

DISRUPTORS

AGENTS OF CHANGE

RED KOROVA

IT IS 2014.

In the alternate timeline of *Disruptors*, the *Forged in the Dark* Superpunk Game of Narrative Action, it is much like our own. A mixed year, with ups and downs, but also finish of the first full year of the starting superhero team, the “Justice Crusaders”. In 2025, they’re the top team of Jet City, with a city charter to prove it; in this *When*, they’re a Tier I starting team trying to prove themselves.

[Most of the team doesn’t like the name much, but haven’t thought of anything better. Given that Ghost-Walker came up with it, he’s managed to make it stick.]

A completely free trial-run scenario, originally debuted as a demo for the 2025 OrcaCon, it is presented here for people to try out the game. To play it, you will need a copy of *Blades in the Dark* (or the online SRD!), at least four six-sided dice for each player, and some paper to make notes on. Herein is included the Pre-generated heroes and their team sheet, the necessary rule sheets to guide play, so you can try it out for yourself - a supers game in which the fiction comes first.

As a Supers game, it is a ‘Superpunk’ game in that it presents the chance to play Supers (whether heroes or villains) who can make the choice to challenge the powers that be or even the status quo as they so choose, in their attempt to repair the world... or even just remake it to their own whims. However, this is not a grimdark or “The Boys” deconstruction type of game - instead, it is more hopeful, wherein the world can still be saved or even helped.

Think “*We are Robin*” rather than “*Frank Miller Batman*”.

PC SECTION

As a Tier I starting team, you have six pre-generated supers from which to choose from. There are two Alters (**Carlotta Power**, a super-strong & resilient 'brick' <she likes to joke she's a 'brick house'> & **Ghost-Walker**, who can walk through walls and likes to fight with shock-prods), an Entity (**Omen**, who ain't from around here, but is the first to insist he's never tortured anyone, not even 'back home' on his home plane of the Hell of Broken Cliffs), a Genius, **Dot**, who controls teleportational dimensional 'dots' and is the team's unofficial leader; a Mage, **Gweny the Good Witch** (who is Ghost-Walker's cousin, though she but tolerates him), and **Steela**, (who suspects that she might have been a 'real girl' before waking up in this robot body) a prototype android bodyguard assigned by their rich patron that keeps Gweny from getting blindsided.

There is a single-page 'Rules Sheet' that you should print out one copy for each player. If you don't have a full complement, feel free to leave out Ghost Walker or Steela (though Gweny will be in greater peril if you do the latter).

Following the Rules Page is the team sheet for the JC - they're 'Guardians' who primarily use either Gweny's magic to get a precognitive glimpse of where trouble will come from or listening to the police band to determine where their particular gifts might be of use.

Finally, there's a short history of this alternate Seattle of Jet City - so you can get a feel for how it varies from our real world city, along with a Faction Map of how the current Factions of Jet City see each other.

DISRUPTORS RULES REFERENCE

ACTION ROLL

You have the edge.

- 1d for each **Action** rating dot.
- +1d if you have **Assistance**.
- +1d if you have **Push yourself** -or- you **Exert yourself** -or- you spend a **plot point**.

CONTROLLED

CRITICAL: You do it with **increased effect**.

6: You do it; you gain a **Personal Opportunity**.

4/5: You hesitate. Withdraw and try a different approach, or else do it with a minor consequence: a minor complication occurs, you have **reduced effect**, you suffer harm (tis but a scratch!), you end up in a **risky** position.

1-3: You falter. Press on by taking a big chance, take a minor complication, , you end up in a **risky** position, or withdraw and try a different approach another time.

You're under the gun.

RISKY

CRITICAL: You do it with **increased effect**.

6: You do it; you gain a **Local Opportunity**.

4/5: You do it, but there's a consequence: you suffer **harm**, a minor **complication** occurs, you have **reduced effect**, you end up in a **desperate** position.

1-3: It doesn't go well. You suffer **harm** (ow), a serious **complication** occurs, you end up in a **desperate** position, you **lose** this chance (too bad, so sad; try, try again).

You're in over your head.

Each time you roll a desperate action, mark a tick of xp for that attribute.

DESPERATE

CRITICAL: You do it with **increased effect**.

6: You do it; you gain a **Beyond Opportunity**.

4/5: You do it, but there's a consequence: you suffer **harm**, a serious **complication** occurs, you have **reduced effect**.

1-3: Things go... poorly. You suffer **harm** (medic!), a major **complication** occurs, you **fail this attempt** (your life suuuucks).

FAIT ACCOMPLI

You may declare a **fait accompli** by marking off a Hook (see your playsheet) in order to describe a narratively true event (your dice result is **+1 effect level**). If not in conflict, you may do the same and simply change the fiction so that you automatically succeed.

PLOT POINTS

When you roll a **6** or **critical** on a **risky** action, you may add **1 plot point** to your personal plot point pool, **OR** the team's plot point pool. You can spend **1 plot point** on an action roll to get **+1d**. You can personally store plot points with no limit, but lose **ALL** the overage in Downtime (though see Teams, pg. XX, for banking a few points therein).

TEAMWORK

ASSIST

Take **1 stress** to give another player **+1d**. You might also suffer consequences from the roll. Only one person may assist a roll.

LEAD A GROUP

Lead a **group action**. Roll for each character who participates in the group action. The best single roll counts as the action result, which applies to every character that rolled.

PROTECT

Face danger for a teammate. Step in to suffer a consequence in their place. You may roll to **Resist** if you wish.

SET UP

Set up another character with your action. If you achieve it, any team members who follow up get **+1 effect** or **improved position**.

ACTIONS

Battle an opponent in close combat; assault or hold a position; brawl, throw or wrestle.

Command obedience with your force of personality; intimidate or threaten; lead an action with one of the team's **cells** (if your group does that sort of thing).

Consort with connections from your origin, background, friends, or rivals to gain access to resources, information, people, or places.

Finesse an item from someone's pocket; employ subtle misdirection or sleight-of-hand; handle a vehicle or a mount.

Hack with mechanisms (or biology) to create, modify, disable, or repair. Use the ubiquitous computer and satellite network devices around the city to your advantage. Apply first aid.

Hunt a target; gather information about its location and movements; attack with precision shooting from a distance.

Invoke the presence or energies of the other worlds - see liminal reality (the boundaries between what we know and what's beyond) and even project your mind or voice beyond the limits.

Prowl about unseen and traverse obstacles; fly (if you're able). Ambush with close violence—a sucker-punch, death from above, black-jack, etc.

Study a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research on the net or in the library.

Survey a location or situation to understand what's going on; sense trouble before it happens; gather information about opportunities or exploits.

Sway someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with persuasion, manipulation or seduction.

Wreck a place, item, or obstacle with savage force or carefully applied sabotage; breach defenses with force; create distractions and chaos.

BASIC RESISTANCE ROLL

1d for each **Attribute** dot.

Note that there are **Special Abilities** that give discounts on how much stress Resistance costs in specific circumstances.

You can reduce or avoid the consequence and take 6 stress minus your highest dice result.

When you roll a **critical** on a resistance roll, clear 1 stress. Resilience Powers offer discounts.

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GHOST-WALKER

NAME

Jasper McFadden The Best Paparazzi in JC

IDENTITY: PUBLIC—SECRET TAGLINE ☐

I have my own reasons for everything I do, and I work for somebody else.

CREDO

Young Adult [20-something] Alter

BACKGROUND: ADULT—ELDER—TEEN—WILDCARD ☐

Wealthy Owning Class, Level 5 - Trust Fund Baby Puberty in Private School (Hidden)

CLASS: WORKING—OWNER IGNITION: ALTER ☐

Luxury: loves the finer things in life. Voluntary Hero - 2 Base Plot Points.

REST & RECREATION

MOTIVATIONS

TRAUMA ☐ STRESS ☐

COLD—HAUNTED—OBSESSED—PARANOID—RECKLESS—UNSTABLE—VICIOUS

HARM

3		NEED HELP
2		-1D
1		LESS EFFECT

HEALING

ARMOR

HEAVY

RESERVES

MORAL EVENT HORIZON

NOTES

Ghost-Walker can generally only be invisible OR intangible, not both at once. He's kinda douchey.

Jasper's shock-prods are kept in leg-pockets; are light and sturdy, able to be taken out easily.

MARKING

0-level; Pale Bald Man in White SJ Jumpsuit Outfit with pockets.

EXERTION

Check a box after a Power or Action to gain +1d.

FAIT ACCOMPLI

Check one of your 6 Hooks to gain auto success OR +1 effect (Talk to GM)

PLOT POINTS

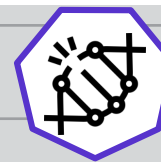
Start: 2 Current:

Spend a plot point (gambit) to gain +1d.

FLAW - FRINGE: You are on the Fringe of human society - whether openly or not.

ALTER

Possessed of strange powers - from birth or later.



CASH ☐ BANK ☐

INSIGHT

HACK ☐
HUNT ☐
STUDY ☐
SURVEY ☐

PROWESS

BATTLE ☐
FINESSE ☐
PROWL ☐
WRECK ☐

RESOLVE

COMMAND ☐
CONSORT ☐
INVOKE ☐
SWAY ☐

LOAD ☐ 3 ☐ 5 ☐ 6

POSSESSIONS

☒ White SJ Armored Outfit
☒ *Pair of Shock-Prods
☐
☐
☐
☐

ITEMS

☐ A gun ☐ a lot of guns
☐ A melee weapon
☒ A non-lethal weapon*
☐ A heavy weapon
☐ An unusual weapon
☐ A superscience weapon
☒ Armor
☐ Hvy. Armor
☐ Burglary gear
☐ Computer gear
☐ Climbing gear
☐ Personal flight device
☐ Documents
☐ Demolition Tools
☐ Cracking gear
☐ Subterfuge supplies
☐ Night-vision tech

ORIGIN - **Mutant Physiology**: You are **tough** - Penalties from Harm are one level less severe (though Level 4 Harm is still fatal). You can heal non-mundane Harm without help. You can spend a **plot point** to restore your **reserves**.

Environmental Resilience [Specific]: You can go without air; you can survive deep-sea pressures or no air pressure at all (including vacuum) for **Prowess #** of weeks. [Prowess] I

Intangibility: You can change your **personal physics** to become **immaterial**. You can expend your **reserves** to transform your body into an intangible state {with the Level 2 Marking: *Ghostly*}, able to pass through objects and people as if you weren't there, and may switch it on and off all scene. While you are in this state, you can only be touched or physically affected with great difficulty, as physical items and mundane forces pass through your body. You may return to your normal, tangible state with no effort. You can adjust your altitude with a mental effort, essentially 'walking on air' but will need another power to move more quickly than running /walking. [Resolve] III

Invisibility: Now they see you - now they don't. You can expend your **reserves** to become fully invisible for a scene. You make very little noise as you move. If you do something to make others aware of you, it continues to work until the end of the conflict, but you take +1d against all opponents as they have to try to pinpoint your position. [Resolve] II

Subterfuge: You may expend your **reserves** to **Resist** (with Insight) a consequence from suspicion or persuasion, or to **push yourself** for deception purposes or talking your way out of trouble. [Resolve] I

Power Stunt: Choose an unacquired special ability from your own playbook or another Origin. (2 **plot points** for a single use; 2 **advances** for special abilities from another Origin to acquire permanently.)

FRIENDS AND RIVALS

Jack McGee, Investigative Reporter & blogger

Dr. Robbie Browning, a UOW geneticist

Sebastian Templar, rebel Alt leader

Morlocke, an Underground Alt Dweller

Baby Grace Belew, Street Alt

Harrier, a local bounty hunter

EXPERIENCE

PLAYBOOK

- Every time you roll a desperate action, mark 1 **xp** in that action's **attribute**. At the end of each session, for each item below, mark 1 **xp** (in your playbook or an attribute) or 2 **xp** if that item occurred multiple times.
- You struggled with issues of your altered physiology/abilities and/or appearance and/or acceptance of same.
- You expressed your hooks, motivations or flaw.
- You struggled with issues from your recreation, traumas or harm.

DISRUPTORS

AGENTS OF CHANGE

DOT

NAME

Dorothy Polk Dimensional Scientist

IDENTITY: ~~PUBLIC~~—SECRET ☐ **TAGLINE** ☐

Theory isn't enough. I have to test my science and technology under every circumstance.

CREDO ☐

Young Adult (20-something) Scientist & Systems Analyst

BACKGROUND: CONTROLLER—ENGINEER—~~SCIENTIST~~—TEEN ☐

White-Collar Working Class, Level 4 - Systems Analyst Raised by Genius Aunts & Uncles

CLASS: ~~WORKING~~—OWNER ☐ **IGNITION:** GENIUS ☐

Weird: obsessed with dots in art and cultural history Voluntary Hero - 2 Base Plot Points.

REST & RECREATION

MOTIVATIONS

TRAUMA ☐

STRESS ☐

COLD—HAUNTED—OBSESSED—PARANOID—RECKLESS—UNSTABLE—VICIOUS

HARM

3 **NEED HELP**

2 **-1D**

1 **LESS EFFECT**

HEALING ☐

ARMOR ☐

HEAVY ☐

RESERVES ☐

MORAL EVENT HORIZON

NOTES

Dot is a striking woman in her mid-20s in retro clothes wearing glasses. Reserved.

