

the 🏴 PRT Quest (*Villains*)



Week 4: Day 1 (MON)

Periastron is dead.

Bratva have ~~three~~ *one* more capes on hand.

Irwin is in PRT custody.

The PRT have accepted the nonaggression pact with Tuurngait.

Character Page:

Day's action:

Nemean (Spelt)	
MirrorMask (Xicree)	W3 Day (7): Misdirection + Precaution, Mirrormask no longer stays in one location for the night. Until this is done I sleep in the car with m driver.
Chopshop (Sage)	Build if response given by PRT; if no response/delay response, RAMPAGE (one Chopshop). Destroy something showy and valuable (NOT the hospital. Far from the hospital. Or near without conspicuously avoiding it).
Periastron (Panda)	<div>👤 Dead 👤</div>
Dredge (Glernaj)	Oh noes, I captured!
Cadence (Spelt)	h
Mog (Ocelico)	Train
Cascade (Foyad)	Train
Sploosh (Mishie)	day 13, Diplomat bought and sent tio PRT, day 14, training
Flashpoint (Tuzi)	W4 Day 1: Train +1 🤝 Result: 6

Wendigo (Scraggy)	W4 Day (1) : Train +1👊 Result: 3
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Links:

[Gain Power](#)
[Utilize Power](#)

[Gain Cash](#)
[Spend Cash on Assets](#)
[Spend Cash on Buildings](#)

[Gain Info](#)
[Utilize Info](#)

Gameplay Rules

Each update, you can take actions in one of the following categories: Power, Assets, Info.

There is also standing with other factions & with the local law enforcement/PRT.

Your standing in each rises and falls, as all act as a kind of currency, but you accrue minions, gear, buildings and information you can then leverage.

Keep track of gains and losses, as well as assets you acquire. Only a few actions should require adjudication from Wildbow (missions, certain information tasks).

You have 15 points to distribute between Power, Assets & Info, for the purposes of pre-established assets only.

If you can't see the symbols, try using firefox. Chrome doesn't generally work so well with Google Docs.

Power

You're flexing muscle, training, doing business and showing your face where it needs to be shown. Boosts influence and your hold on the city.

Expand Territory

+1 🦊

You expand your effective territory by one step for a week. Potentially hurts your standing with other factions. Will do more if I get around to handling a map.

Manage Underlings

+1 🦊

Order minions to undertake jobs. Gain added +1 💰 per two minions deployed. 10% chance a given minion runs into trouble, can change depending on climate/local power. Deployed minions can't join you on jobs tomorrow.

Train

+1 🦊

Staying in tip-top shape, making sure your body and powers are prepared in case of a brawl. *No effect if you've gone a week without training*, results 5-10 expire at the end of the week (or after a week, if you're willing to keep track of times).

Roll 1d10:

1: No effect.

2: No effect.

3: Small boost to relations, you're not to be disrespected or trifled with.

4: +1 🦊

5: You're imposing enough nobody's going to betray you on your next job.

6: You hit just a little harder on your next job. Your target is briefly out of action.

7: You dodge the first attack directed your way, for your next job

8: You make the first move on the next job, in case of a fight.

9: Downgrade personal injury or death by one step for your next job.

10: Your powers are just a little more effective.

Make Appearance

+1 🦊

Showing your face as you do business, so people on the ground know who you are. Boost relations with other villains. 50% chance your enemies catch wind of this and get information on you and/or narrow down your base of operations.

Order: Loot and Pillage

+0 🦊

There are advantages to being a little reckless. Your next job, you do some property damage, throw your weight around, and tear shit up in the process. Draw one more reward card post-job, and the target location misses a day of business, but you earn the enmity of your target and possibly hurt relations, depending on the local community. If the order expires, you lose 2 🦊.

Order: Raise the Stakes

+0 🦊

🦊 gains and losses are doubled following your next job. +1 reward draw post-job, but minions are more likely to be caught/hurt/killed.

Recruit: Useless Mook

+0 🦊

Recruit a useless mook. An extra body on your side, but not good for much else. He's the sort of rat bastard useless fuck who doesn't know how to use a gun, doesn't know how to fight, and who lifts with his back, not his legs. Either double or +15% (additive) the chances of fucking up, if there's a chance of failure, capture, talking during interrogation, whatever. If he or she gets hurt, it's one step worse than it would otherwise be.

Promotes to a regular underling.

Unstated Threats

-1 🦊

You throw your weight around to discourage interference. Name a group. That group can't fuck with you or interfere with your next job. Doesn't apply to powerful organizations (PRT) or groups with 5+ more 🦊 than you.

Centralize Power

-1 🖐️

Give up to 5 🖐️ to another party or to your 'group'.

Recruit: Useless Fuckheads

-1 🖐️

Recruit 1d4-1 useless mooks, +1 mook per 5 🖐️ you have after you've played this action. See Recruit: Useless Mook, above.

Recruit: Underling

-1 🖐️

Recruit an underling. You might have to remind him to keep the safety off, but he's not going to shoot himself in the foot, either. Nothing special.

Underlings promote as if you took the 'Recruit Gangster' action.

Order: Play it Safe

-2 🖐️

Your next mission, you don't plan to take any risks. Increase the chances that your minions slip free, at the cost of some presence and one less reward card post-job.

Order: Minions, Bring Your Friends

-2 🖐️

Your next mission, you bring two more bodies along for the ride, +1 per regular minion you brought. 50% chance each is a useless mook, 50% chance they're an underling.

Mentor Minion

-3 🖐️

You lend your personal presence and attention to a minion. Telling them how to act, how to work more effectively for you, and where they need to be, *when*. Max of one of each type of bonus per minion.

Roll 1d4

- 1: The minion gets a boost in strength.
- 2: The minion gets a boost in durability.
- 3: The minion gets a boost in cunning.
- 4: Treat this as a Promote Minion action (see below).

Recruit: Experienced Criminal

-3 🖐️

You bring someone with a little more experience on board. You don't really care who they are. See the other entries/recruit actions below for specifics.

Roll:

- 1: Gangster - He knows how to fight and how to play the game.
- 2: Psycho - They're a little unhinged. Scary in a fight, but not necessarily reliable.
- 3: Thug - He can throw a punch and take hits.

- 4: Homie - Everyone likes them.
- 5: Diplomat - He knows people in other groups, or speaks their language.
- 6: Playboy - They're a mooch, prone to sleeping around, but cunning and friendly.
- 7: Bandit - They know what to grab and how.
- 8: Bank - Can't really fight, but they know their way around money, or they earn it.
- 9: Talent - They're the craftsmen, the mechanics, the safecrackers. Helpful.
- 10: Driver - Comes with car. Safer getaways or more people on the scene.
- 11: Brain - Can't really fight, but they have a way of getting info you need.
- 12: Leader - Comes with mooks attached.
- 13: Spy - Not a body on your side... a mole among the enemy.

All experienced criminals have a 1% chance to trigger if a job goes bad.

Instruction: Physical Training

-4 🖐️

Teach one minion, emphasizing building up their CQC ability. They get a benefit to raw physical power. 50% benefit when stacking with the corresponding mentor minion action. (150% bonus total)

Instruction: Street Smarts

-4 🖐️

Teach one minion, emphasizing their skill with guns and their ability to avoid trouble. They get a benefit to effective durability. 50% benefit when stacking with the corresponding mentor minion action. (150% bonus total)

Instruction: Cunning

-4 🖐️

Teach one minion, emphasizing their cunning and ability to evade capture, either in a job or otherwise. 50% benefit when stacking with the corresponding mentor minion action. (150% bonus total)

Order: Not to be Trifled With

-4 🖐️

Civilians are scared of you on your next job.

Undertake Mission

-5 🖐️

Set out on a mission. Costs two additional 🖐️ per job you've done in the last week.

You can bring 2 minions, but cars allow you to bring more. Success earns you a few rolls on the reward chart. Joining someone else on a job costs half the amount, rounding down, and allows you to bring minions of your own.

Promote Minion

-5 🖐️

A minion gains an upgrade in status. You can spend any number of additional 🖐️ post-roll to adjust how your minion turns out, adding or subtracting an equivalent number from any rolls. Promoting experienced criminals has a cumulative 25% chance to fail per promotion after the first.

Recruit: Gangster

-5 🖐️

He knows how to fight and how to play the game. He's probably done time. Good with a gun,- can throw a decent punch. After he's joined you on a successful job, roll a 1d3:

- 1: You get +1 🖐️
- 2: You gain increased relations with other villains.
- 3: You recruit a minion, useless mook or underling (50% of each).

