

UNKNOWN ARMIESTM

KARMIC TIES AND FIFTH WHEELS CAMPAIGN STARTER KIT

Unknown Armies campaign starter kits help you get started running your *Unknown Armies* campaign quickly. Each kit features the following:

- Five characters, broken and damaged and ready to go.
- One group objective for the cabal to pursue.
- A first session scenario to get things moving quickly.
- GM hooks, additional objective ideas, GMCs, and suggestions for the antagonist phase.

With this campaign starter kit, you have all that you need to fuel your imagination and get things moving. The kit takes the place of the initial planning and collaborative character and setting creation system provided in *Unknown Armies*. Players select a character, choose one or two additional relationships with the other player characters, and make these obsessed individuals their own.

In *Karmic Ties and Fifth Wheels*, the player characters are the black sheep of a large, extended family based in rural Wisconsin. Brought together again for a family reunion at the behest of matriarch Maple Adams, they discover that old

secrets and occult mysteries lie at the heart of everything their family has done over generations. Throughout the campaign they may learn who they truly are, and how thick their blood runs through the veins of the occult underground.

The characters are:

- **Kevin Johnson:** A Civil War re-enactor and failed family man.
- **Lucinda Adams:** An anti-authoritarian book thief.
- **Stevie Malone:** A street performer desperate for a new high.
- **Rachel Malone-Johnson:** A gifted translator seeking the divine.
- **Jeffrey Adams:** A former athlete and future Buddhist monk.

Like most *Unknown Armies* scenarios and stories, this kit includes and deals with mature themes, characters, and situations. Talk with your players if you are concerned about the content, and be prepared to explore the world of the occult underground through new eyes and alternate points of view.



THE CABAL

Objective: Find out who's damaging our reputation.

Think you've got family problems? The cabal (let's call 'em the Fifth Wheels) has never gotten along with their midwestern relatives, in part because of what happened to Kevin Johnson, the oldest member of the cabal, some years back. See, Kevin was silently disavowed ten years ago after divorcing Nikki Malone for her infidelity. The Malone family blamed Kevin for Nikki's lust-filled meanderings and has never forgiven him for leaving her — especially after she married a flamenco dancer half her age. Unfortunately, this drama spilled over to the Adams side of the family, forcing family members to either side with the newly divorced (and deeply embarrassed) father or be disinvited from family gatherings altogether.

As much as he wanted to tuck tail and run, Kevin stood his ground and fought to stay in the family for the sake of his daughter, Rachel Malone-Johnson, and his favorite nieces and nephews, Stevie Malone, and Lucinda and Jeffrey Adams. Soon, the rest of the cabal found themselves on the outs, all because they took their uncle's side — or so Kevin claims. Truth is, each member of the cabal is unique in some way, and if there's one thing the Adamses and Malones don't like, is being shown up by a family member who is "too good" to live up north like the rest of them.

As time passed, tempers simmered down, and the cabal was largely ignored by the rest of their family. Most of the hard feelings toward Kevin blew over, and family arguments went back to worrying about who took the last pop in the fridge or who forgot to fill the tank. Then, a few months ago, the matriarch of the Adams-Malone family, a shouldn't-you-be-resting-in-peace great-great-great grandmother named Maple Adams, announced she was re-re-re-reviewing her will — which sent both clans into a tizzy. Aunts, uncles, and cousins the cabal hadn't seen in years made plans to

get on Maple's good side by throwing her a party for her 102nd birthday. So far, the PCs have been excluded from the master plan to host a family reunion in her honor, and tempers are flaring.

Now, the PCs are about to concoct a scheme to find out who's been actively trying to keep them out of the will. Each member of the cabal has a vested interest in becoming Maple's beneficiary and restoring their good standing in the family — or turning the family into one they can belong to. As a united front, they stand a much better chance of navigating the maze of relationships in their extended family than individually.

KEVIN AS GMC

Kevin Johnson is a complex character because he has a daughter in the cabal which can limit his activity at points in the game. As such, he's an excellent choice to serve as a GMC who helps the others in situations where the players don't necessarily see a way forward. Ensure that any player who wants to take on Kevin's role is briefed ahead of time on the nature of his obligations. If you don't have a full group of players, obviously Kevin should be set aside and played only if there is a strong interest.



WHO THEY ARE

The PCs are connected to one another through family ties and shared anxieties. Scars that have long since healed might be reopened, and the PCs have an opportunity to not only vent, but also reveal what they know about the supernatural.

Here's a rundown of how the PCs are related:

- Kevin is Rachel's father, and Stevie's uncle by marriage. The rest of the Malone family barely tolerates him, because he's a divorcé. Worse, no one has seen nor heard from his ex-wife, Nikki, since the divorce — including their daughter.
- Rachel and Stevie are first cousins, and the rest of the gas-guzzling, NFL-loving, bacon-obsessed Malone family gives off the impression they never fit in. Neither Rachel nor Stevie has ever met Maple, and they most likely rely on their cousins' impression of the Adams clan. Rachel is

on good terms with her father, while Stevie hasn't seen his parents, Bob and Becky Malone, in years.

- Lucinda and Jeffrey are first cousins, with no children, and are obsessed with intellectual, spiritual, and humanitarian pursuits to varying degrees. This puts them both at odds with their siblings and their aunts and uncles, who feel it's a familial duty to have babies. The Adams clan tends to be dismissive of Lucinda, an "odd" bibliophile, and Jeffrey, a Buddhist, and frequently drop passive-aggressive comments. Lucinda is the daughter of Robert and Molly Adams, and has three siblings: Mark, Matt, and Beatrix. Jeffrey is the son of William and Jana Adams, and has two brothers, Fred and Michael.
- Rachel, Stevie, Lucinda, and Jeffrey are all cousins, and see each other infrequently at gatherings like this. They've bonded as they've gotten older, especially as they've been increasingly ostracized and misunderstood by their families.

WHO THEY'RE UP AGAINST

There are four significant GMCs in this scenario. Charles "Chaz" Malone and his son, Maurice Malone, are present at Big Bay State Park for Maple's birthday party and are also active at Malone's Motors & Junkyard. Ricky Adams Jr. and his niece, Beatrix Adams, are at Big Bay State Park, but are not present at other locations. Combined, these four characters have the ability to actively interfere with the characters' plans — or become their allies.

Should the PCs take down Chaz and his sons, either indirectly with the knowledge they gain or by investigating their shop, they're approached by an even bigger bad: Maple Adams herself.

RICHARD "RICKY" ADAMS JR.

Ricky Adams Jr. is a self-proclaimed patriot and an all-around family man. A conservative pundit, Ricky doesn't really buy into the rage-inducing speeches he gives, but his fist-pumping anger pays the bills and then some. In love with his wife, he'd do anything to give her the life of her dreams — provided he can continue to hog the spotlight whenever possible.

Wound Threshold: 55.

Fear Stimulus: (Isolation) Afraid of becoming irrelevant.

Noble Stimulus: Providing for his immediate family.

Rage Stimulus: Lazy family members who don't do their duty.

Family Protector 55%*: Provides Wound Threshold, Substitutes for Connect, Substitutes for Notice (* obsession identity).

Pundit 65%: Coerces Connect, Protects Isolation, Substitutes for Status.

Possessions: Ricky Adams Jr. goes out of his way to buy exclusively American-made items. His car, which he drives everywhere, is a Buick Enclave.

BEATRIX ADAMS

A twenty-three-year-old manipulative socialite who cares more about her appearance and reputation than money, Beatrix is obsessed with the red carpet. She's convinced she's nouveau riche and trained herself how to act and talk a certain way in front of her great-grandmother — which has not gone unnoticed by the rest of the family. Fortunately for the cabal, Beatrix has fallen into disfavor with Maple after spilling tea on her 1930s wedding dress and is desperate to get back in her good graces.

Wound Threshold: 50.

Fear Stimulus: (Self) Losing her beauty.

Noble Stimulus: Rehabilitates abused puppies and trains them to obey.

Rage Stimulus: Anyone who badmouths her, whether they mean to or not.

Dog Trainer 50%: Provides Wound Threshold, Substitutes for Dodge, Substitutes for Fitness.

Socialite 80%*: Protects Isolation, Provides Initiative, Substitutes for Connect (* obsession identity).

RICKY ADAMS JR.

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

BEATRIX ADAMS

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



CHARLES "TIME IT RIGHT, CHAZ" MALONE

Chaz is a grump and doesn't like to talk about himself or his craft much. He says he's a modest man and avoids tours and interviews — unless, of course, he gets paid for it by his agent. Stranger still, he never seems to finish a custom bike by himself and expects his two sons to do all the work. Chaz's big secret? Even his hardworking sons, Bill and Maurice, don't know the bike shop is a cover for buying and selling the occult artifacts he stores in the junkyard on the black market. If only he could swallow his pride and ask his sons for help. Good thing Maple Adams anonymously rescued him after the last mysterious fire that tore through his shop, otherwise he would've lost everything.

Wound Threshold: 50.

Fear Stimulus: (Self) People finding out he's a fake.

Noble Stimulus: Getting troubled teens off the street.

Rage Stimulus: Having something stolen from him.

Chop Shop Owner 55%: Customizes motorcycles (unique), Restores broken parts (unique), Substitutes for Lie.

Black Market Occult Salesman 65%*: Casts Rituals, Substitutes for Knowledge, Substitutes for Secrecy (* obsession identity).

MAURICE MALONE

Maurice got into something big the minute he turned eighteen, but even he's not sure what the New Inquisition is. He feels he's helping, and the other members of The New Inquisition treat him like family. Plus, the money's good, so that's enough for him. Oh sure, he pretends to be the dutiful son, but he knows his dad is a no-talent hack, and he's sick of cleaning up after him. That's why he tried to burn down the shop a few times; he figured if his dad could make out good on the insurance money, he could retire, and Maurice would be free to leave. Now he's stuck, and he does anything to get out from under Dad's thumb.