MARKING

0-level; Attractive Woman in a 50s-style polka-dot clothing.

EXERTION

Check a box after a Power or Action to gain **+1d**.

FAIT ACCOMPLI

Check one of your 6 Hooks to gain auto success OR **+1 effect** (Talk to GM)

PLOT POINTS

Start: **2** Current: _____

Spend a plot point (gambit) to gain **+1d**.

FLAW: MORTAL - You are a mere mortal, human flesh and blood, vulnerable.

GENIUS

an eccentric superscience inventor



BANK

CASH ☐

INSIGHT ☐

☐ **HACK** ☐
☐ **HUNT** ☐
☐ **STUDY** ☐
☐ **SURVEY** ☐

PROWESS ☐

☐ **BATTLE** ☐
☐ **FINESSE** ☐
☐ **PROWL** ☐
☐ **WRECK** ☐

RESOLVE ☐

☐ **COMMAND** ☐
☐ **CONSORT** ☐
☐ **INVOKE** ☐
☐ **SWAY** ☐

LOAD ☐ ☐ ☐ ☐ ☐ ☐

POSSESSIONS

☒ 50s-style Red Polka-dot dress
☒ Dot-Projection Body Harness
☒ Zero-Point Battery
☐ _____
☐ _____
☒ Alki Pt. Lighthouse, Team HQ

ITEMS

☐ A gun ☐ a lot of guns
☐ A melee weapon
☐ A non-lethal weapon
☐ A heavy weapon
☐ An unusual weapon
☐ A superscience weapon
☐ Armor
☐ Hvy. Armor
☐ Burglary gear
☐ Computer gear
☐ Climbing gear
☐ Personal flight device
☐ Documents
☐ Demolition Tools
☐ Cracking gear
☐ Subterfuge supplies
☐ Night-vision tech

ORIGIN ABILITY - Hyperfocus: At the start of the Cycle of Play (Act 0) - Free Play), you receive **Insight #** "free" ticks to spend each issue (1 full cycle of play) - you can spend them during Missions in Fugues*, or if you don't, on projects during Downtime (at the very end, everything resets to 4, you cannot bank ticks from issue to issue). You can also spend a **plot point** to recharge your **reserves**. You must choose at least 1 Fixation at start of play. You may **push yourself** for 1 stress instead of 2 when you activate devices of your own making.

Defense Dots: You can generate dot-shaped force fields (opaque and to various sizes) to defend yourself and/or others. Each dot counts as **Armor +Heavy Armor** (2 armor boxes) for the defended target. You can generally ignore small accidental harms like stubbing your toe or tearing a nail without expending a box; it just doesn't happen (though gas-based weapons will get you just fine). You can expend your **reserves** to create up to **Insight #** of Defense Dots that you can maintain through the end of a conflict scene. **[Insight] II**

Dimensional Dot Doorways: You can **push yourself** to create small "dot" wormholes between two locations within line-of-sight or memorized **Insight#** locations. Such portals are brief and only open long enough to move up to **Insight x 2** people through; and may spend additional stress to allow more through, 1 per passenger. **[Insight] IV**

Dorothy's Floating Dot: You can expend your **reserves** to create a single large horizontal "dot" that can carry up to **Insight x 2** in passengers at a single time, that can fly as fast as a fast car. This lasts for an entire scene, and can be extended via spending **plot points**. **[Insight] I**

Dot's Redirected Force: You can **push yourself** at a -1 stress discount (1 stress total) to emit a bolt of energy channeled from a local power source, whether air, water or fire (earth isn't usually moving) acting as a ranged attack you make with a Hunt roll. Your redirected force-bolt may also move targets, and always originates from one of your 'dots'. **[Insight] V**

Gadgeteering: You can kit-bash and jury-rig like nobody else, in a remarkably short time. You can Hack regular modern-day devices into super-science - creating bizarre, seemingly magical devices, or given enough time, entire new technologies. During Downtime, you get a free tick towards a repairing or creating a new device (or Device). You can build and work with engineering technology of all types easily, using your Hack Action. Such projects are temporary Assets unless they are bought with advances as Genius Special Abilities. **[Insight] III**

Power Stunts: requires 2 **plot points** for a single use of a Special Ability from another Origin <no Origin Abilities>; 2 **advances** to acquire permanently.)

FRIENDS AND RIVALS

▲▼ **Tech-X**, Influencer Rival
'Genius' (also an a-hole)
▲▼ **The Head**, Roving Rogue
A.I.
▲▼ **Chrome-rat**, a high-tech
arms dealer
▲▼ **Enoch Brassfield**, Weird
Junk Dealer
▲▼ **L.S. Quinn**, ambitious Tech
executive
▲▼ **Modern Major-General**, a
bot, or maybe a genius

EXPERIENCE

PLAYBOOK ☐

- Every time you roll a desperate action, mark 1 **xp** in that action's attribute.
- At the end of each session, for each item below, mark 1 **xp** (in your playbook or an attribute) or 2 **xp** if that item occurred multiple times.
- You addressed a challenge with your technology, or from your technology or developed new technology from inspiration during a mission.
- You expressed your hooks, motivations or flaw.
- You struggled with issues from your recreation, traumas or harm.

DISRUPTORS

AGENTS OF CHANGE

GWENNY THE GOOD WITCH

NAME

Gwenhyfar McFadden Cheerfully Curious Mage

IDENTITY: PUBLIC—~~SECRET~~ ☐ TAGLINE ☐

I disagree with my family; I wish to use my magick powers for the good of others.

CREDO

Young Adult (20-something) Circuit Mage {Think 'Circuit Judge'} for the Jet City Area

BACKGROUND: ADEPT—~~CIRCUIT MAGE~~—~~ENCHANTER~~—~~OCCULT SEEKER~~ ☐

White-Collar Working Class, Level 4 - University Librarian Raised by a magical family

CLASS: ~~WORKING~~—OWNER ☐ IGNITION: MAGE ☐

Weird: Museum Junkie

Valiant Hero - 3 Base Plot Points.

REST & RECREATION

MOTIVATIONS

TRAUMA

STRESS

COLD—HAUNTED—OBSESSED—PARANOID—RECKLESS—UNSTABLE—VICIOUS

HARM

3		NEED HELP
2		-1D
1		LESS EFFECT

HEALING

ARMOR

HEAVY

RESERVES

MORAL EVENT HORIZON

NOTES

Ghost-Walker & Gwenny are cousins. She doesn't like him much.

"Spiritstones" are polished quartz stones that store additional 'stress' that only Mages can use, usually to cast spells. The stones crumble to dust when empty.

3 COMMON SPIRITSTONES

□□□□ □□□□
□□□□

EXERTION

Check a box after a Power or Action to gain +1d.

FAIT ACCOMPLI

Check one of your 6 Hooks to gain auto success OR +1 effect (Talk to GM)

PLOT POINTS

Start: 3 Current: _____

Spend a plot point (gambit) to gain +1d.

FLAW: MORTAL - You are a mere mortal, human flesh and blood, vulnerable.

MAGE

A practitioner of the mystic arts



BANK

CASH

□□
□□



INSIGHT



● ● ● ●	HACK	<input type="checkbox"/>
● ● ● ●	HUNT	<input type="checkbox"/>
● ● ● ●	STUDY	<input type="checkbox"/>
● ● ● ●	SURVEY	<input type="checkbox"/>

PROWESS



● ● ● ●	BATTLE	<input type="checkbox"/>
● ● ● ●	FINESSE	<input type="checkbox"/>
● ● ● ●	PROWL	<input type="checkbox"/>
● ● ● ●	WRECK	<input type="checkbox"/>

RESOLVE



● ● ● ●	COMMAND	<input type="checkbox"/>
● ● ● ●	CONSORT	<input type="checkbox"/>
● ● ● ●	INVOKE	<input type="checkbox"/>
● ● ● ●	SWAY	<input type="checkbox"/>

LOAD

3 5 6

POSSESSIONS [3]

- ☒ Battle Staff (Broom)
- ☐ Scrying Orb
- ☒ Red Hooded Cloak (1 Armor)
- ☒ Ring of Flight
- ☒ 3 (Insight#) Common Spirit Stones
- ☒ Well-appointed House*

ITEMS

- ☐ A gun ☐ a lot of guns
- ☐ A melee weapon
- ☐ A non-lethal weapon
- ☐ A heavy weapon
- ☐ An unusual weapon
- ☐ A superscience weapon
- ☐ Armor
- ☐ Hvy. Armor
- ☐ Burglary gear
- ☐ Computer gear
- ☐ Climbing gear
- ☐ Personal flight device
- ☐ Documents
- ☐ Demolition Tools
- ☐ Cracking gear
- ☐ Subterfuge supplies
- ☐ Night-vision tech

● **ORIGIN - MYSTIC WILL:** You can **push yourself** (for Magic Purposes ONLY) for 1 stress instead of 2. You may restore your **Special Armor** by spending a **plot point**.

● **Arcane Channel:** With the Will and Knowledge, you can cause Elsewhere ☐ to waterfall into Here. You may **push yourself** to channel extradimensional energy; make a Roll to inflict Harm (Battle) or structural damage (Wreck), or to entrap others to hold them in place (Finesse). You usually channel mystical fire, which behaves like mundane fire but remains under your control. [Prowess] III*

● **Clairvoyance:** You may **push yourself** to make a **Survey** roll to remotely ☐ view (and dimly hear) a distant place or person either tied to you, your 'home turf' (or using a personal possession of the target or a piece of a location add +1d to the Action Roll). Spend 1 stress for each extra feature: it lasts for a minute rather than a moment—your target can also see and hear you—you may see something only familiar to you, not intimate—you get an enigmatic warning of a future event within the next day (+1 stress for next week). [Insight] II

● **Open Third Eye:** It is said that the eyes are but terminals of the brain - ☐ you have evolved another one, giving you options non-mages simply do not have. By **pushing yourself**, it opens on your forehead and adds +1d to any one of the following: **Command**, **Hunt**, **Study**, or **Survey**. Alternately, you may ask the GM: "What is illusion?" and have the question answered, with the eye closing afterwards. It definitely gives you away as a magician, though. [Insight] I

● **Seraphic Shield Spell:** You may **push yourself** to project a mystic shield ☐ that can block or deflect physical or energy attacks; you can **Resist** with **Resolve** for no cost with +1d against all Physical or Energy Attacks., and have 1 box of Armor; if the Armor is expended, the spell ends. You may move or orient the shield as you like; you may create up to **Insight** number of said shields, and can use them to give more cover for yourself and others. [Resolve] II

● **Power Stunts:** requires 2 **plot points** for a single use of a Special Ability from another Origin <no Origin Abilities>; 2 **advances** to acquire permanently.)

FRIENDS AND RIVALS

- ▲ ▼ **Alison Graham**, Vizier Mage of the Jet City Sanctum
- ▲ ▼ **Slo Jinn**, Alien Party Animal & Outfit Fabricator
- ▲ ▼ **Balthazar Andersen**, Minor Mage
- ▲ ▼ **Enoch Brassfield**, Goblin Market Proprietor
- ▲ ▼ **Karel Kolchak**, online influencer
- ▲ ▼ **Claire Lune**, Augur & Carnival Owner

EXPERIENCE

PLAYBOOK



- Every time you roll a desperate action, mark 1 xp in that action's **attribute**. At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- You addressed a challenge with magic or learned some new bit of mystic knowledge.
- You expressed your hooks, motivations or flaw.
- You struggled with issues from your recreation, traumas or harm.

DISRUPTORS

AGENTS OF CHANGE

STEELA

NAME

- No Name - Android Robot Bodyguard

IDENTITY: PUBLIC SECRET TAGLINE

I Must Carry Out My Objectives Regardless of All Obstacles.

CREDO

Prototype Humanoid Robot Bodyguard

BACKGROUND: ARCHAEOLOGIST ENIGMATIC FORTUNATE INHERITOR

Blue-Collar Working Class, Level 2 - Mage Bodyguard Woke in an Asimov Dynamics Laboratory

CLASS: WORKING OWNER IGNITION: WIELDER

Weird: Dream Journaling and Researching History. Vacillating Hero - 1 Base Plot Point.

REST & RECREATION

MOTIVATIONS

TRAUMA

STRESS

COLD HAUNTED OBSESSED PARANOID RECKLESS UNSTABLE VICIOUS

HARM

3		NEED HELP
2		-1D
1		LESS EFFECT

REPAIR

ARMOR

HEAVY

RESERVES

MORAL EVENT HORIZON

NOTES

Reserved, person of few words. Uses Teamwork 'Protect' for Gwenny a lot.

*Must be repaired by someone else when damaged.

HAUNTED

You have dreams of being human in a prior life; you've told no one.

MARKING

Level 3; Clearly robotic humanoid with close-cropped red hair & stainless steel skin

EXERTION

Check a box after a Power or Action to gain +1d.