If he's been mentored recently, 50% chance of a second roll. 50% chance of another roll (additive) per level up hereafter.

Recruit: Psycho

-5 🖐️

They're a little unhinged. Scary in a fight, but not necessarily reliable. High or just plain vicious, they don't necessarily follow orders, but when they fight, they go all-out. Attacks half again as often, and the individual they're fighting won't exactly be able to turn around and focus on something else. The psycho doesn't ever retreat (this is a betrayal effect, and can be countered with certain actions/preventative measures).

Number of attacks delivered scales up by 50% (additive, from 150% base) if mentored recently, plus 50% per promotion/level up hereafter.

Recruit: Thug

-5 🖐️

S/he can throw a punch and take hits. Often a little bigger than the rest, people the thug hits in a melee tend to stay down, and they're not bad with a gun. When the Thug gets taken down, they get back up again, where possible.

50% chance they can get back up a *second* time, if they've been mentored recently. 50% chance of a second, third, fourth, fifth time, per promotion/level up.

Recruit: Homie

-5 🖐️

Everyone likes them. They're the socialite, friend to everyone, the guy who brings the beer or drugs, the lynchpin of the group, who's so-and-so's cousin and that guy's best

friend. Once per 14 days, they counteract a bad morale problem, following a failed job, betrayal, whatever. If the time passes without exhausting this ability, you get +3 🖐️.

If mentored, applies +1 time in 14 days, granting +1 🖐️ if you don't exhaust every use of the ability. This occurs per promotion as well.

Recruit: Diplomat

-5 🖐️

He knows people in other groups, or speaks their language. At the end of every week, improves relations with one group of your choice. Once per week, you can send him off to carry out an effect like the 'Unstated Threats' action, keeping a group from interfering with you for a job. Can't really fight.

If mentored, can target one additional group this week. Add one additional group per promotion/level up.

Recruit: Playboy/Playgirl

-5 🖐️

They're a mooch, prone to sleeping around, terrible in a fight, but cunning and friendly. They have one talent, which is better left unsaid. Point them at a target group, and they'll come back with a low level employee wrapped around their little finger. While not specifically *your* minion, the lovestruck individual can be nudged this way or that. This is a delicate thing, however, and is broken if challenged or investigated. The playboy/playgirl must then wait a week before making another move against another group.

Conversely, having someone attractive on your arm can help, if they're the right gender. Attach the playboy/playgirl to you to get +1 🖐️ per five days, but only if you remember to take the bonus on the day in question. But if it goes sour, and something bad happens (ie. betrayal), you take twice the hit. Mentoring/leveling up increases the number of simultaneous targets by +1, or reduces the number of days to accrue power by -1.

Recruit: Bandit

-5 🖐️

They know what to grab and how. Good with a gun, okay in a fight, their real asset is the smash and grab. Any job you bring them on, they get you +2 💰. Is quick and more liable to get away if things go bad.

+1 💰 per job for one week if mentored. +1 💰 chance (additive) per level/up.

Recruit: Bank

-5 🖐️

Can't really fight, but they know their way around money, or they earn it. The Bank could be your accountant, investors, strippers, or the guys in charge of dealing. Earns

you +1💰 per five days, but only if you remember. If you run into money problems (theft or something else), they can counteract it once per fourteen days. Costs from a job gone bad can't be prevented unless they came along.

Reduce # of days by 1 for this instance if mentored. Reduce number of days per income gained by another one per promotion or level up.

Recruit: Talent

-5👊

They're the craftsmen, the mechanics, the safecrackers. Helpful. Taken on a job, they can quickly bypass one hurdle like security, a vault, or a trashed car. Average in a fight, but they're good problem solvers with a dose of cunning. Once per week, reduce the cost of an asset of a particular type by one, to a minimum of 1.

Reduce cost of one additional asset type by 1 for this week if you mentor the Talent. Promoting/leveling up the Talent applies this permanently per level up.

Recruit: Driver

-5👊

Comes with a car. Safer getaways or more people on the scene. You can bring +2 minions to a job, and you/all minions have a better chance of coming out okay.

+1 minion and better chance for one week if mentored. Promoting/leveling up the Driver applies this permanently.

Recruit: Brain

-5👊

Can't really fight, but they have a way of getting info you need. Taken on a job, they can delay response time and/or bypass a level of security, your choice. Feeds you a steady supply of💡, 1 per 5 days.

Mentoring speeds up the supply of💡 by two days. Promoting/leveling up the Brain reduces it permanently.

Recruit: Leader

-5👊

Comes with mooks attached. He's good in a fight, and brings 1d3+1 useless mooks or underlings with him on any job.

Mentoring increases the number of mooks by +2 for the next job. Promoting/leveling up the Leader permanently increases it by +2.

Recruit: Spy

-5👊

Not a body on your side... a mole among the enemy. Joins a target group, feeding you steady information on that one target. One file (1d5 to determine which file) per

week. You can sacrifice the spy to sabotage your target's efforts in a particular department and fuck with their internal morale.

Mentoring the spy before he goes undercover gives a 50% chance the sacrificed spy will rejoin you.

Order: Command Respect

-6 🖐️

Your next mission, civilians are awed enough they aren't about to get in your way. In fact, you can give them simple instructions and expect them to listen, or even just *expect* certain behaviors.

Seize Location

-10 🖐️

Claim a building, driving certain people out or bullying them into silence. You gain an additional base of operations. See assets for building cards. If you have to fight another faction to make them leave, you'll need to make a mission of it, but the cost for taking this action is halved.

Assets

Doing business, earning money, and accumulating assets. Property, weapons, drugs, it's a big part of being a cape.

Do business

+1 💰

It's the nitty gritty reality of crime. Sometimes you just need to do some basic buying and selling behind the scenes, to get things going.

Corner the market

+2 💰

Bully another villain faction, taking the corners where the dealing happens, or beat them to the punch in selling a certain product to certain buyers. Reduces their income gain for the next day, and hurts your relations with that group.

Ransom captive

+X 💰

Sell a captive, after determining what the other party is willing to pay. Generally earns +1 💰 to +5 💰, depending.

Leverage Territory

+X 💰

Gain +1 💰 per territory you have complete control over (a territory where you have a headquarters, plus any with buildings), through dealing and other bits of business. Earns you one less 💰 per time you've used it in the last week.

Leverage Reputation

+X 💰

Gain +1 💰 per five 🤝 you have, plus +1 💰 per two minions (not counting useless mooks). You can only do this once per week.

Extortion

+X 💰

Spend your gathered info regarding one target. After a duration, the target either suffers the consequences of that information getting out, or they pay, their choice. Gives +1 💰 per file you had. Additionally, two consecutive files give +2 💰, three give +4 💰 and a complete set of five gives +8 💰.

Extortion can be interrupted or countered by the target. Naturally hurts your relations with the target, earning their enmity.

Buy Gear

-1 💰

You put the word out you're looking for stuff, not caring too much about what.

Roll 1d4

- 1: Get a gun
- 2: Get a melee weapon.
- 3: Get body armor.
- 4: Get a grenade.

Liquidate

-1 💰

Give up to 5 💰 to another party or to your 'group'.

Buy Gun

-2 💰

A handgun. Shoots people. Give it to a minion to make them more dangerous, or hold on to it yourself

Buy Melee Weapon

-2 💰

A cool sword, or makeshift head-basher, doesn't really matter. What matters is that getting close enough lets you dish out the hurt.

Buy Body Armor

-2 💰

Generally for minions only, but maybe you want to augment your costume. Helps with taking hits.

Buy Drugs

-2 💰

Can buy one of three types. Upper, Sedative and Trippers. You get 1d4+1 drugs in any combination. Value of a specific type may increase/decrease over time. You can use the Manage Underlings action to order them to sell the goods, increasing the risk by 5% while netting you +1 💰 per item sold.

Buy Basic Materials

-3 💰

Spent to repair a totaled vehicle or fix a lightly damaged property. Roughly 200 lbs. of wood, metal, components, etc.

Tinkers:

Spend to undertake an advanced tiny project. (handheld)

Spend to undertake a simple medium project (man-sized)

Spend three to undertake a very basic, large project (car-sized).

Spend one to add a basic component to a medium-sized project.

Spend three to add a basic component to a large project.

Buy Grenade

-3 💰

It's a grenade. One use only. You or your minion are not going to make friends with the local law enforcement, carrying this around, and property damage is inevitable.

Buy Better Gun

-4 💰

Machine gun, shotgun, or uzi, it amounts to an awful lot of bullets and danger. Even just carrying this around makes a minion a major 'call the police' threat, while not being very concealable.

