well-meaning opposition to dead bodies.

MOOKS

GENERIC STUDENT

A generic student.

Occultar Academy Student; Full Of Potential

Skilled (+2) at: Occult lore, staying out of trouble, scuffling, school activities

Bad (-2) at: Being mature, taking things seriously, relationship advice

Stress: None (first hit takes them out)

OCCULT ACE

Some students are particularly good at occult science, and the Foundation gives them extra classes. Most of them will end up working for the Foundation or some major corporation when they graduate, if they stay out of trouble.

Nerdy Student; Acing Occult Science Class

Skilled (+2) at: Occult lore, basic rituals, keeping their heads down

Bad (-2) at: Scuffling

Foundation Training: +2 to overcoming with Occult Lore when dealing with things learned in class.

Stress: None (first hit takes them out)

COOL KID

A popular student. Unbelievably cool.

Big Kid On Campus; Extremely Cool

Skilled (+2) at: Being popular, lighthearted mischief, staying cool

Bad (-2) at: Resisting peer pressure

Stress:

DELINQUENT

Delinquents drink, smoke, and follow bad trends. They can usually be found in Ashton Junction where they're less likely to get in trouble with the Foundation, but they're not afraid to disrupt the Academy.

Tough Delinquent; Screw The Foundation!

Skilled (+2) at: Fighting, sneaking, intimidation, mischief

Bad (-2) at: Studying, being sensible

I'm Bad: Delinquents can invoke advantages created by other delinquents for a +3 bonus instead of +2.

Stress:

STUDENT COUNCIL MEMBER

A class rep, hall monitor, or other student who works for the Student Council. Can usually be found patrolling the halls, running errands, and enforcing school rules—when they're on-duty, anyway.

Low-Rank Student Council Member; Hall Monitor

Skilled (+2) at: Occult lore, helping other students, enforcing the rules

Bad (-2) at: Breaking the rules

Mark Of Power: When the Student Council Member uses Enforcing The Rules to dress down another student, they can spend a fate point to inflict a 2-stress hit.

Stress:

TEACHER

A Foundation member assigned to teach the students what they know. Tries to keep an eye out for problems to refer to the counsellors.

Foundation Teacher; Keeping An Eye On The Students

Skilled (+2) at: Educating others, spotting student tricks, maintaining order

Bad (-2) at: Subjects that aren't the one they teach

Stress:

TEACHERS AS NPCs

Breakfast Cult doesn't usually involve teachers besides the Headmaster—not competent ones, anyway. Many students take their problems to the Student Council first, for fear of getting the Foundation involved. They're still around, though, so we've added a few. Instead of talent and student aspects, they get a **duty** aspect (representing a responsibility or a skill they're expected to be good at), and a **teacher** aspect that represents a relationship with the Academy much like a student aspect.

FOUNDATION RESEARCHER

These Foundation members are usually seen at your medical exams or running errands for the Headmaster. They can get along with the students, but aren't as good as the teachers.

Foundation Researcher; Cleared For Occult Secrets

Skilled (+2) at: Occult lore, medical knowledge, rituals

Bad (-2) at: Spotting student tricks

Occult Doctorate: +2 to overcoming with Occult Lore when dealing with occult secrets.

Stress:

ASHTON JUNCTION RESIDENT

Most folks in the Junction have some connection to Occultar, even if they don't work there. They're basically regular people, but less automatically distrustful of sorcery.

Just Folks; Second-Hand Occult Knowledge

Skilled (+2) at: Suspecting outsiders, knowing their way round the Junction, mundane stuff

Bad (-2) at: Occult lore, understanding the Academy's inner workings

Word On The Street: The Ashton Junction Resident can spend a fate point to know a local rumour, piece of news or social media post that could be helpful.

Stress:

PROFESSOR ANDERSSSEN

Anderssen is exactly the kind of guy who wears tweed jackets with elbow patches. It's a bit of a surprise to the veteran Foundation scientists, who remember him as a troublemaker, but his expertise in occult anthropology is undeniable and invaluable to the Foundation. He's an excellent teacher, but his passion for uncovering hidden truths can sometimes make him a person you want to avoid.

Foundation ID DOA-B1-413

Clearances: Occultar Project, AEGIS

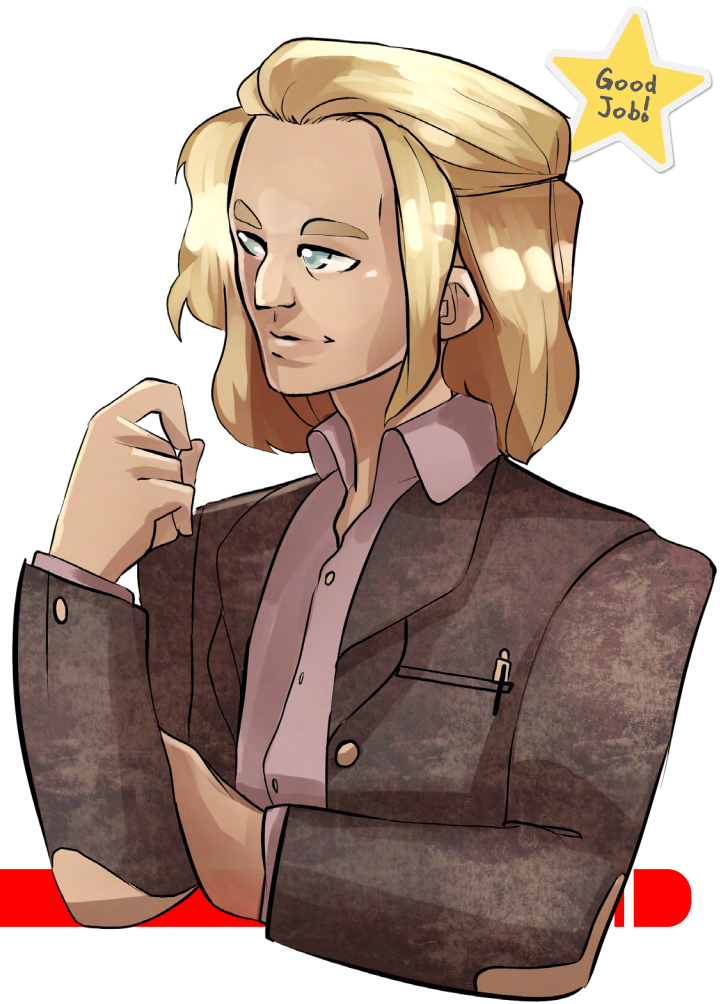
Nationality: Unknown

Prior Job: Research Scientist

Blood Type: [Differing reports, please clarify]

Likes: Science fiction, historical reenactment

Dislikes: Uncleanliness, driving



ASPECTS

Concept: **A Mentor To His Students**

Duty: **Trusted Foundation Consultant**

Teacher: **Former Delinquent**

Drive: **Reach Out To The Truth**

Free: **Occult Anthropologist**

APPROACHES

Careful: B (+2)

Flashy: B (+2)

Quick: D (+0)

Clever: A (+3)

Forceful: C (+1)

Sneaky: C (+1)

STUNTS

Farewell To Fear: Anderssen has an extra mild consequence that he can use for fear and mental trauma.

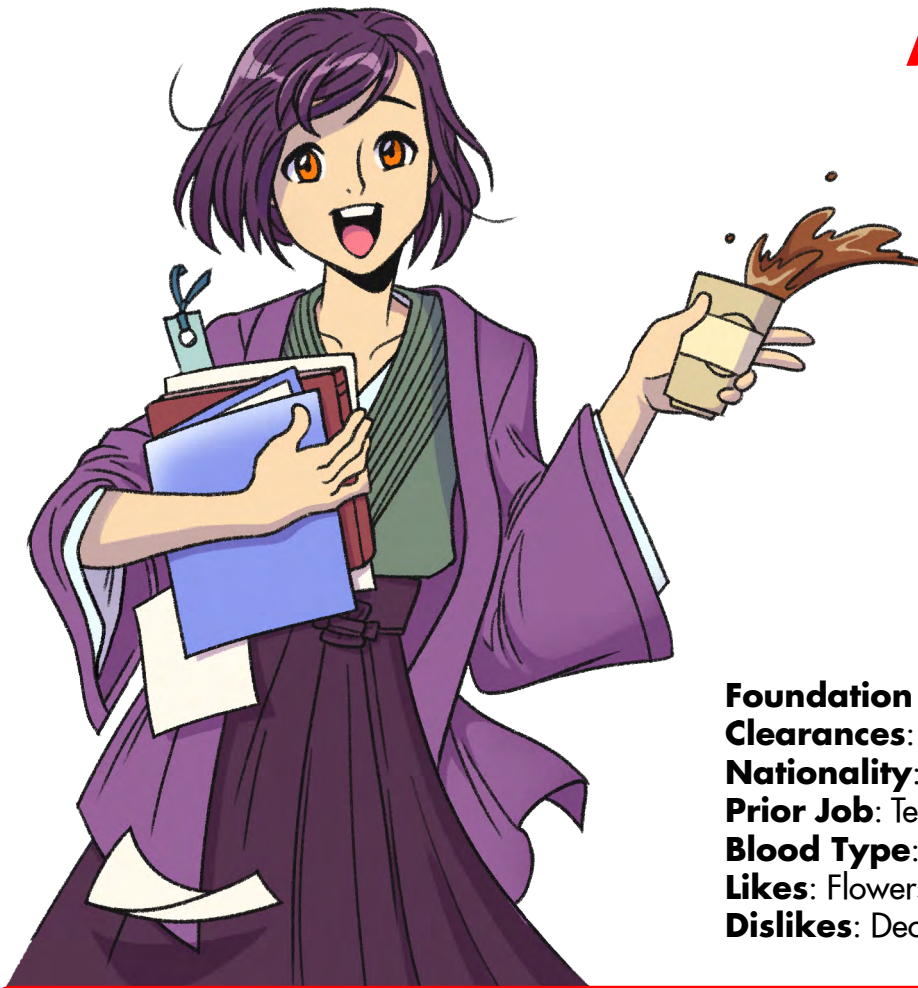
Heard It All Before: When in conversation with a student or Foundation member, Anderssen's player can give their player a fate point and ask what general subject that character is trying not to talk about. If there's no answer, he gets the fate point back.

Let's See What We've Got Here: +1 to Carefully overcoming and creating advantages when examining occult items someone has brought to him.

STRESS

ASAGAO YOSANO

Asagao is the Japanese electives teacher. She was brought on for her knowledge of the classics and skill at translating and interpreting ancient texts, but knows little about the occult. She makes up for it by being a workaholic. Asagao really wants the students to think she's cool, so she's always available if you need a text deciphered and don't mind her mondo awkward slang-dropping. She might even look the other way if you're getting up to mischief.



Foundation ID RYU-B3-819

Clearances: Occultar Project, Seiryu Project

Nationality: Japanese

Prior Job: Teacher (Neo-Tokyo Seiryu High, Japan)

Blood Type: A-

Likes: Flowers, poetry, students

Dislikes: Decaf diet soda, Hemingway, pop music

ASPECTS

Concept: *Wannabe Cool Teacher*

Duty: *Poet, Scholar, Accidental Japanese Occult Text Expert*

Teacher: *Fish Out Of Water*

Drive: *Be The Perfect Teacher*

Free: *Nobody's Actually Seen Her Sleep*

APPROACHES

Careful: B (+2)

Flashy: B (+2)

Quick: C (+1)

Clever: A (+3)

Forceful: D (+0)

Sneaky: C (+1)

STUNTS

Foundation Access: +2 to Cleverly overcoming in any situation where her teacher privileges and access can help.

Great Teacher Asagao: When Asagao accepts a compel on her Drive to help one of her students out, she can get +1 to all Careful actions for the rest of the scene instead of a fate point.

Workaholic: Asagao has an extra mild consequence she can use for mental trauma and exhaustion.

STRESS □□□

AMY VEERES

Amy's former career brought with it a surprising expertise in the supernatural. Occultar hired her as the Foundation's IT girl, and all was well until a botched ritual bound her with a possessor entity known as Sathariel, who was immediately bound to the Academy and its interests straight away. She didn't mind, because dimensional configurations as comfortable as ours are rare. Amy is scatterbrained and shy, but friendly enough, and will likely help any students in a pinch. Sathariel, on the other hand, is arrogant, violent, and all too happy to "help" the school by harming a student, or worse.

Foundation ICT-B4-604

Clearances: Occultar Project, Sathariel Project

Nationality: American

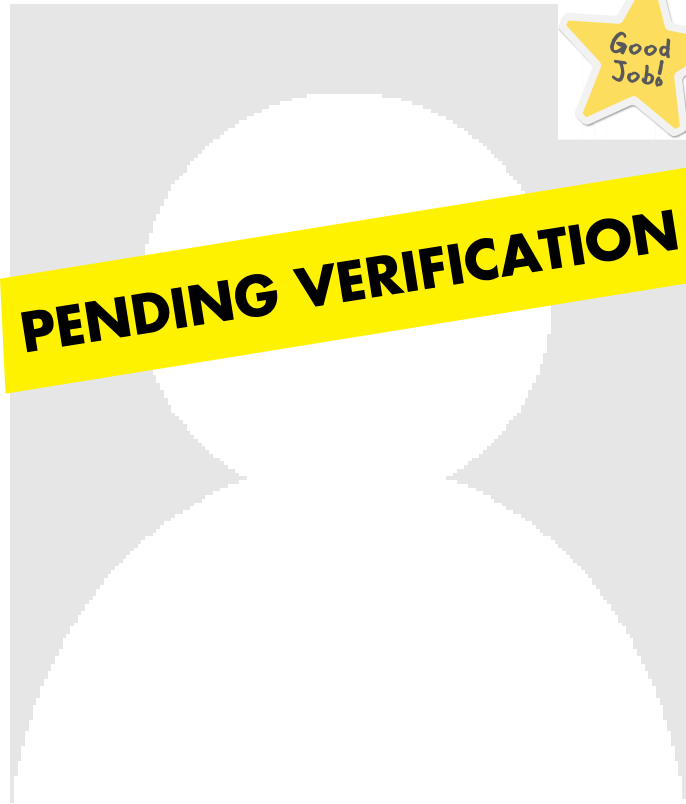
Prior Job: RPG Writer

Blood Type: Blue[?]

Likes: Writing, video games, hacking, puns

Dislikes: Self-righteousness, tradition, cheese

PENDING VERIFICATION



ASPECTS

Concept: *Awkward, Possessed IT Assistant*

Duty: *Help Sathariel (Painlessly)*

Teacher: *Occultech Security Expert*

[SATHARIEL]

Drive: *Protect My Host (By Any Means Necessary)*

Free: *Demon Bound By The Foundation*

APPROACHES

Careful: B (+2) **D (+0)** **Flashy:** C (+1) **C (+1)** **Quick:** B (+2) **C (+1)**

Clever: A (+3) **B (+2)** **Forceful:** D (+0) **A (+3)** **Sneaky:** C (+1) **B (+2)**

STUNTS

Admin Account: +1 to Cleverly overcoming and creating advantages when dealing with Occultar's computer systems.

