

C O N V E N T I O N B O O K :

NWO.



2011

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NWO.

HEROES OF REALITY

The proud men and women who serve the New World Order are the paragons and saviors of humanity. These Enlightened minds have the thankless job of being our shepherd, leading us to ultimate Empowerment and protecting us from utter chaos: the misguided Traditionalists, corrupted Technocrats, vile creates, and ourselves.

The Order oversees the Technocratic Union through its unrivaled academic might, omnipresent surveillance, and unparalleled advances in psychology. But even as the Technocracy is winning so many hearts and minds, NWO must keep the Union from turning on itself.

A TRULY NEW WORLD

The paradigm of the Masses shifted dramatically in the last decade, between new ideas in mass media, the introduction of smartphones, everyone being interconnected on the Internet, many years of the Avatar Storm, and so many more changes — large and small. All with the New World Order at the center, the spider in such a tangled web. Convention Book: New World Order updates Mage: the Ascension with fresh 21st century ideas, from NWO's perspective.

MAGE[®]

THE ASCENSION



C O N V E N T I O N B O O K :

N.W.O.



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Check out White Wolf online at <http://www.white-wolf.com> and check out the Onyx Path at <http://www.theonyxpath.com>

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PROLOGUE: PROCESSING



DAY I – INSTALLATION #417

As the soldiers lead him to his fate, Frank Burlingame's first thought is that the Technocracy needs to stop embracing tired science fiction clichés.

They have him bound and immobile, yet somehow floating with them through corridors of chrome, soft blue light emanating from the spaces between panels. No windows, no smells in the perfectly sterilized air.

He can't identify the cause of his paralysis—even his head won't turn—but his mystical sense has no such restrictions. He feels a void in the ebbs and weaves of the Primal Essence, as though the magic suffusing all Creation were simply, impossibly not present, and he allows himself a smile.

They need a prison made of Primum to contain me. At least they're affording me the proper respect.

His journey ends in a small, windowless room, with a single chair adorned with tubes and needles. The soldiers place him in it without ceremony and leave. He hears the surge of machinery in motion, feels something pierce him, though there is no accompanying pain.

Am I drugged? Are they in my mind already? How could they, through the Primium?

His breathing picks up with the floating plunge of an adrenaline dump. He closes his eyes, wills the feeling back.

No. They will not witness my fear.

He starts a meditation exercise, the one Eiko taught him—
—and then he remembers how she died, the cauterized bits of her sizzling in the heat of the Brazilian sun.

As if timed to the recollection, a blinding spotlight floods the room. Frank hears footsteps approach, and the outline of a man interrupts the light. He can't make out the features. Of course, they would arrange things that way.

"Hello," the figure says. "The quicker you cooperate, the easier this will be." Something familiar in the voice, but the reverberation in here makes it hard to place. An old enemy? He must have a score of them among the Technocrats' most elite divisions by now. He imagines a dartboard with his face on it, hanging on a break room wall somewhere.

"Seriously?" Frank asks, trying for disaffection, derision. "Christ, you people need a better shtick."

The figure's head tilts, and Frank suppresses a grin. *Point for me.*

"I'm not sure I understand," the figure says in a flat, bored tone of voice.

"Of course you don't. That's the problem with you people. For all your knowledge, you don't understand a thing."

The figure folds his arms across his chest, a slight shift of his silhouette in the light. "Perhaps you might educate me."

"Sure. The ultra-smooth, metallic everything has been done to death. I could name you 10 movies and video games doing the same thing. Doesn't look imposing or menacing anymore, just that your interior decorator died when Futurism was in vogue."

Frank pauses now, waits for a response. Nothing. *At least this guy learned something in Bad Cops school, whoever he is.*

Frank continues. "And this room? The spotlight? This chair? Your threat that's trying not to sound like a threat? You're telling me you're going to torture me. Now I'm prepared. I'm ready to hurt, willing to hurt, and give you nothing. You've already failed."

The figure remains silent for a moment before responding. "Are you willing to die?"

Frank feels his heart rate climb, and controls it with a long, slow breath. "If I must, yes." *Got to find a distraction, throw him off.* "But that would piss your handlers off quite a bit, I imagine."

The jibe doesn't land. The figure sweeps his hand, as if to wipe away the thought. "Maybe. This can only end one of two ways, so either we'll know soon, or we'll never know." He paces out of view, and Frank can hear his footsteps echoing behind the chair.

Heh. Another tactic straight out of Interrogation 101 – remind the subject of your control whenever you're stumbling. Frank doesn't know whether he should be grateful to the Fates or pity the poor fool for his transparency.

"I suppose we should start with the basics," the figure says, and Frank knows he's extremely close. A hand latches to the back of the chair. "Tell me who you are."

What is this?

Frank weighs his answer. "They didn't tell you when they brought me in?"

"You no longer have the freedom to ask questions here, I'm afraid. Who are you?"

A core of doubt works into Frank's gut, worms its way through his central nervous system. This isn't right. The way they assaulted the chantry, they must have had extensive files on its layout, personnel, and defenses. He'd been in their custody before; they don't send interrogators to do a clerk's job.

"I'm not buying it," Frank announces.

"Buying what? I asked you a question, and you are to answer."

"This is a farce. You already know who I am."

"I asked you a question, and you are—"

"No. Fuck you. You tell me what you want to know, and we'll—"

Pain, sudden and consuming, floods every last inch of him that can feel. His limbs. His genitals. Every follicle of hair. The rest of the sentence comes out as an inarticulate cry, the only outward sign of his experience. His unique shackles, whatever they are, make thrashing impossible.

The pain abates as quickly as it started. Frank guesses they must have installed a neural interface, to tell his brain to make him hurt as you might command a well-trained dog. The figure returns to the blinding spotlight, closer now, bearing down on him.

"Frank, I asked you a question. Tell me who you are."

"You just said my name, you sick fuck, so what—"

More pain. Frank screams, channeling anger into the sound, the only thing he can think of to keep sane.

It stops, leaving a dull ache behind in his muscles. The figure watches him, still as death.

"Tell me who you are, Frank, and we don't have to do this anymore."



"I don't understand," Frank says, hating himself for how much it comes out sounding like a plea.

"Funny," the figure says. "Just a bit ago you were accusing me of that. Maybe I can educate you." He walks into the spotlight's beam, looking for a moment like an angel on heavenly ascent.

The light shuts off, replaced by lambent panel glow. Frank's eyes adjust, and he sees that he's the victim of another cliché. His interrogator is everything he expected — nondescript, medium-height, plain gray business suit, and mirror shades.

He did not expect to recognize the agent's face, but he does. "You... I get it now. You planted the bomb."

The agent nods.

"Damn you, Mason. We made you one of our own."

The agent smirks. "I'm returning the favor. That's the least I can do, after all the carnage." He puts his hands in his pockets. "Now. Tell me who you are."

DAY MINUS 4 - RIO DE JANEIRO

The Technocratic operatives came as they always do, wearing the trappings of legitimate authority. This time it was the Unidade de Polícia Pacificadora, Rio's answer to the decades-long hold over its poorest neighborhoods by gangs of cocaine traffickers. The UPP is as much a

paramilitary unit as anything else, designed to replace the martial law of organized crime with one recognized by the government. Same restrictions, fairer faces.

Frank watches from the roof of a tenement as troops disperse from a perimeter of black vans and APCs into the streets. The dull hum of Sleeper souls mixes with the song of Avatars — mortal cops, included among the true invaders to boost the threat of Paradox.

He knows no one will question the show of force. The news will broadcast yet another clash between the villainous criminal scum of the favelas and the government's friendly neighborhood liberation front.

He could rally the locals, and is tempted to for a moment. Unlike his enemies, however, Frank is not willing to sacrifice mortal lives to achieve a goal. The mages of St. Isabella are on their own.

Fortunately, he is prepared. One does not create a chantry without planning for its eventual assault. According to that plan, Eiko and Burnham are deep into securing the chapel grounds right now, preparing the wards and defenses, shunting the most vital volumes from the library into an escape portal in the basement. They have done countless drills and shared nightmare scenarios, thanks to Eiko's command of Mind.

An explosion echoes in the distance. Frank turns toward the sound.

He's wrong. His chantry is already in flames.

Frank triggers a Correspondence rote, something they'd set up in the network of alleys snaking through the favela, and covers the blocks between him and the chantry in seconds. He emerges in a small cemetery on the church grounds, behind its only mausoleum. Gunfire rattles close by. He hears shouting, smells smoke, and runs for the chapel.

Eiko stumbles out the back door.

Frank shouts her name. She sees him, shakes her head, and waves her hands in a frenzy, warning him away.

Then a bright blue light swings out from the doorway, cutting her in half. Swings out again, faster than gravity, and cuts the halves of her into quarters. The parts tumble into the grass, smoke rising from where the light touched flesh.

Frank doesn't wait to see the attacker. He calls raw Prime into his hands, shapes it with his command of Forces into a blaze of coiled fire and kinetic force, Paradox be damned.

"Fiat lux," he whispers, and throws it at the doorway.

The impact annihilates most of the wall, sending chips of concrete and wood flying. A giant metal lance with a blade made of energy flies out from where his blast landed, aimed at his head. Frank dives, throwing up a wave of force to deflect the lance away, and rolls back up to his feet.

He sees his adversary for the first time, stalking from the ruined chapel across the cemetery grounds. It's an eight-foot-tall gleaming nightmare, a plated, humanoid skeleton constructed entirely of polished steel. No, not steel. Probably Primium, Frank guesses, the better to withstand magickal assault.

He gathers power for another strike, extending his senses out to the monster to make sure he hits home... and feels a familiar tingle...

It's the presence of an Awakened Avatar, pulsing inside the metal frame. Scarred, malformed, as though damaged somehow, but present nonetheless. Frank backs away, giving him a few more seconds with his Prime senses to confirm. He cannot deny the obvious.

That thing has a soul. A mage's soul.

The monster extends a hand, revealing the barrel of a cannon on the underside of its arm, and Frank feels energy gathering. He shouts the words of a counterspell as the monster fires, the blast fizzling into the air, rendered harmless. The monster's eyes, more like glowing red sensors than actual eyes, swivel in their sockets, processing. Frank presumes it was not expecting to contend with a Hermetic Master of Forces.

Two more of them round the side of the church to join the battle, energy lances at the ready. *So much for an*

even match. He reaches both hands to the sky and begins to summon a conflagration worthy of the Mythic Age.

Frank feels a sting in his neck, and his Pattern shifts as though smothered by a wet blanket. He realizes it's a Life effect just before falling to one knee, vision swimming. The spell dissipates, slipping away through gaps in his concentration.

Frank pulls the dart out, then contemplates it through the numbing haze. He glances behind him at the Man in Black who had been waiting so patiently to shoot him, and curses the Progenitors for their trickery.

Then darkness.

DAY 17 - INSTALLATION #417

The agent starts each day the same. "Tell me who you are."

Frank stays silent, finds a point to stare at on the wall. He knows now, it doesn't matter what he says. They're going to torture him anyway. Over the past two weeks, he's tried every manner of response he could think of. He's given his full name and all accolades ever granted to him by the Order. He's given abstract, philosophical answers about his place in the Tapestry. He's given flippant one-liners and told some of his favorite jokes. He's spat out the most vicious curses he could imagine.

It always ends the same. The agent turns the machine on for whatever capricious length of time pleases him, sending fire coursing through Frank's body. He cannot anticipate any pattern in the agent's whims. Sometimes, he's there for short bursts and 10-minute sessions, and sometimes, it seems to go on for hours. It probably doesn't, now that he thinks about it, or he would be completely insane by now.

The continued silence draws a bemused look from the agent. He purses his lips. "So. You're finally starting to understand."

Frank might have nodded, if the shackles allowed him to. "This isn't an interrogation. There's nothing I can tell you that you don't already know. Either you're trying to break me, or you're just having some sick fun."

The agent glances up at the ceiling for a moment, lets out an exasperated sigh. "So, so close. Ah, well. A few more sessions will—"

"Wait!" *Damn you, you're not getting away from talking to me, you bastard.* "Listen, you're the one who said it. This doesn't have to be difficult or complicated. I'm willing to cooperate. But you have to understand, I can't do that if I don't know what you want from me."

The agent approaches the chair, leans in nearly nose-to-nose with Frank. Frank should be able to feel the heat

of his breath, but can't. He curses the machine they put in him — it can make him feel, and it can make him not feel, as they choose.

"I've told you a million times what I want. I want you to tell me who you are. And you're taking a long, long time, and you're making me look bad."

"I don't know what the hell that means."

"Because you're blinded by your own arrogance. You know what? I think it ends today."

The agent pushes away from the chair, goes to a panel on the wall, presses a button. "Control, prepare to boost the pain signal to maximum on my mark."

An uncertain voice crackles through a speaker. "Are... are you certain, Operator? We've never pushed that hard bef—"

"Do not question my directives, Control." The agent looks over at Frank, features set with cold finality. "He's a Master of Forces. He can take it."

Frank has no time to protest before the sensation takes him over, and this time, the intensity robs him of sight, reduces him to a nearly catatonic wreck. He doesn't know whether he's screaming. He doesn't know anything. He merely hurts.

He manages to force his eyes open, and he sees the agent standing there, arms folded, grinning. Enjoying his torment.

A core of rage builds inside him, something he perceives as a cold, hard rock at the center of his chest. How dare this, this middle manager keep him, Francis Burlingame, locked up like an experimental rat? How dare he use one of the most powerful souls the Order of Hermes has known since the Avatar Storm for simple, futile, immature torture?

Something else stirs within that core. Power. Pure, unadulterated Prime. Building in him, despite all the Primium surrounding him, the shackles holding him.

He reaches for the power, and then brings hell to the interrogation room.

The soldiers who have been bringing him into this room rush first. He boils the fluids inside them with a glimmer of will. A mere second, and not enough moisture remains in their bodies for them to cry out as they die.

The chair comes second. He calls upon the wisps of electromagnetic current in all the surrounding technology — the walls, the door, the communications panel, the chair itself — and channels it into the chair's circuitry. It explodes in sparks and smoke, and Frank feels his limbs for the first time since his capture.

He can move.

The agent goes for a gun, but Frank is already moving toward him. Frank lets out a primal shout, turning the sound into a sphere of kinetic force, batting the weapon away and throwing the agent against the wall. He reaches down, lifting the agent by the collar with his gleaming chrome arm—

—and drops him again, horrorstruck. Frank brings his other arm up. He staggers back.

Both of them are skeletal constructs made wholly of metal, reflecting the faint blue of the panel lights.

He looks down and sees the rest of his chassis. Not his body. His chassis.

Oh, God. Oh, God, no.

"Override command, seven-two-four-beta-nine. Paralysis mode."

Frank's new limbs go slack, and he tumbles to the floor. The agent stands, brushes himself off, takes a quick assessment of the dead soldiers.

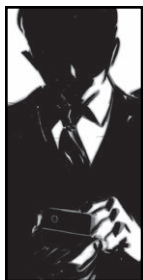
"Override command," he says again. "Return to default."

Frank feels his limbs move without him, pushing him up to a standing position. His head moves to track the agent, who is now pacing back and forth.

"Now. Tell me who you are."

This time, Frank is silent because he has no answer.

INTRODUCTION: IN VICTORY



The Technocracy is winning.

Look at the world around you. The rise of instant global communication and publication cemented our inevitable victory. Billions of people create and share with each other, thanks to — you guessed it — technology. Not through superstitious foolishness or bullshit technomagic. Honest hard work and Enlightened Science made this new world possible.

All hail the Technocratic Union, shepherds and saviors of mankind.

In the last 10 years, progress has taken interesting turns. Writers, musicians, and other creative producers

cultivate fan bases and get their ideas out to the Masses while circumventing traditional gatekeepers. One-stop Internet shops offer people access to a myriad of ridiculous little luxuries at low, low prices. Instant communication turns the common citizen into a force to be reckoned with, whether in politics, commerce, or evangelism. Opinions are no longer isolated islands; look to product reviews and blog comments for evidence.

We are an interconnected world because of technology, one without the dangerous trappings of virtual reality the Digital Web experiment promotes. As it stands, people are beginning to feel too connected to one another at times, and that's just with keyboards

and text. You can look to how much of a passing fad Second Life was to see the Consensus reject that. This is good, because the Consensus is falling in line with many of the Union's plans. This is bad, because the Consensus is flexing its power to reject anyone's idea of progress, whether Traditionalist or Technocrat. It's that collective will with which the New World Order still contends, preserving it while struggling against it.

Technology is not just in the hands of the elite, financially or intellectually. Our grandparents have cell phones. People who were once Luddites use social media accounts to keep up with family and friends. Billions of minds touch one another, and because of that, the world has changed: Extraordinary citizens now far outnumber Enlightened ones. It's a step in the right direction. The New World Order guides the world toward global Empowerment, and it starts with many minds opening up to the barest of inspiration, the crest of Genius.