Wound Threshold: 50.

Fear Stimulus: (Isolation) Hooking up with the wrong crowd.

Noble Stimulus: The assurance of knowledge being real despite the ignorance of others.

Rage Stimulus: Picking up after his father.

Chop Shop Worker 65%: Customizes motorcycles (unique), Restores broken parts (unique), Substitutes for Notice.

TNI Middle Management 55%*: Evaluates the Unnatural, Provides Initiative, Substitutes for Knowledge (* obsession identity).

CHAZ MALONE

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

MAURICE MALONE

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

MAPLE ADAMS

Maple claims she's 101 years old, but she's actually only sixty-one. Unfortunately for her, Maple attempted to use entropy magick to exact revenge on her lazy neighbors, the damned souls who left her kids unsupervised by their pool — but her spell backfired spectacularly. Not only did the blowback age her body, she lost her husband to depression not long afterward. Maple's failure quickly became her biggest regret, and where there's grief, there's obsession. For Maple, her obsession is to undo the damage she's done by finding the right book, with the right spell, and the right heir, to travel back in time and undo the mess she made.

Since time travel isn't "wibbly-wobbly," Maple is fixing her mistakes the best she can: by weaving an intricate fabric of lies and stopping anyone else from so much as talking about the supernatural. (Walter Adams, for example, never existed. The photos that line her walls of her son and his wife, Ann, actually depict her parents.) Of course, her inability to abandon magick altogether does make her a hypocrite, especially since she's always on the hunt for more occult books. If it wasn't for her stepping in and anonymously helping Chaz Malone, however, he would've been bankrupt or worse — especially since his shop has been plagued by a series of mysterious arson attempts caused by his son, Maurice.

Now, Maple refuses to practice magick. She has an eye for recognizing occult artifacts, but she lost her touch years ago, though there's no quitting magick completely once you're on board. Depending on how things progress, she might be forced back to "using."

Wound Threshold: 50.

Fear Stimulus: (Self) That she's wasted her life on this occult nonsense.

Noble Stimulus: Participating in community action programs.

Rage Stimulus: Investigating her or her past without her consent.

Entropomancy 20%: Casts Rituals, Use Gutter Magick. Currently inactive, and she has no charges accrued. Maple has convinced herself it's no longer part of her. For now.

Family Matriarch 70%: Coerces Connect, Evaluates Self, Substitutes for Lie.

Faux Sleeper 50%*: Evaluates the Unnatural, Protects the Unnatural, Substitutes for Secrecy (* obsession identity).

If she ever takes up magick again, Entropomancy becomes her new obsession identity.

Possessions: In addition to her house, occult book collection, and all its fine furniture, Maple recently received a cursed artifact. Unabashed, she is not above using the tea set and drinking from it herself, if it means hurting her enemies.

LIZZIE BATY'S TEA SET

Lizzie Baty, who was known as the Brampton Witch, was an adept obsessed with finding lost artifacts. Her storied legacy begins at the end of her life. In 1817, she revealed her life's work on her deathbed to a good friend: an enchanted tea set decorated with tiny blue flowers. Lizzie warned her friend that the china carried a blessing and a curse. Any family member who drank from it would be blessed with good health, while any stranger would suffer from an incurable illness until the tea set was returned to a member of the Baty family.

Preserved and in perfect condition, the tea set is supernaturally charged with vitality. It confers the following special abilities to its owner:

- Relatives (by blood, marriage, or adoption) who drink tea from it can choose to substitute the tea set's Fitness 80% for their own. This ability becomes available again in 1d10 days.
- Strangers in possession of the tea set, however, must substitute a Fitness roll with 20% after they drink from it; this compulsion refreshes 1d10 days later.
- At any time after drinking tea from the set, the owner may remove a failed notch from any of their shock meters; for relatives, this may be done instead of using it as a substitute for Fitness. The set's vitality refreshes after 1d10 days.
- Any owner of the tea set that fails a Fitness roll after drinking tea from the set experiences crippling and horrific dreams of body horror: flesh wasting away, bones crumbling, hair falling out, etc. This demands a Self (5) stress check upon waking up.

Shock Meter	Hardened	Failed	Abilities	
Helplessness	5	2	Fitness 55%	Dodge 25%
Isolation	3	2	Status 60%	Pursuit 20%
Self	6	1	Knowledge 50%	Lie 30%
Unnatural	8	3	Notice 60%	Secrecy 20%
Violence	4	2	Connect 60%	Struggle 20%

SHARED LOCATIONS

As the cabal investigates the who and why behind recent family secrets, they discover how places are also key puzzle pieces.

BIG BAY STATE PARK

Big Bay State Park is a state park located on Madeline Island in Lake Superior, Wisconsin. The park features scenic views, sandstone bluffs, and underwater caves. The 2,350-acre park has a small parking lot and offers several miles of hiking trails and small campsites. It only has one modern bathroom, which is located near the entrance, and a few outhouses scattered throughout. The island is accessible only by ferry.

At this location for Maple's party, the PCs can expect to:

- Find picnic tables and trash cans dotting the wooded shoreline.
- Notice the cake, decorations, and roses are all Pepto-Bismol pink.
- Discover they've been assigned to sit together at an undecorated table.
- See the area has been set up ahead of time with a small stage, gift table, cake stand, and banquet tables filled with potato chips, pineapple fluff, hot dogs, hamburgers, and coolers full of water, pop, and beer.
- Be reminded that Kevin Johnson got lost on the island in 2006 and forced everyone to miss the ferry.
- Witness the mind-numbing eyesore of kids wearing matching paisley outfits.
- Meet possibly important GMCs.

While Big Bay State Park is a frequent destination for both families, the family reunion and 102nd birthday party for Maple Adams is the first time the PCs have visited the park together in approximately ten years. To celebrate Maple's birthday, the Adams family is commemorating events Maple has lived through in a play, including the son who died in "that war," Walter Adams, and the daughter

she lost to the measles, Jennifer. The Malones, on the other hand, are giving a concert.

Besides Maple, some other important GMCs present include:

- Loudmouthed bully Ricky Adams Jr. and his fecund wife, Barb, with their litter of fourteen sneering kids organized the event.
- Socialite Beatrix Adams, who is Lucinda's sister and recently disavowed by Maple, is helping with the arrangements.
- Muscle car-drivin', motorcycle-ridin', football-lovin' family of mechanics: the Malones. "Chaz" and his two sons, Bill and Maurice. They mostly keep to themselves.

The Adams and Malone families aren't planning on staying the night, especially since dear old Maple needs to be escorted back to her home. Ricky Jr. makes it clear he's holding Kevin responsible for the cabal and wants to make sure everyone's accounted for at all times. After all, it was Kevin's fault they missed the ferry home last time, and this day is too important to screw up. If any part of their plan goes awry — the chiggers start biting, the kids get too obnoxious, Maple falls over from exhaustion — the reunion is deemed a failure and the cabal is blamed for it.

Other than a few *time leeches* near the outhouses at the northernmost edges of the park, someone has seen to it that the area is temporarily free of outside supernatural influences. Thus, should the cabal experience supernatural effects, witness rituals, discover occult tomes, or find an out of place artifact, like a Nampa figurine, those oddities are present *because* of the GMCs and their active schemes to get on Maple's good side and punish the cabal, not in spite of them.



QUESTIONS
DING HIS ST
KNOCK TH
AS AND WAN
ES. THE
HUGE! LOT
NEW?" TH
BROAD
MENTIO
DOGS
SILVER
KATING
TEMP
BOOK
FRAG
TREN
NO, A S
ISHING
WES, E
IN '7
IN THE
PETING
OF THE

See "Time Leeches" on page 91 of Book Three Reveal.

ACTIVE
UPAD
COOLE
FAD BA
VE STO
ME" FO
URE, CU
H ENGI
GER HA
TOLE DO
WITH A
CAL CO
RISE T
AS FOW
WINS
OF NOT
S. RAZ
BRAN
T 2:15A
US FRO
U CAN D
EYES WIL
DARKNESS
DON'T W
SOME PETS

ADAMS MANOR

Bayfield, Wisconsin is a sleepy town with a population of 500. Established in the mid-1850s, the town and the county were named after surveyor Henry Bayfield of the British Royal Topographic Engineers. Besides boasting Victorian-style homes, Bayfield is also home to the Adams family matriarch, Maple Adams, who's rumored to be sitting on a cool \$100 million in inheritance.

Maple lives in a quaint, lemon with white trim, three-story Victorian house with more drafts than the US Army. The striped wallpaper smells like lilacs, the cherry furniture is covered in plastic and stiffly starched doilies, and dozens of family photos line her walls — including Walter and Jennifer, the son and daughter no other family member has ever met.

While the PCs can request a tour, most of Maple's visitors don't make it past the first floor. Each floor of the house contains a different secret, and unless Maple is comfortable exposing the skeletons in her closet, the PCs are forbidden to take a closer look.

At Adams Manor, the PCs might:

- See a picture of Jeffrey Adams at his high school graduation, and notches on a door frame marking his height from toddler to high school senior. Jeffrey was a frequent visitor to the home, but he was always accompanied by a parent and not allowed to wander freely.
- Find a Victorian-era flower clock garden in the gated backyard. The blossoms, like the evening primrose, open and close throughout the day, allowing the viewer to tell time.
- Hear Maple talk about the ghost of Richard Adams, who wanders the cellar in search of a perfect vintage.
- Be afraid to touch anything that isn't covered in plastic for fear of breaking it.
- See a wall of family photos detailing Maple's life history.
- Be dissuaded from visiting the second-floor library. The bindings of the books look to be as old as Maple pretends to be and cover up the fact that the library is filled with occult lore.
- Be forbidden from unlocking the door to the attic. If the PCs rifle through the boxes and trunks there, they would quickly unravel Maple's deception.
- Notice idiosyncrasies that don't add up, like the WWII-era posters circa 1985, the WWI-era toy soldiers stamped "Made in China," and the ivory flapper dress that's made from modern fabrics like Lycra.
- Be served tea and petit fours with a 1930s-era Royal Albert "Old English Rose" tea set (note: this is not Lizzie Baty's cursed tea set... she won't use that unless she wants to do harm to the cabal).