FAIT ACCOMPLI

Check one of your 6 Hooks to gain auto success OR +1 effect (Talk to GM)

PLOT POINTS

Start: 1 Current:

Spend a plot point (gambit) to gain +1d.

FLAW: INORGANIC - When you suffer Harm, it must be repaired as a project.

WIELDER

Human with a robotic body of unknown origin



CASH

□
□
□

BANK

INSIGHT-2

● ● ● ● HACK
● ● ● ● HUNT
● ● ● ● STUDY
● ● ● ● SURVEY

PROWESS-3

● ● ● ● BATTLE
● ● ● ● FINESSE
● ● ● ● PROWL
● ● ● ● WRECK

RESOLVE-1

● ● ● ● COMMAND
● ● ● ● CONSORT
● ● ● ● INVOKE
● ● ● ● SWAY

LOAD 3 5 6

POSSESSIONS

✓ Tailored Black Suit w/tie

□
□
□
□
□
□

ITEMS

□ A gun □ a lot of guns
□ A melee weapon
□ A non-lethal weapon
□+□ A heavy weapon
□ An unusual weapon
□+□ A superscience weapon
✓+✓ Armor
✓+✓+✓ Hvy. Armor
□ Burglary gear
□ Computer gear
□ Climbing gear
□+□ Personal flight device
□ Documents
□+□ Demolition Tools
□ Cracking gear
□ Subterfuge supplies
□ Night-vision tech

TOUCHED BY FATE (OR MAYBE CHANCE): PROTOTYPE ANDROID BODY - When you push yourself, it only costs 1 stress instead of 2. You have both **Armor** & **Heavy Armor** for no load. You have **Exceptional Human-level Strength** for free. You may restore your reserves by spending a plot point.

Absorbium Alloy Chassis: You may expend your reserves to automatically resist an **Alien**-, **Alter**-, **Genius**- or **Master**-based effect for you OR an ally (you have to **Finesse** taking the hit, though). You may then choose to take +1 effect level on your next roll. [Prowess] IV {Mundane tech counts as 'Master-based'}

Hyper-Leaping: You can't leap OVER a building in a single bound, but you can leap up the SIDE of a building in a single bound. You can push yourself to make amazing leaps and bounds, like an acrobat, in combat, allowing to place yourself where you wish to be, though fliers and speedsters will have an advantage over you, as you are a ballistic projectile in mid-leap. [Prowess] III

Hyper-Vigilant: You have keen senses AND pay attention without even noticing you're paying attention. Because of your very nature, you gain several benefits when reacting to situations that would ordinarily surprise you: granting you a **Resistance** roll to notice when someone might ambush you and +1d to the first action you get in said ambush. [Insight] I

Physical Mastery: Take +1d to rolls For **Prowl** & **Battle**. Whenever you **Climb**, **Run**, **Swim** and **Jump**, or **Maneuver in Combat**, the worst you can get is a 4/5 result. [Prowess] II

Power Stunts: requires 2 plot points for a single use of a Special Ability from another Origin <no Origin Abilities>; 2 advances to acquire permanently.)

ECLECTIC FRIENDS AND RIVALS

△▽ **Leon Blanc**, sarcastic but knowledgeable info broker

△▽ **Angela E. Feathers**, UOW Professor of Archaeology

△▽ **Mikey Kravets**, creepy crypto-technobro

△▽ **Sophia Gallodet**, Socialist politician on the City Council

△▽ **Dante Rossini**, Super thug bully who loves criming

▲▽ **Kaela Lynch**, runs a comic & game store in U District.

EXPERIENCE

- Every time you roll a desperate action, mark 1 xp in that action's attribute. At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- You addressed a challenge with either your Robot Body (and its abilities) or you learned something new about your Robot Body, its nature and/or its origin.
- You expressed your hooks, motivations or flaw.
- You struggled with issues from your recreation, **trauma** or harm.

PLAYBOOK

DISRUPTORS

AGENTS OF CHANGE



THE JUSTICE CRUSADERS

NAME

Under Automated Alki Point Lighthouse

HQ [LOCATION]

TIER ● ○ ○ ○ ○ ○

Daring

REPUTATION

Heroes

ORIENTATION

REP TURF

HOLD WEAK ☐ FIRM ☐ STRONG ☐

HEAT

☐ CID TELEPORTER
You may teleport to other capitol cities.

☐ INFIRMARY
+1d to healing rolls

☐ CITY CHARTER
A C.I.D. registered super-team, -1 Heat per mission.

☐ INTERTUBE CHANNEL
(Tier Roll) - Heat = Cash in Downtime

☐ LETTER OF MARQUE
Police remain Neutral, responsible to City.

☐ PROTECTED TURF

☐ PROTECTED TURF

HQ

☐ DOWNTOWN
(Protected Turf)

☐ PROTECTED TURF

☐ FREE MEDIA COVERAGE
+1d on Command & Sway rolls vs. citizens

☐ GIFT SHOP
(Tier Roll) - Heat = Cash in Downtime

☐ PUBLIC RELATIONS
+1 scale for Agents Cohorts.

☐ POLICE ALLIES
+1d Engagement for confrontation plans

☐ DAMAGE CONTROL
-1 Heat for Muscle Cohorts sent out in Downtime on your Turf to assist.

CASH

VAULT

GUARDIAN TEAM MOTIVATIONS

PLOT	RATING	REPUTATION		ORIENTATION		CURRENT
		AMBITIOUS	DISRUPTOR	HERO	PROVOCATEUR	
2	DARING	0 Plot	2 Plot	1 Plot	0 Plot	2
	HONORABLE	1 Plot	1 Plot	2 Plot	1 Plot	
	PROFESSIONAL	2 Plot	0 Plot	1 Plot	2 Plot	
	RADICAL	1 Plot	1 Plot	0 Plot	1 Plot	
	RECKLESS	-1 Plot	1 Plot	1 Plot	0 Plot	
	WEIRD	-1 Plot	0 Plot	0 Plot	0 Plot	

Each Downtime, the Players may Bank unspent Plot Points up to Team Tier x 3.

NOTES Teams act more as a repository for the team-members' donated plot points, rather than having much from their rating. Tier I Starting Teams do not generally start with either Disruptor or Provocateur orientations; the former is usually worked up to in Tier II or (more likely) III, and the latter is a Non-Player option, as they are generally foes to be fought.

TEAM SHEET: GUARDIANS

CIVIC DEFENDERS OF THE CITY

SPECIAL ABILITIES

- **Forceful:** Each PC may add +1 action rating to Hunt, Battle, or Wreck (up to a max rating of 3).
- **Patron:** When you advance your Tier, it costs half the Cash it normally would (Your Patron is the City Council).
- **Here to Save the Day:** You are excellent at showing up in time for conflicts. +1d to confrontation plans.
- **Alliances:** Sometimes friendships are as good as territory. You may count up to three +3 **faction statuses** you hold as if they were Turf. [Regardless of the amount of Alliances or Turf you might have, the minimum Rep cost to develop is always 6.]
- **Zealous Fans:** Your cells are a little too fierce in their support of you. Add one Flaw - Fanatical, Flaky or Gauche - to your cohorts +1 quality.
- **High Society:** You've met the right people; they can call you, and you can call them. Take -1 heat during downtime and +1d to gather information on the City's elite.
- **Commitment to the Mission:** You get +1d to Resolve resistance rolls when someone attempts to damage your morale or persuade you away from your team's current mission.
- **Veteran:** Choose a special ability from another team.

COHORT/EXPERT QUALITY ○ ○ ○ ○ ○
WEAK ☐ IMPAIRED ☐ BROKEN ☐ ARMOR ☐

COHORT/EXPERT QUALITY ○ ○ ○ ○ ○
WEAK ☐ IMPAIRED ☐ BROKEN ☐ ARMOR ☐

COHORT/EXPERT QUALITY ○ ○ ○ ○ ○
WEAK ☐ IMPAIRED ☐ BROKEN ☐ ARMOR ☐

COHORT/EXPERT QUALITY ○ ○ ○ ○ ○
WEAK ☐ IMPAIRED ☐ BROKEN ☐ ARMOR ☐

TEAM XP

- At the end of each session, for each item below, mark 1 xp (or instead mark 2xp if that item occurred multiple times).
- Execute a successful Assist, Contain or Defend mission.
 - Contend with challenges above your current station.
 - Bolster your team's reputation or develop a new one.
 - Express the objectives, principle and practice of the team.

TEAM CONTACTS

- ▲ ▼ Lynn Chase, a political fixer for anybody with money
- ▲ ▼ Slo Jinn, alien party animal & outfit fabricator
- ▲ ▼ Charles Landes, a roving Independent reporter
- ▲ ▼ Jenna Schaefer, a savvy and newsworthy billionaire
- ▲ ▼ Bob Strauss, a City Councilmember

TEAM UPGRADES

- ☐ Guardian Gear Rigging (2 free load of restraint or subdual tools or gear)
- ☐ Elite Coggers
- ☐ Elite Muscle
- ☐ + ☐ + ☐ Hardened (+1 Trauma box)

HEADQUARTERS **QUALITY**
■ Hidden ☐ Documents
■ Quarters ☐ Gear
☐ + ☐ Secure ☐ Tools
☐ + ☐ Vault ☐ Supplies
☐ + ☐ Vehicle ☐ Uniforms
☐ Workshop

TRAINING **COHORTS**
☐ Insight UPGRADE COSTS
☐ Prowess New Cohort: 2
☐ Resolve Add Type: 2
☐ Personal
☐ + ☐ + ☐ Mastery

MISSION PROFILE: OBJECTIVE - Civic Defense & Civil Order; SPECIALTIES - ASSIST [Agency] — RESCUE [Community] — DEFEND [Equity]

A BRIEF HISTORY OF JET CITY

Pre-19th Century

Native Americans explore and settle throughout what would come to be called the Puget Sound region, which includes the Jet City area.

19th Century

1851 - The Denny party arrives and establishes itself, first on the Alki peninsula, then in the area that would become Downtown Jet City in April.

1853 - The City of Dennison (Denny having named the settlement after himself) becomes seat of the to-be-named King County, the Washington Territory.

1858 - The arrival of Manuel Lopes, first black resident and barber, recorded.

1864 - Asa Mercer, founder of the Territorial University of Washington (later, just the University of Washington) went back east and managed to recruit a number of women to move to the city to balance the population in terms of men vs. women; this later inspires the television show *Here Comes the Brides*.

1867 - The *Weekly Intelligencer* newspaper founded.

1873 - *Dennison & Walla-Walla Railroad* organized.

1874 - Gas street lamps installed. Ten years later, electricity is installed.

1879 - Squire Opera House built.

1880 - City chartered. Frye Opera House built. Population increases to 3,500.

1879 - Squire Opera House built.

1885 - Telephone network installed; *Dennison Lakeshore & Eastern* as well as *Columbia & Puget Sound Railways* begin operating.

1886 - *The Brothers of the Crimson Cross* - a white-supremacist movement, incites white mobs to expel almost all Chinese from the city. They are opposed (reducing the death toll considerably) by *Hell-Rider I*, a woman who had been murdered in a range-war and who shared her existence with a Spirit of Wrath that embodied itself as a flaming bison.

1889 - Great Dennison Fire; Dennison Fire Department established afterwards; Electric Streetcars established throughout city; city becomes part of the new U.S. State of Washington. Population surges greatly after.

1900 - Opening of the General Hospital and the Rainier Club.

20th & 21st Centuries

1901 - on. The earlier Gold Rush led to massive population influx, which increased the diversity of the peoples present to a great extent, including Japanese, Filipinos, Immigrant Europeans (like Greeks and European-Americans) as well as Sephardic Jews. Apartment buildings get built in great numbers in this period, as well as massive land re-sculpturing and eradication of tidal wetlands. Neighborhoods formed as the city expanded further, with the local Native Americans pushing back on any attempt to rename the city after their chief (the City gives in on that front). The City spent a great deal of resources on public parks, hiring the famed Olmsted brothers to create them.

The city has always been one to question political verities; clashes from early on between the forces of political progressiveness and the hegemony of the captains of industry, such as rail barons and the like, who came to be represented by the members of the Rainier Club. This is further underscored in the Great General Strike of 1919.

Throughout the 40s, the city grows by leaps and bounds, annexing small communities into itself, with arts expanding similarly. Pike Place Market opens in 1907 and grows to be a landmark over time, along with Smith Tower in 1914.

20th & 21st Centuries Continued.

1901-1960 - The Boeing Company, established in 1916, soon came to be synonymous with the city in which it was based. While the company's fortunes would wax and wane, on the whole the city benefited from the airplane maker's presence and employment. At some point, somebody called Dennison "Jet City", and at the height of Boeing's success in the 1970s, somebody (it was never determined who) managed to ram through a petition to formally call the City 'Jet City' rather than 'Dennison' and it actually succeeded. Furthermore, in this alternate history, Boeing never merged with McDonnell-Douglas nor moved its corporate headquarters.