The ultimate goal of the Technocratic Union might be achieved in our lifetime. The road ahead will by no means be easy; a number of hypertechnology experiments have been flat-out rejected by the Masses, and this world that's beginning to touch Genius doesn't want to be controlled. Even if that's in its best interest.

It's a truly interesting time for the New World Order. We have hope for the future, and yet, we worry that we've created a monster we cannot control. Chaos is as likely to reign as order. Not every Extraordinary citizen holds noble, ethical character. The wealthy use influence to spread anti-Technocratic messages, using the very tools the NWO's supported. And as we're beginning to see, once the Masses have a voice, they'll use it to fight control and oppression.

But the New World Order will do what it always does: forge order from chaos, and protect humanity from all threats – even if that means protecting it from itself.

THEME: THE HUMAN SPIRIT



To say the New World Order believes in control for control's sake is to grossly misunderstand the Convention. Granted, we've intentionally cultivated this image among our enemies and allies alike to draw attention away from sensitive projects. The true goal of the NWO is to be the shepherd of the Union and, by extension, humanity.

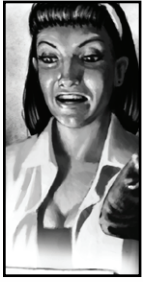
The Order of Reason took upon itself the noble purpose of preserving reality from those who would sunder it with magical terrorism. The NWO took up that mantle for the good of all. Yes, we've made errors in judgment over the decades, but that just goes to show something many Traditionalists find hard to swallow: we're only human.

Behind the shadowy mask, we're the most idealistic people you'll meet. While Iteration X and

the Progenitors believe in the rise of the individual married with technology, Void Engineers believe in the spirit of exploration, and the Syndicate believes in preserving the status quo, the New World Order believes in the essence of the human spirit. When we raid chantries, it's to preserve the human spirit. When we implement or suppress innovations, it's to guide the human spirit. When we change the perception of history, it's to prune weeds from the Consensus so that it may flourish. When members of the Collegia debate on policy, at its core, it's a debate on how to achieve the goal of global Empowerment.

Our methods may be questionable, but that's because we've long ago learned a painful truth: someone has to make the hard decisions, and that means others will paint you as the bad guy. The NWO wears this badge of courage proudly.

MOOD: A HOUSE DIVIDING



Before the Dimensional Anomaly, Horizon dictated orders concerning the Time Table from afar. Hypertech experiments once flourished off world. Those were the good old days, when the Technocracy had a handle on itself. Now, everything's changed. The old leadership is gone, and for a short time, the Union was scrambling to cope.

The New World Order laments the past, where there was clear hierarchy among the Union and, with that, a sense of trust throughout the Technocracy. Sure, there were always those who detracted or stirred up rebellious thought, yes, but the weight of the Union's leadership was a gravity that kept those individuals from going too far afield. But the past is the past, and now, the new leaders must reimpose order.

Some Technocrats see this as a time for a proper reexamining of the core fundamentals – the ending of the Pogrom, the adherence to the Time Table, and bowing to the direction of the NWO. This doesn't just come from the other Conventions; even a few within NWO are questioning the Union's methods.

The Syndicate created enormous problems in the world's economy, problems that the NWO was left to clean up. The Void Engineers act even more like cowboys than they did before the Dimensional Anomaly, and they're the only ones who can get off world. Iteration X's constructs are dangerous and out of control. And when it comes to the Progenitors, they're cooperating with the NWO – which is in and of itself suspicious, given the rest of the Union.

A DIFFERENT TIME



"Whatever our lives might have been, if the time continuum was disrupted, our destinies have changed."

–Spock, *Star Trek* (2009)

This book is first and foremost a love letter to the **Mage: The Ascension** fans who carried a torch for this wondrous world these many years. This book, for the most part, leaves off from the Iteration X book in 2001.

In another reality, the Time of Judgment came, a Red Star its herald. The world ended, either through mass Ascension, war, or catastrophe. Yet, here we are in 2012, our world for the moment still spinning. For us, the Red Star was not a harbinger of doom, but a passing moment of curiosity, instilling dread in those

most paranoid. Our destinies certainly changed, and we can only hope for the better.

The world didn't get off scot-free, though. The Avatar Storm continues to savage the Horizon realms, cutting the Traditions and Technocrats alike off from their leadership. Some of those possible fates from that other reality hover over ours like the Sword of Damocles, particularly a Technocratic civil war. As for the rest of the details in the Time of Judgment, such as the Rogue Council and the Panopticon, maybe they're in your chronicle's future. According to one school of thought, "Judgment Day is inevitable." But another says there is no fate but what we make.

We'll leave to you Storytellers the task of merging those timelines. This book is about our reality, today, and all that's transpired to bring us to this glorious moment.



CHAPTER ⊕ ONE: HISTORY 2.0

PLAYING CATCH-UP



Over the last decade, the world has changed in ways we didn't foresee. And if it doesn't scare you that the New World Order couldn't predict today's world, it should. Here are the highlights.

AFTERMATH ⊕ THE DIMENSIONAL ANOMALY

In 1999, an event happens that scarred the Technocratic Union: the Dimensional Anomaly, what the

Traditionalists called the "Avatar Storm." Our off-world bases were hit hard; we lost contact with Horizon and many of our Deep Universe outposts first. Some Void Engineer, Iteration X, and Progenitor laboratories in space survived the initial event, but one by one over the next five years, we lost contact with them. The last time a message was received from Autochthonia was in 2005. To say we were fucked is an understatement.

We as a Union were slow to adapt, focusing on attempting to solve the problem and salvage personnel and hypertechnology. We didn't know if our leaders were trapped or dead. The New World Order stayed the

NEW NEWSPEAK

After years of debate, the Collegium of Linguistics has updated the Dictionary of Accepted Lexicon. Members of the Union should take care to use terms that are in accordance with our values rather than hold to terms that originate from Reality Deviants. Language is one of our many tools for control and growth, after all.

The Iteration X-created term “Statistical Inevitability” is preferred over “Paradox.” The latter implies some superstitious misunderstanding of the cosmos.

The event previously referred to as the “Avatar Storm” will be hereafter be termed the “Dimensional Anomaly.” Storms promote a sense of futility, as things that must be weathered. Anomalies can (and will) be corrected.

The subsequent Union reorganization will simply be referred to as “the Reorganization.” Agents are to no longer use “the Reckoning.”

You may use “Ascension” among Traditionalists, even though “Empowerment” is the preferred term. Both terms far better apply to our endeavors than those of our foes, and using “Ascension” allows us a bridge into the minds of those who can be convinced to set aside dangerous ideas to join the Union.

The Ivory Tower will ensure that all past records referring to these concepts will be suitably redacted

course, reminding the other Conventions that our head was not severed, that we would recover Horizon, and that the Union would be as it was before this catastrophe.

That was the wrong play. Absent of our oldest and wisest, and the plans and personal alliances they held, we spun in the wind. New lines were drawn, between and within Conventions. Bickering and political infighting ensued. Some saw this as an opportunity to push ideas that were unpopular with Control, now that Control was no longer around — especially ideas about bucking against the Time Table. Others refused to give up the quest for regaining Horizon and Autochthonia, notably the Void Engineers and Iteration X.

NWO Collegia leaders and White Suits pushed back, keeping the Union from fracturing. We forged new leadership, the Interim Cabal, among the Conventions. This wasn't done soon enough to keep rogue elements in the

Union from performing experiments on the Consensus, however, and we're still cleaning up messes left by that chaos.

THE COURSE OF HUMAN EVENTS

The world's many nations have been shocked by new terror, scarred by new wars, and weakened by new economic plights. The 9/11 tragedies were the start of a new world; it shifted the minds and thoughts of a nation overnight. And while that was just one nation, the effect that moment had was felt through many lines of influence — political, economic, and personal.

Many Traditionalists blamed us for 9/11, because we benefitted by the Masses accepting the idea of greater control. For our part, we initially held them responsible, then investigated other Reality Deviants such as Marauders and Nephandi, and finally even looked within the Union itself. But what we found was far more disturbing: it clearly demonstrated what a handful of unEnlightened citizens could do to the Consensus, and it showed just how big the Union's blind spots really were.

That pivotal event lead to wars, to political maneuvering, and to justification for new legislation. And in each case, the NWO positioned itself to be involved and to benefit. This did not sit right with many in the Union, but the cold hard truth was that the world was changing, and we could not afford to just sit by while the Masses were mobilizing. Just because a man profits from a drought doesn't mean he controls the weather.

And we have to keep reminding people, the Union lost good men and women that day as well. Do you think there weren't Syndicate agents in New York? NWO ones in the Pentagon?

THE GREYLOCKE INCIDENT

Some in the Union called for a reinstatement of the Pogrom, but it was no time to take such a drastic move. Perhaps we would have, if we were not still adrift after Horizon was lost. We were down many resources, so we continued the policy of tracking and observing Reality Deviants to determine which were the most direct threats to the Consensus' safety. We neutralized several would-be “reality terrorists” (as our own language started to shift in response to the Masses), but we missed one. And it was the NWO's fault.

In 2006, an event took place that's now referred to as the Greylocke Incident. Watchers indicated that an Order of Hermes cell operating in the Pacific Northwest was a potential reality threat. The Reality Deviants involved referred to themselves as the Greylocke Chantry. Intelligence suggested a project of theirs was about to reach a critical state of Statistical Inevitability that would

cause a great environmental impact; in layman's terms, a massive explosion.

A handful of Gray Suits led an operation against Greylocke Chantry. Their defeat was horrific; a massive Forces effect escaped containment. The spectacular resonance that followed flared up the live datalinks, killing all the field agents and hundreds of personnel in a nearby field office. Those who survived were horribly burned or driven irrevocably insane by the Mind feedback. Recovered video telemetry showed loaned Iteration X combat constructs breaking mission protocol by engaging a Hermetic master at the core of the chantry, triggering the event. The anger and resentment over this flagrant break of the chain of command led the White Suits to write off Iteration X armatures as no longer reliable to use in fieldwork.

We were able to contain the effect from disturbing the Consensus, but at great cost. This event further divided the new leadership of the NWO and Iteration X. But, at least for now, we all still play on the same team.

BIRTH OF FREE COMMUNICATION

The Masses have been used to the ubiquity of communication ever since we pushed the idea of the telephone as a household service. Instant messaging has been around for a couple of decades now, so using the computer for the same purpose is nothing new. Recently, however, things got positively surreal. Now people can use that same idea, but speak in a public venue. Social networks took off in a major way, revolutionizing how people communicate. A person can use one to take a photo of some ice cream he's enjoying and show it to his friends, or he can use it to broadcast a message of resistance to oppression in a militant regime. The attention of the world at large can be yours by just tapping your thumbs on a smartphone.

This took us by surprise. Our newest Methodology, the Feed (see p. 59), monitors this new interconnected media, exploring it to better understand and guide it. Like too many companies who serve this technology, though, this group is comprised of cowboys and radial thinkers. It's a dangerous world, one where anyone's thoughts can be shared to the global consciousness without restriction, so we have dangerous people looking into it.

RISE OF THE EXTRAORDINARY CITIZEN

Current theory proposes that we have seen a rise in the number of Extraordinary citizens as a result of this sea change in the flow of global information — those who can perform mild or focused applications of Enlightened science, but are not fully Enlightened themselves. Whether

it's because of this technology or some other effect, it's clear that there *are* more of them in the world today than there were a decade ago — a 12-fold increase, in fact.

This is progress, as it means we're closer to global Ascension. Now we merely need to understand what's behind this effect so that we can guide and manufacture it on a large scale. Thankfully, the Union's been able to bring many of these bright souls into the various Conventions to bolster its numbers, but just as many resist Technocratic efforts to control them.

There are a few in the Technocracy, notably among the Void Engineers, who believe this marked increase has nothing to do with technology, but with the Dimensional Anomaly. Suppress this view until it has been corroborated; it is not in line with Union values.

ECONOMIC CRISES

The Syndicate fucked us hard. Across the Western world, we've been suffering one economic meltdown after another. Housing markets bursting, countries threatening to default, banks playing chicken with the very infrastructure of civilization. It's all bad, and we have the Syndicate to blame.

Part of why is because that is its mandate. It is up to the Syndicate, with our guidance and oversight, to manage economic phenomena. That said, there are always rises and falls in the global economy, because the Consensus believes there must be rises and falls. The Syndicate vowed not to let another Great Depression happen, however, at least not without the Union's express permission.

Then unmonitored elements within that Convention took it upon themselves to put into place a hyper-economics experiment. They claimed it was to bolster our resources and our control over the world during this turbulent time via its purse strings, but they failed spectacularly. After decades of effort rebuilding the Masses' trust in a global financial system, it is being eroded by this experiment they have rejected. This debacle has exasperated the friction between the Syndicate and the NWO, a friction that threatens to tear the Technocratic Union apart.

THE ROAD AHEAD

This brief overview just scratches the surface. The politicization of cable news, the Arab Spring, the Occupy movement, the death of the video store and the rise of streaming media, the impact of Amazon on commercial trade, a rising China, TED talks, overpopulation, smartphones, global warming debates, increased private military forces: all of these things and more are on the NWO's mind (yes, even the video store bit — that gave several Watchers pause). The world is changing before our eyes, which is nothing new. But it is changing faster than ever, and we are still playing catch-up from our loss of leadership.

It's a hell of an interesting time to be a Technocrat.

TRUTH IN HISTORY

Dr. Tetrashenko,

This dissertation caught my attention. Ms. Pascal is a promising student in the Collegium of History, and after reading this paper, I think you will agree that she makes a worthy candidate for professorship. I have attached her original, with all the embedded Mind Procedures intact. Sanitize a copy before personally reading.

—Oliver Michaels

Abstract *Pascal, Sophia. 2012. A Survey of the Rise of the New World Order: An Overview of Subjective Theory as Applied to Privileged Classified Materials.* Doctorate dissertation, Collegium of History. **The Ivory Tower: Procedure Documents, Mind, Processing and Indoctrination Materials.** Publication UID FP355. *Pascal's theorem states that the current definition of the New World Order, as defined by the Order itself, has evolved via three disparate theories of historic thought. Each is essential to understanding the sociologic and psychological context within which the NWO and the Union itself operates. To further*

elaborate, the function of history in the NWO and the Technocratic Union is not only as a record of past experience, but a Collective experience on the part of the Technocratic Union of defining self and Technocrat organizational identity. This dissertation was presented in the Collegium of History for demonstration of ability in advanced Procedural applications. Intended Procedural outcome: to allow for the condescended acquisition of knowledge concerning a modern examination of the historic-psychological evolution of the New World Order, from the period of 1830-2012, for cleared personnel.

INTRODUCTION

"One can be said to be Enlightened when one realizes the ways in which the Collective Will can change the course of history. Beyond that, there is no supernatural belief within the New World Order."

—Terrence Whyte

The New World Order, with its myriad of Methodologies, has always keenly understood how the Collective Will can change history. Thus, we work to safeguard that Collective Will. Under our stewardship, the unEnlightened Masses, from whom that Collective Will emanates, have a chance at an existence untroubled by preternatural threats and mystic cults. We have sought to explicate this duty of ours to

those parties in ideological conflict with us either through diplomacy, when possible, or through appropriate violence, when necessary.

Though humanity has not yet achieved universal Enlightenment, I'm convinced it's only a matter of time. Looking back at the accomplishments of the last decade alone, I have great difficulty seeing anything beyond Technocratic triumph. But to fully understand the

A HOUSE OF MIND

Everything, and I mean everything, in the New World Order must be evaluated as an exercise of Mind Procedures. Our being the undisputed masters of psychological warfare (make no mistake: we are) rises from that predilection. It represents the core of what we do: guide the way people think.

Look at what we call ourselves: the Technocratic Union, the New World Order, the Ivory Tower, the Men in Black (though “Black Suits” is more in favor

over the last decade), and so on. We know the effect names have on those who hear them.

It doesn’t stop there, though. Everything the NWO produces is laced with such effects. Every memo handed to an operative, every press release delivered to the Masses, and every paper written by a member of the Collegia (especially those from History) is a test of one’s mastery of Mind. One won’t go far in the Order if one can’t hack it.

rise of the Union and the waning influence of the Traditions, we must look to the past. While the origin of the Union is an important field of historic research, my mission is to focus on the New World Order, and on our vital role in winning the so-called Ascension War.