The house is a testament to the story of a past the matriarch never experienced. Upon close inspection of the knickknacks and decorations, the cabal surely notices Maple is hiding something.

MALONE'S MOTORS & JUNKYARD

Located in Duluth, Minnesota, Malone's Motors & Junkyard is a landmark shop that has been featured on the Discovery Channel. Home to Charles "Time it Right, Chaz" Malone and his two sons Bill and Maurice, the shop works on cars and motorcycles by day, and builds unique, customizable bikes by night. The Malones work hard, but don't believe in any of that art-is-sacred crap. Chaz tells anybody who listens that

what he and his boys do isn't art; it's a testament to the power of the machine — or is it? Neither mechanic is very good at what they do, and yet they've still managed to build a pile of cash, guns, and the admiration of millions.

There's a small parking lot in the front, and an even smaller one in the back. Other than the fact that a liquor store is nearby, most drivers would pass Malone's Motors right on by — if it wasn't for its stellar national reputation. The PCs won't discover anything out of the ordinary inside the shop, but if they nose around outside, they might:

- Notice Malone's Motors is a two-story building with attached garage and four stalls. The building is a rusty brown and the paint is peeling (the first "o" in "Motors" has almost completely faded), and some of the garage's windows are warped. Stevie, who visited this location as a child, remembers that nothing has changed.
- Find a 1990s Honda "crotch rocket" with a metallic gold-to-purple paint job is bolted to the roof as a gaudy showpiece.
- See security is unusually tight. A row of bright, roving floodlights lines the perimeter of the building.
- Read a sign claiming the junkyard out back is the "Fifth Wonder of Duluth, Minnesota."
- Peer at piles of '57 Chevys, kindergarten desks, Commodore 64s, pressure cookers, wire hangers, and vintage furniture that threaten to collapse at any moment.
- Find the ten-acre junkyard is guarded by a giant cobalt blue sculpture of Paul Bunyan's ox, Babe. The Malones have renamed it "Scruffy."

If the cabal can unlock the junkyard's secrets, they find more than they've bargained for — especially since those in the know suspect there might be an otherspace (or three) hiding in plain sight.

BABE, THE BIG BLUE ZERO OX AKA SCRUFFY

SIGNIFICANT UNNATURAL ENTITY

Though its true name is Babe, the metal-and-bone contraption was renamed Scruffy by a young Maurice Malone after Chaz bought it at auction. According to occult historians, Scruffy is a supernaturally glued together frankenbeast, crafted by an anonymous engineer. Scruffy acts similar to the *Zero Heron*, which leads some occultists to believe they were designed by the same engineer. Unlike the Zero Heron, however, Scruffy was made to disenchant artifacts, so they lose their magickal charge instead of being destroyed. The Malones keep anything they don't want disenchanted outside of Scruffy's range.

Wound Threshold: 200.

Disenchant 40%: Scruffy sets off the equivalent of a magickal EMP blast if it detects the presence of an artifact within twenty feet of it. With a successful Disenchant check, the artifact temporarily loses power, and regains it after 2d10 hours.

Should Scruffy take 100 or more wounds, the ox sets off one final magickal EMP blast, at a radius of 3d10 miles. Any magickal artifact in the area needs to be tested for efficacy with a Disenchant check. Once Scruffy takes 150 or more wounds, its body begins to disintegrate at a rate of 1d10 per hour until it is destroyed.

FIRST SESSION BREAKDOWN

Possible Milestones:

- Talk to Maple.
- Corner Beatrix.
- Eavesdrop on conversations.
- Spy on Ricky Adams Jr.

By the end of this session, the players should realize that Beatrix Adams has been written out of Maple Adams's will, and that Barb Adams is the primary source of the rumors. While Misty Malone is a secondary source of information, she is less vindictive than Barb.

If the cabal attempts to use magick, Chaz Malone extends an invitation to them to visit him at his shop at Maple's

THE SITUATION

Given that the cabal's objective is grounded in fact-finding and observation, encourage the PCs to hit investigative milestones as they uncover more details in the first session. If by some chance they happen to meet their objective

SESSION HOOK

The cabal is invited to the Adams-Malone family reunion by a flowery handwritten invitation on rose-scented stationery. Unbeknownst to the cabal, the Adams family matriarch, Maple Adams, sent them this personal note to ensure they would attend the event. The reunion was planned by a few close-knit members of the Adams and Malone families, and was timed to celebrate Maple Adams's 102nd birthday. The rest of the family wanted to impress the matriarch without the cabal's interference, for she is planning on naming new heirs to her estate. With the cabal present at Maple's request, can they show why they're worthy of \$100 million? Can they identify who's plotting against them? Or do they turn the tables on their relatives and sabotage their reputations?

When the cabal arrives at the state park, they are not aware of the following:

- Which family members they can and can't trust.
- Who key family members are.
- Why the cabal was excluded from the planning and invitations.
- What's being said about them.
- Why Maple wanted both the Malones and the Adamses present.
- What, if any, occult activity is happening in the area.
- When Maple's big surprise takes place and what it is.

What the cabal knows and doesn't know allows them to ask questions and designate a milestone on the path to achieving their objective. To kick off the reunion, GMs should seat the cabal at their designated table away from the other family members. Then, put a microphone in Ricky Adams Jr.'s hand and give a marker and a stack of nametags to a red-eyed Beatrix Adams. As the pair roams from table to table, making sure everybody knows everybody else, offer the cabal chances to notice how their presence is perceived by the other tables. Give them a couple of simple rolls to

insistence. This is to dissuade the cabal from visiting Maple prematurely and sticking their noses where she's not sure they belong.

The second part of the first session reveals what the characters know about the supernatural and, more importantly, how they think magick can help them. The important takeaway for the cabal should be that they're not the only ones in the family who have had a brush with the supernatural. If the PCs don't discover this fact on their own, one of the GMCs drops a fairly obvious red flag comment within earshot to the effect of knowing about supernatural activity or phenomena.

before reaching 100% as a result of investigative play, remind them they can *transfer half of their current objective percentiles to a new objective* right away.

get a sense of the exclusionary mood and atmosphere in addition to eavesdropping.

UNINVITED

When Ricky Jr. finally shows up at their table, he rudely tosses them a schedule. Key events have already been circled on the program, a not-so-subtle hint that the cabal is supposed to leave the immediate area until they're wanted at the banquet. After a quick skim, they notice they're not invited to the Adams Family Play and the Musical Tribute from the Malones. Then, Beatrix follows right behind him. Unlike Ricky Jr., Beatrix avoids making eye contact with the group. She plops down blank nametags and the marker, then makes a beeline for the ferry landing without a word.

After the GM has set up this initial scene, the cabal can safely share their feelings and figure out their next steps. This is a great opportunity for the GM to introduce Misty Malone, especially if the PCs are being antisocial. Misty is a curious fount of information who asks innocently worded questions like:

- "Why do you think Ricky Jr. is mad at you?"
- "Is it true that Jeffrey and Lucinda can't have kids?"
- "Did you notice the way Maple was looking at Lucinda?"
- "There's two performances on this list. Why didn't they ask Stevie to play?"
- "Beatrix looks like she's been crying. I wonder why she's blaming that on Rachel."
- "Is Kevin going home early? That's what Barb said."
- "Mon Dieu! They translated Baudelaire's 'Evening Harmony' into English, and they did it wrong. Why wouldn't they ask Rachel for help?"
- "Somebody printed clipart of a football player on the back. Was that to piss off Jeff?"

Whether the PCs decide to answer these questions or not, GMs should give the cabal a few minutes to talk to the GMCs in the park. Then, when they least expect it, shock

See
"Objectives"
on page 13 of
Book Two:
Run.

MOVING THE DAY ALONG

The listed events on the program is a way for the GM to keep track of time, frame the first session, and apply pressure to the PCs to act. Should the pace slow to a crawl, consider giving the PCs a ten-minute warning that an event is about to begin. Alternatively, a GMC might assign the cabal an active role in those events. This gives the PCs something to do, shows the passage of time, and retains the tension. In this style of play, the story comes first and time is relative.

ADAMS-MALONE FAMILY REUNION

10:00 Welcoming Committee (Ricky Jr. and Barb Adams and Family)

11:00 Surprise for Maple

12:00 Banquet

1:00 Adams Family Play

2:00 Musical Tribute from the Malones

3:30 Opening of Gifts

5:00 S'mores and Hot Dogs

6:00 Clean Up

7:00 Last Ferry Departs

If your players require specificity, however, don't be afraid to clarify what the in-game equivalent of an hour is. This technique won't work for every group, but some may benefit from a strict set of guidelines like this for their first session.

the PCs into awareness with a blood-curdling Wilhelm scream. Beatrix has returned with Maple's special surprise, whom no one — especially Kevin and Rachel — expected to see. It is none other than Nikki Malone-Johnson.

If Misty is around, Nikki's sudden appearance triggers a new series of questions.

- "Where do ya think Nikki has been all this time?"
- "Why is Maple crying?"
- "Rachel! That's your mom. Aren't you happy to see her?"
- "Did Beatrix find Nikki for Maple?"
- "Oh God. You're not upset, are you Kevin?"
- "Ricky Jr. looks pissed. Didn't he know what the surprise was?"

As it turns out, being the wife of a sexy flamenco dancer was not as exciting as Nikki thought it'd be. Recently divorced and remarried, Nikki found love in the stars. Her new wife, Dr. Ekene White, is a renowned astrophysicist working for NASA — a fact that has impressed Maple, who welcomes Nikki back like a long-lost daughter.

No doubt, seeing Nikki Malone-Johnson-Amator-now-White in the flesh sends everybody present into a tizzy. This gives the PCs the perfect opportunity to catch their relatives offguard and dish with them to find out more information.