Jet City's history of strife between the classes flared up again in the 30s during the Maritime Strike of 1934, with longshoremen contending with police and strikebreakers, and in the aftermath, dealing with a reactionary conservative proto-fascist movement that was revealed to be the former Brothers of the Crimson Cross reformed and renamed as *The Fraternal Order of Cincinnatus*, a moralistic tax-cutting and anti-corruption movement which only permitted men as members and was suspiciously militaristic in structure. It waxed only for a short while, then self-destructed not long after, even though it had spread to other cities by that time.

1960-1999 - Jet City World's Fair and the debut of the Space Needle was the standout event in 1962, though the Needle was completed the year before. The city continues to wax culturally, developing more arts presence and even hosting the Beatles; in 1967, the more radical side of the city is represented in the founding of the *Jet City Radical Women*, one of the first women's liberation groups in the United States. Various sports franchises are founded in this period (Such as the Seahawks & Mariners) with the construction of the massive Columbia Seafirst Center in the mid-80s. The era closes out starting out in the 1999 WTO conference set in the city, with large-scale protests against the organization reminding all of the city's occasionally-tumultuous past. In the wake of the protests, Jet City hires a mercenary Operative team - the '*Northwestern Crimefighters*' (that formerly worked for the Pinkerton National Detective Agency) to act as the security arm for the City Council on December 30th, 1999.

2001 - A number of highly-trained dockworkers, with one of their number having been disabled on the job (developing Genius abilities in the incident), found an independent Operative super-team, with the agenda of standing up for the working-class all over the city. They take the name '*Stevedores*' as their team name, and do a lot of good works (usually getting in trouble with both the law and industry while doing so) and clashing regularly with the Northwestern Crimefighters as a result. Their rivalry grows intense enough that they tend to ignore events not related to their interests, which continues for over a decade.

2013 - In January 2013, the *Justice Crusaders* are founded, with financial backing from an anonymous wealthy businessman. Based on a college study group, they set up a hidden headquarters under the now-automated and mostly-abandoned Alki Point Lighthouse in West Jet (no, they don't ask the Navy).

A Guardian team, they end up being a great help in events where neither the NW Crimefighters nor the Stevedores take part, though they are on friendly terms with the Stevedores and sometimes cooperate with them. Then December of **2013** Nile protest happened, when the Stevedores intervened on the side of Nile protesters - "*Wir sind nicht Roboter!*" - and prevented the Police from brutalizing them, only to have the Northwestern Crimefighters ambush them and kill them almost to a man, the sole survivor being the power-suited Algernon, who somehow detonated the Zero-Point Battery power supply of his suit and caused a spherical detonation that literally deleted himself, the corpses of his friends and the NWCF from reality, leaving the JC as the best-known team in the city. It is now the Closing of the Year, and the Justice Crusaders are now the lead team, with the Pinkertons' turf of the Downtown Core theirs, with only about a year's experience - a starting superhero team. Our narrative begins in January, 2014.

FACTIONS OF THE JCU - JET CITY IN 2014

1

CITIZENRY (BY DIST.)	TIER	HOLD	STATUS	NOTICE
Central	V	F		
Downtown	IV	S	+2	
Magnolia & QA	IV	F		
Northeast Jet	IV	W		
West Jet	III	S		
Northwest Jet	III	S		
South Central Jet	III	F		
Southwest Jet	II	F		
Southeast Jet	II	F		

LABOR & ORGS	TIER	HOLD	STATUS	NOTICE
National Educators' Union	IV	F		
Federation of State-Level Workers Uni.	IV	S		
Internat'l Team-Drivers Union	IV	W		
United Food & Retail Workers Union	III	S		
United Vehicular Workers	III	S		
Majority for a Mindful Morality	III	F		
IWW Labor Federation	II	F		
Anti-Supers Safety League	II	W	~3	

MEDIA	TIER	HOLD	STATUS	NOTICE
Aus News ("Oz News")	VI	S		
United Nations News Network ("UNN")	V	F		
GENBC	IV	W		
Mega-Comms (FB&S)	III	S		
InterTube	III	F	+2	
Chitter	III	W	+2	
Radio KOMA Broadcasting, Inc.	II	S		
Illuminated Broadcasting Serv.	II	F	+1	
Midnight Sun Tabloid	II	F	~1	

2

INSTITUTIONS	TIER	HOLD	STATUS	NOTICE
US Gov't (Pres. Barack Obama)	VI	S		
Committee of Info & Defense	V	F		
US 'Alphabet Agencies' (FBI, etc.)	IV	F		
WA Governor Bob Innislee	IV	W		
Jet City Police Department	III	S	~2	
CID Coordinator, Siggie Magnusson	III	S	+1	
Jet City Council	III	S		
Jet City Mayor, Bernard Murry	III	F		
Xtreme Power Sports Federation	III	F		

2

COMMERCE & TECH	TIER	HOLD	STATUS	NOTICE
Querioo Search Engine Company	IV	S		
NILE.COM (Online Retailer)	IV	F		
ComQuest	III	S		
All-Mart	III	F		
LaMark Industries (Nucorps Steel)	III	F		

SUPERS COMMUNITY	TIER	HOLD	STATUS	NOTICE
Dream & Sorrows Institute	III	S		
Justice Crusaders	I	F	X	X
Western Front	I	W		

CRIMINAL ORGS	TIER	HOLD	STATUS	NOTICE
Agrenev Mafia	III	W	~1	
Vast Gate	III	W		
Ormus Gambling Masters	II	S		
The Droogs (Spree Gang)	II	S		

3

THE FRINGE	TIER	HOLD	STATUS	NOTICE
Society of Mages (Local)	IV	W	+1	
Slo Jinn (Alien Outfitter)	III	S		
H.A.R.M.	III	S		
Club Paradise	II	F		
Moore Club	II	W	+1	
Four Winds Bar (Fringetown)	I	F		

WAR

When you're at war with any number of factions (status-5), the following penalties apply:

- Lose 1 **hold** (temporarily, while the war persists). *This will only knock you down a Tier if your team has lost their HQ or don't have one.*
- PCs get only **one** (1!) free downtime action instead of three.
- Take **+1 heat** from each mission.
- Your claims which generate any sort of cash or rep (clubs, et al) produce only half their normal income (round down).

NOTICE

When you roll Entanglements (using your Exposure level as number of dice), this grants the GM Notice tokens, which can then be used to put you and your team on the Agenda of other factions as a problem to be solved. No, you won't see them coming (unless you're lucky). [See Page XXX].

GM SECTION

As a tyro Super-team that has only been operating for just over a year - and mostly battling clean-up for the 'Big Two' super-teams in the City during that time (*the **Northwest Crimefighters**, usually called the 'Pinkertons', though not to their faces*) and the **Stevedores**, who tended to act like Responders most of the time, helping to put out fires, help in accidents or otherwise assist - though they had a special focus on protecting/defending the working class) and a third, unregarded team of teenage supers nobody has much respect for, the **Western Front**. [The other super-teams have been detailed in this document, though you can keep them or bring them back or adapt them for your own game, as they either have ceased to exist by the present day, or moved on to other pastures green]. They are now, through no fault of their own, the lead team for Jet City.

What's in this section? Well, the GM Sheet (those who know *Blades in the Dark* will find this sheet familiar, though it is of course tuned to the Jet City Universe setting of **Disruptors**).

After that, there's the Villain Side Sheet - like *Blades*, NPC writeups are relatively simple. The Villain Side Sheet is, it should be noted, a **deluxe** writeup, in that it gives more space for notes and records, whereas the standard **simple** writeup is just the content in the box in the center column below Team Sheet: Solo Villain. We have included part of the 'team sheet' for the Villain - treating him as a Solo Player to help track him and his assets [not usually done for NPCs in *Forged in the Dark*] (should you ever want to use him in your own games of *Disruptors*).

Hail and Ill Met to Rex Mundi, who runs the Droogs but is more than them, and has a creepy unknown powerful Patron. In this game, writeups are a bit longer, as we have to add whatever Special Abilities they might have, to give guidelines to how the GM can figure out how they might react.

Then is presented a Tactical Set Up Map... for the main scene of the battle in Westlake Plaza. Where it all goes down. Following that, there's a Map of Jet City itself, so you can see how Jet City differs from the real-world Seattle.

Finally, there's a short five page excerpt from the upcoming book - **Disruptors, Agents of Change** - from Chapter 10, the Jet City Setting Chapter. It is recommended that the GM read this first, then allow the players to read their copy, to give the flavor of a long-standing supers setting that has its own rhyme and reason.

DISRUPTORS GAME-MASTER REFERENCE

GM GOALS

Play to find out what happens.
Bring the Jet City Universe to Life.
Convey the world honestly.

GM PRINCIPLES

- Be a fan of the PCs.
- Let everything flow from the fiction.
- Remember Comic Book Framing (below).
- Hold on lightly.
- Address the characters.
- Address the players.
- Paint the world w/ a four-color brush.
- Consider the risk.

GM ACTIONS

When things are getting started:

- **What's your goal?**
- **What plan did you make?**
(And what's the detail?)

And when things are underway:

- **How do you do that?**
(Which action do you use?)
- **What's your goal?**
(what's the effect?)

Telegraph trouble before it strikes.
Tell them the consequences and ask.
Make a progress clock or tick one.
Ask the players.

Actions ripple through the network;
actions provoke Notice by interfering
the aims and objectives of the factions.
Think off-panel.

What do you do?

CONSEQUENCES

You suffer **Harm** (1-3).

You have **Reduced Effect**.

You end in a **worse position**.

It takes extra **time**.

You lose this **chance**.

Complication (Tick a clock, 1-3 segments. New **Opposition** appears. Faction **Notice**.)

EFFECT

How does the effect manifest?

If there's a clock for your opposition,
tick segments equal to the effect level.

1. LIMITED: How is the effect diminished?
What significant opposition remains?

2. STANDARD: How does the expected
effect manifest? What's left to do, if anything?

3. GREAT: How is the effect increased?
What extra benefit manifests?

-	POTENCY	+
-	SCALE	+
-	QUALITY [TIER]	+

COMIC BOOK FRAMING

I. CHARACTER-DRIVEN: Everything in the fiction rotates around
the characters and their lives; both past and future.

II. COLORFUL: Make everything in the fiction more descriptive, more
vivid, more **AWESOME**. Ask "What If?" frequently. Keep moving forward.

III. PERSONIFY HUMANITY'S FLAWS: The Opposition is always
driven by complex social problems or human flaws; play this up.

IV. RIPPED FROM THE HEADLINES: Comic book stories should
always relate to something from reality, which is stranger than fiction.

POSSEBLE SUPER NAMES

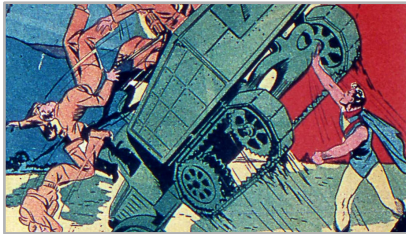
Unlike *Blades in the Dark*, a group of
players should work together on their
names to come up with satisfying ones
that fit their ideas or even their team
motif (if they have one).

POSSEBLE OUTFITS

Brightly-colored spandex, Polished black
leather, Form-fitting Body Armor,
Trenchcoat, Suit & Hat; Cloak and
Medieval Clothes, Stage Magician's
Clothes (Fishnets Optional), Hoodie &
Jeans (or Spandex), Bespoke Tailored Suit
(Body armor optional), Knightly Armor
(possibly high-tech), Old West Clothing,
Space Suit, Ornate Noble Clothing, 1930s
or 40s Clothing (with hat), Worn Uniform
(School or military, be careful with the
latter), Clothing matching your culture.

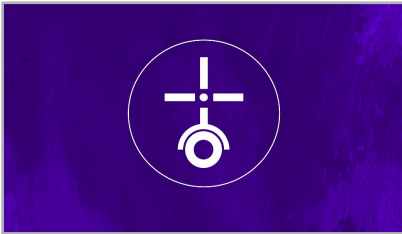
ALTER-EGO NAMES

It is the intent of *Disruptors* to be truly
cosmopolitan; we recommend Kate
Monk's *Onomastikon* (Dictionary of
Names) - <https://tekeli.li/onomastikon/>



CITY DESCRIPTORS

Asphalt Streets, a vaguely aeronautical-
looking World's Fair Tower (the Space
Needle), Quirky Residential
Neighborhoods, trees common in
sidewalk planters, newsstands, buses,
link trains, a monorail, Mount Rainier
visible in the distance on sunny days, the
smell of salt air, (lots of) one way streets,
lots of hills, unhoused people, snotty
upper-class people, alleys, a massive
concrete troll holding a VW beetle under
a freeway, parks hidden here and there,
more trees, smell of fresh air, smell of
rain, frequent misty rains, noir-movie
nights, quirky nightclubs, many, many
cinemas and some theaters, a giant
convention center straddling the
freeway, a giant black scalloped sculpture
skyscraper of a dark tower (the Columbia
Center), the occasional unhoused
encampment, bicycle police, quirky
stores, obnoxious tech bros, a giant
fishmarket on top of a labyrinth of stores,
wretched traffic at all hours, but at least
it moves, and of course, even yet more
trees; the 'Seattle Freeze', where people
only really open up to those they know.



FORTUNE ROLL

1d for each **Trait** rating.

