

# A DAY AT THE FAIR

A Scenario for the Divine Blood RPG By Luke Green







*A Day at the Fair is a scenario for the Divine Blood RPG by Luke Green, for use with the Demon Next Door supplement.*

*The scenario is suitable for 3-5 players over 1-3 hours.*

*Jess Kara is about to get a rude awakening as powers she never knew she had are on the verge of manifesting for the first time...*

*...in the middle of the school fair.*

*Can her friends help her cope and keep her existence as a succubus a secret?*



# A DAY AT THE FAIR

## SCENARIO SUMMARY

Tomorrow is the day of the local high school's fundraising festival event. All of the schools and some of the classes will be running various booths and events aimed at gathering money for the coming year. This event has been a regular thing and a neighborhood cultural high point for almost twenty years. Some clubs manage to finance their entire year off of the money earned on this one day, at least if you listen to the stories of alumni and teachers. More likely, it will just be the biggest of several fund raising events put on by each club, but this is the only time in the year when pretty much every single club is running a fundraising event at the same time. The competition between clubs ranges from the friendly rivalry to the occasional actual bad blood but no one has yet done anything to risk the fair as a whole being shut down for future years.

The school itself is a curious crossroads of the various castes of the town or city where it sits. Among its students are both the extremely wealthy, corporate princes and princesses, and the extremely poor, fighting for a way to escape their lot in life. One of the student's is the son of a major political figure in the region. The school has a reputation for excellence and trouble both due to this mixture of students. Unbeknownst to most of the faculty and students, there are also a handful of supernaturals in attendance and employment. A Community neighborhood that had long ago been subsumed into the large city lies nearby and some Immortals have purchased property in another portion of the neighborhood served by the school. This creates a unique cross section of students.

This year there is an added wrinkle to the mix. The recent population boom of supernaturals in the world has resulted in the presence of a handful of akiras. Most of them either have subtle talents that they haven't realized aren't normal or else haven't yet had their powers express yet. One of these students is Jess Kara who has spent all of her last sixteen years believing that she was

human. She has no idea who her biological parents were and hasn't really cared to this point because she loves her adoptive family. This has left her dreadfully unprepared for what her puberty has in store for her as the fact that she is not human is going to shove itself in her face repeatedly. The stress is going to push her into an episode, a spectacular and often blatant loss of control, which will cause all sorts of trouble at the fair.

Unfortunately, Jess's episode is also going to coincide with the presence of a particularly driven reporter. The exact nature of the reporter varies from playthrough to playthrough. The pregenerated characters include three reporters that can be used either as PCs or the antagonist. Specifically, there is an ambitious would be investigative reporter, a local conservative TV weatherman and a somewhat sketchy conspiracy theorist blogger. While the reporter might not start out realizing that there is anything special going on, the antagonist version of all three will latch onto the weirdness that follows Jess's continuing episode which risks the already flimsy cover of the supernatural being revealed.

## SCENE ONE: BEFORE THE FAIR

The first scene will focus on the players getting to know their characters and deciding the relationships that they have with the other PCs. A lot of this will be done within the basic framework of the characters having to plan out what booth they're going to be running or volunteering at for the fair. A lot of the action will be taken up in describing the preparations that had been made up to the day of the fair with each character facing their own challenge in regards to getting things prepared. Any of the characters might decide to take up one of the following challenges:

- *Registering their booth.*
- *Building the booth itself.*
- *Getting prizes and/or merchandise for the booth.*
- *Setting a schedule for the people running the booth.*
- *Slacking off and ignoring responsibilities.*

Players might have another idea for how they can address the problem themselves.



By default, the purpose of these Challenges, and any similar Challenges taken in later scenes, are to create Aspects which might be useful later especially at the end of the fair when the booth awards are decided with failures creating Aspects that might get in the way. However, if the characters turn out to be less interested in the competition of producing the best booth, these might result more personal rewards and penalties. The characters might earn the respect of one of the faculty or be praised for their excellent performance at a booth. Alternately, they might get in trouble for slacking off and getting caught at it, or a particularly humiliating incident might leave them experiencing some lingering ridicule.

At some point during this scene the characters will encounter Jess Kara. The easiest way to bring Jess in is to assume that she is working with the administrative functions of the fair and going around to see if any of the booth groups need help with anything. Alternately, she might be part of a specific booth group and is looking for something that her booth needs such as duct tape. Sometime during the encounter you'll want to have a weird but minor event occur. A brief impression that there's something off about Jess's eyes due to her illusion fluctuating is one such example.

Note that Jess hasn't gone into a full breakdown yet, but her discomfort with the situation is serious enough that it has affected one of her Specialty Aspects What is Happening to me? (Willpower) This early in the day she will mostly come across as her normal friendly and genuine self that everybody in the school is familiar with, but people paying attention might notice that she seems a bit distracted and fidgety. She might be reflexively checking her reflection in nearby mirrors, having caught sight of her own eyes once earlier, or she might be wringing her hands or something else indicative of emotional distress.

If Jess is one of the PCs then it is easy to produce this. You might simply offer her a Fate point to have her act a bit fidgety. Comment that she thought she had noticed something wrong with her eyes yesterday or that morning and there've been a few other bits of weirdness in recent weeks. If you

want, you can give her an actual episode and have something happen like suddenly picking up on the emotions of somebody she's talking to. Save major psychic episodes for scene 2 for the most part.

The reporter is less necessary to introduce at this point, but you might want to have a brief encounter with one or more of the reporters on the scene anyway. The main purpose here is to establish the presence of people on site that are interested in the goings on at the fair so you don't even need to use the antagonist that you chose. For example, if you have decided that the antagonist is Miki Kwan, then you might introduce Adrian Rocha to reveal the reporter presence. Alternately, you can just have some other NPC mention that there are reporters around.

If you do have the characters encounter your chosen antagonist consider how obvious you want it to be that they're a danger. Adrian Rocha will be the hardest to pick out as a problem since he is well used to making himself liked by people. An antagonist Miki Kwan probably won't endear herself to anybody since she'll think this is a worthless assignment until something happens to pique her interest, but she might not reveal the depths of her lack of consideration for others at first. Torben Belenos as an antagonist will have the most trouble keeping it hidden that he is a danger. Even as a neutral NPC or PC, Torben will likely get viewed as a bit creepy by some characters.

If Jess is a PC, then an encounter with the antagonist reporter might be a very good place to have something weird happen. For example, you might offer her a Fate point as she shakes hands and have her roll her Manipulative, probably suffering some stress to her Life-Force that manifests as an odd...twinge. This might result in the antagonist reporter getting a rash, nausea or a flood of odd emotions for a moment which can serve as a reason that they decide to look into Jess later.

Alternately, if you have a reporter PC, they might have some knowledge about the antagonist and see them on the premises. Note that the likelihood of knowing something off-color about one of the reporters follows the same pattern of noticing something off about them to begin with. Miki and Torben are unlikely to have heard anything bad



about Adrian while Miki and Adrian might recognize Torben as a fringe conspiracy theorist blogger. Miki is young, but she has a fairly impatient attitude that she doesn't spend much time concealing given that she does newspaper/ezine reporting rather than television or radio.

## SCENE TWO: FESTIVITIES COMMENCE

The primary purpose of this scene is to set the feel of an ongoing festival and let the characters explore around and continue getting a feel for themselves before leading into the main problem. There will certainly be an encounter with the antagonist, who by this time has decided that something weird enough to be interesting is going on, and there will be rumors about weird events due to Jess's ongoing emotional issues feeding into her lack of control over her powers.

You can choose to begin this scene straight from the opening ceremonies or just go dive into the point where there are people all throughout the fair. Most of the fair attendants are going to be local adults since the goal is fund-raising, but high-schoolers on break would also be going around looking at the different booths. At this point, the players need to decide where they are. One or two are likely running the booth while the other characters might be wandering the fair or attending to other responsibilities. In general, you want each character to have one "normal" encounter before they start running into the weird stuff. The booth types have suggestions for running Contests and Challenges related to a fair.

Eventually, the characters will stumble upon rumors of weird stuff going on somewhere in the fair. Jess's episodes are getting more severe now, so there might be a lot of people with rashes, complaints of nausea, incidents of sudden anxiety due to her projecting her distress accidentally or anything else explainable by her powers. Her illusions are mostly limited to disguising herself, so those are unlikely to be a factor in the rumors. Initially, these rumors will be vague and minor. Serious enough that people notice them as unusual but not so obvious that they can pinpoint what triggered it. For example, in the case of

nausea people are more likely to assume a 24-hour virus than they are to assume food-poisoning. It is only the number of complaints and comments that makes the players, and the reporter, take notice. Since the characters are likely scattered across the fair, try to give each character, or group of characters, a different lead in to the fact that something strange is going on.

It is even possible that they figure out something weird is going on due to overhearing the antagonist interviewing witnesses. It should be immediately apparent that the reporter thinks something news-worthy (or blog-worthy) is going on and Miki and Torben, if either is the chosen antagonist, are likely to show they're dark sides while even Adrian might get a little aggressive in his questioning. It is likely that NPCs might shrug off the reporter's enthusiasm and go about their business, but the enhanced perceptiveness of the PCs will likely have them realize something is up.

At this point, the characters might try to follow the reporter, investigate on their own or they might ignore the situation to focus on the fair and their booth. Following the reporter might end up finding themselves facing an interview as well and places the main spotlight on the effort to deal with the reporter. Ignoring the situation will mean that the focus goes back on the fair and the booth. Doing their own investigating starts to put the spotlight on Jess and her problems.

The scene will end with Jess's first extreme episode. This will be something that obviously attracts a lot of attention but involves enough confusion that nobody is certain what is causing it. She might express her demon form accidentally and cause several "monster" sightings. A large number of people might simultaneously get struck by a migraine or else a sudden urge to scream might strike multiple people in Jess's general area. The event will appear somewhat spectacular to the characters, most of whom aren't used to supernatural events and will draw a lot of attention. Ideally, one or more PCs will witness Jess's episode and be able to tell she's the cause somehow (it is possible that she might briefly emit yellow life-force as she subconsciously manifests her powers).



If the characters had previously ignored the weirdness, then Jess's final episode occurs at their booth. If they were following the reporter, then it is possible that both the reporter and the PC witness the same event. If the characters had been doing their own investigation it is possible that they have realized Jess was at the center of this already, in which case they don't have to be near the event and can simply follow the cries of shock. In cases where you had given different leads to different characters decide for yourself which incident best fits.

Jess's actions depend on the situation. If the characters hadn't paid the odd rumors any mind at all then Jess might come to the players and ask if she can hide out in their booth for a time. It will be immediately obvious that she is undergoing extreme emotional stress at this point and may also display bruises or a nose-bleed due to experiencing some mild Life-Force corruption. Otherwise, Jess takes off in a panicked run trying to stick to routes that keep her out of sight.

If Jess is a PC then you'll be having weird events occurring around her regularly and as she notices them, forcing her to roll against a mental attack to see if she develops any consequences. If Jess as a player wants to use her powers then assume that it is a subconscious use, but allow them to do so. You might have the player roll her Perception to see if she notices anything weird happening and, if so, that might justify another mental attack as she tries to deal with it. This is likely the best place to see if she develops any corruption though you can provoke subconscious uses yourself and have her roll against a psychic activation difficulty to see if she has any corruption issues.

### SCENE THREE: AKIRA SHENANIGANS

Akira is a slang term used by most people who know about the supernatural. It generally refers to a psychic who is either completely untrained with their powers and has only limited control over them; or it represents an arrogant person who thinks that their powers make them better than other people or else somehow trump the need for training. Jess is one of the first sort. This scene focuses on having to deal with Jess's developing episode and its related problems.

For people focusing on interfering with the reporter, reaching Jess is essentially the prize for defeating the antagonist. A Contest between the player and the reporter will result with the loser getting left behind, at least temporarily, on the path to finding Jess. This will give the characters a little bit of time to try to calm down Jess and then find a place to hide. Depending on how well the Challenge to calm down Jess goes, they might have plenty of time to leave and find a hiding place or the reporter might be right on their heels.

If the characters are focusing on the booth then it is likely that Jess has appeared in an obvious panic and looking for a place to hide, then sitting wherever she's placed and obviously going through an emotional breakdown. In this case, the booth is the main focus of the story and the problem is to either get Jess to move on, if the characters are a bit heartless, or find a way to help her that doesn't interfere with the booth. Getting her to calm down would certainly go a long way to making sure she isn't causing a problem and will coincidentally slow down or even stop her episodes as well. The reporter will likely make an appearance and have to be either convinced that Jess is not present or else somehow convinced to move along. Alternately, they might wrap up the reporter in their booth and distract them from the other story somehow.

Those groups that are focusing on Jess will first run a contest against her to catch up before she runs away. If she gets away, they'll have to find a way to track down where she went. Once they find her, then they're going to have to calm her down and then find a way to figure out what is going on with her. In this case, the reporter might very well be a consequence of a tie on a contest or the cost part of a success with cost when the characters go to look for someone that might know about what is going on with Jess.

In some groups, different characters might be dealing with different parts of the storyline. For example, one player might focus on tracking down and helping Jess while the others spend most of their effort on hindering the reporter. If Jess is a PC, then it is more likely that her problems serve as a complication for dealing with the booth or the reporter.



## SCENE FOUR: THE EXCITING CONCLUSION

This scene is a natural outgrowth of scene three and might very well be taken to be the same scene in some ways. This the focus of this scene is on wrapping up the storylines that received the most development in the scenario.

### Reporter Focus:

In the case of the reporter, this would be the final conflict between the players and the reporter. This is likely to be a conflict and the different possible antagonists lead toward different types. A final conflict with Miki is primarily going to be Mental and involve immediate emotional and mental stress, exactly what Jess doesn't need any more of. Adrian, however, is walking around with a camera crew and a conflict with him is likely to focus on damage to a character's social status or reputation. An especially sketchy Torben might decide that he needs to make a "citizen's arrest" on the supernatural person so that he can more effectively document the fact they aren't human and this will lead to a physical conflict.

In any case, a conflict with a reporter is likely to result in any sort of consequence desired. Miki's story will end up in print on a paper or accredited web-site somewhere and thus may produce social consequences and she might feel fine about grabbing someone and forcing them to hang around to answer her questions since she's not on camera. Adrian's browbeating is sure to cause mental stress and if one of the players attacks him, as some of the Outcasts or Jocks might, then he will defend himself. Likewise, Torben might not go full kidnapper but his creepiness could create emotional stress and if he posts his blog with enough information it might result in the Social consequence of being watched by other weirdos fairly soon.

If taking on the reporter directly didn't become a major focus of any of the characters, then simply assume that the methods used to get him off the track in Scene Three were plenty. In this case the antagonist only needs to make an epilogue appearance showing their confusion and disappointment. Also note that the this final conflict is the most

likely to alter the mood from comedic to serious so you might want to modify the final face-off with the reporter carefully.

### Jess Focus:

For those characters focused on Jess, then the conclusion is focused on getting at least a temporary resolution on what is going on with her. The characters might have the knowledge to identify her as an akira and some sort of non-human (between the eyes and her Life-Force being yellow instead of green). This might allow them to convince her that they know about this stuff (or at least know people who do) and that might be enough to get Jess to calm down and get more in control of herself. For those groups that lack anybody who knows about the supernatural (or thinks they do), then at the very least they can express a promise of friendship and figuring this thing out together.

In either case, this is likely to be a contest between Jess and the players. More appropriately, a contest between Jess's fragile emotional state and the characters. If multiple characters are involved in calming Jess down, then they can provide sideline support each round by creating maneuvers without the lead actor risking losing their roll. You might also have each character take turns taking point on the discussion and argument.

If Jess is a PC, then this is less likely to be a focus of the conclusion by virtue of the fact that how Jess chooses to react to arguments and situations is mostly in the hands of her player. This will, of course, be modified by any Consequences already received over the course of the scenario. Alternatively, you can run this as a Contest of Jess against herself with the other PCs providing maneuvers to help out in calming down.

### Booth Focus:

At the end of the fair, it is suggested that the GM present a list of possible titles that the characters' booth might earn such "Highest Earner", "Most Entertaining", "Tastiest Food", "Friendliest Staff", or, of course, "Best Overall Booth." Then each character can choose one such title that they want to try to earn. At this point, the GM will present



a different booth which is the characters' primary competition in that category and runs a Contest between the PC and an appropriate character from the Pre-Gens to represent the other booth. The winner of this contest takes the title.

Of the course of the scenario, it is likely that the characters' booth was the focus of several Contests or Challenges. At the very least, the first scene should have had one Challenge for each character dealing with the Booth. Some of these Challenges might have been limited to personal consequences, such as if Clint were to get caught goofing off instead of working, but some of the Challenges may have resulted in Aspects that are of use in these final Contests. The characters might even have earned multiple free uses of these Aspects for this segment. These Aspects and free tags are communal, which means if one character ends up using them all right off the bat, there won't be any for the following contests.

In preparing for this section, the GM should probably make notes about other booths in the fair from the beginning and trying to keep track of their own efforts leading up to this point. While this can be figured out with a dice roll, it is probably simpler to just decide what sort of Aspects the NPC booth has for or against it. If the NPC booth appeared in the course of the scenario, and why wouldn't you use it if you had it, then it becomes easy to base some of these Aspects on events that occurred "on camera".

Alternately, there is the possibility that the characters' booth (or even several booths) were almost completely ruined or destroyed. That eventuality is usually more likely if none of the characters were interested in running the booth at all and all focused on either Jess or the reporter, but it is best to be prepared for this possibility. In this case, use the final scene as a chance for the characters to salvage the fair against all odds in the face of adversity. This is likely to be a Challenge based on the extent of the damage done and the results could range from saving the fair as a whole to at least preventing it from being cancelled next year.

## BOOTH TYPES

### Tests of Skill

In these booths the characters are not directly competing against other people for the most part. For an easy and done representation of such a booth would be to have the character make a simple overcome roll against a difficulty dependent on what they were aiming to achieve. The simplest tasks and weakest prizes might have a difficulty of 2 to acquire while the most difficult might be against a difficulty of 8. The contestant should be allowed a maneuver before their shots, maybe before each shot, and have a limited number of shots. Alternately, things like "succeed with cost" might represent the character spending all their money on the booth until they succeed. Most of these Overcome tests involve Agility on these booths, but some like Strength, Endurance or Reasoning might also come into play.

For a more dramatic representation, the character might perform a full challenge. Having the character take on a challenge not only creates more drama, it also allows for the character achieving a wide range of results. A series of ties in the challenges might produce a small prize while a straight run of success with style might net the character the grand prize. In this case the single challenge represents all of the character's paid for attempts and again might include the idea that they spend too much money on this one booth. Such Challenges should generally be done against a difficulty of 5, though characters with Aspects implying relevant skills or abilities might find some parts of the Challenge at difficulty 4 or 6 depending on if the relevant Aspect indicates a capability or inability. Aim (Perception), honest self-analysis (Willpower), available funds (Resources), actual skill (Agility or Strength) and ability to analyze the task (Reasoning) are all examples of things that might possibly be involved.

Running such a booth will largely be done by taking on a challenge during your duty phase. The challenge would involve keeping the contest ready for new contestants, keeping the area clean, staying friendly and personable, taking money, giving



change, and other such things. The character does not directly engage the contestants for the most part though building up the value of the booth might be a part of the challenge. In this case, the challenge should cover all the customers that arrive during their duty time and so their ability to draw in contestants should also be taken into account.