There is little room for unusual or even pessimistic points of view in the Collegium of History and the Order as a whole. I will only include such viewpoints for the sake of completeness, both historical and sociological. Historic views that raise uncomfortable, unverifiable questions should be discouraged in the Collegium. Our duty is to create a view of history that reinforces our mandate as the

Technocracy, not one that encourages discord. I will only briefly address the negative effects of such disharmony-inducing theories when appropriate, such as the “spiritual ancestry” theory.

To understand the history of the New World Order, you must first understand the theories that dominate how we see and define ourselves. Every time the Collegium makes a shift to accept a new theory, or a piece of lost research is discovered, or you solidify your personal identity as a Technocrat, the perceptual reality of the New World Order is changed. History is influenced deeply by the Collective Will, as are you.

Typical academic introduction: dryly setting a foundation. Something many readers would skim. But look again. Pascal has a second layer of foundation, one intended to subvert the reader’s psychological state. And she’s even having a laugh, as she’s telling you this in that last paragraph. “History is influenced deeply by the Collective Will, as are you.” And then she’s reshaping the reader’s view of history. Clever woman.

TECHNOCRATIC THEORIES OF HISTORY

The three schools of historic interpretation in the Technocratic Union are the **elitist**, the **empowerment**, and the **conspiratorial** theories.

The Ivory Tower is not the sole Methodology to claim historians among its number; these three theories are championed across Convention

lines. By understanding the origins and biases of each theory, an observant Technocrat will be able to gleam the personal and professional biases of a subscriber to a given theory. No historic theory provides an end-all objective form of truth. In each theory there is a reason for its argument, even if it is to tap into the human — but exploitable — need to find meaning.

ELITIST

Professor Tanaka of Iteration X has been the elitist theory's strongest champion for the past 30 years. Through that lens, the gestalt of the unEnlightened is sidestepped; achievements are focused on individual and not group efforts. The credit of historical progress in any given time is put at the feet of a handful of luminaries. To subscribe to this theory is to say only a few people every generation can ever amount to something of import or achieve something of merit. Elitist theory historians are saying the achievements of those whose names are not enshrined by us in history are lesser. Tanaka has also claimed via her theory that several historic figures were Enlightened. Through the lens of this theory, we often come to see only the Enlightened as unique or worthy. While one should admit that Professor Tanaka does not say every historic figure of exceptional vision was Enlightened, any discussion of Enlightenment and figures of history should be thought of as largely beside the point. Such debates are a waste of time, for historians as well as for Front Lines personnel. Whether or not Leonardo da Vinci was an Enlightened Artificer has no critical bearing on the history of the Union or your duty to the Masses. Though their Methodology is quite new, even agents in the Feed know better than to underestimate the products of the Collective Will.

EMPOWERMENT

The empowerment theory has existed under a variety of names throughout Union history. If you ask someone in the Ivory Tower what empowerment theory means, she's sure to tell

you to "talk to Terrance Whyte." Whyte is a historian in the Collegium of History; though he is not a full professor, he does hold a number of degrees and publishes regularly.

In developing the empowerment view of history, he once stated "Victorian Imperialism inspired the early ideals of a New World Order." In other words, our expansive and optimistic views from when we were founded were inspired by the scope and ambition of that age.

When we are inspired by the people we protect and encourage, the outcome is often greater than it would be without such inspiration. To subscribe to the empowerment theory, one must recognize the Technocratic Union does not try to control or rule all of history. We *adapt* to history. I would say this is the ideal theory to subscribe to as the one to be the most "true," but any New World Order Technocrat would know not to accept such. Empowerment theory has a single strength: it argues that we are not some secret society controlling the world. Rather, we adapt and change in response to human history, becoming what we need to be in any era. Where empowerment theory fails miserably, however, is in its own inability to adapt. The empowerment theory leaves no room for the achievements of women, minorities, non-Western cultures, and citizens who are not, by the strictest definition, 'natural' (which is to say, clones or those who were not born human).

CONSPIRATORIAL

The conspiratorial theory of history is, in many ways, the hardest with which to grapple. Professor Donald Richardson of the Ivory Tower is the true trailblazer of this theory, for good or for ill. Whenever someone of importance does something, Tanaka would say it was because he was a cut above the rest. Whyte would say the person was merely doing his job. Richardson would theorize the person was manipulated over the course of his entire life for him to arrive at that moment, in a conspiracy perfectly

orchestrated by a long-dead secret society. For a still sterling example of Richardson's "historic" conspiratorial theories, one need merely consult the Collegium records circa 1947 for his papers on the Templar Theory. Richardson's other theories depend on the inclusion of what he posits is the "spiritual ancestry" of the New World Order. He claims the Convention the New World Order was guided into being by the Knights Templar, a society we stamped out (and in rare cases, absorbed members from) centuries ago.

The conspiratorial theory is attractive because it provides a certain sentimental, romantic appeal to its adherents. It gives people

who lack the bravery and confidence to be the first of their ilk a secret, long-lived history of which they can be a part. In a way, it appeals to the human fondness for conformity. Though the New World Order is not a Convention thousands of years old, our adaptability as a Convention is incomparable. We should feel inspired by the roots of the Union itself. It is ridiculous to posit the NWO is the product of some secret cabal's manipulation. The Union as a whole would have certainly noticed such a group present in society at large at some point, let alone members of such an organization among the NWO.

Pascal is performing basic low-level Processing with these, telling a reader whatever theory he or she believes in is flawed. But she does it in a way that first lists why someone would be attracted to such an idea, making you feel like she's trying to understand you. If she washes out in the Collegium or makes too many enemies in the Tower, she may have a home among the Gray Suits.

REASON ABOVE CONSPIRACY

Many of the men and women who would form the Order of Reason came from walks of life that had afforded them an education. However, just as many came from other corners of society. For all the medieval bankers present in the early Order, there were equal numbers of mercenaries, spice road traders, inventors, priests, and servants. The common purpose of protecting the Masses from the depredations of so-called magi kept this highly disparate group acting with relative unity. They lived for putting reason above arcane superstition. Their fellowship would evolve over time, as would their relationship with the Consensus.

One of the first recorded incidents of the groups who would form the Order of Reason working together to take out a Reality Deviant

threat was a castle assault. The Siege of Mistridge in 1210 was an exchange of hostilities that occurred a century before the Order of Reason convened at the White Tower. The Collegium as a whole would no doubt agree that the Siege of Mistridge was a formative event for all parties. The Hermetic Traditionalists expected a mystical fight, and what they received was modern warfare with an integrated force of specialized combatants supporting one another: the Masses provided numbers in the form of an angry mob; the Craftmasons cannons proved an integral part in disabling the castle's defenses; and the Daedaleans fielded their professional soldiers of black-armored fame, a nimble, armed, and Enlightened force to disable any Traditionalists not interested in surrender.



The Siege of Mistridge was the start of a recurring pattern of cyclic motivations. Reality Deviants would provide an affront to Collective Will or endanger the Masses, we would intercede, hostilities would be exchanged, and things would quiet down. New innovations in philosophy and technology would be found, life would march on, and Deviants would once again messily prove why they can't have nice things.

THE IVORY TOWER

On March 25, 1325, the Order of Reason was founded at the Ivory Tower of Yoassmy, a now legendary and long-gone piece of architecture buried in the countryside of France. At that meeting of the minds, our future was set, and those present composed their Declaration — a gauntlet tossed down in challenge to the Reality Deviants of the time. Though the Precepts of Damian have more obvious application in the

day-to-day lives of Technocrats, the Declaration of the Ivory Tower is what brought us here today and guided us for centuries. The Order of Reason swore mankind's priority would be its safety, and the Order would eradicate supernatural harm on the way to realizing the Collective Will of the Masses.

The Declaration is one of few surviving documents from the period of the Order's founding. As with any piece of history, though, it is a product of its time. The line prefacing the final statement in the Declaration says "None other but God may stand in Our way in this Great Mission." The fact that many of our founders believed in a higher power is common knowledge. It is also known such belief persists even in the present day. But the personal religious beliefs held by some members of the Union can cause feelings of unease in others. We can all still recall the lessons of history — such as the activities

HISTORIC LIES

Modern Union propaganda lies about the true start of the Ascension War. Mistridge was not an opening cannon volley fired across the bow of history. Mistridge was a siege, just one of innumerable exchanges of aggressions played out over centuries by two warring ideologies. That Mistridge fell in part by its own internal betrayal is something that takes a back seat to a romantic myth of

besieged Hermetics or the triumph of technology over mystics. Both sides have embraced the Mistridge propaganda for their own ends. If this incident in history was ever confirmed as nothing more than a messy battle by someone in the Technocracy, it has the potential to be a not inconsiderable setback in the Union's propaganda—and to open a Pandora's Box for the Traditions as well.

of the Cabal of Pure Thought and the Knights Templar. Because of such historical precedent, while religious beliefs are technically tolerated in our ranks, one's feelings about a higher power

are best kept to oneself. Religion can be a divisive issue in the field for an amalgam, and a degree of harmonious conformity is required for the successful performance of its duty.

She's clearly targeting this passage to amalgam leaders. Given Iteration X's penchant for deism and machine worship, Pascal is planting the idea in the reader's head that such thought should be strictly policed. Note that it's not entirely in the words, but in the subtextual Procedure used. This is dangerous, as many religious Technocrats already feel persecuted, and some amalgams are requesting agents with likeminded disposition, whether spiritual or skeptical.

ROMANTIC MYTHS

The tendency of humanity to romanticize the past is something not even the New World Order has managed to avoid. It's thus important to realize such romantic myths can still serve a purpose, when and if properly applied. In the 1990s, the Order found a growing number of Black Suits becoming emotionally attached to a historic comment cited from the time of the attack on Mistridge. Contemporaries of the Enlightened soldiers noted they all sported black armor, and documents support that this ominous uniform was favored long after that initial conflict. (The color of the armor was the product of the primitive alchemical work the early Order of Reason was restricted to at the time. Interesting side note: reexamination of those suits of armor would later provide the foundation for Primum's discovery.)

Moving forward in history, the London-based Skeleton Keys wore impeccably tailored black suits. While the work of the Skeleton Keys included the defense of London with violent and often vulgar Procedural methods when necessary, this line of connection was first drawn by *constructs* in the ranks of the Black Suits, not by any scholars in the Collegium of History. In this respect, the Black Suits subscribing to this historical connection have created their own emotional, romantic view of their place in Union and NWO history. In the wake of the Dimensional Anomaly at the turn of the millennium, Black Suits have turned toward unprecedented degrees of self-reflection. This rosier-hued recast of history is being avidly observed by the Ivory Tower. To be frank, this quaint historic theory is one of the more intriguing spontaneous social theories to arise in some time. The romantic myth at least appears to act as a positive reinforcement of Union values.

See how she reinforces the feeling that we in the Collegia have of our superiority? Yet, I can tell you that in her interviews with various Black Suits, she affirmed their romanticism. Should you interview her, be warned that she's just as skilled at verbal applications of psychological Procedures.

Professor Donald Richardson's theories, in contrast, have acted as a schism-inducing influence on the Ivory Tower. He cites the 12th century as the origin point for a series of events causing disparate groups to eventually merge and become the New World Order. While this may, if properly argued, seem to be a sound theory, Richardson goes a step further, to say the Knights Templar are the true source of what would become the New World Order. During this period, the Order of Reason was combating the influence of the Cabal of Pure Thought, who thought religion could unite the Masses. This idea seems patently ridiculous when analyzed via modern scholarship. The Knights Templar at the time were allied with the Cabal of Pure Thought. The supposition that the Cabal of Pure Thought or the Knights Templar might somehow be the forerunner of the New World Order is sloppy academic reasoning at best. Then the idea that the Knights Templar somehow survived to the reign of Queen Victoria, let alone orchestrated events for her coronation to happen unimpeded, is ludicrous. This "spiritual ancestry" theory was first posited by Richardson in 1947 — the intellectual ruin it wrought in the Collegium has included the creation of a schism that has never been healed.

Richardson's theory of the New World Order's conspiratorial origin persisting this many years on is both boon and a bane. Scholars such as Terrance Whyte continue to decry it as academic heresy. Behind closed doors, though, some of his opponent academics are willing to concede that, in this case, the romanticism

surrounding the theory keeps many young operatives firmly indoctrinated.

In a related turn of events, it is the romanticism of the Avalon myth that so appealed to generations of Technocrats in the '80s and '90s that may be experiencing a new revival. The Union has a surprisingly long association with the Arthurian myth. After all, King Arthur led an educated, noble group of knights in an effort to shed reason, hope, and light in the darkest corners of his kingdom. In addition, virtues prized by the Technocracy, such as loyalty and being true to one's word, were embraced by early members of the Order of Reason as qualities to which to aspire. Rivallion de Corbie, who slew the First Cabal of the Traditions, was but one of the first Technocrats to inspire their people with tales of Arthur. There were a number of early Daedaleans who drew on the legends of Avalon as a source of emotional strength. The enemies faced by the Order of Reason were easily cast as Morgannas and Mordreds, seductive figures who wielded transgressive, primal, and immoral powers. Merlin and Nimue, more staid mystic figures, were still undone by lust and vengeance.

Like banked embers, the fire for the Arthurian mythos never truly died out. Under the leadership of Henre de Lorris, those still flying the banner of Avalon have slowly started to come out of hiding, and it's entirely possible that this particular romantic notion may once again surge in popularity. Technocrats thirsting for an emotional and sentimental touchstone may well turn to Avalon from that desire.

As a side note, these "banked embers" may be the Union's salvation, should the schism between us and the other Conventions grow. Many operatives have friends and associates throughout the Union. It won't be easy for them to go up against friends and brethren, but an ideal to rally around would help.

CHATELAINE OF THE TOWER

In 1837, the 18-year-old Queen Victoria began what would become a 63-year reign. Terrance Whyte would stick a pin into history here and say this is the moment that led to the establishment of the New World Order. According to Whyte, Victoria was not Enlightened or even Extraordinary. His increasingly unwillingness to define the specifics of Queen Victoria's involvement with the Union, and vice versa, has led to young scholars in the Collegium putting forth a theory of "Mutually Beneficial Cooperation." Victoria's idealism and Empire building inspired the Union (taking a page from empowerment theory), while key members of the Union's leadership at the time advised Victoria on how to best lead her empire — advice that capitalized on teaching the Masses to accept science and modern industry.

Professor Richardson states Queen Victoria's ascension to the throne was the result of a vast Templar conspiracy. There is a particular distaste for this theory among European Technocrats, who are disinclined to favor a premise that proposes all royal thrones of the 19th century were controlled by shadowy cabals.

Romantic myths such as those the Black Suits subscribe to, even the sentimental visions of the original Tower, reinforce the bonds of Unionist to Union. Richardson's posit that Victoria's reign was the result of conspiracy reframes Union history in a context of mysticism and spiritual secrecy. It flies in the face of all reasonable scholarship. Queen Victoria was a young woman who wanted a safe and vast Empire for her citizens. Those two values were what would become the foundation of her relationship with the Order of Reason, and assist it in transforming into the Technocratic Union. Though her husband, Prince Albert, was instrumental in starting the transformation, it was Queen Victoria who would see it through.



In 1851, the Order of Reason was reorganized into the Technocratic Union during the Great Exhibition in London. The Enlightened scientists of the Western world gathered in the Crystal Palace under the auspice of Prince Albert, Queen Victoria's consort. This was a moment of great potential, and it is with disappointment that we admit how thoroughly it was squandered. The reign of Queen Victoria was not a period free of social ills or over-indulgence, nor were the ranks of the early Technocratic Union. By the time Prince Albert

died in 1861, the Union has already slid into complacency. This complacency grew rapidly to an inattention that was genuinely dangerous — one being fought by some of the most excellent detectives that generation produced.

This period of the Union being "asleep at the wheel" has been recast recently from shameful past to cautionary tale. In fact, the empowerment school of history has been writing an increasing number of papers using this time period as an object lesson to remind less than vigilant amalgams of the consequences of failing at their missions.

Look at how she drops out of academic language in this last paragraph. An unEnlightened reader would see little to be worried about in the text, but read her outrage in the subtext. She's trying to make the reader angry on her behalf, but not to realize it. And she'll use that subtle anger later.

SKELETON KEYS

In 1886, the activities of Detective Sergeant Crispin and Inspector Rathbone, investigators with Scotland Yard, crossed the desk of financier Reginald Proctor. Rathbone and Crispin's secret society, the Skeleton Keys, was composed primarily of law-enforcement officers with a mission in line with that of the Technocratic Union.

These Skeleton Keys, so named for the black keys of membership they carried, were devoted to the investigation and eradication of preternatural threats. Surviving historical documents refer to the securing of an area of Whitechapel by the Skeleton Keys by means of "vulgar procedures." This raises a number of questions about the actual numbers of Skeleton Keys who were unEnlightened, Extraordinary, or Enlightened. It is equally pertinent to dwell on the fact that this organization formed spontaneously, without ties to the Traditions or the Technocracy.

