



Organization: The Fallen

The Fallen are a cultish criminal group that exists primarily in the Southeastern United States, but possess reach and influence well beyond these locations. The group has openly committed virtually every crime on the book, with an emphasis toward kidnapping, property damage, assault and murder. They achieved international notoriety with their apparent worship and adulation of the Endbringers, high media visibility, cult-like tactics and periodic kidnapping of notable figures.

The Fallen are organized into a loose family structure, with three primary branches. Each branch devolves into sub-families and extended families, and due to a combination of parahuman powers, a very loose cell structure and diehard loyalty, tracking down and eliminating the core leadership has proved fruitless. Splinter groups and offshoots are common, and when recruitment doesn't prioritize the young and impressionable (including kidnapping them), it favors the ultraviolent, anti-establishment, and unhinged.

The Fallen remain in the top five of the PRT's priority targets and in the top fifteen targets for organized superhero groups worldwide. It is thought to be the fourth largest parahuman organization in North America. Polls have suggested they're one of the most hated cape groups worldwide.

This guide provides the details necessary to run a campaign with the Fallen, including campaigns and characters centered around the group. This document assumes any games run are taking place in 2012.

Be aware this guidebook uses terms from the [Disposition](#) section in the Play Guide. The Fallen are primarily a **Believer** faction, relying on building sympathy and support to recruit and exert influence. They, depending on subfaction, dip into the **Villain**, **Violent**, and **F-List** dispositions.

Organization Details

Key Traits: Ultraviolent. Family structure. Attention-seeking. Religiously motivated. Cult. Polarizing. See subfaction entries for defining factors of family branches.

Conventions: Appearance varies, see subfaction entries. Names and costume details often draw from demonology & folklore.

Location: Primarily the southeastern US. See map in the section titled 'Data' below, for established presences. Appearances have occurred in virtually all US states, as well as major cities such as Paris, London, Mexico City, and Toronto.

Allies: Delinquent youth and general delinquent groups, anarchist subculture, anti-authoritarian subculture, bikers, white supremacist, fringe & extremist Christian. Independent and itinerant villains of a particularly brutal stripe may form temporary alliances. Alliances tend to be short term, ending in a conflict between the Fallen and the ally or the absorption of the ally into the Fallen.

Goals: Attention, destruction, growth. See individual subfaction entries.

Founding, First Appearance: On September 17th, 2000 - Naples, Italy was attacked by Leviathan. Suffering from the recent loss of Hero and the absence of Alexandria, the Protectorate core team put up a poor resistance, and damage was widespread, devastating Naples and the surrounding cities. The extensive damage to the Vatican City may have played a role in this group adopting a religious theme. Whatever the case, a group of seven members calling itself the Enders made its first appearance in Atlanta, Georgia, celebrating the attack, Hero's death, and what they described as the imminent end-times. The outrage and the depictions of the rampant damage spread through the media.

Recuperating from its heaviest losses to date in an Endbringer attack, the Protectorate was slow to respond. The outrage on television and the internet drew attention of other individuals, and while half of the core members of the 'Enders' abandoned the group, it swelled in size with new

recruits. Relationships formed between members, and two of what would be three primary factions were formed and bound by inter-marriage.

In 2003, the group rebranded after an online propaganda campaign linked them to a book series, choosing to call themselves Fallen. At this stage, they were primarily a militia with heavy religious theming and demon names given to officers, lieutenants, and anyone with powers who joined.

In 2004, the core group was raided by the PRT. Twelve powered members were incarcerated, and the group was considered defeated.

Six months later, still in 2004, a religious group headed by Christine Mathers and her then-ten year old son, rebranded to call themselves Fallen, co-opting one of the main groups and absorbing some of the members of the McVeigh group who had avoided legal consequences. Her power provided some protection against PRT intervention, making them hard and even dangerous to scout with thinker abilities.

In the ensuing four years, spanning late 2004 to 2008, the Mathers group split, as the first members incarcerated in the initial raid were released from prison and reclaimed many of their people. After some initial infighting, the family split into two branches, the McVeays of the original militia group (the name a portmanteau of Satanist authors) and the Mathers, which took a more cultish lean. Some alliances were locked in with intermarriage.