Any such booth might become a contest, however. For instance, if two people take on a particular booth in an attempt to outdo each other then they are no longer directly taking on the booth so much as they are taking on each other. In this case it runs like any other contest. Each round the participants have the option to make a maneuver and then they roll against each other to see who comes out on top. The first person to three victories, or however many it has been decided is the goal, wins the contest. This might not represent winning the biggest prize in the booth, but simply doing better than the other participant.

Also note that, as with any contest or test, intent matters. If the intent of the characters is to see who can best impress a girl or guy they're trying to romance, then the winner of the contest might very well "lose" the test of skill but succeed in demonstrating that they are much more mature and reasonable than their rival, thus impressing the significant other more.

### **Air-Gun Marksmanship**

The booth has a series of targets of various sizes and speeds do to a series of mechanisms. Large motionless targets result in the simplest of prizes while erratic and fast-moving small targets give the biggest prizes.

### **Robot Goldfish Scooping**

There is a tank with a number of mechanized goldfish with simple motion detectors and avoidance programming swimming around. The goldfish open up to reveal prizes such as coupons or vouchers donated by local businesses. The most valuable prizes are placed some of the most complex and hardest to catch goldfish.

### **Puzzles**

The booth has a number of various logic puzzles and grades your prizes based on how long it

takes you to solve them. This might be anything from classic puzzles like the Tower of Hanoi to something new and unique. Alternately, there might be memory or musical puzzles such as the Simon Says game. The quicker you are able to finish or longer you are able to last, the better your prize.

### **Ring Toss**

This booth has rings ranging in size from small to large and has a table filled with a wide variety of bottles of differing widths, heights and neck sizes. Getting a small ring around the neck of a short, thick bottle surrounded by tall ones results in a better prize than getting a large ring around the neck of a thin bottle.

### **Hammer Challenge**

This test involves taking a hammer and slamming it as hard as you can into a sensor designed to read your strength. Alternately it might be a classical mechanical set up used to transfer the energy of the strike to a device that rises higher along a pole dependent on how hard you hit. Alternate versions of this contest would include punching bags with pressure sensors for testing the strength of a punch. Getting higher results likely results in a better prize. Taking a kick instead of a punch on the punching bag might reduce the value of your prize.

### **Guess the Count**

This is rather more specific than a general suggestion. The fair has a contest where people can come and guess how many marbles will be in a particular container by the end of the fair. The twist is that the jar starts out empty and the marbles are filled into it as the fair moves on. Every ten to fifteen minutes or so a runner from this booth makes a set of rounds to get info from each booth as to how their donations are doing so far. They then return that information and an appropriate number of marbles are added to the container. Making the guess involves both analyzing the capacity of the jar and the mood of the fair. This translates to a Challenge against Knowledge, Reasoning and Empathy against a difficulty of 8 in order to get close to the final total. Of course, each official guess comes with a donation and adds marbles to the total itself. Appropriate aspects may lower or



raise some of the difficulties or justify changing which Abilities are tested (a true Empath such as Uriel or Jess might be able to test Sensitive). If the PCs are running this booth they might variably be runners or else taking down people's guesses and recording the donations to this booth.

### Here Comes a New Challenger

In these booths, the contestants enter a direct competition with the person running the booth. For a contestant, this will almost always be a Contest. They will run like a normal contest with the booth operator forming one of the sides. In general, these sorts of booths won't have varying levels of prizes since the contest is a matter of win and lose without necessarily having different results. In some cases, it is assumed that every participant will come away with a "win" and thus the prize might be no more than a photograph or a few moments of laughter.

While the Contest is the default way to handle these booths, that still works best for when the PC is trying out someone else's booth. When the PC is the person running the booth, then a Challenge might be more appropriate as their goal has less to do with winning the competition than it does with making sure the booth is fun and successful. As such, running the booth will still typically be a Challenge as described in the Tests of Skill.

That said, a good contest might still be a workable way to run this booth because you can use it to represent a truly memorable competition between the character and a contestant. If you do run such a contest, then the NPC contestant is not going to be deliberately trying to make the character fail (unless he's a plant from a rival club) but he represents the lingering chance of something going wrong. The goal in this case is for the booth to be remembered positively, so the PC might actually be describing his character losing a match but still causing everybody to love the booth while a lost contest might be due to a PC winning and being a jerk about it driving people away. You might also decide to run a Contest against the fair as a whole and have each round represent a number of various contestants through the day.

An alternate model for this booth is one where there is a set up for people attending the fair to challenge each other at some contest. In this case, if the PC is the contestant then they are again in a contest but their opponent is another customer rather than the people running the booth. Running such a booth works best as a Challenge with the added fun of making sure that tempers stay cool and everybody stays happy.

### Dunking Booth

This sounds like it would be more of a test of skill and you could certainly run it that way, but in general when you see a dunking booth in a piece of fiction, there is a lively bit of dialogue between the contestant and the guy in the booth. To represent this, the contest here is one of the two characters exchanging barbs, friendly or otherwise, with the guy in the booth trying to distract the thrower off his mark. This could represent telling jokes or through mild witticisms, in fact, distracting the thrower by making him laugh is probably better than trying to make him angry, at least for the sake of the booth.

### Video Game Booth

There are a fair number of students for whom writing simple video games is a teenaged hobby and any one of these might show up as the contest of a booth. Alternately, the booth might have a popular multiplayer game like the most recent version Da Vinci, where the players are assistants to the genius trying to both clean up after him and sabotage each other.

### Life-Size Rock'em Sock'em Robots

In one playthrough of the scenario, the characters included Alexei Kanst and it was decided that they were going to build fighting robots about the size of a person controlled via motion capture gear placed on the contestants. In general, whoever was operating the booth would control one of the robots and the customers would take on the other one. The robots were designed to fall apart easily before sustaining permanent damage.

### Riddle Game

In this case, the person running the booth puts a riddle challenge before the contestant, perhaps



while also dressed in a costume as some pop-culture icon noted for asking riddles. The quality of the riddles would, of course, vary dependent on who is on duty at any given moment. This is likely to be a game that has some sort of prize involved.

### Get them while they're hot

This booth is selling merchandise of some kind. They might have a wide variety of items for sale or they might only have one specific type of thing. This can include a number of inherently temporary things as well as those sorts of booths where materials are provided for allowing customers to build their own items. If the PC is a customer at such a booth the only difficulty involved would be resources for purchasing the item they desired, more expensive items having a higher difficulty to purchase. This can become a contest if two people are trying to purchase the same exact item. Also, if it is a case where the customers build their own items then two customers might enter an impromptu challenge where they try to outdo each other.

Try to avoid using the Cost benchmarks in the core book as those are assuming the character has their entire account on hand, but instead base the difficulties on how much cash the character is likely to be carrying around themselves. Someone like Chiko might not carry cash around and be dumbfounded that none of the booths accept credit card. Of course, build your own souvenir booths would come with a Craft check, possibly a full Challenge.

If the players are running such a booth, then the matter becomes a Challenge. The Challenge would like involve knowledge of stock, politeness, ability to instruct people in how to do things, crafting custom items, keeping track of money and anything else that makes sense for what is essentially going to be a microcosm of a retail job. If you want to very up what the people on duty face, you might instead give them a Contest for dealing with a shoplifter, a customer determined to pull a scam on them, attempted saboteurs or something else.

Another issue would be making sure that materials, ingredients and so on are still good to use. If someone accidentally unplugs the refrigerator and

no one notices, then a lot of the food might spoil. Another accident might end up causing the ink used for tie-dyed shirts to spill all over the place. Perhaps a number of sculptures or pottery are knocked over and shattered on the ground. There are a variety of things that could happen.

### Facepainting

The characters have a number of easily soluble skin paints on hand with which they can paint the faces of their customers. They likely have a selection of set patterns that they can do each with varying degrees of cost dependent on complexity, size and other type things.

### T-Shirts

The booth sells t-shirts. This could be a set range of specific t-shirts or they could be set up to create custom shirts via transferable patterns and the like. They might give a customer some time to design something on a computer, print it out to the specialty paper and then iron it on to the t-shirt. Or they might have the set up on hand to create tie-dyed shirts. It might be a combination of these things.

### 3-D Printer

The booth has a 3-D printer and the capability to create a variety of different things for their customers. Perhaps they can sell action figure style versions of the customer themselves, or a full display statue. Perhaps they have a select set of printable objects and toys that they can create on hand and simply have a catalogue for the customers to choose from and do some mild customizations on.

### Food

There are all kinds of booths offering food to the fair attendees. You may in fact find that even the game and contest booths offer some limited variety of food, but some booths specialize specifically in cooking or creating some form of snack or meal for the attendees.

### Arts and Crafts

The booth has a number of items for sale which were created by the students. In the case where you have one student with exceptional skills in a club it may even be that all the souvenir items were created primarily by that one student. This can also



be combined with a customization approach if, for example, several basically identical vases were created which could then be customized with different paint schemes or engravings. This would also include things like art commissions such as you would find in a convention's Artist Alley section.

If these shadows have offended: In this case the primary purpose for the booth is to provide entertainment to the people at the fair. This could be done by holding shows at scheduled times or by having some form of entertainment in consistent operation. Another possibility is that the booth serves as something of a home base for the participants who wander about the fair being performers. There isn't going to be much need for mechanics for a PC attending such a booth and running a booth is likely to have the same sort of courtesy requirements as the merchandise booth. However, an entertainment based booth is likely to be a bigger drain on the stamina of the participants as especially after repeating the same routine several times.

One matter that is likely to arise is that entertainment style booths always seem more likely to attract troublemakers. Contests, games and people selling things will get some annoying people that will complain about service and the like, but there seems to be an extra level of rudeness involved when people are performing, especially in fiction. A particular favorite trope is the one of throwing food at people and another is heckling. PCs might end up having to deal with such problems either as a member of the audience when they're just enjoying the entertainment or as one of the people running the booth.

Also note that entertainment booths often go hand in hand with some form of food or drink so they will have the same issues with keeping their food good and edible. In addition, damage to make-up or costumes can be very problematic. Musical instruments must be kept in good condition with spare strings or other such materials on hand. For that matter, other booths might have some small amount of entertainment going on as a way to draw attention to what they have to offer.

The event might also involve audience participation to a lesser or greater degree. This is very

common with the sort of entertainment that goes on at fairs, whether it's a magician asking for a volunteer or a couple of hand puppets addressing the audience. In this case, the performers are going to need to develop a decent eye for identifying members of the audience who would both be willing to participate and do so in a constructive way. In the case of getting the entire audience to clap their hands and shout "I believe in faeries" that sort of mob wrangling is also an important skill to have.

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### Skits and Plays

The characters perform a scene or two. It probably lasts around fifteen minutes and likely doesn't last any longer than an hour. In a lot of cases these will be short original skit or a selected scene pulled out of a famous piece of work. In some cases, this can be combined such as by having an actor attempt to do Shakespeare while someone else interrupts them. Some of the actors may be filtered among the audience and set to respond to certain cues.

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### Haunted House

This would be a staple event around Halloween in America or summer in Japan, where they use it as a way to get out of the hot sun. Of course, in Okinawa which is American in this timeline, haunted houses likely appear at both times of the year. In any case, this will likely be a large tented area, air conditioned in summer, in which a number of corridors have been decorated to look like a scary, haunted stretch of rooms. If part of the fair takes place actually inside of the school, then the Haunted House will likely have taken over a whole classroom or even a section of an out of the way hallway. Students will be dressed as ghosts and goblins or else taking roles behind the scenes to cause objects to move as well as producing strange noises.

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### Themed Café

The most obvious themed café is the cosplay café which itself has several different variations including maids, cat girls, famous fictional characters or other such things. Another potential theme that can be done is having servers that present a certain unusual behavior such as a student



café where the point is that all the servers act like mean, uncaring people. Another possibility is integrating the skits and plays with the serving. One of the students might be portraying a clumsy person and they might have some disposable glasses and such ready for them to “accidentally” spill the occasional item. Of course, this might also be something people assume is the case about real clumsiness. Alternately, some of the PCs might expect one of the others to be clumsy and break something and just be ready to take advantage of it when it happens.

### **Live Music**

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While only one of the pre-gen characters is expressly designed as a musician it can be reasonably determined, if desired, that other characters have more less capability in one instrument or another. Musicians might play mostly at their own booth with occasional turns in the school auditorium for a larger set. In other cases, the live music might just be something they do on the side of the rest of the booth’s operation.

### **Tabletop Gaming**

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On the surface this sounds like a challenger booth, and that would work for some things like a tournament involving certain card games. For that matter, a cooperative board game might work as a test of skill booth. However, if you start to go for short roleplaying situations, that becomes a matter of entertaining people. The thing about this is that it is not a very appropriate activity for a fair like this, but it is easily possible to conceive of the idea of some teenager deciding “well it’s like a convention, right?” Plus, it could indeed work. There are definite gamer clubs based on the pre-gen characters, so there might be one booth that has a drop in drop out style roleplaying scenario operating which allows people to come in and take over the role of one character or another before they have to leave (or decide to.)

The things that must be done: Another potential option is that the characters have been assigned to one of the booths that serves some administrative or utility purpose. This presents a certain challenge in that these sorts of booths aren’t likely to get direct donations. There might also be less planning

involved on the part of the PCs as the faculty would take control of most of the aspects of their operation. They would still viable for being the best booth of the fair among other titles, however. If the attendees find that the students manning the administrative tent to be the friendliest and most helpful people on the fair, so be it. However, there is likely no reason for these booths to go out of their way to compete with the other booths of the fair. Of course, something unusual would generally have to have happened for this booth to attract all the attention.

PCs running this sort of booth would be frequently having to deal with other booths in the fair. They are the most likely to be drawn into checking out the sort of incidents that Jess Kara might set off with one of her episodes since complaints are likely to end up being brought to them. So if you have an early indication that the players are more interested in the reporter or Jess then this might very well be the way to go. This is also a good method to explain why students of several different types are working in the same booth. Likewise, this is the sort of booth that is the most likely to receive “volunteers” who have been assigned some sort of punishment duty which is another way to explain the presence of such characters as Clint.

### **Admin**

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The characters are probably assigned to running errands for the adults in charge of the administrative tent. They are likely to be the group that receives attendee complaints and looks into situations where a booth may have violated one guideline or another. Depending on your desires, the students might have no real authority or they might be fully authorized to lay down punishments. Of course, the most logical is that the students just serve as errand runners for the faculty but absurdly influential student councils are a common situation in fiction. The admin booth is also likely to be the one that has to officially deal with reporters as well as a come to decisions about how booths and booth operators as a whole should operate and behave.

### **First Aid**

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This is definitely a situation where most of the characters don’t have the training to be the main



staff for the booth. However, the students might be expected to carry around water to give to people as a way of staving off heat exhaustion or dehydration. They might also have to deal with small injuries here and there though anything significant would have to be handed off to the school nurse or doctor, if there is one.

### Security

Once again, depending on your desire, the students may be the main security or they may be just helping the real security staff. Regardless, whenever you have a big event like this there will be some people tasked to make sure that everything runs smoothly. Some schools will already have a security department in existence but many will simply recruit teachers and parent volunteers to help chaperone and keep an eye out for outside trouble. If the PCs are involved, then they might be the main part of the security on the event or they might be errand runners. Again, this is another booth that is likely to be set to investigate matters with Jess and the reporter just as a matter of course.

The hand is faster than the eye: It is less likely in a high school set up where most of the booths are arranged within a rather short period of time by amateurs with minimal experience with such events, but festivals, fairs and carnivals are often ripe breeding ground for scams. PCs are more likely to encounter one of these as a fair attendee rather than run one, but one should never rule out the possibility of a group of PCs trying something underhanded. Every scam booth will appear to be one of the above booth types but there will be something dishonest about it.

One possibility is that the people running the booth has made up a fake club or charity and plans to keep the money for themselves. The more obvious situation is that something about the booth itself is dishonest. The prices might be inflated, the merchandise might be stolen from other booths, the games might be rigged or the promised entertainment might be insultingly lacking. On the other hand, a booth might have decided to make a scam so obvious that it becomes part of the booths gimmick, thus meaning that they serve instead as an entertainment or merchandise booth.

Outright scams doing their best to really cheat people would be run as a contest regardless of what they appear to be. The con artist will be trying to fool the customer about the legitimacy of their booth and keep the underhanded stuff hidden. Scams that are set-up as part of a gimmick for the booth work like any other entertainment with a possible failure indicating that someone actually takes the gimmick seriously and complains. Winning the contest regarding the scam might give the player the option to take a contest or skill challenge without the odds rigged against you.

Running a scam isn't much different except it does mean that the number of potential contests increases sharply. You'll probably want to solve most situations with a simple Deception Overcome roll, but you'll have at least one or two situations dramatic enough to call for a contest of some kind. Another option might be that one character tries to work in a scam without the others knowing about it, in which case they'll be running contests against each other as well.

## A PRIMER ON THE SUCCUBUS

By default, the character having a puberty-influenced psychic episode is a succubus and, as such, a brief primary on the species is provided here. My detailed information on their society, history and nature will be the subject of a future supplement.

### Appearance

Succubi are a near-human species and could pass as human with little difficulty. Their most stand out and noticeable features are their eyes. The sclera of a succubus is generally lavender instead of the white that is common to humans and their irises tend to be brighter, almost pastel, colors. Pinks, powder blues, sea-green and other such colors are common. These features could be taken for a coloration gene-mod or symptoms of some illness were it not for their pupils which are four-pointed stars rather than circles. Besides the eyes, the only other feature that is unusual is that their lips are often lavender to violet in color depending on how dark their complexion is. These inhuman features do not begin to appear until they are in their early teens about the time their illusion powers mature enough to conceal them.



## Powers

Succubi are innately born with three powers: empathy, biokinesis and illusions. The typical succubus rarely gets very powerful as they generally lack interest in developing these abilities. They have enough empathy and biokinesis to enable reproduction along with enough competency in illusions to conceal their eyes. They are all capable of at least a basic “demon form,” but are rarely trained in fighting and usually react to combat as most civilians do. Despite this, a succubus experiencing an episode of lost control could produce a number of effects: inducing stilted emotions in those around her; causing rashes, nausea or other minor symptoms of illness; causing a fluctuation in her appearance including the spontaneous creation of a demon-form illusion; and a number of other things. It would take an unusual amount of talent or odd circumstances for a young succubus to produce anything truly dangerous, much less deadly, but the events would certainly be disturbing and upsetting.

## Ideal

As a child, usually around six or eight, a succubus latches onto a personality archetype and unconsciously proceeds to mold themselves toward that image. This involves unconsciously drawing from the expectations the people around them have for that archetype resulting in their biokinetic nature to subtly modify themselves towards that image. By the time they are sixteen they no likely no longer have any genetic resemblance to their birth parents and will appear as an amalgamation of the expectations of the people they grew up around. A sufficiently traumatic or revelatory event can result in the succubus’s ideal changing, but if this occurs past the age of sixteen it rarely causes noticeable shifts in appearance. By that time, the unconscious process of altering their own genetics has settled and any future genetic shifts would require deliberate self-modification.