While I loathe to speculate, it could be that Proctor saw not only the potential of Inspector Rathbone and Detective Sgt. Crispin to aid the Masses, but also saw a tool to right the ship of

the Union. It is technically not confirmed, but many in the Collegium of History think it likely that Proctor began surveillance of the Skeleton Keys in 1887, possibly earlier. Without unfettered access to his surviving effects, we shall sadly be confined to guesswork. It is in the interest of presenting a fully rounded picture that it is fair to mention that Inspector Rathbone had political ties that neither Reginald Proctor, nor the rest of the Technocratic Union, possessed. A plan to acquire the Skeleton Keys may have been as much about resources as it was about mandate.

HER MAJESTY'S REFORMATION

In 1897, Inspector Rathbone was invited to a private audience with Queen Victoria and Reginald Proctor, and he shortly thereafter joined his forces with those of the Union. We only know that this meeting happened via numerous second-hand sources citing that it occurred. There is no record of what was said during the meeting itself. In short order, the Skeleton Keys were incorporated into the Lightkeepers, a Convention that would eventually evolve into the New World Order. Being the hand that orchestrated this absorption put Proctor in a

position of power, chiefly the power to borrow Rathbone's connections in the realm of politics.

While Proctor was taking stock of the new shift in personnel, it was Queen Victoria — now an elderly widow — who saw in Rathbone the Union's possible salvation. That may seem somewhat hyperbolic, but when one considers the state of Victorian England, rife with preternatural creatures, Traditionalist mysticism, and the stirring of the Nephandi, it's hard not to look back upon the ensuing cleansing fire as anything but salvation.

That metaphorical cleansing fire to which I refer is the period known as the "Grand Housecleaning." It's a rather innocuous term for a quite ruthlessly efficient internal culling. If you hear someone working on the

Front Lines complain about the Order and its Methodologies, point him to the extant records of the Housecleaning. With Rathbone's help, Victoria performed a top to bottom internal investigation. Records of Victorian-era wetwork not being highly valued data by that generation to keep, the number of less than model Unionists to be disposed of, if ineligible for rehabilitation, is unknown. All it took to bring the Union back from complacency was one unEnlightened Queen who placed her hopes and dreams in the hand of the Union, and a group of dedicated Technocrats. The stamping out of the Spiritualist movement was a consequence of this reinvigorated purpose, a side benefit of a newly renewed devotion to Pogrom activity.

Now she's directing that anger. Her feminist views built up slowly to this point, in order not to appear as though this dissertation was better suited for the Collegium of Gender Studies. She's well aware that CoGS papers often fail because of inherent biases. But here, no, she's able to slide in viewpoints that question Union leadership — not just of yesteryear, but also of today.

FOG OF WAR

World War I was a force of violent change upon the Masses and upon the Union. The progress made in industry, medical science, and communications technology during the war came with a sobering and deadly price tag. Even in the Union, wartime stresses upon its frame caused some to break. Reginald Proctor, who saw to the assimilation of the Skeleton Keys into our forerunner Convention, would take his own life in 1914. There has never been as friendly a relationship between the Methodology that became the New World Order and the Syndicate as there was before Proctor died. His death proved to only be one of many tumultuous events in 1914.

During the war years, the campaign for world domination by a dangerous Reality Deviant, the Son of Ether "Lord Vargo, Zeppelin Emperor," necessitated the creation of the

Operatives. Following the successful defeat of Vargo by Rupert Sparrow's Operatives, the Union rechristened the Lightkeepers as the New World Order. The swift reliance on the skills of the Operatives would prove to be the foundation of a complicated dynamic. The Operatives embraced their mission the moment it was given to them and worked every second to become a valuable equal among the Methodologies of the New World Order. (This would create a strange flux later on in the 1950s, as the often-subtle skills of the Operatives were needed with increasing frequency during the Cold War, more so than those of the Ivory Tower.)

COOPERATIVE MISSIONS

The incredibly dangerous work undertaken by the New World Order didn't end with the end of hostilities in 1918. The 1920s brought

their own challenges — such as the job of combating Cultists of Ecstasy during the American Prohibition — but World War II was a time of unprecedented darkness. It took no preternatural creatures to wreak havoc during the period of 1939 to 1945. The evils of the war were wrought by members of the Masses, and war provided those horrors not caused by man conditions in which to flourish. With bigger problems than the Traditionalists bearing down on us, the Pogrom was set aside. As the war ran its course, Technocrats and Traditionalists formed a cooperative force to drive the newly emboldened Nephandic menace from Europe.

The most successful of these operations proved that Traditionalists could not only work with us — they could do so willingly and come

to see our perspective. Henre de Lorris, an exceptionally talented Cultist of Ecstasy, came to work with a New World Order amalgam during the war. Under the supervision of Operative Rudolf Carter, they wiped out a Nephandi cult operating in Nazi-occupied Paris. De Lorris willingly defected to the New World Order at the end of World War II, dedicating his talents to the Union. Though many defections of Traditionalists to the Union have not been nearly so high profile, Henre de Lorris is the most impeccable example we can offer to the rest of the Union when we are asked to defend our preference to turn Reality Deviants rather than shoot them on sight. Consider if you will what his absence would have wreaked on the Union, and our Convention, in the wake of the Dimensional Anomaly.

Here, I completely agree. Before you ask, yes, I sanitized my copy as well. I'm not under her influence. But it's true that de Lorris saved the Union from falling into extremists' hands. That said, her admiration of the man has me wondering if there's more going on here. Is she being groomed by the White Suit as well? Given de Lorris' proclivities, is it more than mere grooming?

THE COLD WAR

Presenting his paper at a 1947 conference on the origin of the Order of Reason, Richardson publically introduced the "spiritual ancestry" theory, stating that the New World Order is a group descended from the Knights Templar, and that a myriad of pivotal events dating from their establishment to the modern day were

still orchestrated by the Knights. Until 1947, Richardson's conspiracy theories were largely ignorable. That conference forced everyone to discuss the elephant in the room. The Collegium has been observing the impact of this "spiritual ancestry" theory since 1947 — research on it will be presented in 2015, the next year a Time Table is scheduled to be set.

Right here, she's declared war against Richardson.
She didn't need to mention the Time Table.

The postwar period was one of turmoil. Emerging from the wreckage of World War II, the Operatives — their skills honed through two wars — became of vital importance to successfully working in the world while a Cold War was going on. As the Masses continued the process

of militarization and increasingly engaged in espionage, the Operatives became the Masses' dark mirror. This has proved a mixed blessing. In 1947, while the New World Order was feeling the pinch of manpower shortages after the war, the Void Engineers had become frustratingly

CONSTRUCT/HANDLER RELATIONS

Current-generation constructs in the Black Suits are seeing their handlers being sociologically recast. These handlers aren't bureaucrats there to control them and see them destroyed when they no longer prove useful. These men and women should be *friends*, deeply trusted colleagues who may be confided in with everything the constructs see and hear and feel. This reformation of

construct/handler relations is complicated by lingering anti-construct bias; the increasingly complicated drama of man and bioengineering is played out in the halls. Some sociologists among the NWO are devoting their careers to observing the advent of bioengineering in the Masses, with the hopes to apply evolving social response to the lingering prejudices inside the Order.

consistent in breaches of security involving the Masses. There had to be an end to the reports of "unidentified flying objects," and if that wasn't going to be forthcoming with alacrity — then it was up to the NWO to ensure the Masses would not endanger Union hypertechnology or personnel.

No one wanted another Roswell, so the New World Order executed an experimental joint operation with the Progenitors. That was when a formal program to create the Black Suit constructs was put into play. This first generation of constructs was created to perform adjustments on the memories of the unEnlightened, as well as to quell belief in aliens and alien abduction. These constructs were then to self-destruct when their mission was completed. Though this may sound unsavory to the present generation, it was a design decision that was rational for its era. That first generation of constructs had a host of mental and physical flaws, which necessitated the now-common practice of an agent supervising and observing them in the field, and Processing them upon return. This was to prevent a breach of any kind — whether it was a member of the Masses seeing a Black Suit

self-destruct or said Black Suit construct malfunctioning mid-mission.

But handlers still made mistakes, and the policy of a handler for every construct certainly didn't avert disaster in 1954. The Operatives sent a team of Black Suits to interrogate Turing after discovering his ideological betrayal of the Union. They bungled the mission, Turing committed suicide, and an opportunity for vital intelligence was lost. The presence of the Black Suits at Turing's suicide has placed them and the Virtual Adepts at permanent and bitter odds.

When one steps back and looks at the arc of history, from that fateful 1914 summer when Lord Vargo was defeated to the end of the Cold War, one sees that the Ivory Tower is truly the parent of the Operatives; when this child Methodology rose to prominence, there were predictable, if passing, tensions. The Ivory Tower would begin to wax in influence when the Cold War ended in the early 1990s, and the Operatives were forced by time to change and grow to fit the world they now maneuvered within. Parent and child now occupy equal, if dangerous, footing.

This entire section is about manipulating leadership, from forming hostile opinions against Richardson to reminding those who cling to the old ways to be wary of treating Operatives as servants. Not that this paper will be seen by those she's looking to influence.

MILLENNIAL SHIFT

The path of the NWO's rise has been steady since its naming in 1914. Between 1925 and 2000, six Time Tables have been set, and the NWO has consistently been there to enforce the Union's vast goals. No matter what, all NWO Methodologies still share the same creed, and it is us who lead the charge to define that one truth and one reality. It has only been in the past few decades that enforcing the goals of the Union have become particularly difficult and fraught with danger from external and internal threats.

In 1995, the White Suits took three members of the Syndicate's Disbursements Methodology into custody on charges of disloyalty, and then executed the two Syndicate members who didn't escape. In retrospect, one can, of course, protest the severity of this action, but history does not exist solely for applying morality in vogue

today to past events. In 1995, however, adequate funding for programs undertaken by the New World Order was seen as a critical component for accomplishing our mandate. We can decry such inner-Union violence as unnecessary, but the White Suits did what they needed to do given the intelligence they had. Between the disappearance of Yukio Ishida, the grave losses we suffered in the late '90s, and the rebuilding we have endured — it should be considered a great accomplishment that we have come so far and through so much without breaking. It is unfortunate, to be sure, that other Conventions still harbor uneasy feelings about 1995. We would never repeat such an action unless it was absolutely necessary.

Sadly, by 1996, we had problems far closer to home to deal with than disloyalty among the Syndicate.

Notice what she did in this passage. She crafted justification on the Operatives' action by telling the reader to set aside current-day morals and ethics. Fourteen percent of the undergraduates who have read this dissertation were influenced by that line alone.

YUKIO ISHIDA: LIFE AND LEGACY

Yukio Ishida was 34 years old when she disappeared in 1996. A sociologist with the Ivory Tower, Ishida had participated in a number of unhappy debates in the year prior — many of them led by Terrance Whyte. In one of Ishida's final papers in 1995, she observed that 94 percent of Black Suit constructs were male, with female constructs making up the other 6 percent. In addition, the majority of these female Black Suit constructs in the '90s were being used for menial tasks by the Ivory Tower. Ishida argued that the NWO at the time was conducting itself as a highly

patriarchal agency and shutting women — in particular, female constructs — out of anything but administrative duties. Then, her next major paper, published early in 1996, pointed to the deliberate downplaying of technological innovation in China, and the contribution of China and other Eastern countries to Enlightened history. This culturally innovative work, and her feminist scholarship, made her a number of enemies among the Collegia.

Ishida's sociological research meshes with none of the three dominant historic/sociological narratives of the NWO or the Union. It most closely resembles 20th-century feminist sociological theory about gender and

the whitewashing of historic narratives. Ishida paved the way for sociological and historical narratives that do not perfectly align with the three accepted schools of theory in the Collegium of History. Her work proves a different source of conflict in regard to a “Unified View of History” than Richardson’s. Ishida’s research has massive support among younger Technocrats, while many older agents will only say her work deserves long-term study to determine how to “best apply” Ishida’s findings.

In mid 1996, Ishida vanished while on assignment to MECHA. Several prominent Technocrats protested when she vanished that someone must have orchestrated her disappearance, and many supporters feared she had been killed for criticizing the Order. Ishida had close ties with the statisticians of Iteration X, so conspiratorial theorists propose she may have been quietly “disappeared” by their operatives to save her life so she could continue her research. In either event, Ishida’s unknown end has been classified as a loss of a Technocrat on active duty, and she’s listed on the Memorial Walls with countless others.

Ishida’s work lives on even if she may not, in the form of the Collegium of Gender Studies. There have been a number of papers circulated on Ishida’s life and work. If the investigatory aspects of the end of her active duty are of interest, petitioning the Operatives with a letter of recommendation from a senior agent may earn you a short talk with one of their number who originally conducted the investigation.

If you give people a martyr,
they will win their argument.
We could have used someone
like Pascal to remind us of that
in '96.



THE COLLEGIUM OF GENDER STUDIES

One of the newest of the Collegia, Gender Studies is small and underfunded. It's a token gesture from the Ivory Tower, to quell cries against feminists being silenced or ignored by the various deans. In practice, it's a box in which to place certain subversive thoughts. The Collegium knows that, and it takes great effort to find those in other departments who

share sympathies, encouraging them to change their respective Collegia from within.

That's to say: Gender Studies knows how to play the game. It intentionally cultivates a radical disposition to draw unwanted attention away from its allies. And it isn't to be trifled with.

THE NEW SYMPOSIUM

After enduring a series of unusual and deadly events at the turn of the millennium, both the New World Order and the Union at large suffered an unprecedented level of destruction as a result of the reality-rendering Dimensional Anomaly. With each Convention effectively cut off from its Deep Universe assets and leadership, the other shoe dropped. The Union was unable to get into contact with Control, home to the Technocracy's most senior and most brilliant personnel, the minds behind the Union and the Time Tables. Even in the wake of this catastrophic event, however, we continued to move forward. The Conventions came together and selected a new leadership, composed of the highest-ranking surviving Technocrats on earth, which promoted the second-highest-ranking survivors into positions as the new Supervisors of their respective Conventions.

In the case of the New World Order, Henre de Lorris became the de facto Supervisor of the Convention, freeing another White Suit to assume a Symposium seat. Though de Lorris is particularly talented and brilliant in his area of expertise, it was deemed that he was more suited to leading in a different position than in the Symposium. It is public knowledge that, with the death of Rudolf Carter at the end of the last millennium, there was a period where the Order closed ranks around de Lorris, doing the best it could to let him mourn his mentor and friend in peace. Forcing such a demanding position as a Symposium seat upon de Lorris so soon could have led to terrible unintended consequences. Instead, he is the face of leadership the New World Order sees and respects, and has proved a Supervisor of consistent wisdom. In such a trying time, Henre de Lorris was comforted by his Convention, and his Convention, comforted by him.

You have to be very stupid or very confident to outright accuse de Lorris of fornicating with his staff. And Pascal isn't stupid. But this isn't a confessional; she's using this and the prior admiration of him to fuse an emotional connection to Operatives.

Before you ask, I have had her followed since she submitted this paper. You'll receive weekly reports of her movements and meetings.

During this turbulent time, reorganization was not confined purely to personnel, but applied to the goals of the Convention and the Union as well. The Conventional goals of the NWO reflected the reality of the Front Lines, not the somewhat idealized objectives of the Order's leadership. In 1999, the New World Order's main goals were to form one unified view of Union history and to continue the conversion of Reality Deviants. That conversion goal put the Order squarely at odds with Iteration X, which wished to reinstate the Pogrom. Away from the idealism of the old Masters, *every* Convention set its own internal directives that meshed with the actual reality they faced day in and day out on the Front Lines. This conflict of goals was a source of tension between Iteration X and NWO leadership, which reverberated downward through both Conventions. That tension was broken in 2000, when the 45th Time Table of the Technocratic Union was set by the new Symposium. In an unfortunate repeat of the pre-Reform years of Victorian England, Front Line personnel of all Conventions had

blatantly ignored entire sections of the previous Time Table, setting protecting the Masses above enforcing or obeying all other directives, particularly ideological ones. The Time Table of 2000, therefore, set down directives for a new bureaucratic policy to monitor the Front Lines for disloyalty.

This had the unfortunate side effect of fueling the fire of the Collegium of History's often vehement differences of historic theory and every Convention's respective internal issues. Rumors have spread that the Time Table of 2015 may lead to a new millennium "Grand Housecleaning" or perhaps even as severe an action as a reinstatement of the Pogrom. The new Symposium is facing challenges no other generation had even guessed they'd see. Those of us who come from the generation after all these historic catalysts occurred can look forward to the challenges of today being the object lessons of tomorrow. Only great hope and dedication can carry us through the changes to come.