+1d for each **Major Advantage**.

-1d for each **Major Disadvantage**.

Critical: Exceptional result / Great,
additional effect.

6: Good result / Standard, full effect.

4/5: Mixed result / Limited, partial
effect.

1-3: Bad result / Poor, little effect.

JET CITY NOTABLES

-Only In the City-

Garrett Winner, Imprimatur of NILE.COM,
eccentric billionaire and immortality researcher.
Fancies himself a 'modern pharaoh'. Entitled, Arrogant.

Bryce Harlen, Jet City Mayor. Definitely listens to rich
donors more than the working-class. Busy. Officious.

Slo Jinn, Alien Clothier Socialite. Lives in the Columbia
Tower Club. Looks like David Bowie. Friendly. Nosy.

Lorena Graham, Master Mage of Jet City, Head of the
local Society of Mages. Cranky, Wise.

Alejandra Garcia, President of the 9 member Jet City
Council. Lost the mayoralty to Harlen. Nerdy, thoughtful.

Tobias Puffenbarger, Retired Master supervillain.
Runs the Moore Club. Affable, sharp.

Douglas Martin, JCPD Captain. Is the 'point man' for
anything to do with the unhoused or supers. Wears
'Man with No Eyes' reflective sunglasses. Heartless.

Claire Lune, Fortune-Teller & Proprietor of the Blue Moon
Permanent Carnival, in West Jet. Amused, Knowing.

Osprey, Spokes-super for the Xtreme Power Sports
Federation in Jet City. Rarely patrols the streets.

Bernard Havital, a Master Manipulator hatchet-man
who works for big companies (like LaMark Industries &
Sovereign Solutions). Why, Sometimes Ruthless.

Godfrey Patrickson, "Self-Help" pundit and right-
wing broadcaster on KOMA Radio. Attention Minion.

Harold Ilfette, Record producer & owner of the Club
Paradise in Jet City. Has never been seen. Enigmatic.

Stonecrow, Entity information-broker; deals with
both heroes and villains. Can usually be found in either
Belltown or Fringetown. Frightening, Honorable.

"Trystero", The local representative of H.A.R.M.; Never
seen in person, but many know his voice. Amenable.

Dante Rossini, Super Wannabe Grime lord. Up and
coming. Empire-building. Loves guns. Arrogant, Bullying.

Joel Haglund, Local Union Organizer & Leader for the
Industrial Workers of the World. Charismatic, Honest.

"Able, Baker & Charlie", The enterprising trio (possibly
a polycule) that owns and operates the local
Illuminated Broadcasting Service van. Omnipresent.

Karen Halpers, Self-righteous spokeswoman for the
local chapters of the Majority for a Mindful Morality &
the Anti-Supers Safety League. Privileged, Obnoxious.

Bazooka Joe, an unhoused teenager who is found
Downtown. Knowledgeable, Resourceful.

Elva Helgarson, Jet City C.I.D. Coordinator. Has an
office Downtown. Approachable, Savvy.

CITY DISTRICTS (Most Influential to Least)

Central	West Jet
Downtown	Northwest Jet
Magnolia&QA	South Central Jet
Northeast Jet	Southeast Jet
	Southwest Jet

LOCATIONS

-Gasworks Park
-Fort Lawton
-Jet City Asian Art
Museum
-Kingdome
-Flying Salamander
Productions
-Space Needle
-Blue Moon
Permanent Carnival
-Jet City Underground
-Four Winds Bar
-Columbia Tower Club
-Club Paradise

NEIGHBORHOODS

~Most popular~
-Downtown Core
-Carkeek Park
-Ravenna Park
-University Avenue
-Ballard
-Capitol Hill
-First Hill
-Belltown
-SoDo
-Georgetown
-Fringetown

FLASHBACK STRESS COSTS

- **0 Stress** for a normal action for
which you had easy opportunity.
- **1 Stress** for a complex action or
unlikely opportunity.
- **2+ Stress** for an elaborate action
which involved several special
opportunities or contingencies.

INSIGHT

Hack
Hunt
Study
Survey

PROWESS

Battle
Finesse
Prowl
Wreck

RESOLVE

Command
Consort
Invoke
Sway

DISRUPTORS

AGENTS OF CHANGE



THE DROOGS

Criminal Spree Gang

Ultra-Violent (Reckless)

NAME

REPUTATION

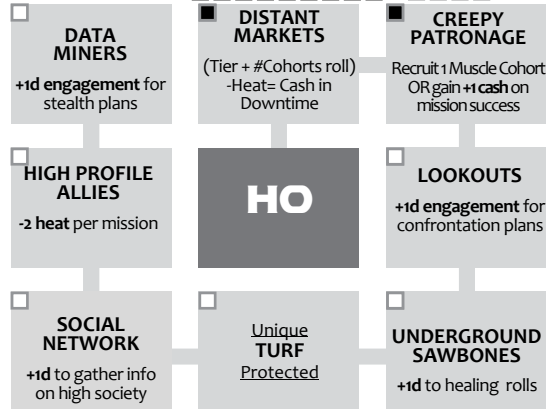
'Red Korova' Milkbar - Closed Former 'Catwalk' Underground Fetish Club

HIDEOUT (LOCATION & LOOK)

HOLD WEAK ☐ FIRM ☐ STRONG ☒ TIER ☒

HEAT

EXPOSURE



TEAM MOTIVATIONS

REPUTATION

AMBITIOUS
DARING
HONORABLE
PROFESSIONAL
RADICAL
RECKLESS
WEIRD

0 Plot
1 Plot
2 Plot
1 Plot
-1 Plot
-1 Plot
0 Plot

ORIENTATION

DISRUPTOR
HERO
POSEUR
VILLAIN
PROVOCATEUR

2 Plot
1 Plot
0 Plot
1 Plot
-1 Plot

Add Reputation Plot + Orientation Plot to get Plot Rating - Minimum 0.

PLOT **0**
RATING

0
CURRENT

NOTES

TEAM SHEET: SOLO VILLAIN

HE CAN'T WAIT TO BE KING

REX MUNDI & HIS DROOGS

Born Alexander Dugan, his psi powers awakening were as bad as the King of Gyges getting his ring - never a nice person, he got worse. Now he works for an unknown party as 'Rex Mundi'.

Key NPC: Rex Mundi (aka "Swagger Stick") - Adult Alter (Psychic): Likable Leader³, Telepathic Scan¹, Mind Bend², Psychic Projection⁴.

Traits: Entitled, Ruthless, Old Movie Buff.

Notable Assets: Patron [Unknown & Powerful; see Core Book, page 218 for a hint <of sorts>], Swagger Stick [Artifact - grants +1 effect level to all power uses], Three Cohorts of Muscle [all dressed in 'uniform' - like the Droogs in the Stanley Kubrick movie, "Clockwork Orange". All hopped up on Super-Roids].

Quirks: Incredibly violent... one might say, 'ultra-violent'. The Droogs are usually on Super-roids served in hot steamed milk. Actually fairly effective in combat and listen to their leader (who often supervises using his psychic projection special ability). Generally, they do not engage in all the same vile behaviors that the movie Droogs do. This is hardly much 'better'.

Allies: A mysterious powerful Patron who communicates with Rex through dreams.

Enemies: JCPD and everybody else. They're bad for well, not just business but life.

Overview: Rex Mundi, the "Little Alex" of the Droogs, has been having dreams, where his unknown Patron - some sort of powerful being - promises him rewards for carrying out what he dreams about. So far, he's gained his new home (the closed Catwalk club), his droogs, and his Swagger Stick so far. Who knows what his hidden master might give him next? Currently, the Master wants the powerful magical artifact - John Dee's **Obsidian Mirror** - on display in the Jet City Art Museum. He also wants random raids before Rex collects his Prize, so it won't be clear the Mirror was the ultimate objective. There's a lot at stake, but there's no question that Rex is *motivated*.

FACTION CLOCKS

Follow Patron's Dream Commands

6

Infiltrate JCM with Agents in order to prep for Final Mission [5]

8

COHORT/EXPERT QUALITY ☒ ☒ ☒ ☒

WEAK ☐ IMPAIRED ☐ OUT ☐ ARMOR ☐

Muscle Cohort (12) - 4 groups of 3 each.

Roided - Requires Greater Effect to Take Out.

COHORT/EXPERT QUALITY ☒ ☒ ☒ ☒

WEAK ☐ IMPAIRED ☐ OUT ☐ ARMOR ☐

Muscle Cohort (12) - 4 groups of 3 each.

Roided - Requires Greater Effect to Take Out.

COHORT/EXPERT QUALITY ☒ ☒ ☒ ☒

WEAK ☐ IMPAIRED ☐ OUT ☐ ARMOR ☐

COHORT/EXPERT QUALITY ☒ ☒ ☒ ☒

WEAK ☐ IMPAIRED ☐ OUT ☐ ARMOR ☐

EDGES

☐ Ferocious
☐ Independent
☐ Loyal
☒ Roided
☐ Tenacious

FLAWS

☐ Fanatical
☐ Flaky
☒ Gauche
☐ Limited
☐ Principled

RED KOROVA STARTING SITUATION

The Story So Far: O. Alex Dugan escapes the Dream & Sorrows Institute (a clandestine kidnap-and-train psychic academy) in May 2013.

1. Alex has the first of his 'dream commands' - answering the call, he discovers the disaffected skinheads, recruits them as the first of his cohorts, and sets up the Droogs spree gang, mascara, one eyelash & eyeball cufflinks and all, and makes rounds of the dive bars in the poorest parts of the city to toughen them up. He keeps them on the move and continues this until October, 2013. He gains his 'Swagger Stick' during this time.
2. Alex gets another dream command, and uses his droogs to deface and terrorize the Jet City Asian Art Museum, running rings around the private security AND the cops. That said, the cops are strangely passive as regards to the depredations of the Droogs. Alex starts calling himself 'Rex Mundi'. He is shown the location of the closed Catwalk club; he moves in and starts renovating into his Hideout, The 'Korova Milkbar'. [Oct. 31st]

3. At the behest of his mysterious Patron, Rex and his Droogs intervene in an Immigration Rally, abusing the women at an Immigration sit-in in Bellevue. The cops stood by and let them, while the Droogs made short work of the over a hundred protesters outside the event proper. [Nov. 14th] They continue similar activities through mid-2014.
4. The Current Moment - October 2014 - is some months after the deaths of both the Northwest Crimefighters and the Stevedores. As teenagers, nobody looks to the Western Front, who are more comfortable acting in their Responder roles - helping others. So it remains to the Justice Crusaders - a Tier I starting team, essentially - to help out. So whether they get wind of the Droogs' intentions to perform a wreck-n-ruin mission on Westlake Plaza at noon on the 31st, or just hear about it on the police bands, that is where the action begins. It depends on their plan & detail - have them choose and begin! See the next page! [5.] If the Droogs somehow defeat the Justice Crusaders, then their next mission will be to assault and break into the Jet City Museum... to gain for Rex Mundi's mysterious Patron, the mystic black obsidian mirror of John Dee ("The Magna of Truth"), the court astronomer and advisor to Elizabeth I. Apparently this was the aim of the Patron all along!

DISRUPTORS

AGENTS OF CHANGE

Being a Layout of Westlake Park, in Downtown Jet City



RED KOROYA

PC TACTICAL SETUP MAP



NOTES

DISRUPTORS

AGENTS OF CHANGE

Being a Layout of Westlake Park, in Downtown Jet City



RED KOROVA

GM TACTICAL SETUP MAP



GUIDELINES

1 Entry Points for Droog 3-person teams

- Each 3-person team has two 'heavies'; the third carries a 'swag bag' - a canvas sack for valuables, which seems to be one of the aims of the Westlake Plaza raid - besides just sheer chaos.
- Their agenda is to engage in theft of valuables and casual vandalism & brutality. They're not using lethal force, but with their Redrum (Super-Roid) Strength and Resilience, it's not hard for them to do real permanent or deadly damage. Keep in mind that each Droog has low-level superhuman strength and resilience; it takes Greater effect to put down a Droog 'gruppa' as they call themselves. If you, as GM, feel like it, let a given gruppa completely tank a super-powered attack from the players before being put down the next time.
- Each three-person cell of Muscle - all in 'Droog' drag, white underwear, jockstrap, various black hats with mascara and single eyelash, eyeball cufflinks and all, push people around, knock to the ground anybody who looks at them funny or mouths off.
- Play the Droogs as being intelligently (and invisibly!) led, as time passes, they're clearly coordinated, nor are they stupid. They move with purpose, become aware of the arrival of the supers all at once, and are clearly talking in Nadsat (the mostly-russian slang from the original book & movie) to each other. "Get your glazzies on them!" "Oooh, nice groodies on that kisa!" And so on. They are awful, unpleasant, sexist and mean. They're all white and all give off 'skinhead' vibes in general demeanor.
- If not stopped, they will leave exactly fifteen minutes after they appear, with heavily laden swag bags. Only after the Droogs leave will the cops arrive; during the raid, no cops will be seen.
- Encourage your players to use Power Stunts to 'borrow' powers from other Playbooks. In the demo, a player used her magic to sense their astrally-projected leader and confront him psychically!

