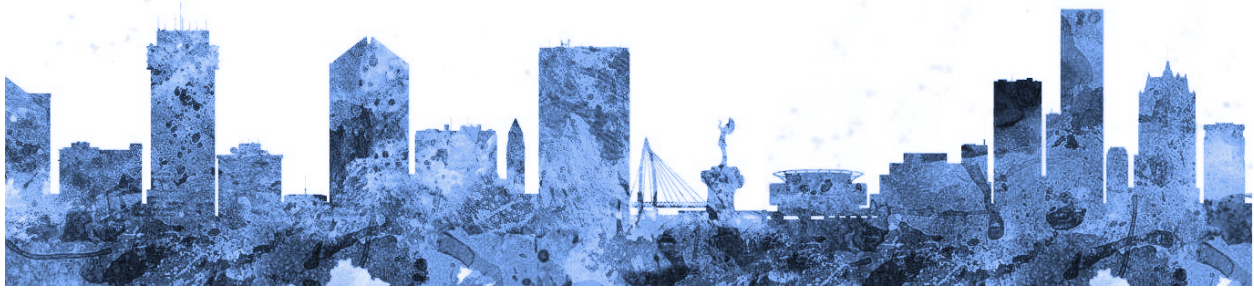


WD_WICHITA - Game Master Version



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Mentors

Handling questions, watching sessions, formatting logs & taking notes.

Name	Notes	
Wildbow		
Antioch	CST. Available most anytime, prefer afternoon.	
ColdGold	EST. Available mostly Evenings, subject to change.	
Teller		
Tubes	CST. Currently stuck working the 9-5 bent, but can loosely observe at work.	

Novice GMs

Running sessions.

Name	Notes	
Justlurking	Available on Tuesdays, Wednesdays, Thursdays, Fridays, and Saturdays.	
Olivebirdy	Available pretty much whenever.	
AceofSpades	CEST, available whenever but this can change	
Firlz		

Notes, stuff to discuss:

Character Creation

- [Blind Draft](#)
- [Trigger Events](#)

Setting Notes

- Wichita – a city with decently large population (more than our Wichita, which has close to 400K, I'd guess, because of how cushy a place it is to live). When did Scion come by? How many years has Wichita had a chance to flourish during the relative peace – what corporate entities or architecture or monuments or et cetera have been erected as a consequence of Wichita's prosperity?
- Two concurrent events upset the status quo from opposite directions. The city has weathered disruptions before, but these two have the potential to play off each other, amplify or compound the problems, sending the city tipping towards a volatile situation.
- Wichita is a 'cowboy city'. This is Kansas
- Wichita is a city with a growing cape population, but it's in good shape.
- Known as "Air Capital of the World", starting early 1900s. Aeronautic industry booms.
- WSU - wichita state university. 14K students or so. Pretty big.
- Metro transport. Buses are pretty good. Wichita is very walkable.
- DEPT 47. Nearby big cities w/ PRT DEPTs are St. Louis (60), Denver (21), Kansas City (37)
- Map is WIP! Territories, landmarks, etc. Along the Arkansas River

[Capes of Wichita](#)

<http://i.imgur.com/tA85UCB.png> – the map

[Generic NPC bestiary](#)

House rules:

- [Milestones](#)
- [OOG stuff?](#)

Could outline some general goals, the direction things are hitting, maybe thematic notes to hit if the GM wants to strive for that. For example, might want to emphasize...

The Draft

The pages that follow each contain a trigger event or another option. Players will privately and (out of sight of the others) assign a bid amount from 1 to 1000 to each option. Be sure to make the amounts bid for each different; this serves as a rank and leaves you without any possible ties. The amounts bid are not drawn from a pool, and a player can bid less than 10 for every option or 900+ for each.

As players make bids, they can gain 100 points if they opt to 'go in blind', powerwise.

Options will be handed out based on who bid highest. If a person would 'win' more than one bid, then they get the more expensive one.

At the conclusion of bidding, however, perks and flaws will be determined based on how many points players spent, as compared to other players. Bidding 999 for an option virtually guarantees two flaws. In the event of a tie, the player with the less valued (total bids across all players) option will place higher.

The Perk/Flaw Distribution:

After the draft is done, powers will be figured out in the #Weaverdice chatroom (or a sub-chat if that would be disruptive.) Perks and flaws will be rolled later on.

Points...	Perk/Flaw	Who
1st, 2nd	Roll 3x Perk, pick 2.	
3rd, 4th	Roll 2x Perk	
5th, 6th	2P/2F, keep one of ea.	
7th, 8th	Roll 2P/1F or 1P/2F Keep one Perk, one Flaw.	
9th, 10th		
11th, 12th	Roll Perk & Flaw	
13th, 14th	Roll 3x Flaw, pick 2.	
15th, 16th	Roll 2x Flaw	

Trigger list and corresponding powers

16 triggers

- 1 breaker - **Left/Right** - divided brain, left/right sides of body acting independently.
- 1 blaster - **Fallen Son** - 2nd gen blaster, son/daughter of fallen family structure.
- 1 mover - **Take Me Back** - socially withdrawn, can't escape back to sanctuary again.
- 1 breaker - **F Cancer** - Existential dread as body and mind fail together.
- 1 tinker - **Worker's Comp** - In the wake of brother's death, toxic family resurfaces.
- 1 changer - **The Greener Grass** - Wants to music, forced to become engineer.
- 1 master - **Gang Bang** - Gang member lost his gang.
- 1 stranger - **Exhibit N** - Divorce court sees dirty laundry revealed in front of everyone.
- 1 brute - **Train Wrecked** - Kid trapped and caught under train, taken to pieces.
- 1 striker - **Pencil Pusher** - Criminal accountant caught embezzling, torture imminent
- 1 shaker - **Blaze It** - Started a weed farm in the way of a controlled burn, gets trapped
- 1 thinker - **Golden Child** - Bully can't maintain control while out of action with illness.
- 1 trump - **Down Time** - Addicted to a power, but gaining resistance.
- 1 Cauldron - **Cauldron** - Cauldron vial. Cauldrony goodness.
- 1 Unpowered - **Job Offer** - Non-powered team leader of PRT/Sponsored Heroes
- 1 Unpowered - **Pull the Trigger** - Unpowered, high chance to trigger.

If players drop, we should get rid of Blaster, Brute, and Master, given how prevalent they are at this stage.

Ways to make stuff interesting:

- Multitrigger, as per usual.

Interested Players

Cape Name	Player	Notes	B?
Genned !	Flitter	Left-Right - PP70 Excessus & PP73 Profundum	x
Genned !	Camtist	Golden Child - PP31 Counter & LP76 Anima	x
Genned !	chlorinecrown	Fallen Son - LP7 Optimist & PP51 Wing	x
Genned !	Jyggalag	Blaze It - PP 71: Astrictum & LP 9: Aescetic	x
Genned !	Zaits	Pencil Pusher - LP46 Geared Up & PF34 Power-s+	⦿
	Tal	Cauldron - 2P/2F, keep one of ea.	⦿
Genned !	Marcy	Green Grass - LP71 Transgressio & LF47 illiterate	⦿

Genned !	Fulvus	Exhibit N - Shattered Chains & Jilted Ex Lover	x
Genned !	CupofCoffee	Worker's Comp - PP43 True Use, PF71 Monstrum	x
P & F Rolled	Serk	Job Offer - LP70 Circumsedo x2, LP41 Strider LF40 Obvious Target, LF4 Thing for Bad Boys/Girls	◉
Genned !	Lid	Train Wrecked - PP43 True Use & PF Emotion Shift	◉
Genned !	Mazinja	Gang Bang - LP 55 ehJack & PF 42 Acc ↓Scope ↑	◉
Genned !	OptimusRhyme	F Cancer - too many flaws	◉
Genned !	Alt	Down Time - 3 flaws, pick 2.	x
Flawed	GenRincewind	Pull Trigger - LF78 Mortem Volo & PF52 Chink Armr	x
	Divock	Take Me Back - 2 Flaw	x

Local Organizations

PRT

The Wichita PRT is broken into two groups, with a dual leadership of sorts. Eagle Eye runs the primary Protectorate team, while Red Erik runs the secondary one. Eagle Eye maintains a very patient approach to problem solving, while Erik, as his name suggests, is very aggressive and swift to act and react. Despite very different personalities and leadership styles, the two have formed a strong working relationship with team members, patrols, and territories frequently exchanged and traded between them. Enemies rarely know for sure which group they're going to find themselves facing and the two teams require very different tactics to deal with.

Recent events have resulted in shakeups in the Protectorate on a national scale to deal with emerging new threats. As a relatively stable city with effective and experienced teams and a well-run PRT, Wichita has seen it's hero teams rearranged and shuffled around. Many veteran capes from the area have been moved to deal with crisis situations and lend a hand elsewhere, while new ones are being brought in to get some intense on-the-job training or a much-needed breather. Given the previous, diametric strategies of the two Protectorate teams, it remains to be seen how the influx of new blood and the loss of old hats will affect their tactics and performance.