Sathariel: If Amy accepts a compel on *Awkward, Possessed IT Assistant*, she can spend a fate point to transform into Sathariel for the rest of the scene. While she's transformed, she uses the **red** set of approaches, and **Teacher: Occultech Security Expert** becomes **Demon: Strange Void Magic**.

"Sorry!": If Amy inflicted a consequence or took out another character as Sathariel, she gains a boost when she changes back to her normal self.

STRESS □□□



THE HEADMASTER

The mysterious leader of Occultar Academy wants only the best for the students under his care, though as a Foundation member his desires are sometimes coloured by a desire to maintain order. He's pretty strict, and likes finding ways to make his problems other people's. That includes delegating as much as possible, so if he's appearing in person instead of sending the Student Council or something you're either lucky or in *huge trouble*.

Foundation ID OCC-A3-999

Clearances: Occultar Project, Occultar Steering Committee, AEGIS

Nationality: British

Prior Job: Foundation Administrator

Blood Type: B-

Likes: Students, peace, tea, efficiency

Dislikes: [REDACTED]

ASPECTS

Concept: *The Headmaster Of Occultar Academy*

Duty: *Answers Only To The Foundation*

Teacher: *Keeper Of Occult Secrets*

Drive: *Occult Talent Must Be Protected*

Free: *The Art Of Delegating*

APPROACHES

Careful: Good (+3) **Flashy:** Fair (+2) **Quick:** Average (+1)
Clever: Great (+4) **Forceful:** Fair (+2) **Sneaky:** Good (+3)

STUNTS

Dean of the Dark Arts: The Headmaster never shows outward signs of being scared or intimidated by the Ancient Ones, their minions, or the occult unless he chooses to. Students can still annoy the hell out of him though.

Do Me A Favour: Invoking another teacher or student's character aspects or Agendas gives the Headmaster a +3 bonus instead of +2.

Home Turf Advantage: If he's in the Academy, whenever he would be taken out, the Headmaster can give his opponent a fate point to concede instead.

I Wrote The Rules: Once per scene, when the Headmaster invokes one of his aspects, instead of getting a bonus or reroll he may swap out a Fate die for a regular six-sided die.

STRESS □□□□

THE HEADMASTER'S STATS

The Headmaster gets better approaches and stunts than everyone else because *he's the Headmaster*. He's seen things you people wouldn't believe. Besides, it makes things more interesting when the students have to sneak around him.

His name isn't important. Let the players make one up if you like.

STUDENT ENCOUNTERS

Unlike the students in Chapter 8, these characters are designed primarily for GM use. They can be potential allies who are busy dealing with their own problems, obstacles who are interested in helping Occultar but not the PCs specifically, or antagonists with a reason to go after the characters.

These characters don't have Agendas—they're intended to be obvious problems, not hidden ones. You can give them secrets if it helps the story, though.

They can also be used as pregenerated PCs, though since they're designed as NPCs first you might need to change some of their stunts to be more fitting.



AZUMI KAMIYAMA

Before she came here, Azumi was the delinquent queen of her old school. Unfortunately for her, she realised she actually loves this place *after* her behaviour almost got her expelled. The Headmaster made an offer she couldn't refuse: be a class rep and help enforce the rules, and he'd go easy on her. Until she finds a way out, Azumi is stuck keeping other students in line. Azumi studies a Five Rings style that lets her enhance her physical power, but she usually just bops people with her bamboo practice sword.

Student ID APT03-3661

Home: Yokohama, Japan

DOB: October 3, 208■

Blood Type: B+

Likes: Action movies, manga, cute stuff

Dislikes: Authority, damaging her feared reputation

ASPECTS

Concept: *Sorcerous Ex-Delinquent*

Talent: *The Way Of The Sword*

Student: *Headmaster's Reluctant Hand*

Drive: *I'll Take My Own Path!*

Free: *Only Prickly On The Outside*

APPROACHES

Careful: D (+0)

Flashy: B (+2)

Quick: B (+2)

Clever: C (+1)

Forceful: A (+3)

Sneaky: C (+1)

STUNTS

Diamond Delinquent: Once per scene, Azumi can stack an extra free invoke on an advantage she creates with her Five Rings enhancement magic.

High School Ronin: +1 to Forcefully attacking or creating advantages with her kendo skills.

I'm The Boss: At the start of each scene, Azumi can place either **Class Rep** or **Right Hand Girl** on herself. As the **Right Hand Girl**, the Student Council and any student in a position of authority fears her; as the **Class Rep**, everyone else does. She gets no invokes, but she can Flashily create some.

Hope □□□

DIOGENES DRAKE

Diogenes is a model student, in the sense that he keeps his head down and doesn't mess with the occult if he can avoid it. He spends his time reading, raiding with his boyfriend, and not bothering anyone instead. But if another student needs help, Diogenes can't resist.

Unfortunately for the players, Diogenes tends to see other people as burdens at best and suspects at worst. He means well, but if he's investigating the same thing as the players, he'd rather ferret out the bad apples and shoo the rest away.

Student ID APT09-2212

Home: Edinburgh, Scotland

DOB: January 6, 208■

Blood Type: A-

Likes: Quiet evenings, mysteries, dungeon crawling

Dislikes: Large groups, jerks, homeopathy



ASPECTS

Concept: **Wannabe Wizard Detective**

Talent: **Paranormal Paralegal**

Student: **Affable Introvert**

Drive: **I Know Right And I Know Wrong...**

Free: **Rely On Your Wits, Not The Occult**

APPROACHES

Careful: C (+1)

Flashy: B (+2)

Quick: D (+0)

Clever: A (+3)

Forceful: C (+1)

Sneaky: B (+2)

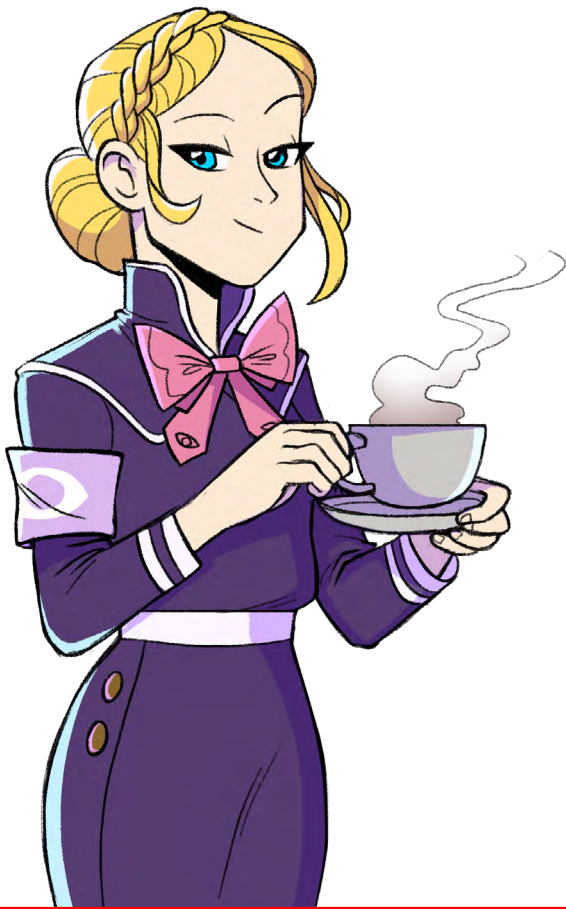
STUNTS

A Study In Darkness: If Diogenes is in a room with at least three other characters, he can spend a fate point to ask if anyone there besides him has an Agenda. The GM privately and truthfully answers either "yes" or "no". Anyone watching Diogenes knows what just happened, but not necessarily the answer he got.

Objection!: +1 to overcoming and creating advantages when Flashily trying to get the truth out of someone.

The Affairs Of Wizards: Diogenes can invoke his own Sneaky advantages for a +3 bonus instead of 2.

Hope □□□



BOBBI SHREWSBURY

Student Council President Bobbi is polite but firm, the sort who treats people kindly even as she's having them escorted out of her presence. She feels it's her responsibility to inspire others and act as a check to the Foundation's power, though she broadly approves of or at least tolerates the current rules.

Bobbi secretly loves comedy, and wants to make bad puns and dad jokes all the time. The struggle between this dark desire and her fear of losing the respect of her classmates is tearing her up, and she lets off steam by emailing jokes to the school newsblog under the alias Pepper Kid.

Student ID APT02-1864

Home: Durham, England

DOB: April 21, 208■

Blood Type: A+

Likes: Tea, comedy, quality board games

Dislikes: Rudeness, Catan, coffee

ASPECTS

Concept: **A Leader To Her Classmates**

Talent: **Occultar's Student Council President**

Student: **Perfection Is Expected**

Drive: **I Want To Inspire You**

Free: **Secret Comedian**

APPROACHES

Careful: A (+3)

Flashy: C (+1)

Quick: C (+1)

Clever: B (+2)

Forceful: B (+2)

Sneaky: D (+0)

STUNTS

Oh Goodness!: Bobbi never displays negative emotions or spills her tea, except in one single, dramatic moment. Once per episode she can cause a dramatic spill, create the aspect **So Very Agitated** with a free invoke, and receive a fate point.

Tea?: If Bobbi seeks a private audience with someone, she will get it. Even the Headmaster will meet with her on her word. Even if they're hiding, Bobbi should at least be able to call them. Only exceptional circumstances (perhaps created by a fate point) can avoid this.

Yes, President: Bobbi can invoke advantages she creates on other Occultar students at any time to represent the effects of her influence, even when she's not present.

Hope □□□

CULTISTS

Cults are as old as humanity itself, but they've really flourished in the Weird Age—it's easier to convince people to buy in when they know magic is real. Many cults have also worked out some outer science secrets, and that makes them a threat. The government has been doing a good job of shutting them down and burying anything they say in a torrent of misinformation, but many cults work in cells, find secret ways to communicate, or hide in the blighted zones, making it hard to keep them down for good.

The dangerous cults see Occultar Academy as a high-value target. Some try to get jobs in Ashton Junction, but others try to send their kids there to learn occult science. The ultimate goal is usually to crack the Academy open to get at the Foundation research in its rich, forbidden center.

To represent cultists, we've created some generic cultist mooks. These cultists can be students, Ashton Junction residents, or anyone else you like. We've also listed some dangerous cults, which have an associated aspect and stunt that should be stuck onto the cultist mooks as needed.

CULTISTS

OUTER CIRCLE CULTIST

Someone who's vulnerable enough to be recruited by a cult, but not yet ready to join the inner circle. These people don't fully understand their new social circle or what they do, and the ones that can't be groomed into proper cultists are usually used as patsies.

Fresh Cult Recruit; Unwitting Pawn

Skilled (+2) at: Petty crime, being convincingly harmless, resisting the words of outsiders

Bad (-2) at: Spotting cult tricks, occult lore

Stress: None (first hit takes them out)

INNER CIRCLE CULTIST

These ones have been fully inducted into the cult, Ancient One worship and all. They're more knowledgeable and dangerous than their outer circle fellows, but it's harder to hide when you're unhinged.

Dedicated Cultist; Anything For The Ancient Ones

Skilled (+2) at: Serious crimes, evangelizing, covering their own tracks, occult lore

Bad (-2) at: Regular social interaction

Stress:

CULT SORCERER

A cultist who's trained in occult sciences. Whether they can do the equations themselves or rely on occulttech, these people are brought in to do all the complicated stuff. Have a tendency to see the outer circle members as ritual fuel.

Sorcerous Cultist; Playing With Outer Science

Skilled (+2) at: Cult-approved rituals and occulttech, occult lore, using patsies, willpower

Bad (-2) at: Social interaction, recognising danger

Stress:

CULT ENFORCER

A recruit capable of killing another human being is a rare prize indeed. The cult's most violent members are usually used to guard their leaders, gather resources through crime, or take out their enemies.

Violent Cultist; Scarred In Body And Mind

Skilled (+2) at: Violence, criminal acts, enduring pain, intimidation

Bad (-2) at: Understanding occult stuff

Stress: □□



CHURCH OF THE LEVIATHAN

A fairly standard proto-fascist humanity-should-be-ruled-by-sorcerers cult. Their main claim to fame is that they were the ones to dig up the secrets to contacting **Osservat** and introduce Hemovores to the modern age. The cult was taken out in a raid and its assets seized, but a few Hemovores are suspected to have escaped and tried raising new versions of the cult.

Aspect: **Leviathan Revivalist**

Fool Me Twice: Choose (or create) a skill. This cultist gets +2 to defending with that skill against government or Foundation agents.

DISCIPLES OF THE COLD ONES

The Disciples are techno-cultists who believe that if they find the key to bringing the **Cold Ones** into this world, they will be rewarded with universe-shaping powers. They try to infiltrate educational, research and scientific institutions around the world to get the information they need, which makes them a thorn in the Foundation's side.

Aspect: **Disciple Of The Cold Ones**

For Disciple stunts, check out **The Void** (p. 116).

DOOMSDAY

Doomsday is a darknet social network for sorcerers who dabble in illegal things. Some users try to study the Ancient Ones, and some of those are pushing for humanity to side with them. Doomsday users like to devote themselves (or set up cults to) a single Ancient One but borrow rituals and techniques from their contacts, making them unpredictable to deal with.

Aspect: **Doomsday Servant**

Cultists led by Doomsday members can use the minion stunts of any one Ancient One of the leader's choice.

THE GREAT WAVE SOCIETY

These guys present themselves as one of many Japanese nationalist right-wing groups claiming to preserve Japan's national identity. In reality, the upper echelons of Great Wave are **Yamatai** cultists from Europe and the US, using Great Wave to scour the country for relics. The government hasn't made the connection and marked them as a cult yet, so children of Great Wave parents are still allowed to enroll.

Aspect: **Great Waver**

Historical Revisionism: Twice per session, this cultist can turn a boost created while trying to cover their tracks or deny Great Wave is connected to a cult into a situation aspect with a free invoke.



HARAJUKU TENJUKU

If you're a sorcerer who wants to learn the Five Rings and look fashionable doing it, look for these guys. The H-T's goal is to develop an outer science version of the Five Rings and use it to achieve immortality, and they think the Foundation has what they need. Its senior members have already extended their lifespans through dark bargains, and by now they're either bored with life and ready to die or total fanatics.