As GM, you should also set up a way for Kevin and Rachel to confront Nikki in front of everyone.

Once the cabal gets over their initial shock of Maple's surprise guest, relay how the GMCs are caught up in Nikki Fever. Suddenly, the pressure is off and the PCs won't be watched as closely, which gives them the chance to dig up more dirt on their relatives.

CUE THE UNUSUAL, UNCANNY, AND UNBELIEVABLE

Despite appearances to the contrary, the supernatural is omnipresent and occult secrets are waiting to be explored, even at a state park in northern Wisconsin. Depending upon the cabal, some PCs might avoid investigating their relatives and family drama, and prioritize what they can find out about the occult instead.

Evidence of the supernatural is around, but in the beginning, PCs must whip out their magnifying glasses and unicursal hexagrams to find it. It is much easier to engage the occult in later sessions, once the PCs have a strong foothold in the story.

The secrets the PCs can unlock are:

- Maurice carries a vinyl keycard in his wallet. Three letters are imprinted on the front next to his name and photo ID: *TNI*. "C Clearance" is on the back.
- Near the outhouses at Big Bay State Park on the far side of the reserve, confused visitors report missing time events in hushed whispers.
- One of Maple's gifts is from an anonymous admirer. It's a leather-bound, embossed copy of *My Name is Dirk A*.
- Bill is sporting a T-shirt honoring Scruffy, the sculpture of a giant blue ox which guards their junkyard. Literally.
- Nikki is wearing a filigree necklace with jet beads from the 1920s. It supposedly belonged to Maple.
- Beatrix has given her great-grandmother an *antique tea set* that Maple is afraid to inspect.
- The combined gift from the Malones and Adamses is a photo album and scrapbook depicting key events in Maple's life. She smiles and nods, but savvy PCs notice something's off.
- Ricky Jr. and Barb have given Maple a worn, family bible they claim protects her. This bible is a faux artifact and has no magickal significance whatsoever.
- Chaz has unwittingly given Maple an authentic artifact. He thought his gift was a replica of an astrolabe that belonged to Hypatia of Alexandria, a legendary philosopher and mathematician who lived from approximately 370 to 415 CE. Unbeknownst to Chaz, it's actually the real McCoy.

The PCs are encouraged to use this information in future sessions when visiting Adams Manor in Bayfield, Wisconsin and Malone Motors & Junkyard in Duluth, Minnesota. To visit Adams Manor, they simply need to ask Maple for an invitation. Malone Motors & Junkyard is even easier to visit: the PCs can drive up and ask for a tour or be invited.

The New Inquisition. See their entry on page 85 of Book Two: Run.

It's Lizzie Baty's tea set, in fact. See page 5.

THE EXTENDED FAMILY

There are several minor characters present at Big Bay State Park who are related to the PCs. Most of the GMCs on this scale have petty attitudes and long-standing reasons to dislike each other, but they aren't necessarily tied to the occult. Or, if they are, they don't necessarily know what they have signed up for.

With the exception of Maple and Chaz, most of these characters are considered minor for a few reasons. First, the PCs aren't expected to encounter them again anytime soon. Second, by filling the area with minor characters, the PCs have an easier time getting the information they need, thereby drawing themselves deeper into Maple's web.

Maple Adams's maiden name is Malone and she has kept in touch with both families through the years. She chooses either an Adams or a Malone to become the executor of her estate. Maple was married to Richard Adams, who is now deceased, and claims she had two children: Walter, who died in "that war," and Jennifer, who was lost to the measles. Neither one of these kids ever existed.

The following is a list of relatives present at the family reunion that the PCs won't interact with much. The GM should pay attention to which minor characters the PCs are responding to and bump up their stats accordingly. Note that Nikki, the surprise guest, is presented as a minor character.

BARB ADAMS

Strung-Out Homemaker 65%

Ricky Jr.'s wife and mother of fourteen bright-eyed, cherubic hellions. Think Martha Stewart high on caffeine. Practices *kumbhaka pranayama* (breath retention) to manage her stress at inopportune moments. She's bound and determined to do whatever her husband tells her to do, which includes spreading rumors about the PCs.

FRED AND MICHAEL ADAMS

Football Jocks 80%

Brothers to Jeffrey Adams, and star football players at competing universities (Michigan and Notre Dame). Though they both have similar Rah! Rah! Rah! personalities, they share a friendly but animated rivalry. For them, there is football and nothing else, which is why they get along great with the Malones.

BRUCE AND CHESTER ADAMS

Professors of History 70%

Bruce and Chester are recently married history professors at the University of Minnesota. They are the picture-perfect, sickeningly sweet, totally-in-love couple and the envy of the other family members. They want Maple's money to help fund the adoption of a child.

MARK AND CINDY ADAMS

Strident Conservatives 60%

Mark is Lucinda's brother, and won't shut up about her needing to "find a man" because her "clock is ticking." Mark met Cindy at a Trump rally and was married not long afterward. Now, they're expecting twins. Both Mark and Cindy have strong, uneducated opinions about everything — especially bookworms like Lucinda.

MISTY MALONE

Genealogical Prodigy 80%, Independent Mind 60%

Misty is Stevie's sister and Rachel's cousin. An eternal optimist, 4.0 student, and zydeco band junkie, Misty is eighteen and plans to take a year off from school to figure out what career she wants to pursue. She's become obsessed with the Malone-Adams family tree and is deeply committed to staying in the know about all her relatives. She is also the anonymous relative who gifted Maple a copy of *My Name is Dirk A.*

BILL MALONE

Beer-Loving Loner 55%

Stevie and Rachel's cousin. Bill is Maurice Malone's brother, and the son of Charles "Chaz" Malone of Malone's Motors. He's gruff, suffers from deep social anxiety, and prefers to keep his own company. A keen observer, Bill knows the truth about his dad, but won't confront him because he has nowhere else to go. Bill is also a microbrew aficionado.

NIKKI WHITE

AKA Nikki Malone-Johnson

Family Gadfly 70%, Free Spirit 40%

She's Kevin's ex-wife and Rachel's mother. The rest of the PCs know her as her "Auntie." She is flamboyant, loves to wear bright colors, and has the attention span of half a gnat. Those outside of the cabal view her as immature. Nikki considers herself to be a free spirit who suffocates if she's tied down with any responsibilities. She's also a red herring for the PCs, for Nikki appears to be the only other relative, besides Beatrix, who figured out what Maple's secret is. The truth? Nikki doesn't know much about anything and, what's more, the art deco necklace Maple admires was a gift from her wife. Nikki's presence is like her character: unexpected and splashy, without a lot of substance.

OTHER ANTAGONISTS

In the first session, *time leeches* cause visitors to experience missing time.

See "Time Leeches" on page 91 of Book Three Reveal.

THE CAMPAIGN

From this point forward, the sketches of future sessions are based on the following assumptions:

- The cabal believes Maple Adams is hiding something.
- Chaz Malone deserves further scrutiny.
- Many of Maple's gifts are likely connected to the occult.

Following the close of the first session, the PCs have a lot of options, especially if they've met their objective already. What they decide could be based on a location or what a GMC has revealed to them. Assuming that the PCs have figured out Beatrix was backstabbing them, their next session might be to invite themselves over to Maple's house or corner Beatrix on the way home. There's always

the chance the PCs miss the ferry and are stuck in Big Bay State Park for round two.

If the PCs are totally stumped once they return to shore, Maple can always send the cabal another flowery, handwritten letter that announces she's considering making Chaz Malone and only one of his sons, Maurice, her beneficiary. Since Bill is intentionally left out of the note, this gives the cabal another mystery to explore. Plus, it shows that Maple is the queen of passive-aggressive behavior. With these assumptions in mind, the following session sketches demonstrate a path the PCs might choose.

EARLY SESSIONS

TEA TIME WITH MAPLE

Possible Milestones:

- "Borrow" a gift.
- Get an invitation to afternoon tea.
- Make friends with Beatrix.
- Replace Beatrix as Maple's errand runners.

A good place to start looking for occult artifacts and books is to inspect the gifts that Maple received for her birthday. To do that, the PCs might invite themselves over to Maple's house for tea or, alternatively, the devil they know — Beatrix Adams — might ask them to help her unpack and store Maple's gifts. Beatrix's reasoning for doing so is multi-layered. First, she wants to threaten Maple by exposing her secret to the cabal. Second, Beatrix wants to undermine the cabal by showing how much she's learned about the occult. Toss in sister-to-sister rivalry, and much of the session turns into a battle of wits.

The second antagonist at Adams Manor is Maple herself. Unless she's directly attacked, Maple plays the victim perfectly, because she's not ready to make her move just yet. She is, however, going to assess the cabal's actions from the moment they walk through the door. Maple knows full well what artifacts and books are magickal and which ones aren't. She's interested in finding out if the PCs can unlock that puzzle for themselves, which is why she looks the other way if one of them decides to sneak upstairs to take a peek at her library.

Additionally, it should be noted that Adams Manor is haunted. Sort of. As it turns out, the ghosts wandering the garden and the howls emanating from the cellar aren't actually spirits, but auditory illusions Maple engineered to sort out the true occult experts from Hellblazer fans.

TROUBLESHOOTING

Some cabals may not trust Maple enough to start and may try to sneak past her instead. Unlike Ricky Jr., Maple has a long fuse that burns slowly. As long as the cabal doesn't threaten her secret by breaking into the locked attic, she entertains their curiosity. Maple is an expert liar and has a thousand explanations prepped and ready.

JUNKYARD BULL

Possible Milestones:

- Spy on the Malones.
- Ask Beatrix for intel.

- Request a tour of Malone Motors.
- Have an escape plan.

