Shadow Ops



By Megacorp Anon

The Great Reawakening brought magic back into the world, granting people extraordinary powers. Unfortunately, it didn't also grant an instruction manual, and most of those who “came up Latent” with magical abilities were unable to control them. This culminated in the Bloch Incident, where uncontrolled magic use resulted in the destruction of the Lincoln Memorial and the deaths of thirty-four people. In an effort to prevent future catastrophes, the McGauer-Linden Act created the Reawakening Commission of the US Congress, which designated five “authorized” schools of magic and five “prohibited” schools, otherwise known as “Probe” schools. Certain practices within authorized schools were also prohibited.

A person who Manifested magic become known as Latents. Latents were forced by the McGauer-Linden Act to join the growing Supernatural Operations Corps or SOC. Probes just seemed to disappear entirely. Faced with enforced conscription many of America's Latents have gone on the run, and are painted by the media as criminals and terrorists, called Selfers.

A large scale Native American uprising has claimed many sections of the American southwest and the US government has passed new laws making possessing magic means immediately drafted into the military under the banner of the Supernatural Operations Corp, those who don't wish to join the military are invariable forced to live on the run.

You find yourself in this world a few weeks before the novels begin, major events are brewing though the actions of a few that might mean a better tommorrow for Latents and normal humans...Or the start of a war long time in coming. What will you do?

You have a 1000 cp

Age: 2d8+20

Background

Drop-in free

You are dropped on this earth with no memories of it and no attachments.

Selfer 100 cp

Instead of joining the SOC you decided to run and live by your own terms. Maybe the very idea of forced military service repluses you, or maybe you are a Probe and have no choice if you want to survive. If you take this option you have already been on the run for some time, and have some contacts in the Selfer underground, weather it be the somewhat more passvie groups like the New york selfers who's leader Big Bear seeks to change things politically, to more hardcore selfer groups like the Limpiados, a literally underground force of Mexican Selfers that are the primary arm of the Mexican drug cartels, to the Native American uprising. Pretty much synonymous with terrorists in the public eye.

Supernatural Operations Corps (SOC) 100 cp

The military branch handling all of the nations latents. As a loyal citizen of the United States you reported yourself as soon as you Manifested. Now you serve your country whether out of patriotic duty, or because you feel the alternative isn't a real choice at all. The SOC is the corps of the US Army responsible for all magical use. The SOC is a joint corps, which means it handles magic use for all US armed services to include the Air Force, Navy, and Coast Guard (though the Army is the executive agent). The Marine Corps does not participate in the SOC and runs its own Suppression Lances.

Note: If you choose a Probe ability you are automatically admitted to Shadow Coven instead of regular SOC.

Gemini Cell Operator 300 cp

You were a member of a highly trained military unit of some kind, and then you died. Your skills were so impressive you were "recommended" to the government black op project known as Gemini Cell. This Op uses soldiers reanimated by a rare Latent known as a "Summoner" who summons spirits of long dead warriors from some neither realm know as a D'Jinn to reanimate your body. You have arisen as an Operator, and now continue your duty to America after death. In most cases an Operator is mute, barely keeping conscious outside of battle and mental communication from the Summoner who made them. In your case you are a but stronger than most. You are mostly in control of your body, though the Djinn wants that control and will fight you for it.

As an Operator the Djinn's magic can enhance your body to superhuman levels. Giving you bursts of incredibly speed, strength, durability, and senses. When a Djinn really goes all out it can morph the body into an almost demon form, with bone armor and spikes forming out of the body with claws that can cut though steel. Unfortunately this condition comes with visible side effects, your eyes are replaced with silver pools like mercury, and your skin takes an ashen appearance. You can summon the claws without the rest of the form, and while your body is still quite dead the Djinn's magic will stop it from rotting, you don't heal until Gemini sends in specialists to repair or replace it.

Note: As an Operator you are not technically a Latent, and therefore don't have a school unless you buy it with extra degree.

Shadow Coven (300 cp)

Whether you tried to escape or turned yourself in when you Manifested, you are a Probe, a Latent with a illegal school of magic or recognized as knowing a illegal practice. Regardless the US government has taken you to the there off world outpost of Fronter Fortress and made you part of a highly illegal black op team made of a "coven" of other Probes. "The magic behind the magic" Shadow Coven.