## History

Succubi are thought to be extinct by most of the supernatural community. They were targeted by one of the Purges roughly two-thousand years ago and, as few of them were combat oriented, they did not fare well. After the Gods and Demons reined in their rogue seven, the succubi as a

species limped on for another thirteen hundred years. Unfortunately, as scattered as they were, they often fell prey to slavers and other sorts. Their reputation for being “sex demons” mostly comes from this period of time when people took advantage of their tendency to imprint on ideals as children in order to create perfect pleasure slaves. Many of these abused succubi ended up experiencing psychotic breaks that added a reputation for violence and curses. Unbeknownst to most, a large number escaped into extradimensional spaces along with other groups of non-humans and humans that were being targeted by the Purges. Members of the US Government exploring the cosmology around Earth made contact with the ancestors of these refugees roughly fifty years ago and they’ve been slowly migrating back into Earth in limited numbers since then.

## Two Puberties

It is unclear whether this is a part of their initial design or else they evolved in this way to better fade into the background of humanity, but succubi appear to have two periods of puberty. The first occurs about the same age as it does for humans, from ages twelve to sixteen. However, this period does not produce a complete maturation. Intellectual and physical capabilities mature around this time, as do their psychic powers, but they won’t mature emotionally or sexually until sometime in the mid-twenties.

## Sexuality and Reproduction

Most succubi will develop as pansexuals with other sorts of sexualities appearing in a very small minority. Preferences for one gender or another generally have the same sort of emotional strength as a preference for hair or skin color in a human. Reproduction is carried out via a combination of empathy and biokinesis with sexual activity being key to strengthen the physical and emotional connections between them and their chosen mate, which can be a member of almost any biological sentient species. Contrary to their reputation, succubi don’t feed on or gain power from sex, nor do they have an increased libido. As with humans, their interest in such things varies from individual to individual. Succubi under the age of twenty-



five aren't usually capable of experiencing sexual desire or attraction, but they are prone to crushes, especially for unobtainable individuals. This is assumed to be an evolutionary development meant to allow them to better pass as a young human woman.

### **Demon Form**

This is perhaps the feature of succubi that is most unique and recognizable. It is not a true shapeshift but rather an illusion supported by a limited amount of telekinesis. The demon form is unique from succubus to succubus as they are subconsciously created by drawing on the nightmares and dislikes of the people around them. However, there are some things in common between various succubus demon-forms. First, the demon form always appears to be larger than the succubus is naturally, this serves to confuse the aim of potential enemies. Second, the demon form always appears to have at least two extra appendages which can be used as weapons, the stereotypical wings are included along with tentacles, extra arms, tails and other such things. Lastly, all demon-forms are disturbing to look at due to a mix of attractive and nightmarish features. It is possible that the strength of the repulsion one feels for a succubus demon-form is partially due to their empathic talents as other species with similar mixes of features rarely produce the same extreme reaction. The demon-form doesn't usually manifest until mid-to-late twenties when the succubus is finishing it's second puberty, but intense emotional distress can cause it to manifest earlier.

## **VARIATIONS**

### **DIFFERENT DAMSEL**

By default, the character most vulnerable to the antagonist's investigations is Jess Kara due to the fact that this is about the right time for a succubus's powers and physical differences from humans to start manifesting. Her inexperience and lack of emotional preparation combined with the nature is ripe for a noticeable episode to occur. However, she is not the only character out of the pre-generated set that has something that would attract a reporter's interest. If Jess turns out to be a PC this may be a better way to go since that would keep the PCs moving to rescue and protect an NPC which keeps the focus equally spread between PCs.

Jennifer, Clint, Ms Von Hout, Krystal Osprey and William are all possible sources for the supernatural to be revealed to the general public. In the case of Clint and William, it is their parents that are most in danger since Clint's Demon mother is a local baker and while William's kitsune father might be around and recognized as inhuman if his illusions fail. Krystal has the extra problem of potentially misidentifying herself as a "witch" is likely to make most supernaturals nervous since that is the term they use to note especially dangerous criminals in their population. On a more dramatic point, Jennifer being exposed could expose her to several of the Van Helsing's in the world that still buy Lovecraft's propaganda. Greta might appear in very old photographs or get caught without her makeup to conceal her continuing youth. While physical immortality is considered to be on the horizon for a scientific development, the appearance of someone that is seven hundred years old already would almost guarantee the early and potentially disastrous uncovering of the supernatural population.

Outside the supernatural characters there are several potential scandals that could be revealed though these are likely not appropriate if Torben Belenos is the chosen antagonist as he would lack interest. Chiko's identity crisis is one such situation as her questions regarding her sexuality are also revealing the fact that she's been essential-



ly a puppet for her family her entire life. Piper's exhibitionist nature can be also be something that might rub an antagonistic Rocha the wrong way and seem vulnerable to an opportunistic Kwan. Chei getting wrongly accused of some minor (or major) crime might also be a focus of attention. If you desire a less comedic and more dramatic scenario, you might instead have the reporter poking into Quincey Haile's abusive home-life in a rather reckless manner. If Dima's family were portrayed as heretics and witches (despite their Goth and gamer interests, they are neither), then they and their descendants would be banned from entering pretty much every Middle Eastern country including the North African Alliance thus barring them from Mecca which some characters might not consider important but would be very terrible for Dima herself.

## DIFFERENT ANTAGONIST

Rather than one of the reporters, you might instead choose a different antagonist. You could choose this antagonist from the pre-generated list and simply accentuate their worst aspects to make them unreasonable and unconcerned with the damage they do as long as their personal goals are pursued. Chiko would become the worst sort of mean girl popularity diva, Clint would become a terrible bully, Leah would go from being a caring activist to a self-righteous social justice warrior, Kevin might become an arrogant and abusive jock, and so on. Some of the characters are more appropriate to being an antagonist than others. For example, neither Alexei nor Elizabeth are likely to be interested in harassing other people.

You might also choose to use your own antagonist. One GM created a Demon that felt the Purges should have been more complete in their job and arrived on site with the intention of killing Jess Kara. Members of a rival school might try to interfere with the festival. Someone from Chei's neighborhood or whom Clint annoyed might choose to make a scene. Quincey's abusive mother and father would also make good antagonists if you don't mind coloring the comedic intention of the scenario with a more serious storyline.

## CHOOSING THE LOCATION

For a one-shot, the location really isn't important unless someone asks. The entirety of the scenario begins and ends on the campus of a public high school. Nothing beyond that is really necessary save in the vaguest sense that there are psychics and supernatural beings and their existence is not quite public knowledge. As stated above, however, if you are using this to lead in to a campaign you might want to spend some more thought on the setting.

A lot of the information on where the school is placed is kept deliberately vague so as to allow individual GMs to place it wherever they desire. Despite this, the process of naming the students creates something of a sense of place for the school. The range of names, which are primarily European in origin, points generally to America but the inclusion of Chiko Sawatoru as the corporate princess implies the presence of some Japanese heritage in the area. Likewise, Chei Green's given name implies the likelihood of a Chinese neighborhood in the area, Miki Kwan's name is both Japanese and Korean while Alexei Kanst is obviously Russian in heritage. The school's fair is also largely more inspired by the cultural festivals of Japanese high schools. Jennifer Summers' presence implies that there is likely a large body of water somewhere nearby since lemurians usually live in colonies and they prefer being near deep water with lots of space to move. Dima's Arabic background throws a little bit of a monkey-wrench into the situation, but does further add to the sense of heterogeneous nature of the setting.

Overall, any American city near a large lake or a coastline could fit but the combination of multi-culturalism rather heavily points to Okinawa, which is a US State in the Divine Blood universe. It's function as a center of finance causes it to be home to a wide range of different ethnic groups though those of Japanese or Okinawan heritage are in the majority, there is a strong presence of Chinese ethnicity since a lot of people are uncomfortable living in Shandong, the other Asian US State, since it is surrounded by the tyrannical Empire of Myanmar. The messy collapse of the



Soviet Union almost thirty years ago mostly saw the CRCMP flooded with Russian born refugees, but Okinawa also suddenly acquired a larger population of Russian-born residents.

Using Okinawa as the setting does allow for making immediately obvious one of the differences between the real world and Divine Blood. Namely the more obvious extent to which American expansionism went in the 40s before MacArthur went off the rails and established his empire. This might very easily be more bizarre and unusual for some newcomers than the fact that there are Gods and Demons. On the other hand, Okinawans are likely more immediately aware of the supernatural than other Americans because the period of society hunting and/or exploiting supernaturals in the wakes of the Purges did not last nearly as long in Asia as it did in Europe, so the culture is closer to supernatural being public than it is in most parts of the world that were dominated by European cultural. This makes the threat of the reporter slightly less of an issue, but might also explain how a PC reporter knows one of the supernatural PCs with no problem.

However, the eventual location of the school is up to the individual group. Australia and Canada are both multicultural enough to play host to the school. Some countries in Northern, Western and Southern Europe are likewise potential locations. You can also choose to change the names of several of the pre-gens or simply not use them. Succubi are a largely American phenomena as they come into Earth via the American organization Socrates Group but other non-humans or psychics can be used in Jess Kara's place.

Another option that has been taken by some groups is to set the scenario and game entirely outside of the canon of the Divine Blood fiction. There is at least one campaign in existence that has set itself in a world where all the supernatural groups are obvious public knowledge. This meant that they ignored entirely the reporter subplot and mostly focused on the subplot of helping Jess Kara calm down and getting the absolute best booth of the fair. They then went on to running a hijinks filled school based campaign. This is perfectly

acceptable. The RPG scenarios are written under the assumption that the Divine Blood fiction is canon, but that is something I, as the author, only enforce on myself. Once the game is in your hands, the canon is whatever you decide it to be.

## CHOOSING CHARACTERS

### Campaign

For a campaign, you might encourage players to create their own characters. The pre-generated characters were created as Ring 11 characters, one step up from the weakest power level. This means characters would start with the following:

- *Five Character Aspects*
- *Five Specialty Aspects*
- *27 Ability Points*
- *3 bonus Expert Advantages*
- *6 Advantage Points*
- *5 Refresh*

It is recommended that you apply a maximum of 4 AP being spent on any one Ability. This will keep most psychic powers limited to the barest levels of development. However, increasing this maximum is not likely to be a problem.

The majority of the characters should be students but having a teacher isn't a bad idea. Alternately a player might want to be an adult not immediately connected to the school. This presents some difficulties with involving that adult during the school day so if you do have a non-school related adult either find excuses for them to be on campus regularly or else focus most of the action on after-school activity with classes and such being flash-backs or subplots.

The assumption is that the characters all know each other and regularly spend time together for one reason or another. As students they could easily share one or more classes (or all classes if the school is formatted the same way Japanese schools are). This doesn't necessarily mean that they are total friends or anything like that, PC conflict can be a good addition to a party and is also a way for one player to funnel Fate Points to another. However, it makes more sense if such



conflict and arguments are more occasional rather than being consistent.

The scenario assumes an intersection of the Community with the mundane public and at least one of the Immortal nations. As such there are a lot of reasonable concepts. On the other hand, some concepts would be difficult to fit in. One of the reasons the succubus is included here is that she is an example of an extremely odd set of circumstances that would lead to a succubus unaware of who and what she was. For that matter, altering canon so that some succubi survived the medieval period is acceptable as well.

It is more difficult if the player wants a species that normally can't pass as human. For example, a Raven would be unable to fit in at a normal public school without help because the wings and bird-talon feet would be a dead give-away that they were not human. However, if said Raven had been born with some shapeshifting abilities, extremely rare but possible, then they might be able to pass as human as well. Such unique characters will come with unique problems that pretty much create their own storylines. However, make sure that these unusual situations do not overshadow the stories of other players' characters.

### **One-Shot**

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When choosing characters for the one-shot scenario you have a couple of options. You can choose to randomly assign characters by the use of cards or dice (there are eight categories of pre-gens with three characters in each category) or you can allow the players to look through the assorted characters and choose the one they desire.

### **Pre-Gen Character Details**

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A lot of the character names chosen are common to Europe and North America and some of the characters are described with a particular description or culture already in mind. If a player wants to change the name and ethnicity of their character, go ahead and let them do so. Also note that a name does not necessarily show a specific ethnicity: if the scenario is set in Okinawa (see below) it is entirely likely that Bruce Walters' politician mother is Asian despite his European name and he might

show that. The characters are also just old enough that with guardian approval and enough money they could have gotten a cosmetic gene-mod to have unusual hair or eye-color or else appear to be a ethnicity that doesn't seem to match their name. The pre-gens are primarily examples and if there is nothing wrong with personalizing them.





## PREGENERATED CHARACTERS

### TEACHERS

#### ELENE CHURCH

Aspects	
<b>Defining</b>	Eager Young Math Teacher
<b>Ambition</b>	Learning Made Fun
<b>Background</b>	First Year Rookie
<b>Conviction</b>	Enthusiasm is the Key
<b>Disadvantage</b>	Idealism or just naievete?

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	2
<b>Craft</b>	2	<b>Knowledge</b>	2
<b>Reasoning</b>	3	<b>Willpower</b>	2
<b>Deception</b>	2	<b>Empathy</b>	3
<b>Persuasion</b>	2	<b>Resources</b>	2
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	0000	<b>Mental</b>	00000
<b>Social</b>	0000	<b>Chi</b>	00

Aspects	
<b>Extraordinary</b>	Infectious Enthusiasm (Persuasion)
<b>Foe</b>	Students Can Smell Fear (Willpower)
<b>Gear</b>	All the Latest Techniques and Aids (Resources)
<b>Help</b>	Parents Just Love Me (Persuasion)
<b>Inferior</b>	Reluctant to be the Bad Guy (Willpower)

#### Expert Advantages:

- *Doctorate (Educational Psychology)* – +2 to Knowledge Overcome rolls and +1 to Maneuvers related to educational psychology.
- *Natural Empath* – +1 to Maneuvers made to read a person's emotional state.
- *Smooth Over* – +2 to rolls made to calm people down

- *Doctorate (Mathematics)* – +2 to Knowledge Overcome rolls and +1 to Maneuvers related to mathematics.

#### Heroic Advantages:

- *See the Soul* – Spend 1 Fate Point to instantly take a free action to perform a Maneuver related to reading a Person. You gain one free Tag on the created Aspect in addition to any other Tags earned.

#### Refresh: 4

Elene is a new math teacher at the school. She has been involved in experiments on psychic phenomena and knows the scientific evidence in support of mild abilities, but she thinks they're mostly little flukes thousands of years of evolution away from being useful for anything. She does not know about the Community or any other psychic group.

#### Suggested Booth Tasks:

- *Supervising the non-player students: Empathy, Persuasion and Craft.*
- *Spreading the word among other adults: Empathy, Persuasion and Reasoning.*
- *Managing Costs and Funds: Knowledge, Reasoning and Willpower.*
- *Covering for the other Players: Deception, Persuasion and Willpower.*

#### Suggested Compels:

"If you accept this Fate Point then...

....Some students decide to cause some problems and make fun of you." Students Can Smell Fear (Empathy)

....Some teachers berate you for being too naïve." First Year Rookie

....you choose not to punish this bully making the other student unhappy." Reluctant to be the Bad Guy (Willpower)

....you get distracted by discussing some obscure math point with a curious student. Eager Young Math Teacher

....you get distracted by a something being sold at a booth that you think you can use in your classes. Make Learning Fun.

....you believe this story the student just told." Idealism or Just Naive?

....you try get too loud in cheering someone up and attract unwanted attention." Enthusiasm is the Key



...the students you just talked to run with your idea and it goes horribly wrong.” Infectious Enthusiasm (Persuasion)

...a bunch of parents see you and want to talk to you about how great your class is.” Parents Just Love Me (Persuasion)

...your at a complete loss of how to talk about this subject because you never trained on it.” All the Latest Techniques and Aids (Resources)

Elene Church as an NPC: Use Elene Church as a Minion (only a Severe Consequence) or Extra (no Consequences). She could be called out as a teacher providing a well-meaning obstacle for characters with teacher problems or as a potential help. She also might just be flavor.

## GRETA VAN HOUT

Aspects	
<b>Defining</b>	Ancient History Teacher
<b>Ambition</b>	You Will Be Challenged
<b>Background</b>	Seen Everything Come and Go
<b>Conviction</b>	Be Strict but Fair
<b>Disadvantage</b>	Cold, Hard Demeanor

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	1
<b>Craft</b>	2	<b>Knowledge</b>	3
<b>Reasoning</b>	2	<b>Willpower</b>	3
<b>Deception</b>	3	<b>Empathy</b>	2
<b>Persuasion</b>	2	<b>Resources</b>	3
<b>Manipulative</b>	-1	<b>Metabolic</b>	-1
<b>Sensitive</b>	-1		

Stress			
<b>Physical</b>	000	<b>Mental</b>	00000
<b>Social</b>	00000	<b>Chi</b>	00

Aspects	
<b>Extraordinary</b>	Literally 700 Years Old (Knowledge)
<b>Foe</b>	Red Tape is Such a Bother (Persuasion)

<b>Gear</b>	Old “Family” Accounts (Resources)
<b>Help</b>	Contacts in the Psychic Community (Persuasion)
<b>Inferior</b>	Prone to Abrasive Behavior (Persuasion)

### Expert Advantages:

- *Academics* – +1 bonus on Knowledge rolls to perform Maneuvers related to history and science.
- *Linguist* – Old High German, Middle English, Latin
- *Precise Memory* – +2 bonus to recall information you’ve previously seen or heard.
- *Scary* – +2 bonus to Persuasion rolls made to Intimidate
- *Eye for Crime* – +2 bonus to Perception rolls made to notice criminal behavior (including breaking school rules).
- *Master of Disguise* – +2 bonus to Deception rolls made to create disguises.

### Heroic Advantages:

- *Absolutely Stunning* – Persistent Aspect of Maternal Beauty(P).

### Power Advantages:

- *Self-Evolving* – Dryad’s Eternity
- *Ageless* – does not age.
- *Resistance* – Dryad’s Health – Resist Disease
- *Improved Resistance* – AR 8 versus Diseases
- *Regeneration* – Dryad’s Recovery – Heal completely from any injury as long as you survive, even lost limbs.
- *Speedy Recovery* – Heal from Physical Consequences as if they were one step lower in severity. Once per scene, instantly clear one Mild Physical Consequence.

### Weaknesses

- All Psychic Abilities reduced to -1
- Psychic Abilities cannot be improved.
- Strength cannot be above 2. Cannot acquire Strength related Advantages.

### Refresh: 2

Greta Van Hout has been alive since the 14th Century when she ate a certain fruit and was infected with a dryad vine. Like most dryads, she’s spent most of her long life avoiding adventure and danger. Unlike a lot of dryads, she has not given into the idea that the only thing she’s good for is having



children. Greta remains looking about twenty-five years old, but has proven capable of disguising herself to look quite a bit older. Greta knows about William Brasco and Jennifer Summers' heritages as the local Community is small and most members know each other here. She is unlikely to recognize Clint as she has never met a Demon despite her age.

#### Suggested Booth Tasks:

- *Supervising the non-player students: Empathy, Persuasion and Craft.*
- *Spreading the word among other adults: Empathy, Persuasion and Reasoning.*
- *Managing Costs and Funds: Knowledge, Reasoning and Willpower.*
- *Covering for the other Players: Deception, Persuasion and Willpower.*

#### Suggested Compels:

"If you accept this Fate Point then..."