In the weeks following the reshuffling of teams, both leaders will be attempting to teach their particular approach to the new team members as Wichita veterans leave to lead smaller teams elsewhere. There may be some bumps in the road as they figure out who works best with what leader, and as problem cases arise.

New members on the Wichita PRT teams are given a great deal of initial leeway before being allowed the choice of which leader they want to serve under.

◆ Eagle Eye

Real Name:
Alignment: Heroic

Gender: Male
Faction: PRT DPT 47

Age: 33
Class: Blaster/Shaker/Mover

Appearance:

Personality: Dedicated, analytical, level-headed.

History:

Notes: Eagle Eye is a Blaster/Shaker with some Mover capabilities. A sniper in style and methodology, his long-range shots are non-lethal and hyper-accurate, doing no damage but reducing the target's overall weight instead. Foes with one or two clumps of this glowing metal adhering to them will find themselves moving up more than forward as they try to walk, and foes with two or more may find they get knocked great distances by even lesser to moderate impacts, including the impacts of subsequent shots. Eagle Eye often creates 'wings' (actually spikes that radiate out from shoulders and arms) that let him float up to a good vantage point before opening fire, giving tactical orders from his vantage point while his teammates make use of the distraction and the pressure. Favors surgical strikes and by-the-book executions, his power lends his team additional options and versatility.

	Brawn 2		Ath 4		Dex 4		Wits 3		Social 3		Know 4		Guts 3
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Skills: Aim 4 // Command 2 // Tactics 2

◆ Red Erik

Real Name:

Gender: Male

Age: 36

Alignment: Heroic

Faction: PRT DPT 47

Class: Brute/Master

Appearance: 6'5" even without power influence. Broad-shouldered bear of a man, with a thick reddish-blond beard and long hair, both of which he keeps in braids.

Personality: Brash, impetuous, aggressive. Enjoys his shtick a little too much, but nobody can argue with his results

History:

Notes: Favoring blitz-style attacks and raids, Erik's master power makes it harder for opponents to retreat once they see or hear him. Making matters more troublesome for his enemies, his booming, altered voice is very easy to hear once he's on the scene, and his seven-foot frame is very easy to see with the armor his power lends him. Has enhanced strength, durability, and a hodgepodge of fur pelts and crimson metal that manifests in different combinations with each appearance. He charges into the fray, and uses his power to focus on one opponent, calling them out by name to intensify his power's effects - forcing a fight to the point of a K.O. on one side or the other. Impulsive and reckless, Red Erik nonetheless has great combat instincts and the ability to bring out the best in those who work for him, if they can handle the intensity of his work environment.

	Brawn 6		Ath 4		Dex 2		Wits 3		Social 3		Know 3		Guts 6
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Skills: Command 3 // Blitz 3 // Withstand 2

◆ Cumulus

Real Name: Vanessa Vo

Gender: Female

Age: 20

Alignment: Heroic

Faction: PRT DPT 47

Class: Shaker/Mover

Appearance: Blonde wig as Cumulus. White bodysuit with blue highlights. Vietnamese, 5'6".

Personality: Abrasive, condescending, narcissistic. Undermines those who she sees as a threat to her superiority. Prefers to attack them emotionally.

History: Imagine a Ward with a Shadow Stalker-esque abrasive personality with a better natural sense for branding and PR got through probation, graduating to the Protectorate. Chafing under the rules and regulations of the PRT, she grudgingly learned how to play the game, making nice enough with the public but making enemies of her teammates and superiors. This problem child, graduate of the Denver Wards, finds herself transferred to Wichita in the wake of the Protectorate's shuffling of teams.

Notes: Cumulus generates a continuous stream of thick fog from her hands that slowly floods an area indiscriminately (AoE centered about her expands at a rate of 15', 15', 10', 10', 5', 5', then stalls), clinging to solid objects, mildly hampering their mobility (Ath -1), and heavily hampering their vision (breaks line of sight, sight-based Wits checks -2).

At will, she can congeal the material to a viscous almost-solid which she can telekinetically control (each round of exposure gives her roughly 25lbs of TK to work with), which she leverages for pseudo-flight or a substitute for containment foam. Unlike containment foam, however, this cloudstuff is not breathable (asphyxiation debuff).

	Brawn 3		Ath 3		Dex 2		Wits 2		Social 4		Know 4		Guts 3
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Skills: Presentation 3 // Martial Arts 3 // Sneak 2

◆ Antlion

Real Name: Alyssa Lenox

Gender: Female

Age: 27

Alignment: Heroic

Faction: PRT DPT 47

Class: Shaker/Master

Appearance: Brown hair, curly 5'2". Costumed form is helmeted, mimicking Erik's armor, but with an insectile, chitinous aesthetic. Brockton Bay incident with respect to Skitter still rests in the back of the public's mind, and her PR/rep is negatively impacted by this style to some extent.

Personality: Though she's far more inclined to give orders than receive them, Antlion's respect for Red Erik has made her into a dedicated subordinate, being groomed to take a leadership position in the Protectorate when necessary. She is dissatisfied that she was not deployed elsewhere to serve a leadership role when the Protectorate reshuffled, mostly due to the fact that she doesn't have the knack for ordering any subordinates save for the ones she creates.

History:

Notes: Shaker effect creates a circular 'whirlpool' that slowly drags things towards the center. Creates two different types of minion based on what is 'eaten', slower drones out of inorganic matter and attack bugs out of living things. At power's cancellation, the 'bugs' molt to reveal the people or objects.

- Drones are large, car-sized, and capable of basic tasks. They carry, can brute force doors, and are exceedingly strong and durable. (Brawn 6, Athletics 2, Dex 3, Wits 2, Social 0, Know 1, Guts 6). They are very slow, averaging 15' of movement/round.
- Attack Bugs are roughly 150 lbs, they have pincers and scythe forelimbs, and can fly in 45' bursts to reposition, though they can't stay aloft, and must land on a surface at the close of their turn, and they cannot attack on a turn they fly. (Brawn 4, Athletics 4, Dex 3, Wits 2, Social 0, Know 1, Guts 4). They move about 30'/round.
- Both drones and attack bugs can climb on walls. They follow Antlion's instructions, but can't perform simple tasks.
- Drones require roughly a car-sized amount of material to be made. On death, they release the material, slightly damaged but intact. Attack bugs require roughly a person's worth of material to be made. On death, they molt, releasing the person. On taking sufficient damage, the person inside is harmed.
- The whirlpool is about 30' across. Those within must make a Brawn check to avoid being pulled inside.

Brawn 3	Ath 3	Dex 2	Wits 4	Social 3	Know 4	Guts 2
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Skills: Command 3 (Rally, Get 'Em, Brace Yourself, bugs only), Awareness 3, Dodge 2

◆ Bouncing Betty

Name: Rebecca Gonzales

Gender: Female

Age:

Alignment: Heroic

Faction: PRT DPT 47

Class: Shaker/Mover

Appearance: Costume focuses on a military aesthetic, bearing a bandolier of assorted PRT-issue nonlethal grenades (foam, gas).

Personality:

History:

Notes: Bouncing Betty can generate up to three flat green forcefields in her line of sight, parallel to a flat surface. She cannot generate them underneath any organic material or living person aside from herself, but can generate them under inorganic objects. Any person or object that comes into contact with one of her forcefields they are launched at the angle and distance of her choice. Distance can be mitigated by a guts check, DC 5(4?). She can dismiss and create forcefields at will. She has an intricate understanding of angles.

	Brawn 3		Ath 4		Dex 4		Wits 2		Social 2		Know 2		Guts 4
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Skills: Dodge 2, Acrobatics 2

◆ Gae Bolg

Real Name: Lynette Macy

Gender: Female

Age: 19

Alignment: Heroic

Faction: PRT DPT 47

Class: Blaster

Appearance: Out of costume, braided hair and glasses, classic bookworm. In costume, a combination of furs and plaid skirts and chain-mail , with a simple helm over her eyes serving as helmet and mask. A 'quiver' on her hip holds spare stuff for her to focus her power through, generally thin metal skewers that have metal fletching at the base. Think medieval scotland/ireland war garb.

Personality: Normally somewhat timid, but she can be coaxed out of her shell and is fairly friendly once done. In combat she's hesitant to engage, but it's oftentimes that the sight of her friends and teammates getting injured drives her to kind of freak out and attack in a frenzy, crashing from the adrenaline as soon as she's off the field. She's intelligent, and her time spent with Eagle Eye seems to promise that she can leverage said intelligence to make better use of the battlefield, though Erik may do better in ironing out her inconsistencies in combat.