Technically you are guilty of a crime under US Law and have had your sentence postponed by essentially being made property of Entertech, a mega-corp that has helped taken control of Latents. Your handlers considers you little more than a weapon, to take this option you need to either take a Probe school, or are known as either knowing Whispering or have done Rendering. You take the probe special disadvantage for no CP, though also take the Limbic Dampener perk for free.

Starting Location: Roll a 1d8 or pay 100 cp for a location.

1. New York City

A prominent city for both Selfer and SOC activity. Several Selfer gangs and movements are represented here. From the semi-peaceful Houston Street Gang lead by Big Bear a native American terramancer that tries to argue Talent rights in underground speeches. To the underground dwelling Mexican gang the Limpiados and even Selfer gangs from China. This makes New York quite the shadowy battleground for the SOC and Selfers. The massive underground system becoming home to Selfers and even Physiomancers that have pushed into the realm of being non-human Shoggoths. Monsters lurk here.

2.Fortress Frontier

America's secret forward base in magical alternate realm of the Source. This is well the majority of the training and Shadow Coven is located at. This is highly secretive black op and lose lips here can fill a grave. Here SOC studies magical creatures and plants and other phenomena of the Source. However their

presence here has not gone unnoticed, and the Base has become a frequent target of Goblin magic bombing. It is in very hostile territory.

3.America Southwest

When magic returned it was the native American's that benefited more than most. Using ancient rites they managed to make contacted with their mountain gods, the Gahe. Summoner a small number of them and with an usually high percentage of Latents they have taken back large amounts of ground from the US government. Being a Selfer would grant someone weight with them, but their brutal tactics and known terrorism makes them feared even by other Selfers.

4.The Source

The alternate dimension seemly responsible for the Great Reawakening within humanity. This is a realm of creatures and monsters of human mythology. From the many tribes of Goblins, to the Mountain Gods of the Native Americans the Gahe, to even more dangerous beings.

5.Mexico

Mexico has become basicaly run by the drug cartels in all but name. Mostly becuase of an alliance with the Limpiados gang of Selfers, a kingdom of Selfers that have moved literally underground and live there. It is a brutal and hash regime, but as a Latent you could reap the rewards.

6.India

India is the only nation with another forward base in the Source. This is due to there newfound Reunion with the Naga, ancient serpent humanoids that see them as lost children coming home. So now the Naga's King Raja Ajathashatru, a truly gigantic Serpent, now has quite a foothold on India politics and government. They see humans as children in need of guidaince which they are more than willing to provide.

7.Canada

Canadian laws on Talents are far laxer than America's one of the most famous magical units the Loup-Garou are famous for Whispering wolves. They still practice registration but they don't have the same laws as America does. However Probe schools being so rare they've little actual precedence for their treatment of Probes. So its an open question to how they will treat you if you have a Probe school.

8.Pick your poison

Lucked out I guess, pick where you start.

Magic Schools (Roll a 1D9 for a school of magic, or choose one for 200 cp)

1.Pyromancy: “Fire Magic,” Pyromancy allows the Sorcerer to manipulate flame. Pyromancers can boost and direct existing fires, even start them with a glance. Pyromancers can cast fireballs or cause firestorms. They are primarily employed as fire support for assaults but also assist with clearing vegetation or sanitizing contaminated areas.

2.Aeromancy: “Air Magic,” Aeromancy allows the Sorcerer to manipulate air . Aeromancers can heat or cool air and cause it to retain or discharge moisture or to gust at terrific speeds. Aeromancers can also agitate particles of air to release electrical charges . Aeromancers can fly, though they are actually manipulating air currents to lift their bodies. They are frequently employed as forward observers and in reconnaissance roles, as well as for close air support. Aeromancers often work in conjunction with Hydromancers in weather-control operations.

3.Hydromancy: “Water Magic,” Hydromancy allows the Sorcerer to manipulate water. Hydromancers can raise or lower water levels, divert the course of existing waterways, and cause moisture in the air to condense into rain. Hydromancers can create and dissolve ice, and employ “desiccative” Hydromancy, which drains a target of water, fatally if necessary. Hydromancers are frequently employed in logistical support roles due to their ability to provide abundant clean water. They also serve as breachers in assault teams due to their ability to freeze and shatter doors and walls. Hydromancers clear swamps, assist troops with fording rivers, and frequently work with Aeromancers to control weather in support of maritime maneuvers.