"...someone thinks you look like someone in an old photo." Ancient History Teacher

"...the school faculty is bothering you about your social security number again." Red Tape is Such a Bother (Persuasion)

"...you take off your gloves a moment and someone notices the green finger tips." Dryad's Eternity

"...you catch a student you like doing something wrong." Strict but Fair

"...someone accuses you of being a satanist or witch." Contacts in the Psychic Community (Persuasion)

"...someone notices flaws in your disguise of being aged." Dryad's Health

"...you ignore this action for now because it doesn't seem important." Seen Everything Come and Go

"...you command everyone to make their booth tasks more difficult." You will be challenged.

"...you make a slip in conversation that sounds like you witnessed some historical event." Literally 700 years old (Knowledge)

"...you unleash a tide of sarcasm and spite on the person in front of you." Prone to Abrasive Behavior (Persuasion)

Greta Van Hout as an NPC: Use her as a Minion (Severe Consequence only) or Extra (no Consequences). Greta Van Hout can be used to provide some exposition or she can be a strict disciplinarian about rules. Or both. She can be called up for characters with teacher related problems. She's probably likely to be the hardest teacher for kids with teacher issues to deal with. Alternately, if someone like Krystal, Jennifer or William (or even Dima and Torben) makes a Knowledge roll high enough to identify Jess as a Succubus, Greta can definitely tell them that succubi are extinct.

### TIMON BRANDON

Aspects	
<b>Defining</b>	Easy-going Track Coach
<b>Ambition</b>	Live the Easy Life
<b>Background</b>	Just Missed the Olympic Team
<b>Conviction</b>	You Lose the Important Things to Drive
<b>Disadvantage</b>	Lost Motivation

<b>Agility</b>	3	<b>Endurance</b>	3
<b>Perception</b>	2	<b>Strength</b>	2
<b>Craft</b>	2	<b>Knowledge</b>	2
<b>Reasoning</b>	3	<b>Willpower</b>	2
<b>Deception</b>	2	<b>Empathy</b>	2
<b>Persuasion</b>	2	<b>Resources</b>	1
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	00000	<b>Mental</b>	0000
<b>Social</b>	000	<b>Chi</b>	00

Aspects	
<b>Extraordinary</b>	More Reliable than he Seems (Willpower)
<b>Foe</b>	Still in Great Shape (Agility)
<b>Gear</b>	The Parents do Nothing but Complain (Persuasion)
<b>Help</b>	Trophies of Old Victories (Resources)



<b>Inferior</b>	The Kids Love Him (Persuasion)
<b>Extra</b>	Oversights Abound (Reasoning)

### Expert Advantages:

- *Fleet of Foot* – +2 Bonus to Run actions
- *Athlete* – +1 to Strength and Agility rolls for running, climbing, lift objects and perform sports such as baseball, football and soccer.
- *Bureaucratic Hero* – +2 to attempts to circumvent red tape
- *Hide in Plain Sight* – +2 to hide in a stationary position.

### Heroic Advantage:

- *He Was Just Here* – If not being directly observed make a Reasoning or Agility Overcome check against a Difficulty of 3. Other bonuses to Stealth apply.
- *Failure* – Succeed with serious cost, or fail.
- *Tie* – Gain a Boost related to momentarily being hidden.
- *Success* – You may spend a Fate Point to remove yourself from the scene.
- *Success with Spin* – You do not need to spend a Fate Point to remove yourself from the scene.

### **Refresh: 4**

Timon much of the first part of his life chasing the dream of Olympic Gold. He was good, he was very, very good. Unfortunately, the better he got, the more obsessed he got. Tragedy struck when his fiancée was in a car accident while he was training. He'd seen her call his cell phone and ignored the call because he was busy. He wonders if he could have called an ambulance to get to her in time if he had taken that call. Since then he's become a slacker with a somewhat carefree seeming attitude. He keeps his past to himself and tries to put off that he's a happy go lucky guy. Timon is unaware of the supernatural aside from the occasional headlines about recent studies, but doesn't pay those much attention.

### Suggested Booth Tasks:

- *Delegating tasks to NPCs: Deception, Empathy, Reasoning*
- *Finding effective short cuts to the work: Knowledge, Reasoning, Craft*
- *Getting refreshments for the team: Resources, Empathy, Reasoning*

- *Covering for other Students: Deception, Empathy, Reasoning.*

### Suggested Compels:

"If you accept this Fate Point then...

"...you slack off and don't finish this booth challenge." Lost Motivation

"...some students stop you to complain about encouraging bad behavior in students." Parents do nothing but Complain(Persuasion)

"...someone recognizes you from your days of glory." Just Missed the Olympic Team

"...a mutual friend of your fiancée's and yours spots you and wants to reminisce." You Lose the Important Things to Drive

"...some punk steals one of your medals out of your office." Trophies of Old Victories (Resources)

"...you do something ill-advised to prove you're still in good shape." Still in Good Shape (Agility)

"...you decide to help out a student with a problem that isn't yours." More Reliable than he Seems (Willpower)

"...slip away from view while the principal is looking away." Live the Easy Life

"...something goes wrong because you were cutting corners earlier." Oversights Abound (Reasoning)

"...a bunch of kids see you and want to hang out." The Kids Love Him (Persuasion)

Timon Brandon as an NPC: Use Timon Brandon as a minion (Severe Consequence only) or extra (no Consequences). Timon is unlikely to cause an intentional obstacle. Players might decide to go to a teacher for help go to him. He might end up slacking off of helping them or being a big aid. He might also present an easy obstacle for characters with teacher related problems.

## REPORTERS

### ADRIAN ROCHA

Aspects	
<b>Defining</b>	Icon of Local Reporting



<b>Ambition</b>	To Be the Heart and Soul of the Town
<b>Background</b>	Been on TV as Long as Anyone Can Remember
<b>Conviction</b>	I Set the Standards
<b>Disadvantage</b>	Conservatively Judgmental

<b>Agility</b>	1	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	2
<b>Craft</b>	2	<b>Knowledge</b>	3
<b>Reasoning</b>	2	<b>Willpower</b>	2
<b>Deception</b>	2	<b>Empathy</b>	2
<b>Persuasion</b>	3	<b>Resources</b>	3
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

<b>Stress</b>			
<b>Physical</b>	0000	<b>Mental</b>	0000
<b>Social</b>	000000	<b>Chi</b>	000

<b>Aspects</b>	
<b>Extraordinary</b>	Finger on the Local Pulse (Empathy)(P)
<b>Foe</b>	Pound the Nail that Sticks Out (Persuasion)
<b>Gear</b>	Excellent Wardrobe (Resources)
<b>Help</b>	Loved by the Locals (Persuasion)
<b>Inferior</b>	All Human Interest, No Substance (Knowledge)

#### Expert Advantages:

- *Well-Known* – +2 Bonus on the first Persuasion roll made against someone who's heard of you.
- *Favored Rival (Societal Outcasts)* – +1 to all rolls in Social Conflicts against Societal Outcasts
- *Silver Tongue* – +1 to Maneuvers or Overcome rolls made to change someone's mind.
- *Preceding Reputation* – +1 on Social attacks if your identity is known to everyone present.

#### Heroic Advantages:

- *Opportunist* – Once per scene during a conflict, perform a Maneuver against an opponent as a free action.

**Refresh: 4**

Adrian Rocha is a fixture on local television. He goes to all the big festivals and fairs, always shining a spot light on the uniqueness of their town. He has been around for going on fifty years now and he is as popular now as he's ever been. He comes from a slightly older time and an older way of life, but that doesn't stop him from taking part in today. He owns a restaurant in addition to his job as a TV personality. Adrian has watched psychic research rise from being a joke into what is now a rather legitimate field of study. He has even interviewed psychics that did work with the police, though he's never been quite convinced of what they were capable of. Of course, he has no real experience with the supernatural.

#### Suggested Booth Tasks:

- Interview the students about their booth: Persuasion, Empathy, Knowledge.
- Interview customers coming by the booth: Persuasion, Empathy, Reasoning
- Cover for the other characters: Deception, Reasoning, Empathy
- Poll fair-goers about favorite booths with leading questions: Deception, Empathy, Persuasion

#### Suggested Compels:

"If you accept this Fate Point then..."

"...someone recognizes you and comes by hoping to get on camera." Been on TV as long as Anyone can Remember

"...your camera man wants to follow you while you handle something you want to be private." Icon of Local Reporting

"...someone complains about you being accepting of X minority group or cause." I Set the Standard

"...you make an unfortunate comment about someone of X minority group." Conservatively Judgmental

"...your suit gets ketchup all over it." Excellent Wardrobe (Resources)

"...another reporter appears and insults your broadcasts." All Human Interest, No Substance (Knowledge)

"...you encourage someone to hide what makes them different so they fit in." Pound the Nail that Sticks Out (Persuasion)

"...you realize that some of your recent broad-



casts have encouraged bigotry.” Finger on the Local Pulse (Empathy)(P) – No Fate Point for this due to persistent.

“...you are distracted from your current task by the need to report on something.” To be the Heart and Soul of the Town

“...you get surrounded by people looking for autographs.” Loved by the Locals (Persuasion)

Adrian Rocha as an NPC: Use him as a Minion (Sever Consequence only) or Extra (no Consequences). He is likely to be simple flavor and an obstacle in trying to get from point A to point B. On the other hand, he might be something the players use as an obstacle for the antagonist. As an NPC he isn't hateful so much as he is conservative and ignorant.

Adrian Rocha as an Antagonist: Use him as a Boss (Minor, Major and Severe Consequences). He's actively bigoted but hides it very well. He will be trying to get Jess Kara on TV in hopes that she'll have a breakdown and be marked as a freak. He doesn't know she's non-human, but if that gets revealed he will feel even more vindicated and start to look for more non-humans. He will do so trying to appear to be a friendly, warm-hearted person.

## MIKI KWAN

Aspects	
<b>Defining</b>	Ambitious Would Be Investigative Journalist
<b>Ambition</b>	There's a Pulitzer with My Name on It
<b>Background</b>	History of Struggle
<b>Conviction</b>	Cutting a Few Corners Never Hurt Anyone
<b>Disadvantage</b>	Nagging Sense of Morality

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	2
<b>Craft</b>	2	<b>Knowledge</b>	2
<b>Reasoning</b>	2	<b>Willpower</b>	3
<b>Deception</b>	3	<b>Empathy</b>	2

<b>Persuasion</b>	2	<b>Resources</b>	2
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	0000	<b>Mental</b>	00000
<b>Social</b>	0000	<b>Chi</b>	00

Aspects	
<b>Extraordinary</b>	Has a Twisted Way With Words(Deception)
<b>Foe</b>	My Superiors Find Me Abrasive (Persuasion)
<b>Gear</b>	Pocket-Sized Audio Recorder (Resources)
<b>Help</b>	A Press Pass Opens Doors (Persuasion)
<b>Inferior</b>	Privacy is Passé (Empathy)

### Expert Advantages:

- *Con-Man* – Use Deception instead of Empathy for Maneuvers and Overcome rolls to read people.
- *Sticky Fingers* – +2 Bonus on rolls to pick pockets or filch unattended objects
- *Fast Talker* – +2 Bonus to rolls made to get someone to believe your lies.
- *Striking Looks* – +2 on Persuasion rolls against people who are sexually attracted to you.

### Heroic Advantages:

- *Tenacious* – When attacked in a Mental Conflict, suffering a Mental Consequence reduces Stress by +1.
- *Minor Consequences* reduce Mental Stress by 3.
- *Major Consequences* reduce Mental Stress by 5
- *Severe Consequences* reduce Mental Stress by 7
- *Extreme Consequences* reduce Mental Stress by 9

### Refresh: 4

Miki Kwan is driven on becoming a serious, well-recognized reporter. She wants to blow the lid on some story somewhere. However, she does run into the problem that she can't seem to hide her sarcasm and acid tongue around her bosses and she's rather new. For now she's stuck on human interest stuff, but she's bound and determined to escape that beat. Sometimes, her sense of morality has prevented her from taking the step she needs to take to become a truly great reporter. She is really



sometimes callous and unaware about the consequences of her behavior, but she won't deliberately hurt people. Miki believes in psychic phenomena and has heard rumors about some of the government projects for training them, but she has no idea about the extent of the supernatural world.

#### Suggested Booth Tasks:

- Interview the students about their booth: *Persuasion, Empathy, Knowledge.*
- Interview customers coming by the booth: *Persuasion, Empathy, Reasoning*
- Cover for the other characters: *Deception, Reasoning, Empathy*
- Poll fair-goers about favorite booths with leading questions: *Deception, Empathy, Persuasion*

#### Suggested Compels:

"If you accept this Fate Point then...

"...you decide to go poking around the school office looking for some sort of scoop." Ambitious Would Be Investigative Journalist

"...you press an issue a friend wants to keep private." Privacy is Passé (Empathy)

"...your boss calls you away from the fair." History of Struggle

"...you choose not to expose a particular secret you just found." Nagging Sense of Morality

"...you promise to not to expose someone, but you still take notes on the story." There's a Pulitzer with my name on it.

"...your recorder, and all the recorded notes and conversations on it, is stolen." Pocket Sized Audio Recorder (Resources)

"...your superiors threaten to fire you if you don't do something." My Superiors Find me Abrasive (Persuasion)

"...someone takes offense to you because you're a 'blood-sucking reporter'" A Press Pass Opens Doors (Persuasion)

"...you choose not to ask some questions to confirm something." Cutting a Few Corners Never Hurt Anyone

"...someone believes you're lying even when you're not." Has a Twisted Way With Words (Deception)

Miki Kwan as an NPC: Use her as a Minion (Sever Consequence only) or Extra (no Consequences). She's a time-waster for the most part. On the other hand, she might be used to sic on the antagonist reporter like a rabid newshound since bringing down another reporter would be something she could get in on. As an NPC, her she'll care a lot more about what's right than as an antagonist.

Miki Kwan as an Antagonist: Use her as a Boss (Minor, Major and Severe Consequences). As an antagonist, Miki is pretty much an amoral bitch. She doesn't care about anyone but her own fame and glory and she will have moments where she has a nagging conscience, maybe and can be convinced to look away, but for the most part she doesn't care.

## TORBEN BELENOS

Aspects	
<b>Defining</b>	Conspiracy Theorist Blogger
<b>Ambition</b>	I'll Prove This is All Real
<b>Background</b>	Ridiculed as a Flake
<b>Conviction</b>	Go to Any Lengths to Get the Info
<b>Disadvantage</b>	Tunnel-Vision

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	2
<b>Craft</b>	3	<b>Knowledge</b>	2
<b>Reasoning</b>	3	<b>Willpower</b>	3
<b>Deception</b>	3	<b>Empathy</b>	2
<b>Persuasion</b>	1	<b>Resources</b>	1
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	0000	<b>Mental</b>	000000
<b>Social</b>	00	<b>Chi</b>	000

Aspects	
<b>Extraordinary</b>	Always Calculating and Concluding (Reasoning)
<b>Foe</b>	The Sheep Think I'm Weird (Persuasion)



<b>Gear</b>	Lots of Improvised Gear (Resources)
<b>Help</b>	A Seeker of the Truth in Out There Places (Persuasion)
<b>Inferior</b>	Not All His Conclusions are Accurate (Knowledge)

### Expert Advantages:

- *Stealthy* – +1 to rolls to avoid notice.
- *Occult* – +1 to bonus to all Knowledge rolls regarding psychic phenomena. The applies to Maneuvers and Overcome rolls.
- *Black Hat* - +2 bonus on all rolls to hack into a secure computer system.
- *Shadow* – +2 bonus on all rolls to follow or sneak up on another person unseen.

### Heroic Advantages:

- *I've Got Just the Thing* – You can spend a Fate Point to declare you have a tool appropriate to your current task. This tool grants you a +2 to the roll.

### **Refresh: 4**

Torben has always believed that there are some strange things out there, and he has actually witnessed a lot of those strange things. Unfortunately, nobody seems to believe him. If he were honest, he'd admit that he has troubles believing a lot of what he's seen. It might even be said that a lot of his actions are meant for him to find proof for himself at least. He's a smart enough person with a flair for tinkering and creating odd ball things, and he's thought a lot about some of the stuff he's seen. His conclusions are mixed result of jumping to conclusions and obsession fueled delusion. He does not have any actual knowledge of the supernatural or contacts in that group, except, possibly, some of the other PCs.

### Suggested Booth Tasks:

- *Help out building the booth: Craft, Knowledge, Reasoning*
- *Spread word about the booth: Persuasion, Empathy, Knowledge*
- *Cover for the other characters: Deception, Reasoning, Empathy*
- *Blog about the booth: Craft, Persuasion, Knowledge*

### Suggested Compels:

"If you accept this Fate Point then..."

"...you believe that there is a major conspiracy at work and rant about it." Conspiracy Theorist Blogger

"...decide to try and sneak in some pictures of any of the non-human characters' odd physical traits in order to post online later." I'll Prove This is All Real.

"...security is called to escort you off the grounds." The Sheep think I'm Weird (Persuasion)

"...you tell Jess that she's obviously an alien." Not All His Conclusions are Accurate (Knowledge)

"...another reporter brings up your reputation." Ridiculed as a Flake

"...do something ill-advised to get a photograph or video." Go to Any Lengths to Get the Info

"...get distracted by trying to figure out what's going on." Always Calculating and Concluding (Reasoning)

"...your gear has a serious malfunction" Lots of Improvised Gear (Resources)

"...you choose not to ask some questions to confirm something." Cutting Corners Never Hurt Anyone

"...you are so focused on your task that you don't notice someone in trouble." Tunnel-Vision

"...You choose to believe a real explanation is just a hoax concealing the real truth." A Seeker of the Truth in Out There Places (Persuasion)

Torben Belenos as an NPC: Use him as a Minion (Sever Consequence only) or Extra (no Consequences). He's likely to be a time waster. Alternately, he might be trying to help with calming Jess down and informing her what's going, in which case he acts as an obstacle for a PC who has REAL knowledge and is trying to impart that since his knowledge is incomplete and flawed. As an NPC he is a bit of kook but still knows right and wrong.

Torben Belenos as an Antagonist: Use him as a Boss (Minor, Major and Severe Consequences). As an antagonist, Torben is potentially dangerous on a physical level and is on the verge of becoming a Van Helsing (but don't highlight that too much since it might harm the comedic mood of the scenario). His paranoia and delusions



are to a clinical degree and he will literally do anything to get the proof he needs.

## OUTCAST KIDS

### CLINT FAERBOLG

Aspects	
<b>Defining</b>	Gung-Ho Half-Demon
<b>Ambition</b>	To Be What a Demon Should Be
<b>Background</b>	Kid of a Working Class Demon
<b>Conviction</b>	Demons are Warriors, Not Merchants
<b>Disadvantage</b>	Never Been in a Real Crisis

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	3
<b>Craft</b>	2	<b>Knowledge</b>	2
<b>Reasoning</b>	2	<b>Willpower</b>	2
<b>Deception</b>	1	<b>Empathy</b>	2
<b>Persuasion</b>	2	<b>Resources</b>	2
<b>Manipulative</b>	0	<b>Metabolic</b>	2
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	00000	<b>Mental</b>	0000
<b>Social</b>	0000	<b>Chi</b>	0000
<b>Vitae</b>	000	Unskilled Vitae (P)	

Aspects	
<b>Extraordinary</b>	Boxing Classes Every Week (Strength)
<b>Foe</b>	Trouble with Authority (Persuasion)
<b>Gear</b>	Leather Jacket (Resources)
<b>Help</b>	Cadre of Buddies (Persuasion)
<b>Inferior</b>	"Mom, Demons Don't Bake Cookies" (Persuasion)

#### Expert Advantages:

- *Hard Style* – Fists have Weapon Rating 2.
- *Fearless* – You gain a +2 bonus on Willpower rolls to Defend against Fear.
- *Quick Step* – You do not suffer a penalty for

taking a supplemental action to move before or after an attack.