History: A new addition to the Protectorate, she's still trying to get a handle on her powers and their decidedly dangerous nature. The PRT hopes that tutelage under Erik or Eagle Eye will even out her whiplash tendencies in combat, one way or another.

Notes: "Discount dauntless spear" - Gaebolg can charge an object she's holding and use it to shoot spears of lightning which bypasses most defenses (dealing minor to moderate shock. Accuracy suffers heavily (dex stat in regards to aiming reduced to one) unless said object has a point/end to aim with. After 1d6+1 rounds, the object is saturated and detonates after 1 round, dealing similar damage to a grenade or rocket, and can be hurled as per a javelin - Critical bash on direct hit, 3 moderate bashes within 5' feet, reducible to a minimum of one, 2 m.b. within 10' ft reducible to 1, 1m.b. within 15' reducible to minor.

	Brawn 2		Ath 3		Dex 4		Wits 3		Social 2		Know 4		Guts 3
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Skills: Aim 2, Craft 3, Tactics 2, Willpower 1

Wards

As a result of Protectorate shakeups, the more stable Wards team has suffered from increased scrutiny and attention. As part of one of the Protectorate's safest Departments, the Wichita Wards are a combination of older members close to graduation, who are being given more responsibility and leadership training in preparation, and younger or less-hardy members who are being allowed to cut their teeth in a safer environment. Increased manpower needs in the Protectorate mean that there's an increased push to shake down these older members and see where they stand in regards to graduation, so expect the Wards to take on more high-profile assignments while the city's new Protectorate teams find their bearings.

◆ Auster

Real Name: Ben Derrick

Gender: Male

Age: 17

Alignment: Heroic

Faction: PRT DPT 47

Class: all of them

Appearance:

Personality:

History:

Notes: Generates a 'cloud' shaker effect, riddling an area. Those moving or remaining within the affected area may be affected by the clouds, which cling and render them slightly breakerish. Alternately, can touch or strike individuals to imbue the effect instantaneously, or focus its generation at a foe. Clouds dissipate when they touch solid, inorganic matter, but will accumulate and linger in the open air above the battlefield.

Once a foe is sufficiently impregnated with the effect, they are rendered lightweight, and are vulnerable to being knocked down and being knocked away. Auster can swap positions with them as a move action.

Auster is a breaker-type brute, with no time limit on his form. While in the state, he suffers a -1 to defensive rolls, but damage taken is dealt as temporary damage to Brawn, Athletics, Dexterity, or Guts; 1 for a lesser wound, and 2 for a moderate. He can recover one point of damage with a round of idleness, or 2 points per round he spends unmolested and unhurt outside of his Breaker state. He doesn't need much in the way of stats, as, by the time the damage has accumulated, he will have sufficiently 'breakered' his opposition, and can freely set them up for his teammates to take down.

There seems to be more to his power that he hasn't figured out. There's some speculation that his power is broken, given the disparate elements; it's been discovered that the faster he moves, the more effective his strikes are; since, he has taken to dealing with fliers, limiting their movements and then grounding them, before plunging from the sky for a 'thunder strike', which sends every affected individual within 45' flying. Working with Wingnut, will save Wingnut from incoming attacks and get set up for 'thunder strikes'

Brawn 3	Ath 3	Dex 3	Wits 4	Social 4	Know 4	Guts 2
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Skills: Tactics 3, Command 3 (Rally, Suppress, By the Books) and Blitz 2 (1 point & 'death from above')

◆ Wingnut

Real Name: Mark Essey

Gender: Male

Age: 17

Alignment: Heroic

Faction: PRT DPT 47

Class: Mover Blaster

Appearance: Attractive Caucasian boy, fit, with slim build. Wears a dark gray costume with paint-like blue streaks forming a 'w' at the chest, which become power-generated blue streaked 'wings' as they lift off of the shoulders.



Personality: Out to his family, friends, and teammates, Wingnut is not yet out to the public. An avid fan of Legend even before he triggered, Wingnut is a touch too much of a joker in the public eye to be the team's face, but in reality has settled into a role of being co-leader. The one-word description for Wingnut is *playful*. He acts up the scoundrel and the 'bad boy' of the group while being unthreatening, which has a lot of teenage girls very enamoured with him.

One could make a firm argument for the idea that Wingnut's ability to use his powers to be stylish (he has the power perk for this) and to act the 'young scoundrel' is more of a priority than fighting evil. In reality, once the playful veneer wears off, Wingnut is very committed to his duties, though it's hard to say how much of this is him and how much is him supporting Ben.

History: Was taking a shortcut home from school one day when he crossed through a muddy field, when some rural folks came tearing through on trucks, with their intent being some 'mudding', tearing around and recklessly driving with high-powered vehicles.. They nearly clipped him several times as he struggled to finish cutting through the clearing, and when he shouted and cursed, they turned their ire on him, with some throwing things at him from the window and others putting pedal to the medal and getting dangerously close to connecting with him.

Wingnut's anger at the time was the last time he really let himself show his anger. Though he'd tried to hide his powers on gaining them and play dead, one of the drunken truck drivers saw the flash of blue. Following the confrontation, in hopes of protecting himself, he joined the Wards

In the two years since, Wingnut has attended two 'camps' at San Diego, getting training as a Ward, and has formed a fast bond with Ben. Is hopeful for a long term relationship and partnership, moving into a co-leadership role with a Protectorate team much like they have with the Wards at present.

Notes: Forms a pair with Ben, and between the two of them are a fairly effective duo; Wingnut is an incredibly effective air-to-ground combatant, while the team leader is effective as ground-to-air. Wingnut's power gives him evasive potential proportionate to how much distance there is between him and his target, and increasing accuracy over long range with his blasts, rather than decreasing accuracy. Ranges from 0% evasion (auto dodge, rolled before attack rolls) and no bonus to accuracy at 5' distance from the target to 100% evasion at 300' distance or more and a +3 to hit. Evasion applies even to attacks that travel instantaneously, and can apply to foes that move more than 100'/round, determined based on their starting position. Opponents can often find cover indoors, which is where Wingnut frequently

Blast can only fire out to 50', flying out in a limp arc that soon crashes into the ground. Being above the target extends this to up to 300' out horizontally as the projectile glides out, with these blue streaks of energy curving in the air to track his targets. The blast delivers his choice of moderate or lesser bashes, but instead of delivering bash effects, always either disarms the target or scatters the contents of their belt/pockets (any item on their person that isn't stowed in a backpack or sealed container). The blue eruptions around the impact sites are very much his trademark. Fires 2 shots a round (1.5 from Dex, +.5 from Barrage skill).

Needs a running start to take flight. Flight is fast (75'/round), but tends to have drift; if he moves particularly fast in any direction, he'll continue to move that direction unless he steers himself in a different course or cancels out his inertia with up to half of his ongoing movement.

	Brawn 3		Ath 3		Dex 3		Wits 3		Social 4		Know 3		Guts 2
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Skills: Barrage 4 // Awareness 2.

◆ Marionette

Real Name: Meredith Kizziah

Gender: Female

Age: 15

Alignment: Heroic

Faction: PRT DPT 47

Class: Blaster/Master

Appearance: Modestly attired, blonde, and diminutive. She lacks presence, up until the point where she starts talking your ear off.

Personality: A good southern Baptist girl, Marionette resolutely avoids cursing, alcohol, and tobacco and considers excessively enthusiastic dancing vaguely sinful. She doesn't seem to see any conflict between this and jumping out of the shadows to flatten people. Nevertheless, she's bright and effusive, bringing enough personality to the table to account for both herself and Ragdoll. They're 'besties', according to Marionette.

History: A teenaged girl who was formerly a member of a hero duo with Ragdoll in Memphis, they accepted an offer of a job and a transfer after a local villain they'd beat down responded with excessive force and placed a bounty on their heads. After an altercation with a counselor at bible camp nearly escalated to violence, leading to her trigger, Marionette only felt more of a need to prove herself and her mission, though only she knows exactly what that mission may be; from what can be garnered her personal message of Jesus' love and salvation involves lots of frappuccinos and foot spas. Sees pretty much any obstacle as a personal challenge to overcome; can lead to problems when she enthusiastically doubles down on efforts in the wrong direction.

Notes: Marionette has the ability to summon crystalline needles which allow her to control struck targets telekinetically. Treat as semiautomatic fire. Each needle inflicts a Lesser Pierce and grants her partial telekinetic control over the victim, penalizing their Ath by 1. When their Ath is 0, she is able to puppet them fully as a committed action, expending half of the needles they're impaled with or two, whichever is more. Tends to operate on a 'gank' mentality, jumping out of the shadows with needles already thrown and attempting to pin her targets as soon as they impact.