Buy Merc

-4 💰

As the 'Recruit Experienced Criminal' action, under 'Power', but you can adjust the roll by +1/-1 after rolling, and the merc comes with a promotion/level up. Costs you 1 💰 per week you hold on to the merc.

Buy Car

-5 💰

Allows you to bring four additional minions on a mission.

Buy Better Materials

-6 💰

Can be applied to a building to fortify it or repair very serious damage, build an added vault, room, etc, repair a completely totaled vehicle.

Tinkers:

Spend to undertake an advanced medium project. (man-sized)

Spend to undertake a simple large project (car-sized)

Spend three to undertake a very basic, huge project (garage-sized).

Spend one to add a basic component to a large-sized project. (car-sized)

Spend three to add a basic component to a huge project. (garage-sized)

Buy Building

-7 💰

Get your hands on a property. You're not really too fussed about what the property is.

Roll.

1: Dormitory

2: Garage

3: Front Business

4: Club

5: Factory

6: Warehouse
7: Gym
8: Hospital
9: Computer Lab
10: Headquarters

Buy Dormitory

-10 💰

It's a residential building, or a bunch of buildings in one area, and the residents are primarily your people.

Pushes out your influence throughout the area, and into neighboring areas, counting as two buildings for the 'leverage territory' action. It's a place for your people to rest, and for every five people you recruit, you get one minion (either a useless mook or an underling).

Buy Garage

-10 💰

Comes with a car, letting you bring +4 minions on a job. Any damaged car gets fixed by one step after a week. Tinkers dealing in mechanical stuff can fixed stuff faster, here.

Buy Front Business

-10 💰

Misleads the po-po, reducing heat and making it harder to track where you're *really* set up. Earns you an income of +2 💰 a week, after all expenses are paid.

Buy Club

-10 💰

Keeps your soldiers happier, and keeps them where you can see them, even after hours. After a week, gain +1 💰 and pick an underling. Your underling is identified as a traitor, if he is one. If that minion is a psycho, they'll come if you retreat from the next job. If they're a mercenary, they won't take money for this week. They and anyone they come with on a job won't talk.

Buy Factory

-10 💰

This is where you stop being the middleman and start producing. You gain your choice of five drugs, five guns, or one basic materials each week. You can use the

Manage Underlings action to order them to sell the goods, increasing the risk by 5% while netting you +1 💰 per item sold.

Buy Warehouse

-10 💰

Get your hands on a warehouse. It's big, it's empty, it's good for doing business, and a waypoint for minions.

Reduces risk in regular business. For every five items you buy of the same type (guns, grenades, materials, etc), nets you +1 item of the same type.

Buy Gym

-10 💰

It's a place for your guys to work out, stay fit, stay healthy.

Every five days you can send a guy to the gym. Counts as a mentor minion action.

Buy Hospital

-10 💰

Injured capes & minions recover. If you get them safely home, the hospital lets you or lets minion recover by one step, right off the bat.

Buy Computer Lab

-10 💰

Computers, systems, communications. Gathering info and sorting it.

Each lab allows one individual (including the building owner and any brains/info gatherers working for them) to reroll one redundant result per week.

Buy Headquarters

-10 💰

Gives +1 🦊, +1 💰, +1 💡 per week, to all who call it home. Is required to manage minions.

Buy Special Materials

-10 💰

Required for any special modifications above and beyond your typical 'buy in a hardware store' stuff. Bank-level vaults, machine guns, etc.

Tinkers:

Spend to undertake an advanced large project. (car-sized)

Spend to undertake a simple huge project (garage-sized)

Spend three to undertake a very basic, colossal project (bigger than a house).

Spend one to add a basic component to a huge-sized project. (garage-sized)

Spend three to add a basic component to a colossal project or advance its complexity.
(For anything bigger than a house)

Information

Knowing what you're up against is a big part of the game, and knowing how to leverage that knowledge is what sets the mooks apart from the big leaguers.

Gather Info

+1 

Ask questions, do research, do surveillance yourself, google search and piece together rumors.

Send Surveillance

+1 

Send minions to check out an area, a group, or a specific individual, if you know where that individual operates. 50% chance per two minions sent (rolled independently) that you turn up a file. Roll:

1: File A [on ____]

2: File B [on ____]

3: File C [on ____]

Surveillance isn't dangerous or risky, but it may draw attention. On a failure, there's a 50% chance your minions are spotted and the surveillance fails. Skilled individuals may detain (2% chance/minion) a minion.

Surveil

+1 

Go yourself to check out an area, a group, or a specific individual, if you know where that individual operates. 50% chance of success. If you fail, 50% chance your presence is noted, giving the PRT a clue as to your location and operations. If successful, roll:

1: File A [on ____]

2: File B [on ____]

3: File C [on ____]

Share Info

+1 💡

Duplicate one file and give it to another. Can make this contingent on them doing the same.

Interrogate

+1 💡

If you have a captive, you can interrogate them. Roll 1d3 and consult the chart below.

If you're willing to hurt them, roll again, add +1 to the roll, and injure them by one step (from uninjured to minor injury to major to dead). A hospital or healing power will generally only work once. If you torture them a second time, add +2 to the roll instead.

1: File A [on ____]

2: File B [on ____]

3: File C [on ____]

4: File D [on ____]

5: File E [on ____]

Gain +2 🤝, whatever you do, if the subject lives to tell the tale.

Consolidate Info

+X 💡

Piece together information you have. You gain +10 💡 if you're the first to claim a set of four files in a row (ie. ABCD or BCDE), and +15 💡 if you're the first to claim a set of five files in a row (ABCDE).

Completing a set lets you bug Wildbow for a critical detail. You can only ever complete the four-in-a-row set and the five-in-a-row set once per enemy.

Mislead

+0 💡

If someone's trying to dig up dirt on you, or zero in on your group, then you're going to throw a wrench in the works. A well timed rumor throws them off their tracks, feeds them wrong info (forcing them to backtrack) identifies the guys surveilling you, and gives you +1 💡

Slip Away

-1 💡

Requires files on a target. You have data on them, it's a question of using that data to time what you're doing and avoid them.

If you have two letters in a row (ie. AB or DE), lasts one day.

Lasts three days if you have three in a row (ABC, BCD, CDE).
Lasts a week if you have four in a row.

If you have the complete file (ABCDE), their reputation takes a hit.

Find

-1 

Requires files on a target. You have data on them, you can use that data to find an individual, track their location, and quite possibly catch them alone with a job.

If you have two letters in a row (ie. AB or DE), lasts one day.

Lasts three days if you have three in a row (ABC, BCD, CDE).

Lasts a week if you have four files in a row (ABCD, BCDE).

If you have the complete file (ABCDE), applies even while they're in civilian clothes.

Pool Knowledge

-1 

Give up to 5  to another party or to your 'group'.

Order: Timing is Everything

-2 

For your next job, opposed response/reinforcement times are delayed, buying you a chance to do more and even get away before trouble arrives.

Order: Play to their Weakness

-3 

Also requires letters for a specific foe or group. For your next job, actions against that specific foe are more effective. Actions against the group are more effective.

Dig for Dirt

-3 

You've taken time to gather info, make contacts, but digging for the real dirt isn't pretty. It requires some legwork, and time spent figuring stuff out.

Roll:

1: Get file A [on ____]

2: Get file B [on ____]

3: Get file C [on ____]

4: Get file D [on ____]

5: Get file E [on ____]

Identify Traitor

-3 

Pull info together and check one person to figure out if they're planning to stab you in the back. Any of their attempts at subterfuge or sabotage aren't going to be as effective in the coming week. You can spend an additional 3💡 to check another individual, any number of times, provided you have the info to spare.

Order: I know what I'm doing

-4💡

You can look good when you know things you shouldn't. 🦊 gains are doubled for the job.

Order: No surprises

-6💡

You have an idea of what to expect. You have an answer to the first trick, trap, subterfuge or other issue that comes up, effectively bypassing it. Spend 2💡 and turn the tables for an *advantage* instead.

Predict Markets

-6💡

Get info on how certain items are going to sell in the future.

Job Rewards

Result	Reward
1	🦊 gains are doubled for one week (stacks)
2	+5 💰
3	+4 🦊
4	+3 💰
5	Treasure (dependent on job type, ask Wildbow) - generally 6+ value.
6	Abstract gains (dependent on job type, ask Wildbow) - value hard to define.

Treasure can include guns, drugs, cars (vs. gangs), 💡, files (raiding systems, databases, computer centers), treasures that make it cheaper to buy a specific building type, priceless treasures that raise your effective reputation/relations when dealing with others, decorations for lair/buildings, animals, etc. Quiz me, make suggestions, depending on the job, I'll try to sketch it out in general. You can only bug me about one job's example rewards per day. Jerks.