The group swelled (in large part due to the Mathers' aggressive recruitment approach), and the group began to splinter- as a given cell grew to a large enough size, it would split up into two or more new cells, often divided by family, relationship, or ideological lines. One cell might splinter off because they wanted to focus more on raiding, robbing, and looting, for example.

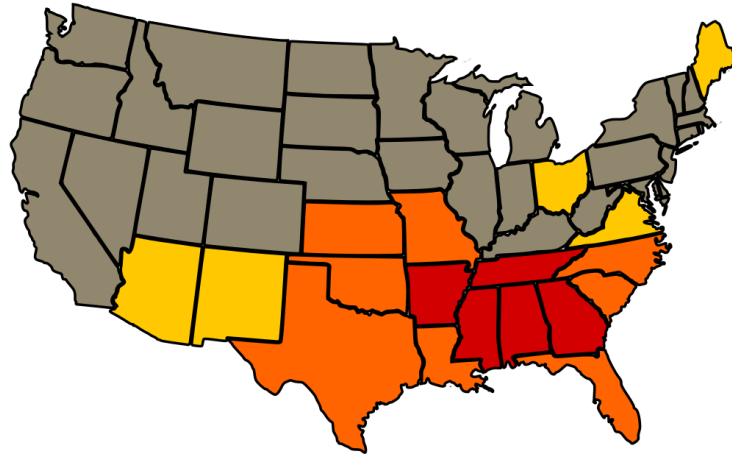
During this same span, over a nonspecific time period, a group of primarily college-age personalities began to also call themselves Fallen, apparently inspired by the fact that the Fallen seemed to be multiplying and forming multiple variations. They denied affiliation with the other factions, stated that their approach was ironic, they were making fun of the Fallen, and people were taking the whole matter too seriously.

By the end of 2008, the leader of this subgroup, Grayson Crowley, was attending the inter-'family' meetings with the McVeays and Mathers and the Crowley group was considered a third branch.

Data

Estimated population as of 2012:

- 200 powered members.
- 3500 unpowered members living on Fallen properties or in Fallen territories.
- 2,400,000 followers online, though this number does not distinguish between those who subscribe to Fallen views and ideological opponents keeping track of them.



Established locations of Fallen headquarters, ranging from strong presence (red) to light (yellow). Other areas (gray) may see intermittent visits.

Strong (red) presence:

- Established, long-term compounds. These bases may be protected by powers and/or by armed groups and fortifications.
- Established communities of 500+ people with 15-30 capes.
- Leadership figures with exceptional powers and following. Include Fallen A-listers and one possible S-class threat (Christine Mathers)
- Prone to exaggerated retaliation & pushback when provoked, often with cells or capes in nearby cities prepared to attack at the same time the compounds are attacked, diverting attacking forces.

Fringe groups (yellow) and intermittent visits (gray) include expeditionary groups of 1-5 capes, 0 to 20 unpowered. Bases are temporary.

When unpowered are included, will be in a ratio of roughly 1-3 combat-available unpowered per cape. Gangsters & zealots are common.

Tactics depend on the family branch. See subheadings.



The McVeays

Led by Billy Larsen, who changed his name to **Billy McVeay**. They are predominantly a heavy hitting, active militia group with ties to organized crime and a strong religious streak. They have close associations with biker gangs and white supremacists, are exceedingly prejudiced, and aggressively lash out at any perceived prejudice against them, including targeting politicians and historic sites. The McVeays tend to blur the line of family and friend: close companions and lieutenants may be called Brother or Son, depending, while heads of cells may be called Father. Leadership tends to be male, and cells tend to be led by the eldest powered males, often 'brothers' of Billy McVeay.

The McVeays operate on the fringes of society, and often act as a kind of last resort for associated groups. If a group of white supremacists are on the run, for example, they might hole up with the McVeays for a while. By a similar token, a gang that uses the McVeays as part of their supply chain might recruit a few McVeays as muscle when scrubbing out a rival or pursuing a big job. They primarily avoid the PRT by staying in remote locations (such as desert towns, ghost towns, abandoned forts) and taking actions in such a way that they get a head start (bodies found in the morning) or by causing enough chaos that the heroes have other concerns, such as by setting fires.