4.Terramancy: “Earth Magic,” Terramancy permits the manipulation of earth and associated flora. Terramancers are sometimes referred to as “Druids .” Terramancers can raise roads out of swamps, create buildings out of mountains, and spur plant growth to feed an army. While Terramancy permits the Sorcerer to communicate with fauna, the practice is strictly prohibited. Terramancers are commonly employed as military engineers , assisting with the movement , feeding, and housing of troops. Combat Terramancers frequently use suddenly shifting landscapes to destroy armored columns or to turn vegetation against enemy troops using it for cover.

While manipulation of plant life is authorized , Terramancers are forbidden to use their magic to communicate with and command fauna. Those who do so are treated as Selfers, though rumors abound of secret pardons and leniency, owing mostly to the incredible utility of Whispered wildlife as scouts, intelligence sources, and even food in desperate times.

5.Physiomancy: Physiomancers are commonly known as “Healers ,” and Physiomancy is sometimes called “Body Magic .” Physiomancers are able to manipulate living flesh . Under the McGauer-Linden Act, Physiomancy may only be applied to heal living things. All other uses , including wounding or deliberate alterations of the body for practical or cosmetic purposes, are strictly prohibited. Physiomancers are employed exclusively in a medical capacity.

Physiomancers may defy the law and turn their magic to the wounding or killing of living things. Such magic is commonly called “Rending” and its practitioners “Renders.” Rending reverses the Physiomantic application, severing blood vessels and muscle , changing bones into blades that turn against the flesh they once supported. A Rending death is inevitably painful and bloody. The public outcry against this practice is understandable.

6.Necromancy: The manipulation of dead flesh . Most Necromancers use this power to reanimate corpses. The results of this work are commonly known as “zombies” and function as magical automatons, able to perform simple tasks (such as moving and attacking) at the direction of the Sorcerer. Because zombies are structurally coherent on their own, Necromancers can focus their magic entirely on command and control functions, permitting a single Necromancer to command a vast army of the risen dead.

7.Negramancy: Commonly known as “Black Magic,” or “Witchcraft,” and its practitioners are frequently referred to as “Witches” or “Warlocks.” This rather dramatic nomenclature covers the simple manipulation of decay. Negramancers employ their magic to vastly accelerate the process of decomposition, causing complex structures, such as a building, an airplane, or even a human body, to break down to their component elements nearly instantly.

8.Portamancy: Also known as “Gate Magic,” is the rarest of all magical schools , with fewer than five Portamancers documented since the Great Reawakening, though more have been rumored . Portamancers are able to manipulate the fabric between dimensions , opening portals between them and permitting transit. Gate Magic can be employed to “summon” living creatures from either side to the Portamancer’s defense. The gates themselves have micron-thin edges able to cut through any material instantly.Note: For the purpose of Jump-chan Portamancy may only open portals to dimensions "tangent" to your current reality. It can't be used to revisit previous jumps, but it can allow you access to the Source, or say the Umbra from WoD, or the Demon World of DMC.

9.Sentient Elemental Conjuration Sometimes known as “Elementalists,” Sorcerers in this school of magic can manipulate various forms of energy and matter to create sentient (self-aware) elementals. Elementals serve the Sorcerer’s interests but do not require direct control, as zombies do. Elementals must be conjured from kinetically active sources or large sources of an element, such as burning fire, sparking electricity, a body of water, a blowing wind, or large amount of earth or stone. Does not work on processed materials.

Abilities, Powers and skills Perks

Latent Training 100 cp

All Latents need to train in the use of there powers, without practice they can lose control of there magic with high emotion, sometimes with explosive consequence usually referred to as going nova. You have either been trained by SOC or have learned from older Selfers how to control and discipline your abilities.

Sensing ability 100 cp

All Latents can sense magic use, some are far better at it than others. You can sense a latent at rather far distances, and can even tell what magic they are up close.

Suppression Training 100 cp

The act of using one's own magical current to block that of another. Highly trained individuals can suppress and keep themselves suppressed with ease.

Military training 100 cp (Free for Gemini Cell)

You are a highly trained soldier before you Manifested, your choice of service is up to you.

Entertech affliation 300 cp

Entertech, the megacorp that arranged most of the US laws to their benefit and have been behind several US Presidents. You are either a minor but respected member of the corporation before you Manifested or simply are friends with one of the higher ups. They provide you with legal merit you would not have otherwise. Which gives you favorable position in the SOC, or maybe insider info for Selfer espionage.