Esoteric rewards can include recruits, cheaper recruits for a time, territory gains, or penalties for the enemy faction (hurting operations, removing assets, lowering reputation, removing files, slowing reputation/asset/information/file gain for a time, etc.

Generally 2-3 rolls, +1 per additional cape present, plus one car of underlings = one additional roll per, but underlings face risk/arrest/death in the process. Divided as the group sees fit.

Higher risk vs. lower risk jobs may alter results - a low risk job might offer half the rewards, rounding down (a roll of 1 achieves nothing, in this case).

Nemean; Rodney Silva

Player: Spelt

Allegiance: Mercenary. Hired by: Tuurngait

Power: Redistribution of pain/wounds across entire body rather than point of hurt/wounding.

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Assets:

Known to be reliable on jobs and professional.	Heavy gladiator armor Spears Hooked nets Titanium Claymore/shield HQ	
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Disadvantages:

Reckless Power (Emperor): The power makes it hard to hold back.

Trigger: Hiking in the mountains, you are blindsided by a sudden avalanche and buried several feet under the snow. You trigger as your food/warmth runs out and you start losing extremities to the cold.

Background: Rodney Silva is one of the people who came to Alaska to get away from the troubles of the rest of the world. He got a job at a local mechanics, with a part time job at the local harbor. Post-Trigger Rod hired himself out as a bodyguard and enforcer. With his mechanical skills he also run a legitimate side business of car repair, big enough to have a stream of money, small enough not to attract any unwanted attention. Currently between employers, but is hoping to get hired soon to upgrade his armor and weapons

Personality: Not the type to give out witty banter. He's calm, stoic and likes to punch people in the face. His comebacks consist of headbutts, bitch slaps and groin kicks. Outside his costume he's much the same, makes few jokes, stays quiet and gets his job done.

Cape Appearance: Dresses in steel lion themed gladiator [armor](#) with minimum armor over his chest and arms. Carries spears and up to two dozen spiked and hooked nets as weapons. He's built like a tank, more muscles than anything else. Along is spears and nets he also carried a large titanium claymore that can double as shield if held correctly.

Tactics: Likes to toss nets on opponents to disable them, using spears to wound trapped victims. Improvises on the fly, to keep enemies off balance. When against a Brute Nemean aims to cripple limbs as best he can, keeping his distance until he can safely dispatch them or retreat.

Derian / Chopshop;

Player: Sage

Allegiance: Tuurngait, Leader

Power:

(apparent) *Brute/Changer*. Any old fuckoff-huge thing will do.

(actual) *Tinker*, macro specialization. Bigger it is, better it works. Materials & time are only limitation.

4 	2 	5 
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Day 11: Slip Away from the PRT, 5x bonus.

Day 13 training: Injury/death protection for one week

Day 14 training: Initiative bonus for one week

Assets:

Chopshop 1 [Huge device] +1 complexity	-Headquarters (Tuurngait) -Warehouse -Basic Materials x1	-File A [PRT]x2 -File B [PRT] -File C [PRT] -File D [PRT] -File E [PRT] -Mole Virus [PRT]; Weekly file delivery.
Chopshop 2 [Huge device]		
Chopshop 3 [Huge Device]		

Advantages:

Personable (Empress): Very likable when he chooses to speak to someone.

Deceptive Identity (Hermit): People only think they know who he is & what he does.

“Ուշ լինի, նուշ լինի...”

Appearance:

(apparent) Varies significantly in all but one aspect--size.

(actual) Chopshop is a misdirection; the cape is 6'2" rail-thin man of Armenian descent calling himself Derian. Could be attractive if he got more sun and showered more.

MO/Behavior/thingies:

Chopshop is heavy lifting (supply runs, kidnapping, deliveries) and/or wanton destruction. Derian is tools/big boom guy and de facto team leader. Handles “PR” stuff for team (ransoms, negotiation, ultimatums) via recordings or letters with heavy modulation to avoid tracing. Will attempt to preserve cohesion of team/safety of identities, but looks out for #1 when chips are down. Given ultimate goal, if all else appears totally unsalvageable, will take most important research and go AWOL.

Derian does not leave the hideout. If he needs something urgent/suddenly, sends teammates or low-grade creations (look like old beater cars).

Construction efficiency: 15% chance of success if human sized, 20% if car sized, 33% if eighteen-wheeler sized. 50% if twice that. 75% if twice *that*. Optimal chances at 6-story building and up. (Chopshop hovers around the 80% mark unless no time is given, or specialization is needed)

Derian's ultimate purpose is killing an Endbringer. All projects contribute in some way to building anti-endbringer automaton/weapon. Recruited others with promises of glory, money, individual solutions (see also: Mog), etc.

Group as a whole involved in raw material theft/black market purchases (both ends), low-volume human trafficking (mostly purchasing), and rare straight-up robberies for specific items or cash.

The Call:

A mook selected for having either minimal police record or no police record at all--if none exist, pluck a hobo or a minor off the street; the concern is whether the police have the mook's fingerprints or face on file--will purchase a Go phone from a drugstore with cash. Upon leaving, the phone will be left for a second person (definitely either a hobo or a minor, not an employee), selected under the same criteria, to pick up. Voice modulation will be used and the person will wander through some heavily-populated outdoor place where cameras are few and far-between and people are talking on their phones everywhere anyway--a public park.

Sploush will, two hours prior to the call, situate himself in the duck pond as discreetly as possible, having been made to understand the need for not doing anything stupid or wacky prior. No stunts or acts of boredom ensured by the simple expedient of having reminded Sploush that doing this makes it easier for Derian to stop having to deal with child traffickers.

The call will be made to Seneca's home at a time he is most likely to personally be there, and mook will identify themselves as Tuurngait, then recite a message written by Derian. Tone of call will be snide (perhaps jokingly mocking, like overtures of friendship?), but not hostile. Seneca will be informed that the PRT's general incompetence is causing Tuurngait delays it doesn't need, and be offered assistance (to be rendered covertly if necessary) in exchange for noninterference, or at the least, reduced interference--nobody will be shot to kill, captured, etc. Dredge is not mentioned or referred to in any way.

No threats, not even implied ones, though Derian is fully aware that divulging any info at all could be construed as a threat and will take steps to term such things carefully in the message (remember that he is ridiculously socially adept for this). Tuurngait may also not be used to attack the Bratva unless incredibly significant steps are taken to disguise them and they are not unassisted in the attempt. Tuurngait will also not be used for suicide missions or being meatshields.

Should anything significant enough to warrant a more direct conversation or immediate attention come up, the caller will stop at the duck pond and toss some bread to the ducks. Sploush will then report back to Derian at first available opportunity.

The person who makes the call will dispose of the phone by removing the battery and dropping it into a sewer grate; removing the SIM card and burning it; smashing the remainder of the phone until all the layers separate, then burning the motherboard inside; and finally dropping

the burnt body of the phone in a public dumpster and the SIM card into the nearest car's exhaust pipe.

Should the caller or the phone-buyer be somehow identified and aware of that fact (or made aware of it), they will run, but not fight if cornered. They will have no answers to provide. The person giving them their instructions identified as Tuurngait, was covered from head to toe by cloth, and paid in advance.

Should Seneca (or whoever picks up) hang up on the call or otherwise become difficult (refuses to hand phone to Seneca, etc), the message will be delivered in physical format by other means the following morning. Most likely by leaving a copy at the local news station. Who knows. Whatever seems the most punitive without being an outright act of war.

Dredge; James Warren

Player: Glernaj

Allegiance: Tuurngait

Power: Proximity based Psychometry, Always on, but somewhat focusable and suppressible.
For now.

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Assets:

1x Brain	Long gray hooded coat Half-face mask, black Black gloves Handgun Shotgun Front Business Computer Lab Handcuffs (Being worn)	File A [PRT] File B [PRT] File C [PRT] File D [PRT] File E [PRT]
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Disadvantages:

Entropy (Hermit): Slowly going mad, as his power makes him insensate.

~μΔm

Trigger: After an exhausting trek through the mountains, your family decides to go ahead to the hunting cabin and leave you and <other sibling> behind. You arrive at the cabin only at night, to find a burned out, still smoldering husk, with charred bodies inside

Personality: Easily distracted by the flood of information brought in by his power. His major motivation is to find a way to prevent his power from permanently overwhelming his mind. He has a habit and a hobby of collecting items with an interesting or useful history to them, largely items with a sufficiently soothing history to help keep him calm, but also such gems as a sheet owned by a rather... enthusiastic couple, and artifacts of various historical figures for entertainment. Generally quiet, likes to be helpful when he can.