Disposition-wise, the McVeays are Believers, but have a good few members who are simple criminals who buy into the aesthetic without being believers, and violent types who do the same. The majority, however, are effectively terrorists (violent believers) and malcontents (villain believers). In practice they are likely to use guns, kill, torture, or graphically execute and pose their rivals and opposition. Their primary concern and path to cultivating belief is in *power* (expressions of power, large scale events) and in fear (intimidation, threats, putting people on edge). In areas where they are most successful, those who view being powerful and being scary as synonymous may come to see the McVeays as the top of the ladder. By the flip side of the same coin, scared young white men and youths are lured in by the promise of being powerful and respected. "If you prove

yourselves faithful warriors, you'll get wives and wealth. This is the way things should be." Toxic masculinity and patriarchy abound.

In terms of Demographics, the McVeays are almost exclusively white, and lean male. Many, if not most, have seen jail time, and some were recruited while in jail. Different cells may be more 'redneck', 'biker', 'death metal' or gun nut archetypes, while the family tends to be more of a mix- expect to see cell members putting on muscle, growing beards, shaving heads or growing hair long, and wearing a large number of tattoos.

Women with powers are included in the roster, but face an uphill challenge when it comes to assuming leadership positions; at best they might be second in command, de-facto leaders while their husbands or the 'Father' of their congregation is only a figurehead. 'Uppity' women may be married off to other cells. Expect to see youths put to work (read: as gun-toting thugs), married, and abused. In practice, despite the promises made to new recruits (see above), this does lead to the group having trouble retaining women and girls as members and forms a negative cycle; less women means less of the promised wives, which increases pressure, which scares away female members who are not already part of the family.

For those within the family, things tend to revolve around fathers, whether literal or in the sense that cell leaders are called such. Power dynamics, resentment, and younger people wanting to take charge are very common.

Powers and Tactics: Shock, awe, intimidate. The McVeay family lines tend to produce a number of offensive powers, with some brute powers in the mix. They'll also acquire these powers through trade with other family lines, and bringing people on board from elsewhere - if the McVeays are in an area and they catch wind of someone with a power that produces gory spikes, they'll try to bring that person on board by one mechanism or another. They love offensive rushes, property damage, and turning battlefields into hellscape, and veteran McVeay soldiers may even be motivated or rallied by this, gaining fervor and throwing themselves into dangerous situations, while their enemies may find themselves on the back foot or compelled to help civilians.

Broadly, they operate as villains (drugs, protection rackets, theft), but switch to violent methods when they hit a wall, while using Believer methods to keep the family together and help with recruitment/stoking fires.

Appearance: The McVeays do have a consistent 'costume' scheme, if a little haphazard. Tattoos are exceedingly common and may even be seen as rites of passage, with religious iconography, bastardized religious symbols or figures and lengthy bible verses (especially violent or vulgar ones) and references appearing in script across their bodies.

The rest of their costume will mix chains, clothing (particularly black clothes, rugged outdoor wear, or worker's clothes), and/or show a lot of skin to better show off war wounds and tattoos.

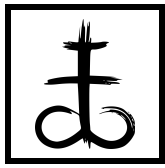
Women especially may be expected to dress 'slutty'. Corsets, short skirts, rags wrapped around the breasts in lieu of clothes, or even going topless. This is in coordination with tattoos, chains, masks, etc.

The centerpiece of the McVeigh costume is the mask, which is custom made by/for each Fallen and made to be demonic (horns, scowls, fangs) and intimidating. Those who have styled themselves after specific demons (often pulled from the Ars Goetia or something similar) may choose stylized animal heads, skulls, or other designs.



The Mcveays will give similar masks to key members and fighters as a tactic; essentially, many mooks and unpowered Fallen will be hard to distinguish from the ones who have powers, because they both wear the same kind of gear. In practice, an individual with keen senses of observation will be able to tell that the ones who are bigger (muscle, fat) and the ones who have more complex masks are often higher rank in the group.

They may carry guns, as well as weapons modified to be more vicious: baseball bats with nails in them or bats wrapped in barbed wire, axes, machetes with modified (serrated) edges, and rusty weapons. Torches are also popular.



The Crowleys

Haphazard, messy, hard to predict. The Crowleys are led primarily by Grayson Crowley, who organizes the various groups under the Crowley banner, with Vince and Sabrina Crowley maintaining relations with other groups, and the youngest, Jake Crowley, moving from place to place to either drum up recruitment or handle any serious situations that Grayson can't. They are the family branch that is simultaneously the most visible and the hardest to pin down, operating in smaller cells and under a variety of banners.