Aspect: **Sorcerous Pop Cultist**

Harajuku Pop: This cultist always looks stylish. Even their hated enemies have to admit that they've got a trendy look going on. They get an extra mild consequence for physical harm, and never look unfashionable unless they choose to be.



SUNRISE HEAVY INDUSTRIES

Sunrise's best field agents are Nectarites, but they try to use regular employees where they can. For more on Sunrise, see their Ancient One entry (p. 126).

Aspect: **On The Sunrise Payroll**

Cult Conglomerate: If this cultist can communicate with the nearest Sunrise office, they get +2 to overcoming with Occult Lore.



CREATURES

As things get worse, classmates stop being your only problem. The sliding scale of problems for Occultar characters typically goes something like this:

- Your jerk classmates.
- Your jerk friends.
- Your jerk classmates who joined a cult.
- The physically and conceptually alien beings that exist beyond the world we know.
- University entrance exams.

Some of those beings are listed below. Creatures associated with a specific Ancient One are grouped together.

INDEPENDENT CREATURES

ALIEN BEAST

Most creatures with a physical form that make it to Earth come from botched rituals, high-level Foundation experiments, or just sorcerers doing the occult version of drunk-dialling the universe and seeing what turns up. The main thing these creatures have going for them is that with their exotic-matter forms and alien mindsets, nobody knows how to deal with them. This is a generic template for these creatures.

Aspects

Horror From Another World; Unlike Anything We've Ever Seen!

Skills

Good (+3): Impossible Form, *describe one more*

Fair (+2): Alien Cunning, *describe one more*

Stunts

Impossible Creature: The Alien Beast can invoke **Unlike Anything We've Ever Seen!** for a +3 bonus instead of +2.

Stress None, , or , as appropriate.

ALIEN MINDS AND STRANGE POWERS

Though creatures are made in a similar way to characters, most can't be interacted with in the same ways. Many are too alien to have any meaningful social interaction, while others have abilities that defy known physical laws.

Wherever possible, we've tried to handle these things in Fate's existing framework. Creatures with alien minds can be covered with aspects, for example ("this thing is **From A Distant Universe**, so you can't bribe it with lunch money"), while special powers are handled through aspects, skills and stunts.

You might want to do something different, though. Maybe you can't fit what you want in a stunt, you want to give them broader rules-breaking powers, or you just want to explore their powers in more detail. That's fine—the rules are supposed to help the story, not restrict it.

Early versions of *Breakfast Cult* gave major monsters something like Dooms to give them exceptional abilities without codifying them. If you don't mind the extra bookkeeping, it might be worth a look.

DARK STUDENT

The Dark Student is a copy of a student that only carries negative emotions. These are sometimes created by certain outer science rituals or backfiring mind warping rituals, but some Ancient Ones can generate them too. Dark Students are twisted mirrors of the person they represent, with all their repressed negative emotions out in the open. They usually want to kill the original and take their place. Dark Students can be spotted by their eyes, which become red, bright yellow, full black, or some other unlikely colour.

This is mook version of a Dark Student. To make a Dark Student *character*, either give it twisted versions of that character's aspects, or take use their PC sheet and change its aspects.

Aspects

Twisted Shadow Student

Skills

Good (+3): Provoking Students, Causing Chaos And Conflict

Fair (+2): Acting Like Their Counterpart, Attempted Murder, Refusing To Die

Stunts

You're Not Me: +2 to attacking with Provoking Students when the "original" student is one of their opponents.

Stress □□, 1 mild

HAUNT

When occult war and disaster wrecks a place, it can take decades to clean up. The government puts out a lot of press material on how well their efforts (or at least, the efforts of several corporations with lucrative contracts) are doing, especially when they find survivors. What they don't mention is that sometimes these survivors come back changed.

Haunts are ex-humans, warped by years of living in ruins thick with occult energies. They'll probably never be able to enter society again, and they know it. Some let the government study them in exchange for a comfortable, remote home, but others hide for as long as they can. Others claim their ruins as their home and attack intruders. The worst go mad and turn to the Ancient Ones. Some cults who routinely hide in blighted zones manage to negotiate Haunt aid, and rumour is some Haunts might live on Occultar's mountain.

Aspects

Magically-Warped Ex-Humans; Desperate Survivors; Hiding In The Shadows

Skills

Great (+4): Surviving Extreme Conditions

Good (+3): Close-Quarters Combat, Keeping Hidden

Fair (+2): Scavenging Tech, Occult Science

Stunts

Into The Shadows: When a Haunt is taken out of a physical conflict, it can give their opponent a fate point to concede instead. It doesn't get any of the fate points it'd get for conceding normally.

There's Never Just One: +1 to creating advantages with Scavenging Tech or Keeping Hidden when one or more Haunts are nearby.

Haunts also gain a stunt based on the type of Ancient One they're aiding:

Dark Science [Cold Ones]: Some Haunts learn the secrets of the Cold Ones, and carve runes into their flesh that make it easier to control and power occulttech. +2 to creating advantages with Scavenging Tech.

Idolatry [False Idols]: Some Haunts modify their bodies further, hoping to attract the attention of godlike beings. They can invoke their False Idol's aspects for a +3 bonus instead of +2.

Exhuman Resources [Sunrises]: When a Sunrise decontamination team finds a Haunt lair, they offer to "fix" them with NECTAR. The ones that don't or can't become Nectarites still get enough occult surgery to pass in society with heavy clothing, and get +2 to overcoming with Keeping Hidden when trying to.

Budding Muvian [Yamatai]: Some Haunts make a deal with Yamatai to turn their occult taint into something more powerful. One day (perhaps even mid-episode) they'll become Muvians; until then, twice per session these Haunts can declare a boost representing the transformation they're undergoing.

Border of Life and Death [Yokai]: Some Haunts feel a connection to the otherworldly yokai. Once per scene, a Haunt can offer to let a yokai feed on it and take on its mild consequence.

Stress □□, 1 mild, 1 moderate





IMAGINARY FRIEND

Most entities summoned into this world lack physical form, and need to possess something to stick around. The ones that can affect a human mind usually just take it over, but some learn to backseat drive. This one rides in the minds of young people with poor constitution, pretending to be their imaginary friend (or some other excuse the host will accept). At first it just echoes their thoughts, but as it learns more about human interaction it starts to manipulate them.

The goal varies, but it's never good. They might want enough power to create their own body, to bring an Ancient One into this world, or just to cause chaos and strife.

Aspects

Invisible "Friend"; Subtle Manipulator

Skills

Good (+3): Manipulating Mortals

Fair (+2): Hiding Its Presence, Incorporeal Spirit

Stunts

Imaginary Form: The imaginary friend cannot be sensed or interacted with except by its host or with special occulttech, and it ignores physical harm. It can physically interact with things for a scene by spending a fate point and jumping into its host.

Stress



IMAGINARY FRIENDLY OBJECT

This imaginary friend is entangled in an object owned by the host. The host sees a talking, animate object (or creature, if it's a stuffed toy or something), but to everyone else it looks normal. These imaginary friends are slightly more powerful, but can only move and act without expending its power if the host alone can see it.

ASPECTS

Possessed Possession; Only You Can See Me; Subtle Manipulator

APPROACHES

Good (+3): Manipulating Mortals

Fair (+2): Hiding Its Presence, Defending The Host, Imaginary Friend

Stunts

Just A Toy: Cannot be sensed or interacted with except by its host or with special occulttech. It can interact with the world if only the host is observing it, or spend a fate point to ignore this restriction for a scene.

Stress □□, 1 mild

SLIME HOUND

The Foundation sometimes buys up the research of other groups that go bankrupt or shut down. One of their first was the Kranton Institute, an organization dedicated to occult dream research. Most of their work was pseudoscientific garbage, but they did stumble into one breakthrough: summoning the Slime Hound.

Kranton's ritual needs to be finished when the sorcerer is asleep; when they awake, the Hound appears next to them from an unknown plane. Hounds wrap themselves in an amorphous material which burns like acid when it touches Earth matter, and use it to hunt down a target pictured by the sorcerer. If the sorcerer doesn't choose a target, the Hound attacks them instead. Incidentally, all of Kranton's scientists are missing.

Aspects

Slime Hound Of Kranton; Acid-Spitting Hunter; Howl Of Terror

Skills

Great (+4): Spitting Acid

Good (+3): Biting And Tearing, Terrifying Howl

Fair (+2): Stalking Prey, Amorphous Body

Stunts

Acid Finds A Way: +1 to overcoming by using its Amorphous Body to slip through gaps or by Spitting Acid to melt obstacles.

Day Dreaming: +2 to overcoming with Stalking Prey if the prey has slept at all in the last twenty-four hours.

The Howl: If the Hound surprises an enemy, it can attack with Terrifying Howl. If it succeeds, it creates a boost. If it succeeds with style, it can invoke that boost for free twice.

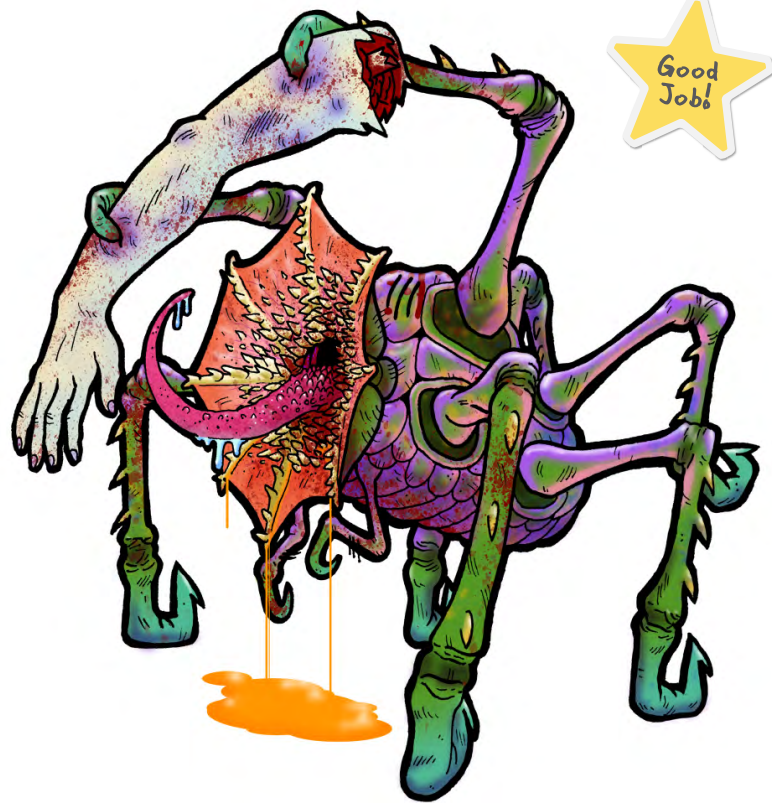
Stress □□□, 1 mild, 1 moderate



VERSLIND

Verslind are alien carnivores. Some occult property of their distant world has given them a crude hive-mind, driven only to feed and reproduce. They were first encountered after a botched outer science ritual in an illegal corporate lab, where they dissolved and ate the staff before the military stepped in. Parts of their research have been floating around the corporate world since, often misinterpreted or misrepresented as a working low-risk gate ritual—especially by Sunrise’s competitors, for some reason.

The verslind play with the rules a bit—they’re designed to replace the Ancient Ones as an episode’s antagonist, and have their own Doom. In a verslind episode, they’re accidentally summoned into Occultar Island and the players need to shut them down.



LARVAE

Swarm Of Larvae

Fair (+3): Biting Swarm

This swarm of verslind larvae is presented as an obstacle, and is defeated when **Swarm of Larvae** is overcome. If it deals a consequence, a larvae attaches to the character and prevents recovery until removed. A character who knows first aid can remove it by overcoming Good (+3), but the victim is left with an **Alien Infection** that will kill them in a few hours unless the necrotic tissue surrounding the bite is cut out and antibiotics taken. (Simple to do, in the sick bay or the Science Block.)

ADULT VERSLIND

The adult verslind is several feet long and hunts in packs. Its constant ticking is used for echolocation, which is then cross-referenced with the swarm for a perfect picture of their surroundings. If an adult manages to isolate someone, they’ll be dragged to a safe space and dissolved one limb at a time for feeding.

Aspects

The Ticking Maw; Body Filled With Caustic Fluid; Hive Mind

Approaches

Good (+3): Grabbing And Biting, Caustic Alkali

Fair (+2): Crawling Any Surface, Leaping, Setting Traps

Stunts

Clever Girl: Aspects and boosts created by an adult verslind can be invoked by any other Verslind for a +3 bonus instead of +2.

Hive Mind: +1 to attacking or creating advantages by Grabbing And Biting when at least one other adult verslind is nearby.

Stress □□□, 1 mild, 1 moderate

ELDER VERSLIND

Verslind swarms are ruled by an Elder—a gigantic wormlike creature which burrows underground and acts as the hive mind's central node. The Elder always knows where its kin are, and relies on them to perceive its environment when it's underground. If the Elder is forced back through the gate it came from, the rest will follow or perish; if that's not possible, immersion in Earth's water (like the ocean around Occultar) will fatally poison it.

The Elder cannot be fought directly without a military force, so it's represented with a trimmed-down version of an Ancient One's statistics (see p. 112). Defeating it should be treated as a series of challenges, where the PCs either lure it out of a gate or into the ocean.

Aspects

Gigantic Burrowing Verslind; Corrosive Spray; Reliant On The Swarm

Doom

Tremors: As long as the Elder remains, the GM can invoke **Gigantic Burrowing Verslind** or **Corrosive Spray** at any dramatic time to have the Ancient burst from the ground and spray corrosive fluid, creating obstacles and rearranging things as needed. This can disable escape vehicles, kill a defenseless NPC, punch a hole in a floor or wall, etc.

FALSE IDOLS

Each **False Idol** (p. 120) usually has a unique monster or two doing its bidding, and since they're not usually related to each other, the only limit is *your imagination*. Unless you can't be bothered, in which case here are the monsters you need for **Axis Mundi** and **Osservat Ornelqua**.

PODS

Pods are clones of mortals taken in by Axis Mundi. Each one is controlled by the mortal remotely, with Axis Mundi's subtle reprogramming keeping them in line. Pods are a little easier to pull apart than mortals, and their insides are mostly sap and plant matter. If a Pod is destroyed, Axis Mundi can always just make another.

This is a simple Pod of an unimportant student. If the Pod is based on someone with a character sheet, you can use that sheet with a different Concept and give them the Precursor Cells stunt below.

Aspects

Plant Clone Of [Name]

Skills

Good (+3): Forbidden Lore, Abducting Mortals

Fair (+2): Blending In, Alien Form, Zealous Purpose

Stress None (but see Precursor Cells)

Stunts

Precursor Cells: As a plant-based life-form, the Pod can survive being dismembered. It has an extra mild consequence slot. (In the Pod's case, the first hit it can't absorb with it takes it out.)