Source Allies 300 cp

You are known too and are favored by sapient allies in the fantastical realm of the Source. It could be several tribes of Goblins like you and consider you an ally, or possible have a friendly royal in the Naga's kingdom.

Summoner 300 cp

A very rare school of magic that summons Djinn, souls of warriors that have been changed in the source after death. On its most simplest application one can put Djinn into trinkets of some sort and then they enhance the wearing physically. Pendants that can give you incredible vision or senses, inhuman strength or speed. The stronger feats of this school is the creation of Operators. People reanimated by Djinn as

super soldiers.

You will have a mental connection where you can command your operators. Keep in mind as they age there eyes turn gold and its near impossible to control them outside of pointing them at an enemy and getting out of the way.

SpellBinder 300 cp

Another very rare school of magic. You have the ability to take active magic out of Latent casting it and put it into an object of your choice. This creates what is called a BMER: Bound Magical Energy Repository. The BMER is itself not harmed by the magic, and the amount of coverage can be control. Make bullets that freeze or fire, bricks that cleanse water of impurities time and time again, or even steal portamancy and put it in front of your truck to make a portal making truck.

The energy returns to the stolen Latent like it was used by themselves. And the BMER eventually runs out of magic. You can empower objects with your other school of magic if you take an Extra Degree.

Physiomancy Upgrade 300 cp

You have gotten a master Physiomancer to enhance your body. The Physiomancer can alter your appearance to nearly anything you want and increase both your physical attributes and even make your organs redundant and more efficient. The Physiomancer could actually push your body into the superhuman range but such alteration will be so noticeable

your be instantly recognizable and look noticeable inhuman. As such SOC regs would not allow you to do so, though Selfers can it tends to attract the wrong kind of attention, though it does happen in larger gangs.

Incredible control 600 CP (Discount for SOC or Shadow Coven)

A combination iron will and inherent genius with magic makes your control over magical energy amazing. Limbic dampener doesn't work on you becuase it can't make your control over the magic or your own mind any better. You can do things a normal Talent wouldn't think was possibly, or even think to try. Where a pyromancer may throw a fire ball you can heat up your enemies weapons in their very hands. If your a Physiomancer you could improve your own body, heal with a glance, shape shift to look like someone else or turn yourself into a shoggoth if your want.

You are also quite skilled in Suppression, while no stronger than your peers you are like a marital artist when it comes to the metaphysical combat to suppress someone's magical ability, or defend your own. Taking this perk supercedes the Latent Training and Suppression Training perks, Sensing ability, and Limbic

Dampener has no effect.

An operator with this perk would in fact be able to push the Djinn out completely and keep his magic as his own.

Raw power 600 cp (Discount for Selfer)

Magic power might flow from some source outside of the body, but not all people can hold the same amount of energy or control it. Many Latents have little magical energy and are called Rumps. You are the opposite, your reserves of magic are far larger than normal and so can perform feats of magic most think impossible. You could shatter buildings or raise armies of the dead. In the case of an Operator your Djinn has granted you speed and strength far beyond anything else on Earth at least. And a Negramancer could even decay the fabric of reality to make portals to and from the Source.

Extra Degree 600 cp (Discount for Drop-in)

Ah so you want something to make yourself a special snowflake huh? Take the unheard ability of having two different schools. Both schools use the same pool of magic you draw on however.

Gear

The novels 50 cp

All of the current Shadow Op novels. Good luck reading them before the events start talking place.

BMER Bullets 200 cp

Bullets with magic empower within them. You receive a couple of clips of said ammo with different effects of the schools of magic they are empowered with. Ice spells might cause a bullet to freeze and enemy, or fire spells can well, set them on fire. They also have the added bonus of being able to hurt magical creatures that are normally immune to non-magic. Your warehouse keeps a stock that resupplies every month.

D'jinn amulets 200 cp

You have about four amulets or trinkets that have been made by a Summoner with D'jinn placed in them.

Each amulet when worn gives you superhuman boosts to your body. You can run faster, be stronger, and have enhanced senses. Its not the equal being an Operator but still effective. If they fall of you lose the powers, though they are indestructible and will reappear in your warehouse if stolen or lost after 24 hours.

STF armor 250 cp (Discount Operator)

The latest in body armor uses a “Shear-thickening fluid,” that is fluid and light until a impact causes to harden. Replacements will show up in your warehouse.