THE DIMENSIONAL ANOMALY

The occurrence of the Dimensional Anomaly at the turn of the century changed the course of Union history. The death toll that rose in the wake of what Reality Deviants refer to as the "Avatar Storm" ravaged the ranks of the Technocratic Union. Enlightened personnel had the highest death toll, but Extraordinary citizens and even unEnlightened members of Conventions suffered. On Earth, it was primarily the most gifted of the Technocracy who were killed or permanently psychologically damaged by the Anomaly as it exploded open in the transitional space past the Front Lines and across the span of near orbit. An immediate radio silence began with the Void Engineers Border Patrol, only periodically broken in the first 72 hours. Attempts to reach Deep Universe installations and Control itself failed more often than they succeeded. Over the next five

years, the remaining laboratories and outposts went silent, one by one. The last message from Autochthonia was received in 2005.

The NWO has been the staying hand of reason and logic over the past decade, reminding the other Conventions that, in time, they would recover Horizon and return the Union to what it was before the catastrophe. It has been a period of salvaging personnel and hypertechnology – and of explosive infighting. The Void Engineers and Iteration X have reacted emotionally, insisting Horizon and Autochthonia had to be recovered sooner, rather than later. A number of addition personnel were lost by each Convention from 2000-2005 as they left orbit to conduct unauthorized rescue missions. There has been a fierce crackdown on such activities since, particularly by the NWO and the Syndicate. On the issue of unacceptable losses

concerning personnel and hypertechnology, the two Conventions can agree. Slowly but surely, calmer heads have prevailed over emotionally compromised Technocrats. It has been a difficult matter for all the Conventions to study the Anomaly from Earth, aware of the incredible

number of people who may still be alive and trapped beyond it.

There are holdouts in every Convention who refuse to add their space-assigned family and friends to the Union's memorials. To do so would be to admit personal and professional defeat.

On a personal note, Pascal lost an uncle on Horizon. Her emotions regarding the Union's loss run deep, and she's using that here to influence the reader to empathize with the other Conventions. Privately, she's discussed how many in the Order are taking the wrong approach to controlling the rest of the Union; her belief is that people are easier to control if they feel empathized with rather than if they are looked upon with guilt and accusation.

Exacerbating the issue are periodic wreckages that have crashed to Earth, slipping through near orbit as if it was tissue paper. The Black Suits have been commendably responsive to preventing any of these events from reaching the unEnlightened news. Many of the personnel sent on these recovery missions have required extensive use of psychological services thereafter. Equally troubling has been the reports of "ghost ships," as the Dimensional Anomaly appears to have a chronotic drift. The distress calls of ships likely lost in the first hours of the Anomaly opening have periodically been heard by the Border Patrol, often near the anniversary of the event itself. While the phenomena are now sporadic, neither the wreckages nor the ghost ships have ceased reaching our shores.

The most notable and consistently reported incident is the annual distress call of the *Indomitable*, a Void Engineer ship that primarily worked Border Patrol. The British-born William Templeton was commanding officer, and in the distress call, he says they had been attacked by a Nephandi-controlled vessel and were in the process of being boarded. The ship paired

with them, which carried Templeton's wife Ellen as head of Medical, had already been destroyed in the firefight. Templeton pleads not for reinforcements, but the rescue of escape pods. In the final moments of the call, he states a captain must stay with his ship. Any follow-up instructions are lost in a burst of static, which started the moment the Dimensional Anomaly began.

The rise of conflict in the world has been building since the Anomaly occurred; that alone makes it easy to understand the new rise of one of our oldest enemies. With the advent of so many simultaneous and deadly wars, the Nephandi have once again been building their influence. This time, though, they have access to global communication technologies, faster modes of travel, and a mix of polarized cultures in which to build their cults. From affluent suburbs in the U.S. to hot spots of the Middle East, the Nephandi are proving more nimble and clever than at any other time in history. Their recruitment methods are tailored to locations and cultures, and no one is safe. Some amalgams stationed in the field abroad have reported missing personnel, while others have just gone

dark. Investigations of these listening posts uncover only a sense of dark static, and an absence of New World Order operatives. We are indeed quite lucky that we still have

Henre de Lorris among us. The nights of the NWO picking off the Nephandi in the night are over. They now prey upon us in the aftermath of a dark and uncertain decade.

Pascal doesn't need to craft Procedure to remind us of this rising threat. But she's not taking any chances here. This portion of the paper will serve well as a memo to remote amalgams.

RISE OF THE EXTRAORDINARY CITIZEN

The profusion of new technology in the past decade has led to a sudden spike in the discovery of Extraordinary citizens. These individuals — each capable of particular subsets of Procedures, though not yet Enlightened — are arising at 12 times the rate they were 10 years ago. Their very existence is proof that a global Ascension is achievable. Though the NWO and the Union as a whole has attempted to recruit as many of these individuals as possible, many of these independently occurring Extraordinary citizens exhibit a certain fierce brand of individualism, making the entire process more difficult. At this time, the number

of Extraordinary citizens present in every Convention outnumbers the Enlightened.

The NWO recognizes the exceptional potential of this moment, and the creation of the new Methodology known as the Feed seeks in large part to understand its root cause. Has technology allowed humankind to progress? Has humankind progressing allowed technological innovation to explode? Both? Neither? Without study, no theory can properly explain the phenomena.

The Feed lives and breathes technology, innovation, and analysis. It is up to it to deliver the answers to the rise of the Extraordinary citizen, and as quickly as possible.

CONCLUSION

One World, One Truth, One Reality

The strange course of history we have undertaken as a Convention may give you pause. I set out at the start of my dissertation studies to say that the New World Order, and the Technocratic Union, defines itself via its history. This is true. It's said in our documents, past and present, and in our lecture halls and field schools. We define history.

We choose what gets to be history. I also said that the New World Order has evolved via three disparate theories of historic thought. Knowing each of these approaches to history is essential to understanding the sociological and psychological contexts in which the NWO and the Union as a whole operate. But their schismatic discussion is impacting the New World Order, and that blow may ripple outward. The interference of increasingly vehement academic bias has contributed to

an ever-widening schism in the Collegium of History, with unintended and unforeseen consequences inside the Union as a whole. The Collegium of History bears some of the shame of the failures during the last Time Table. We have provided a potent distraction from the duties on the Front Lines. We have also forgotten our mandate.

The constant conflicts concerning the nature of history manifests in the psyche of the Union. We define ourselves with words and imagery. Constant conflicting shifts to our view of self as the Technocracy impacts morale, psychological function, and efficacy in the field, as well as in administration. When our view of ourselves via history becomes negative and confused,

we become negative and confused. It is my conclusion that, in the interest of harmony in the Convention, the Collegium must work toward a definitive foundation for a Unified Historic Theory. By laying the foundation of a history to which we can all agree, we lay a firm foundation for our operatives to stand on. We can achieve the harmony the Symposium has asked for during this Time Table. If we work hard enough, and obey the Symposium's mandates, the Union can triumph. For if we are defined by history, then we are currently defined by redactions, conspiracy, violence, and massive intellectual conflagrations. If we are to continue winning the Ascension War, it cannot be in spite of ourselves. It must be through *unity* and a desire to support the Collective Will.

In Victory

Sophia Pascal

UID FP355

Collegium of History, The Ivory Tower, New World Order

She's clever, isn't she? This part of the Procedure wasn't intended for other students or even her instructors. It's for you and I. Pascal knew this would get our attention, and if we weren't careful in reading it, we would have been affected just as she intended. That shows ambition and promise. Watch this one. She's good, but she's not getting the job she wants. Yet.

Don't worry, Pytor, we've already processed the undergraduates who have read this paper.

NWO ⊕ RELATIONSHIPS



The following will reeducate you regarding interactions with those outside of the New World Order: the Masses, our fellow Conventions, the Traditionalists, and other Reality Deviants. Heed this memo; failure to adhere to policy will be noted on your record.

THE MASSES

These are our charges. Our mandate is to direct them toward Empowerment using methods that stabilize reality. As such, use advanced Procedures in view of Sleepers only when absolutely necessary: against threats to the Union's goals and when displays of hypertechnology would further our agenda.

Given the change in the global information dynamic, we must be more careful than in prior decades. Evidence of reality disruption or failing hypertechnology can be seen by millions in a matter of minutes, before we have a chance to police exposure. The use of application-based Procedures rather than hardware-based ones is preferable; make sure those you work with in other Conventions understand this necessity.

SYMPATHIZERS

The majority of NWO staff is comprised of Sympathizers – Sleepers who, while not Enlightened, believe in a cause or are useful for menial tasks. For the most part, they're kept in the dark about the Union's true nature – the unEnlightened, by their very nature, are a security threat when exposed to too much information.

Those in NWO installations serve as janitors, secretaries, maintenance, unarmed security, and so on. Outside, they're spies who report to some agency that or individual who, in their mind, is "fighting the good fight." Some are advocates, promoting ideas we wish to see the Consensus accept. And we also employ our share of soldiers, rated for combat against low-priority, low-risk targets – a newer position among operatives, to not stretch our manpower too thin.

Sympathizers are our backbone. With Processing, they are significantly less harmful to have around Enlightened technology, though they are incapable of using such devices. With years of exposure, some Sympathizers even become Extraordinary or Enlightened, so they are to be treated with respect. Do not piss on the help.

EXTRAORDINARY CITIZENS

The rise of Extraordinary citizens has been a boon to the Union. They are the best tools we possess for getting

the Masses to accept new ideas. Planting sympathetic agents in positions to influence these citizens is a high priority. It's tempting to bring them into the Union's fold, but recent research has shown that, if they are removed from the Union, their success rate is higher, and they are less likely to be targeted by anti-Technocracy forces.

Our biggest hurdle with Extraordinary citizens involves the Syndicate getting involved through venture capital. Protecting the identity of Extraordinary citizens from even our own Union is a recent change in policy, one that will be lifted when the unstable elements within the other Conventions are corrected.

THE OTHER CONVENTIONS

The Technocratic Union is seen from the outside as a monolith, and that's by our design. But you and I know that, within our idiomatic walls, we're a house dividing. Infighting has grown over the last decade, as we've had to rebuild both our leadership and our resources after being disconnected from Horizon, and impatient factions in other Conventions (notably within the Syndicate) have used the chaos to pursue their own agendas among the Masses.

We are winning the so-called Ascension War, but impatience and a lack of discipline among our comrades may prove our downfall. It is up to us, the New World Order, to be the firm hand of correction.

ITERATION X

While not hit quite as hard by being cut off from off-world facilities as the Void Engineers, Iteration X has still suffered a number of setbacks from being separated from Autochthonia. Particularly with the BioMechanics, this has manifested in a "quality over quantity" approach to cybernetics, since many of its necessary resources are trapped on the other side of the Avatar Storm. This new approach is good for us, as it has led to the Operatives' newest toys: the Enlightened Shock Corps. Since the Greylocke Chantry incident, certain elements in the White Suits have elected to take control over the few constructs we have left away from Iteration X. This has bred resentment from that camp, so be advised.

The other Methodologies are just as useful as ever, if not more so. The Statisticians provide much of the raw data we need for psychological and Operation analysis, and we still hold the dominant position in that dynamic, as they need us to interpret and apply that information. A few Statisticians have even volunteered to be "on loan" to the Feed, intrigued by our new Methodology's notion of



merging global psychology with machines. But be careful; Iterators are well known for taking the idea of merging with machines too far.

The Time-Motion Managers have been a bit distracted in recent years. Our relationship hasn't changed — they're a well-oiled machine (yes, yes, I know) when it comes to implementing our goals of production. But they're up to something, and we need to be especially watchful over them. However, it's the recently formed Macrotechnicians that give us the most pause, as they're bucking the Iteration trend of personal computer integration and are seen as

freaks by the rest of their Convention. If we can manage that conflict, then that Methodology keeps Iteration X focused inward. If we can't, then we have a potential Electrodyne Engineer issue on our hands.

THE PROGENITORS

Progress has been good to the Convention of life, but the results have not been to the Union's favor as a whole. The Progenitors have always been very mercenary, from Pharmacopoeists selling the Masses a vast array of drugs (both medicinal and illicit) to FACADE Engineers selling



and leasing clones and biological constructs to other Conventions. Since the Anomaly, we've heard numerous times "the demand isn't down, but the supply is" from the Progenitors as an excuse for extortion. Of course, when what you're selling is immortality, your customers may bitch over price, but at the end of the day, they'll cave and pony up.

While the higher-ups deal with that power struggle, the rank-and-file relationships are much warmer. Genengineers and FACADE continue to provide genetic constructs to augment our shock troops, a necessity to prevent

Iteration X the advantage of owning a vast majority of our military might. Our Gray Suits benefit greatly from appearance alteration, whether via advanced genetics or plastic surgery. Q Division's chemical gadgets come directly from Progenitor advances, and Room 101 makes good use of pharmaceutical augmentation for psychological conditioning. There are few Mind Procedures that don't benefit from neurochemical technology, after all.

But don't come away thinking it's a one-sided deal. These are lab rats, not field agents. Need a combat cocktail field-tested? They come to us. Need a clone conditioned and implanted in Sleeper society? They come to us. And Progenitors are, in a word, giddy about seeing their tech in action.

THE SYNDICATE

Among the Union, the NWO and the Syndicate have best weathered the loss of leadership after the Anomaly. However, the spirit of cooperation has become strained these last few years. It's no secret that, between Disbursements and the Financiers, the Syndicate sees itself as the lifeblood of the Union. The NWO's role as policy setters and enforcers has always led to conflict with these self-important bean counters.

The recent financial chaos worldwide is just the latest Syndicate fuckup, an unsanctioned hyper-economics experiment the Masses rejected. Sure, that was the work of just a few rogue agents in Financiers and not supported by the entire organization, but it shows the Convention's contempt for us as, well, a Union. I expect that cowboy attitude from Void Engineers, but the Syndicate's operations are too important to risk on the undisciplined.

Another problem is Media Control. It's hard not to see that organization as having completely fallen down on the job. The world changed in unanticipated ways, and it was too busy trying to enforce the status quo rather than adapting as any self-respecting Methodology would. If it had done its job, we wouldn't have had to create the Feed.

Still, Syndicate Methodologies are somewhat useful tools. The Feed has taken advantage of the Financiers' successful advancements, such as in crowdsourcing, to help the Masses accept new ideas about technology. Special Projects Division still produces intriguing technology for manipulating the subconscious mind, though getting it to share its discoveries with us requires herculean effort.

THE VOID ENGINEERS

When it comes to the Void Engineers, the Dimensional Anomaly changed everything. We lost contact with much of that Convention, as well as our Operatives accompanying them on off-world missions.

Neutralization Specialists still handle defense against outside entities. But the dynamic has changed; rather than us lending the assistance, it's the other way around. They still claim autonomy, but with communication to their leadership severed, they've accepted our stewardship. Not that they've had much of a choice. Same with the Earth Frontier Division, though it has resisted pressure to reform into something more immediately useful to us.

Some Void Engineers work with the Feed as security amalgams, patrolling the Internet for Virtual Adept interference. Others serve as pilots in the Operatives—there are no finer pilots or gunners than in the Pan-Dimensional Corps. Naturally, the Engineers keep asserting that this situation is temporary, and when they've "solved the Anomaly," things will go back to normal. We'll see.

There are a handful of hotshot Void Engineer pilots who can brave trips off world and return, due to "advanced dimensional meteorology." Unfortunately, as a resource for communication and supplies, they're unreliable. Their ships are small, which they claim is a necessity for travel these days. And they're loathe to take orders from anyone, acting more like rogue smugglers than members of a glorious Union. Having to bargain with them is as disturbing as it is predictable.

THE TRADITIONS

As the infighting within the Technocracy grows, some of us question just how different we are from the so-called "Council of Nine." They are a fractured group, with each Tradition having its own agenda and its own vision for "Ascension." Of course, we — or, rather, our predecessors — are responsible for causing such a chaotic group to form in spite of its members' differences, a direct reaction to a common enemy: us.

As always, that's not without intent. By forming into groups, the mages are easier to track, and they're more likely to come into contact with each other rather than cloister off. With so many different viewpoints that can't all be the right one, the friction that ensues is occasionally our ally.

Still, while we in the Union deal with our internal struggles, we still share a common purpose and goal. The same cannot be said for their alliance of desperation. Watch Verbena mages scorn Hermetics as "male oppressors." Watch Dreamspeakers and Virtual Adepts misunderstand each other so completely. They act as the soon-to-be victims in a monster movie; arguing with one another until something goes bump in the night. When the immediate danger passes, they go back to arguing with each other.

I know some question the ceasing of the Pogrom. In my opinion, it's one of the smartest moves we've made.