PORTALROOT

When one of Axis Mundi's roots reaches a new world, it seeks out a quiet, dark place near sapient life to manifest. It usually just grows into a tunnel to Axis Mundi, but it's possible for the Ancient One to grow a guardian too: a massive purple flower that lashes out at intruders with prehensile vines. These flowers are dripping with whatever passes for Axis Mundi's cerebrospinal fluid, and contact with it can hit mortals with a jolt of the Ancient One's influence. These flowers can also be grown out of Axis Mundi clippings.

(If the portal *doesn't* have a flower but you still want the players to deal with it by attacking it, you can use the same stress track for an unguarded root. Either way, a defeated root retreats to Axis Mundi.)

Aspects

Living Portal To Axis Mundi; Dripping With Psychic Fluid

Skills

Great (+4): Defend The Portal

Good (+3): Grasping Vines, Psychic Assault

Stunts

Echoes Of Axis Mundi: Characters hit with the Portalroot's vines feel the Ancient One's will invading their mind. Advantages the Portalroot creates by using this to stun or confuse others can be invoked for a +3 bonus instead of +2.

Rise! Once per scene, the Portalroot can use its vines to revive a Pod that was taken out in this or the last exchange. This revived Pod cannot use consequences until it recovers.

Stress □□□□□, 2 mild, 1 moderate





HEMOVORE

Hemovores are humans infected with one of Osservat's young. The alien parasite drives them to hunt down prey and spill their blood, and uses its occult powers to help: the host gains enhanced strength, perception and persuasion, and grows retractable barbed tentacles in their bodies. They can pass for human with their barbs retracted, but can usually only keep the act up for a few days without "feeding".

This is a simple Hemovore. To make a Hemovore version of another character, give them an Osservat aspect and replace one or more of their stunts with these stunts. Special Hemovores sometimes have one of Osservat's minion stunts on p. 124.

Aspects

Host To An Alien Parasite; Magically Enhanced Body; Driven To Bloodshed

Skills

Good (+3): Barbed Tentacles, Charisma And Willpower

Fair (+2): Blending In, Enhanced Body, Enhanced Senses, Hunting Prey

Stunts

Gouge: If a Hemovore surprises an enemy or attacks from a place of hiding and succeeds, it can create a boost. If it succeeds with style, it gets to invoke that boost for free twice.

Go With The Flow: The Hemovore gets +2 to overcoming with Charisma And Willpower when talking its way into places it shouldn't be.

Spider Climb: The Hemovore can use its Barbed Tentacles to scale walls, hang from ceilings, and create advantages by getting into unusual positions.

Stress □□, 1 mild, 1 moderate

Sunrise Heavy Industries (p. 126) only has one kind of monster associated with it, the Nectarites. When you have those guys, you don't need much else.

Nectarites are former humans who ate Sunrise's NECTAR. Their true form is a NECTAR-infused monster, but they can still wear their old human form if they have to, and are able to mimic human behaviour (at least well enough to pass off as a corporate executive). Most of Sunrise's upper management are Nectarites now.

They're fanatically devoted to GRANDDAD, the being they think speaks to them through the NECTAR, and their CEO Gero is its ambassador. Nectarites work with Sunrise to research, produce and spread NECTAR, and are usually deployed on specialist missions where the usefulness of their powers outweigh the risks of exposure.

Most Nectarites created by Sunrise belong to one of a few common strains, but unique powers and new strains pop up from time to time. Sunrise has been working on mass-production techniques and ways to control the process, but so far all they've got is a couple factors that make certain strains slightly more likely.

CREATING NECTARTIES

Nectarites can be made in two ways: as **characters** or as **creatures**. It's up to you which to use, but generally you only need detailed creatures if there's only one Nectarite or their human identity is important. The creatures below represent the most common strains, but we encourage you to think up your own strains to keep players on their toes.

NACHZEHRER

The Nachzehrer seems to come out most often when a terminally ill person eats NECTAR, and since Sunrise recruits a lot of those as test subjects, they're relatively common. This Nectarite has powerful furred arms, a huge clawed mouth, a nagging hunger, and diseased pustules swelling out of its neck and shoulders. They're used as evidence scrubbers: they eat bodies, destroy what they can't eat, and incapacitate or kill witnesses with alien diseases. In human form, they tend to have a morbid fascination with corpses or overeating issues.

Aspects

Ever-Hungry Nectarite; Carrier Of Alien Infections; Crime Scene Cleaner

Skills

Good (+3): Consuming Everything It Sees, Getting Places It Shouldn't, Purging Evidence

Fair (+2): Alien Senses, Faking Humanity

Stunts

Human Form: The Nachzehrer can spend a fate point to assume its human form. In this form it can't use its Consuming skill, but its true nature is impossible to detect. It can return to Nectarite form at any time.

Scrubber: Twice per session, the Nachzehrer can upgrade a boost it creates with Destroying Evidence into a situation aspect with a free invoke.

Waste Not, Want Not: Once per session, the Nachzehrer can consume a dead body (at least the mass of a human or large pig) to reduce the severity of one of its consequences by one step.

Stress □□, 1 mild, 1 moderate



NACHTKRAPP

Sunrise uses the Nachtkrapp for corporate espionage, assassination, and other activities that require subtlety. In their true form, Nachtkrapp look like a fusion of bat and raven made by someone with a thing for prehensile tails. They handle every mission they're given with guile and unwavering focus, whether it's as grand as stealing a NECTAR sample back from the Foundation or as petty as killing a rogue agent's kid's dog. They bring that focus to their human form too, and usually pose as Sunrise salarymen.

Aspects

Silent Nectarite Killer; Lives In The Shadows; Sunrise's Dependable Agents

Skills

Good (+3): Alien Senses, The Art Of Murder, Master Of The Shadows

Fair (+2): Faking Humanity, Office Work, Unwavering Focus, Prehensile Tails

Stunts

Human Form: The Nachtkrapp can spend a fate point to assume its human form. In this form it can't use Master Of The Shadows or Prehensile Tails, but its true nature is impossible to detect. It can return to Nectarite form at any time.

Now You See Me: The Nachtkrapp can choose to disappear at any time, and spend a fate point to make a reappearance in a nearby shadow.

Wet/Work: When using Office Work or Master Of The Shadows, the Nachtkrapp can invoke its character aspects for a +3 bonus instead of +2.

Stress □□□, 1 mild, 1 moderate

LINDWURM

Lindwurms are multi-limbed reptiles with arms that can lift a car and jaws that can shred it. Even their human form bulks up when the change is complete. Sunrise loves using them as muscle, but they're very rare and prone to violent fits in human form. Sunrise usually only risks it if something needs to be taken out at any cost.

Aspects

Massive Violent Nectarite; Phenomenal Strength

Skills

Great (+4): Godlike Strength, Bite And Tear

Good (+3): Endure Any Blow, Terrifying Presence

Fair (+2): Alien Senses, Faking Humanity

Stunts

Hammer Blows: When the Lindwurm attacks with Bite And Tear and succeeds, it can spend a fate point to prevent the target from using stress to absorb damage.

Human Form: The Lindwurm can spend a fate point to assume its human form. In this form it can only use Fair (+2) skills, but its true nature is impossible to detect. It can return to Nectarite form at any time.

Made For Destruction: Once per scene, the Lindwurm can spend a fate point to destroy any obstacle it could conceivably break through with Godlike Strength.

Stress □□□□, 1 mild, 1 moderate

BLUMENKRANTZ

Here's an example of a unique Nectarite character. Blumenkrantz is a Sunrise researcher who gained a unique serpentine form when she ate the NECTAR, and Sunrise now uses her as a research-stealing spy. She's posing as a chipper occult history teacher at Occultar's sister school in Neo-Tokyo, and she can arrange a teacher swap if she has to. Behind the mask, she's a cold posthumanist who believes mortals should accept any chance they get to ascend their mortality. Blumenkrantz works especially well with Code Red (p. 130).

Aspects

Concept: **Stone Cold Sunrise Assassin**

Sunrise: **Devious Serpentine Nectarite**

Teacher: **Hidden Depths Of Occult Lore**

Drive: **Only Sunrise Deserves Secrets**

Free: **Tech-Savvy Posthumanist**

Approaches

Careful: C (+1) Flashy: D (+0) Quick: B (+2)
Clever: B (+2) Forceful: C (+1) Sneaky: A (+3)

Stunts

Cobra Strike: +2 to Quick attacks in Nectarite form.

Couldn't Be Me: Blumenkrantz can always provide active Sneaky opposition to attempts to trace Sunrise activities back to her, even if she's not in the room—or in the room and pretending to help.

Human Form: Blumenkrantz can spend a fate point to take human form. In this form, her true nature is impossible to detect. She can return to Nectarite form at any time.

Now You See Me: Blumenkrantz can choose to disappear at any time, and spend a fate point to make a reappearance in a nearby shadow.

Sudden Betrayal: If Blumenkrantz succeeds at an attack in human form, she can spend a fate point to prevent her target from using stress to absorb harm.

Stress □□□□ (1 mild, 1 moderate, 1 major)



NECTARKAIYA

Here's an hypothetical character converted into a Nectarite. This version of Kaiya was sponsored by Sunrise and forcibly recruited to sell their products; she's become a unique Nectarite with membranous wings and six insectile limbs. She's lost her Talent power, but on the bright side she's retained her memory of the fiery parts of the Five Rings and the NECTAR hasn't exactly dulled her ego.

Aspects

Concept: **The Nectarite With The Rhymes So Tight**

Sunrise: **The New Face Of Sunrise**

Student: **So Hot I Spit Eldritch Fire**

Drive: **Every Characteristic Of The Egotistic**

Free: **Winged Nightmare Form**

Approaches

Careful:	D (+0)	Flashy:	A (+3)	Quick:	B (+2)
Clever:	C (+1)	Forceful:	B (+2)	Sneaky:	C (+1)

Stunts

A Nectarite Might: Kaiya can spend a fate point to assume her Nectarite form, granting her extra limbs, the ability to fly, and a shiny rubbery coating. She can change back at any time.

Gonna Light Up The Night: Advantages Kaiya creates with fiery magic can be invoked for a +3 bonus instead of +2.

With A Scheme And A Dream So Bright: Kaiya can spend a fate point to use Flashy in place of any other approach for one roll.

Stress

MUVIANS (YAMATAI)

Denizens of **Yamatai** (p. 134). Each is unique, but there are a few common shapes: asymmetrical bodies, odd-numbered or no eyes, holes in the body, and bipedal frames are common gifts. Those that bother with clothing prefer masks, groomed body hair, black glass jewellery, and sashes.

Occult scholars haven't worked out Yamatai's caste system, so they assign types and codenames to Muvians based on common traits or the role they seem to fill when they deal with humans. Characters will rarely encounter more than one of the same type of Muvian unless things are *really* bad; Yamatai cults don't usually summon more than one at once for the same reason the UK doesn't elect two Prime Ministers.

COLUMBI

Columbi appear wherever Yamatai's rule needs to be enforced. Most wield batons (or other weapons) of smooth black glass, which they use to punish lawbreakers. Each wears a simple, ill-fitting mask; if the mask is removed (usually by taking them out) the Columbi retreats to Yamatai until it can carve a new one. Nobody who sees what the Columbi is hiding has remembered it later.

Aspects

Bloodthirsty Muvian Tyrant; Hardened Flesh, Fragile Mask

Skills

Superb (+5): Crush And Conquer

Great (+4): Hunting Lawbreakers, Dominating Presence

Fair (+2): Everything Else

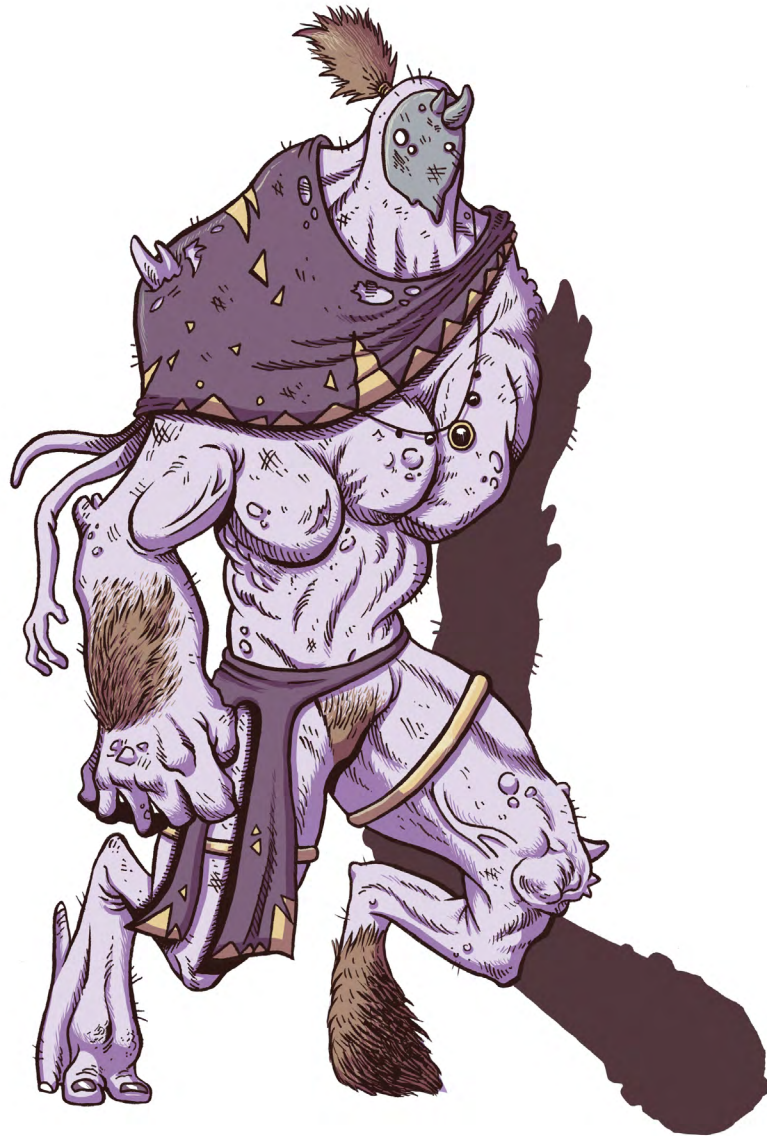
Stunts

(add one minion stunt)

Mystery of Authority: Once per session, the columbi can force all present to cower before it. Nobody may attack until someone overcomes its Dominating Presence. Aspects that confer some kind of authority (e.g. being a club president) automatically grant +2.