One cell might start out as a pair of people who make pranks for video sites, bring people into their network where they party, give each other shit, and collaborate with other creators. Though both of the pair have ties to the Crowleys, they maintain this approach for years, carefully using their mid-tier celebrity status to send the right people to the Crowleys. For another group, their activities could be limited to vandalism and doing horrific things to stoke outrage without ever calling themselves Fallen, or calling themselves Fallen without ever crossing lines. Doubt is an ongoing tool in their arsenal, leveraging every benefit of the doubt, raising doubts and questions about what label applies, and hiding what they are and what they're doing. This, in coordination with the fact they remain an apparent low threat is primarily what keeps them from being stamped out by the PRT.

The Crowleys live throughout society, forming pockets, taking over existing groups from within, and trading off on creating outrage. As the face of the Fallen that most will assume is the *entirety* of the Fallen, they find weak spots and go after them: crashing events for deceased celebrities or capes who died fighting, taking any opportunity to claim a soapbox and claim religious persecution or other obvious hypocrisy that raises people's tempers, and pulling 'pranks' that get people hurt or disrupt the day to day. This is rarely quite enough to justify the PRT coming after them in a large-scale, sustained way, and the nature of their cells and slippery labeling makes it so arrests tend to be low-impact and small in scale.

Many of their activities appeal to the young (13+) and immature (frat boys), and with a good portion of what they earn through criminal activities or funding streams, they throw parties and manage events that they use as major recruitment drives. At first exposure, it's fun, audacious, wild. Once in, members find there is always a new low, and people who thought they had no limits or no lines they wouldn't cross tend to find the group pushing them out of their comfort zones.

While the Crowleys do have some pockets of privilege, power, and status within their number, they have a strong tendency to be F-list; minor, scrubby, taking whoever they can get. With their parties, they draw people in, and the ones who are easy to manipulate, vulnerable, or sketchy tend to get introduced to more people, more situations, and invitations to slightly more exclusive parties. They also do some low-level, low-effort villain stuff, including drug dealing and prostitution.

In terms of demographics, they are much more diverse than other Fallen branches. Girls can be cell leaders just as easily as men can, non-white people can get leadership positions (though it might be more of an uphill battle), and they are much more lax on the religious fronts.

Powers & Approach - Slippery is the key word when it comes to approach. The Crowley Fallen prefer to hit and run, if they're even making their moves at a time running is necessary. They make a big impact and scam, or maintain a persistent pattern of low-level vandalism. They'll have a lot of riffraff (useless fuckheads and other F-Lister rank and file), and a number of youths. At this bottom tier, there are larger-than average (for a street gang) groups of ill-equipped, cowardly forces, with some running away at the first sign of trouble, and more running away or hesitating if the group's leadership gets taken out of action. At the same time, however, these forces make it hard to effectively employ powers without harming people who are semi-innocent (kids who didn't know what they were getting into), and if enough fervor is generated (utilizing Believer rep), these individuals can be convinced what they're doing is important and be kept in the fight.

Their more skilled and experienced members may have ranks in skills used for covert action, including sneak and acrobatics.

Their elite forces (if they can be called that) are dubbed Jackasses, though the name varies. Jackasses are the diehard stuntmen, 'you only live once' zealots, who are often the first to charge in, defining themselves by a game of reckless one-upmanship. Drugs, fervor, selection, and subculture play a part in Jackasses getting to this state; even a tough McVeay thug may want to avoid pushing a Jackass too hard, because some Jackasses will turn around and shove a broken bottle into their antagonist's neck, not even caring about the fact they're outnumbered or outclassed.

Powerwise, the Crowleys themselves have duplication powers, though they themselves don't necessarily self-duplicate. The group as a whole has a wide array of powers, though they may have less masters and thinkers than average, trading those away to the Mathers. They may have slightly less offensive powers (same reason, but traded to McVeay) and more utility powers as a consequence of those trades: shaker, mover, changer.

Broadly, they are best described as F-listers with a crazed edge, and believers with a quantity, not quality approach.