ADDITIONAL MATERIAL

Perhaps it doesn't need to be said, but this would hardly be a proper TTRPG sampler without some more setting material that sets the stage and gives more flavor to the differences between our reality and the JCU.

In the Marvel movies, people just accept that that reality looks like our own, and the questions you *could* ask are handwaved away; and that's okay, because it's **fun**.

However, speaking as the developer of the game here... (Just call me 'Vox' or 'Hey you' or 'Elliott' if you like) part of the fun of coming up with a game that mirrors media (both comics & movies, in this case) is exploring why this world with supers running/flying/making a big deal of themselves would look different - both how and how much.

Following are some examples of Typical Faction Writeups - each and every one a kind of 'conspiracy', if you will, whether lower-case or capitalized, that are trying to enact their agenda within the wider world. Presented are the two 'dead factions' the super-teams that were, up until very recently, the teams of note... and the **Justice Crusaders** were NOT of note while they were around... regarded, to be sure, but clearly more bit players than "video stars". Included are the **Western Front**, the teenager 'Responder' team - that doesn't really 'fight crime', but are absolutely going on missions, mostly to help others in fires and other such disasters, small or grand.

Ending this Free-Trial demo of **Disruptors** is six finished laid-out pages (well, mostly, no art yet!) that spell out some of those setting differences, [the opening of Chapter 10], and lastly, a presentation of the 2014 Jet City Map.

- V.

FACTIONS

[DECEASED & STILL ALIVE]

NORTHWEST CRIMEFIGHTERS

"Heroic" Operative Team Faction: Tier III-Firm



FACTION CLOCKS

A team of ex-police from all over the country, trained by their leader (an alumnus of Project Pyramid). More like Super-Mercenaries who worked for the City. Not pleasant.

Attack Cop Targets or Support JCPD	6
Set up an Ambush on the Stevedores	12

HQ: Their headquarters was a former sex toy shop across the street from Pike's Place Market. Carefully secured, somewhat known but not open to the public.

NPC Profile: The "Pinkertons" were all highly private and only seen with each other; their identities were a highly-kept secret. They only went by greek-letter designations. [Note: Their writeups are abbreviated; as Tier III, they should have 6 Special Abilities each, here there are only 4. However, if you resurrect this group, as GM you should customize them. Note, too, that having a list of Special Abilities does not apply you use the powers as written for NPCs; instead, they're used as guidelines to make Tier comparisons when they're in conflict with your PCs.]

Alpha {α} (aka "Leader") - Spy Master: Advanced Tactics¹, Uncanny Reflexes³, Utility Belt², Iron Will⁴.

Beta {β} (aka "Dragon") - Enforcer Master: Exceptional Human Strength¹, Never Say Die⁴, Physical Mastery², Uncanny Reflexes³.

Gamma {γ} (aka "Lancer") - Spook Master: Combat Mastery³, Enhanced Senses¹, Hidden Weapon: EMP/Shock Discs², Meta-Intimidation⁴.

Delta {δ} (aka "Creon") - Intelligencer Master: Contingency Plans³, Favor Network¹, Protect Others², Hack the Planet⁴ [Genius Special Ability].

All of the NWCF wear Custom-built Uniforms (in dark blue with Seahawk-green highlights) with their Greek Letter on the chest and a sort of kirbyesque disc-and-epaulet harness; each Harness grants Armored Resilience [Just reduce damage taken by 1 level], Environmental Resilience [the wearer will not drown or stay down from gas weapons] and Hyper-Leaping [allows them to make amazing jumps and landings].

Notable Assets: Two Cohorts, one Agents (placed in the city infrastructure where they do the most good) and one Sneaks (usually placed around wherever they have a mission).

Quirks: Think of these guys as more like 'Super-Cops', the type of people who others say 'ACAB' to. They're terse, brusque and prone to violence. Nobody calls them 'Pinkertons' to their faces (who wants to get sued by big corporations?), but it's on the nose.

Allies: The Mayor and the JCPD.

Enemies: The Stevedores (who did not hate them back, more like considered them 'obstacles').

Overview: These guys were loathed from the moment they were hired by the City in 2001.

THE STEVEDORES

Heroic Operative Team Faction: Tier III-Firm



FACTION CLOCKS

A team of former dockworkers - one ignited as a Genius when he lost the use of his legs. While Operatives, their agenda was closer to that of 'Responders' - helping workers.

Defend Working-Class & Union Actions	6
Rally public support to change labor laws	12

HQ: Their headquarters was the former closed Memorial Site Fire Station 28 in Columbia City; a new modern Station was built a short distance away. The actual station still operates as a museum; the Stevedores' HQ is underneath the station proper [Yes, the firepoles will take you down into the HQ if your DNA matches their scanned set list of profiles].

NPC Profile: The Stevedores, as they called themselves, were local celebrities who had public identities and didn't wear helmets or masks.

Algernon - Armored Engineer Genius: Full Metal Jacket⁴ [Defense Shield², Environmental Resilience¹, Ray-Blast²], Gadgeteer³.

Boomer - Adult Alter: Force-Punch¹ (like Force-Bolt [Explosive]), Mutant Resilience², Hyper-Leaping³, Uncanny Reflexes³.

Frontman - Master Manipulator: Charisma², Fortune's Favored Child¹, Leadership Skills³, Never Say Die⁴.

Jitney - Prodigy Master: Favor Network¹, Nose for Trouble⁴, Physical Mastery³, Vehicle Mastery².

The Stevedores wear distinctive khaki canvas outfits with distinctive patches and sewn-on nametags and various ball-caps (sometimes just of sports-teams; these guys didn't do 'merch'). Each had their fans. Jitney was the pilot of their, well, jitney - his namesake - a sort of flying raft affair built by Algernon so the group could cover ground very quickly. It was quiet and made a sort of whistling fan noise as it flew. Jitney himself piloted at the front, Boomer behind him, Algernon in the center of the craft and Frontman riding at the back.

Notable Assets: One Cohort of Agents (who act as a sort of public relations and informal information-gathering network to assist the team in its operations).

Quirks: These guys were the opposite of the NWCF; personable, affable, devoted to others; they would always stop and talk or help out when asked (one of many reasons the NWCF loathed them).

Allies: Jet City Council & all medical/rescue services in the City.

Enemies: The JCPD, Business owners and the managerial class of the City all despised them, as all the Stevedores were committed union organizers and community supporters who were about the people.

Overview: The Stevedores arose not long after the NWCF were hired by the City, circa 2001.

WESTERN FRONT

Heroic Responder Team Faction: Tier I-Weak

FACTION CLOCKS

A team of super-powered teenagers and high-school students who work to help out where they can, somehow maintaining their secret identities. Lacking confidence, they are a lesser faction in the City. [Rainbow Kid has no immigration papers.]

Help out in Emergency Situations	4
Try to graduate high school despite their absolutely terrible attendance records	12

HQ: Their headquarters is located below the Puget Ridge Playground in the Southwest Jet District; from their ages, it is assumed they were probably students from a local high school.

NPC Profile: The Western Front are all very nice kids; Rainbow Kid is essentially a non-binary entity who presents as a human out of costume.

Metallad ("Patrick") - Teen Alter: Environmental Resilience¹, Unique Form², Superhuman Resilience³, Heat & Electricity Conversion to Fire Aura⁴. [Changes to a blue-metal version of himself; powerless in normal form.]

Golden Lad ("Tommy") - Fortunate Wielder: Aura of Anonymity¹, Superhuman Strength [Consummate]³, Penetrating ("X-Ray") Vision², Immortal Resilience³. [Annoying but good-hearted; found a mystic amulet in a junk store.]

Rainbow Kid - Legendary Entity: Rainbow Force-Bolts², Rainbow Slip-Bridge¹, Superhuman Strength [Consummate]³, Immortal Resilience³. ['Chroma' is an alien being from another dimension. They sing divinely.]

Girl Queen ("Abby" or "Abigail") - Inheritor Wielder: Charisma¹, Physical Mastery², Unbreakable Magic Sword⁴ [grants Immortal Resilience³], Uncanny Reflexes³. {Exiled Princess of Ruritania, looking for her wretched brother, who stole the family giant.}

Notable Assets: None. They have some friends who do some computer sleuthing for them, but they're not (yet) experts, much less a cohort.

Quirks: A bunch of well-meaning teens (they're all around 15-16 years old) who put their money where their mouth is. Sadly, ageism is a problem, and they just aren't taken that seriously.

Allies: Firefighters, EMTs, Ambulance drivers, anybody who helps others for a living are well-disposed to the Front and are likely to help them if asked.

Enemies: None as such - it's hard to dislike a bunch of well-meaning kids who seriously help out in accidents, fires and other mishaps.

Overview: They are mostly well-received in the city; just not taken as seriously because of their age.

GM Note: GMs should decide whether or not the Western Front is still extant in their modern-day game, if they should choose to do their game in Jet City. Consider aging them up and putting them into your City if you need them.

TK

CHAPTER TEN: THE JET CITY WORLD

"It's hard to describe how it all began, honestly, it really is. I had a rough adolescence - not quite an orphan, but almost - instead of a rich industrialist daddy, I had my Uncle Al. Al was the best. No, I don't think he's dead... but after I found the Sigil on Mars, he sort of drifted off to do his own thing, like Windy did, to have his own adventures. I haven't seen him in decades, but somehow, I know he's still out there. My own adventures? It was a wild time, back in the 30s, 40s and 50s, so much going on! We had the original War of the Worlds in the 30s, a Xenopod Colonizer-Cylinder remaining afterwards (really must find it sometime); fighting on the Home Front during the War; battles with Zavulon and his reality-warping powers in the 50s; so much more. The 60s and 70s were weirder still, what with society trying to reshape itself into something new, with a lot of people terrified of any change. It was a helluva time to be alive."

- The Star Sigil, interviewed right before his disappearance in 1983.

NOT THE WORLD WE KNOW, BUT, STILL THE SAME

It is no secret that one of the aims of this game is to have a setting that has some verisimilitude - some coherent sense - in looking the way it does, and why, when it has supers flying about, running about and otherwise making their way around the world. This is one reason why the supers population has been set relatively low; rather than the Marvel Comics Universe, so heavily populated with super-people they literally did an in-story culling of some of its characters in the mid-80s, instead, the JCU is mostly like our world with a limited number of supers so it retains its almost-normal looking nature.

There have been deconstructions where it was taken to the other extreme, with all people in that world being supers - America's Best Comics' **"Top Ten"** and Aardvark-Vanaheim's **"Normalman"** (which was mostly played for laughs...); but these, in the opinion of this author, don't really work as believable worlds. Thus the relatively low supers population of the Jet City Universe; supers exist, they're in the news - but they themselves have not warped the human world into something we don't recognize. Mostly, the aim of this chapter is devoted to detailing the alterations to the baseline reality of the JCU to our own; as the presence of people attempting to do good or ill in costumes has to have had some effect on how the world looks.

LEFT: NILE'S ONERING™ VIDEO DOORBELLS ARE NOW OMNIPRESENT.

PHYSICAL SHIFTS IN THE JCU

ASTRONOMICAL/GEOGRAPHICAL DIFFERENCES

There are not a lot, but they are significant. On the surface, things look pretty much the same. It's when you look closer, that things look different.

MARS

The planet Mars is definitely different, though you need a telescope to appreciate it. For one thing, while it has moons, they're *different*. That's right - the two moons in our universe - Phobos & Deimos - just aren't present in the JCU; instead, there are two spherical moons, one large, one small - the larger is named 'Bellum' and the smaller, 'Zahra'. They are considerably larger than the tumbling rocks known in our universe, and orbit farther out from Mars than our universe's Martian moons do. Secondly, Mars itself has a thicker atmosphere, a magnetic field and actually has liquid water on its surface in places, and yes, actual canals. In a word, it is habitable by humans, though not comfortably so. However, it has no political presence in the JCU, because while it is inhabited, it has no less than three species - two indigenous, one alien - that lay claim to it. The Xenopods (called by some 'Molluscoids' - the "Martians" of the War of the Worlds) - an outright alien species [as in, they're not understood and they don't talk to *anybody* else] from another (unknown) star system, that somehow invaded the planet sometime in the 19th century; Then the actual Indigenous Martians - two species, one a humanoid dark bronze-skinned telepathic species, as well as a green-skinned set of humanoids of a nomadic nature, both of which are endangered and under threat of extinction; and an invading population of humans, separated into two distinct communities: one, mostly super with some non-supers who all live in a city-state in the Southern Austral Sea; and a sort of 'Wizard City', composed of a mix of exiled mages and entities who have been forever barred from Earth. The two communities do not really interact, though sometimes they will exile those who don't fit into their community by booting them to the other one.