Unstoppable Diktat: Yamatai's black glass is an exotic, resilient substance. Once per scene, a columbi can spend a fate point to smash through any obstacle made of mundane human matter with its weapon.

Stress □□□□, 1 mild, 1 moderate



CORTEZ

The Cortez has a connection to Yamatai so deep it relies on the city-consciousness to tell it what to think. When separated, it becomes an almost mindless beast that blindly stalks non-Muvians in an attempt to fill the void in its mind with sensory stimulation. Its purpose and function in Yamatai is unknown.

Aspects

Animal Muvian Predator; Starved For A Sensory Rush

Skills

Great (+4): Hunting Unseen

Good (+3): Rending Claws, Inhuman Speed, Unnatural Senses

Fair (+2): Everything Else

Stunts

NEED: The cortez gains +2 to overcoming with Hunting Prey if it has an item or piece of its target.

TO GO: When the cortez attacks with Rending Claws and succeeds with style, it can spend a fate point to prevent its target from using stress to absorb harm.

BACK: The cortez ignores stress from attacks that aren't magical or at least as strong as an armour-piercing bullet. (The attacker can still succeed with style.)

Stress □□□, 2 mild



DESOTO

Desotos have learned to compress their bodies into blocky shapes, like stone statues with fleshy seams. By draping robes or armour over their extraneous parts, a folded desoto can pass as a “diplomat” or field commander. When provoked, they unfold into their original form and rip their foe apart. If it does its job, it is eventually rewarded with foreign flesh to soak in.

Aspects

Cunning Muvian Conqueror; Killer In A Stone Cask; Learned To Bargain With Mortals

Approaches

Great (+4): Manipulating Others, Alien Senses
Good (+3): Unleashing Horrible Magic, Impossibly Dense Hide
Fair (+2): Everything Else

Stunts

Adorn The Spirit: A desoto gains +1 to overcoming when Manipulating Others if it drapes a robe over itself, or when Leading Soldiers if it wears armour.

Cut God To See If He Bleeds!: A desoto can spend a fate point to produce its true form, replacing Unleashing Horrible Magic with an approach like Shredding Flesh for the rest of the scene or until it folds itself back.

Unmake The Man: Advantages that give a desoto a way to extort someone can be invoked for a +3 bonus instead of +2.

STRESS

□□□+ 1 mild, 1 moderate



PROCLAMATION

A Proclamation is a physical manifestation of the law of Yamatai. They look like floating, coruscating fractals that hurt the eyes, and often appear when Jingu manages to reach into this world and issue a Law. Proclamations treat other laws (like gravity) as polite suggestions, but can be trapped in a magic circle like anything else and don't roam much. Defeating them can temporarily drive back Jingu's influence.

Aspects

Physical Manifestation Of Higher Law; Construct Of Occult Energy; Not Of This World

Skills

Superb (+5): Defying Physical Laws

Great (+4): Cleaving Matter

Fair (+2): Everything Else

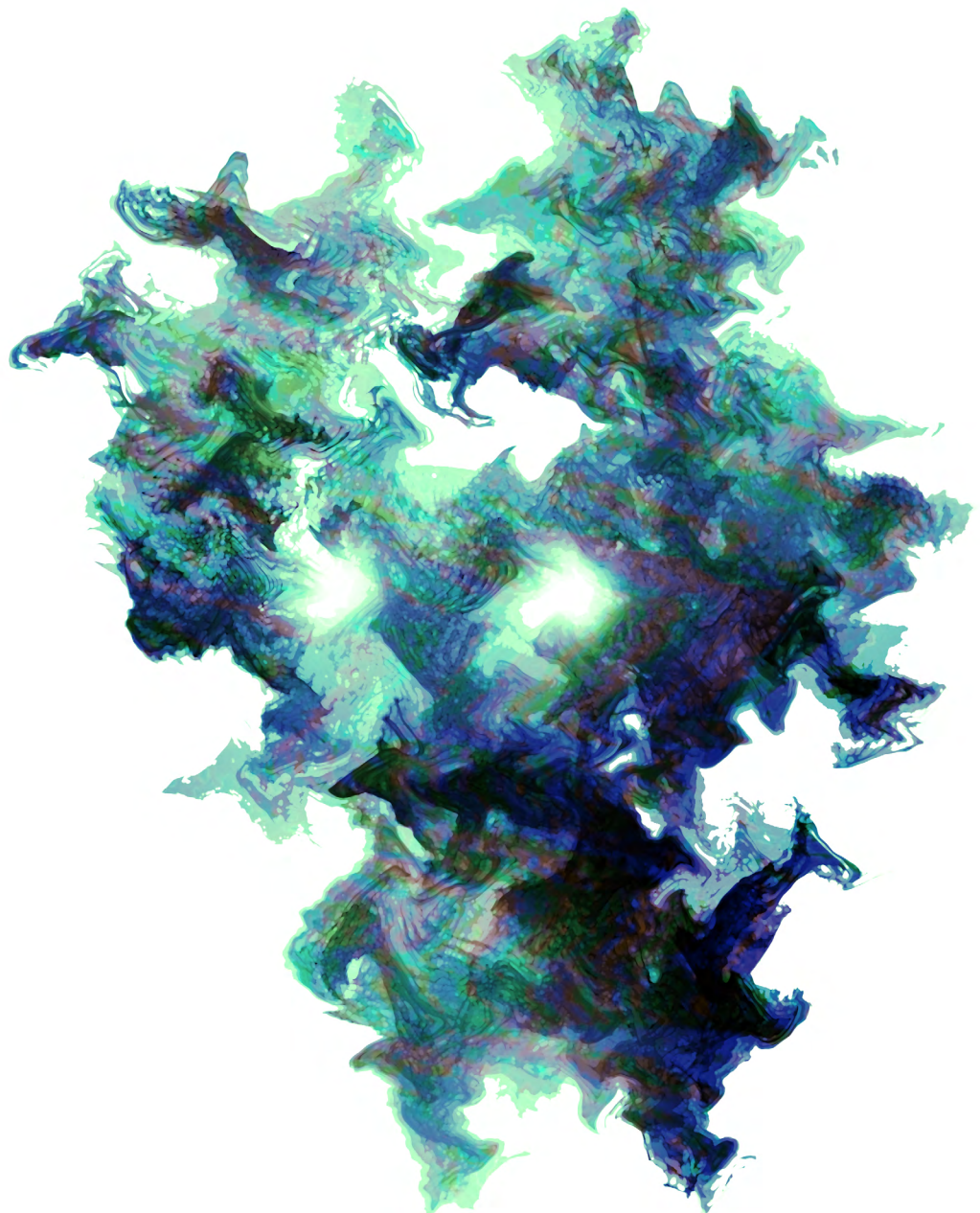
Stunts

Dissolution: Once per scene, a proclamation can spend a fate point to overcome any physical obstacle that could be dealt with by dissolving it.

Jurisdiction: A Proclamation treats ***Not Of This World*** as a Talent when Defying Physical Laws.

Supremacy: The proclamation ignores stress from attacks that aren't occult or made by people in positions of great power, like a faculty head, club leader, or Student Council executive.

Stress □□+ 2 mild



Yokai is a broad term for monsters and supernatural beings from Japanese folklore. Occult scientists and archaeologists use it as a category for any outsider that is commonly found in or associated with from Japan. That covers a wide variety of outsiders, but rituals and occulttech that can trap or banish one type of yokai will usually work on any of them with a little tweaking.

There are too many yokai to fit into one section of a wider book, so we've provided a couple common ones as examples.

ONI

Oni are massive, horned brutes, shaped like humanoids built by somebody who wasn't totally sure what muscles were and when to stop placing them. They're the bullies of the yokai world, delighting in tormenting those weaker than them but fleeing if they're outmatched. Most wield spiked iron clubs and wear the skin of their prey as trophies.

Powerful sorcerers can summon these things as guards but rarely do, because anyone with the resources to maintain an oni summoning would be better served summoning something easier to hide from the neighbours.

Aspects

Yokai Bully With An Iron Club; Ridiculously Strong

Approaches

- Superb (+5): Inhuman Strength
- Great (+4): Iron Club, Toying With Mortals, Youkai Lore
- Good (+3): Everything Else

Stunts

(add one minion stunt)

Might Makes Right: When an oni attacks something weaker than it, it can spend a fate point to prevent its target from using stress to absorb harm.

Oni With An Iron Club: +1 to overcoming or creating advantages with Iron Club when doing something destructive.

Stress □□□ + 2 mild, 1 moderate



TSUKUMOGAMI

Common myth says tsukumogami are ordinary objects that come to life after existing long enough. This doesn't usually happen unless you like keeping your sandals in a particle accelerator, but they're sometimes found in the homes of Five Rings users who spend too much time dabbling in outer science or places suffering a yokai incursion. After a while, tsukumogami can start to develop limbs, eyes, and other bits.

Tsukumogami can be created manually, by summoning a low-level entity into an inanimate object. This is one of those outer science edge cases where the ritual is illegal but it's possible for someone the Foundation trusts to get a permit for it. Five Rings PCs might be able to summon tsukumogami, though a create advantage action can cover it in most cases.

Aspects

The Possessed Object Yokai

Skills

Good (+3): Animated Object

Fair (+2): Pretending To Be Inanimate, Smarter Than It Looks

Stunts

Living Object: +2 to creating advantages with Animated Object when performing the purpose the object was designed for.

Stress □□



THE SHRINE MAIDEN

The Shrine Maiden is a unique yokai from Zangoku (p. 144), a former member of the Kannushi's research team who was trapped here and learned to adapt. She's been studying how Rokaiou reaches across dimensions, and her experiments have rendered her physical form ghostly and indistinct. Rokaiou sees the Shrine Maiden as a useful tool, but as the Maiden sheds her humanity and learns to understand the Ancient One, it's starting to treat her as a herald. The Shrine Maiden prefers Zangoku now, but doesn't want others staying here unless it's by choice, and she *might* help players who treat her well.

Aspects

Ghostly Zangoku Shrine Maiden; Former Foundation Occultist; Neutral Towards Respectful Humans

Approaches

Great (+4): Wielding The Five Rings

Good (+3): Hover Through The Air, Otherworldly Presence, Yokai Lore

Stunts

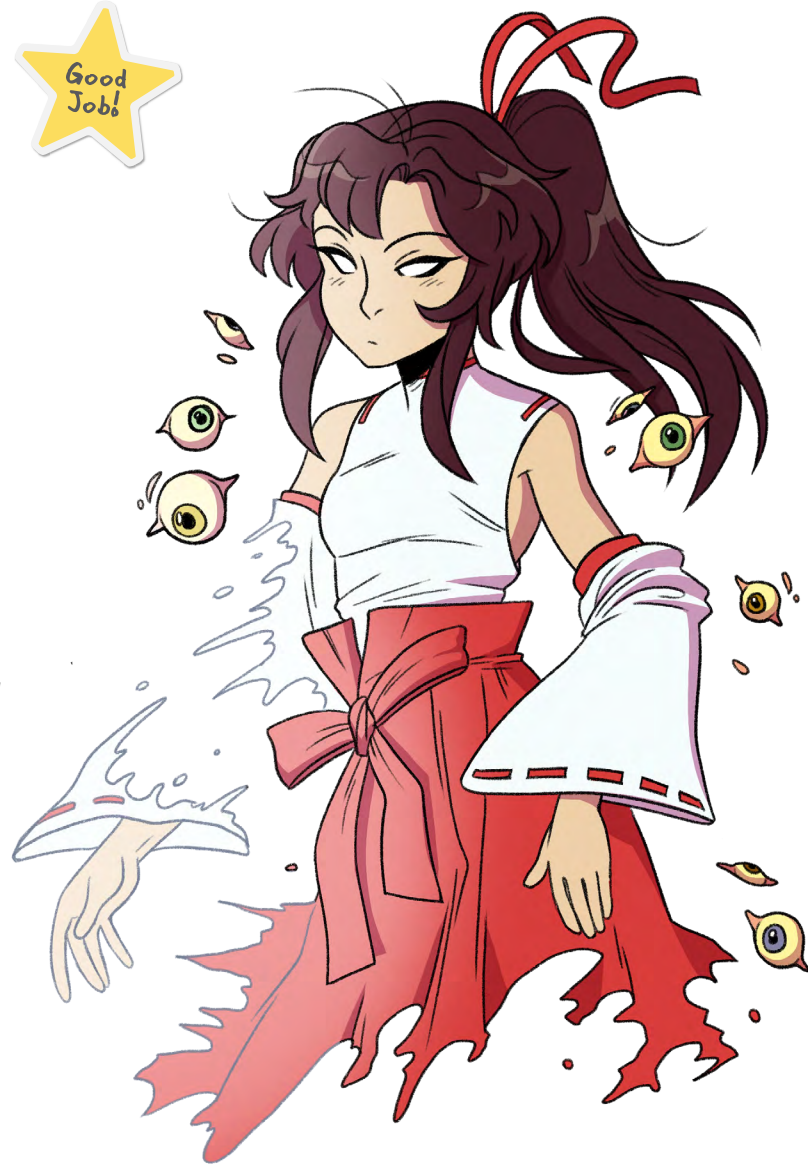
Highly Responsive to Prayers: The Shrine Maiden can choose to disappear any time, and spend a fate point later to come back by floating through a wall. If a mortal is calling for the Maiden, they can spend the fate point.

Immaterial Power: The Shrine Maiden ignores physical harm, but to interact with the world physically for a scene, she must spend a fate point to return to her old human form.

Forbidden Scrollery: The Shrine Maiden has learned how to manipulate the Prison Realm itself. Twice per session, she can declare a boost related to space-bending outer science.

Ultraterrestrial Animism: Once per session, the Shrine Maiden can spend a fate point to reduce a physical moderate consequence to a mild one or erase a mild consequence altogether.