Runs a local pawn shop. May facilitate the transfer of items that “fell off the truck”. The shop is not widely known to be run by a cape. Works with Tuurngait verifying assorted black market items. Robs empty facilities to supplement income, using his power to find the passwords to disable the security systems as he goes, and to open safes, doors, etc.

A chance meeting as Mog went to vendor items led Dredges’ power discovering significant portions of their past, and bringing up the similarity of their problems, decides to work together with Mog, in hopes of solving both problems.

Visits hospital morgues to identify the killers of murdered children, tracks them down, and kidnaps them to pass to Derian for use as materials.

When engaged in conflict, prefers indirect methodology, breaking into a home to kill a sleeping enemy or poison their food for example. He's also willing to use the knowledge gained from his power for blackmail if necessary. If physically confronted, he'll generally prefer to run, and if cornered, will fight with firearms. Generally carries a handgun when out of costume, and tends to use a shotgun with a variety of specialty ammo when in costume.

Appearance: When in "costume" wears a long grey hooded coat, black gloves, and a simple black half face mask covering the mouth and nose.




Out of costume, a rather generic looking short pale man with dark hair.

Periastron; Samira L. Stark

Player: Panda

Allegiance: Independent

Power: Unconscious precog/telekinetic, manifesting as luck.

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Assets:

1x Playgirl	1x Headquarters Light body armor Stylized gas mask Handgun 3x Grenades 1x Tear gas 1x White phosphor 1x Flashbang	
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Disadvantages:

Doomed (Death): The first big threat is going to arrive on her doorstep.

Appearance: 5'5" with a wiry build, Samira has complimented her short stature with some regular training in martial arts, namely Aikido.

As she usually goes about her business without slipping into the repugnancy that is natural for capes- wearing a *costume* for crying out loud- she can usually be seen in a suit of some sort with light body armor underneath. When she is doing business under the name Periastron, she simply dons gloves and a white and gold stylized gas mask.

Is typically found with a handgun and- as Periastron- with dual bandoliers full of a variety of grenades, predominantly shrapnel. Tear gas, white phosphorus, and flashbang have also been included in her weaponry at one time or another.

MO/Temperament: Is notorious in a fight for oscillating between technically precise attacks and wildly unpredictable flailings, usually but not always ending with some explosion nearby. Takes a similar approach to such things as Bakuda would.

She's oddly enough, known for assisting in large public efforts to repair and improve quality of life for those left destitute from the various cape fights in the city.

Has a bit of pull with the Bratvans, due to some information she provided them a while back. Occasionally visits the higher ups and exchanges pleasantries.

Not much is known about her life before Anchorage, but Samira quickly became known as a high ranking benefactor; helping everyone from small businesses to individuals to 'mom and pop' shops.

Is moderately skilled with Aikido, marksmanship, and swimming. Tends to either read frequently or swim a lot to keep up her endurance/for fun, whenever she's not frequenting the Fight Club. Is inclined to fail more at interpersonal interactions with strangers, the more she is required to speak, due to her inability to note when she's talking about herself constantly. Samira is constantly confident and self-assured, but is shit at her observational skills. Tends to get hyperfocused/tunnel vision on whatever her current goal/target is.

Wendigo

Player: SCG

Allegiance: Independent

Power: Shifter/Breaker. Body is a space-warping effect. Space-warping lingers throughout his general area. He leaves a trail of breaking/snapping/fracturing space-warp behind him. He can also channel this effect into things he touches. Maintains ability to further warp himself, to use as an attack.

Assets:

6 	0 	1 
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Advantages: Double advantage: Temperance. Difficult to impossible to put down.

Appearance: 7' tall at start. Limbs/face/torso broken/fractured/divided in 20 places. Fingers five times the normal length, with joints that can bend in any direction. Warped aspects take on sustenance to become ree, but it has only grown in the recent yeaal. Because he hasn't taken in enough sustenance, he is very gaunt at start. Right arm is broken and forked like a tree branch, with digits divided. Left arm began to break the same way, but he managed to (badly) pull it back together, forcing it to come together as a hump/knot at one shoulder. Forehead and hair have broken and solidified to become branches/antlers, which are crusted with frozen and solidified gore.

Temperament: Has a compulsion to consume flesh similar to his own (human). He has not yet indulged. He has been doing his best to resist this impulse (since he arrived near Fairbanks). Beyond that, Wendigo doesn't want to hurt people, and has no enmity towards them. If provoked however (as in attacked, or verbally battered for too long), he will go into attack mode, going after an opponent until they are too broken to fight back.

Background: Before being dumped in Alaska, Wendigo has no memories. He was originally dropped off in the mountains four years ago, far North of Fairbanks. He only arrived at the outskirts of Fairbanks within the last year, becoming a local enigma. So far he has been able to resist going into town, but he is growing tired of animal meat and crushing monotony. He has a growing suspicion that the reason his body is mending incorrectly because he is using the wrong type of meat to shore it up (not human).

Actions:

W3 Day (5) : Gather Info (+1 Info) ,Order: Timing is Everything (-2 Info), then Seize Location (-10 power, A place with a large amount of meat, please.)

W3 Day (6) : Expand Territory +1 🤝

W3 Day (7) : Gather Info +1 💡

W4 Day (1) : Train +1 🤝 Result: 3

Mirrormask; Anderson Case

Player: Xicree

Allegiance: Tuurngait

Power: Touch based temporary, infectious, Audio/visual self-replication. Mirror-'Clones' can pass on the effect and pass it on with the remaining duration, instead of resetting the duration.

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Assets:

Leader (Kasei Dunes) 3 Leader (Hans Lesmercy) 4 Leader (Ruth Lesmercy) 4 Driver (Charlotte Widows) 4 Minions from Dormitory Useless Fuckheads (RIP)	1 way mirror for mask. Modified business suit. 3 Dormitory (Buildings) 1 Headquarters (Building) 1 Car (common make, easy to remove license plate)	File A (Estrella) 3 File B (Estrella) 2 File C (Estrella) 1
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Day 1 - Xicree > Dice rolled 1d10: 6 < Tagged "Train it!"

Day 2 - Xicree > 1d10 → [8] = (8) <http://invisiblecastle.com/roller/view/4434193/>

Day 3 - Xicree > 'Manage underlings' used. 10 minions out into the field (2 leaders, 1 driver, 7 Minions).

Leader Minions: 3 and 4 minions. <http://invisiblecastle.com/roller/view/4453149/>

Trouble rolls: 9,7,7,9,7,2,9,7,8,3 <http://invisiblecastle.com/roller/view/4453152/>

Trouble roll Group: 5 <http://invisiblecastle.com/roller/view/4453153/>

Day 4 - (1)Train 1d10 → [5] = (5) <http://invisiblecastle.com/roller/view/4478813/> | **(2) Buy Car**

Day 5 - (1)Train 1d10 → [7] = (7) <http://invisiblecastle.com/roller/view/4491528/> | **(2)Train** 1d10 → [9] =

(9) <http://invisiblecastle.com/roller/view/4496107/> | Job 1.

Day 6 - JOB

B) Manage Underlings: 10 minions out into the field - Trouble Rolls - 6,10,6,3,10,5,10,2,9,4

<http://invisiblecastle.com/roller/view/4524897/>

Group Trouble roll - 1d10 → [10] = (10) <http://invisiblecastle.com/roller/view/4524898/>

C) Train 1d10 → [8] = (8) <http://invisiblecastle.com/roller/view/4530994/>

Day 7 - Recruit: Experienced Criminal - 1d13 → [12] = (12) <http://invisiblecastle.com/roller/view/4531004/>

Leader Mook roll: 4 <http://invisiblecastle.com/roller/view/4531015/>

Day 8 - Manage Underlings: 10 minions out into the field - Trouble Rolls - 8,5,3,8,3,10,7,1,5,7

<http://invisiblecastle.com/roller/view/4531016/>

Group Trouble Roll - 1d10 → [10] = (10) <http://invisiblecastle.com/roller/view/4531019/>

Day 9 - Buy Dormitory

B) Leverage Reputation

C) Leverage Territory

Wk3 Day 3 - Buy dormitory

Wk3 Day 4 - Manage Underlings: 26 minions out into the field - Trouble Rolls -

<http://invisiblecastle.com/roller/view/4609506/> [3 1's and 2 10's recorded], Group (9)

<http://invisiblecastle.com/roller/view/4613736/>

Wk3 Day 5 - Buy Building x 2: <http://invisiblecastle.com/roller/view/4621392/> (10,1)

Wk3 Day 6 - Surveillance - Well, my people if I'm going to have them around estrella I kinda want to have them outfitted with weaponry (Weapons from Bratva). We can run a schedule of moving around and switching positions while taking on 'masks' from me, simple clothes that hide the faces, multiple outfits. Carrying out the surveillance in mobile patterns each one ending with a refresher rendezvous with MirrorMask, using my changing clothes after every 'refresh' combined with those clothes being generally concealing and some changes in makeup, to keep the circuit of my minions low profile and hard to notice while they patrol. "Masks" should hide the fact that they are packing heat, and myself and the driver keeping semi mobile in order to minimize exposure while maximising the ability to arrive and help any who get in over their heads.