Each Tradition needs to be understood separately in order to subvert the Traditions as an organization (and I use that term loosely) and to suborn its individual members. Sowing mistrust involves playing off prejudices, from which there are so many to choose. Reality Programming requires familiarity with a subject's paradigm in order to provide hope and sympathy. And when directly combating Traditionalists, knowing their tactical and ideological weaknesses may save your life.

And by examining them, we have the chance to save ourselves.

THE AKASHIC BROTHERHOOD

Among the Traditionalists, the Akashic Brotherhood's members are among the most resolute against our Mind Procedures, as their philosophies involve heavy use of their own Mind influence. Because of this fact, when an Akashic is captured, a White Suit should be placed in charge of his Processing.

Those trained in mental talents can have those talents subverted. Implant a DNI in a subject, and watch him contend with the presence of dozens of consciousnesses able to touch his own. Overwhelm these "masters of the mind," and they will begin to doubt their training and tenants. Erode their confidence in their abilities, and they are left wide open for Processing.

Some among the Akashics have taken to training the body at the expense of the mind. These subjects are much easier to Process, and make for useful shock troops.

CELESTIAL CHORUS

To suborn those who hold so closely to religious doctrine, one must suborn the doctrine itself. That is far easier said than done, of course. The most effective weapon is an agent who shares similar views of said doctrine but has come to see the rightness of the Union's cause. A surprising number of Iterators have proven useful here, as they regard unity with the Machine in a similar way as the Singers do unity with their "One."

The Procedures involved require complete control of the environment, which necessitates capture of the subject. When using a sympathetic Technocrat to influence a Chorister, keep a close eye on our agent, to make sure the Deviant is not exerting a counter-influence. Maintain continual oversight to avoid and Processing to purge any undesirable thought patterns.

CULT OF ECSTASY

Ecstatics are statistically the most likely to have exploitable outside relationships. Use that to subvert their efforts. Most of them have grown wise to tampering with their illicit drugs, so they have ways to test for any

impurities we would insert into the supply. However, the people with whom they involve themselves are another matters. Dealers, lovers, DJs, anyone they come into contact with can be threatened, processed, or cloned (or all three) – whatever it takes to make a Cultist act as we require her to.

There are a more than a few potential Technocratic candidates within this Tradition: those who have taken to pharmacology. The more rooted in science their methods are, the more likely they can be suborned into the Progenitors. It's still a hard sell for some, as they do not hold to our ideals (and a secured laboratory is admittedly a poor place to host an orgy), but recognize the potential before treating them like any other Reality Deviant.

DREAMISPEAKERS

The hostility between the Union and this Tradition has increased over the last decade, following various attacks that they claim are retaliatory for our part in the "Avatar Storm." While this group does not have a history of being particularly rational, its members are now even more dangerous and insular. Exercise extreme prejudice when dealing with them, both directly (through force) and indirectly (through environmental sabotage of territory, social sabotage of their reputations by leaking evidence of their eco-terrorism, etc.).

Some reports have surfaced of Void Engineers making contact with Dreamspeakers. We are keeping a close watch on these activities.

EUTHANATOS

These adepts at Entropy influence are dangerous foes, and that's before you consider their philosophy on outright murder. In recent years, these mages have stepped up their assaults on key members of the Union, seeing our disconnection from off-world leadership as a call to action. As a result, we've had to supply higher-ups in other Conventions with security details (which has admittedly aided us in keeping tabs on the rest of the Union).

When combating Euthanatoi, assaulting them directly is often a lethal mistake. Employ countermagic Procedures to defuse their Entropy influence. Use the distrust other Traditions have of them as a weapon; frame them for murder, alert authorities, and plant seeds of suspicion among their Chantry allies. Then, when they are most vulnerable, attack them in ways that make them permanent prisoners of their own bodies. Killing such a mage only delays her.

HOLLOW ONES

The mistake many make in dealing with this group is not realizing that its members revel in their outsider

status. Being labeled as pariahs or freaks simply reinforces their internal narrative of superiority, and offers to bring them into something larger and more meaningful will be scoffed at. Basic understanding of high school clique psychology will help you navigate such interactions.

Create an environment where these mages willingly discard their notion of loner superiority. Surround them with threats – none that can be tied directly to you. Offer aid on occasion, just enough so that they begin to question the Tradition's party line of "the evil Technocrats." And when the Hollow Ones finally understand that there is strength in unity, they'll come straight to the friendly face who has always been there for them.

ORDER OF HERMITES

A Hermetic is nothing if not utterly elitist, which is as much a benefit as it is a hurdle. That they see their magick as filled with study and technique, even if soaked in mysticism, means they have the potential to become Technocratic allies. But those deeply indoctrinated are quick to point out that their Order is far older than ours, and that we're the upstarts who need correcting.

The adage "get 'em while they're young" definitely applies here. Initiates into the Order of Hermes are treated with disdain by those above them, and they lack the opportunity to find a better situation for tutelage. Offer these students a welcoming environment and academic mobility, and then they'll daydream about such freedom while taking abuse from their Hermetic mentors.

Given their finely honed talents for Forces Procedures, those who are past that ideal age for recruitment make ideal Enlightened Shock Corps candidates. Remember: such candidates do not require full cooperation.

SONS OF ETHER

There are two sorts of Etherites: those who just glue a few brass gears onto something and call it "science," and those who genuinely practice science before taking a wrong turn. With the former, point out the mockery the Masses subconsciously make of them, taking their views and turning them into the genre convention fringe fashion called "steampunk."

As for the latter, they're not too far away from becoming functional personnel within the Union. One of our boldest moves is to offer tours of certain Union research and development facilities to select Etherites. When possible, the tour is lead by a former Etherite, ideally a former colleague. Demonstrate what vast resources and political influence can do to further Enlightened science, then let them go back home to their dark basement labs, and watch the seed of doubt grow.

VERBENA

Among those in the Traditions, Verbena have a low statistical likelihood of successful Processing. Their hostility against the Union is rivaled only by that of the Dreamspeakers and the Virtual Adepts. Female Black and Gray Suits are effective espionage agents versus the Verbena, as their militaristic female-empowerment ideology has a blind spot against women in the Union. While it may seem intuitive to use operatives from the Collegium of Gender Studies to assist, the Verbena view such women as sell-outs (to use the nicest term).

Those we have been able to suborn — of which 83% are male — are unfortunately unsuitable for Progenitor work. As they're inured to violence and adept at Life influence, however, they make effective field medics for our shock troops.

VIRTUAL ADEPTS

Resentment makes working with this group very difficult. The Consensus has rejected the notion of their Digital Web in favor of our advancements. People trust a keyboard and screen more than they do the idea of doing business in a virtual reality. And the Virtual Adepts are very, very sore losers.

They are among the most dangerous elements among the Traditionalists. Their proficiency with data-oriented Correspondence Influence and their understanding of Consensus-accepted technology makes them formidable insurgents. They use our own tools against us, promoting unsanctioned ideas among the Masses that threaten to destabilize reality. While the Union as a whole loathes to eliminate anyone with true technological Genius, we make exceptions for Virtual Adepts.

That said, turning one of these Deviants to our cause is the sort of thing that earns promotions... if said Deviant doesn't bite back after Processing.

⊕ OTHER REALITY DEVIANTS

NEPHANDI

With access to our leadership severed, the Nephandi have taken the opportunity to indoctrinate members of the Union. This makes the Nephandi far more dangerous than any Traditionalist, as they take knowledge and expertise with our own Procedures to vile ends, perverting technology in ways that sow fear and mistrust in the Masses. While we once regarded them as useful in giving the Traditions another front to war against, that is a position we can no longer abide.

If anything has given us justification for the Enlightened Shock Corps experiment, it's seeing

Nephandi Technocrats in action. Their dark cyborgs and vile biological constructs have cost us many men, but we're certain that such devastation is but a ruse to keep us from rooting out the subtler corrupted agents within the Technocracy.

MARAUDERS

When Tradition mages lose control, you get Marauders. These entities — don't think of them as people — are insanity incarnate. Where they walk, reality is assaulted. In the past, the appearance of one would cause us to set aside our differences with Traditionalists in order to eradicate it, as Marauders are formidable foes that even our enemies see as unsalvageable threats. With our manpower reduced, our chief tactic is now to covertly inform any mages in the area of a Marauder presence and allow them to act as disposable front-line troops while we hold back, intervening only when necessary.

There are strange rumors of some Void Engineers bargaining or associating with Marauders, as allies for navigating the Anomaly. To date, none of these rumors have been corroborated, but we are not letting our guard down. Stay vigilant.

VAMPIRES

The rumormongering among the vampires of an end of days, of a time when their legends rise up, has come and passed without incident. To be honest, that comes as a bit of a surprise, as the Statisticians calculated catastrophe in line with their prophecies.

There is no open hostility between vampires and the Technocracy. They are content to keep to their "Masquerade," and we are content to let them. Given our manpower issues, we're thankful not to have to police two different groups of Reality Deviants that wish to work in the open.

Recently, the Collegia have settled the matter of Clan Tremere, vampires who work some form of blood magic. While there is still debate over theory regarding why their magic does not violate the stability of reality (most likely due to humanity's latent belief in vampires, reinforced by the surge of vampires in popular media), the fact that it doesn't makes the debate over reasons a moot point. As a threat, they have been downgraded as not worth the additional manpower, since they respect the Masquerade and do not risk Sleeper exposure.

The Sabbath — a faction of vampires that does not concern itself with secrecy — is a potential thorn in our side, however. For now, the Sabbath vampires' struggle with the other vampire factions is a self-policing measure with which we're satisfied. Still, we keep tabs on the sect's movements, so as to feed that information to... relevant parties.

NEPHANDI WORLD ORDER

The dirty truth: no matter how strong we believe we are, none of us are invulnerable to assaults of the mind. Our own Procedures work under this premise, to noble purpose. But with all technology, it can be twisted.

The thought of members of the Ivory Tower suborned chills my blood. The influence they possess makes them prime targets. The Nephandi agenda is to bring humanity to a Descent, and if we do not police ourselves, we will unwittingly become their tools. If we aren't already.

WEREWOLVES

To our great surprise, werewolves have not yet died out. We expected them to have done so by the turn of the millennium, but they prove tenacious. These primitives continue to wallow in their environmentalist and anti-corporate rhetoric, and have stepped up assaults on a variety of Syndicate front companies. That's forced us to divert resources to a fight we frankly shouldn't be dealing with at such a sensitive time. And given that direct confrontation with werewolves is certain to result in loss of material, the official orders are: subtle manipulation or retreat, resorting to overwhelming force only when absolutely necessary.

Do not underestimate them as brutes, either. Many are capable of espionage, social manipulation, and implanting themselves in key positions *within corporations*. And when it comes to psychological warfare, the wolves are as good as using fear as a weapon as we are. As one captive put it: "We have been stalkers since the dawn of time."

Those we've captured have been transferred to Progenitor installations for further biological study following Processing.

OTHERS

There are various anomalies that fall outside of what is appropriate for reality, and they're handled on a case-by-case basis. Overall, these beings are, at most, nuisances to be handled as they emerge, and not worth the effort of expending resources to hunt and eradicate them.

Ghosts falls under the purview of Void Engineers' Neutralization Specialists. Given their nature to wreak havoc on technology, ghosts are a danger within any Technocratic installation and a threat to public confidence in hypertechnology, should ghostly manifestations occur within Sleeper view. (Warning: there is documented evidence showing a correlation of the rise of "ghost hunter" reality shows and increased phenomena. Likewise, these entities have evinced increased resilience in the last few years.)

The data compiled on faeries is contradictory. They are not to be trusted or underestimated. If encountered, avoid, and call it in. They excel at sowing chaos and require specialists to handle them with minimal collateral damage.

Those who call themselves "hunters" – mortals with supernatural powers – continue to wage war against vampires and other anti-reality forces. So long as they do not trigger a reaction that puts the Masses in danger or otherwise threaten our interests, we are content to let them go about their business. Some in the Operatives even give the hunters intel and aid (covertly, of course) from time to time.

Reports of other entities are filed on occasion, as well. Should you encounter a Deviant type you do not recognize, call in for orders.



CHAPTER TWO⊕: DIVISION⊕ OF LABOR⊕



Information. It's everywhere. It influences the millions of tiny value judgments we make every day. When to get up for work, what to eat, what to read. Who to vote for. Who to love, who to hate. These decisions decide our development as a species. They inform our cultures and ideas and define us as people.

The proliferation of new data channels, such as television, smartphones, and millions of websites available within an instant, allows us to bombard ourselves around the clock. The volume of information we process grows every day. It's already a staggering load, and it shows no signs of slowing. And some of it is incredibly dangerous. In our mythic past, we learned tools and arts that could tear the

world to shreds and let in horrors beyond understanding. These tools still exist today, ready to blow holes in the fabric of reality.

Fortunately, the New World Order is here to guide us in our navigation of this overwhelming and dangerous environment. Its members devote themselves to planning the development of the human race: its technology, its culture, and its ideology. The Ivory Tower incorporates only safe, tested ideas into the lives of the Masses. The vigilance of the Operatives keeps the Masses safe from dangerous Reality Deviants, preventing extermination and strife. The Watchers keep tabs on the growth of human culture. The wardens of the Feed make sure the Internet doesn't spin out of control. Each acts in subtle ways, usually preferring the subtleties of Mind to brute force.

THE ⊕RG CHART ⊕F T⊕M⊕R⊕R⊕W



Okay, now that the propaganda video is over, we can get down to brass tacks. The NWO is about humanity. It wasn't crafted by people who wanted to carve out something for themselves or to find out neat things about how the universe works for kicks. Its masters are genuinely interested in making the world a safer and more harmonious place for everyone to live. Everyone has potential and is worth saving.

Each Methodology within the Order has its own complex internal power structure, laid out according to its needs and responsibilities. The Ivory Tower is organized like a large university. It's various Collegia have complicated and variable ways of determining who is subordinate to whom. The Masters guide them like a board of regents, but the Collegia are islands unto themselves, floating around in a loose power structure that changes every day. Other Methodologies require more static organization, but the levels don't cross-map with exactitude. The Operatives have their various colors of Suits, each with rigidly defined roles. The Watchers clearly delineate power as well, but the lines are more flexible. And the Feed is brand spanking new and, therefore, still in the process of delegating tasks and drawing lines of responsibility.

Despite the disparate organizational structures of the Methodologies, there are still well defined strata within the Convention. Citizens fall into three general categories: unEnlightened, Extraordinary, and Enlightened. The biggest portion of the Convention's organization is comprised of the unEnlightened. They are the foundation and backbone of the Order (and the Union as a whole), vastly outnumbering both the Enlightened and the Extraordinary. The NWO calls them Sympathizers, to remind everyone that they're not just pawns. Within the Order, they perform the lowest level functions: janitors, mechanics, warehouse workers, clerical staff, that sort of thing. Boring, mundane activities, the removal of which would cause any massive organization to grind to a spectacular halt. In the outside world, they work in places of influence, including law-enforcement and military organizations, media outlets, and tech companies.

Given the low level of the tasks performed by Sympathizers, the majority are utterly unaware of the massive and powerful organization towering above them. Usually, they just push brooms and file papers,

having very little knowledge of the big picture. Some have more dangerous jobs, such as Front Line combat or security assigned to the most powerful men in the Union. Of all the Methodologies, the Watchers employ by far the most Sympathizers.

Some Sympathizers do have some clue about the big picture, however. A Black Suit would have to be a moron not to piece together a functioning theory of the supernatural world. Classified reports cross desks in the Ivory Tower every minute of every day, and at some point, a Sympathizer vets them. Those same reports frequently come from Watcher observers, and were filed, edited, or vetted by their unEnlightened assistants. It's impossible to handle those kinds of materials on a regular basis and not to ask questions, even if they're only to yourself.

Given their freedom in decision-making and/or their semi-regular exposure to the supernatural, some individuals stand out with remarkable ability or insight. The Convention leadership frequently promotes these stellar individuals, called Extraordinary citizens. They're allowed a deeper understanding of the NWO's purpose and mission. Sometimes, they get a few hypertechnology toys and go on the fun missions. That's typically the beginning of a long grooming process. Given the rarity of their appearance, Extraordinary citizens aren't nearly as common as Sympathizers; perhaps one in twenty shows the talent, and not all of them are worth promoting.

Extraordinary citizens frequently work alongside Enlightened personnel. Sometimes, they're in charge of Operative amalgams, usually those comprised of Black Suit clones. Extraordinary citizens also hold the greatest diversity of positions inside the Ivory Tower, with some serving as instructors and even tenured professors. The Watchers often employ them as midlevel management of the Sympathizers working inside media organizations. Nowadays, a lot of the Convention's Extraordinary agents work in the Feed, to serve as luminaries and evangelists of new ideas.