Stress □□□+ 2 mild, 1 moderate

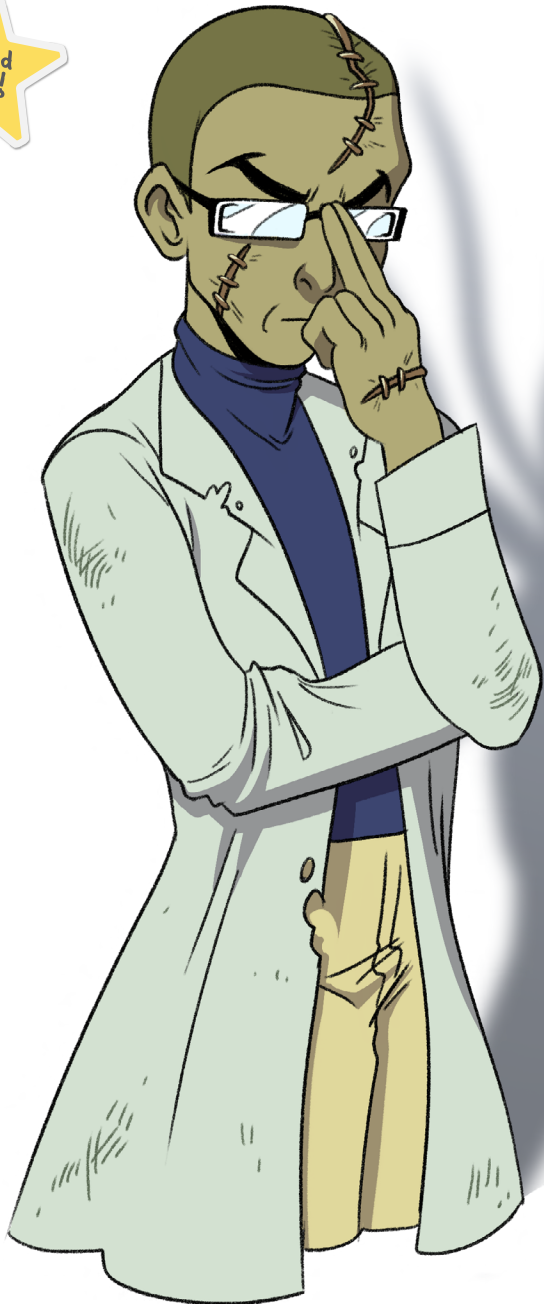


ZANGOKU KANNUSHI

The Zangoku Kannushi is a unique yokai for the **Zangoku** Ancient One: a former researcher for the Japanese government who joined Rokaiou and became something more than human. The Kannushi's true form is now a thin, multi-limbed thing with traits of the spider-like *tsuchigumo* yokai, but it still remembers how to disguise itself as a human. It uses this to try and fool intruders into furthering Rokaiou's cause. The Kannushi's only weakness is a fondness for Earth drinks it can no longer find in Zangoku, like alcohol.

Aspects

Rokaiou's High Priest; Sorcerous Tsuchigumo; Former Foundation Occultist; Still Remembers That Cool Refreshing Taste



Approaches

Superb (+5): Wielding The Five Rings

Great (+4): Iron Club, Toying With Mortals, Youkai Lore

Good (+3): Eight Grasping Arms

Fair (+2): Everything Else

Stunts

Double Dealing Character: Once per scene, the Kannushi can spend a fate point to shift into human form and place a boost like **Human Disguise** on itself. While disguised, nobody can tell the Kannushi is more than he seems until they succeed on an overcome roll (opposed by Toying With Mortals). This aspect goes away as soon as the Kannushi uses the boost, reveals itself, or is exposed.

Embodiment of Zangoku: Once per session, the Kannushi can invoke **Zangoku, The Prison Realm** for free to exploit its knowledge of the dimension.

Eight Desires: Advantages the Kannushi creates by Toying With Mortals can be invoked for a +3 bonus instead of +2.

Ultraterrestrial Animism: Once per session, the Kannushi can spend a fate point to reduce a physical moderate consequence to a mild one or erase a mild consequence altogether.

Wild and Armed Hermit: In *tsuchigumo* form, the Kannushi can use its Eight Grasping Arms to parry and block any close-quarters attacks it's aware of, and never takes stress from these attacks unless it can be distracted or bound first.

Stress □□□□ + 2 mild, 1 moderate

BRAIN TRUST

example episode

A lot of things could go wrong at Occultar Academy. Here's one of the interesting ones!

Brain Trust is an example mystery that can be used by the GM as a premade scenario, or just read for an idea of how *Breakfast Cult* games can work. This chapter covers the key scenes, with page references for content from other chapters.

If you're the GM, read the whole thing first. You should fill in the blanks with whatever events and narration seem appropriate for your game, and it might work better if you do it in advance.

If you're a player, check whether your GM is planning to use Brain Trust before reading. If they are, don't read this until afterward—otherwise you'll spoil yourself, and probably ruin the episode.

THE SCOOP

Ancient One: Cold Ones, The Void (p. 116)

NPCs: Laura Bailey (p. 62), Isaac Carver (p. 63), Dexter Das (p. 65), Kaiya Shibuya (p. 75), Guy Zhou (p. 80)

This mystery is about the PCs' classmate, Toni. Toni's pretty cool, but you won't find them in Chapter 8. They're a little too dead for that.

Toni's parents are Disciples, and they've secretly been preparing their child to become a host for a Cold One. Toni was on board with this—it mostly involved drinking a nootropic they smuggled into the Academy—but now that the deadline's looming, Toni has cold feet. Instead, local eccentric alchemist Dexter has been tapped to ruin the ritual by removing Toni's brain, purging it of the nootropic, and putting it back. It's not a great plan, but students don't have those.

It was *supposed* to be a quiet overnight job, but two things have gone wrong (besides asking Dexter for help). First, the PCs are visiting before Dexter can put the brain back. Second, a Cold One has wriggled into Toni's body anyway, and it's planning to finish the job. Also, Toni shared his nootropics with a classmate and now they're compelled to get the ritual back on track.

Okay, three things.

SUMMARY

The mystery should go something like this:

- The night before the episode begins, Dexter removes Toni's brain from their body and attempts to preserve both with some alchemical genius.
- Unfortunately, his mixtures react with the nootropic left in Toni's skull and allow a Cold One to manipulate Toni's body.
- The PCs pay Toni a morning visit, only to find their classmate dead on the floor with a missing brain. The room is locked from the inside, because of course it is.
- As other classmates show up, the players must decide who they can trust and whether to get the Foundation involved.
- Players uncover that Toni was involved in the Disciples through his parents, had some of their nootropics, and a Disciple ritual was used to remove the brain.
- Clues lead the PCs to Dexter and the brain jar in his room, but don't explain the locked room.
- As the PCs realise Toni's body is possessed, the Cold One hiding in it tries to complete the ritual. Kaiya, who borrowed Toni's nootropics, is compelled to help.
- PCs must stop "Toni" and Kaiya.

ACT ZERO: SETTING UP

PLAYERS

First, everyone needs **PCs**. If you'd rather use premade PCs or a player is stumped for ideas, use the characters in Chapter 8. Keep in mind that this mystery uses Laura, Isaac, Dexter, Kaiya, and Guy as NPCs, so if you use any of them as PCs you'll need to tweak the mystery to replace them. (Most of them can be swapped easily, but if you replace Dexter you'll need to explain how his replacement can remove a brain.)

AGENDAS

Next up are **agendas**. If you have the time, discuss them with your players. If you don't have the time, or random Agendas sound fun, put these six Agendas onto cards (or your clipboard, if you're playing online) and give one to each player at random:

No Agenda!

Looks like you drew a "No Agenda" card. You can tell the group you don't have an Agenda if you like, but you can't show them proof.

No Agenda!

You didn't get an Agenda. Don't worry, we have something nearly as good: when you're finished reading this, do something suspicious like nodding to yourself, smiling, or suffering from Sudden Onset Poker Face. If you got this on an index card, you could write on it and slide it back. Do not admit to anything, unless nobody would believe you if you told them you have no Agenda.

Crush On...

You're attracted to another student. Whether you're fully aware or in denial, you'll do what you can to help, defend or impress them. Even if they turn out to be doing something horrible, you'll need a lot more proof than everyone else before you'll admit it. If you know in advance that another PC will be up to mischief and their player's fine with it, pick them. Otherwise, pick an interesting-looking NPC or ask the GM to choose for you. Or pick Toni. Toni's great, you'll love them.

Disciple Of The Cold Ones

You're a member of the Disciples, a cult based around scientific enquiry and the belief that beings from previous universes survived in the void between dimensions and could make you powerful if you release them. Whether you were secretly inducted by your parents or picked up their beliefs online, your goal is the same: steal as much scientific data as you can, and aid anyone who seems sympathetic to your cause.

Hide My Power From The Foundation

You've recently developed a cool newtype power. The Foundation hasn't noticed yet. You want to keep it that way, at least for a while—it'd mean losing days to testing, and that's not including the increased check-ups and scrutiny from society. Work out a cool power with the GM; if you can't think of anything, go with cryokinesis. If you're caught using these powers, you'll be open to compels as the Foundation tries.

I Need To Get Out Of Here!

You're feeling homesick, but students can't leave the island without permission and the Foundation doesn't give it to just anyone. You can't stand it any more, and in your desperation you're open to alternate ways of getting out—like getting expelled, favours and blackmail, or injuring yourself. (Try to come up with something fun—sneaking out of the school and trying to stow away on a ship in the first scene is technically appropriate but probably boring, for example.)

ACT ONE: OF COURSE IT'S A LOCKED ROOM

The episode begins on a nice breezy Saturday morning, as the players head to Toni's room on the top level of Dunwich Hall. To start, ask each player to come up with:

A fact about Toni: The starting facts are that Toni is really cool and a child of engineer parents; as long as their facts fit that, the players can say what they like. The GM decides Toni's Concept aspect; the group can decide the rest. These aspects can be invoked and compelled as normal, if the players have a good reason.

A reason their character would be visiting Toni on a Saturday morning: (They don't have to visit as a group, but they'll all happen to show up around the same time.)

Ideally, this part should get the players invested in Toni's character. When they're done and ready to enter, it's time to move on. The door is locked and Toni doesn't answer, but at least one player will have had their keycard approved in advance (Toni's cool like that) and getting in should be no trouble.

Once they do, they find Toni lying on the floor.

TONI'S ROOM

Like most student dorms, Toni's room is a complete mess. Here are some of the things players can find in it. The GM should change or add details to suit their needs and the group's chosen facts.

Toni's body: Toni is lying on a tarp on the bedroom floor. Toni's temples are swaddled in stained bandages, and the body smells like an alchemy lab. Students who feel brave enough to examine it can discover stitching all the way around the temples, no other recent injuries, and an oddly light head. (Students with a bit of medical knowledge can guess that the brain is missing, and may notice that the body hasn't stiffened.)

Toni's bedroom: Toni's standard-issue student bedroom has had its bed pushed against the wall to make way for the tarp and some occult nonsense. This is where Dexter removed Toni's brain. Dexter used phone apps for the fiddly bits and did his best to clean the place up, but there's enough left over for occult science students to figure out that someone put Toni to sleep and used advanced alchemy to remove a living brain.

Toni's data: Toni hasn't posted anything that seems strange, except a vague joke last night about that feel when the only options you have are ridiculous. (It's about Dexter, of course.) Toni's phone and laptop are still here, and characters who can break into them can find more:

- Toni griped about "overbearing parents" with Laura last night, around prime time. All Toni's other chats are about video games, Let's Play videos, or homework, until Toni "went to bed" around midnight.
- Toni's emails are mostly standard student stuff. Toni's parents have been in touch, mostly to talk about how special Toni is, and ask for recent test scores and homework marks. Toni's parents constantly pressure Toni to improve their marks and talk more about punishments a lot more than rewards.
- Toni's online history is scrubbed regularly, but you can still tell Toni's been looking up advice on dealing with controlling parents.
- Toni has also been reading *Terrible Friends* (p. 151), one of the Foundation books available on the OSN.
- If someone wonders what Toni knows about alchemy: Not much. Toni has a few alchemy textbooks, but nothing at the level required to pull this off.

All in all, these searches should make it clear Toni has parent problems and that they might be related. At this stage, Toni's data probably won't cast much suspicion on other students (unless it sounds fun).

Toni's door: PCs who don't mind a bit of hacking can look into the access logs for Toni's room. The electronic lock notes who has permission to enter (any PCs that were cleared plus Kaiya and Guy), who opened the door and when, and when it was closed.

Toni entered after class yesterday and left the door unlocked—as many students do when they're expecting visitors. The door was opened from the inside (and closed moments later) at 4:05PM, 6:50PM, 7:45PM, 8:30PM, 10:45PM, and 12:22AM. The door was locked at 1:41AM via an app on Toni's phone; the phone is still in the room. After that, there's nothing until the PCs open the door.

For the record: Kaiya visited from 4:05 to 6:50, Guy visited from 7:45 to 8:30, and Dexter showed up to do his thing from 10:45 to 12:22. (He didn't lock the door so he could sneak back in later, and he didn't steal Toni's keycard or phone because "that would just be silly".) The Cold One inside Toni woke up shortly afterward, got its bearings, and figured out how to seal the room by 1:41.

Other Ways Out: Besides knocking a hole in the wall, the only real way out of the room is through the window. The window can be slid open and isn't as sophisticated as the door, but it's

The Tarp: Dexter stole the tarp from the pool area, so it has an Occultar logo. This is a valid lead if someone decides to follow it.

The Crate: Searching the rest of the dorm turns up one other thing: a generic Foundation supply crate tucked into a closet. It seems stuffed with towels, but hidden under them is a supply of NOOb Juice (p. 153). (Anyone with an internet connection can figure out what it is.) Toni (and Kaiya) have used most of it, but there's a few cans left that the players can take. For research purposes, probably.

THE NPCs

The PCs aren't the only people visiting Toni this morning. While the players are dealing with the room, have some NPCs knock at the door. The players will have to choose: do they let them in and try to explain why they're standing around Toni's dead body, or do they try to hide this until they figure it out?

What order the NPCs show up in is up to the GM, but here's what they're up to. Besides Kaiya and Dexter, these Agendas are optional. We recommend cutting one or two for time if you have to.

LAURA BAILEY

Laura is a friend of Toni's, and she's here for a simple reason: Toni seemed down and Laura thought hanging out might help. If the PCs seem cool, she'll gladly explain that Toni has terrible parents who have been especially demanding lately. She is totally unaware of anything else going on.

Laura can be turned away, but she'll keep looking for Toni and might come back to the room later. If the players seem suspicious, she'll try to force her way in or tail them. She'll help if the players ask, but she's loud and reckless and has an Agenda.

Agenda: **Manipulated By Shiro.** Laura's magical cat knows about the NOOb and can guess what's going on, but isn't going to help. Instead, Shiro plans to swipe some NOOb and help the Cold Ones—apparently, it has "clients" who are interested in data on how humanity would deal with a Cold One threat.

Shiro will try to feed information to Dexter (and later, Kaiya and Toni) to give them an edge, and will trick Laura into opposing the PCs if possible. Shiro avoids direct confrontation, so if someone exposes then attacks the little bastard, it concedes and leaves. If Shiro needs to make a roll, use Good (+3).

ISAAC CARVER

Isaac's visiting because he's looking for something to do, and Toni's usually got something going on. In his defense, he's right.

If Isaac is allowed in, he'll want to inform the Foundation—this is a little heavy for him. The PCs will have to either use his aspects to convince him otherwise, or stuff him in a closet or something. If Isaac is calmed, he'll want to go do some research and ask about Toni. This makes him ideal for passing clues to the characters or screwing things up when they're not around.