Rolls: Success on 2: (<http://invisiblecastle.com/roller/view/4637900/>) -> 6 successes, 3 fails.

Rolls: Fail Trouble, trouble on 1: (<http://invisiblecastle.com/roller/view/4637905/>) 2 fails, 1 success.

Rolls: Possible detainment?: 1 in 50 chance (<http://invisiblecastle.com/roller/view/4637907/>)

Roll: Mirrormask Surveillance success on 1: (<http://invisiblecastle.com/roller/view/4637908/>) Fail

Roll: Mirrormask Surveil notice roll failed on 2: (<http://invisiblecastle.com/roller/view/4637909/>) Pass

Roll: Success reward rolls: (<http://invisiblecastle.com/roller/view/4637911/>) B,B,C,A,B,A

Disadvantages:

Grasping Power (Empress): Power is infectious, passing to multiple people, eating up duration in the process.

Background: A caribbean native who'd moved into Africa, he found himself suddenly under the boot of a particularly oppressive parahuman-led regime. Down on his luck afterwards and in debt to his 'rescuers' Anderson donned a mask to become the parahuman criminal MirrorMask in hopes of paying away his debts... though he has come to view the reclusive tinker Derian with something akin to awe.

Appearance: Wears a flat 1 way mirror for a mask and a modified business suit with a black tie. 6'2" in height, with chocolate dark skin and deep hazel eyes, always is groomed into having almost no hair but a slight moustache and beard. Almost always smiling. When suited up, is always calm and serene... this is a practiced lie. He is always more comfortable when others cannot see his face.

Other details: Tends to speak with a somewhat scholarly bend as if trained in public speaking... tends to ramble when talking about subjects that he enjoys and is particularly fascinated by Tinkers. Anderson always seems calm and composed when wearing the guise of MirrorMask, a stark contrast to his mobile fidgety movements when outside of the mask as if taking solace in the fact that his identity is hidden behind the anonymity of his blank mask even as he shares out his very image with others. Skilled in parkour, and with a deceptively flexible suit despite its appearance as a rather fragile cloth pants, shirt, jacket and tie, the entire get up is modified to make it easy for him to run and make contact with those he wishes to change. Palmless gloves being the only uncovered area on his body, allowing him to make use of limited martial arts lessons from his childhood and control his surface of contact for using his powers. Unfortunately his powers also come with a compulsion to touch.

To him the entire operation is just a job. He is on the clock and unwilling to take any large risks or even engage opponents, preferring instead to play shell games and keep ahead of everyone else. He has left behind a wife and child in the process of fleeing and does not know what became of them.

On the other hand, he is highly unlikely to directly cause a death unless himself in a life or death situation... but doesn't pay too much attention to if his team mates do. Yet this is not to say that he is an innocent lamb, as his powers have made it particularly easy to set up others as patsies in his place, with a list of those who got in the way while he was being hunted. Mistaken for him in critical moments.

He is also very good at spotting opportunities on the move... he's been on the run since Africa... and mentally, he hasn't stopped since.

Minion Details:

Charlotte Widows: A particularly mercenary woman, she lives for the thrill of the chase... no matter which side of said chase that she's on, though particularly hotblooded, she is in fact strangely averse to direct violence. <http://xicree.deviantart.com/art/Charlotte-Widows-Discord-177340948>

Kasei Dunes: Kasei is a military brat though and through. Orderly, disciplined and willing to beat heads into shape where ever needs be. Always a cool head, and Charlotte's self proclaimed 'manager', she's always ready with a solution to any problem... just apply manpower. 3 Personal minions
<http://xicree.deviantart.com/art/Kasei-Sakyu-143903431>

Hans Lesmercy: Living hand to mouth since his father's fortune was broken by Behemoth, Hans found himself to an apt student in the management of others. A talent which has brought him into the services of Mirrormask. 4 personal minions

Ruth Lesmercy: Ruthless by both name and nature, this young woman is sister the Hans. The gentle and demure look which she carries is a front for a creature who would sell her own brother to achieve her goals. They apparently have a very loving working relationship despite this mutual understanding. 4 personal minions

Cadence; Reginald Moran

Player: Clarvel

Allegiance: Tuurngait

Power: A hallucination effect that grows over time based on generated vibrations. Voice is most obvious, but other vibrations cause reduced effects. Little to no control over the actual hallucinations, but they are deleterious/unpleasant and bypass artificial/real deafness. Is unaffected by vibrations.

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Assets:i

1x Underling	Concealing Yellow Raincoat	
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Advantages:

Loyalty (Star): Has employees he can trust/secure contract, is secure within Tuurngait.

Disadvantages:

Nemesis (Devil P): Someone roughly as strong as Cadence has it in for him.

Crimes to commit: Raid Death Records storage, Kidnap Persons of Interest and ‘interrogate’ them about parents’ death, participates in Mog’s dealings.

Trigger: Wish death on your parents after a fight, and almost immediately afterwards they die in an act of god.

Power: A hallucination effect that grows over time based on vibrations he generates. Voice is most obvious, but other vibrations cause reduced effects. Little to no control over the actual hallucinations, but they are usually hindering in at least one way and aren’t stopped by being unable to hear him (hearing the sound isn’t important, also Mog’s power allows him to absorb my vibrations instead of being affected by them).

Background: Dredge contacted Cadence a couple months ago mentioning he had new information that his parent’s death might not have been a freak accident. Cadence agreed to join Tuurngait on the condition that the group helped him look further into his parent’s demise (raiding records storage/terrorizing people for information/gravedigging).

Motivation: Find out what really happened to his parents. They may have been assholes, but they were still family.

Look: Averageish build, stayed fit, but never really had the time or motivation to really put on muscle. Brown hair, glasses.

Cape Look: You didn't really think about this much, but the thrift store had this really concealing [yellow raincoat](#).

Crimes are committed by first staking out a location to locate what he wants, and obstacles in the way (Ideally human barriers, computers and locks are much more difficult). Then he tries to stay within vocal range while pretending to sing along to songs as long as possible to cause the most debilitating effects. Once people start noticing, he quickly puts on the raincoat and pulls out a megaphone/heads for speaker systems to increase his effects. Then once the human elements are dealt with, he can go get his objectives. If a cape fight breaks out and he is not alone, he will try to avoid fighting while still keeping the enemy in range of his power. If he is alone, will likely try to run/hide. Doesn't mind 'tactically retreating'. Carries a megaphone for voice amplification, and a knife and gun for when he gets cornered. Not good at hand to hand combat, takes on more of a supporting role. Tries to experiment with his powers because he is frustrated at his lack of controlling the actual hallucinations. Enjoys watching the effects of his power a bit too much. His favorite story was the time he got an entire PRT squad to subdue themselves because they thought they were him. Likes having the security of a group backing him.

Mog; Many aliases

Player: Ocelico

Allegiance: Tuurngait

Power: Can absorb kinetic energy from vibrations, using absorbed energy to change self, inc. full reformation and shapechanging.

4 🦊	16 💰	3 💡
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Active Bonuses: Training powers boost (3); Training damage boost (1)

Assets: Week 4 / Day 1 (Day 22)

Territory: Factory area	Bulky headphones Factory1: Pharmaceuticals (7) Factory2: Medical supplies (7) Factory3: Personal arms (4)* Factory4: Biochem (1) Factory5: Vehicle arms (7) Factory6: Building fort (7)	
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Mog's legitimate holdings (factories, land) are all held under shifted faces and IDs, and kept separate from any illegal activity.

Activity log:

Day 12: Request / schedule PRT meeting

+2 🦊 from training (result 4, +1 bonus)

Day 13: -2 🦊 from Join Job (Factory robbery): +6 💰, 2 💰 paid to Nemean (-1)

-3 💰 from Hire Mercenary: Talent (Lanwyer)

+1 🦊 from training (result 9, injury protection)

Day 14: Weekly ticks: +10 💰 Factories, +1/1/1 headquarters; -1 💰 purchase fundraiser ticket

Day 15: -9 💰 from Purchase Factory (Biochem)

Day 16: +1 💰 from Do Business

Attend Fundraiser

Day 17: Deal with PRT

+1 🦊 from Train: Result 10, increase to power effectiveness.