#### Heroic Advantages:

- *Half-Demon* – Child of the Demoneess of Baking – Grants an extra Aspect and Life-Force Stress Track
- *Enhanced Smell* – Inherited a Baker's Nose. When Active, grants the Enhanced Smell(P) Aspect. Activation Difficulty: Metabolic 4

#### **Refresh: 2**

Not every God and Demon has earned a place in legends. That's something only the warriors, spies and sorcerers have done. There are thousands more Gods and Demons whose names appear in no stories. Clint's mother is one such Demon. Myra Faerbolg is, as her name suggests, one of the tribe of Demons that used to spend a lot of their time in Ireland competing with the sidhe and the Celtic Gods. Her realm is, embarrassingly enough, Bakery, and she currently runs a rather popular bakery in town. For his part, Clint is determined to be a warrior among the Immortals and he goes into a fit whenever his mother behaves so...mundanely. And everybody in town knows his mother's bakery. He has to be extra tough just to deal with THAT embarrassment. Clint is not part of the Community, though he recognizes Ms Van Hout as a dryad and Jennifer Summers as a Lemurian.

Clint's mother is a civilian, but she can be a citizen of either Yomi (home of the Demons) or Nirvana (home of the Gods) as the player prefers since Demons exist on both sides. It doesn't affect the scenario.

#### Suggested Booth Tasks:

- *Get mom to supply refreshments:* Persuasion, Resources and Willpower
- *Get out of work without disrupting the booth:* Deception, Agility, Willpower
- *Cover for the other characters:* Deception, Reasoning, Empathy
- *Sabotage other Booths:* Craft, Knowledge, Deception

#### Suggested Compels:

"If you accept this Fate Point then..."

"...you refuse to back down from this fight." To Be What a Demon Should Be

"...you insult Greta Van Hout as a useless dryad." Trouble with Authority (Persuasion)



“...your mother is on sight and catches you misbehaving.” “Mom, Demons don’t bake cookies” (Persuasion)

“...your buddies convince you to go cause trouble with them.” Cadre of Buddies (Persuasion)

“...someone tries to steal your leather jacket.” Leather Jacket (Resources)

“...you decide to brag.” Gung Ho Half-Demon

“...over-training yesterday results in a suddenly strained muscle.” Boxing Classes Every Week (Strength)

“...You are distracted by the smell of good baking across the fair.” Inherited a Baker’s Nose

“...you produce red Vitae sparks because you’re so angry.” Unskilled Vitae(P) – No Fate Point for this one because it is Persistent. It costs a Fate Point to deny this Compel.

“...you freeze up and lose this turn because you’re unprepared.” Never been in a Real Crisis

“...in a fit of pride you call Jennifer Summers a Deep One.” Demons are Warriors, Not Merchants

Clint Faerbolg Belenos as an NPC: Use him as a Minion (Sever Consequence only). He may come with a bunch of Schoolyard Bullies with stats of 2 as Extras. Clint is out to prove how tough he is, so any character that could be conceived as having an aggressive streak could find him picking a fight with him. Clint’s mother is a citizen of either Yomi or Nirvana (depending on which is desired) so he would know people that could tell people what Jess is. However getting that out of Clint is really difficult since he finds his mother to be an embarrassment.

## DIMA ZAMAN

Aspects			
<b>Defining</b>	Gothy Gamer Girl		
<b>Ambition</b>	Write the Perfect Game		
<b>Background</b>	Third Generation Gothic Life-Style		
<b>Conviction</b>	I Do What I Will		
<b>Disadvantage</b>	Full Blown New Ager		
<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	3	<b>Strength</b>	2

<b>Craft</b>	2	<b>Knowledge</b>	2
<b>Reasoning</b>	2	<b>Willpower</b>	2
<b>Deception</b>	3	<b>Empathy</b>	2
<b>Persuasion</b>	2	<b>Resources</b>	2
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	0000	<b>Mental</b>	0000
<b>Social</b>	0000	<b>Chi</b>	00

Aspects	
<b>Extraordinary</b>	Open-Minded to the Existence of Strange Things(Reasoning)
<b>Foe</b>	Hey, I’m gothy and stuff! Stop Ignoring me! (Persuasion)
<b>Gear</b>	This is my Portable Gaming Rig (Resources)
<b>Help</b>	Video Gamers and Tabletop Gamers Unite! (Persuasion)
<b>Inferior</b>	Close-Minded to the Possibility my Beliefs are Wrong (Reasoning)

### Expert Advantages:

- *Scary* – +2 Bonus to Persuasion rolls meant to intimidate people.
- *Chewbacca Defense* – Can use Deception to block Reasoning actions.
- *In the Name of Occultism* – +2 on all social rolls in which you need to convince another to do as you say as regards the occult.
- *Linguist* – Speaks Latin, Japanese and Arabic

### Heroic Advantages:

- *Geek Speak* – Once per scene add a +3 bonus to any Persuasion or Deception roll to convince someone of a fact in regards to some mystical topic.

### Refresh: 4

Dima’s family has been involved in the gothic life-style for generations which is rather unusual for an Arabic family. Dima and her parents are complete New Agers, people who believe in psychic abilities but have little to know actual knowledge. They are absolutely convinced of what they do “know” however, and will be quick to point out how



wrong other people are. Most of their knowledge is based in lore from the Middle East and they tend to dismiss the modern scientific experiments as well as a lot of other myths as people who are mistaken. Dima's real passion, however, is gaming. For her it's mostly video games, but she does tabletop gaming as well. She wants to be a game designer when she gets out of high school.

#### Suggested Booth Tasks:

- *Program an animated display:* Craft, Empathy, Persuasion
- *Create a simple video game for people to try out or buy:* Craft, Knowledge, Empathy
- *Cover for the other characters:* Deception, Reasoning, Empathy
- *Spread the Word about the Booth:* Persuasion, Empathy, Willpower

#### Suggested Compels:

"If you accept this Fate Point then...

"...you make your parts of the booth way too gothy." Third Generation Gothic Life-Style

"...get caught up in a video game instead of doing work." This is my Portable Gaming Rig (Resources)

"...get distracted by a conversation with another gamer." Video Gamers and Tabletop Gamers Unite! (Persuasion)

"...you tell Jess that she's a Jinn or something similar." Full Blown New Ager

"...argue with someone who really knows that they're wrong about psychic abilities" Close-Minded to the Possibility my Beliefs are Wrong." (Knowledge)

"...sympathize with an NPC or Antagonist Torben Belenos about strange things." Open-Minded to the Existence of Strange Things (Reasoning)

"...make the game you developed to sell at the Booth overly complicated so that you don't quite finish." Write the Perfect Game

"...ignore instructions to do something important." I do what I will

"...get offended because someone just ignored you." Hey, I'm gothy and stuff! Stop ignoring me! (Persuasion)

"...you get distracted by a booth suited to your tastes." GothY Gamer Girl

Dima Zaman as an NPC: Use her as a Minion (Sever Consequence only) or Extra (no Consequences). Dima can be used as a faulty exposition giver, giving the characters really bad advice. She can also act as an obstacle for anybody trying to give real information on the psychic reality. She has a lot of advantages that make it easy for her to argue her point so she can make the truth about the supernatural look like nonsense compared to what she says.

## CHEI GREEN

Aspects	
<b>Defining</b>	Low-Income Thug
<b>Ambition</b>	Get Out of the Trap
<b>Background</b>	Never Had Much Money
<b>Conviction</b>	Everything's a Fight
<b>Disadvantage</b>	Bad Boy Habits

<b>Agility</b>	2	<b>Endurance</b>	3
<b>Perception</b>	2	<b>Strength</b>	3
<b>Craft</b>	2	<b>Knowledge</b>	2
<b>Reasoning</b>	3	<b>Willpower</b>	3
<b>Deception</b>	2	<b>Empathy</b>	2
<b>Persuasion</b>	2	<b>Resources</b>	1
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	000000	<b>Mental</b>	000000
<b>Social</b>	000	<b>Chi</b>	00

Aspects	
<b>Extraordinary</b>	Hidden Sense of Honor (Willpower)
<b>Foe</b>	Everybody thinks I'm a Criminal (Persuasion)
<b>Gear</b>	Always Have a Lighter (Resources)
<b>Help</b>	Girls Like Bad Boys (Persuasion)
<b>Inferior</b>	Aggression Rises to the Top (Willpower)



**Expert Advantages:**

- *Fearless* – +2 bonus to Willpower rolls resisting fear.
- *Burglar* – Gain a +1 bonus on all rolls to break into a location undetected or to place maneuvers while casing a place.
- *Weapon Specialist* – Unarmed. +1 to attacks while Unarmed.
- *Soft Style* – +1 Defense against melee attacks.

**Heroic Advantages:**

- *Resilient* – You can take one extra Minor Physical Consequence.
- *Toughness* – Each Physical Consequence reduces 1 extra Stress.
  - Minor Consequences reduce Stress by 3
  - Major Consequences reduce Stress by 5
  - Severe Consequences reduce Stress by 7
  - Extreme Consequences reduce Stress by 9

**Refresh: 2**

Chei is probably the largest teenager in the area and most of his bulk is thick and tested muscle. He lives in the poorer part of the neighborhood that the school serves and has grown up having to fight for a lot of things. At this point he's gotten used to having to fight for everything he has and wants. Most people think he's little more than a dumb thug, but he's a lot more clever than he appears. He's as aware of metaphoric battles as he is of physical ones. He especially has become familiar with his battle to keep his anger in check. He wants more than anything to get out of the slums and to a place where at least he doesn't have to worry about a physical fight anymore.

**Suggested Booth Tasks:**

- *Help with the manual labor:* Craft, Endurance, Willpower
- *Handle Booth Security:* Strength, Persuasion, Willpower
- *Cover for the other characters:* Deception, Reasoning, Empathy
- *Spread the Word about the Booth:* Persuasion, Empathy, Willpower

**Suggested Compels:**

"If you accept this Fate Point then..."

"...your lighter is stolen and used to start a fire."  
Always Have a Lighter (Resources)

"...you get distracted by some girls flirting with you."  
Girls Like Bad Boys (Persuasion)

"...you get accused of something by a teacher."  
Everyone Thinks I'm a Criminal (Persuasion)

"...you see some kid getting bullied and interfere."  
Hidden Sense of Honor (Willpower)

"...you refuse to back down about some course of action."  
Everything's a Fight

"...you decide to physically threaten the antagonist reporter and have to be restrained or cause a scene"  
Aggression Rises to the Top (Willpower)

"...you don't have enough money to enter the contest you want to enter."  
Never Had Much Money

"...you try to steal the proceeds from some other group's booth."  
Bad Boy Habits

"...you accept a bribe to give a reporter some information."  
Low-Income Thug

"...someone from your neighborhood shows up to make trouble."  
Get Out of the Trap

Chei Green as an NPC: Use him as a Lieutenant (Minor and Severe Consequences only). Chei can be used as a physical obstacle for some characters accidentally angering him and bringing his aggression out. Chei is pretty hard to bring down though.

**NERDS****KRYSTAL OSPREY**

Aspects	
<b>Defining</b>	Self-Taught Shaper
<b>Ambition</b>	To Be a Real Sorceress
<b>Background</b>	Found an Old Book at a Garage Sale
<b>Conviction</b>	Clarke's Law All the Way
<b>Disadvantage</b>	Borderline New Ager

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	1
<b>Craft</b>	2	<b>Knowledge</b>	2
<b>Reasoning</b>	3	<b>Willpower</b>	3
<b>Deception</b>	2	<b>Empathy</b>	2



<b>Persuasion</b>	1	<b>Resources</b>	1
<b>Manipulative</b>	1	<b>Metabolic</b>	0
<b>Sensitive</b>	2		

<b>Stress</b>			
<b>Physical</b>	000	<b>Mental</b>	000000
<b>Social</b>	000	<b>Chi</b>	0000

<b>Aspects</b>	
<b>Extraordinary</b>	Mind Built for Shaping (Sensitive)
<b>Foe</b>	Overlooked by the Cool Kids (Persuasion)
<b>Gear</b>	Old Sorcerer's Tome (Resources)
<b>Help</b>	Eccentric but Adorable in the Eyes of Adults (Persuasion)
<b>Inferior</b>	Overabundance of Unnecessary Mysticism (Reasoning)

#### Expert Advantages:

- *Circle Expert* – +2 to create, analyze or use circles in regards to psychic Abilities.
- *Bookworm* – +2 bonus on all rolls to research while in a library.
- *Digital Spider* – +2 bonus on all rolls to research information on a computer network.

#### Heroic Advantages:

- *Shaping* – *Shaping Rituals*
- *Master Shaper* – +2 bonus for casting Rituals and activating Ritual Powers
  - 12 Ritual Points
  - Imbue Zone (6 Points)
  - Additional Properties, *Somebody Else's Problem Area(P)*, *Spooky Phenomena(P)*
    - Accelerated Ritual, Ritual Rolls take 5 minutes
    - Clairvoyance – Astral Projection (6 Points)
    - Tethered Senses – May leave body and travel up to 8 zones away from your body.
      - Clairvoyance – Vision only
      - Invisible Sensor – Her projected body is invisible except to those that can see spirits.
        - Accelerated Ritual, Ritual rolls take 5 minutes

#### **Refresh: 4**

Krystal is a brilliant kid with an innate talent for shaping, the ritualistic manipulation of raw Life-Force, though she doesn't have any particular psychic Talent herself. While looking around, she found an interesting old book at a garage sale and purchased it. Since then she's been

teaching herself how to use the knowledge in the book. She's looked at as eccentric by most people and she talks rather fast, and is very bright eyed and bushy tailed. She's learned a couple of simple rituals, but most of her practice is still overloaded with unnecessary mysticism that buries the procedures that are actual doing the work.

Warning: Krystal's shaping rituals are probably the most complex system included in these characters.

Using Shaping Rituals: Shaping rituals are performed as a Challenge using three Abilities. Craft, Knowledge and either Sensitive or Manipulative. All three rolls must be completed in order to use the ritual. The Difficulties of each roll are based on what it would cost to purchase the power itself.

For Krystal this is as follows:

- *Somebody Else's Problem Area Ritual*
  - Craft Difficulty 5
  - Knowledge Difficulty 5
  - Sensitive Difficulty 6
- *Spooky Phenomena Ritual* – Manipulative
  - Craft Difficulty 4
  - Knowledge Difficulty 4
  - Sensitive Difficulty 6
- *Astral Projection Ritual* – Sensitive
  - Craft Difficulty 5
  - Knowledge Difficulty 6
  - Sensitive Difficulty 6

All of Krystal's rituals are bought Accelerated so each roll takes her five minutes to make. If she wants to take more time, she can perform maneuvers in order to place Aspects and make each task easier. These can be anything you want, but some suggestions are as follows:

Suggested Maneuvers: Study the Book, Draw an Enhancing Circle, Clean the Ritual Area, Sketch out the circle plan first, Meditate for Focus, Double Check Everything

Each Maneuver on the ritual also takes five minutes. As such, Krystal's rituals take 15 minutes minimum (three Challenge rolls, no Maneuvers) + 5 minutes for every Maneuver she takes to aid the effort.

Note that Krystal gets a +2 bonus on all ritual rolls and if she maneuvers to create any kind of circle, she gets a +2 bonus just from using the circle.



**Ceremony:** There are two parts to any ritual. There's the part that is pure technique and predictable result that is the core of the process of both magic and shaping. Then there's the part that the individual magician or shaper uses to help themselves focus on the desired outcome.

This ceremony is a visualization and focusing tool first and foremost. They are most heavily depended upon by more inexperienced ritualists, but over time they become a sort of habit and still provide some use for even the experts to get in the right state of mind.

Most of Krystal's ceremony is clutter and distraction, but a good roleplay can still earn you a +1 bonus to the ritual rolls.

**Failing at the Challenge rolls:** Failing at one of the three challenge rolls does not necessarily mean that the ritual will fail. For one thing, you can opt to take a success with serious cost on any of the three rolls. The GM has some suggested serious costs. You can allow the ritual as a whole to fail at any time by simply stopping it without finishing it.

**Activating the Power:** Once you have completed the ritual, you roll one of your Psychic Abilities to activate the Power. You get a +2 to this roll because of Master Shaper. Failing on these rolls causes you to suffer Chi Stress.

- *Somebody Else's Problem Area – Sensitive Difficulty 4.*
- *Spooky Phenomena – Manipulative Difficulty 4*
- *Astral Projection – Sensitive Difficulty 6*

### Ritual Effects:

- *Somebody Else's Problem Area – Creates a Persistent Aspect of Somebody Else's Problem Area(P) on the affected zone. This causes people outside the area to tend to ignore it and look past it. This is great for creating an area of relative privacy, but someone determined to look for you will possibly still look through it.*
- *Spooky Phenomena – This creates a Persistent Aspect of Spooky Phenomena(P) on the affected zone. This creates cold spots, floating lights, strange smells and sounds and a general feeling of spookiness. Krystal created this ritual out of her mistakes, but it would be great for a haunted house or to scare people away.*
- *Astral Projection – Krystal leaves her body and can travel out to see what's going on up to*

*8 zones away. She cannot hear when astrally projecting, only see. Nor can she affect the world around her. However, she can fly at her running speed. While projecting, Krystal is unaware what goes on around her body.*

### Suggested Booth Tasks:

- *Create Some Advertisements using Shaping: Craft, Knowledge, Manipulative*
- *Help Build the Booth: Craft, Endurance, Knowledge*
- *Cover for the other characters using the Someone Else's Problem Area: Craft, Knowledge, Sensitive*
- *Spread the Word about the Booth: Persuasion, Empathy, Willpower*

### Suggested Compels:

- “If you accept this Fate Point then...”
  - “...someone comes looking for you about a garage sale.” Found an Old Book at a Garage Sale
  - “...some bully tries to steal your book.” Old Sorcerer's Tome (Resources)
  - “...the teacher thinks you're being creative when you tell them about the evil reporter.” Eccentric but Adorable in the Eyes of Adults(Persuasion)
  - “...you tell Jess she's obviously possessed by an entity.” Borderline New Ager
  - “...you get distracted with arguing metaphysics and physics with someone.” Clarke's Law All the Way
  - “...the kid you're talking to doesn't pay attention to what you're saying.” Overlooked by the Cool Kids (Persuasion)
  - “...start talking about how you're learning real 'magic' in front of the wrong people.” Going to be a Real Sorceress
  - “...get distracted by trying to invent a new ritual.” Mind Built for Shaping (Sensitive)
  - “...somehow, your astral projection is visible...and naked.” Self-Taught Shaper
  - “...you don't try to go into a building or room because you think you need an invitation.” Overabundance of Unnecessary Mysticism (Reasoning)
- Krystal Osprey as an NPC: Use her as a Minion (Severe Consequence only) or Extra (no Consequences). Some character might make a question or roll to realize that Krystal claims



to use magic (she doesn't, magic is a different sort of power in Divine Blood) and go to her for advice and help. In this case she can use her fields and astral projection to help the players. However, she can also provide an obstacle for anybody trying to give real information on the supernatural world. Krystal is likely to be the most difficult such false exposition to deal with because she actually knows a little bit and so her explanations have more consistency.