	Brawn 2		Ath 4		Dex 4		Wits 3		Social 3		Know 3		Guts 2
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Skills: Barrage 3 // Blitz 1; Specialization - Swoop In // Sneak 1

◆ Ragdoll

Real Name: Cassidy Dorough

Gender: Female

Age: 16

Alignment: Heroic

Faction: PRT DPT 47

Class: Brute

Appearance: Visibly muscular though not hulking, red-haired, and tall enough to feel self-conscious.

Personality: Taciturn but not quite sullen, Ragdoll is a woman of few words, preferring to let her actions speak for her. She pursues an intense training regimen and can often be found in the base gym. Has not validated Marionette's claim of "besties", but she

hasn't disavowed it, either, and doesn't seem to have much problem with being spoken for by her.

History: Possessed of a speech impediment from an early age, Cassidy avoided bullying mostly due to her size and strength. She grew out of the stutter, but not out of the reticent personality it generated. This would cause her problems as a member of the track and field team later, as she resolutely refused to discuss her mounting aches and pains with a team trainer - having finally found somewhere she could put her size and strength to use, she overworked herself in desperate fear of being benched, leading to her trigger. Her initial attempts at being a hero, combined with her poor speaking ability, almost lead to her being mistook as a villain, until Marionette bailed her out; their partnership has lasted since.

Notes: A rather brawny girl, Ragdoll possess a biokinetic field that disinfects, heals wounds, anesthetizes, and stabilizes. The field can be extended to others at will, but the effect is notably lessened and it deeply fatigues her to do so (Guts roll to repeat it after the first time, +1 DC per try.) She is functionally immune to Blinded, Bleed, Pain, and Death Sentence status effects. Every round all her Moderate Wounds are reduced to Minor, and Minor Wounds disappear. When used on others it will reduce their moderate wounds to minor, but status effects and the result of wounds other than Pain will remain. Her strength is entirely thanks to her own hard work, as her field allows her to pursue a workout routine that would be dangerous or downright impossible for a girl her age. Patrols often with Marionette thanks to their already-established synergy, usually serving as a distraction while she disables them, and bailing her out if things get too thick.

Brawn 5	Ath 4	Dex 3	Wits 3	Social 2	Know 3	Guts 4
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Skills: Endurance 2 // Withstand 3 // Willpower 1

◆ Priwen

Real Name: **Gender:** Female **Age:** 14 (and a half!)
Alignment: Heroic **Faction:** PRT DPT 47 **Class:** Changer

Appearance:

Personality:

History:

Notes: grows bone armor n sheit

Brawn x	Ath x	Dex x	Wits x	Social x	Know x	Guts x
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Skills:

Odyssey

A heroic organization with a fairly stringent set of rules and protocols. Heroes are recruited on the promise of large sums of money, with Odyssey keeping a roster of heroes in-house, valuing them and selling them for set time periods and set amounts of money, with Odyssey then taking a cut. As one might imagine, the environment is somewhat cutthroat, with Odyssey's capes fighting to raise their perceived value. The pay is higher than the PRT might provide and the large sums tend to turn heads. A lowball sum might be \$250,000 for three years of work.

Odyssey works with no less than thirty capes, but only a small fraction are in town and available at a given time. Self-promotion, general promotion, solo activity in Wichita and some degree of sabotage of their peers in Odyssey tend to fill the schedules of those who are in the city and waiting for bids to come in.

Odyssey maintains a staff of roughly five hundred, and is steadily growing. While many of these staff members are IT professionals, marketing guys, accountants and private investigators, there is a fairly structured setup for the headhunters and for the management structure. They maintain a small local team to protect their interests, mostly people with useful or flashy powers good for PR, occasionally reinforced by capes from out of town.

◆ Blueshift

Real Name: David Alston

Gender: Male

Age: 27

Alignment: Hero

Faction: Odyssey

Class: Striker

Appearance: Well-groomed, clean-shaven, with a taste for fine attire. Cape outfit leans towards the formal.

Personality: “Talk less, smile more” is Blueshift’s motto. Always looking for an angle to his benefit, it’s difficult to convince him to do much of anything without a promise of a favor in return. While the pay is nice, he enjoys the politics of success just as much. He knows how to play the game, and his tenure at Odyssey has taught him how to play it well. Anything that keeps him from being in a position of influence – the room where it happens, so to speak – will be dealt with, either bluntly or underhandedly, depending on how severe the slight.

History:

Notes: The face of the small team Odyssey usually keeps in town, Blueshift is well-spoken and well-groomed, at least in his public appearances. On the business side of things he’s got an eye for spin, investment, and getting a lot for a little - he didn’t get to where he was by slacking about or playing nice. Could possibly make more if he spent more time out on ‘loan’, but enjoys being in the spotlight and not having to travel so much.

Blueshift can choose from the following actions:

- Grant target bonus attack and partial move on touch for X rounds.
- Remove wound inflicted in round prior on self or others.
- Enhance perception and reaction time on touch for X rounds. (+ Wits, Dex)
- Flurry of blows, accelerating self to distribute 5 melee attacks amongst all targets within 5 feet. Attacks can be imbued with deleterious effects at cost of add'l charges.
- Slow down target, robbing them of reaction time and actions (Ath penalty, can only move or attack) for X rounds.

Each action consumes a ‘charge’, and Blueshift will often enter combat with five charges, replenishing at a rate of one per hour. He’s able to accelerate the rate of replenishment by meditating, allowing time to accelerate around him, but he’s loath to do so, preferring to accrue his time passively, as it cuts into the rest of his life.

More extreme effects, such a ‘time locking’ an individual ala Clockblocker, or granting the inverse - such as in Down Time, burns multiple charges.

The cape mentioned in the “Down Time” trigger. He’s rather ambivalent about the PC there; he likes having her at his beck and call, and her success is his success, but it’s going to take some convincing to get him to stick his neck out. Considers her efforts healthy ambition rather than promiscuity or ‘looseness’, a plus in his book, but don’t mistake it for affection.

	Brawn 2		Ath 4		Dex 4		Wits 3		Social 4		Know 3		Guts 3
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Skills:

- Presentation 2 // Martial Arts 2 // Subterfuge 2

◆ **Anthem**

Real Name: Laura Sexton

Gender: Female

Age: 31

Alignment: Hero

Faction: Odyssey

Class: Shaker

Appearance: Tall

Personality:

History:

Notes: Another one of Odyssey's in-town regulars, Anthem's natural propensity for PR and branding has does wonders for her 'market-price', so to speak.

	Brawn 2		Ath 4		Dex 2		Wits 3		Social 4		Know 3		Guts 3
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Skills:

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Apex

A heroic organization with a far more lax methodology when compared to the efficient and regimented parahuman forces employed by Odyssey. Each hero under Apex's umbrella (which covers the Kansas and Missouri areas, hoping to broaden their sphere of influence) works more or less alone, patrolling only in whatever territory they're comfortable handling.

The non-parahuman employees of Apex number far fewer than Odyssey, and they work solely to facilitate communications between Apex capes, helping the heroes who spend the overwhelming majority of their time on the ground get an idea of the bigger picture.

Where Odyssey shines at dealing with problems as they arise, Apex is well-suited to maintaining the status quo. Each Apex cape tends to their territory, becoming a 'neighborhood hero' of sorts, and their focus and devotion keeps the peace as they dedicate their time to cultivate territory on a smaller scope.

The capes of Apex are entrenched in the community, and there's an unspoken emphasis on jurisdiction, with each Apex cape preferring to run their territory in a specific manner. When problems do arise, Apex capes may band together, calling in or trading favors and goodwill.

Three Apex capes call Wichita their home, keeping the peace in their respective neighborhoods or boroughs. Some research may turn up further details.

◆ Insignia

Real Name:
Alignment: Hero

Gender:
Faction:

Age:
Class: Tinker

Appearance:

Personality:

History:

Notes:

	Brawn 2		Ath 4		Dex 2		Wits 3		Social 4		Know 3		Guts 3
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Skills:

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◆ Starfall

Real Name: Melania Reynolds
Alignment: Hero

Gender: Female
Faction: Apex

Age:
Class:

Appearance:

Personality:

History:

Notes:

	Brawn 2		Ath 4		Dex 2		Wits 3		Social 4		Know 3		Guts 3
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Skills:

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◆ Undertow

Real Name:
Alignment: Hero

Gender:
Faction:

Age:
Class: Shaker

Appearance:

Personality:

History:

Notes:

	Brawn 2		Ath 4		Dex 2		Wits 3		Social 4		Know 3		Guts 3
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Skills:

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Magpie and (her) Marauders

A group of thieves that sticks closest to the game of 'cops and robbers' established in Wichita, favoring flashy heists that make the news, either during or after the fact. They'd much rather run than fight, and they're well equipped to do so. Historically, they've played ball with the heroes, but they're not above putting a little egg on the face of the PRT and corporate teams alike. As the situation in Wichita is in flux, it's up in the air whether they'll take advantage of the unstable situation or give the heroes a much-needed breather.