EARTH

The planet Earth is pretty much as we know it, but again, when you look closer, its differences from ours show. Firstly, (mostly) the same set of politics, countries, corporations and other such power-centers (197 countries that are member states of the UN, and the two observer states, Vatican City and Palestine). Things are mostly what you might expect, with some standout differences.... Such as the continent of Antarctica is now a sovereign territory - the **Antarctic Science Nation** - which claims the entire continent as its turf, though it does allow science missions and tourism aplenty. The ASN also maintains a Genius-level Techno-Prison, a scary panopticon-style installation that has the rather literal and descriptive name "*The Other End of Nowhere*". There are some states that didn't exist before or is only seen in our fiction, meaning that here, Ruritania is a tiny high-alpine state that resembles a cross of its namesake from our fiction and Leonard Wibberly's Grand Fenwick. Earth's Moon has a Moon-Base [no, it's not named 'Alpha', nor does it store nuclear waste] primarily a science and research base, with an international staff that rotates regularly - i.e., It's basically like the

International Space Station, which still exists and mostly runs to support the regular flights to the Moon.

GROUND-LEVEL DIFFERENCES

The ground-level differences are visible, if you know where and how to look. Mostly, it's that the JCU shows the scars of rebuilding and renewal more than our world does... as large, occasionally super-driven conflicts do a **lot** of damage. So overall, particularly in the largest cities, there's a lot more urban renewal. [Yes, there have been villain teams that have taken payola to provoke super conflicts in neighborhoods that hedge-funders and other such bodies want to gentrify. It was a **quite** a scandal.]

Fire stations are the most obvious difference. Fire stations now all have the hose-drying towers... only they're taller and more boxy-looking now, as they all have large cabinets with folding doors on the exterior of these towers. The cabinets, that are at least a story tall (the bigger the city, the more stories to them), open to release *Lofton Lifesaver Drones* - they're flat small car-sized automatons that fly via a form of forced-air ducted fans invented by William "Dollar Bill" Lofton, who also wrote their AI (nothing to do with large-language models), as well as their robot arms and Evacufoam Cannons, that can fire globs and even streams of the fast-hardening foam that can be used to plug openings or prop up damaged buildings. The Drones can be commanded by the MAVERiCs (q.v.) to assist them as they work to prevent loss of life; the drones are perfectly capable of scooping up (even catching falling in mid-air) people in distress or whom need rescuing.

Another difference are the roads. Much like the buildings, the roads all show the signs of being replaced and or repaired multiple times. Bridges that in our world haven't been replaced since the 1940s, have been replaced in the JCU. Really old buildings generally look *better* than they do in our world; the greater amount of damage and repair means that people generally make a bigger effort to preserve their historic buildings.

Then there's the iconography. This is an alternate world; it cannot help but look different in some regards. There is a *lot* more supers-oriented advertising - the Xtreme Power Sports Federation is pretty much omnipresent in every large city, and often have an ASN-custom built (or custom-renovated) arena for such conflicts, since only Genius-level tech can restrain the sheer amount of force that supers can unleash when they get carried away [Lots of force fields are involved in said arenas, which is somewhat of a specialty of the South Pole Geniuses.] XPSF Supers always wear a lot of corporate logos in the ring.

The JCU is generally less subdued than our world. While the Outfits - the colorful costumes that supers wear - are generally more practical and less 'four-color spandex', and show far less skin on far more diverse body types than the, ahem, shall we say '*idealized*' bodies portrayed in the comics, nevertheless it's a happy medium. This is also supported by the Magnificent Comics line of comics, all based on the actual supers in the JCU, which sell entire clothing lines and often try to push marketing in a certain subtle way in their comic settings and backgrounds - Marvel & DC are always doing their best to beat MC at its own game... and the next battleground is that Magnificent Comics is about to do their own line of interconnected 'Universe' of movies!

THE COMMITTEE OF INFORMATION AND DEFENSE ON SUPERHUMAN CAPABILITY INDIVIDUALS (THE C.I.D.)

The Committee {*Comité d'Information et de Défense des Individus à Capacités Surhumaines*}, simply known as the 'CID', the 'Sids' or even the 'Quick', are what passes for a supervisory agency on the supers of the JCU. It does not regulate, as such; and while one can register with them, they don't demand it. Founded in the 1940s, the C.I.D. is the brainchild of Léon "Leo" Saint-Clair. An early or proto-super, he had many adventures, and was highly-regarded until he chose to ally himself with the Vichy French in WWII, working with the Nazis. After the War, he threw himself (using all the contacts and influence he had gained in both French and German governments) into helping the program that would become the United Nations... and in light of his extensive knowledge of the supers of the time, became instrumental in the founding of the Committee of Information and Defense on Superhuman Capability Individuals as one of the agencies of the U.N., where it shares offices with UNESCO in Paris, France, to this day.

To be very clear: the Committee is not a sinister conspiracy to control the world; it is neither evil or good, it is a bureaucracy that attempts to establish some bounds and limits to the "Supers Game" itself, and attempts not only to entice as many supers as it can to work with them and help keep civic order, but also gives form and shape to the ways they can participate so that the civilized world as everyone knows it can stay the way it is without being overturned, or worse, taken over by this small segment of the population with greater than normal human capabilities. It is thought that the C.I.D. has retained its essential neutral position and nature through three reasons; 1.) The Star Sigil himself held a seat on the Committee until the early 80s, and shaped it personally; 2.) The world's most powerful known Psychic, the telepath who goes by the name 'The Monitor' is the other reason, as she works to keep the Committee true to the Sigil's vision (she was a close friend of his up to his disappearance), and 3.) The current Nyctalope (grand-daughter of the original) currently holds the Presiding Chair and pushes very hard to keep it useful and focused on its original mission statement, trying to make her grandfather's atonement the singular feature of its reason for its existence. While it is not perfect, and there are times it chooses not to intervene, there is no question that the Super-Team that IS the Committee has some of the most powerful and dedicated heroes that can be found on the planet Earth.

H.A.R.M. - THE HIGHLY ANTISOCIAL RESOURCE MARKET [?]

H.A.R.M. is an enigma. Nobody knows what the four letters really stand for - even the given listed name above is merely a supposition; nobody who works for the Market has acknowledged the nickname as being accurate. It seems to exist purely on the darknet; one usually comes across (or is given) an untraceable phone number that calls a VOIP agent, who always takes a name from literature and will sell, well, almost *anything* to the caller, if they can afford the price. They are willing to bargain, but once they hit the limit, you'd be well-advised to accept it, or they'll hang up on you. Three hang-ups and the number deactivates forever. But whatever the Tier or strangeness, the Market can get it for you. Most of its customers are villains, but heroes can use it too. It is rumored that the infamous Minotaur (q.v. Page XXX) is the proprietor, though he has neither claimed or denied H.A.R.M. as his.

CULTURAL SHIFTS IN THE JCU

A WORLD OF CONSPIRACIES

Despite the heading above, the truth of the JCU is a bit more complex. While Conspiracy Theories are almost entirely bullshit (and more often than not, despicably anti-Semitic), the fact of the matter is that conspiracies - accent on the plural - do exist.

If the word 'Conspire' means to 'breathe the same air', then in that light, just about every organization of people who work together are, to a certain degree, a conspiracy of some kind. Not to control the world, no; instead, they merely plan to succeed in their aims, whatever those are, with the least amount of trouble or opposition they can manage (usually by not tipping their hand as to their full or true overall goals/aims actually are).

Therefore, there are plenty of conspiracies - groups or factions with unaired agendas; they might talk a bit about what their goals are, but probably do not let on on how deep or thorough their goals might actually be. The various Team Types (q.v. Page XX) essentially distill what, in the Supers Game, are proper goals for super-teams. Given that over time, some super-teams go 'disruptor' - in which super-teams use their media clout (and their physical prowess) to change the world in some fashion, in some way to make the world a better place, or at least to repair the dysfunction and unfairness implicit in the system - things get more complicated still, because for every action, there are unintended consequences, because no single agency can account for **all** the variables when you attempt to change existing dynamic systems.

This gets more complicated *still*, because with the cynicism and selfishness of entire sectors of the economy, there are *disrupters* - those who wish to break the world's existing structures and then profit from said disruption. You know their names; they're in the news. They're CEOs of massive combines who are relentless in their pursuit of profit. They use those profits to not just feather their own nests, but to build bolt-holes around the world or in remote locations (think New Zealand), or they make grandiose plans to go to outer space or colonize other planets, despite our level of technology being inadequate to the cause (this leaves out Genius-level technologies and those that are already using them to colonize other planets *ahead* of said wannabe planetary overlords, who in truth are laughably late to the party in some ways).

BLACK MARKET ALCHEMY & MAGICKAL TRINKETS

So the Society of Mages exists - an open secret. The supers world - those who are in the 'Supers Game' - is well aware that the Society is around and is very real, and most typical supers have met at least one mage (and might even have one for a team-mate, for the Society does not prohibit its members from participating in the Supers Game, as long as they honor their oath to the Code of Mages).

If Magicians exist, the logic goes, then of course things to do with them exist too... such as alchemy (yep, there are health elixirs and sleep tinctures and who knows what else <love potions are illegal, and relentlessly policed by the Society, so incredibly hard to get>), as well as mystical Trinkets - little magicks like speakstones (see below) and minor amulets that give good luck and suchlike. How does the Society handle

this sort of thing? Well, they've got a handle on it, though only a handle, given that people LOVE to get their hands on things they're not supposed to have. So while sales of Alchemicals & Magickal Trinkets are prohibited by the Society, by and large they've managed to honor the Code of Mages, which has a codicil on not taking power in the mundane world. So the Society's Prohibited List of items do get out, but not much; this is why you don't see debates on the floor of Congress about how the presence of magickal remedies is challenging the Pharmaceutical Companies' control of the medication market; it is not much talked about, but one will find crime lords with protective amulets around their necks and vials of health elixirs in their pockets.

Such items are only found either in hidden markets like the Goblin Market (or more mundane versions (like H.A.R.M.), who tend to be a LOT more discreet about sales of such, given they have mages come through all the time...) They are always **expensive** - at least Tier IV on the price level (or Quality Benchmarks) of items or difficulty to obtain. Furthermore, such is the pressure that the Society of Mages places on its members and those who deal with them that you can only obtain 'Black Market Alchemy and Magickal Trinkets' for actual money - such items are not traded for favors (it happens, but not much), but only currency - non-PCs actually have to spend lots of cash or even bank to get them. So now you know why this stuff isn't on sale in trendy boutiques in Shopping Malls, or the magical equivalent of 'Hot Topic'.

RICHARD McFARLEY'S

The McFarley's Corporation (doing business as McFarley's) is an American multinational fast food corporation, founded in 1955 as a restaurant operated by Ronald and Morris McFarley, in Riverside, California, United States. They started their business as a drive-in hamburger stand, with the Red Arches (the logo <looks like a red letter 'M'> introduced in 1966 at a location in Laughlin, Nevada. In 1971, a businesswoman named Charlene Clarke bought out the McFarley brothers, and then later changed the company into a franchise, though it does engage in real estate (it often leases land to its franchisees).

McFarley's is now the world's largest fast food restaurant chain, serving over 68 million customers daily in over a hundred countries, in more than 44,000 outlets as of 2023. The chain is best known for its cheeseburgers, hamburgers and french fries, though the menu is much larger and has many items of world cuisine, including samosas and Ethiopian sandwiches as well as salads, fish, fruit and chicken; it also has kosher and halal food, as well.

What is most distinctive is that the advanced marketing - meant to get into people's brains and make them think about McFarley's - whenever they think about fast food. They have had a long-term plan, starting back when Clarke bought out of the McFarley brothers - she planned the long-tail marketing to be found pretty much everywhere, on radio, on billboards, and even on television, with the popular "McFarleytown" animated series that now has been playing for decades. The four mascots, stars of the animated cartoon, are often present at McFarley's restaurants around the world, often in the larger cities (though they can and do appear almost everywhere). They are '**Meemo**' - a tall long-limbed man with a very long reach and long fingers wearing a black-and-white striped mime costume, with his incredibly black, slicked back hair in a widow's peak above his white painted face that also mimics the

'Red M' of the Crimson Arches symbol for the company. He never speaks, though he communicates through evocative looks to the other three, who always interpret his looks into speech for him.

'**Kandy Clown**', a female clown in yellow-and-white stripes wearing her hair like soft-serve ice cream who is all about the desserts, the '**Burger Thing**', a big burly manlike figure seemingly made of grilled burger wearing a big pair of yellow shorts and smells delicious, always extolling the virtue of eating the right food makes you big and strong; and '**Torchy**', a character played by both men and women alternately over the history of the company, who is presented currently as androgynous and non-binary, in a bright yellow and red outfit with black pinstripes with their blonde hair coiffed and styled with a red headdress that makes it look like they have fries on their head. The four mascots travel in a sort of flying hovercar with the 'Red Arches' on the front, which is how the 'Fast Food Four' make their entrances and exits. They are always (somewhat amazingly) consistently funny and engaging when met in public. The cartoon has been fairly consistently popular (though it falls in and out of fashion) since its inception, and most people on the planet have at least seen some episodes. While its themes are consistently, "Burgers & Profits are the American Way", the FFF are presented as actual supers who help people, rather than as a deconstruction or parody.

SPREE GANGS

A weird confluence between disaffected youth, Tit4Tat and other social media, flashmobs, self-streaming and cosplay, Spree Gangs are the current fad that has, to an extent, swept the (developed) world.