Day 18: +6 💰 from Leverage Territory

Day 19: +5 💰 from Leverage Territory (-1 repeat penalty)

Day 20: +4 💰 from Leverage Territory (-2 repeat penalty)

Day 21: +5 💰 F1, +5 💰 F2, +1/1/1HQ; -9 💰 Purchase Factory5 (vehicle arms/armor), -9 💰 Purchase Factory6 building fortifications/defenses

Day 22: +5 💰 F4; Train result 6, +1 🦊 and bonus damage

Advantages:

Fortunate (Wheel): S/he's got an abundance of funds. (-1 assets costs, minimum 1).

Disadvantages:

Entropy (Hermit L): Running out of time. Shifting causes gradual dementia.

Trigger: You are used as a hostage in a bank robbery. When your captors flee they slit your throat and leave you for dead. You trigger right when police get to you.

Background: With a stable shifting power, it was remarkably easy for Mog to disconnect from his past, and he doesn't talk about it much. Really, who knows who she used to be, or might decide to be tomorrow when she wakes up. There was a medical diagnosis for early stages of Parkinson's in there somewhere, brought on by power use, and the thing with the bank robbery of course. After that, it's been a long string of new identities, dozens of bank accounts, rock shows, and perhaps some actual piracy on the high seas (hiring Sploosh and Flashpoint as pirate-muscle to hit drug smugglers and cash shipments from Russia). Mog's actual identity is one with a time limit on it, so he avoids dwelling on it.

Appearance: Many. Shapes and bodies are swappable on a daily basis for Mog, with no real recurring regulars or constant factors. He does, as a matter of gear and convenience, tend to have a pair of bulky headphones around his neck. This is as much so people she wants to recognize her can, as it is to keep her 'buzzed'. Regular wear includes anything
Za that fits in anywhere the speaker amps are taller than he is.

Cape Appearance: In combat, Mog favors overly, inhumanly, unsettlingly long limbs and claws or blades, but as her nature suggests, is pretty adaptable. Given enough of a shake he can manage all sorts of things, from reinforced ramming elbows to electroplaques. At the heavy end, Styracosaurus-builds are a favorite, though often combined with the creepily-long limbs. Appearances and uniforms don't last long.

Patterns/Habits: Mog is a tough one to identify. Before a fight he can look like anyone, during a fight he can look like anything, and at the end of the fight he'll never look the same as before. That there is "a shifter" in the group is going to be the only easy information to be had on her. Interpersonally, Mog tends to be stress-free and easygoing, completely casual, and not in any way serious about actually relating to anyone. No point getting attached when you're a) terminal and b) a different person constantly.

Mog's acts as 'the benefactor' include financing Tuurngait/Derian, donating to children's and research hospitals, funding medical research, charity and goodwill programs, and scientific research in general. Only Derian and Dredge know that the melee-shifter brute is the bankroll - to everyone else, Mog is just muscle.

PRT Meeting agenda and details:

Weapons deal:

The goal here is to get the business. Game docs say that the weapons produced should sell for five cash per week on the street. Mog is going to offer serious discounts to get their business. A lot will depend on how hard the PRT decides to bargaining. Mog will start by offering them a 20% discount, and expect to be bargained down to 40%, but if they're aggressive he'll go lower than that. He won't let them know that he's willing to give away the store, but he'll take any price they push seriously for - the harder they choose to bargain, the better price they'll get. Mog won't fold or walk away from the table unless they go all the way down to 0% profit.

He can provide all standard, custom, and publicly-contracted equipment. He's already prepared for custom ammo loading and cutting. He'll be looking to make the deal attractive by offering custom solutions by request, counting on his local production to be able to respond to specific requirements and special orders from 64 at a lower cost than it would take them to order and ship. Rechargeable LED

strobe-grenades for Lightslinger or grenade-variation containment foam delivery for Snaptrap may be possibilities?

If questioned on the nature of his business and his desire to sell to the PRT, Mog will simply say that the market exists either way. There are plenty of people he could sell to, but the regular volume the PRT needs works out better for his supply costs and sales expenses than selling to scared militias and defensive homeowners.

If Seneca wants the deal or considers it for a later decision, Mog will sweeten the pot. It's easy knowledge that 64 doesn't have its own shooting range. It would be irresponsible to sell 64 weapons that they don't know how to use. He doesn't have the commercial license to charge for range time, but he can give sales demos, safety drills, and allow customers to test-fire purchases on the factory's test range. If they buy from him, he'll let authorized personnel have access to the range. They'll have to sign in with IDs, of course. If questioned on this, he'll explain that having a regular PRT presence physically at the factory will also lower his security costs.

Lab space:

Either way the weapons deal goes, Mog will offer a second topic before the meeting ends. From his chatting at the fundraiser, Mog knows that Cask is short lab space, and will offer to help with the issue. He has two potential solutions.

First, as a benefactor of hospital medical research, he could call in a favor from the local hospital and get Cask set up with lab space there. On the up side, that would give Cask access to medical supplies, experienced personnel, and specialty equipment. On the down side, it would give the hospital staff access to Cask as well, and they may request his assistance for certain cases. I see this option as providing a significant boost to Cask's research, but only a minor boost to his production rate.

Second, Mog could set Cask up with a private lab. It wouldn't be able to be set up as quickly, but it could be designed more directly to Cask's needs. On the up side, Cask would be able to work without interruption. On the down side, no access to experienced staff and no highly-expensive specialty medical equipment. I see this option as providing a significant boost to Cask's production rate, but a lesser boost to his formula research and improvement.

Either option, or if questioned on motive, Mog's response will be the same. He wants potions. He'll ask for one per day (this should still provide a net increase in Cask's production, I hope), his choice, but he may be bargained down to a lesser rate if it looks like Seneca won't accept. If questioned further, he'll say that he has a personal vested interest in Cask's research work, along with his own donations to medical research, and that the potions he requests will be used for medical purposes only.

◆ Urchins

The Urchins are a loose organization composed of runaways and orphans. They sprung up around Cascade after she took over the steam tunnels under Anchorage, first as a loose alliance paying rent in supplies for camping in her tunnels, then as a larger mass of orphans and runaways taking advantage of her offer of a neutral zone for trade and shelter. As these Urchins grow, they tend to leave the tunnels and find their way into other gangs.

The tunnels have remained secure through a combination of not being worth the effort to assault, and Cascade using her power to collapse tunnels on top of her enemies. Many of the remaining passageways are too small for a grown man to comfortably move through, without giving themselves major burns on the steaming pipes.



Cascade considers herself the protector and lord of her kingdom, and will not abide anything that may harm it. She will make sure any troublemakers within her tunnels are escorted out, and kept out. Although she's willing to turn a blind eye towards any actions towards or against people outside her tunnels; any action that threatens her kingdom will draw her attention, be it gang movements, the PRT, or mere construction work.

Cascade; Sarah Stillwright

Player: Foyad

Allegiance: Leader of the Urchins (see above) - a street gang of orphans and runaways.

Power: Can with a touch, adjust the gravity upon any non-living material, or any non-living material it's connected to, the bigger the change, the faster it wears off.

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Assets:

	Heavy plated armor Whip-coil weapons.	
	Headquarters (Urchins)	

Cape Name: Cascade

Allegiance: Urchins

Cascade runs a 'street gang' of orphans and runaways, based in the steam tunnels under Anchorage. (chariot adv) Calling themselves the Urchins, they stick to petty crimes, unless attacked or manipulated. So far they have successfully survived by being more effort to eradicate than to let them be, especially as most Urchins grow up to become muscle for another gang.

The steam tunnels were once a pipe maintenance network that spanned the city in a criss-crossing spiderweb, although the earthquakes and the flooding have reduced it to a mere shade of the network it once was. Cascade has successfully defended it from all attackers by being willing to use her power and collapse the narrow passageways on top of her enemies.

Trigger: You fall off a ladder and your shirt gets caught when you fall, and you basically hang yourself, slowly strangling over the course of a few minutes until you trigger.

Background: Cascade ran away from home at thirteen and lived on the streets for a month before trying to make herself known by climbing a radio tower to mark the top. She triggered on that tower. Later finding her way into the steam tunnels under anchorage, she 'founded' the Urchins, through the simple means of driving out anyone who didn't agree to her rule.