Appearance - Appearances vary wildly, but the Crowley Fallen tend to be more centered around urban areas than the other branches, and wear clothes to suit. Expect to see clothes with spray paint on them (snakes, religious symbols) with a black and green color scheme, sneakers, and loose fitting clothes. At one end, there's an aesthetic that is garish, with bright paint, LEDs (especially under a hood, to suggest eyes, especially more than two eyes), and reflective decorations on clothing. At the other end, there's a more post-apocalyptic aesthetic, using reclaimed clothing and equipment. Their weapons tend to be improvised; they don't often use guns.

While group leaders may wear demon masks or more decorated costumes, the default tends to lean toward masks that wrap around the head, bandannas, and hoods.

Again, however, the aesthetic is very dependent on the group, and many may not appear to be overt Fallen.





The Mathers

More stereotypically cultish than the other branches, the Mathers use brainwashing, social pressure, and powers to bend people to their will. Zealots and sadists, they are run by a council of higher-ups who in turn answer to the individual that members of the family call Mama Mathers. It is through use of her power that the Mathers Fallen can gather in larger numbers, form communities, and still elude the PRT and other authorities. Whatever powers or technology one uses to scout out or find them, there's the very real danger that the observers will find Mama Mathers staring back at them, before she takes their sanity, possibly on a permanent basis.

On a broad scale, the Mathers are more interconnected than other families, and their reach is long, in part due to the brainwashing and other methods they use to maintain control. On the smaller scale, the idea of interconnectedness turns toward the incestuous. Other families (mainly the McVeays and higher-up Crowleys) may dip their toes into more depraved waters, with child marriages, unhealthy polygamous marriages, and marriages between cousins, but with the Mathers, it is far more common and extends to the smaller cells and lower ranks. Where other factions use tattoos as a kind of 'sunk cost', making leaving harder because someone's made that other commitment, the Mathers prefer to lean on relationships, pulling in entire families or putting people into situations where they are watched by sister-wives or they are left with children or partners they care about but can't extricate.

The day to day activities of these Fallen are mostly about the organization of the Fallen itself, dealing with other families and managing the current family. When they make moves, the moves tend to be dramatic, big, or (conversely) next to invisible. Their most frequent, offensive, and newsworthy activities are often to kidnap capes or key people. When these kidnappings occur, the clock is tight: someone young with powers is kidnapped and subdued and from that point the PRT and other authorities have a very narrow window in which they can catch the offending group of Fallen. If they take too long or lose the trail, they run the risk that the victim will be brainwashed with powers, taken to an area the PRT can't readily follow (such as Mama Mathers' camp), or on a more mundane and ugly

level, the individual is wedded and bedded within 48 hours. After a week, it's likely more than one of these have become true and the chance of the individual returning to civilized society becomes very slim.

They will also target key individuals that are outspoken against the Fallen or who stand out as representatives of everything the Fallen are against- the liberal, atheists, heroes, and heroes in the other sense - those getting adulation in the public eye for public service, military work, or good deeds. These are the people they knock down. In these incidents, the damage is done quickly. Bombs may be employed, or specific powers are used to hypnotize, subvert, torture, or mutilate their targets in horrific ways. Examples include an outspoken and popular atheist who disparaged the (Crowley) Fallen in a radio broadcast, who had a group of Mathers break into his home and swap his head with that of a donkey, and the police chief who oversaw the capture of a group of Fallen kidnappers, who was hypnotized into bringing a bomb into his own precinct. Sometimes details are covered up to keep from playing into the Fallen terrorist's campaign of fear, other times the full story may come out well after the Fallen act. Much of the time, the greater activities of Mathers fallen are conflated with the activities of the more varied Crowleys, but the Mathers remain focused, sinister, and consistent.

Other activities include the production of drugs within their enclaves and camps to be sold by other family branches, smuggling, and spreading misinformation or working with religious groups- sometimes in a subversive manner. Other subversive action sees Fallen attempting to join smaller PRT groups or have unpowered members work their way into police departments and health services, as informants or people who can tip the scales in their favor, subverting organizations from within. For many unpowered, such postings are very desirable and may be the closest thing one can get to a normal life outside the compounds, but they're also positions where believers may become doubters or turn against the Fallen. For this reason, only especially faithful people are chosen, or there are other safeguards in place. They'll be expected to carry out actions that justify their current freedom and position; if they can't provide useful information or maneuvers, they may be expected to send people to the cult, or they may become linchpins in a terrorist attack.