To the best of anyone's knowledge, the movement came about with young people (note: Spree Gangs are incredibly diverse in membership, ethnicity and gender expression) started doing deep dives into old movies and media and one of them (unknown) came up with the idea of cosplaying various ideas in real life for fun, clicks, social media and popularity, and yes, money. Gangnam Style? More like emulating old media to strike poses and do cool stuff - it is thought the Axe Gang from the old movie "Kung Fu Hustle" was the spark that set the flame. There are Spree Gangs that dress up like Alex and his Droogies from the old Kubrick movie, *A Clockwork Orange*, though there aren't many of those.

[The less said about the attempt to channel the two gangs from West Side Story, the better. The attempted Spree Gang lasted less than a week; they all suffered 'accidents' and/or were hospitalized... apparently because the wannabe Rockets and Jets couldn't sing.]

Spree Gangs are not all 'gangs' in the typical criminal sense. Many of them act as public defense forces for their neighborhoods, and perhaps it's their youth and love of computer games, but they also pick 'territories' - turfs by any other name - and usually conduct their antics on their own turf, though of course they will trespass on others to make a point, for fun or to do 'face-offs'. Sometimes, they even become Super-Teams and join the Supers Game. On their own, Spree Gangs are definitely a chaotic influence - cops really don't like them, for obvious reasons, which is why when Spree Gangs do their performative antics, they generally only do them for brief times, then move on - even if it's one of their little rivalries or 'gang wars'. No, the complicating factoid that makes them a real **problem** from the perspective of the Authorities

is their drug use.

In the last few years, the mysterious dark-web organization (faction, to be sure) has arisen that is virtually untraceable, and has joined the regiments of such things on the Dark Web. Going only by the initials, **H.A.R.M.** - it is widely believed (but not confirmed) that the letters are an acronym for **H**ighly **A**ntisocial **R**esource **M**arket (though H.A.R.M. itself has neither confirmed or denied such speculations).

H.A.R.M. sells all sorts of illegal products - but the most problematic thing they sell are the colorful 'Super-roids'. As the name implies, the drugs act as super-steroids, granting superhuman Special Abilities for a day. The SRs are always faintly luminescent syrupy liquids in clear gel capsules, which can be simply swallowed or, as is sometimes preferred, pulled apart to let the liquid fall upon the tongue.

Once ingested, these drugs work very quickly. Firstly, they inflict the **Flaw: Addiction**. (Yes, PCs can use it for an xp cue if they're unwise enough to get hooked on these things.) Secondly, the user suffers a **Moral Event Horizon** check, for a specific Trauma allied to the composition of the drug (usually **Unstable**) and a Trauma clock is ticked (for Offense Against Self or Others, a one-tick).



ABOVE: WHY, YES, SUPER-ROID CAPSULES REALLY ARE THAT LARGE

While the clock exists, the Trauma affects the user, though if they stop using the drug, the clock will no longer progress - and can be reduced in the short term via rehab. If they keep using the drug, then when the Trauma clock is filled, it becomes *permanent*, and if they're a PC, counts against their total of four Traumas that they can sustain before they have to leave the Supers Game.

THE SUPER-ROID FAMILY OF DRUGS

SUPER-ROID: REDRUM

The First of the super-roids, and the single most commonly found. Lasts 24 hours.

- Inflicts the "Addicted" Flaw on its user, even on the first use, though starts as a psychological addiction (if the Trauma Clock fills, then it becomes a physical Addiction, as well.)
- Inflicts Moral Event Horizon Check on PC. (1 tick on a Clock for the UNSTABLE Trauma.)
- Grants: Mutant Resilience - the user can Resist with Prowess for minimal cost (0-2 stress) all Physical or Energy Attacks. (For NPCs, they reduce all damage taken by 2 levels).
- Grants: Dedicated Super-Strength - the user can hold their own against Tier II supers, or Small Crowds (3-6 people).

SUPER-ROID: BLUE MURDER

Second most commonly found super-roid. A striking blue capsule. Lasts 24 hours.

- Inflicts the "Addicted" Flaw on its user, even on the first use, though starts as a psychological addiction (if the Trauma Clock fills, then it becomes a physical Addiction, as well.)
- Inflicts Moral Event Horizon Check on PC. (1 tick on a Clock for the UNSTABLE Trauma.)
- Grants: Mutant Resilience - the user can Resist with Prowess for minimal cost (0-2 stress) all Physical or Energy Attacks. (For NPCs, they reduce all damage taken by 2 levels).
- Grants: Uncanny Reflexes - the user can always choose to go before others, unless they are Speedsters themselves (who go first) or have Uncanny Reflexes themselves (Fortune Roll Initiative).

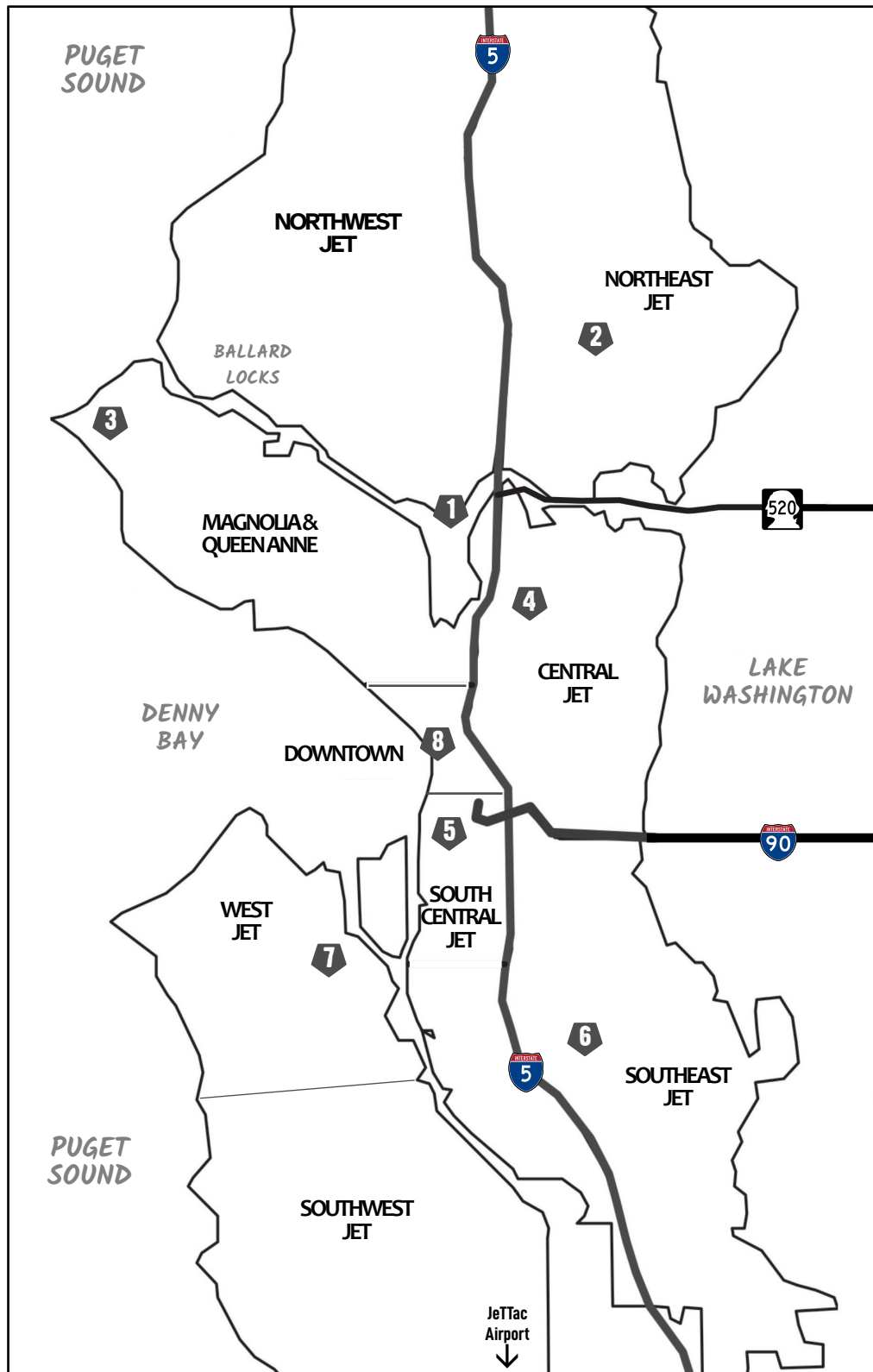
SUPER-ROID: TROLL'S BLOOD

Third most commonly found super-roid. A revolting green capsule. Lasts 24 hours.

- Inflicts the "Addicted" Flaw on its user, even on the first use, though starts as a psychological addiction (if the Trauma Clock fills, then it becomes a physical Addiction, as well.)
- Inflicts Moral Event Horizon Check on PC. (1 tick on a Clock for the UNSTABLE Trauma.)
- Grants: Mutant Resilience - the user can Resist with Prowess for minimal cost (0-2 stress) all Physical or Energy Attacks. (For NPCs, they reduce all damage taken by 2 levels).
- Grants: Healing Factor - the user can recover from harm faster - permanently fill in two of your healing clock segments and take +1d to healing treatment rolls; NPCs heal one level each round of conflict.

This should surprise *nobody*, but it's a Bad Idea to mix these drugs. Needless to say, some do. While this developer could cheerfully delineate all of the ways this could go *worng**, instead, this developer would like to encourage the GMs who face this in play from PCs to get... creative. Sure, NPCs will probably abuse these drugs in ways that will end badly for them... but for a few golden moments (that don't last) they will probably be able to hold their own against true supers. While it is *possible* to gain superpowers from abusing these drugs, it's also possible to get rich by getting lucky with a lottery ticket.

*This was not a typo



GREATER JET CITY METROPOLITAN AREA IN 2014

DISTRICTS

[Neighborhoods Not Shown]

Northwest Jet. Blue-collar residential area. Some richer neighborhoods. Quiet. Not much going on; Neighborhoods: Ballard, Broadway, Fremont-Wallingford and Greenwood.

Northeast Jet. Blue-collar & white-collar residential area. Very similar to NW Jet. Neighborhoods: Kirkland [Off-Map], Lake City, Northgate, Ravenna & University.

Central Jet. Where the money is. Well-to-do and Wealthy residential area. Very up-ticket. Neighborhoods: Capitol Hill, Central District, Madison Park and Mercer Island [Off-Map].

Downtown. The beating heart of the Jet City economy; where the local State (& federal!) government outposts are. A marbling of wealth and poverty.

Magnolia & Queen Anne. A scaled-up and more wealthy version of West Jet, Queen Anne trends higher-class and Magnolia is more mid-range, without the same pockets of poverty. Neighborhoods: named in the title of the District.

South Central Jet. Poor, Industrial, Inexpensive, Run-Down. Neighborhoods: Georgetown, Greater Duwamish, SoDo.

Southeast Jet. Where the money isn't. Very working-class, lots of poverty here. Neighborhoods: Beacon Hill, Columbia City, Mount Baker, South Jet.

West Jet. A mixed bag; The West Jet neighborhood is very upscale - more white-collar, while Delridge and Youngstown being more mid-scale to low with pockets of poverty. The Justice Crusaders have their HQ hidden under the Alki Point Lighthouse. Neighborhoods: Delridge, West Jet & Youngstown.

Southwest Jet. Very much like West Jet to its north, only a little more lower-to-mid scale. More apartments overall, with the lower section centered around JetTac Airport and access to it. Neighborhoods: Burien, JeTTac, Normandy Park, Parkside.

LOCATIONS

[UNIQUE CITY CLAIMS]

1 Gasworks Park. Unique Claim for NW Jet. It's valuable; but nobody is quite sure why. The twisted ironworks are eerie (they don't let you touch them) but the center of the weirdness seems to be the sundial on the top of the hill there.

2 The Stone Chair. Unique Claim for NE Jet. Found in a twist of Ravenna Park. A terrible event happened (supposedly) in which an artist's model had her hair and prop book ignite before she screamed and vanished. A haunted spot.

3 Fort Lawton. Unique Claim for the Magnolia & Queen Anne District. Closed. Empty. Untouched yellow buildings. Makes a great HQ for out-of-town villains. Suspicious place.

4 Jet City Asian Art Museum. Unique Claim for Central Jet. Wonderful museum; The place to meet/rendezvous/talk to the rich and influential of Jet City; they love this place, and are often here.

5 Kingdome. Unique Claim for South Central Jet. Xtreme Power Sports Federation bought it in 2000 and renovated for their "sports" events. Basically a license to print money.

6 Flying Salamander Productions. Unique Claim for SE Jet. Closed in 2013. Seems to suck the life out of the neighborhood. Director and Staff are missing. Why?

7 Fringetown. Unique Claim for West Jet & Youngstown. Capitol Hill is currently being bought out by tech-folk, so the marginalized come here. Low-rent but quirky.

8 Downtown Core. Unique Claim for Downtown. Having it means you get seen. Always held by somebody, it's just that important. The Northwestern Crimefighters (The "Pinkertons") have held it since their inception in late 1999.