## ELIZABETH AUDREY

Aspects	
<b>Defining</b>	Straight A Mary
<b>Ambition</b>	Get Into the Best College
<b>Background</b>	Perfectly Organized Life
<b>Conviction</b>	Plan Everything
<b>Disadvantage</b>	No Time For Living

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	2
<b>Craft</b>	2	<b>Knowledge</b>	3
<b>Reasoning</b>	4	<b>Willpower</b>	3
<b>Deception</b>	1	<b>Empathy</b>	2
<b>Persuasion</b>	1	<b>Resources</b>	3
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	0000	<b>Mental</b>	0000000
<b>Social</b>	0000	<b>Chi</b>	000

Aspects	
<b>Extraordinary</b>	Practiced at Logic and Reasoning (Reasoning)
<b>Foe</b>	The Teacher's Golden Child (Persuasion)
<b>Gear</b>	Cell Phone of Many Academic Apps (Resources)
<b>Help</b>	Cold and Distant to her Peers (Persuasion)
<b>Inferior</b>	Doesn't Relate to People (Empathy)

### Expert Advantages:

- *Digital Spider* – +2 bonus to rolls involving research online
- *Legal Eagle* – +2 bonus on all social interaction or conflict rolls dealing with the law (and school rules).
- *Rational* – +2 bonus on all rolls to resist attempts to blind reason with nonsense.

### Heroic Advantages:

- *Genius at Work* – Once per scene, spend a Fate point to use Reasoning in the place of any other Ability.

### Refresh: 4

Elizabeth is college bound and she doesn't have much time for anything else. She is what experts in the Gifted and Talented fields would call a self-learner. She completes her assigned homework and any optional credit. When she doesn't have any particular work to do, she creates her own assignments. Because of this, she has very little time for socializing, at least the way she sees it. The only friends she has are the other player characters and has to admit to having some difficulty relating to them often. Elizabeth approaches every rationally and logically. She has emotions, she just doesn't like to let them show. She tends to be proactive about problems, including those that affect those she considers friends. There's enough evidence for her to believe in the existence of psychic abilities, but she really doesn't care about that subject. She has no connections to the supernatural world that she knows about.

### Suggested Booth Tasks:

- *Help handle the organization of labor: Knowledge, Reasoning, Persuasion*
- *Create interesting challenges for booth goers such as riddles or such: Deception, Knowledge, Reasoning*
- *Cover for the other characters: Empathy, Reasoning, Deception*
- *Handle the money for the booth: Knowledge, Reasoning, Resources*

### Suggested Compels:

"If you accept this Fate Point then..."

"...you get focused on studying and fail to notice a problem." Straight A Mary

"...you meet a college recruiter on campus." Get into the Best College



“...somebody messes up your perfectly organized procedure and you have to correct it.” Perfectly Organized Life

“...you get stuck on planning and it takes longer to complete your task.” Plan Everything

“...you’re too busy with school work to go out into the fair.” No Time For Living

“...you get confused because someone is not acting logically.” Practiced in Logic and Reasoning (Reasoning)

“...a teacher appears to talk to you which prevents you from finishing what you’re doing.” The Teachers’ Golden Child (Persuasion)

“...your cell phone is stolen.” Cell Phone of Many Academic Apps (Resources)

“...your attempts at comforting someone is taken as sarcasm because of your lack of tone.” Cold and Distant to her Peers (Persuasion)

“...you completely misunderstand the problem.” Doesn’t Relate to People (Empathy)

Elizabeth Audrey as an NPC: Use her as a Minion (Severe Consequence only) or Extra (no Consequences). She is unlikely to be used save as a bystander. Her personality isn’t all that likely to be one that causes her to get in somebody’s way.

## ALEXEI KANST

Aspects	
<b>Defining</b>	A Likeable Robot Geek
<b>Ambition</b>	Going to Design Uprights
<b>Background</b>	Always Loved Building Things
<b>Conviction</b>	The Thrill of Creation
<b>Disadvantage</b>	More than a little Absent Minded

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	2
<b>Craft</b>	4	<b>Knowledge</b>	3
<b>Reasoning</b>	2	<b>Willpower</b>	2
<b>Deception</b>	2	<b>Empathy</b>	2
<b>Persuasion</b>	2	<b>Resources</b>	1

<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	0000	<b>Mental</b>	0000
<b>Social</b>	000	<b>Chi</b>	000

Aspects	
<b>Extraordinary</b>	Tinkering, Always Tinkering (Craft)
<b>Foe</b>	Likeable Geek, but still a Geek (Persuasion)
<b>Gear</b>	Always have my Tools (Resources)
<b>Help</b>	Fixing Cars Earns Some Credit (Persuasion)
<b>Inferior</b>	Not Everyone Wants to Hear About Anime (Empathy)

### Expert Advantages:

- *Engineer (Robotics)* – +2 on all Craft rolls and Maneuvers related to this field.
- *Engineer (Mechanical Engineer)* – +2 on all Craft rolls and Maneuvers related to this field.
- *Gear Head* – +2 Bonus on Craft rolls to repair or modify vehicles
- *Tide of Trivia* – May use Knowledge to block Reasoning actions.

### Heroic Advantages:

- *Gadgeteer* – Once per scene, you may spend a Fate Point to use Craft for a non-attack action instead of the normal Ability

### **Refresh: 4**

Alexei is always building and tinkering with things. He works at a local garage part time after school, earning money for his various projects. Unfortunately, those projects keep him consistently low on money. He always has some weird new gadget on hand to help him accomplish some task or another. His ultimate goal is to design uprights for various purposes. While working he tends to chatter a lot about various anime and manga. This can be a problem, he tends to forget that not everyone wants to hear about anime all the time.

### Suggested Booth Tasks:

- *Help Build the Booth: Craft, Knowledge, Resources*



- *Create toys or novelties to sell:* Craft, Empathy, Reasoning
- *Cover for the other characters:* Empathy, Reasoning, Deception
- *Handle the money for the booth:* Knowledge, Reasoning, Resources

### Suggested Compels:

“If you accept this Fate Point then...

“...you get distracted by a booth with a lot of model uprights and spider tanks.” A Likeable Robot Geek

“...the stuff you design for the booth is all upright themed toys.” Going to Design Uprights

“...you don’t stop building stuff even after you’ve got enough and use up a lot more money than you should have.” Always Loved Building Things

“...you get distracted by talking about engineering with someone.” The Thrill of Creation

“...you take apart the toys so you can rebuild them again.” Tinkering, Always Tinkering (Craft)

“...you forget what the task you were starting was.” More than a Little Absent Minded

“...some tough guy decides to push you around because you’re a geek.” Likeable Geek, but still a Geek (Persuasion)

“...your tools got disorganized and you spend several minutes sorting them.” Always have my Tools (Resources)

“...some adult approaches you about fixing his car.” Fixing Cars Earns Some Credit (Persuasion)

“...you go off on a large rant comparing this situation to some anime or manga.” Not Everyone Wants to Hear About Anime (Empathy)

Alexei Kanst as an NPC: Use him as a Minion (Severe Consequence only) or Extra (no Consequences). More or less a flavor character. He could be a bullied kid someone else has to rescue. Or he could misunderstand the real situation as an anime they’ve recently seen and start pressing the characters for the title.

## POPULAR GIRLS

### JESS KARA

Aspects	
<b>Defining</b>	Adopted Succubus Girl
<b>Ambition</b>	Grow Up, Get Married and Have a Family
<b>Background</b>	Life Straight From Mayberry
<b>Conviction</b>	An “Ordinary” Life is Truly Wondrous
<b>Disadvantage</b>	Unaware of her Heritage

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	1
<b>Craft</b>	2	<b>Knowledge</b>	2
<b>Reasoning</b>	2	<b>Willpower</b>	2
<b>Deception</b>	2	<b>Empathy</b>	3
<b>Persuasion</b>	2	<b>Resources</b>	1
<b>Manipulative</b>	1	<b>Metabolic</b>	1
<b>Sensitive</b>	1		

Stress			
<b>Physical</b>	000	<b>Mental</b>	0000
<b>Social</b>	000	<b>Essence</b>	0000

Aspects	
<b>Extraordinary</b>	Lack of Adult Sexuality (Empathy)
<b>Foe</b>	Perfect Girl Next Door (Persuasion)(P)
<b>Gear</b>	What is Happening to Me? (Willpower)
<b>Help</b>	Everybody’s Friend (Persuasion)
<b>Inferior</b>	Excellent Student (Knowledge)

### Expert Advantages:

- *Striking Looks* – +2 on Persuasion rolls against people who are sexually attracted to you.
- *Bookworm* – +2 bonus on all rolls to research while in a library.
- *Athlete* – +1 to Strength and Agility rolls for running, climbing, lift objects and perform sports such as baseball, football and soccer.



### Heroic Advantages:

- *Persistent Specialty – Perfect Girl Next Door (Persuasion) is Persistent*

### Power Advantages:

- *Power-Tricks: Immature Succubus – Related to biokinesis, empathy and illusions.*
- *Master Trickster – You do not need to use a Fate Point for the more powerful tricks.*

### Illusions: Succubus Disguise

- *Illusory Disguise – Create an illusion over yourself. Voice is not affected.*
- *Personal Illusions Only – Can only create illusions over yourself.*
- *Limited – 2 Illusions only*
- *Human Disguise – Makes eyes appear to be normal human eyes.*
- *Demon Disguise – Appears as a stereotypical demon girl.*

### **Refresh: 2**

Jess is the perfect girl next door. She has lovely brown hair and a wonderfully clean complexion. Her face is familiar and ordinary while at the same time being subtly exotic in a way that seems to speak of an uncertain mix of ethnic backgrounds. She is friendly, helpful and diligent with her school work and chores. She knows that she was adopted as a child, but doesn't care. She loves her family, her life and her friends. She's also not human, which is something she isn't aware of. Jess is a succubus and she's about to hit her first puberty where her powers begin to come in.

Note: Succubi appear to age at the same rate as humans so at 16 they appear to be going through adolescence. Their real adolescence starts in the early 20s and ends around the mid to late 20s. So, intellectually and physically she appears as a young adult. Sexually and emotionally, she's more the equivalent of an eight-year old. She'll be prone to puppy-love crushes and seducing her is pretty much futile.

Unconscious/Subconscious Powers: Jess does not know about her powers. You, the player do. You can describe her using her powers accidentally. This is a deliberate action on your part, basically you take the part of your character's subconscious. Feel free to do so, one of the themes of the scenario is Jess is accidentally using her powers a lot and

freaking out over what's happening. The GM may also end up doing this too you.

Using Power Tricks: There are a number of small abilities that Jess is capable of performing without any trouble. They are all related to illusion, empathy and biokinesis.

- *Use psychic empathic senses to roleplay any use of Persuasion, Empathy or Deception and justify an unlikely deception or argument.*
- *Create small, obviously insubstantial illusions in her general area.*
- *Clear a pimple from someone's face.*

More powerful tricks will require her to roll one of her Psychic Powers against a Difficulty of 4. If she fails to make the Difficulty she will suffer Essence Stress equal to the amount by which she failed.

Jess is unconsciously causing someone to get a rash. She rolls her Manipulative of 1 and manages a +1 for a total of 2. The Difficulty was 4 so she takes 2 Essence Stress.

Some examples of stronger tricks are as follows:

- *Perform a Maneuver to place an emotion related Aspect on someone else such as Cheerful or Scared.*
  - *Sensitive Difficulty 4.*
  - *Roll Sensitive vs the target's Willpower to see if it is a success.*
- *Perform a Maneuver to give someone a rash, nausea or serious acne breakout.*
  - *Manipulative Difficulty 4*
  - *Roll Manipulative vs the target's Endurance to see if its a success.*
- *Create a seemingly real illusion in your hand.*
  - *Manipulative Difficulty 4*
- *Recover from an Aspect such as Nauseous or Pain. Won't work on Consequences.*
  - *Metabolic Difficulty 4*
  - *Healing someone else requires Manipulative Difficulty 4.*
- *Perform a +0 WR Attack*
- *Physical – Manipulative Difficulty 4 – this can be either illness related or from minor telekinetic force.*
- *Mental – Sensitive Difficulty 4*

### Suggested Booth Tasks:

- *Help create the booth while staying calm: Craft, Willpower, Reasoning*



- Try to advertise the booth with minimal psychic episodes: Persuasion, Empathy, Willpower
- “Accidentally” attract customers to the booth: Empathy, Sensitive, Manipulative
- Perform any little task someone wants: Empathy, Persuasion, Willpower

### Suggested Compels:

“If you accept this Fate Point then...

“...your illusion flickers and reveals your eyes to whoever you’re talking to.” Adopted Succubus Girl

“...you are distracted by imagining a future life with some other person.” Grow up, Get Married and Have a Family

“...you suffer a Mental Attack due to how unprepared you are for this weirdness.” Life Straight from Mayberry

“...you suffer stress because it seems like you’ll never have a normal life now.” An “Ordinary” Life is Truly Wonderful

“...you accidentally give someone a rash after shaking their hand.” Unaware of her Heritage

“...you get confused or creeped out when someone tries to hit on you.” Lack of Adult Sexuality (Empathy)

“...someone asks you to do them a favor, because everybody knows you’re always willing to help out.” Perfect Girl Next Door(Persuasion)(P) – No Fate Point for this because it is Persistent. It costs a Fate Point to deny this Compel.

“...you catch sight of yourself in the mirror as a demonic winged image overlays your reflection.” What is happening to me? (Willpower)

“...someone sees you and just has to talk to you about their problems, not realizing you’re not ready for it.” Everybody’s Friend (Persuasion)

“...a teacher asks about a homework assignment that you can’t remember if you’ve finished or not.” Excellent Student (Knowledge)

Jess Kara as an NPC: Jess Kara has her full stats as an NPC, she is one of the major subplots of the scenario and using her as an NPC is discussed in her own section.

## CHIKO SAWATORU

Aspects	
<b>Defining</b>	High Queen Bee
<b>Ambition</b>	Social Climbing is a Thing
<b>Background</b>	Come From Money
<b>Conviction</b>	I have people to do that for me
<b>Disadvantage</b>	Severe Identity Confusion
<b>Extra</b>	Daughter of the Corporation

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	1
<b>Craft</b>	1	<b>Knowledge</b>	1
<b>Reasoning</b>	2	<b>Willpower</b>	2
<b>Deception</b>	3	<b>Empathy</b>	2
<b>Persuasion</b>	2	<b>Resources</b>	4
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	000	<b>Mental</b>	0000
<b>Social</b>	000000	<b>Chi</b>	0

Aspects	
<b>Extraordinary</b>	On top of the latest trends (Persuasion)
<b>Foe</b>	Unintentionally Insulting (Persuasion)
<b>Gear</b>	Large Allowance (Resources)
<b>Help</b>	Too Pretty to Hurt (Persuasion)
<b>Inferior</b>	Vehicle for her Parent’s Desires (Willpower)
<b>Persistent</b>	Born With a Silver Spoon (Resources)(P)

### Expert Advantages:

- *Striking Looks* – +2 bonus to Persuasion rolls against people attracted to women
- *Takes One to Know One* – Use Deception to tell when someone is lying instead of Empathy
- *Money Talks* – Use Resources in place of a Knowledge roll.
- *Deep Pockets* – Use Resources to make direct attacks and defenses in Social conflicts.



- *Grease the Wheels – Use Resources for Persuasion when attempting to make a bribe.*

**Heroic Advantages:**

- *Silver Spoon – Grants the Specialty Aspect Born With a Silver Spoon(Resources)(P)*
- *Corporate Family – Gain a Character Aspect and a +1 on Persuasion rolls when interacting with employees of the company or people that see her as a celebrity.*

**Refresh: 2**

Chiko’s parents are brilliant, driven and powerful. Chiko is less so, but that’s not particularly disappointing for her mother and father. They’re grooming her to be the public face of the company, not to control it. They have other heirs to run the company for them. Toward that end, she’s been filled up with the importance of image and attitude. Very little of what Chiko says and does is outside her parents’ influence though she doesn’t seem to mind given all the money and things she’s allowed as a part of this. Things aren’t entirely as they seem, however, and she is feeling increasingly dissatisfied. Among other things, she’s worried she might be a lesbian, which would certainly destroy her parents’ plans for her and end her easy life of being directed in one way or another while being distracted with pretty things. Chiko’s family believe in spirits and such things, but she’s never seen any psychic events herself.

**Suggested Booth Tasks:**

- *Provide quality materials to build the boon: Resources, Knowledge, Reasoning*
- *Hire advertisers for the booth: Resources, Empathy, Resources*
- *Cover for other Players: Deception, Empathy, Reasoning*
- *“Encourage” votes for the booth: Empathy, Persuasion, Resources*

**Suggested Compels:**

“If you accept this Fate Point then...  
 “...your hangers on question you about why you’re hanging out with ‘weird’ people.” High Queen Bee  
 “...you decide to sacrifice a friend’s social standing to increase your own.” Social Climbing is a Thing

- “...some bully decides to extort money out of you.” Come From Money
- “...you don’t know how to perform some simple task and have to roll to figure it out.” I have People to Do That
- “...you suffer a Mental Attack when you realize you’re feeling attracted to some girl.” Severe Identity Confusion
- “...a hireling of your parents’ chides you on behaving appropriately for the corporate image.” Daughter of the Corporation
- “...you say something that the person you’re talking to will take as an insult.” Unintentionally Insulting (Persuasion)
- “...your parents call you and insist you meet with someone who might be a good boyfriend.” Vehicle for her Parent’s Desires (Willpower)
- “...you hesitate to take an action that has even a minimal chance of injury for fear of marring your beauty.” Too Pretty to Hurt (Persuasion)
- “...you spot a fashion style you haven’t heard of before and must question the wearer on just where they came up with that outfit.” On Top of the Latest Trends (Persuasion)

Chiko Sawatoru as an NPC: Use her as a Minion (Severe Consequence only) or Extra (no Consequences). Chiko could become something of a minor social bully for the party. On the other hand, she might also end up being an ally depending on the situation. She is currently having similar problems of identity to Jess Kara and might prove sympathetic if approached correctly.

**LEAH KILLIAN**

Aspects	
<b>Defining</b>	Activist Cheerleader Team Captain
<b>Ambition</b>	Get the Underrepresented Better Treatment
<b>Background</b>	Raised On Civil Rights
<b>Conviction</b>	Fight For What’s Right
<b>Disadvantage</b>	Sees Injustice Everywhere



<b>Agility</b>	3	<b>Endurance</b>	3
<b>Perception</b>	2	<b>Strength</b>	2
<b>Craft</b>	1	<b>Knowledge</b>	2
<b>Reasoning</b>	3	<b>Willpower</b>	3
<b>Deception</b>	1	<b>Empathy</b>	2
<b>Persuasion</b>	2	<b>Resources</b>	2
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

<b>Stress</b>			
<b>Physical</b>	00000	<b>Mental</b>	000000
<b>Social</b>	0000	<b>Chi</b>	00

<b>Aspects</b>	
<b>Extraordinary</b>	Good Head for Using Statistics (Reasoning)
<b>Foe</b>	Amazing Acrobatic Ability (Agility)
<b>Gear</b>	The Other Sport Teams Don't Think We're Athletes (Persuasion)
<b>Help</b>	Cheer Uniform and Gear (Resources)
<b>Inferior</b>	People Like You When You Stand Up for Them (Persuasion)
<b>Extra</b>	No Sense of Discretion (Willpower)

#### Expert Advantages:

- *Acrobat* – +1 bonus to rolls for surviving falls or negotiating a difficult environment.
- *Free Runner* – +2 Bonus to Agility rolls to traverse difficult environments.
- *Fast Talk* – +2 bonus to Persuasion rolls to make someone believe you.