Their modus operandi emphasizes showmanship, glitz, and glamor, with costumes featuring a blend of ballroom and stage magician's aesthetic. Magpie and Legerdemain are the two capes in the group.

Nobody can really agree if it's "Magpie and the Marauders" or "Magpie and her Marauders".

◆ Magpie

Real Name: Eva Huffaker

Gender: Female

Age: 26

Alignment: Villain

Faction: Magpie & Marauders

Class: Mover/Blaster

Appearance: An elaborate black bodysuit, decorated with black feathers, with a similarly ornamented ball mask.

Personality: Ostentatious, eloquent, and insists on doing everything with a flourish.

History:

Notes:

Brawn 2	Ath 4	Dex 2	Wits 3	Social 4	Know 3	Guts 3
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Skills:

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◆ Legerdemain

Real Name: Vincent Cargile

Gender: Male

Age: 28

Alignment: Villain

Faction: Magpie & Marauders

Class: Striker/Mover

Appearance:

Personality: The balancing factor to Magpie; If she were a queen, he'd be her seneschal. Very emphatic on orders, but not above the occasional liberal interpretation that might be better received or better for him.

History:

Notes:

Brawn 2	Ath 4	Dex 2	Wits 3	Social 4	Know 3	Guts 3
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Skills:

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Space Rodeo

Three low level dealers with powers. Led by Space Cowboy, a competent shaker with wide areas of effect. Space Cowboy formed an early partnership with Steer, and only very recently brought Desperado on board as a hire from out of town.

Space Rodeo's members are typically encountered with two of the three members out and about and the third member handling personal business or handling the actual business at home. They are most often found in the vicinity of Wichita State U, where they have cornered a market in dealing to college students.

When confronted, Space Rodeo's first instinct is to flee. All three members have some ability to move by unconventional vectors (Float through altered space, ride bull, boosters) and to disrupt the opposition.

Space Rodeo is deemed low threat, though a nuisance to authorities, they play by the rules, and are seen as low-level villains. They are low popularity, outside of some circles. They might make appearances at student-led raves, and otherwise frequent out-of-the-way spaces around campus, after hours. They do not tag or really enforce their territory, and will not engage, even in defense, without a perceived advantage.

◆ Space Cowboy

Space Cowboy is the group leader, a shaker very similar to Grue in terms of his ability to influence large areas very easily. Within the area, gravity is nullified and oxygen depleted. Other effects consistent with being in outer space are in effect, such as flames being extinguished, but people will not expire instantaneously (low pressure). Movement is greatly hampered, requiring contact with a solid surface, and is Brawn based, with Acrobatics applying. People can generally last [their Athletics pips in] rounds before they must start taking Guts checks (4+) or suffer a minor wound. The effect is canceled if Space Cowboy is hurt (He must make a Guts check to maintain), distracted (Wits check to maintain), or voluntarily breaks eye contact with the field.

Stats: 3 Brawn, 4 Athletics, 2 Dex, 3 Wits, 4 Social, 2 Know, 3 Guts

Skills: 2 in Acrobatics, 2 in Street Smarts

Personality: Drawls. Party animal, but super mellow, even in crisis and when partying. Will simply take abuse if provoked or threatened, avoid confrontation. Motivated by money, primarily, but will sooner retreat and let someone have his territory/product and then later plot out a response/retaliation. Secondary motivations of status within his relatively small circle (University & partygoers) and hedonism.

◆ Steer

The heavy hitter of the group, so to speak, Steer is a master that summons a large bull. He appears to have some control over aesthetic, and has made it rather alien, with scales, curling sets of horns and multiple eyes. The bull maintains a brutish statline and has the added capability of, whenever it strikes an enemy (either wounding or being blocked), forces that enemy to make an Ath check, beating the attack roll, or fall down. Will choose the nearest hostile target unless ridden by Steer, at which point it has the master's mental stats and is wholly under the master's control, allowing double the number of rolls for Wits, etc.

Steer Stats: 3 Brawn, 4 Athletics, 3 Dex, 3 Wits, 3 Social, 3 Know, 2 Guts

Bull Stats: 6 Brawn, 4 Athletics, 3 Dex, 1 Wits*, 1 Social*, 1 Know*, 5 Guts

Skills: 2 in Street Smarts. Rest don't matter. (Driving?)

Personality: Hotheadedness kept in check by Space Cowboy's chill personality. This is a life flaw, and he may have to make Guts checks to back down when provoked or insulted, though may be talked down with a Space Cowboy social roll.

◆ Desperado

Combat tinker with emphasis on dual wielded pistols. Will enter combat with two pistols, a shroud (granting a 15% flat evasion chance) and a rocket pack that enables short-term flight (out to 30', after which point they fall if they are not on solid ground or in antigravity). Will also carry a stasis rocket, which has an unpredictable flight path and cannot be easily dodged or blocked - if allowed to deploy and fire it (a full round action that provokes attacks of opportunity at melee and at ranged) it has a 25% chance to hit its target. Failing that, it will (25% chance for each) hit an area behind the target, hit an area to the left, or an area to the right. On striking a location, will expand into a 15' bubble of stopped time that lasts ten minutes. Pistols deliver two minor wounds with each hit, with minor shock effects delivered. Can and will change gear up over time, emphasizing space/time - not his original specialty, but one he's going all-in on to play better with Space Cowboy & the team's theme. Faced with a significant threat, will attempt to land the rocket and then fire the pistol's shots into the bubble so they all hit concurrently. List of builds is somewhat stunted as he maintains breathing apparatuses for the team so they can operate in Space Cowboy's field.

Stats: 3 Brawn, 4 Athletics, 4 Dex, 3 Wits, 2 Social, 2 Know, 3 Guts

Skills: Barrage 3, Street Smarts 1

Personality: Gruff, asocial, likes women but has terrible luck with them; being part of this particular group and scene gives him easy access. Motivations are, in order of priority: personal 'coolness', money, girls. Doesn't really enjoy drugs or partying, but plays ball.

The Wichita Brotherhood

Consisting of three disparate gangs that have taken to working together against common enemies, the Wichita Brotherhood is an alliance of gangs composed largely of low-income blacks in the city's poorer areas. The gangs are:

The Up-West Hobs - who have ties to a larger chapter in neighboring states as well as a headquarters in Kansas City (The Hobs, Hobbs or The Hobblers, with designations to set each individual grouping apart from the other). Prior to the PRT establishing presence, and with the help of similar behavior from other chapters, they established a reputation as a violent gang with a penchant for murder and maiming their victims, typically hamstringing them or amputating legs. The PRT's pressure took some time to get the greater collective of Hobs to back down, with a persistent (and perhaps intentionally obtuse) insistence on the part of the Hobs that it was okay with the PRT and the law if they didn't kill and only used their namesake maiming. Even now that the gang has gone quiet and has stopped all killing and maiming, they hold their reputation from the old days. They tend to wear *green* as a gang color. The parahuman supporting the Hobs is Ripcord, an enforcer rather than a leader.

◆ **Ripcord** - Male, 22. Controls a long (50') prehensile whip that extends from his palm. Can see out the end of the whip. On seizing someone, which it is very good at doing, can effectively smash them into walls, fling them great distances, or bind them further. Strong enough to lift small cars, though a midsection of the cord might need to brace itself against terrain. Grapples as if it had 6 Brawn, can lift & throw each round while maintaining its hold.

Stats: 3 Brawn, 3 Athletics, 3 Dex, 2 Wits, 3 Social, 2 Know, 4 Guts

Whip Stats: 6 Brawn (grapple), 9 Brawn (lift/throw), 5 Dex, 4 Guts

Skills: Awareness 2, Theft 2

Personality: He's a 'get the job done' type who appears when the Hobs need to show strength or when someone needs to be dealt with. He's loyal, he gets paid, and he gets treated with respect. This is all he needs and all he expects.

The Midtown Spoilers - smaller than the other gangs in the sense of having connections to a broader out-of-city group, and fewer assets to draw on, the Spoilers maintain a presence in Wichita largely by virtue of the fact that they have two parahumans backing them, rather than the lone parahuman backing the Hobs and the Barbers. New as such groups go, and ambitious, they're roughly as active as the other two groups in the brotherhood put together, as they seek to amass resources and control enough to hold their own. In behavior, they're reckless raiders, hitting areas with numbers and a lot of general damage for assaults and snatch-and-grabs. They have low standards for who they bring in, but massive pressure put on members that tends to see a great many arrested or hurt. With the high turnover, they maintain a lot of codes and techniques to keep one blabbermouth from knowing too much or being able to turn over the core group. The Spoilers wear *purple*.