The cabal is ready to get their hands on magickal artifacts and occult tomes. Being new to the occult, however, the PCs need guidance to figure out how to do just that. They could steal an artifact from Maple Adams, but that would quickly sour future interactions with her. Another way to get an artifact, however, is to ask Beatrix Adams where she purchased Maple's gift. When pressed, she freely offers that she bought it from Chaz Malone; at this point, Beatrix has nothing to lose and everything to gain. Of course, if the cabal is friendly with Maple, she might suggest that they take a trip to Malone Motors & Junkyard for a tour of their backyard, too.

When the PCs arrive at Malone Motors & Junkyard, Chaz is not present — and his sons don't allow any strangers to tour the property without him, not even their relatives. Both Maurice and Bill are openly hostile for different reasons. Maurice is a naïve, up-and-coming member of the New Inquisition, who is attempting to stage a coup and acquire both Maple's assets and his dad's to further Alex Abel's agenda. Bill, on the other hand, is the son who obeys. He doesn't know what Maurice is up to, but he loyally follows his father's instructions.

In their father's absence, the sons guard the facility during the day. Thus, the best time for the cabal to break into the junkyard is at night. Once they're inside, the cabal has precious few moments to pick an artifact and start running. Just as they try to escape, they hear a preternatural grunt and see the air filling up with steam — it's Scruffy in all its blue ox glory.

TROUBLESHOOTING

Because Beatrix views the cabal to be her replacement, she gladly sells them an artifact should they contact her. To make amends, she replaces Lizzie Baty's cursed tea set that she gave Maple with a non-magickal artifact, apologizing profusely to Maple, and regifts it to the cabal. Unbeknownst to them, of course. Ah, family!

Alternatively, if the cabal has impressed Maple, they could ask her for help. Should this happen, Maple gives them what they want — with no warning. She wants to see what



they can do, and won't hesitate to throw them into a hot, sticky mess.

Lastly, it should be noted that the cabal might attempt to create an artifact. If and when this happens, note that the antagonists don't have the means of helping them. This is by design. In order for the PCs to supplant their rivals, they need to have more knowledge than they do about the occult — which is all part of Maple's plan.

MID-GAME SESSIONS

NORTHERN EXPOSURE

Possible Milestones:

- Cue the paparazzi.
- Distract the Malones.
- Plan for a double-cross.
- Lay a trap.

This session has a lot of flexibility in terms of what the cabal can do, but they need to think quickly and creatively if they want to catch the Malones red-handed. If the cabal has already established themselves as rivals, the Malones won't trust them, so it's that much harder to lure them into a trap. Here, the goal is to obtain irrefutable evidence that the Malones are selling occult artifacts on the black market — and that this is the real reason for the family's success, not their mechanical aptitude.

The cabal can take down the Malones in a number of different ways, and they can use magick to do it both directly and indirectly. Here are some suggestions:

- Record the sale of an occult artifact to Chaz Malone.
- Take photographs of the junkyard or its inventory.
- Attack one of the Malones with magick and force a reaction.
- Manipulate Bill to fight and join the cabal.
- Become best buds with Maurice and "join" The New Inquisition. In return, he agrees to help the cabal, admitting he's after Maple.

If the PCs did manage to glean information that Maple Adams is secretly funding and orchestrating the Malones' success, they should still acquire proof of their claims before confronting Maple. Otherwise, it's just talk, and Maple can't stand windbags.

TROUBLESHOOTING

Depending upon how the PCs interacted with the Malones previously, this session may require the GM to bump up the stats for Maurice or Bill (+20% to one of their identities should do it). Alternatively, if the PCs explored Maurice's hidden agenda, they can use what little they know to strike a deal with either Chaz or Bill. A deal with either son would not only shift alliances, but the tone of future sessions as well.

TRUTH TO POWER

Possible Milestones:

- Bribe a witness.
- Kidnap a Malone.
- Race to Adams Manor.
- Prove magick is real.
- Sneak up to the third floor.

QUESTIONS
HOW HIS ST
BOOK TH
AND WAN
ES. THE
HUGE! LOT
MED?" TH
BROAD
MENTIO
DOGS
SILVER
ATING
TEMP
BOOK
FRAG
TREN
A S
SHING
VES, E
IN '7
IN TH
ETING
OF THE
NEVER
-7. C
LEVEL
SES 13
S ON 7
ACTIVE
UPAD
COOLE
TAB BA
VE STO
ME" FO
IRE, CU
H ENGI
ER HA
TOLE DO
WITH A
CAL CO
RISE T
AS FOU
WINS
OT NO
S. RA
BRAN
T 2:15A
NS FLE
CAN D
EYES WIL
DARKNESS
DIDN'T W
ONS PEF

The purpose of this session is to confront Maple, for better or for worse, with the evidence that Chaz Malone isn't all he's cracked up to be. Chaz is already present when the cabal arrives. Here, Maple's concern is the survival of the fittest. Of the two groups, the Malones or the cabal, who is stronger? Though she's not aware of Maurice's underhanded schemes, Maple desires someone who can help her keep a lid on the supernatural and potentially join her as a faux-Sleeper.

When Maple Adams, the lynchpin of this story, has finished listening to both sides, she tells the groups she needs time to make up her mind. Then, she arranges for a small picnic for all concerned at Big Bay State Park. Suggestions for future milestones build not only off the cabal's success, but also the knowledge they've gained thus far.

These milestones might be:

- Become an adept.
- Find out Maple's secret and destroy her with it.
- Take over Malone's Motors & Junkyard.

CONFRONTATION

Possible Milestones:

- Predict what Maple says.
- Ally with Beatrix.
- Ally with Bill.
- Expose Maurice as an arsonist.
- Confess supernatural experiences.

This is it. The last session of the campaign, where the winners take all — or do they? Similar to the first session, the PCs can interact with the other characters until Maple is ready to speak.

Over hamburgers and lemonade, Maple tells everyone the details of her story and some of the truth about who she is. Though she won't reveal that she's a Sleeper, she mentions that she has been making amends ever since she lost her husband. Regardless of what details the cabal has already gleaned, the purpose of Maple's short recap of her life is to stress that she cannot make up for her numerous lies. In fact, Maple tells the family members that she has been testing them for several years, because her sins are so grave she needs help atoning for them. Then, at this point, Maple turns to the cabal and asks them to serve the family in her stead by hunting down and suppressing knowledge of the occult and its practitioners.

- Recreate Scruffy in miniature size.
- Infiltrate TNI and sabotage it from the inside.
- Recover and return Lizzie Baty's tea set to her relatives.

Most of the cabal's future goals can be plotted with one or two milestones to wrap up any lingering family matters. You should present Maple's invitation as a dangling carrot. Since she obviously knows more than she's letting on, who knows what else the PCs could learn?

TROUBLESHOOTING

The word "truth" in this session has many different sides to it, and the PCs might play their hand and reveal Maple's lies to her. It may be challenging for the PCs to assess what Maple wants, because she is still an unknown at this point — and that's OK. What deal Maple offers the cabal depends upon their interactions with other characters and their allegiances, regardless of their attitudes toward the occult. If the end of this session results in a lot of question marks instead of answers, the cabal is that much more surprised when they return to Big Bay State Park.

In exchange for being her sword and her shield, Maple signs her entire inheritance over to the cabal. And, at their discretion, the PCs can assign additional beneficiaries to share in that gift. If they accept, the cabal is forbidden to use magick ever again. If they dare use magick again and get caught, Maple declares that she's immediately signing her inheritance over to Ricky Jr. and Barb (she won't — she'd rather give it to the Malones, or the cabal, but this is her exercising her muscle). Regardless, Maple's deal — whether they take it or leave it — is designed to prevent the cabal from ever performing magick again.

TROUBLESHOOTING

Does the cabal accept Maple's one-time offer? Or, are they already hooked on the occult? Should the cabal decline, which seems likely given how obsessed they are, they are on the outs as soon as they make their decision. There is a loophole, however, that the PCs can exploit: they can try to coerce Maple to revise the terms of her deal, especially since the matriarch has put the entire family in a world of hurt for so many years. Or they could just wait for her to die, though that's taken a long time already.

Even if they accept the conditions, they can probably get away with using magick on the sly. Maple isn't omniscient. However, this carries a big risk of losing everything.



KEVIN JOHNSON

Kevin is an older man with dark skin and close-cropped hair. He's of average height and size, and he's in his mid to late fifties. He dresses plainly and enjoys wearing comfortable shoes and button-down shirts.

Obsession: Kevin is obsessed with reconstructing key battles of the past in minute detail because the Civil War was a struggle worth fighting.

Civil War Re-Enactor 65%*: Provides Initiative, Substitutes for Dodge, Substitutes for Fitness (*obsession identity).

Father 35%: Coerces Connect, Evaluates Helplessness, Substitutes for Secrecy.

School Custodian 20%: Evaluates Isolation, Substitutes for Knowledge, Substitutes for Notice.

PASSIONS

Fear: (Isolation) Dying alone and unloved.

Noble: Reconciliation with his ex-wife.

Rage: Bullies of any kind, especially family members.

RELATIONSHIPS

One is provided; choose two more.

Favorite ___%

Guru ___%

Mentor ___%

Protégé ___%

Responsibility Rachel 45%

Wound Threshold: 50.

Possessions: Collects self-help audiotapes by Tony Robbins and Shonda Rhimes that he plays whenever he's feeling low. Carries an impressive (and extremely valuable) set of Civil War-era surgeon's tools and apothecary jars filled with whiskey, opium, chloroform, and quinine locked in the trunk of his 2001 Chevy Malibu.

Important Locations: Big Bay State Park.

Kevin realized the supernatural was real after he lost time for an hour in 2006 during his last trip to Big Bay State Park on Madeline Island with his then-wife, Nikki, and their daughter, Rachel. He currently lives in San Mateo, California and works as a school custodian. During the summer months, Kevin devotes his energy to filling the shoes of Civil War surgeons, like Jonathan Letterman, and travels thousands of miles to amputate limbs and save dying soldiers. Kevin blames himself for his family problems and takes the brunt of the abuse for his ex-wife's mysterious departure — until he doesn't.