At the very tippy-top of the Convention food chain are the Enlightened citizens. These are the true movers and shakers of the New World Order. They decide the course of the Convention, and by extension, the entire world. The Procedures and Sciences they develop guide and nudge all of reality toward the Enlightened ideals first laid out over a century ago. Everyone reading this knows who they are.

Enlightened personnel fulfill the highest positions in the Convention. They are the Gray and White Suits of the Operatives, planning tactics and strategies. They are the Masters of the Ivory Tower, and lead the Collegia. They maintain order, develop the greatest technologies, and make the big decisions. Naturally, that kind of talent is least common; they comprise only a small fraction of the Convention as a whole.

The Enlightened upper echelon's power and privilege comes with a great responsibility, knowledge

of the big picture. The decisions and policies the NWO's leadership produce are the *raison d'être* of the entire Union: the protection of the Consensus, the guiding and development of the Masses, all of it. Since the Order also serves as the central repository of the Union's history and knowledge, almost every Technocrat, regardless of Convention, looks to it for guidance and purpose. Enlightened operatives of the NWO control internal security, operate counterintelligence, and preserve orthodoxy. They are the Union's long-term planners and strategists.

GETTING YOUR FOOT IN THE DOOR



So you've read all about the Glorious Meritocracy of the Technocratic Union, and you've decided you want in, huh? Not so fast, pal. You can't just show up off the street, drop a resume at HR, and ask to have a desk close to the vending machines. There's a vetting process that all potential recruits go through before they are considered for duty in the New World Order.

The Convention truly believes everyone has potential and is worthy of an environment where they can develop that potential. See that one word that keeps cropping up? *Potential*. As in, you have to show some to be hired. The NWO's Methodologies are looking for different kinds of excellence, depending on their priorities and mission statements, but there are three common threads everyone in the Order wants in new recruits:

Devotion. You have to put the job first, no matter what. This is a 24/7 gig. Family, love, booze, your thimble collection – whatever is important to you, put it aside for the job. If you're not up to it, there's the door. Even the office assistants and janitorial staff keep smartphones next to their beds. This also encompasses discipline, especially for Enlightened citizens. If you get captured by a Tradition mage (or worse), you don't talk. Period. And yes, you're expected to die before revealing sensitive information. Comes with the territory.

Respect. First, respect the Masses. Don't forget, they're why we do the job. Sure, we have Enlightened Science, tools, and power; but their protection and development is, and always will be, our primary goal. Extend respect your underlings, peers, and superiors. Even if you can't stand them. Even if they're wrong. We can't do the job without internal discipline.

Remember, it's also respectful to tell the awful truth about those you can't respect when the time comes. Just don't be stupid about it.

Vision. The NWO values people who think outside the box. Guiding humanity toward Empowerment takes a vast amount of effort from many different people, and agents who show novel thinking get attention. I know what you're thinking: "But that contradicts respect and devotion!" If you think that, we don't want you. The trick here is to temper each with the other. It can't really be taught; you just have to know when to try new ideas and when to do as you're told. A general rule is, if you can achieve something great without making your superior (or your superior's superior) look stupid, do it.

Recruits need to demonstrate at least two of these virtues, but they're not valued equally by all the Methodologies. Vision is most important to the Collegia of the Ivory Tower. Their mission of planning and education makes it necessary to value that virtue more. The others are important too; openly disputing the principles held dear by powerful professors is generally a one-way ticket to a deep, dark hole somewhere under a Pacific Ocean Construct.

As you might expect, devotion will get you noticed by the Operatives. What they do requires devotion in spades, especially when particularly unsavory work is involved. The above scenario of being captured by unsavory elements happens to them pretty regularly. The Men in White need to know you can keep your mouth shut until the cavalry arrives. Respect and vision are also useful in fieldwork, but devotion is the best way to get fitted for a Black Suit.

The Watchers value vision. That's not even a joke. Field Reporters and Sympathizers in the field make judgment calls all the time and frequently work alone.

RECRUITMENT MEANS KEEPING FRIENDS

When we scout a member of the intelligence community, media organizations, colleges, anywhere, we're interested in more than just the candidate. We also look at what associates come along with that. A Sympathizer of moderate talent with many contacts is just as important to us as one with tremendous skill and few connections. The NWO is a network, not a bunch of lone gunmen.

Even a recruit's enemies are useful, if they're people of interest to us. When someone controls your enemy, that person controls you by extension — your attention, your reactions, even your emotions.

They also require analytical skills and the ability to see past the lies and fronts people put up. Of course, if you're stuck in a surveillance module in Alaska for six months, you need a healthy dose of dedication, too. And respect, too, if you're sharing that small space with your entire amalgam.

The Feed needs all three of these qualities in abundance. Vision is indispensable, as its agents are dealing with something completely new; devotion is important because of the stakes involved; and the zeitgeist of social media recedes into obscurity when tampered with, which makes respect essential. This combination of virtues is rare, but the Feed can make do with no less.

THE HALLOWED HALLS OF ACADEMIA

Colleges and universities are where the Ivory Tower focuses much of its recruitment efforts. Big surprise, right? The Collegia are organized along the same lines as a modern university, with the same kinds of strengths and weaknesses. They're looking for people who can wolf down thousands of pages of information per week and spit out salient policy statements. They send out undercover agents to scout new talent in the finest schools in the world. Those agents pose as peers more often than authority figures, since they know the damn kids are going to lie to power instinctually. One might be the cool chick in the coffee bar or the awesome guy in the frat house who just seems to "get them." Little do the students

know their newfound friend is scoping them out to serve in a vast, global conspiracy.

Agents spend years getting to know potential recruits. Using Mind Procedures, these Technocrats separate the wheat from the chaff; those who cannot hang usually show it within the first month. From then on in, the agents slowly mold candidates into the shape the Ivory Tower finds most useful. One fateful day, an agent reveals to a candidate that she was being groomed and that a glorious new future awaits her. The conditioning helps cushion the blow of finding out one of the candidate's closest friends has been stringing her along. Most are willing and eager to start their new lives, like starting grad school, but with higher stakes.

The main criticism of this technique is that it tends to produce sycophants. The kind of toadies you find in academic environments, where it's really easy to get ahead by sucking up and regurgitating the theories of whoever is directly above you in station. This doesn't deter the Ivory Tower at all; they've used this method for decades. Besides, even sycophants have their uses, if they possess the right skills.

POLICE AND INTELLIGENCE COMMUNITIES

Sometimes, the NWO gets involved in dirty business. In those situations, a certain skillset and outlook cultivated among intelligence operatives and law enforcement are essential. The Black Suits organize along the same lines as Sleeper intelligence communities, and they frequently use the same techniques. It makes sense to recruit from those agencies. You get the skills without having to train or implant every single Operative in the field. The Black Suits aren't alone in doing this. A large percentage of Gray Suits cut their teeth in the employ of certain unnamed Three Letter Agencies, learning the ins and outs of tradecraft before the NWO snapped them up. Their primary missions are infiltration and spying, so deep-cover operatives are the perfect candidates. Just about every intelligence agency and law-enforcement arm in the world has embedded Gray Suits looking for talent.

The Operatives aren't the only ones scouting in the intelligence arena, however. The Watchers have a lot of operational overlap in that world. They maintain listening posts using the finest hypertechnology surveillance devices ever made, which requires people who truly know what they're doing. The Watchers poach from

the signal intelligence and analysis desks of the spook world, and detectives from the civilian side. They also exploit the camera networks deployed by national police forces. The Ivory Tower even gets in on the action. Every day its processes billions of bytes of intelligence fed to it by Operatives, Watchers, and the Feed. This task requires scores of analysts and support staff.

THE FOURTH ESTATE

The Watchers have their eyes everywhere, trained on the Masses without cessation. Field Reporters are recruited from the dozens of news organizations that span the globe. They're naturals for the job of keeping tabs on the Masses, since that's what most of them have spent years learning to do. Not every news hound is suitable, however. Too often, a nose for the truth comes with sharply defined morality centered on personal freedom and the freedom of information. Typically, those kinds of people don't like working for an organization that decides what's best for everyone else, but a surprising number of them like the idea of shaping the world.

Those who believe in the cause but aren't suited for fieldwork are referred to the Ivory Tower. Newspapers and television networks maintain large archives of backdated material, and such a tremendous amount of information needs to be categorized and stored. These skills are highly prized by the Tower's bureaucracy and records storage divisions.

HIRING FROM WITHIN

The unEnlightened aren't the only source of new blood. The different Methodologies poach employees from one another. Sometimes, it's just a detail, an amalgam put together to handle a given situation. Other times, it's a full transfer. It's not unheard of for Gray Suits to run Watcher outposts on the turf they are in the process of infiltrating, or after being compromised. White Suits get inducted to the Ivory Tower on occasion — sometimes, it's as a guest speaker, but retirement into the lecture circuit is nice work if you can get it.

The Methodology that is really ramping up its poaching effort is the Feed. This practice causes some resentment amongst the amalgams of the NWO,

DEFECTORS

The Operatives pride themselves on not resorting to fatal violence when dealing with Reality Deviants. They much prefer to use the softer sciences of psychology and sociology to deal with the problem. This means using Mind Procedures to brainwash Tradition mages. When the Operatives can successfully convert a former Reality Deviant to the fold, it is a source of cautious celebration. They don't fully trust converted resources and covertly watch them for the rest of their (usually short) lives. Processing former Traditionalists has a spectacularly high rate of failure in the long run. They break their conditioning much more often than Sympathizers. Some White Suits begrudgingly admit that their "Awakened" abilities do constitute something close to Enlightenment, which grants them a certain level of resistance. Reality Deviants skilled in the "Sphere" of Mind are almost never Processed. They are more typically liquidated in the field.

especially when the Feed scores a high profile operative or instructor. It's not really the Feed's fault, however. It's brand new. Not only did the Methodology start with virtually no personnel, but also with little infrastructure, support, or even a clear set of operating principles.

Another source of internal hires comes from the Operatives' clone tanks. Back when the Black Suits were first starting to be a thing, they found they had to quickly ramp up their numbers. We couldn't staff the amalgams fast enough to deal with increase in reality terrorism, so we turned to the Progenitors for help. The resulting cloning program has remained an NWO tradition to this day. Instability is common among the clones, but most of them work just fine. As an added bonus, they sometimes even reach Enlightenment! It speaks highly of the program when that happens. Other Methodologies turn to this recruiting method when they must, but the Operatives are the ones who keep the clone tanks in business by a large margin.

THE SKILLS TO ⊕ PAY THE BILLS



Okay, so you've been hired by one of the Methodologies. Congratulations! You've stood out from the teeming Masses and demonstrated qualities an NWO observer has deemed worthy of an investment of the Convention's time and energy. Maybe you've gone on your first operation, or scored your first analyst desk or surveillance pod. What can you expect next?

Citizens who want to get ahead can't just rest on their laurels. Performance is the watchword. You had to do something that got someone's attention to get hired in the first place. If you want to advance, you've got to continually remind your superiors that you're worth keeping around. Quite a few recruits think that once they get inside they're on easy street. They've proven their worth to their shadowy new masters, and obviously, those masters were impressed by their skills, right? Well, no, actually. It doesn't matter if you were the best cub reporter or the golden boy

operative. You're back on the bottom again, chum, and you had better hit the ground running if you want to get promoted. Fortunately, you have what it takes, or you wouldn't be here in the first place.

The good news, as far as impressing your boss is concerned, is that you're in a target-rich environment. The NWO is vast and complicated, and there's always work to be done. Every job's important, too. Otherwise, it wouldn't be worth doing in the first place. A sharp agent does the job, but keeps her eyes open for new opportunities to shine, especially in front of the boss.

Don't be too single-minded in getting ahead, however. You're still part of a team. The motto of the NWO is "One World, One Truth, One Reality." You are always operating in service of that goal. You have to focus all your charm, intellect, and experience on the job with laser-like intensity. Don't lose sight of that, keep your eyes open for new opportunities to serve the Convention, and you'll do just fine.

GETTING IN TROUBLE



Mistakes inevitably happen. The NWO takes great pains to be the most human of the Conventions, and it is pretty tolerant of minor fuckups. If a Citizen succumbs to stress and starts making mistakes, there are always people who can help him recover with the proper and merciful application of Mind Procedures. Errors that don't result in loss of time or resources are handled internally at the amalgam level. Screwing up the configuration of a scanner or mouthing off to your boss aren't going to signal the end of your career, but everything you say and do is noted and put in your file. Which follows you around forever. Your boss may forgive, but the Ivory Tower sure as hell never forgets.

Major breaches are a different matter. If they're unintentional or due to negligence, usually a demotion

or transfer occurs. Destruction of property or personnel falls under this category. It doesn't really matter whose fault it was if it happened on your watch. The punishment for intentional and/or premeditated issues are much more severe. It starts with Processing by the Black Suits.

The worst offense is disloyalty to the Convention itself. Defection, divulging intelligence, sabotage, and other such seditious activity results in having your cognitive metapatterns painfully extracted from your mind for analysis, and your body shoved into an incinerator at some out of the way facility. They say the captured mindstates remain alive in the system somewhere while they are dissected and interrogated over and over. If you listen to the hard drives in Central Records late at night, you can hear the distant screams.

METHODOLOGIES



From the moment of its conception, the New World Order has implemented its structure from the top down. It began as an attempt by a handful of visionary geniuses in the 18th and 19th centuries to build a one-world government. Because of their tight control, it has never needed to self-organize. When they decide a new organization is needed for a particular task, one or more of these great minds merely brings it into being. The plutocracy at the top maintains its purity of vision through the thorough application of Mind Procedures. This is not only for the rank and file, or even the Masses they are sworn to protect; the use of this kind of Science goes all the way the top. In the views of the Inner Circle, too much is at risk to do otherwise.

There are four Methodologies in the NWO. An unspoken hierarchy arranges them with the Ivory Tower at the top and all the others at equal positions beneath. This stems largely from the order in which the Methodologies came into existence. The Ivory Tower has the longest and most august pedigree. All the other Methodologies were formed by the Ivory Tower in reaction to the needs of the Convention and the changing times. The Feed is the odd man out of the equation. The Watchers created it when social media began to become a big deal to the Masses. Of course, this was at the behest of the Ivory Tower, so it gets a bit muddled as to who sired whom. No one would ever dare openly say that any one Methodology enjoys a position of power over the others. In practice, however, the Ivory Tower is the head of the NWO.

⊕ DIVISION

There is a fifth quasi-Methodology. It's not acknowledged to be a separate entity, but it isn't affiliated with any of the others. Called Q Division, it is a panel of Enlightened engineers that produces all the devices employed by the rest of the Convention. Q Division suffered after the Reorganization, possibly more so than any other group in the NWO. Its work tends to attract more than its share of Statistical Inevitability. Its members used to do their research in labs situated in Deep Universe colonies, but that's not an option anymore. Since things started going to hell in that arena, the mortality rate for Q Division scientists has spiked dramatically.

This unspoken structure causes the occasional bout of sibling rivalry. With the White Suits looking over everyone's shoulder and making mental adjustments as they see fit, it doesn't tend to erupt into anything more. There are always spats over budget, strategic resources, personnel, and (of course) who has authority over whom. Because the divisions have such heterogeneous mission statements, agents tend to identify with their Methodologies first, and with the NWO as a close second.

THE IVORY TOWER

The Ivory Tower is the intellectual and philosophical heart of the entire Technocratic Union. From it springs a river of purpose and ethics never before seen on Earth. The Union is an egalitarian meritocracy with the Ivory Tower as the first amongst equals. When the Ivory Tower sends out a memo cc'ed to the entire Union saying "Jump," the response is a flood of TPS cover sheets with the message "How high?" scrawled at the bottom in marker.

HISTORY

The Ivory Tower, and the NWO as a whole, cannot claim the longest history of any of the Conventions. Not even close, in fact. All the others are either renamed ancient orders or woven together from their remains. Where most organizations would see this as a weakness, the NWO views it as a strength instead. The Order was born of a need for radical change following a frightening collapse of the old ways, and it is a brilliant adaptation to a rapidly changing world. It's all in our Convention's name; we truly are a New World Order.

The centuries leading up to the creation of the Ivory Tower were a chaotic mess of change and destruction. The open war that ended the Craftmasons in the 1670s, the Order of Reason getting out of the mystery business, the foundation of the High Guild (that would later become the Syndicate), the proliferation of Traditional cults; after millennia of the old ways, all of these massive changes happening within such a short period of time scared a lot of people.

Reginald Proctor, a senior member of the High Guild, had a flash of inspiration in the mid-1700s. He reasoned that, in a world full of turbulent change and uncertainty, only a global authority could help return it to a prosperous median. In other words, a one-world government. Not that anyone was ready for it yet; most of the world powers were still totalitarian monarchies. They weren't interested in ceding power to an authority from outside their own cultures. But Proctor kept pushing the idea, and his peers slowly came to agree with him. Early variants of modern Mind Procedures were likely involved.