◆ **Carp** - Female, 18. The leader of the gang, though very few know this. Carp is a young woman who got powers very soon after her cousin did, and set out to start a new gang. She's canny but plays the fool, appearing as the lieutenant while her cousin acts as leader when the leaders meet. There's some contention as even the cousin doesn't wholly know or admit

that they're not really the leader if it's Carp making all of the calls in the end. Somehow they've maintained a balance. Carp maintains a forcefield that she can move from one target to the next in the blink of an eye, loosely and imperfectly encapsulating individuals or objects. As the forcefield absorbs impacts and energy, it charges an internal reserve, which she can then expel as a storm of concussive and flashbang-like effects in an area (that she is immune to). So long as she sees her soldiers, she can (provided she passes Wits to react in time) shield them as attacks are directed at them. If and when they fall, she collapses her effect, debilitating the enemy, and does her best to mop up or allow a retreat or partial retreat. The reasoning for her name is unknown.

Stats: 2 Brawn, 4 Athletics, 3 Dex, 3 Wits, 4 Social, 4 Know, 2 Guts

Skills: Street Smarts 4, Dodge 3, Tactics 2, Command 1

Personality: Others might compare her to Imp, if they just looked at the way she portrayed herself to the rest of the world, but in reality, she's more inclined to stop, think, and come up with clever plans. Though she plays up the mocking, lighthearted tone, she has few compunctions about curbstomping someone after she's activated the secondary function of her power and has a recognized enemy at her mercy. She's patient in the short term but impatient in the long.

◆ **Breakneck** - Male, 22. The *de facto* leader to Carp's *de jure* leadership, the tenuous relationship and balance of power between Breakneck and his cousin is more evident on his end than hers, his attention directed towards individual jobs while hers focuses on the bigger picture. Breakneck is just as merciless as his cousin, but this lack of mercy falls upon his own subordinates. Where Carp directs the gang and picks out targets, Breakneck's status as the *de facto* leader still gives him enough authority in the field to pull off the tactics that are the hallmark of the Spoilers' high turnover rate. Injured subordinates register not at all to his conscience, and he favors recruiting the psychos and the dregs, gangsters that won't bat an eye to his reckless orders so long as he keeps the meth flowing.

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Stats:

Skills:

Personality: Ambitious and violent, remorse isn't an emotion that registers when civilians or subordinates fall in the course of a job. Though it's Carp's intellect that makes her the leader in the shadows for the Spoilers, it's Breakneck's ambition and drive that impels the gang forward, at great cost to their future hiring prospects and reputation.

Wichita Barbers - Akin to the Hobs, are part of a larger organization, extending into a number of American cities and states. There's a wide gap between the Barbers' foot soldiers (the thugs on the ground) and the people who lead the group, who tend to strive for a classier image, with business owners and the like. Calmer and perhaps less frightening than other groups on the surface, they get away with more, including disappearing people and making good legal defenses when the law cracks down. Loyalty runs high, especially with a powered leader

with the ability to keep an eye on all goings-on, including traitors, snitches, and people who might be skimming money. The Barbers wear *gray*.

◆ **The Old Man/Jonathan Miller** - The vast majority of triggers happen before age 30, and Miller, by virtue of having triggered in 1992 at that cusp, is fairly old for a parahuman, being 49, with graying hair. Spry despite this, he plays up the image and his class. He never aspired much higher than Wichita, and given his years in the city and his method of control, is one of the people who people go to when they want to buy information, though his prices are steep. Exceedingly capable and experienced, the specifics of his power aren't known - only the fact that he knows the every move of his subordinates and biggest enemies.

In truth, and this would take extra special measures to find out, he can feed people his own body tissues and fluids, including blood, spit, and flesh. Every night, when they go to sleep, he gets the memories of any and every such person. He has, at this stage, contrived to feed himself to just about every major player that has been in Wichita for more than a year. The Brotherhood is his idea and he is taking a very slow, careful approach to use it to seize the city & help the greater organization of the Barbers.

Stats: 3 Brawn, 3 Athletics, 3 Dex, 5 Wits, 4 Social, 4 Know, 3 Guts

Skills: Street Smarts 5, can 3h6 any other skill given memory with lower retention of particulars; doesn't get other benefits from those skills.

Personality: Calm, quiet, ever the gentleman. Very patient, but very stern and no-nonsense when it comes to giving up territory. #1 priority is staying in the game, so to speak, and keeping the peace. He's been building something for a very long time and doesn't want that fucked with. Spends about a third of his day running his business and a third of his day meeting with people, including business leaders and various captains of the Barbers. Once or twice a month, will meet and dine with heads of other Barber chapters.

Because of the way the gangs are formed, they tend to have a great many low-level mooks and a smattering of experienced criminals. They predominantly steal (usually merchandise as much as robbing registers), mug, and deal.

Sons of Noise

Aggressive but not stupid, doesn't start fight that would bring too much unwanted attention. In more direct concurrence with the Fallen (same kind of drugs and selling in the same kind of places) and the black dealers (made worse by the racist ideology of the Sons of Noise). May not have a civilian identity?

◆ Screech (Leader)

Blaster, high rate of fire (two shots per turn), mid range (50'). Can fire a blast of "silence" or "noise". Silence blasts do no damage but disorient and put off balance, Noise blasts do moderate bash damage. Using one blast make it less and less effective while it replenishes the other's effectiveness

- Personality:

◆ Rubber

Mover: Summon and ride a shadow, making it take the form of a huge motorcycle, when riding it they speed up via a time effect and they can use vertical surfaces in LoS as portals to surprise people, ramming them from unexpected directions.

◆ Guts

Brute: Natural armor in the form of hyperdense muscles, insensibility to pain and a body that can keep functioning even when it should be too broken.

The Fallen

Formerly led by Kimaris, this particular group of the Fallen is more along the lines of a redneck cult, as contrasted with other groups that may play up the 'worships Endbringers' element without actually believing in it. Mingling Christian beliefs and Endbringer-worship into a singular set of ideas, they espouse the idea that mankind is being purged and only the worthy, the powered, will be spared. With this in mind, even within the family, the unpowered are generally treated as disposable, particularly those who've reached a certain age and are much less likely to trigger.

As a result, idiosyncrasies develop in individual family units, as they strive to be more worthy by largely invisible metrics. Lots of obscure interpretation of bible tracts and behaviors of the families with strong lines of powers running through them are taken to extremes. Those who have powers have no shortage of the unpowered (particularly powered men and unpowered women) throwing themselves at them, as the only way to obtain worth in 'the family' without powers is to bear children. Marriages between the powered are often arranged, to sire better children. Relations and marriage between cousins is not unheard of, though this group is slightly less incestuous than some, and tries to draw on the other branches of Fallen for wives.

That said, with Kimaris gone, two of his cousins have stepped in to lead. With grudges held against some other branches of the fallen (particularly Valefor's lunatic mother) they're taking control over who's arranged to marry who, with some more incestuous relationships (such as that between brother and sister). In the midst of grumbling and discontent, they've stated that if families aren't happy with the arranged marriage, they can bring in other partners the way that other groups of Fallen have been doing for years, kidnapping them. With most marriages being arranged as teenager to teenager, sights have been set on the Wichita Wards. As people start getting desperate and greedy, shit is liable to fly.

Less attention getting than other groups of Fallen, the Fallen here are dangerous thugs with less regard for the written and unwritten laws than any other gang in Wichita. They maintain a singular camp with various houses where the leaders and core family stays, and dormitories on the periphery of Wichita, and then have perhaps four houses in the outskirts of Wichita where individual families reside, where plans may be arranged and contraband held.

The Fallen deal in and use harder drugs, including crack, heroin, and meth. Preferring to be harder to pin down, they avoid protection rackets and have some limited experience in going after notable figures and kidnapping them for ransom, with four such cases extending over the last three years. They tend to want to draw attention, and up until a short time ago, they maintained an online presence with a heavy focus on ideology and their 'religion', while attempting to draw in youth and powered with promises of power and wives, respectively.

The Fallen maintain a tentative relationship with the Sons of Noise.

Notes on Appearance: don't immediately go to Valefor & the appearance in Brockton Bay for inspiration. That's one unit of the family, and this is a different branch. I would suggest something closer to standard clothing with each person making their own masks (think of the band Slipknot for direction) and heavy tattoos.

◆ **Kimaris (Absent)**

The former leader, Kimaris was big and brutish, but had a strong blaster power, with the ability to conjure flames that passed through inorganic matter and armor and proved resistant to being put out. While detestable in his own right, he was relatively tolerable as leaders of the Fallen go. While not technically polygamous, he did divorce his first wife (Batibat) and married his second (Murmur) but his ex-wife continued to bear his children. It is perhaps not surprising that Murmur ended up cheating on him, but he was apparently brokenhearted, packed up his things and left Wichita. After dealing properly with all of them, of course.