If Kevin came into a lot of money through his family, he'd use it to further his Civil War re-enactments but — more importantly — use it to win back Nikki.

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

LUCINDA ADAMS

Lucinda is curvy, pale, wears stylish glasses, and sports shockingly vibrant green hair. She's a twenty-something with more bright colors in her wardrobe than a box of Crayola crayons, and just as many shoes to match.

Obsession: Books are alive and must be listened to.

Biblioklept 65%*: Evaluates the Unnatural, Substitutes for Knowledge, Substitutes for Secrecy (* obsession identity).

Obnoxious 55%: Coerces Helplessness, Protects Connect, Substitutes for Lie.

PASSIONS

Fear Stimulus: (Helplessness) Losing her connection to reality.

Noble Stimulus: Using magickal knowledge to help people.

Rage Stimulus: Those who prey upon the weak or innocent.

RELATIONSHIPS

One is provided; choose two more.

Favorite ___%

Guru ___%

Mentor ___%

Protégé ___%

Responsibility The Fifth Wheels 45%

Wound Threshold: 50.

Possessions: Lucinda wears a pewter replica of the Libra Negra around her neck and has a tattoo of a ritual found in *The Key of Solomon* (Clavicula Salomonis) on her hip. Despite her desire to collect other occult artifacts featured in the books she reads, she's afraid to start — so she frequents oddball museums, like the American Museum of Magic in Marshall, Michigan, and buys refrigerator magnets instead.

Important Locations: Big Bay State Park.

After witnessing a bibliomancer performing magick, Lucinda rationalized that souls become trapped in books, and it's her duty to collect and listen to them. Her nose firmly planted in the tomes she steals, Lucinda is a grad student at Loyola University Chicago, and is well on her way to achieving yet another degree no one has heard of. An academic for life, Lucinda has run afoul of her overzealous parents who desire nothing more than grandchildren. She's also got a bit of a mouth on her, and has no problem standing up for the other outcasts in her family. If no one else steps forward, Lucinda would make an excellent ring-leader for the group.

If Lucinda came into a lot of money through her family, she'd use it to fund her expensive academic career and acquire more books.

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

STEVIE MALONE

Stevie spends a lot of time outside in the sun, so his normally white skin tone remains medium tan all year. He is short, slight, and tattooed. He's in his early thirties and often wears hats to hide his premature hair loss.

Obsession: Using sex, drugs, and rock 'n' roll to fill the hole the Black Tone left behind.

Lover 45%*: Evaluates Isolation, Substitutes for Knowledge, Substitutes for Secrecy (* obsession identity).

Street Performer 75%: Evaluates Self, Protects Isolation, Substitutes for Status.

PASSIONS

Fear Stimulus: (Self) Being incarcerated because of drugs or other vices.

Noble Stimulus: Music is the universal language of love, and playing the right notes heals the world.

Rage Stimulus: Someone being attacked for their sexuality.

RELATIONSHIPS

One is provided; choose two more.

Favorite ___%

Guru ___%

Mentor ___%

Protégé Lucinda 40%

Responsibility ___%

Wound Threshold: 50.

Possessions: Stevie owns a Martin Custom D Classic Mahogany Dreadnought acoustic guitar, which was given to him by his former teacher. Though he has done drugs, he never keeps any on him because he's scared to death of somebody turning him in for possession.

Important Locations: Big Bay State Park and Malone's Motors & Junkyard.

After accidentally playing the Black Tone, Stevie tried to replicate the experience, and is now obsessed with achieving that state of enlightenment again. He's a talented street performer and former member of the Occupy movement. Stevie represents all of the elements of a liberally minded society that his conservative family secretly hates: he's a musician, he's openly bisexual, he's been arrested for protesting for civil rights, and he's pagan. After being publicly chastised for his "hedonistic" New York lifestyle, he's at his wits' end and is looking to a higher power for help. Stevie is a kind, curious, affable soul, the type of person who normally makes instant friends wherever he goes. Stevie is Rachel's cousin, but he hasn't seen or spoken to the rest of his family in at least five years.

If Stevie came into a lot of money through his family, he'd probably use it to further his drug habit, but he'd tell himself it was for reclaiming that feeling of being whole.

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

RACHEL MALONE-JOHNSON

Rachel wears her hair in a natural Afro, has medium dark skin, and is in her late twenties. She bikes in her spare time, dresses conservatively in long dresses, and wears a gold cross around her neck.

Obsession: To seek definitive proof that magick is a gift from God.

Language Translator 65%: Can read, write, and translate Latin and French (unique), Coerces Status, Substitutes for Knowledge.

Spiritualist 55%*: Evaluates the Unnatural, Protects the Unnatural, Substitutes for Connect (* obsession identity).

PASSIONS

Fear Stimulus: (Self) That Christianity and its messengers are all a fraud.

Noble Stimulus: Share magick with others so they can receive God's blessing.

Rage Stimulus: Selfish people who put themselves before the greater good.

RELATIONSHIPS

One is provided; choose two more.

- Favorite** ___%
- Guru** Jeffrey 40%
- Mentor** ___%
- Protégé** ___%
- Responsibility** ___%

Wound Threshold: 50.

Possessions: Rachel has a high-tech backpack that charges solar batteries for her iPad mini 3. The 128GB device has its own Wi-Fi hotspot and a secure VPN that allows Rachel to access the École Normale Supérieure's library in Paris, France within seconds. Rachel also carries a handmade rosary carved out of onyx by the Sisters of Carmel; when she's deeply troubled or scared, she puts her hand in her purse (or pocket) and clutches the beads.

Important Locations: Big Bay State Park.

Rachel is a whiz with languages, especially Latin and French, and had a full scholarship to Harvard. Had. She fell in love with Paris and abandoned her studies to live in France. She is convinced she witnessed the appearance of Le Comte de Saint-Germain visiting the Louvre, even though no one else believes her. (She did.) She believes he was trying to relay a message to her about her life's mission, and she is now deeply religious as a result.

Newly emboldened to return to the United States, Rachel managed to re-enroll at Harvard. Most of her family members are jealous and feel that Rachel abandoned them. Her immediate family won't forgive her for leaving the country, not when Grandma Maple needed help.

If Rachel came into a lot of money through her family, she'd use it to cover her Harvard tuition.

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

JEFFREY ADAMS

Jeffrey is in his mid-twenties and has maintained his athleticism, though he's no longer officially taking part in any organized sport. He is tall with reddish-brown hair and freckled, white skin. He often wears secondhand clothes and insists on recycling as much as possible.

Obsession: Become ordained as a Buddhist monk and take the Bodhisattva vows despite constantly struggling with what that entails.

Environmentalist 35%: Protects Helplessness, Provides Wound Threshold, Substitutes for Fitness.

Humanitarian 85%*: Evaluates Helplessness, Protects Self, Substitutes for Connect (* obsession identity).

PASSIONS

Fear Stimulus: (Violence) That not all life is worth saving and that some must die for many others to live.

Noble Stimulus: Protect the innocent, because their lives are precious and sacred.

Rage Stimulus: People who obviously waste their life's gifts.

RELATIONSHIPS

One is provided; choose two more.

- Favorite** ___%
- Guru** ___%
- Mentor** ___%
- Protégé Stevie** 40%
- Responsibility** ___%

Wound Threshold: 50.

Possessions: Stashed away in the Adams Manor attic on the third floor, Jeffrey Adams has stored a box of personal belongings he could not part with. They include: his high school letter jacket and diploma, his prom date's dried corsage, a bottle of mezcal (with a worm), an unused plane ticket to Rio, a woman's wedding ring, and a Nickelback CD.

Important Locations: Big Bay State Park and Adams Manor.

A former high school football star, Jeffrey has since fallen from grace after flunking out of college and joining Greenpeace. While on assignment in Guatemala, he ate the native dream pepper, and cannot forget that otherworldly experience. Not long afterward, Jeffrey was disowned after telling his Southern Baptist family he was abandoning his personal possessions to become a Buddhist monk. Before he can join a Buddhist monastery, however, he knows he must deal with this nagging idea of his that something else is out there...

If Jeffrey came into a lot of money through his family, he'd settle his debts and give the rest away.

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

Name: **KEVIN JOHNSON**
 Cabal: **Fifth Wheels**
 Current Objective: Find out who's damaging our reputation.

Distinguishing Characteristics: Kevin is an older man with dark skin and close-cropped hair. He's of average height and size, and he's in his mid to late fifties. He dresses plainly and enjoys wearing comfortable shoes and button-down shirts.

RAGE Bullies of any kind, especially family members.

NOBLE Reconciliation with his ex-wife.

FEAR (Isolation) Dying alone and unloved.

___% Favorite (Status)	___% Guru (Notice)	___% Mentor (Connect)	45 % Responsibility (Knowledge)	___% Protégé (Fitness)
------------------------	--------------------	-----------------------	--	------------------------

HELPLESSNESS	FITNESS	60	55	50	45	40	35	30	25	20	FAILURES <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	DODGE Defend with Status Attack with Connect
		20	25	30	35	40	45	50	55	60		
ISOLATION	STATUS	60	55	50	45	40	35	30	25	20	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	PURSUIT Defend with Connect Attack with Status
		20	25	30	35	40	45	50	55	60		
SELF	KNOWLEDGE	60	55	50	45	40	35	30	25	20	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	LIE Defend with Notice Attack with Knowledge
		20	25	30	35	40	45	50	55	60		
UNNATURAL	NOTICE	60	55	50	45	40	35	30	25	20	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	SECRETY Defend with Knowledge Attack with Secrecy
		20	25	30	35	40	45	50	55	60		
VIOLENCE	CONNECT	60	55	50	45	40	35	30	25	20	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	STRUGGLE Defend with Fitness Attack with Struggle
		20	25	30	35	40	45	50	55	60		

WOUND THRESHOLD / **50**

IDENTITIES	
I'm a CIVIL WAR RE-ENACTOR , of course I can	65 %
Substitutes for Ability: Dodge	
Feature: Provides Initiative	
Feature: Substitutes for Fitness	
I'm a FATHER , of course I can	35 %
Substitutes for Ability: Secrecy	
Feature: Coerces Connect	
Feature: Evaluates Helplessness	
I'm a SCHOOL CUSTODIAN , of course I can	20 %
Substitutes for Ability: Knowledge	
Feature: Evaluates Isolation	
Feature: Substitutes for Notice	
I'm a _____, of course I can	___%
Substitutes for Ability: _____	
Feature: _____	
Feature: _____	

OBSESSION IDENTITY

00823	a. Percentage	For Official Use Only ST-0-LZ3
1. Supernatural Ability	2a. <input type="checkbox"/> Vague <input type="checkbox"/> Specific	
	2b. <input type="checkbox"/> Harm <input type="checkbox"/> Information <input type="checkbox"/> Protection	
	3. <input type="checkbox"/> Influence <input type="checkbox"/> Versatility	
4. Notes		

Form **SUPERNATURAL 3** permission granted to photocopy for personal use



Name: LUCINDA ADAMS
 Cabal: Fifth Wheels
 Current Objective: Find out who's damaging our reputation.