Because powered individuals are more closely scrutinized, powered Mathers Fallen who earn agency and independence are often tasked with leading splinter groups, if they're given the option of leaving at all. These groups tend to be initially small in number, with a lot of field experience, a lot of raw power or capability, and a lot of earned trust within the family. Some of these things may make them inconsistent: the kind of Mathers Fallen who earn trust may be especially detached from reality, and the powerful may be overconfident. Those that flourish, however, tend to grow quite quickly, and see support from the main family, often in a problem-solving manner. If they are having trouble defeating a particular enemy, then the family may send people with powers to defeat that specific foe. Their cells are fewer in number, but ones that reach a certain size get powered safeguards against attack and interference, including tinker, thinker, and stranger help, or the assistance of covert operatives.

Mathers Fallen groups are predominantly white with some hispanic members, they are of mixed gender, and include a fair number of youths. They are very old-school religious, but the religious teachings they follow are especially hypocritical, sometimes self-contradictory, more than even the McVeays' approach. This is in part because they aren't truly looking to have people understand and follow the beliefs to the letter, but rather to have people either subscribing to the *spirit* of the faith, which is a spirit that is off-balance, wild, and fanatical.

Powers & Approach - Mathers Fallen prefer a by-the-books approach, which is to say they study their opponents, develop a methodology and follow it. They will pick courses of action that are less effective overall, if it means spreading terror or horrifying their opposition. They may not use guns the way the McVeays do, but they do put hostages in the line of fire or risk civilian lives to shake the convictions of the other side.

They barter regularly with other families for powers that suit their ends: the horrifying, as well as thinker, master, stranger, and the rare tinker power. Other powers are there to assist or round out groups in terms of firepower. Expect a Mathers Fallen attack to come at the worst times, strike at the most vulnerable targets, and even appear senseless or cruel for the sake of being cruel. Their attack squads may include children, sometimes powered, complicating the process of dealing with the group: a badly injured or dead kid never looks good on the news, even if they were working for a death cult.

Appearance - Mathers Fallen may be more 'costumed' than other Fallen branches. Where McVeays are always a little bit Fallen in their appearances, sporting tattoos and 'metal' clothing with leather, only donning the masks, and Crowleys are more low-effort Fallen, going from normal or nearly normal appearances to costumes that are little more than decorated ordinary clothing, the Mathers make the donning of the costume something of a ritual.

Expect the uncostumed Mathers fallen to be offputting in a simple way. Their hair may be longer than is ordinary, their clothing simple and old fashioned, with more eccentricities than is normal. They haven't been inbreeding long enough for there to be any clear and obvious deformities, so these eccentricities are mainly odd coping behaviors and habits: the girl with hair to her waist that walks around barefoot all the time, the man who rarely speaks, the older woman who clasps her hands together as if constantly praying, her lips moving when she thinks she's alone. When they participate in attacks as soldiers, they may carry old, used tools. Masks, facepaint, or (red or black) ink may be used for decoration.



Costumed Mathers Fallen wear ostentatious or ornate costumes, multi-layered. The act of getting in costume may be like a knight's, with the powered Fallen putting on face-paint or washing their hands and arms in black ink to stain them while their spouse or their subordinates dress their lower bodies. The final ornamentation may include mounted crosses, trophy racks, barbed wire, jewelry, armor, masks, or other accessories a step beyond what another cape would wear. They often favor tattered and stained or dyed cloth in bold, neutral colors, looser than even what the Crowleys wear, such as a white robe with a ragged hem, the ragged portion dyed red to evoke the idea of bloodstains. It is meant to be haunting, evocative of the religious, and eerie. Their masks, if any, may capitalize on this, being more symbolic or decorative: barbed wire wrapped around cloth, which is in turn wrapped around the face, or a crown of upturned crosses mounted to a crown, which keeps a hood in place. Costumes may be changed out to suit specific tasks or aims.

The end effect is that even when one peers past the eyeholes of the mask or between glove and sleeve, they don't see ordinary skin, they see stains. Past the black robe, you'll see a 'skin' like scales, and a wreath of twelve little gold crosses taken from that Fallen's past victims.