Stats: 5 Brawn, 4 Athletics, 3 Dex, 3 Wits, 4 Social, 3 Know, 4 Guts

Skills: 3 Street Smarts, 3 Intimidate

Power Note: bypasses cover and armor. Delivered his choice of 1 moderate burn wound at a wider area (harder to dodge) or 2 moderate burn wounds over a narrower one. Could deliver as singular blasts as a semiauto (1.5 shots a round) lone 'shotgun' sprays, or artillery lobbs that exploded in a circle around the target point. Was immune to own power, and would frequently drop these artillery lobbs at his own feet.

Personality: A fury, with volatile moods, best described as an alcoholic, but drunk on power. Would take offense at things one day and leave them alone the next, let people arrange their own marriages and handle their own business, provided they were on call to help him when he asked for it.

Appearance: Overalls and shirt or jeans and a heavy jacket, sleeves may be burned, not because of power, but just aesthetics. Proportioned like Pete from Disney, heavy, heavy chin, but powerful build despite the fat. Mask looks to be strips of leather with staples keeping it in the general form of his face, mask extends down and piles up over back and shoulders, giving him a neckless, hunchbacked appearance. No mouth, eyes peer through gaps between strip. The mask may or may not have ram's horns, depending on if he's going into battle. May or may not have gloves of the same aesthetic as the mask or bloodstains on his shirt and sleeves, same rationale. Tattoos include bible verses encircling forearms in spiral pattern, names of the Herokiller's confirmed kills on upper arms, shoulders, back, and legs. His own kills are marked on his chest.

◆ **Cassiel, Caspiel**

Twin cousins of Kimaris. The new leaders of the local family. Where Kimaris was hot-tempered and passionate in personality, but more cool-headed when it came to business and keeping the family operating as best as he could, the brothers Cassiel and Caspiel are very cold in personality and somewhat reckless and dangerous in how they manage the family. Effectively setting members of the family against one another and driving them to compete among one another, the pair have broken previously arranged

marriages-to-be among teenaged members of the family, arranging new ones, seemingly at their own whim, some of whom are brother and sister. As families have grumbled and dissent is occurring, they are planting seeds that if people don't like the marriages, they can perhaps kidnap some Wards or other powered youths. Assuming that boy A and girl B were arranged to marry by the Cas twins, kidnapping a girl would give a new partner to boy A and free girl B to find a new partner. The greater family unit in Wichita is thus starting to talk themselves into this.

Stats: 4 Brawn, 5 Athletics, 4 Dex, 4 Wits, 3 Social, 3 Know, 3 Guts each

Skills: 3 Street Smarts, 2 Empathy, 1 Subterfuge

Power Note: Once a month they get a top-up on powers from their sister, who lives out of town. Depending on how recent the power-granting is, they each possess a laser pulse that imposes a penalty to mental stats (lasting up to one day from the most recent application) and temporarily (up to 10 minutes) forbids skill use. The duration of the effect and the damaging potential varies depending on how recent the top-up was.

On their own, they have the ability to double items and individuals, typically gesturing at the individual or item, which then splits in two. At the end of the duration, which is typically five minutes for living things and ten hours for inanimate ones, their choice of the more damaged or the less damaged of the two copies remains while the other dissolves away. In the case of drugs, individuals who imbibe copied drugs which are then dissolved away get the high with vastly reduced hangovers and issues after the fact. In the event of copied parahumans, the copies can use powers, but each time they use or are targeted by powers (including successive uses of Cass & Casp's doubling power) the remaining duration of the copies halve or are reduced by 30 seconds, whichever is more.

Personality: Cold, almost reptilian, they're strategists who benefit more from long-term planning, discussion, and attention to detail than from being brilliant. Their desires are hard to figure out, as they don't seem to pay much attention to money, wives, or anything of the sort, they're highly religious and creepy about it, citing a lot of non-sequitur verses about the end-times. Their true motivations are to stir things into a frenzy, getting to the point where other Fallen chapters may be called into the city, and they can target and discreetly eliminate Valefor's mother, but they aren't liable to say much about this to anyone.

For GMs: keep in mind that this is the sort of thing (the initial moves by the Fallen to kidnap and then the ultimate outrage and possible war) that we hold on to until later, when things are complacent or we want to throw a wrench into things. I'd [Wildbow would] much prefer it if the Fallen were discussed more before being put into play, as a result.

Appearance notes: Both are tall and slender in build, but fit enough their muscles are visible, have notable (and intentional) slouches in a kind of homage to Leviathan. They wear hoods and sweatshirts that cling to their long torsos, with etched metal masks covering their lower faces, more clearly fabricated by skilled artisans than the other members of this branch of the family. Their bodies crawl with tattoos of serpents.

◆ Dagon

Was Kimaris' second in command, and now has found his way to being the twins' second, given his knowledge of intricacies of the family and existing business across Wichita. Stands in a very awkward position between trying to serve the twins and trying to serve the families, who are increasingly disgruntled.

Dagon is the Ned Stark to Kimaris' Robert; more level headed and judicious, he and Kimaris were active as teenagers and had a great many accomplishments, earning a kind of status before they were invited to the Fallen, bringing their children with them. They have been active with the Fallen for some time, with their eldest children now coming of age to have powers. Dagon is a father of six, his eldest child eighteen and powered.

Usually found within arm's reach of Murmur. Current status is that Dagon is badly injured, so is mostly limping around and playing nice with the new leader(s). Had he not been injured, he might have taken command on his own.

Stats: 4 Brawn, 4 Athletics, 3 Dex, 4 Wits, 4 Social, 3 Know, 3 Guts

Skills: 3 Street Smarts, 2 Command, 1 Dodge

Power Note: Hydrokinetic, but cannot actually gather from large bodies or liquid pools of water. Effectively pulls water from the air (once every two rounds). Alternatively, he can pull water from within his opponents' bodies, forcing a Guts check (4+ needed) and causing one Guts damage if the target fails. Opponents reduced to 0 Guts in this manner are rendered comatose, not dead, and may be brain damaged if not revived within two minutes. The process is initiated on his turn and finishes at the start of his next turn. Breaking line of sight in the interim provides a +2 bonus on the Guts check. Can hold one portion of water per point of Wits he has.

As an attack action, can effectively moderate bash one target within line of sight (Wits based attack roll, opponent rolls defense normally) for each portion of water he's collected (typically 3 max). Max 100' range. Each successive hit on the same target has a -1 to hit. The portions return to him by the start of his next turn.

If and when he has a portion of water and hasn't used it to attack (he can attack and not use every portion), he keeps it floating around him in an indistinct mass. If he would be struck, his power/shard keeps an eye out and attempt to block (for burn, shock, bludgeoning) attacks or reduce the impact of (for piercing, slashing) incoming attacks by one step. Success destroys the portion. Independent 50% chance per portion he keeps.

Personality: Primarily interested in the family and keeping the peace, is rather desperate to have Kimaris back, and knows it won't happen. Currently trying to pacify the families and maintain enough favor with the twins to avoid being replaced, he doesn't have much patience for other matters, and will be blunt about this. Far from noble, he hits his kids and drinks too much in his off hours, but he's probably the sanest person among the Fallen at present. He's liable to be the last person to agree with the

kidnapping job, and if captured or pushed out, will be the first one to start talking to authorities, in hopes of defeating the twins... provided he gets assurance that the family will be okay.

Dagon may maintain a character arc, where, given time to come around to the idea, he may become one of the more fervent or dedicated believers in the kidnapping plan, again, in service to the family. This is to say that GMs who run Fallen Son may have Dagon in the background, gradually changing his mind over the course of the campaign. He's liable to turn the corner and become amoral in regards to the kidnapping some time after the kidnapping victim is in the Fallen's hands.

Appearance: Bodybuilder physique, monstrous fish on back with tentacles reaching down arms, numbers of bible tracts and the Fallen's own crude bible appear in empty spaces not occupied by tentacles. Shirtless to expose tattoos, with jeans & boots, wears a mask that appears to be the overlarge face of a gutted fish. In reality, its plastic kept wet with his power. Hair and skin are kept perpetually damp.

◆ **Batibat**

Kimaris' ex. Somewhat detached from the family, she keeps a house in the outskirts of the city. Turns up to mess around with Kimaris and handle weddings. Sort of on the sidelines with Cass & Casp, deciding if she wants to buy in and be loyal to them. May eventually betray Dagon and Murmur. She crawls on walls, her changer body is wholly double jointed, and she vomits out floods of black ichor. Entry into one point of the ichor allows instantaneous exit around another point, and while immersed, she is blind and deaf but can sense those who are also immersed, and her stats are fives across the board. Mother of five, two of which are powered but not present in Wichita.