#### **Refresh: 5**

The first year of high school, Leah joined the cheerleaders and was there to witness a terrible accident that left one of the varsity cheerleaders paralyzed for life. Having been raised by parents who were social activists, Leah tried to rouse interest in securing better safety measures for the cheerleading team. Since she was just a freshman at the time, she didn't get much traction, but eventually got at least some improvements later on. Now she's the cheerleader

captain. Like her parents, she's caught something of an activism bug. She will get involved in any protest she thinks is a worthy cause. It sometimes gives her friends headaches since she is prone to pointing out when they're not being "considerate" of other people. She's well meaning at least and honestly isn't out for attention. Most of her friends roll their eyes and move on when she has a fit. Leah is one of the people who think that psychic phenomena is a massive hoax.

#### Suggested Booth Tasks:

- *Find some politically correct options for the booth: Resources, Knowledge, Empathy*
- *Advertise the booth: Persuasion, Empathy, Willpower*
- *Cover for other Players: Deception, Empathy, Reasoning*
- *Encourage votes for the booth: Empathy, Persuasion, Willpower*

#### Suggested Compels:

- "If you accept this Fate Point then..."
- "...someone tries to corner you and hit on you." Activist Cheerleader Team Captain
- "...you stop to listen to some talk about prejudice." Get the Underrepresented Better Treatment
- "...get caught up in a debate on policy." Raised on Civil Rights
- "...get distracted by someone being bullied." Fight for What's Right
- "...you overhear something innocent that you latch onto as bigotry." See Injustice Everywhere
- "...you start idly running statistic numbers and lose track of time." Good Head for Using Statistics (Reasoning)
- "...someone sees you walking by and insists on you doing a routine." Amazing Acrobatic Ability (Agility)
- "...one of the other sports team members decides to berate you as a fake athlete." The Other Sports Teams Don't Think We're Athletes (Persuasion)
- "...the antagonist catches sight of your distinct cheerleader uniform after losing track of you." Cheer Uniform and Gear (Resources)
- "...reveal a secret without thinking about it while you're in the middle of a rant." No Sense of Discretion (Willpower)



Leah Killian as an NPC: Use her as a Minion (Severe Consequence only) or Extra (no Consequences). Leah would certainly get in the way of people she perceives as bigoted. For example, Jennifer is a lemurian, so she's experienced a lot of prejudice in her life, but she looks like a Caucasian human so Leah might overhear her complaints about being treated badly and then get offended because "what does a straight white girl know about prejudice?" She might also find out about Chiko feeling like she's a lesbian and reveal it to everybody, because she has no sense of discretion. In general, she's a well-meaning disaster as an NPC.

## POPULAR GUYS

### WILLIAM BRASCO

Aspects	
<b>Defining</b>	Friendly Pretty Boy
<b>Ambition</b>	Aiming at Business
<b>Background</b>	Natural Born Half-Kitsune
<b>Conviction</b>	It's Natural to Use My Gifts
<b>Disadvantage</b>	A Bit Full of Himself

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	2
<b>Craft</b>	2	<b>Knowledge</b>	2
<b>Reasoning</b>	2	<b>Willpower</b>	2
<b>Deception</b>	2	<b>Empathy</b>	2
<b>Persuasion</b>	2	<b>Resources</b>	2
<b>Manipulative</b>	2	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	0000	<b>Mental</b>	0000
<b>Social</b>	0000	<b>Chi</b>	0000

Aspects	
<b>Extraordinary</b>	Sharp Nails and Teeth (Strength)
<b>Foe</b>	Some People Are Jealous (Persuasion)

<b>Gear</b>	Fashionable Clothing (Resources)
<b>Help</b>	Easy on Everybody's Eyes (Persuasion)
<b>Inferior</b>	A Vulpine Cast to Thoughts (Deception)

#### Expert Advantages:

- *Striking Looks* – +2 bonus to Persuasion rolls against people attracted to women
- *First Impressionist* – +2 bonus to the first Persuasion roll you make to attract or impress a person.
- *Artist (Illusions)* – +2 on all rolls related to creating Illusions

#### Power Advantages:

- *Illusions* – Foxfire Images
- *Illusory Disguise* – Create Illusions over yourself.

#### **Refresh: 4**

William's father is a kitsune and both he and his mother are fully aware of it. William himself looks more or less human, there's only a bit of sharpness to his teeth and nails that's easy to miss and easier to dismiss. There is a certain oddness to his way of thinking. Some would call him moody, but really it's more like his personality is flexible. He can be playful and easy going one minute and then become grim and serious the next. He mostly makes use of it but when he is upset or excited, it can trigger a shift in his attitude. His values and friendships don't change, but his way of expressing them can. William is openly bisexual and can be either subtle or flamboyant about it depending on how his personality leans at the moment. William is aware of what both Ms Van Hout and Jennifer Summers are and is part of the Community himself.

#### Suggested Booth Tasks:

- *Use Illusions to patch some faults on the booth: Manipulative, Craft, Empathy*
- *Advertise the booth: Persuasion, Empathy, Willpower*
- *Cover for other Players: Deception, Empathy, Reasoning*
- *Encourage votes for the booth: Empathy, Persuasion, Willpower*

#### Suggested Compels:

"If you accept this Fate Point then..."



“...you see someone you want to flirt with and forget what you’re doing.” Friendly Pretty Boy

“...you spot a way to get some profit and are suddenly focused on that.” Aiming at Business

“...you suffer a sudden mood shift to some other sort of attitude.” A Vulpine Cast to Thoughts (Deception)

“...take a few moments to brag about this great success you just had.” A Bit Full of Himself

“...use your illusions to solve this issue even though it’s not really needed.” It’s Natural to Use My Gifts

“...your clothing gets dirty or \*gasp\* torn.” Fashionable Clothing (Resources)

“...some jerk comments on your manicure.” Sharp Teeth and Nails (Strength)

“...you’re swarmed by girls that want to talk to you.” Easy on Everybody’s Eyes (Persuasion)

“...you have a sudden urge to play a prank on someone.” Natural Born Half-Kitsune

“...someone makes trouble for you just because they’re annoyed by your popularity.” Some People are Jealous (Persuasion)

William Brasco as an NPC: Use him as a Minion (Severe Consequence only) or Extra (no Consequences). William is unlikely to be a problem on purpose. He might end up trying to flirt with some character, male or female. Or he might play a prank on them. Alternately, he might be a source of information and help because he is part of the Community.

## YANCY MARLOW

Aspects	
<b>Defining</b>	Laid Back Rich Kid
<b>Ambition</b>	Have Fun Tonight
<b>Background</b>	Always Had the Easy Life
<b>Conviction</b>	Just Go With the Flow
<b>Disadvantage</b>	No Plans For the Future

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	2

<b>Craft</b>	2	<b>Knowledge</b>	2
<b>Reasoning</b>	2	<b>Willpower</b>	2
<b>Deception</b>	2	<b>Empathy</b>	2
<b>Persuasion</b>	2	<b>Resources</b>	4
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	0000	<b>Mental</b>	0000
<b>Social</b>	000000	<b>Chi</b>	00

Aspects	
<b>Extraordinary</b>	Know How to Plan a Party (Craft)
<b>Foe</b>	What Problems? Who has Problems? (Empathy)
<b>Gear</b>	Always Prepared to Party (Resources)
<b>Help</b>	The Adults are Always On My Case (Persuasion)
<b>Inferior</b>	Dude, Everybody Loves Me. (Persuasion)

### Expert Advantages:

- *Preceding Reputation* – +1 bonus to Social Attack rolls.
- *Fearless* – +2 bonus to Willpower rolls made to resist Fear.
- *Professional (Party Planner)* – +2 on all Knowledge rolls or maneuvers related to this field.

### Heroic Advantages:

- *Reputable* – Can take one extra Social Minor Consequence

### Refresh: 4

Yancy is rich and not above throwing around his money. He was born with money, and he expects that money will always be there. His parents tend not enforce much of any rules with him, though his mother has become increasingly disappointed with him. He doesn’t think too far ahead most of the time. There are a lot of people that take advantage of his easy going and generous nature, and the result is that he’s convinced that most people love him. He also doesn’t understand the extent of the problems that other people



sometimes have. This can be annoying even to the people that are his friends. Yancy doesn't know about the supernatural world.

### Suggested Booth Tasks:

- *Find some quality materials for the booth:* Resources, Knowledge, Empathy
- *Dodge work without disrupting things:* Deception, Agility, Willpower
- *Cover for other Players:* Deception, Empathy, Reasoning
- *"Encourage" votes for the booth:* Empathy, Persuasion, Resources

### Suggested Compels:

"If you accept this Fate Point then...

"...you are slow to react to a problem and keep going about your own thing." Laid Back Rich Kid

"...try to interrupt everything and make the situation a party." Have Fun Tonight

"...be completely lost on how to get an errand done because you've never had to do it for yourself." Always Had the Easy Life

"...you don't argue against a decision even if you don't think it's a good idea." Just Go With the Flow

"...some teacher decides to get on your case about homework." The Adults are Always on My Case (Persuasion)

"...you completely don't understand why someone is having a lot of stress over something." What Problems? Who has Problems? (Persuasion)

"...try to change all the plans for the booth because it's not fun enough." Know how to plan a party (Craft)

"...ignore your assigned task in favor of slacking off." Always Prepared to Party (Resources)

"...get completely confused when someone gets mad at you and try to brush it off." Dude, Everyone Loves Me (Persuasion)

"...your parents show up to force you to fill out some college applications." No Plans For the Future

Yancy Marlow as an NPC: Use him as a Minion (Severe Consequence only) or Extra (no Consequences). Leah would certainly get in the way of people she

perceives as bigoted. For example, Jennifer is a lemurian, so she's experienced a lot of prejudice in her life, but she looks like a Caucasian human so Leah might overhear her complaints about being treated badly and then get offended because "what does a straight white girl know about prejudice?" She might also find out about Chiko feeling like she's a lesbian and reveal it to everybody, because she has no sense of discretion. In general, she's a well-meaning disaster as an NPC.

## BRUCE WALTERS

Aspects	
<b>Defining</b>	High School Politician
<b>Ambition</b>	To Be a Real Statesman
<b>Background</b>	Senator's Son
<b>Conviction</b>	Politics is a Duty to the Nation
<b>Disadvantage</b>	Blind to the Downside of Politics

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	2
<b>Craft</b>	2	<b>Knowledge</b>	2
<b>Reasoning</b>	2	<b>Willpower</b>	2
<b>Deception</b>	2	<b>Empathy</b>	2
<b>Persuasion</b>	3	<b>Resources</b>	3
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	0000	<b>Mental</b>	0000
<b>Social</b>	000000	<b>Chi</b>	00

Aspects	
<b>Extraordinary</b>	A Likeable Face and Voice (Persuasion)
<b>Foe</b>	Mother's Political Enemies (Persuasion)
<b>Gear</b>	Snappy Dresser (Resources)
<b>Help</b>	Popular All Around (Persuasion)
<b>Inferior</b>	A Little Bit Naive (Willpower)

### Expert Advantages:

- *Natural Empath* – +1 to Empathy maneuvers and rolls to read people.



- *Smooth Over* – +2 bonus to calm down people.
- *Silver Tongue* – +1 bonus to change people's minds.
- *First Impressionist* - +2 bonus on first Persuasion roll made to impress or attract a person.

### Heroic Advantages:

- *Absolutely Stunning* – Gain *Absolutely Stunning(P)* as a Persistent Aspect.

### **Refresh: 4**

Bruce Walters' mother is a senator and a very active one as well. He likewise has plans to go into politics when he's done with college. In the meantime, he's practicing with school politics. It's not really the same thing at all, he's aware, but he had to start somewhere. He has a natural way of dealing with people which isn't hurt by his movie star good looks. However, despite how long he's watched his mother play the political game, he's still remained rather naïve about the dark side of politics. He doesn't know about psychics or non-humans.

### Suggested Booth Tasks:

- *Help Build the booth: Resources, Craft, Willpower*
- *Advertise the booth: Persuasion, Empathy, Willpower*
- *Cover for other Players: Deception, Empathy, Reasoning*
- *Encourage votes for the booth: Empathy, Persuasion, Willpower*

### Suggested Compels:

"If you accept this Fate Point then...

"...you see a rival for the position of Class President and get into a debate." High School Politician

"...you see a real politician at the fair and decide to ask for advice." To Be a Real Statesman

"...one of the reporters on site recognizes you and wants to interview you." Senator's Son

"...someone brags about not voting and you feel a need to challenge their position." Politics is a Duty to the Nation

"...someone accuses your mother of dirty politics." Mother's Political Enemies (Persuasion)

"...someone wants to monopolize all your time talking and you don't want to hurt their feelings." A Likeable Face and Voice (Persuasion)

"...you are plagued by girls with crushes." Absolutely Stunning (P) No Fate Point for this because it's Persistent. Costs a Fate Point to deny this Compel.

"...you completely won't stand for a suggestion that is the slightest bit against the rules." A Little Bit Naive (Willpower)

"...you are presented with clear evidence of rampant dirty dealing in politics and refuse to hear it. Suffering a mental attack as a result." Blind to the Downside of Politics

"...someone is offended that you don't remember them." Popular All Around (Persuasion)

Bruce Walters as an NPC: Use him as a Minion (Severe Consequence only) or Extra (no Consequences). Bruce is more likely to be a flavor character or just not show up. He could prove to be somewhat of a Compelled distraction for a political-minded person like Leah Killian. Or he could be an opportunity and distraction for one of the reporters.

## ARTSY TYPES

### URIEL WISCONSIN

Aspects	
<b>Defining</b>	Empathic Jazz Musician
<b>Ambition</b>	To Perfect His Music
<b>Background</b>	Always Been a Natural with Music
<b>Conviction</b>	Music Makes You Feel Things
<b>Disadvantage</b>	Nominal Akira Empath

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	2
<b>Craft</b>	3	<b>Knowledge</b>	2
<b>Reasoning</b>	2	<b>Willpower</b>	2
<b>Deception</b>	2	<b>Empathy</b>	3
<b>Persuasion</b>	2	<b>Resources</b>	2
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	1		



Stress			
<b>Physical</b>	0000	<b>Mental</b>	0000
<b>Social</b>	0000	<b>Chi</b>	000

Aspects	
<b>Extraordinary</b>	Subtle Mind-Tapping Notes (Craft)
<b>Foe</b>	The Bullies Think I'm a Wimp (Persuasion)
<b>Gear</b>	The Smooth Tones of My Guitar (Resources)
<b>Help</b>	The Jazz Band are my People (Persuasion)
<b>Inferior</b>	Doesn't Know he's Psychic (Sensitive)

#### Expert Advantages:

- *Artist (Guitar)* – +2 on all rolls related to creating Illusions
- *Smooth Over* – +2 on Persuasion rolls to calm people down.
- *Free Runner* – +2 bonus to Agility rolls to traverse difficult environments while hustling, running or during a chase.

#### Power Advantages:

- *Skill Mastery – Empathic Musician* – Grants Mastery of Jazz Music(P)

#### **Refresh: 4**

Uriel's music has to be heard directly to be believed. He is mildly empathic and unconsciously channels it through his music. His recordings are still very good, but don't have quite the same kick as his live performances as a result. Almost all of his life revolves around his music and perfecting it. However, he does have a few other hobbies, like parkour and trying to deal with the bullies that think he's weak for some reason. Uriel is unaware that he's psychic. The problems this cause are usually small because of how mild his Talent is, but he can still sometimes end up projecting an emotional state on the people around him that he doesn't intend to cause.

Using Skill Mastery: Uriel's Skill Mastery simply provides a Persistent Aspect for him to use while performing Jazz Music. It also provides a Power Aspect that he can Invoke with a Fate Point as normal. This same Power Advantage can be used

to represent extreme levels of skill as well as psychic abilities.

Since Uriel's is defined as a sort of psychic empathy, he can use it to perform actions a musician with this power based on skill can't. On the other hand, Uriel's mastery will generally only work with live audiences. The skill-based musician with this Advantage will record better.

#### Suggested Booth Tasks:

- *Record some music to sell: Resources, Craft, Empathy*
- *Play music for the booth: Sensitive, Empathy, Persuasion*
- *Cover for other Players: Deception, Empathy, Reasoning*
- *Advertise for the Booth: Empathy, Persuasion, Sensitive*

#### Suggested Compels:

"If you accept this Fate Point then..."

"...you suddenly feel a strong upswing in an emotion but don't know why because it's not yours." Empathic Jazz Musician

"...you get distracted with a song idea and lose track of time." To Perfect His Music

"...you get asked to play one song after another and have trouble escaping the attention." Always Been a Natural with Music

"...while you're playing a song, everybody listening feels your emotions." Music Makes You Feel Things

"...you accidentally magnify someone's emotions dangerously." Nominal Akira Musician

"...someone listening to your music suddenly starts acting out parts of the lyrics." Subtle Mind-Tapping Notes (Craft)

"...a couple of bullies come to push you around." The Bullies Think I'm a Wimp (Persuasion)

"...someone threatens to break your guitar if you don't do something for them." The Smooth Tones of My Guitar (Resources)

"...someone from the jazz band asks you for help, distracting you from what you were doing." The Jazz Band are my People (Persuasion)



“...you take offense when someone tells you that you’re psychic.” Doesn’t Know He’s Psychic (Sensitive)

Uriel Wisconsin as an NPC: Use him as a Minion (Severe Consequence only) or Extra (no Consequences). Uriel could be used as a victim of a bully for some other character. His powers are similar to some of Jess’s so he might be able to recognize some of what she is experiencing. Though he doesn’t know he is a psychic so his help there is limited. Also, his music could prove a distraction.

## QUINCEY HAILE

Aspects	
<b>Defining</b>	Gifted Actress
<b>Ambition</b>	Decide What To Do With Her Life
<b>Background</b>	Comes to Life On Stage
<b>Conviction</b>	Sometimes Its Best to Stay Unnoticed
<b>Disadvantage</b>	Problems at Home

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	2	<b>Strength</b>	1
<b>Craft</b>	3	<b>Knowledge</b>	2
<b>Reasoning</b>	2	<b>Willpower</b>	1
<b>Deception</b>	3	<b>Empathy</b>	4
<b>Persuasion</b>	2	<b>Resources</b>	2
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	000	<b>Mental</b>	000
<b>Social</b>	0000	<b>Chi</b>	00

Aspects	
<b>Extraordinary</b>	Glorious Dramatic Portrayals (Persuasion)
<b>Foe</b>	The Older Drama Club Students are Jealous (Persuasion)
<b>Gear</b>	Props and Costumes (Resources)

<b>Help</b>	Gathering of Unwanted Fans (Persuasion)
<b>Inferior</b>	Emotionally Scarred and Reclusive (Willpower)

### Expert Advantages:

- *Artist (Actor)* – +2 Bonus to rolls made to Act
- *Hide in Plain Sight* – +2 Bonus to rolls made to hide without moving.
- *Artist (Costume Design)* – +2 Bonus to rolls made to design costumes
- *Master of Disguise* – +2 Bonus to rolls made to Disguise self.

