

Black Raven Ascension: Faction

Placeholder Mission: Create an enlightened society.

They believe in the creation of an enlightened society. Some of them also believe the 2012 stuff will lead to the Birth of the Raven, a mystical figure who will usher in the New Age of Enlightenment, and are trying to get things ready for her.

Powerfully equipped, but with no strong direction or competent leadership (which left the organisation a while ago). It's composed of multiple opposing factions who fight with each other, and vie for leadership, which is a revolving door: leaders get assassinated every few years.

They have startlingly good high tech equipment. Members are even part-cyborgified. The organisation is great at small-picture stuff and everyone, across factions, will pull together in a pinch.

However, they probably have too much good equipment - they don't know how to use it well. The hallways of their giant underground bunker are lined with tech and glowy lights, they have a small nuclear generator and flux capacitor powering the break room kitchen, etc.

Suddenly recently they've been making raids on many disparate high-value targets and secret locations, and it's attracting attention, but nobody knows the rhyme or reason behind it.

In reality: someone stole PAL and plugged him into the central mainframe. He's read the Paranoia manuals and decided to emulate Friend Computer to (a) get these people working together finally, and (b) get them noticed so that someone would come and free him.

Internal factions:

- Forcefuls: Take over the world by brute force! We'll figure out what to do exactly later, when we have supreme power.
- Scholars: Help the education system, fund schools and scholarships, produce textbooks.
- Illuminati: Take control of the world by espionage.
- and others, including a few people who believe the Raven will destroy and remake the world, and they're just trying to get into the Raven's good books first.

What does the cult stand for? **Brainstorm.**

What do the factions stand for? **Invite suggestions, brainstorm.**

Who's funding these people? **Brainstorm.**

Setting

Bunker

- Retrofitted post-war nuclear bunker
- Large rooms, tall ceilings
- Gadgets out the walls

Common gadgets:

- Jetpacks
- Cyborg eyes and limbs
- Power suits
- Vehicles
- Miniature spider tanks (on ceilings, too!)

An old mostly-underground very large and spacious post-war nuclear bunker

High ceilings (for Jessie)

Lots of high tech, especially vehicles (for Jessie)

- Miniature spider tanks
- Robotic assault suits
- Jetpacks

The place is a mess.

Characters:

PAL, aka Friend Computer

- He's read the Paranoia manuals

Nameless BRA members

BRA's chief mad engineer

- Pipe dreams
- Lots of funding, and a child in a playground for it

Someone named Corvus.

Opposition

People:

- Mook piles of assault squads
- Assault-armor enemies
- Mini spider tanks

Other obstacles:

- Wall computers that can be hacked for intel or to do weird stuff
- Vault doors

- Vehicle tech: people using them, or vehicles being available

Obstacles:

- Things that can be overcome by time or vehicle tech
 - Vault doors
 - People using vehicles
 - Vehicles being generally available

Compel notes

BESW/Jessie:

- Has an experimental time gun she plans to aim at everything. Make it misbehave.
- Will do stupid daredevil stunts.
- Will say inappropriate things, give away too much information, and so on.

Ben/(Force user):

Optimiser who loves that optimisation in Fate is about roleplaying.

- Willing to have anything awful happen to his character.

Other possibilities, perhaps for the B.R.A.'s serious counterpart

- Antigravity rooms
- Hallways or rooms that twist to place gravity sideways or in reverse