◆ **Murmur**

Fallen Son's mom. Sonikinetic. Produces noise. Hospitalized, may die, no need to really bother with stats or skills.

◆ **Scratch**

Red haired, but otherwise very normal looking, Scratch is the patriarch of one fairly extensive wing of the family. Has five powered kids (Phobos, Deimos, Mania, Deness, Penthos) and a very religious powered wife (Aeblis). Scratch is a dynakinetic who takes some time to get up to speed - usually three rounds of combat. Produces concentrated storms of fire, lightning, or thunder. Ambitious but overshadowed by an older brother who is established elsewhere. Meeting Aeblis was a pretty big deal for him, since Scratch isn't very attractive, and Aeblis is a gorgeous olive-skinned Greek woman who would normally be miles out of his league; his first big victory over his brother. Scratch knows just how to play on her beliefs and insecurities, and thus she is largely an extension of him in decision making.

◆ **Aebelis**

Smoke generating cape. Can fly, but only within the smoke she generates. Was a hero for a stretch in Europe, but found out about the Fallen after a stretch of trauma and saw them as an answer, buying in wholesale. Now a mother of 8 at 33, she's been gradually losing it. Nobody really put the pieces together, though Scratch and now Cass/Casp might have started to, but being unable and unwilling to seek out conflict while pretty much perpetually pregnant, Aebelis' shard is making the highs higher and the lows lower. Scratch has been talking to Cass & Casp about Aebelis finding an outlet as the Fallen's torturer, but there's no supply of bodies.

The two are parents of 8 (nine, counting one child given over to them by Scratch's sister, who lives elsewhere) and are very eager and fervent about wanting to find good partners for their kids.

◆ **Phobos** (Fear)

Blaster, hurls superheated 'sparks' that burrow into struck objects and then sheds horrific amounts of smoke. Delivers piercing damage (the projectiles are so hot they melt through any barrier), followed by burn as the heat spreads, then chokes with smoke. The oldest child, a boy of 19, one of Fallen Son's bullies.

◆ **Deimos** (Panic)

Akin to his mother, Deimos' smoke power has hallucinatory effects. Deimos can see the hallucinations of others and swap places with them. 17.

◆ **Mania** (Mania)

Girl, 16. Passionate redhead with a temper and fire powers that don't extend much further than 10'. Is a 'fire dancer' with intensity of her striker flames and her mover/agility secondary power building up until the point where she is hurt or struck. There was noise of her being paired with Fallen Son if he got powers (she was ambivalent) or marrying one of her second cousins (she was secretly hopeful) but Cass & Casp are now talking fairly firmly about her and Deimos marrying.

◆ **Deness** (Worry)

Deness' smoke has disintegration effects on surrounding material, causing metal and other materials to become soft and fragile (much like charcoal or plaster) while damaging costumes and items. A shy 15 year old, almost never talks, she recently cut her long hair super short to fashion a braided belt for her chest and weave a (very) short skirt for her lower body, with some red incorporated with a donation from her sisters Mania and Lucy, who is unpowered, as her hair doesn't disintegrate where other clothes do. Otherwise protects her modesty, so to speak, with tattooed-on black from upper thigh to pelvic bone and a band around her chest (the overall image being a broken cross), with text covering much of the rest of her body. Cass and Casp have been talking about marrying her to Gressil, which terrifies her; anyone who deals with her can see her acting out in ways that include self harm, though she's so withdrawn and introverted that she'd never admit it to someone else. There are a couple of boy Wards she would not mind marrying if they were kidnapped and presented to her (and she fantasizes about this quite a bit), but she could also find herself trying to take Fallen Son up

on any advances he made... even if this might be disastrous in practice. Her feelings are fragile enough to be hurt by virtually anything he did, and her power is badly disrupted by Fallen Son's (and vice versa, potentially).

The two 'Scratch Sisters' are very very interested in the idea of the kidnapping, and it's their vocal hopes that are really swaying Scratch and Aeblis' opinions on the matter.

◆ **Penthos** (Mourning)

Hangs around Gressil and Phobos, the youngest of the powered at 13. Was due to marry Rosie, and the two of them actually got along despite the age difference, with synergistic powers to boot. Is heartbroken that Cass and Casp have terminated that agreement, but doesn't have the emotional maturity to process or understand the feelings. Penthos is trying to make sense of the world by being what amounts to a toady to the bullies and to the Cass/Casp twins. A pyrokinetic with pitch black flames that eat and absorb light, not unlike Grue's darkness, and which produce heat that is only felt when one is actually burning. Plays things up on a sneaky level, often with fire in dark corners and surroundings that his targets don't see until they're in the midst of it.

The kids change up masks quite often.

◆ Luvart

Mother of one of the family units in the Fallen, Luvart's husband was a master who died of cancer, and she started claiming that she was possessed by his spirit and that that she was him, but the facts don't add up. She's about 350 lbs, intense, insane, and among the most loyal to Cass and Casp. She is very, very interested in getting her son married off, but given what happened with her and her deceased husband, other family units aren't very keen on this.

Pretty universally loathed given her preferred approach to combat.

Stats: 4 Brawn, 1 Athletics, 2 Dex, 3 Wits, 3 Social, 3 Know, 4 Guts

Skills: Brawl 2, Withstand 2, Willpower 2

Power Note: Luvart is a master with a bud of her husband's power, not actually possessed, but the bud did retain some elements of her husband's identity. Her power essentially keeps her brain in shardspace, and she can parasitically force an attachment to others' bodies. They experience what feels like being plunged into darkness, and she gets temporary control of their body, while her own body simply stands there, numb, swaying, and making only minimal efforts to defend itself (Withstand applies). Should she or her host be hurt, the duration is reduced by 1 round. Normal duration is 3 rounds.

Taking possession involves a contested roll with each side adding up their Social and Know bonuses and applying Willpower, where present. She's loathe to try killing a body she's occupying in case it kills her (it does), and hurting a body she's in risks losing control, so she mostly turns on allies and does vulgar things to her own body. i She's not above tearing her host body's costume to expose genitals, having her host body shit in its own hand to slap across its own face, or using an available weapon or power to shear off a length of hair. She'll handcuff wrist to ankle, throw weapons, wallets, phones or herself off a high surface, or use a power to cause property damage.

While away from Wichita, Luvart's husband used a similar power (which actually turned him into a specter) to possess a heroine who stumbled on his meth lab, and had her consume crystal meth. It is not yet known whether Luvart hasn't crossed this line because she's softer or if she simply hasn't had the opportunity.

Personality: Family first! Her son must get married. She will crush her enemies in reputation and physically. Having money, having meth, and sucking up to Cass & Casp enough to achieve some status in this particular branch of the family are secondary concerns. Absolutely amoral.

◆ Gressil

Son of Luvart, 18, fairly attractive despite his weight. One of Fallen Son's bullies. Can set people on fire by gesturing at them, with flame erupting around them and

needing to be put out manually lest they consume the individual, and can cause *hallucinations* of flame and burning sensations. There's more to the second power, but Fallen Son doesn't know the entirety of it; people who fall too deep down that hole of believing the fires are real or actually 'dying' from the imaginary flames don't come all the way back, and his shard basically gets a bit of control over the husks that remain; they're basically obedient zombies with 0 Social and weird tics. He explored this power while on a road trip to help other members of the family, and hasn't used it in Wichita. The adults know, and combining the knowledge of the power with his casually cruel and arrogant personality, they're loathe to marry him to their daughters.

◆ **Rosier (Rosie)**

Daughter of Luvart, 15. One of Fallen Son's marriage candidates. Part of the reason Gressil gives Fallen Son a hard time is that Rosie threw herself at Fallen Son about a year and a half ago, in a very physical and blatant way, and Son [I asked the player how he'd respond] was pretty blunt about not finding her attractive, hurting her. She developed powers not long after, with the rejection being a factor. Now lights flicker near her and imp-like creatures she calls 'embers' lurk in the shadows after the lights go out. They don't last long in the light, but when they catch hold of someone in the dark, she gains the ability to manipulate their bodies, making joints bend to the point of breaking, muscles tear, and singular, overwhelming emotions well up, strong enough to leave the victims traumatized. She and her brother went out of town to help another family with something at one point, and she killed three unpowered people using this power, including killing a man via. priapism.

Cass and Casp are currently debating marrying Rosie to Son in hopes of getting control over an element they aren't sure of. Failing that (or another marriage), they intend to marry her off to someone outside of this particular compound, in exchange for a favor: bringing in some older and more offensively capable Fallen. They've told Luvart this.

Renaldo:

Is Hispanic, short, unshaven but facial hair unstyled. Fast talker, eyes roving. Insulting as hell, no cursing, Hires a guy with a either a color-changing hat, or many hats of many colors. 1,000/15,000 from Tom Sparrow, says he's going to help get him fixed with Synapse