*Agenda: **Deal With The Haunts.*** A hidden colony of Haunts (p. 175) lives in the mountain of Occultar Island, and Isaac has been trading them cool inventions in exchange for the Foundation junk they get their hands on. These Haunts are secretly with the Cold Ones, and they're the ones who brought Toni the NOOb. If Isaac tells them something's up (for example, by swiping some NOOb or another cool thing and trying to trade it during the episode), they'll come to put things back on track...

DEXTER DAS

*Agenda: **Hiding Toni's Brain.*** Dexter and Toni have a study group every second Saturday. It's how Toni came to approach Dexter for help, and his excuse for being here today. Dexter is clever enough to make sure nobody disturbed the place before he brings the brain back, so it's still in his room.

Dexter plays it cool: he'll "see Toni's busy" and try to leave. If he's brought in, Dexter honors Toni's wishes and pretends to have no idea what's going on. His goal is to act helpful but try to distract the PCs so he can finish the job. If asked to examine the chemical-stained body, Dexter says that it's some amateur work (technically, he's right) that anyone with some brains and a Foundation college-level textbook could have done, but claims to not know the details and suggests they go research in the Science Block. He has no idea Toni's body is possessed.

Toni's brain is in Dexter's room. If the PCs don't find it, Kaiya steals it. If Dexter actually gets a chance to complete the operation, Toni's body animates and attacks him before he can finish.

KAIYA SHIBUYA

Kaiya is the wild card. Since she's naturally inquisitive, confident, and understands the importance of self-care, she can fill any role the plot demands. She can aid the PCs, oppose what she thinks is a terrible plan, or actively work against them for her own benefit—sometimes even in the same episode. She likes Toni, but she also likes doing things on her own terms.

*Agenda: **Borrowed NOOb.*** Toni had way too much NOOb and let Kaiya have some. It's helped her focus for an upcoming exam, but it means the Cold One in Toni's head can use Kaiya's body too. Once "Toni" animates, Kaiya can turn at any appropriate moment: Her eyes turn pure black, she gets pretty quiet (probably the bigger red flag, honestly), and she tries to help finish the ritual.

How you play this depends on the episode's needs. If the PCs need a clue about what NOOb does, Kaiya attacking a PC could provide a lead. If they don't need one, Kaiya can turn whenever it would be most inconvenient, or just run off and help gather tools for the ritual. Kaiya experiences blackouts when this happens, and has no memory of her actions.

GUY ZHOU

Guy is an undercover cop here to investigate a drug ring, so it makes sense that he'd be after the NOOb. Guy thought Toni was getting it from another student, so he doesn't have much to go on that the PCs don't already know. As a delinquent who's secretly on the side of authority, Guy tries to convince the group that this is a little too heavy and they should make it the Foundation's problem at first but folds without argument if anyone disagrees. (He can always call the Headmaster if things go off the rails, anyway.)

Guy doesn't have an Agenda, since his character aspects work just fine for this episode. If Guy discovers another character has an illegal Agenda, he may risk his cover to try to stop them or even turn them in. If your PCs already know Guy is a cop, don't be afraid to replace him. Riley (p. 66) with the *Detective Riley* or *Secret Agent Girl* Agendas (p. 89) could work.

WHAT HAPPENS NEXT?

If the Foundation gets wind of this, they are going to go *bananas*. The players are going to have to decide what to do about it, and their choice will affect the rest of the episode.

HIDE IT

The players could investigate the room, cover the incident up, and try to solve this before letting the Foundation find out. It's Saturday, so it'll be a while before anyone notices Toni is missing.

This is the "default answer", and the one advocated by Dexter and Kaiya. The big reasons for doing this are:

- **Closure.** Even if the Foundation investigates, they don't tend to be open about this sort of thing. Every student can dimly recall a time when a classmate was expelled or a lab room was sealed off with little explanation, and any student witnesses were placed under NDA or given a vacation until interest had died down. If you palm this off on the Foundation they'll give you the same treatment, and they probably won't give you the full story. You might have to look for that yourself.
- **Suspicion.** If the Foundation shows up now, they're going to find a bunch of students (that's you) standing around a brainless body saying "it was locked when we showed up, honest!". Some PCs may be uncomfortable approaching the authorities at the best of times. If you're lucky, you'll waste your weekend being asked questions in a secure room; if you're not, your school life could be over.
- **Stress.** Look, this is a stressful situation and high school students don't make rational decisions at the best of times. Just because a PC might decide to talk to the Foundation if they had time to think about it doesn't mean they'll do it now. It's called *roleplaying*, Kevin.
- **Compels.** If hiding this could count as a compel on a PC's character aspects, the players could get some juicy fate points off the bat. Of course, if it's a compel it probably won't go well for them...

If the players opt to hide it, they're solving the mystery on their own. The GM can throw Foundation staff at the PCs, like Professor Anderssen (p. 162) or Asagao Yosano (p. 163), and have the players scramble to hide things from them. If the Foundation catches wind of what's going on, they're taken to Detention; move to Tell The Foundation below.

TELL THE FOUNDATION

The players could run screaming to the Foundation for help and hope things work out. This is the answer advocated by Isaac and Guy. The big reasons to do this are:

- **Honor.** The PCs might feel that the Foundation has done right by them, at least broadly enough to work with them here. Besides, coming to them straight away will probably count for something.
- **Hope.** If there's anyone who's equipped to deal with a body that's traded its brain for the power to smell like a chemistry accident, it's the Foundation. Who knows, maybe they'll be able to fix Toni up. When you go to a school like Occultar Academy, these things start to seem possible.
- **Stress.** This is a stressful situation and high school students don't make rational decisions at the best of times. Just because a PC doesn't get along with the Foundation doesn't mean they won't call for help when things get tough.
- **Fatalism.** They're going to find out anyway even if you somehow solve the Toni problem. Why fight it?

If Foundation is alerted, they move in fast. Foundation agents secure the area, take samples, move Toni's body to their labs for study via the Care Room, and detain the PCs (plus any NPCs who couldn't flee or were ratted out) in a Library detention room. They'll tell the PCs it's for their safety, but they also probably want to keep the PCs where they can see 'em in case one of them did it.

The PCs can change their mind and sneak out, if they like. If they do, the GM should definitely throw Foundation agents after them—the Headmaster might even send Azumi Kamiyama (p. 167).

Either way, the Foundation makes a mistake. They assume Toni isn't going to move, so they don't bother with heavy restraints. When "Toni" animates, it breaks loose and batters its way out of the Care Room at the beginning of Act 2.

THE HUNT FOR DEXTER

Once that's sorted, the players have a locked-room mystery to solve: how did the culprit get Toni's brain out of a room that was locked from the inside? Also: *why would you do that?*

Here are the likely ways PCs can work out that Dexter did it and Toni is possessed.

ALCHEMY

Samples of the alchemical substance around Toni's wounds can be identified as Airmed-X, an occult anaesthetic used in rituals that keep living tissue alive. (This is how Toni's brain can be stolen without killing them. The PCs probably have a day or two before it starts to wear off.)

Isaac, Dexter, and Kaiya all have the equipment and know-how to create Airmed-X. **Isaac** tries to avoid anyone inspecting his setup because he's been studying banned texts on ultraparticles he got from the Haunts, but he hasn't actually made anything. (The texts can help the PCs work out the side-effects of NOOb though.) **Dexter** claims to not know much about Airmed-X because he doesn't need it; savvy PCs can find a used empty jar that smells like Airmed-X in his trash and prove that he has the necessary materials to synthesise it. **Kaiya's** setup is a red herring: she's got a lot of strange chemicals, but she's mostly been using them to dye her wigs.

ALIBIS

What the PCs were getting up to last night is their problem.

Laura says she was loitering around Ashton Junction until about eight, chatted to Toni online until she was told Toni was going to bed around eleven, watched some shows, and went to bed. This is all easily verifiable but doesn't account for Shiro, who regularly disappears for hours at a time to do "cat stuff". (Last night, that included spying on Dexter.)

Isaac says he was studying in the library until midnight, and other students who passed through will back Isaac up. However, witnesses can only account for his presence until about eleven. Isaac hopes the PCs will assume good faith on the last hour, because he was *actually* sneaking out of Occultar to talk to the Haunts. There's no evidence he was anywhere near Toni's room, at least.

Dexter claims he visited the Shrine complex and meditated in the garden until about eleven, then went to bed. In reality he left the garden around nine to prepare his tools, went to Toni's to pinch that brain from 10:45 to 12:22, stuffed it in his backpack, stopped at a vending machine for a sneaky snack on the way back to his dorm, then retired to his room to start the purging process. His whereabouts are difficult but not impossible to verify.

Kaiya visited Toni from 4:05 to 6:50 to work on a history assignment and hang out. After that, she went to Ashton Junction for dinner with other friends, then hung out in the Club Building until she went to bed at 2. Kaiya is loud and outgoing, and seems to have multiple witnesses for every waking moment.

Guy says he visited Toni from "eightish" to "eight-thirtyish" to drop off a borrowed game and hang out. (This is true, though Guy was mostly trying to build trust.) Guy went to Ashton Junction afterward for a secret meeting with the Headmaster at the back of some sichuan place, where they sat in adjacent booths and pretended they weren't talking to each other. Guy claims he was watching shows in his room all night, then says he was sneaking into a nightclub if someone figures out he was in Ashton. If his meeting is somehow exposed, Guy says he's on some kind of secret probation thing like Azumi and dares them to escalate to the Headmaster. At no point will Guy willingly blow his cover over something like this.

ROOM CHECKS

PCs can check everyone's dorm rooms or lockers if someone can convince the other characters that Toni is worth their discomfort. Or if they break in when nobody's looking. Either way, what's in the PCs' rooms is between the players and the GM. This section doesn't cover what's listed under Alchemy.

Laura doesn't have much to hide: magical girl junk, manga, and the usual things you'd expect to find in a delinquent's room. She has alchemy equipment in her closet, but that's because Shiro lives in there and he's been setting up a place to experiment on NOOb in the woods near the school. Other than that, her place is clean. Her locker is full of contraband, but not the occult kind.

Isaac's room is a mess of occulttech, books, and really dorky posters. Characters who actually study the tech in here might notice that some of Isaac's tech isn't Foundation-issue and some of that is dubiously legal—he traded with the Haunts for it. No brain in here, though. Isaac's locker contains a map of the Haunts' hangouts and a list of needed parts hidden behind piles of school stuff.

Dexter's dorm is full of mad scientist garbage. PCs will have to wade through layers of repurposed occulttech and ripped protective gear just to get to his workspace, but his alchemy setup is worth looking at. PCs looking for Dexter's brain should check his locker; he put it there before making sure nobody was at Toni's.

Kaiya's dorm and locker are stuffed with clothes, gadgets, and wigs. PCs who dig deep will find some more NOOb, most of it used. Kaiya pretends she doesn't have any until she's caught, but she'll admit to getting it off Toni.

Guy's dorm and locker are carefully calibrated to make him look like a delinquent slob. There's dirty laundry left lying around the place, some contraband from the confiscated goods locker, even a few small items swiped from other students. Guy has an empty NOOb can that he borrowed from Toni for research; he swiped a used can to study and didn't drink any, but that's not easy to prove or explain without blowing his cover. Guy says he took it because he could.

CONFRONTATION

Eventually the PCs are going to work out what's going on, or at least enough of it to go after Dexter.

Unless a PC has a close friendship with him, Dexter does his best to keep Toni's brain hidden. He might even try fleeing into the woods with it, then doubling back and trying to patch Toni up while they get lost looking for him. (Hopefully he doesn't lead anyone into the Haunts.) But once he's cornered, or if the PCs can smooth-talk him into it, he caves.

Dexter will explain everything: Toni's cultist parents, their plan to put Cold One in their child's body, Dexter and Toni's *extremely not ridiculous* plan to solve everything. As usual, Dexter is absolutely unrepentant about anything he did on the grounds that it involved science and science is great. He'll concede that maybe Toni could have just told someone, but Toni was worried about getting taken out of Occultar by the Foundation and Dexter prefers to honor his friends' wishes. (It's called a promise, guys. Look it up sometime.)

If asked, Dexter is willing to show the PCs Toni's brain. He'll even take it to the Foundation so they can (hopefully) finish the job. (He figures that if the Foundation were going to expel him they would have done it after the Langford parrot business. Don't ask.)

Then everything goes wrong.

If the PCs make it this far and "Kaiya" hasn't revealed herself yet, the Cold Ones hijack her brain and make their move. If the brain could have been stolen by an agent of the Cold Ones before Dexter takes the PCs to it, it's gone when he opens the locker. If "Toni" hasn't animated yet, it does. If the Foundation were involved already, the Academy goes into lockdown. If an Agenda could go off, it does.

Think about how things could go pear-shaped, and *shape that pear*.

ACT TWO: WEEKEND AT TONI'S

Once the mystery is solved, the PCs will have to clean up the fallout.

"TONI"

"Toni" isn't the Cold One the Disciples were trying to summon—they had an even more powerful one in mind. This one was just the first that wormed into Toni's head as the Disciples' NOOb reacted with Dexter's Airmed-X. As a representative of the Void it doesn't need any details, but if you'd rather you can use Cold Ceasar (p. 110).

"Toni"'s aim is to use its body to complete the original ritual. To do this it needs access to Toni's brain, a can of NOOb, and several hours in a large open area (preferably a dramatic rooftop as night falls). Its mastery of occult mathematics allows it to perform this ritual without the fancy tools Toni would have needed; it simply visualises the required circles and equations and they shimmer into the air. If it can't get hold of Toni's brain, it will have to either use another character who has been exposed to NOOb (like Kaiya), sacrifice several Haunts, or build a set of powerful occulttech to compensate for the missing brain matter.

To stop "Toni", the PCs need to track it down before it completes the ritual, and either capture it or beat its host body badly enough to force it out. Depending on what you prefer, it can defend itself with occult radiation (in the form of strange blue fire) or just swipe a knife from somewhere and go to town on anyone who gets too close.

Treat "Toni" as a Dark Student (p. 174) with twisted versions of the aspects the PCs created. Since Toni is dead, replace the You're Not Me stunt with this:

Network Booting: As long as there's a chance its mission could be completed, "Toni" can spend a fate point to escape a scene. If possible, this manifests in the form of strange occult effects like sudden blackouts, technology being hijacked, or occult radiation tearing bonds apart.