Personality: Cascade is violent and impatient. She cannot stand a protracted battle and is more willing to threaten MAD than to undergo siege. Likewise she is impulsive and easily guided, leaping to deal with issues the moment they come to her attention.

Appearance: 17 years old, her lack of height is a boon to getting around in the cramped spaces of the main tunnels. With brown hair, brown eyes, and a dirty face, she could be easily lost among the urchins in the tunnels.

Cape appearance: Although she appears to be mummified in high-tension electrical wire, her costume is actually merely a very heavy plated armor, with the wire welded on to the flatter parts and carefully draped to obscure the hinges. The only free-moving wire is the coils she keeps wrapped around her wrists, a potent combat tool.

Tactics: Cascade prefers to fight in tight enclosed spaces, where she can use her power to collapse hallways and ceilings on top of her enemies; however, when given a wider more open area, she tends to move around a lot, throwing heavy objects at her enemies with her power and trying to ensnare them in her wires.

Splooosh; No Civilian Name

Player: Mishie

Allegiance: Tuurngait

Power: Can turn into a cloud of condensation, draw (primarily liquid) water to self to change between states. Max range of line of sight, extendable with tools, but further water moves slower. Control is best with visible and clean water.

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Assets:

Spy in PRT (+durability and cunning) Spy in Elite Diplomat	Wetsuit, face bare	File A (PRT) File B (PRT) File C (PRT) X2 File D (PRT) X2 File E (PRT)
3 World points		

Rolls

Advantages:

Secret Contacts (The Moon). Link to a secret, powerful organization.

A Bad Friend (The Devil). Can further own ends considerably, at a cost to an ally.

Not quite human anymore (The World): Can make it through non-combat situations fine.

Gradually gaining points he can leverage towards another advantage.

Disadvantages:

Horrible Revelation Due (The Tower). Power has horrible, unknown drawback.

Power: Can turn into a cloud of condensation and can gather more water together to change his natural state, easiest to gather water that is already in liquid form, although he can also extract it from the air but it's slightly slower. His maximum range is anything within his line of sight, which he can extend with tools, although the further away the water is, the slower it moves. He has a high level of control when it's within his sight, but it is reduced when it is not.

He is able to manipulate liquids that aren't pure water, although the more contaminates, the slower it moves since he is dragging along extra weight, although he can instead pull out the water only, but that takes time depending on the liquid. Able to ignore Manton Effect and affect blood, but it needs to be visible.

Advantages: The Moon, The Sun (The Devil, The World)

Disadvantages: The Tower

Background: Was the imaginary friend of a child, but due to Irwin triggering, was turned into something real. Irwin triggered from living in an abusive home and just wanting a friend. Irwin and I went on adventures and shit and had an awesome time.

Things went horribly wrong later on and the child was badly hurt, ending up in a coma. Because his appearance is basically up to him, his body got fucked up pretty badly. His skin ended up melting off and he had to deal with that while also trying to protect the child and he ended up triggering. The reason why he has joined Tuurngait is that after

he triggered, he was approached by a mysterious figure that told him that he could help get Irwin proper medical treatment without anybody finding out about their connection, but in return he just had to do a few favors for him.

Cape Appearance: A skinless man who wears a full body black wetsuit, but leaves his face bare, he has . A thin mist of water surrounds him at all times, making it difficult to make out details of what he looks like though.

Personality/Motivation: Turns out that having a child and Mog as the two major influences in his short life mean that Sploosh is kind of a dick. The best comparison would be to compare him to the Fae, he likes to have fun, and usually at the expense of somebody else. This is shown in how he fights as he generally wastes time in trying to have fun instead of taking things seriously.

Relationships: The person he cares about the most is Irwin, which is why he is currently working for Mog, as he has promised to help with Irwin. He is unaware that Mog is the same person that recruited him into the team, and as such, doesn't have a good opinion of her due to how flippant he is, but actually respects Mog's benefactor persona quite highly due to him helping take care of Irwin.

Tactics: Usually works with the rest of Tuurngait, although he does occasionally do solo jobs. In combat, he will normally start things off by spreading out a large amount of mist to make it harder for his team to be found, while at the same time also trying to confuse the PRT as to where people are. He will also shift into water form and start to delay the heros from getting to the rest of the team so they can complete the job. He prefers to keep things non-lethal, mainly because of the fact that it's more fun that way.




Sploosh can use his powers to attack from a distance by shooting water at a high pressure as a bullet, but he prefers not to because he doesn't want to risk accidentally killing somebody again.

Flashpoint; Zachary Rooks

Player: Tuzi

Allegiance: Mercenary

Power: Can ignite oxygenated liquids. Passenger controls strength of burn. Senses inorganic liquid, immune to heat damage.

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Assets:

1x Gangster	Super Soaker with b.pack Black Body Armor Crimson Bodysuit Ski Mask	
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Disadvantages:

Distrust (Hanged Man): Someone is going to screw him over. Someone inconvenient.

Passenger's Powers (High Priestess): Passenger controls the power's specifics.

Background: Zachary lived an unremarkable life the first 22 years of his life. After graduating college he took a job as an intern in a behavioral psychology study. While tending to the snakes that made part of the study a PETA activist broke their Terrarium, causing Zachary to trigger.

Adopting the name Flashpoint, Zachary maintains a low profile, occasionally taking jobs from Periastron (which tend to involve arson). While certainly no hero, Zachary tries to play ball with the PRT.

Cape Appearance: His uniform consists of a crimson lycra body suit beneath and black light armor above. He carries on his back a tank of water and uses a super soaker in battle. He wears a skiing mask to round up the attire. One of his priorities is getting a decent costume soon.

Civilian Appearance: A thin redheaded man. Is around 1.7 mts in height. He was part of his college track team, and now he keeps fit by jogging everyday. Tends to wear hoodies and loose fitting clothes.

Combat: Tries to avoid the front line as much as he can and while he has gotten very apt in using his super soaker, he also carries a handgun. Flashpoint started to train his aim since he triggered. Prefers to start the fight on a prepared zone, where there's enough liquid to use his power in controlled ignitions. Given the destructive nature of his power, he tries not to use it close to civilians. On a pinch he can ignite bodily fluids, but keeps this a secret as people not knowing exactly how his power works is to his advantage. Showing the ability to just set people

ablaze would get him more attention than necessary. Also carries several water balloons, mostly for intimidation.

Motivation: Since his trigger a year ago, Flashpoint lacks any sort of direction or plan in his life. He focuses mostly on short term issues (like getting a better costume). Lately he has been keenly aware at the amount of human trafficking that goes in Anchorage, and sometimes he releases kids and points them at the tunnels where the Urchins move. Despite this, he has never spoken with the leader of the Urchins.

Even though he's always careful when releasing the kids, Virago of the Bratva believes him to be undermining their operation and the only reason she has not attacked him is because of his relationship to Periastron, who seems to have some pull with the Bratva.

Minions:

Joanna Collins, nicknamed "Slick": A woman with 3 prior convictions now works for a cape that uses a water gun as his main weapon. She wonders how she got here. A dark haired 30 year old, she knows how to play the game.

Activity Log:

Week 1, Day 1 (Train, 1d10 = 5): **+1** 🤝 till the end of the week get extra bonus (5).

Week 1, Day 2 (Train, 1d10= 7): **+1** 🤝 till the end of the week get extra bonus (7).

Week 1, Day 3 (Train, 1d10= 7): **+1** 🤝

Week 1, Day 4 (Recruit: Experienced Criminal, **-3** 🤝 1d13= 1): Gangster.

Week 1, Day 4 part 2 (Send Surveillance: Slick on the Bratva): **+1** 💡

Week 1, Day 5 (Train, 1d10= 3): **+1** 🤝 get extra bonus (3).

Week 1, Day 5 part 2 (Train, 1d10=4) **+2** 🤝 get extra bonus (4).

Week 1, Day 6 The letter: (<http://pastebin.com/LqxrQnrr>)

Week 1, Day 7 Hang out

Week 2, Day 8 Chill out

Week 2, Day 9 Accept job offer as factory guard

Week 2 - Week 3, Day 2 Lose mind in stable job **+1** 💰

Week 3, Day 3 Talk to Tuurngait

Week 3, Day 4 Talk to Estrella

Week 3, Day 5 (Train, 1d10 = 10): **+1** 🤝 Power is a little bit more effective

Week 3, Day 6 (Train, 1d10=4): **+2** 🤝

Week 3, Day 7 Mislead the Elite (rumor is Flashpoint is getting out of the city)

Week 4, Day 1 (Train, 1d10= 6): **+1** 🤝 till the end of the week get extra bonus (6).