Distinguishing Characteristics: Lucinda is curvy, pale, wears stylish glasses, and sports shockingly vibrant green hair. She's a twenty-something with more bright colors in her wardrobe than a box of Crayola crayons, and just as many shoes to match.

RAGE Those who prey upon the weak or innocent.

NOBLE Using magickal knowledge to help people.

FEAR (Helplessness) Losing her connection to reality.

___ % Favorite (Status)	___ % Guru (Notice)	___ % Mentor (Connect)	The Fifth Wheels 45 ___ % Responsibility (Knowledge)	___ % Protégé (Fitness)
-------------------------	---------------------	------------------------	--	-------------------------

HELPLESSNESS	<table border="1"> <tr><td>FITNESS</td><td>60</td><td>55</td><td>50</td><td>45</td><td>40</td><td>35</td><td>30</td><td>25</td><td>20</td></tr> <tr><td>20</td><td>25</td><td>30</td><td>35</td><td>40</td><td>45</td><td>50</td><td>55</td><td>60</td><td>DODGE</td></tr> </table>	FITNESS	60	55	50	45	40	35	30	25	20	20	25	30	35	40	45	50	55	60	DODGE	<table border="1"> <tr><td>FAILURES</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td></tr> <tr><td>Defend with Status</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Attack with Connect</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	FAILURES	█	█	█	█	█	█	█	█	█	Defend with Status										Attack with Connect									
FITNESS	60	55	50	45	40	35	30	25	20																																											
20	25	30	35	40	45	50	55	60	DODGE																																											
FAILURES	█	█	█	█	█	█	█	█	█																																											
Defend with Status																																																				
Attack with Connect																																																				
ISOLATION	<table border="1"> <tr><td>STATUS</td><td>60</td><td>55</td><td>50</td><td>45</td><td>40</td><td>35</td><td>30</td><td>25</td><td>20</td></tr> <tr><td>20</td><td>25</td><td>30</td><td>35</td><td>40</td><td>45</td><td>50</td><td>55</td><td>60</td><td>PURSUIT</td></tr> </table>	STATUS	60	55	50	45	40	35	30	25	20	20	25	30	35	40	45	50	55	60	PURSUIT	<table border="1"> <tr><td>FAILURES</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td></tr> <tr><td>Defend with Connect</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Attack with Status</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	FAILURES	█	█	█	█	█	█	█	█	█	Defend with Connect										Attack with Status									
STATUS	60	55	50	45	40	35	30	25	20																																											
20	25	30	35	40	45	50	55	60	PURSUIT																																											
FAILURES	█	█	█	█	█	█	█	█	█																																											
Defend with Connect																																																				
Attack with Status																																																				
SELF	<table border="1"> <tr><td>KNOWLEDGE</td><td>60</td><td>55</td><td>50</td><td>45</td><td>40</td><td>35</td><td>30</td><td>25</td><td>20</td></tr> <tr><td>20</td><td>25</td><td>30</td><td>35</td><td>40</td><td>45</td><td>50</td><td>55</td><td>60</td><td>LIE</td></tr> </table>	KNOWLEDGE	60	55	50	45	40	35	30	25	20	20	25	30	35	40	45	50	55	60	LIE	<table border="1"> <tr><td>FAILURES</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td></tr> <tr><td>Defend with Notice</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Attack with Knowledge</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	FAILURES	█	█	█	█	█	█	█	█	█	Defend with Notice										Attack with Knowledge									
KNOWLEDGE	60	55	50	45	40	35	30	25	20																																											
20	25	30	35	40	45	50	55	60	LIE																																											
FAILURES	█	█	█	█	█	█	█	█	█																																											
Defend with Notice																																																				
Attack with Knowledge																																																				
UNNATURAL	<table border="1"> <tr><td>NOTICE</td><td>60</td><td>55</td><td>50</td><td>45</td><td>40</td><td>35</td><td>30</td><td>25</td><td>20</td></tr> <tr><td>20</td><td>25</td><td>30</td><td>35</td><td>40</td><td>45</td><td>50</td><td>55</td><td>60</td><td>SECURITY</td></tr> </table>	NOTICE	60	55	50	45	40	35	30	25	20	20	25	30	35	40	45	50	55	60	SECURITY	<table border="1"> <tr><td>FAILURES</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td></tr> <tr><td>Defend with Knowledge</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Attack with Secrecy</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	FAILURES	█	█	█	█	█	█	█	█	█	Defend with Knowledge										Attack with Secrecy									
NOTICE	60	55	50	45	40	35	30	25	20																																											
20	25	30	35	40	45	50	55	60	SECURITY																																											
FAILURES	█	█	█	█	█	█	█	█	█																																											
Defend with Knowledge																																																				
Attack with Secrecy																																																				
VIOLENCE	<table border="1"> <tr><td>CONNECT</td><td>60</td><td>55</td><td>50</td><td>45</td><td>40</td><td>35</td><td>30</td><td>25</td><td>20</td></tr> <tr><td>20</td><td>25</td><td>30</td><td>35</td><td>40</td><td>45</td><td>50</td><td>55</td><td>60</td><td>STRUGGLE</td></tr> </table>	CONNECT	60	55	50	45	40	35	30	25	20	20	25	30	35	40	45	50	55	60	STRUGGLE	<table border="1"> <tr><td>FAILURES</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td><td>█</td></tr> <tr><td>Defend with Fitness</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Attack with Struggle</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	FAILURES	█	█	█	█	█	█	█	█	█	Defend with Fitness										Attack with Struggle									
CONNECT	60	55	50	45	40	35	30	25	20																																											
20	25	30	35	40	45	50	55	60	STRUGGLE																																											
FAILURES	█	█	█	█	█	█	█	█	█																																											
Defend with Fitness																																																				
Attack with Struggle																																																				

WOUND THRESHOLD / **50**

IDENTITIES	
I'm a BIBLIOKLEPT , of course I can	65 %
Substitutes for Ability: Knowledge	
Feature: Evaluates the Unnatural	
Feature: Substitutes for Secrecy	OBSESSION IDENTITY
I'm a OBNOXIOUS , of course I can	55 %
Substitutes for Ability: Lie	
Feature: Coerces Helplessness	
Feature: Protects Connect	
I'm a _____, of course I can	%
Substitutes for Ability:	
Feature:	
Feature:	
I'm a _____, of course I can	%
Substitutes for Ability:	
Feature:	
Feature:	

00823	a. Percentage	For Official Use Only ST-0-LZ3
1. Supernatural Ability	2a. <input type="checkbox"/> Vague <input type="checkbox"/> Specific	
	2b. <input type="checkbox"/> Harm <input type="checkbox"/> Information <input type="checkbox"/> Protection	
	3. <input type="checkbox"/> Influence <input type="checkbox"/> Versatility	
4. Notes		

Form **SUPERNATURAL 3** permission granted to photocopy for personal use



Name: **STEVIE MALONE**
 Cabal: **Fifth Wheels**
 Current Objective: Find out who's damaging our reputation.

Distinguishing Characteristics: Stevie spends a lot of time outside in the sun, so his normally white skin tone is medium tan year-round. He is short, slight, and tattooed. He's in his early thirties and often wears hats to hide his premature hair loss.

RAGE Someone being attacked for their sexuality.

NOBLE Music is the universal language of love, and playing the right notes heals the world.

FEAR (Self) Being incarcerated because of drugs or other vices.