Weapons 150 cp

A sizable collection of small arms weapons will appear in your warehouse, enough to outfit a small squad.

Limbic Dampener 200 cp

Limbic Dampener helps controls emotion and therefore makes using powers easier without the threat of overloading and going nova. Its far easier to control your magic and allows you to perform feats that would normally start to endanger your control.

A dose lasts about a week or so. You get about ten a month in your warehouse, and you can give it to other people.

Resources 100-250 cp

You start with a certain amount of cash. 100 points gives you a hundred thousand dollars, 250 gives you a million.

Companions 150 cp 50 cp per extra companion. 250 cp for 8 companions.

This option allows you to either bring in an existing companion or gives you a new one for the setting. Roll a 1D9 to detrimine what power they have, or spend 200 cp of either your or there inbuilt CP to choose a power.They come with 300 cp to spend on them.

Disadvantages: You may take up to 600 extra CP in disadvantages.

Special disadvantage Probe

This disadvantage is automatically taken if you take a Probe school. This represents the stigma of having a Probe school which is illegal in the United States. If you are taken in by the SOC you will find yourself in Shadow Coven, and technicallty a death row convict that is basically being forced to work for Entertech. Exp to be on America's Most Wanted if you are a Selfer, though the government may be lying about what power you actually have in order to deny your use in Shadow Coven. A good example is they might tell the civilian population you are a wanted Negramancer when in fact you have Portamancy. In order to deny using a Portamancer when they catch you.

SOC's most wanted 100-200 cp

You might not be a Probe, but for some reason you're a prominent Selfer target for SOC. Perhaps you send too big of a message of Latent independence, or cause too much of a public disturbance. 100 points means they will settle for brining you in and force you to train at Fortress Frontier. 200 points means they may take serious course of action to bring you in and force you to obey them.

Selfer's Scorn 100-200 cp

Werther or not you are a well known SOC Latent, or just a Selfer with an attitude, a prominent Selfer group thinks you need to be taken down a peg or two. A 100 points means might limit themselves to trying to intimidate or punish you until you get the picture. 200 points means they want you in the hospital at least.

Double crossed +200 cp

Whatever group you belong to, you have a mole for the other side. Sometime during your jump he or she will betray you and your friends to his true allegiance.

Control Issues +300 cp

You simply have terrible issues with control at first. This often exhibits signs of your school, a hydromancer may constantly exude water, or a Negramancy may constantly short circuit equipment around him. You can learn to control your powers with just as good as everyone else, but until then you have really bad problems with control. Potentially even going Nova in extreme circumstances.

Latent Grenade +300 cp

For whatever reason you have magic, people can feel it, but your abilities are refusing to Manifest. You start the jump without your a school, and while can be sensed by others have no access to your magic. Roll a 1d4 for how many weeks it takes to Manifest, then roll for your school, you can not actually spend CP to pick one.

Asset Tracking and Termination Device +400

The government considers you too valuable and potentially dangerous to be satisfied with the normal methods of control. As such you have been given a miniature explosive device in your chest. Leave base without permission and try to run, and they can send a signal that makes this bomb go off. It is possible a really good Physiomancer could remove it, or a really good negramancer may render it inherent.

Jump Options

Go Home: Well now you can go home with your collective perks and companions, and probably run the place.

Stay: It's a pretty big fixer upper, but after ten years maybe its worth it.

Continue: The journey continues. Que your favorite Dr Who theme.

Notes

-After the Jump Portamancy will allow you to make portals to places in your current jump or dimensions that are dimensionally "close" to your current jump like the Demon World of DMC. After you spark you can use it to travel anywhere you've already been.

-After the Jump you can also use your magic suppression to suppress the magic of other magic users. It follows much the same guidelines as in this world so someone way more powerful than you may resist. Or perhaps so attuned to their magic and strong willed they can overcome your suppression. But it does mean you can potentially turn off magic users magic for a period of time. This only works on actual magical energy sources, not superpowers or other things.

-The spellbinder power will be able to take magic from other Jumps and bind it into objects. Temporary stealing magical energy from a target. It's won't work on super powers or other sources, and spells that effect the magic user himself can not be stolen.

-Yes marital artist is supposed to be martial artist, I left it there to let you decide if it makes you a shaolin master at supressing magic or loving relationships. Lol