### Heroic Advantages:

- *Persistent Specialty* – *Glorious Dramatic Portrayals*(Persuasion) becomes Persistent.

### Refresh: 4

Quincey’s parents argue, rather, they fight and they fight almost constantly. Neither one has time for Quincey and they haven’t had time for many years. Both are rather wrapped up in their own affairs and prone to snapping at her when she asks for things like signatures on permission slips. As a result, Quincey has become rather shy and uncertain. The only time she ever seems to show much sign of life is when she’s taking on some role or another. When she’s acting, she can become quite energized and emotive. Quincey doesn’t have any connections to the supernatural world that she knows about.

### Suggested Booth Tasks:

- *Make uniforms and costumes for the booth operators: Craft, Persuasion, Empathy*
- *Play a character role for the booth: Craft, Empathy, Persuasion*
- *Cover for other Players: Deception, Empathy, Reasoning*
- *Advertise for the Booth: Empathy, Persuasion, Willpower*

### Suggested Compels:

“If you accept this Fate Point then...

“...someone stops you and asks you to do impressions.” Gifted Actress

“...someone asks you if you’re going to be an actress and you freeze up.” Decide What to Do With Her Life



“...your costume tears and all your confidence goes away instantly.” Comes to Life On Stage

“...you have to roll a Willpower roll to help out the person you see getting bullied.” Sometimes It’s Best to Stay Unnoticed.

“...your parents are at the fair and you try to hide from them.” Problems at Home

“...your props get knocked over in the confusion and you’re distracted trying to grab them before they get stepped on.” Props and Costumes (Resources)

“...your cosplay or performance is so successful that you are crowded with people wanting to talk to you.” Glorious Dramatic Portrayals(Persuasion) (P) – No Fate Point for this because it’s Persistent. Costs a Fate Point to deny this Compel.

“...someone sabotages all the costumes you make for the booth.” The Older Drama Club Students are Jealous (Persuasion)

“...word that you’re doing a role spreads and you have a huge audience.” Gathering of Unwanted Fans (Persuasion)

“...you let yourself be treated like a floor mat and concede this conflict.” Emotionally Scarred and Reclusive (Willpower)

Quincey Haile as an NPC: Use her as a Minion (Severe Consequence only) or Extra (no Consequences). Quincey Haile is unlikely to be an obstacle, but she might be in trouble and have to be rescued from bullies or her parents.

## PIPER COSTAS

Aspects	
<b>Defining</b>	Exhibitionist Sculptor
<b>Ambition</b>	To Shock and Awe
<b>Background</b>	Breaking Tradition all Her Life
<b>Conviction</b>	My Art is My Life
<b>Disadvantage</b>	More Than a Little Bit of an Attention Addict

<b>Agility</b>	2	<b>Endurance</b>	2
<b>Perception</b>	3	<b>Strength</b>	2

<b>Craft</b>	3	<b>Knowledge</b>	2
<b>Reasoning</b>	2	<b>Willpower</b>	2
<b>Deception</b>	2	<b>Empathy</b>	2
<b>Persuasion</b>	2	<b>Resources</b>	2
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	0000	<b>Mental</b>	0000
<b>Social</b>	0000	<b>Chi</b>	00

Aspects	
<b>Extraordinary</b>	Keen Eye for Detail (Perception)
<b>Foe</b>	Steady Hand For Working in Wood (Craft)
<b>Gear</b>	My Carvings Carry My Soul (Craft)(P)
<b>Help</b>	Everyone Remembers the Self-Portrait Nude Statue (Persuasion)
<b>Inferior</b>	Wood and Chisel (Resources)
<b>Extra</b>	Sold Some Pieces (Resources)
<b>Extra</b>	String of Neglected and Betrayed SOs (Empathy)

### Expert Advantages:

- *Artist (Wood-Carving)* – +2 bonus when creating sculptures or otherwise making things out of wood.
- *Exhibitionist* – +2 bonus to Willpower Social or Mental defenses when using her own outrageous behavior to deflect attacks on her esteem and reputation.
- *Passion of the Artist* – Use Craft in place of Persuasion when seducing someone using your art as a prop.

### Heroic Advantages:

- *Persistent Specialty* – My Carvings Carry My Soul (Craft) becomes Persistent.

### Refresh: 4

Piper has a rather extreme reputation. The most famous incident connected to her was the life-size wooden statue of herself nude that she brought to school as an art project. She was rather firmly smirking as she rather indirectly showed herself off to the entire school. There was detention over that, of course,



but that only sweetened the pot. Unfortunately, since then she hasn't been able to produce any piece of art that make people think about what she's doing now and she's rather strangely jealous of her younger self as a result. Piper is also known to be something of a seductress and has had a lot of boyfriends, some of whom thought they were seducing her. Piper tends to lose interest in boys after the first date and a lot of them feel upset about it. As to just how far Piper has gone, she hasn't said and is aggravatingly smirky but silent about the issue. A number of her past boyfriends have claimed a relationship, but as of yet, none of the stories being told are true.

### Suggested Booth Tasks:

- *Make some souvenirs to sell: Resources, Craft, Empathy*
- *Do sculptures of customers the booth: Craft, Empathy, Perception*
- *Cover for other Players: Deception, Empathy, Reasoning*
- *Advertise for the Booth: Empathy, Persuasion, Willpower*

### Suggested Compels:

"If you accept this Fate Point then..."

"...you decide to attract attention by doing something crazy." More than a Little Bit of an Attention Addict

"...the souvenirs you make for the booth are... bizarre." To Shock and Awe

"...a teacher calls you to task for some recent behavior." Breaking Tradition all her Life

"...someone ignores your art, they don't hate or love it, they just don't notice it, you are annoyed." My Art is My Life

"...you come to the fair wearing almost nothing." Exhibitionist Sculptor

"...someone dismisses the art you just made and asks about the nude self-sculpture." Everyone remembers the Self-Portrait Nude Statue (Persuasion)

"...an old boyfriend makes a scene." String of Neglected and Betrayed SOs (Empathy)

"...someone accuses you of selling out by making money on some of your work." Sold Some Pieces (Resources)

"...someone asks you how you use a chisel and you decide to make a risque suggestion involving anatomy." Wood and Chisel (Persuasion)

"...someone breaks one of your carvings and you react by punching them." My Carvings Carry My Soul (Craft)(P) – No Fate point for this because it is Persistent. Costs a Fate Point to deny this Compel.

Piper Costas as an NPC: Use her as a Minion (Severe Consequence only) or Extra (no Consequences). If anybody from another group is likely to try to pull attention away from the players' booth, it's Piper. She can be used to make the booth subplot more troublesome in this way.

## JOCKS

### JENNIFER SUMMERS

Aspects	
<b>Defining</b>	Lemurian Swim Team Captain
<b>Ambition</b>	Find a Way to Compete
<b>Background</b>	Descent from Innsmouth
<b>Conviction</b>	Strive for Perfection
<b>Disadvantage</b>	Chip on Her Shoulder

<b>Agility</b>	2	<b>Endurance</b>	3
<b>Perception</b>	2	<b>Strength</b>	2
<b>Craft</b>	2	<b>Knowledge</b>	2
<b>Reasoning</b>	2	<b>Willpower</b>	3
<b>Deception</b>	2	<b>Empathy</b>	2
<b>Persuasion</b>	2	<b>Resources</b>	2
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	00000	<b>Mental</b>	00000
<b>Social</b>	0000	<b>Vigor</b>	000

Aspects	
<b>Extraordinary</b>	My Swimming is All Skill (Strength)



<b>Foe</b>	Who Says I'm Not Girly Enough? (Persuasion)
<b>Gear</b>	Always some Power Drink On Hand (Resources)
<b>Help</b>	The Swim Team Sticks Together (Persuasion)
<b>Inferior</b>	Have to stay hydrated (Endurance)

### Expert Advantages:

- *Athlete* – +1 to Strength and Agility rolls for running, climbing, lift objects and perform sports such as baseball, football and soccer.
- *Fearless* – +2 bonus on Willpower rolls to resist Fear
- *Home Turf* – +1 to all physical rolls while in the water, including Attack and Defense

### Heroic Advantages:

- *Breathing Expansion* – Well-Hidden Gills – Water Breathing
- *Environmental Adaptation* – Aquatic Adaptation – Adapted to Underwater and High Pressure environments.

### **Refresh: 4**

Once upon a time, near the beginning of the 20th Century, Jennifer's family lived in a town called Innsmouth in New England. It was on the shore and there were good places both above and below the water for them to live. That was back when they still called themselves Deep Ones. This was before Lovecraft convinced the US Navy the town was full of evil monsters and they were attacked and torpedoed. This is all well before Jennifer, or even her parents, were born, but as far as she's concerned, Lovecraft and his lies are the source of all her problems. Heck, even other non-humans and humans in the Community often think Lemurians are untrustworthy, dirty and degenerate. "Deep One" is now a slur applied to anybody with aquatic powers, but especially Lemurians. And recently, colleges announced they would begin testing students for genetic modifications. The military is barely experimenting with genetic modifications for battle and yet the colleges feel they have to screen for it? That's going to keep her off the swim team past high school just like it keeps her out of a lot of jobs that did genetic testing for health insurance reasons. Sometimes she forgets the fact that

other non-humans, and even a large number of humans, face the same bar to their careers. All the accusations of being a tomboy, unladylike or butch on top of that just drive the chip a little deeper into her shoulder. Jennifer knows about William and Greta Van Hout's natures.

Using Breathing Expansion and Environmental Adaptation: Jennifer's Power Advantages are biological and passive. They work automatically by simply allowing her to breathe underwater and cancel any penalty a person would normally have for acting underwater. Jennifer's one piece swimming suit covers the intake gills on her neck and exhaust gills on her lower back to avoid breathing in chlorine. While wearing this she can't breathe underwater.

### Suggested Booth Tasks:

- *Help out building the booth: Resources, Craft, Knowledge*
- *Man the Booth: Willpower, Empathy, Perception*
- *Cover for other Players: Deception, Empathy, Reasoning*
- *Advertise for the Booth: Empathy, Persuasion, Willpower*

### Suggested Compels:

"If you accept this Fate Point then..."

"...some other supernatural at the fair recognizes you as lemurian and begins to insult you about it." Lemurian Swim Team Captain

"...you decide to ask the school nurse if there's anyway to fake a genetic test." Find a Way to Compete

"...someone decides to start talking about how cool Lovecraft's stories are. You decide to disagree." Descent from Innsmouth

"...there's a more or less unimportant flaw in something you're working on, but you know about it and decide to spend time fixing it." Strive for Perfection

"...someone makes a vague statement about something unrelated to you which you take as a personal insult." Chip on her Shoulder

"...someone whose part of the Community suggests a lemurian has an unfair advantage in a swimming competition." My Swimming is All Skill (Strength)



“...another girl notes you’d be pretty if you were just a bit more, you know, girly.” Who says I’m not girly enough? (Persuasion)

“...your power drink gets mistaken for alcohol by some teacher who tries to confiscate it.” Always Some Power Drink On Hand (Resources)

“...one of the other members of the swim team needs your help with something that will take time away from what you’re doing right now.” The Swim Team Sticks Together (Persuasion)

“...you run out of your Power Drink and have to go buy another one.” Have to Stay Hydrated (Endurance)

Jennifer Summers as an NPC: Use her as a Minion (Severe Consequence only) or Extra (no Consequences). Jennifer is definitely someone you could use to start a fight. The fight could be physical or mental, but Jennifer has a lot of buttons that are easy to push.

## FORREST MASON

Aspects	
<b>Defining</b>	Injured Team Captain
<b>Ambition</b>	Make a Complete Recovery
<b>Background</b>	Recent Career Ending Injury
<b>Conviction</b>	Nothing is Going to Stop Me
<b>Disadvantage</b>	Creeping and Growing Doubt

<b>Agility</b>	1	<b>Endurance</b>	2
<b>Perception</b>	3	<b>Strength</b>	2
<b>Craft</b>	2	<b>Knowledge</b>	2
<b>Reasoning</b>	3	<b>Willpower</b>	3
<b>Deception</b>	2	<b>Empathy</b>	2
<b>Persuasion</b>	2	<b>Resources</b>	2
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	0000	<b>Mental</b>	000000
<b>Social</b>	0000	<b>Chi</b>	00

Aspects	
<b>Extraordinary</b>	Exceptionally Talented Athlete (Strength)
<b>Foe</b>	They Either Pity Me or Forget Me (Persuasion)
<b>Gear</b>	Weight Room and Exercise Gear (Resources)
<b>Help</b>	My True Friends Stay True (Persuasion)
<b>Inferior</b>	My Leg Doesn’t Work Right Anymore (Agility)

### Expert Advantages:

- *Athlete* – +1 to *Strength* and *Agility* rolls to *climb, run and lift objects* as well as on any roll required to play an athletic sport.
- *Alertness* – +2 to rolls to *spot and avoid an ambush*.
- *Soft Style x2* – +2 to *defense rolls against melee attacks*.

### Heroic Advantages:

- *Strategist* – Whenever you succeed with *spin*, you may place a free *Tag* on any *Aspect* of your choice instead of the normal benefit.

### Refresh: 4

Forrest was possibly the best athlete the school had until the injury. He had lots of friends and lots of benefits. Everybody knew who he was and would say hi as he passed. Now that he’s walking with a cane, it’s like everybody’s suddenly had their memories wiped of his existence. Worse than that, some people actively avoid him when they see him coming down the hall. He’s still trying to exercise the busted leg to get it back into shape, but people keep telling him it’s impossible. In the midst of it, at least some of his friends and teachers have continued supporting him.

### Suggested Booth Tasks:

- *Help out building the booth: Resources, Craft, Knowledge*
- *Man the Booth: Willpower, Empathy, Perception*
- *Cover for other Players: Deception, Empathy, Reasoning*
- *Advertise for the Booth: Empathy, Persuasion, Willpower*

### Suggested Compels:

“If you accept this Fate Point then...



“...some members of your team start to chat with you and bring up your accident.” Injured Team Captain

“...you decide to try to do some of your own exercises and suffer a Physical Attack due to the pain.” Make a Complete Recover

“...your bad leg prevents you from getting over an obstacle in your path.” Recent Career Ending Injury

“...you have a moment of depression and fear that you'll never get back in the game and suffer a Mental Attack as a result.” Creeping and Growing Doubt

“...someone tells you to just give up with playing again.” Nothing is Going to Stop Me

“...someone has trouble believing that you were actually the star of the main sports team until recently and you insist on telling them otherwise.” Was an Exceptionally Talented Athlete (Strength)

“...the PE department tries to have you banned from the weight room for your own safety.” Weight Room and Exercise Gear (Resources)

“...some teacher or other person tries to comfort you about your loss of ability.” They either pity me or forget me. (Persuasion)

“...you see a friend and try to say hello but they avoid you and pretend they don't hear you.” My True Friends Stay True (Persuasion)

“...your leg gives out because you've been standing on it too long. You fall down and take a Physical attack.” My Leg Doesn't Work Right Anymore (Endurance)

Forrest Mason as an NPC: Use him as a Minion (Severe Consequence only) or Extra (no Consequences). Forrest isn't likely to be an obstacle, at least not deliberately. He might turn up as sort of an obstacle as he unintentionally blocks a pathway.

## KEVIN REARDON

Aspects	
<b>Defining</b>	Confident School Athlete
<b>Ambition</b>	Get Everything I Want
<b>Background</b>	Never Been Told No
<b>Conviction</b>	I Deserve What I Want

Disadvantage			
Defines Self Based On Others			
<b>Agility</b>	4	<b>Endurance</b>	3
<b>Perception</b>	2	<b>Strength</b>	3
<b>Craft</b>	1	<b>Knowledge</b>	1
<b>Reasoning</b>	2	<b>Willpower</b>	3
<b>Deception</b>	2	<b>Empathy</b>	1
<b>Persuasion</b>	2	<b>Resources</b>	2
<b>Manipulative</b>	0	<b>Metabolic</b>	0
<b>Sensitive</b>	0		

Stress			
<b>Physical</b>	000000	<b>Mental</b>	00000
<b>Social</b>	0000	<b>Chi</b>	0

Aspects	
<b>Extraordinary</b>	You Can't Touch This (Agility)
<b>Foe</b>	Abrasive Personality (Persuasion)
<b>Gear</b>	Sport Jersey (Resources)
<b>Help</b>	Fun to be Around (Persuasion)
<b>Inferior</b>	Who Cares About Classes? (Knowledge)

### Expert Advantages:

- *Wrestler* – +2 bonus to grappling rolls.
- *Grappler* – Use Agility or Strength when Grappling, whichever is higher.
- *Athlete* – Gain a +1 to Agility or Strength rolls made run, jump, swim, lift things or perform some sport.
- *Grace Under Fire* – Gain a +2 to Initiative.

### Heroic Advantages:

- *Defensive Mastery* – Whenever you generate spin on a defense of any kind, the resultant Boost becomes a situational Aspect with one Tag.

### Refresh: 4

Kevin is the newest rising star on the sports field and he knows it. He's had everything handed to him throughout his entire life and he's always had his whims fulfilled. At least as long as he can outshine everyone else in the game. Sometimes he can be a bit mocking and harsh in his conversation and interaction, but it seems like that's what everyone wants him to be like, so that's the way he acts. Everything



in his life is about pleasing the crowds so that they'll approve of him and give him what he wants.

#### Suggested Booth Tasks:

- *Help out building the booth: Resources, Craft, Knowledge*
- *Man the Booth: Willpower, Empathy, Perception*
- *Cover for other Players: Deception, Empathy, Reasoning*
- *Advertise for the Booth: Empathy, Persuasion, Willpower*

#### Suggested Compels:

"If you accept this Fate Point then...

"...your overconfidence gets you into trouble with someone." Confident School Athlete

"...you want something but don't have the money for it so you try to convince the booth to give it to you for free." I get everything I Want.

"...a girl tells you no, which confuses so you ask her why." Never Been Told No

"...you waste time trying to justify reasons why you should be given something you want." I Deserve What I Want

"...someone tells you that something you do isn't cool anymore and you should stop it, but it's something you really like doing." Defines Self Based On Others

"...you waste time and effort showing off when you could just get clear." You can't touch this. (Agility)

"...you try to turn the subject back to you." Self-Centered Personality (Persuasion)

"...one of the teachers comes by to tell you that you're going to have to change numbers because of some legal reason." Sport Jersey. (Resources)

"...you and some of the NPCs you're 'working' with start playing around and lose track of time." Fun to be Around (Persuasion)

"...you get some word that your grades aren't high enough and you will be dropped from the team if you don't fix them." Who Cares About Classes? (Knowledge)

Kevin Reardon as an NPC: Use him as a Minion (Severe Consequence only) or Extra (no Conse-

quences). While Kevin is not cruel or stupid, he is self-centered and uneducated. He can cause a lot of problems just by accident and he could rub a lot of the other characters the wrong way. He could certainly be used for a physical conflict, but his high Agility would make that a rather long fight.