___% Favorite (Status)	___% Guru (Notice)	___% Mentor (Connect)	___% Responsibility (Knowledge)	Lucinda 40% Protégé (Fitness)
------------------------	--------------------	-----------------------	---------------------------------	---

HELPLESSNESS	FITNESS 60 55 50 45 40 35 30 25 20	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	20 25 30 35 40 45 50 55 60 DODGE	FAILURES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Defend with Status Attack with Connect
ISOLATION	STATUS 60 55 50 45 40 35 30 25 20	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	20 25 30 35 40 45 50 55 60 PURSUIT	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Defend with Connect Attack with Status	
SELF	KNOWLEDGE 60 55 50 45 40 35 30 25 20	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	20 25 30 35 40 45 50 55 60 LIE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Defend with Notice Attack with Knowledge	
UNNATURAL	NOTICE 60 55 50 45 40 35 30 25 20	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	20 25 30 35 40 45 50 55 60 SECRETY	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Defend with Knowledge Attack with Secrecy	
VIOLENCE	CONNECT 60 55 50 45 40 35 30 25 20	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	20 25 30 35 40 45 50 55 60 STRUGGLE	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Defend with Fitness Attack with Struggle	

WOUND THRESHOLD / 50

IDENTITIES	
I'm a LOVER , of course I can	45%
Substitutes for Ability: Knowledge	
Feature: Evaluates Isolation	
Feature: Substitutes for Secrecy	
I'm a STREET PERFORMER , of course I can	75%
Substitutes for Ability: Status	
Feature: Evaluates Self	
Feature: Protects Isolation	
I'm a _____, of course I can	%
Substitutes for Ability:	
Feature:	
Feature:	
I'm a _____, of course I can	%
Substitutes for Ability:	
Feature:	
Feature:	

00823	a. Percentage	For Official Use Only ST-0-LZ3
1. Supernatural Ability	2a. <input type="checkbox"/> Vague <input type="checkbox"/> Specific	
	2b. <input type="checkbox"/> Harm <input type="checkbox"/> Information <input type="checkbox"/> Protection	
	3. <input type="checkbox"/> Influence <input type="checkbox"/> Versatility	
4. Notes		

Form **SUPERNATURAL 3** permission granted to photocopy for personal use

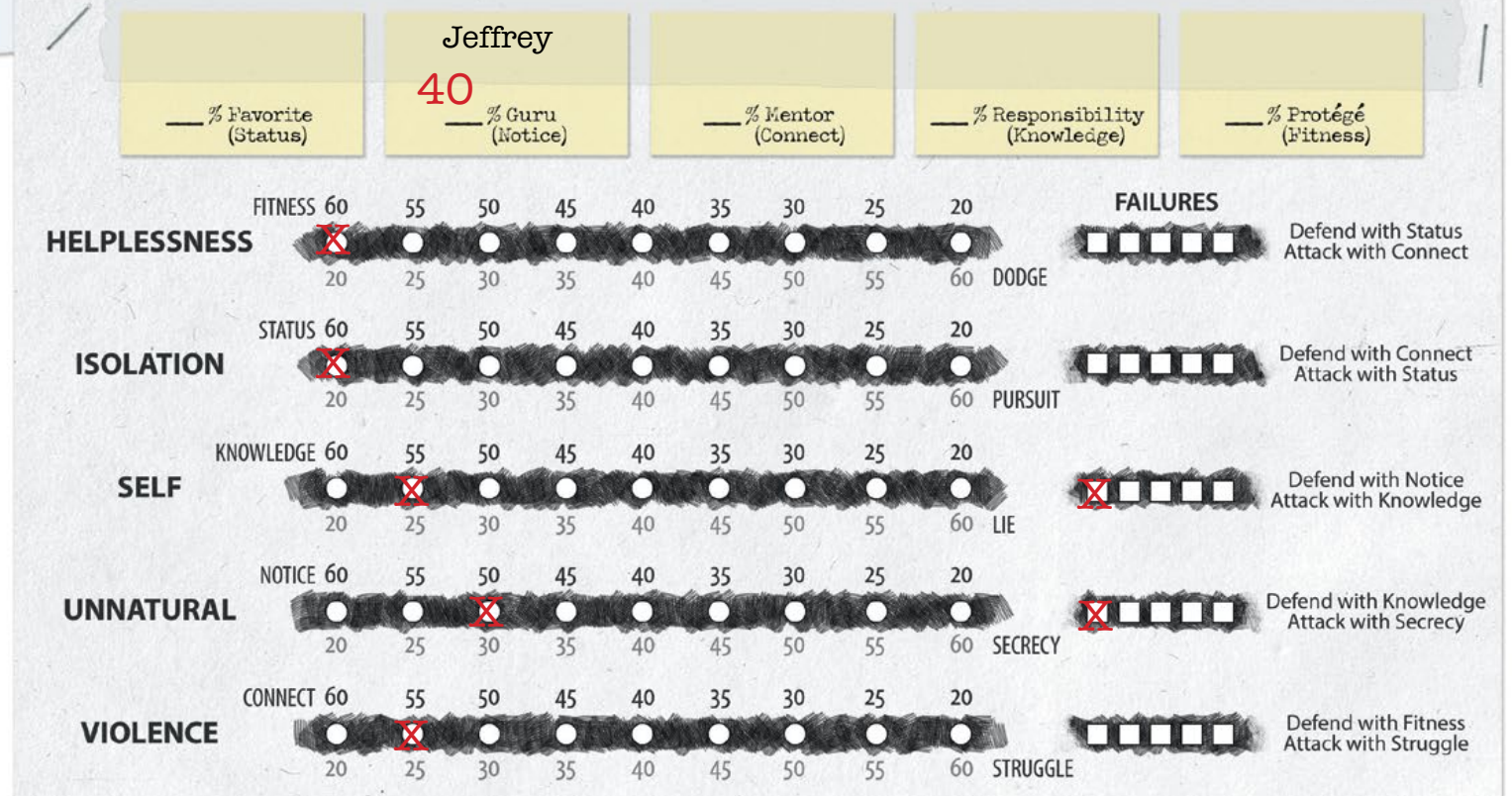
Name: **RACHEL MALONE-JOHNSON**
 Cabal: **Fifth Wheels**
 Current Objective: Find out who's damaging our reputation.

Distinguishing Characteristics: Rachel wears her hair in a natural Afro, has medium dark skin, and is in her late twenties. She bikes in her spare time, dresses conservatively in long dresses, and wears a gold cross around her neck.

RAGE Selfish people who put themselves before the greater good.

NOBLE Share magick with others so they can receive God's blessing.

FEAR (Self) That Christianity and its messengers are all a fraud.



IDENTITIES	
I'm a LANGUAGE TRANSLATOR , of course I can	65 %
Substitutes for Ability: Knowledge	
Feature: Can read, write, and translate Latin and French (unique)	
Feature: Coerces Status	
I'm a SPIRITUALIST , of course I can	55 %
Substitutes for Ability: Connect	
Feature: Evaluates the Unnatural	
Feature: Protects the Unnatural	
I'm a _____, of course I can	_____ %
Substitutes for Ability: _____	
Feature: _____	
Feature: _____	
I'm a _____, of course I can	_____ %
Substitutes for Ability: _____	
Feature: _____	
Feature: _____	

OBSSESSION IDENTITY

00823	a. Percentage	For Official Use Only ST-0-LZ3
1. Supernatural Ability	2a. <input type="checkbox"/> Vague <input type="checkbox"/> Specific	
	2b. <input type="checkbox"/> Harm <input type="checkbox"/> Information <input type="checkbox"/> Protection	
	3. <input type="checkbox"/> Influence <input type="checkbox"/> Versatility	
4. Notes		

Form **SUPERNATURAL 3** permission granted to photocopy for personal use

03 03 03 03 03 03 03

Name: JEFFREY ADAMS
 Cabal: Fifth Wheels
 Current Objective: Find out who's damaging our reputation.

Distinguishing Characteristics: Jeffrey is in his mid-twenties and has maintained his athleticism, though he's no longer officially taking part in any organized sport. He is tall with reddish-brown hair and freckled, white skin. He often wears secondhand clothes and insists on recycling as much as possible.

RAGE People who obviously waste their life's gifts.
NOBLE Protect the innocent, because their lives are precious and sacred.
FEAR (Violence) That not all life is worth saving and that some must die for many others to live.

___ % Favorite (Status)	___ % Guru (Notice)	___ % Mentor (Connect)	___ % Responsibility (Knowledge)	Stevie 40 ___ % Protégé (Fitness)
-------------------------	---------------------	------------------------	----------------------------------	---

HELPLESSNESS	FITNESS 60 55 50 45 40 35 30 25 20	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	20 25 30 35 40 45 50 55 60 DODGE	FAILURES	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Defend with Status Attack with Connect
ISOLATION	STATUS 60 55 50 45 40 35 30 25 20	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	20 25 30 35 40 45 50 55 60 PURSUIT	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Defend with Connect Attack with Status	
SELF	KNOWLEDGE 60 55 50 45 40 35 30 25 20	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	20 25 30 35 40 45 50 55 60 LIE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Defend with Notice Attack with Knowledge	
UNNATURAL	NOTICE 60 55 50 45 40 35 30 25 20	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	20 25 30 35 40 45 50 55 60 SECRECY	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Defend with Knowledge Attack with Secrecy	
VIOLENCE	CONNECT 60 55 50 45 40 35 30 25 20	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	20 25 30 35 40 45 50 55 60 STRUGGLE	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Defend with Fitness Attack with Struggle	

WOUND THRESHOLD / 50

IDENTITIES	
I'm a ENVIRONMENTALIST, of course I can	35 %
Substitutes for Ability: Fitness	
Feature: Protects Helplessness	
Feature: Provides Wound Threshold	
I'm a HUMANITARIAN, of course I can	85 %
Substitutes for Ability: Connect	
Feature: Evaluates Helplessness	
Feature: Protects Self	
I'm a _____, of course I can	%
Substitutes for Ability:	
Feature:	
Feature:	
I'm a _____, of course I can	%
Substitutes for Ability:	
Feature:	
Feature:	

OBSSESSION IDENTITY

00823	a. Percentage	For Official Use Only ST-0-LZ3
1. Supernatural Ability	2a. <input type="checkbox"/> Vague <input type="checkbox"/> Specific	
	2b. <input type="checkbox"/> Harm <input type="checkbox"/> Information <input type="checkbox"/> Protection	
	3. <input type="checkbox"/> Influence <input type="checkbox"/> Versatility	
4. Notes		

Form **SUPERNATURAL 3** permission granted to photocopy for personal use



Unknown Armies created by **Greg Stolze and John Tynes**

Writing and design: **Monica Valentinelli**

Editing: **Colleen Riley**

Proofreading: **Jess Banks, John Nephew, Colleen Riley, Jeff Tidball**

Unknown Armies graphic design: **Thomas Deeny**

Layout and development: **Cam Banks**

Art: **Shutterstock**

AG6042 | Digital Edition 1.0

www.atlas-games.com

© 2018 Trident, Inc., d/b/a Atlas Games. All rights reserved.

Unknown Armies is a trademark of Greg Stolze and John Tynes, used under license by Trident, Inc., d/b/a Atlas Games.

This work is protected by international copyright law and may not be reproduced in whole or in part without the written consent of the publisher.