KAIYA

When she's possessed, Kaiya's goal is to help "Toni". They don't care about her, so if that means using her body for the ritual or having her fight the PCs off, so be it. Like regular Kaiya, she's a wild card; deploy her when and where she's needed. The Cold Ones have full access to her abilities, but no additional powers; putting her to sleep or restraining her can take her out of the action. Characters with sufficient occult skill (for example, Dexter and his alchemy) could theoretically use a NOOb sample to devise something to protect her once they know what's going on, but it should at least deal a moderate consequence, with more serious effects the more amateur or botched the method is.

TONI'S PARENTS

Toni's parents aren't on the island, but they're still alive. If Toni doesn't contact them in the morning, they might suspect something's up and start investigating.

Assume Toni's parents have whatever contacts they need to make life difficult for the PCs, whether they're Foundation members unaware of their true intentions or other students in the Disciples. This basically lets the GM justify using the Void's **Proxies Everywhere** and **Foundation Infiltration** aspects (p. 115-116) or its **The Faculty Doom** (p. 116).

If Toni's parents are exposed, they pack it in and try to flee the authorities. Toni is still their child, so rather than killing Toni (a standard cultist response when a child breaks a serious rule or risks exposing them) they simply send a farewell message and abandon Toni forever.

OTHER DISCIPLES

Besides the Haunts (p. 175) and any PCs who wanted to be Disciples, feel free to add a couple more Disciples in the Academy as needed. They can be used to justify use of the Void's aspects, or even given stats and some of the Void's stunts (p. 116) if you like. Try not to let too many Disciples slip past the Foundation—they're good, but they're not that good.

AGENDAS

If any Agendas haven't come into play yet, try to bring them in now. Don't worry too much if they don't come up, as long as the players have fun.

THE FOUNDATION

Even if the Foundation aren't involved in the first act, they're sure as hell involved now. If they haven't sent Azumi yet, she shows up first to assess the situation and bring PCs in for questioning; either way, actual Foundation agents show up pretty quickly. The PCs can hand off to the Foundation if they like, but it probably won't turn out exactly how they hoped.

THE AFTERMATH

What happens **if the PCs win** depends on how hopeful you want *Breakfast Cult* to be. Mix and match these as you like:

Light: The Disciple plot is thwarted. Toni is fixed up, ideally with the Foundation's help. It's not perfect—Toni will need months of trauma recovery before they can do sports or anything, and months more of study to make sure there are no major side-effects—but they'll get their friend back, at least. Most or all cultists are arrested. All students involved will receive counselling, but also detention. The Foundation will make them agree not to discuss the details of the event, and it's definitely not going in the yearbook, but they'll at least have closure.

Dark: You think some student who whipped up Airmed-X in his kitchen sink is going to remove a brain and put it back like nothing ever happened? Even with the Foundation's help, Toni is going to be crippled mentally, physically, or both for the rest of their life at best, and dead or trapped in the jar forever at worst. Even if Toni somehow recovers, the Foundation disappears your friend to some other facility, along with anyone with a terrible Agenda. Even if they somehow survive and get to stay at Occultar, the PCs are left with months of counselling and the knowledge that somewhere out there, the Cold Ones are waiting for another chance—and it's only a matter of time.

If the PCs lose, Toni's body becomes host to a powerful Cold One, and it exercises its powers immediately. Gravity starts to loosen, a strange darkness falls over the island, and loose liquids start freezing into interesting mathematical shapes. The Foundation evacuates everyone as fast as it can. Anyone still on the island in a few hours is either corrupted into a Haunt (or worse) by occult forces or simply killed as their blood starts trying to form cool fractals. The Island is inaccessible within days. What this means for the future of the world (or at least your game) is up in the air, but it can't be good.

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Stephen Accetta, agmar, Dominique Ahn, Seth Alcorn, Alistair, Brian Allred, Phillip Ames, Elsidar Amhransidhe, Hsile Amune, Gary Anastasio, Svend Andersen, Emmy Anderson, Melody Haren Anderson, David Andrews, Octavio Arango, Arno, Don Arnold, Peter Aronson, Cousin Artaud, Ascension, Audrey, Pat Austin, Cube B, Luke Bailey, Phillip Bailey, Keegan "Tinkergoth" Bateman, Bruce Baugh, Beachfox, John Beattie, Chris Bekofske, Josh Benjamin, Magnus Bergqvist, Martin Deppe, lam bloom, Edvard Blumentanz, Tanderossa Bob, Ruler of Riches, Mike Bogan, John Bogart, Aidan G. Bohannon, Jordan Bradley, Daniel Bradway, Garm Break1, Sydney Bridges, Kelly Brown, Preston Bruce, Ian Matthew Michael Burg, Eoin Burke, burningcrow, A C, Carly, cassa61, Matthäus Cebulla, Cha0sys, Kevin Chauncey, Christoph, Nick Clements, Cliffy, Eric Coates, Antonio Coelho, Russell Collins, Contesse, Jason Corley, Matthew Coverdale, Winston Crutchfield, Bruce Curd, Jon Davidson, James Davion, Detz from DayOldStubble the Magazine, DevilEd, Justo Diaz, Former POTUS Bob Dole, John Donahue, Shane Donnelly, John Doyle, Bryce Duzan, V. DZUNDZA, A E, Paul Echeverri, Matthew Edwards, Rosaline Edwards, Elfface, Alee Ellingsberg, Steve Ellis, Edward MacGregor, eyemilligan, Victor Fan, Paul "Earthorn" Fanning, Ben and Jess Feehan, Michael Feeney, T.J. Finch, Ken Finlayson, Seth Flagg, Joe Formoso, Jesse Fowler, Adam Frame, Andrew Gallagher, Doc Gamester, TD Gammon, Clay Gardner, Gazetteer, Wade Geer, Andrew Gill, Glazius, Ryan "Alabrax" Good, Judd M. Goswick, Alexander Gräfe, the Right Honorable Reverend Doctor Professor Gray, Adam Green, Jack Gulick, Federico Guridi, Ben Hale, Anders Hallgren, Danielle Harper, Mark Harris, Seth Hartley, Cody Hatcher, Jeff Healy, Brandon Hebel, Stephen Hegarty, Joern Heimeshoff, Joselito Miguel Hernandez, Devlin Holland, John "the Fog" Holt, Kelly Hoolihan, Ron Hunt, James Husum, Joe Iglesias, James Iles, M.R. Innes, David IV, Richard J, Tim Jensen, JK, Rev. Keith Johnson, Scott Johnson, Anna "Ogress" Johnson-Betty, Joseph, Daniel Jun, John Kane, Alex Kartzoff, Edward Karuna, Declan Keane, Kenlon, Allison Kern, Kij c/o Samma Lynne, Ethan King, Walter King, Jeremy Kostiew, Curt Kremer, Kyodachi, Tom Ladegard, Ben Lally, Ryan Lange, Shayla Lanzarotta, Kevin Lanzikos, Lars E. Larsen, John Lee, Lesh, Sean Lesley, Lian, Matthew Lind, Matthew Lisitsky, Andrew Lloyd, Molly J Lloyd, Alexis "poetfox" Long, Augustus Longeye, Zed Lopez, Steve Lord, Amy Luke, Chris Lutes, Jen M, Ross MacKenzie, Maigius, Jere Manninen, Manny, Paul Mansfield, Jacquelyn Marina, Chelsea Marsh, Jesse Martinez, Kyle Massey, John Massie, James Matheson, Jonas Matser, Michael W. Mattei, Scott McDaniel, Clay "Clooby" McDermott, Matthew McDonnell, Chris McEligot, Ian McFarlin, Kurt McMahan, Randy Meister, KJ Miller, Alex Miller-Clendon, Misandu, Stefano Monachesi, Matthew Monaco, MoonCoral, Jonathan Moore, MoosenHammer, Frankie Mundens, Will Munoz, muskets, Michael James Musumeci, Nakibe, natb, nekosluagh, Peter Nielsen, Tobias Niemitz, Nisa-chan666, NoName_1147, Margaret Norris, Sean O'Dell, Patrick O'Shea, Tristan Oberon, David Odie, Stefan Ohrmann, Pavel Ojeda, Jacob "CaptainRat" Olbert, Oliver, Onean, Orlean, Jenna D. Orphre, Matthew Orwig, Brad Osborne, Nate Owen, Lisa "Dr. Cthulhupunk" Padol, Mark Parker, Isabelle "Ysharros" Parsley, Christopher Patko, Ross Payton, Antoine Pempie, Ryan Percival, Peter Peretti, John A W Phillips, Pixel_Kitty, plaid, Frédéri Volk Kommissar Friedrich POCHARD, Christopher Polky, Keith Preston, eric priehs,

PublicOpinion, Jeremy Puckett, Pyroi, Billy B Raby, Simon Rafferty, Dane Ralston-Bryce, Joshua Ramsey, A. Randall ☆, Logan Ratica, Mikko Rautalahti, Raymond, Pat Reitz, Josh Rensch, Konstantinos 'Yo! Master' Rentas, Richard, Josh Riggins, Rob_K, Jesse Roberts, Dan Rodgers, Jim Roe, Bridget Rog, Garrett Rooney, Tomi Sarkkinen, Evan Schauer, Jason Schindler, Daniel Schlegel, Aaron J. Schrader, Schubacca, scoff, David Sealy, Sewicked, Timothy Sherman, Kanoan Sherwood, Greg Shufflin, Haley Siebert, John Simutis, Dylan Sinnott, Daniel Skrivanek, Chris Slazinski, Daniel Smith, Jesse Smith, Sean M. Smith, Baron Snow, Wednesday Sophia, SpacemanDan, Charles H Spaulding, Youri St-Jean-Sterl, Robert J. Stewart, Bartosz "Stopersson" Stopczyk, Kean Stuart, Oliver "Ahrimanius" Summers, Michael Swadling, Ryan Tabb, Aleah Tackett, Timotheos Tan, Tannyx & Miettinator, Jyri Tasala, TechnocratJT, David Terhune, terrasaur, Robert Thiem, Paul Thompson, Philip Thompson, Rob Townsend, Huy Tran, Alyssa Truitt, Tulpa, James Unick, Nicola Urbinati, Adam Vajcovec, Chayne 'Vandeman' Vande Zande, Vera Vartanian, Paul Vazquez, Kevin Veale, George Veeder, Markus Viklund, Paul Vogt, Jacob Ryoku Walker, Greg Walters, Simon Ward, Sarah-Louise Waterhouse, Michael Watkins, Morgan Weeks, Benjamin Welke, Drew Wendorf, Alex White, Matt White, Levi Whitney, Gordon Wiley, jonathan wilson, Shannon Wilson, William M Wilson, Adam Windsor, James Winfield, Moral Wiz, Mischa Wolfinger, Mark "Tigerbunny" Woodhouse, Nigel Wright, Brett Yang, Yarrik7, Paula Yesakova, Nomura Yuki, Zereth, John F. Zmrotchek.

ADVANCED STUDENTS (DIGITAL TIER BACKERS)

AlexH, Jesse Anderson, Mr Anderson, Anonymous, Vincent Arebalo, Bob Arens, Robin Armstrong, Artighel, Chris Avery, David "Squamous" Bagdan, Rose Bailey, Rafe Ball, Philip Barclay-Monteith, Nick Bate, BCU, Michael Beck, Luca Beltrami, boopie, Bo Botkin, Aaron Bowen, Michael Bowman, Travis Bryant, Jared Buckley, Matt Campen, Daniel Byrne, Tad COoper, Mark Caldwell, Gourd Captain, William "Bios Element" Chambers, Grant Chen, Chiaki747, Joshua "Jesus" Christain, Sepipe – Chris Chung, Ewen Cluney, Riley Crowder, Dicey Dave, David, Andrew "Ranneko" Delaney, DevinBradberry, Daniele Di Rubbo, Dingleson, Simon Edwards, Jayle Enn, Jordan Etherington, EWhitten, Fax, feltk, Stephen Ford, Mr. Fowl, Mari Foxytocin, Ian Freedman, David Frohman, FSC, Colette Fyfe, Sarah G, Kevin G., Pat Gamblin, Aqualuft Games, GateKeeper, Gavran, Edmund Gayton, Michele Gelli, Der Geistermassen, Mike Gerdes, Vincent Geuens, Simon Gough, Paul Graham, Filippo Guaitamacchi, Alexander "Guddha" Gudenau, Henry Guth, Some Guy, John Hacker, Craig Hackl, Shinya Hanataka, Nathaniel Harada, Kyle "DE12" Hart, Michael Hasko, Tom Hatfield, Christopher Humphrey, IcecreamJones, Ironicus, Steve Jasper, JB, Jeff, Jo, Ted Johansson, Peter K, Max Kaehn, Kaji, KaliFang, Boris TheSovietLoveHammer Karl, Sarah Kelly, Rusty Kettle, Xavier Kings, Karl Kreutzer, Jeff Krull, Josh Krutt, Kwyndig, Greg L, Will Lamming, Justin Lance, Hamish Laws, Arthur Le, Lewis, Oliver Lind, Lonoxmont, Andrew Luczak, Amy Leigh Lynch, Lytle, Daniel Maberry, Mark Magagna, Eric C. Magnuson, Adrian B Maher, Marc Margelli, Evil Mastermind, Tanner 'DJ Soren' Mattingly, Jason Alan McLain, Strange MD, Josh Medin, Michael Meinberg, Matthew Miller, Kyle Morton, Morrier, Der Waffle Mous, Brent Naylor, Jason Pasch, Jason Pasch, Brandon Paul, Penelope, Teppo Pennanen, Ryan Perrin, pigfacedlady, Lim Ye Ping, Lute Pontefract, raditya b. prasetyo, Xavier Precieux, Jess Purdy, Dominic Quach, Adam Rajski, RdMarquis, Christopher Reed, Bob Richardson, The Roach, Sebastian Paul Rochefort, Sion Rodriguez y Gibson, Rosalind & Ashlynn, RPZip, Larissa Rüdiger, Daniele Ruggeri, A K Rumments, Oh SeungHan, Gabriel Shea, ShiroWolfUK, Juniper Shores, Simaehl, Jerry Sköld, Olna Jenn Smith, Dylan Spector, Barrett Stanko, Julian A G Stanley, Staticpulse, Pineapple Steak, Travis Stout, LET'S GET ILLEGAL MEME MARRIED ETTIN MY SWEET, Stephan Szabo, tavernbman, Tetrominon, Tollymain, TheSoundNinja, theSquid, Frankie Thomas, Eric Thompson, Junichi Tsuda, Evgeniy Vasin, Matsudaira Wakana and Pipay, Wakuseino, Ash Walter, Steven Ward, Brian Watson, Alan Wilkinson (Cassius335), Alexander "SquidLord" Williams, Stew "DigitalRaven" Wilson, Craig Wright, Bunneh Wyld, Striking Yak, Pavel Zhukov, Konrad Zielinski.