The rate at which Proctor gained support was very slow indeed. Fortunately, Enlightened Science allowed him to live much longer than was normal. By the 1880s, however, he could no longer tour the salons of the wealthy and influential to peddle his idea. His advanced age would generate Statistical Inevitability. Without some sort of assistance, Proctor knew the idea of a one-world government would die on the vine. He got help from a source he didn't expect: an unEnlightened Scotland Yard policeman by the name of Inspector Rathbone. Without

being allied to any Enlightened power of the time, Rathbone and his secret society of likeminded men built a powerful cabal: the Skeleton Keys. Not only did they keep a detailed archive of information on supernatural threats and phenomena, but they also successfully purged many London neighborhoods of infestation. Rathbone's efforts came to the attention of both Proctor and Queen Victoria. Under the auspices of Her Majesty, Rathbone and Proctor met. In that historic meeting, they combined forces for the common good. Thus, the Ivory Tower got both two early heroes and a Royal connection.

Under Queen Victoria's expansionist flag, the two men began building a secret inner cabal. They took their name from a place of power vanquished in the 1300s at the beginning of the time of troubles. They poached the most promising minds they could find, creating an organization that paralleled the ambition, power, and methods of Her Majesty's government. It served as both their host and their model, and the organization still follows those precepts to this very day. Along the way, Rathbone and Proctor branched out into different areas to further support and define their mission. They founded the first Collegia, to foster the development of nascent Enlightenment in the masses and to educate future generations of leadership. They developed and cataloged an increasing body of records to avoid repeating the mistakes of the past. They penetrated their tendrils deeper into every global power to further their goal of a single world government. By the dawn of the 20th century, they were well on their way, and nothing was going to hold them back.

ORGANIZATION

If the Ivory Tower is the head of the New World Order, then the **Collegia** are collectively its great minds. They are structured like institutions of higher learning, with chairmen and -women guiding (read: leading) loose collections of professors and instructors with overlapping areas of expertise. The Collegia are not only responsible for educating and training all the agents of the Convention, but they are also constantly at work refining the philosophies and policies of the Technocratic Union. Together, the Collegia form a mighty think tank that guides the development of the human race.

The Collegium of History is certainly the most well-known and most influential one in the Ivory Tower (and thus the entire Union), but it's far from the only one. There are around 30 disciplines in the Collegia, some staffed with only three Enlightened professors, some with dozens. To name just a few: the Collegium of Physical Sciences, the Collegium of Information Technology, the Collegium of Espionage Sciences, the Collegium of Linguistics, and so on.

THE CLOUD

Right now, every computer expert reading this (and there are a lot of you doing so, don't lie) is wondering one thing: Why the hell doesn't the Ivory Tower use cloud technology? It's cutting edge, and surely they'd have the very best design. The short answer is that they don't trust it. The cloud started as a Virtual Adept concept, even if today it's accepted and guided by the Technocracy. It also involves placing mission critical data on systems that may not be entirely under the control of the Tower. As if that weren't enough, it would also mean partly ceding control of the record keeping apparatus itself. Iteration X has been pushing to implement a cloud solution to increase speed and keep hardware expenditures down, but the Tower has resisted these efforts to date.

The Collegia are allowed a certain level of intellectual freedom not enjoyed in other Methodologies. After all, to determine the best course of action for all mankind, you have to be able to ask the tough questions, explore the wrong paths, and discuss dangerous ideas. This freedom is essential, but not absolute; once the Masters make a decision, it is no longer open to discussion. Those who rock the boat too much are branded as troublemakers and dealt with appropriately. Beneath the Collegia is a small army of Sympathizers placed in educational institutions around the globe. Their purpose is to find new talent.

The other large constituents of the Tower are the bureaucracy and record keeping divisions. In response to the political clout that the Collegia have since the Reorganization, these previously disparate divisions combined in 2003 to form **Administration**. It can trace its roots back to the first amalgams formed by Proctor and Rathbone. Administration provides the support the Collegia need to continue operations, both in the storage of and distribution of information and policy. Its network goes deep into every Convention. In every office and Construct around the globe are Ivory Tower bureaucrats

and office assistants who keep the machine running. Their jobs aren't glamorous, but they are essential.

These bureaucrats also maintain the largest and (aside from Iteration X) most advanced computer network in the world. The sheer volume of history, field intelligence, and analysis stored there is staggering, and requires a sophisticated distributed system to manage. Likewise, the security systems have to be rock solid. With those wags in the Virtual Adepts constantly trying to break in for the lulz, there's no other option. The fact that the crack network and system security is backed up by amalgams of spooky Black Suit kidnappers with syringes full of hyper-pentothal actually makes the job harder. Only the best of the best are crazy enough to try.

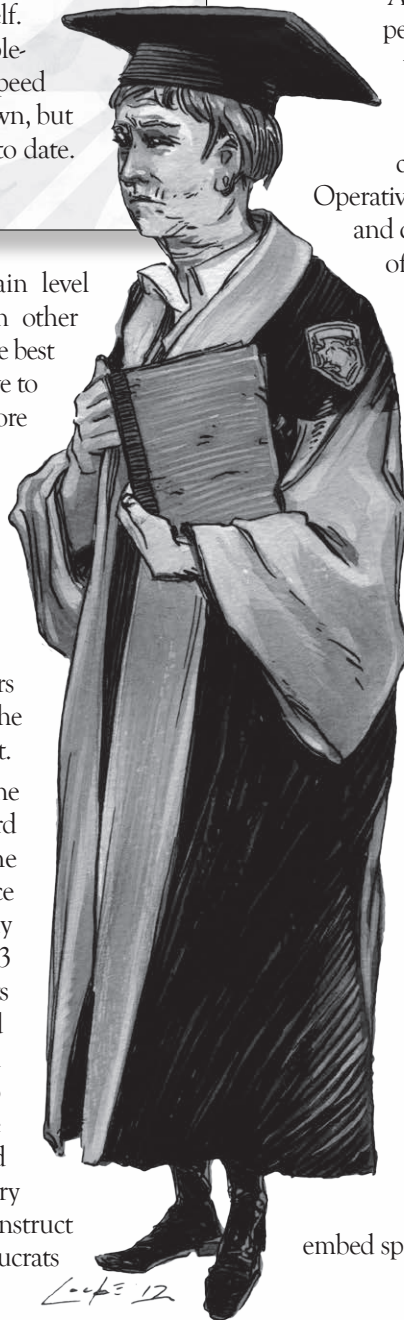
Administration works with the Operatives to perform internal investigations, as it has those vast information resources at its disposal. No one wants to receive a surprise call from Administration, as giving the wrong answers could mean a follow-up meeting with some Operatives. The Ivory Tower's psychological services and computer security also fall under the auspice of Administration.

CONVENTION

The rest of the Union really does look to the Ivory Tower for leadership. That's not political theater. Sure, there are dissenters who doubt the legitimacy of the Tower, but they keep those notions to themselves. The Mind Procedures of the White Suits notwithstanding, the reason why the Tower enjoys this position of admiration is because it has demonstrated its integrity time and again. It is dedicated to the Union's core ideals without overtly demanding the fealty of anyone.

Some Technocrats find recent developments troubling, however. The Tower has been investing a lot of money and time in expanding the integration of its bureaucracy deeper into the other Conventions' infrastructure. The Tower claims that it's doing so to relieve its peers of the burden and responsibility of mundane clerical work. The fact that Gray Suits are advising on the operation makes the leadership of the rest of the Union somewhat skeptical. Not only does it suborn some of the other Conventions' actual authority to the Tower, but it is also a perfect way to

embed spies.



THE ⊕ OPERATIVES

The Operatives Methodology is the hands-on division of the New World Order. The Ivory Tower does the thinking, the Watchers (you guessed it) do the watching, and the Operatives do the dirty work. The most important job they do is to contain threats to the Consensus. This means neutralizing Reality Deviants, such as Tradition mages, Marauders, and Nephandi, and cleaning up the messes they leave behind. The Operatives also act as the enforcers of the policies and philosophies of the Ivory Tower. When Technocrats deviate from those ideals, there are always White Suits not far behind, ready to correct their recalcitrant brothers and sisters.

HISTORY

The Operatives Methodology was borne of war. As the Ivory Tower began to settle into its newfound purpose, it became increasingly clear that the Tower's members were ill suited to perform essential fieldwork. Changing the world is a thankless job, particularly when there are pockets of powerful resistance scattered across the globe. As the hostilities of the First World War began in earnest, a crazed Etherite Reality Deviant christened himself "Lord Vargo, Zeppelin Emperor" and embarked on a campaign to conquer the world. The newly created Operatives Methodology swiftly went to work against him. The mission to neutralize him was a decisive success, resulting in the utter defeat of the erstwhile Emperor. This affair cemented the reputation of the Operatives as the first line of defense against Reality Deviance. It also set the tone how they would conduct themselves from then on.

A decorated agent named Rupert Sparrow was selected to run the mission to sanction Vargo. He determined that the optimal tactics for the job were coincidental Mind Procedures instead of open hostilities. Vargo was doing enough damage to static reality as it stood. Sparrow's black-clad operatives waged a psychological operation of astounding subtlety, turning Vargo and his most trusted minions against each other. The brute-force operation planned to destroy his Zeppelin Aerie was ultimately unnecessary, as the engineered infighting demolished all resistance. Sparrow was promoted to a position directly beneath the head of the Operatives, and he took his tactics and methods with him, forever instilling them in the Methodology's playbook.

The next few decades brought with them new threats of Reality Deviance. Marauder attacks occurred with increasing frequency during the 1950s, and their

pure strangeness left massive psychic wounds on the people who came into contact with them. Sparrow, now director of the Operatives Methodology, reacted swiftly. He ordered the generation of clones, dressed them in black suits echoing the Skeleton Keys of yore, and sent them into the field to soothe the fevered imaginations of those who came into contact with the terrible chaos. Though successful in their mission, they themselves became figures of legend. The conspiracy theorist networks began to buzz with stories about the spooky "Men in Black," who always came calling a day or two after contact with strange phenomena. According to the stories, they would kidnap any first-hand witnesses, and the few who returned had altered memories. Sparrow was criticized for creating a myth that flew in the face of the Consensus, but the success of his methods was beyond question. He took the moniker given to his agents, and applied the idea to the entire Methodology. Thus, the White, Gray, and Black Suits were born.

The Methodology involved itself in geopolitics during the Cold War era. For the first time, the unEnlightened possessed the ability to destroy themselves by the millions in moments. This development could not go uncontained. Looking for the next wave of talent, Gray Suits infiltrated deeper into the governments and militaries around the world. The Second World War had not only engendered a new generation of intelligence agents ripe for recruitment, but also the creation of entirely new schools of thought regarding tradecraft. Sparrow recruited the best instructors, spies, and analysts from every intelligence agency. He picked their brains and employed their experience and methods. With this upgrade, the Operatives Methodology transformed into the espionage powerhouse it is today.

⊕ ORGANIZATION

There are two kinds of work in the Operatives. Well, at least two kinds that matter. On the boring side of the house are the **Intelligence Analysts**. They sift through the reports and telemetry sent from the field, looking for patterns and other crucial information. This information then directs the activities of the agents in the field. The Intelligence Analysts liaise with the other Methodologies, who have their own extensive networks of analysts. The Ivory Tower would be stuck in a vacuum devoid of all information without these crucial, detail-oriented, and extremely boring people tirelessly doing their jobs day and night.



The field agents are the much more interesting and fun side of the Methodology. Those who show the aptitude and determination needed for fieldwork, once vetted by the recruitment process, are first placed in the **Black Suits**. Trained in the use of powerful Mind Procedures and given the best devices that Enlightened engineers

can design, these men and women fight on the Front Lines of the war against Reality Deviance. They can be found in every aspect of the struggle: assaulting Tradition Chanttries, operating Processing facilities, reeducating witnesses, convincing

recalcitrant Deviant entities to return to their realms of origin, you name it. If it threatens the

Consensus, the Black Suits are there to capture, kill, or suborn it.

Most of the Black Suits are Sympathizers. Sometimes, they're drawn from unEnlightened government or military jobs. More often than not, they're clones or other biological constructs. Most amalgams in this Methodology are 60 to 70 percent clones, with the rest natural born. Frequently, an Extraordinary or Enlightened citizen functions as the leader. These individuals not only direct the activities of their amalgams, but also look for inconsistent behavior in the clones. Occasionally, the artificial personality constructs in their heads start to unravel, and quick action must be taken to contain the problem. Natural-born agents are monitored as well; they can carry certain undesirable moral structures in their personalities that require correction by a more experienced agent.

The **Gray Suits** are the next step up the chain. Their world is much more nebulous than the cut-and-dry one of the Black Suits. Grays specialize in infiltration and espionage. Through guile, fabrication, and personal alteration, they penetrate Reality Deviant organizations for the purpose of bringing them down from within. Their methods are tried and true, developed by the notorious Director Sparrow himself. A Gray Suit ingratiates himself with the leadership of the target

MEN (AND WOMEN) IN BLACK

The Methodology's field agents used to go by a more sexist name: the Men in Black. The term arose from unEnlightened conspiracy theorist circles in the 1950s. In the last decade, however, the Ivory Tower finally decided to put an end to the use of this outmoded and sexist term. A significant number of field Operatives are women, constructs who used to be women or identify as women. The Collegium of Gender Studies issued a policy directive stating that, from that point onward, the term "Man in Black" (or Gray or White) was no longer to be utilized, even in private conversation. Naturally, there was resistance to the idea, particularly from the older amalgams and agents. This was quickly and efficiently addressed by a handful of White Suits detailed to the Collegium for the project.

THE ENLIGHTENED SHOCK CORPS

The most successful wetwork amalgam to date is the Enlightened Shock Corps. It is comprised of a handful of full-conversion cyborg constructs, designated Atlas units. They are eight-foot-tall bipedal tanks equipped with a fearsome array of Enlightened Science Procedures and devices: Primium-laced alloy armor plating, integrated thermal lances, chain guns, and holographic camouflage fields (necessary for urban wetwork), with a brainwashed Tradition mage's mind driving the whole apparatus. The Corps' leader, White Suit James Michael Smith, has ruthlessly destroyed every target in his crosshairs using these fearsome nightmares of technology.

group, usually composed of Tradition mages. Once he gains a certain level of trust, he either destabilizes the group itself, or feeds information on the group's structure and activities to his Intelligence Analyst handlers. Sometimes, the Gray Suits have support from Watchers or Black Suits, who run interference for them. But much more often, they are utterly naked and alone.

Most Gray Suits are Enlightened and promoted from within the Methodology. Sometimes, they come from some other organization with salient overlap in operational jurisdiction, such as the Field Reporters of the Watchers. Gray Suits have to possess a contradictory set of personality traits and skills, as they must emulate many kinds of deviance in the course of their careers.

At the top of the org chart are the vaunted and feared **White Suits**. These seasoned men and women have broad powers and the highest security clearances in the entire Convention. Their primary mission is the strategic leadership of the Operatives Methodology. The Ivory Tower gives them marching orders, but it is up to the White Suits to implement the orders as

they see fit. The White Suits provide security for all Convention-controlled facilities, from the smallest IT closet in Missouri to the largest (and now inaccessible) Horizon Constructs. They are also the orthodoxy police of the Convention. When agents or amalgams start showing erratic behavior or espouse beliefs contrary to the mission of the Union, the White Suits step in to correct the situation with Mind Procedures and probing devices. The Convention must act as one to bring about Empowerment, and the White Suits see to it that everyone is in agreement.

Like the Grays, the White Suits are almost always promoted from within the Methodology. They're simply the only ones who can be fully trusted to carry out the duties ascribed to the rank.

CONVENTION

Within the NWO, the Operatives' agents are the most feared. Personnel from every Convention in the Union have been investigated by the White Suits. The stories about Processing are whispered at every level of the Technocracy's operational structure. Occasionally, this anxiety boils over into resentment. Of late, an increasing number of Citizens have begun to feel insulted that they are subject to the same unflinching eye and brutal techniques ostensibly reserved for Reality Deviants. Not that many of them voice their feelings. Doing so would be counter to the ideals they hold so dear, and would invite the same investigation they feel they don't warrant in the first place.

Another disturbing trend within the Methodology is the development of wetwork cells. Operatives aren't suited to going in and fucking up a joint, especially one that's heavily fortified. They use coincidental Mind Procedures rather than brute force. They just aren't built to take the punishment. The New Wetwork Order (as this group of White Suits has come to be called) decided to co-opt the technology that Iteration X is so keen on abandoning, and build constructs of their own that they can completely control. The initial tests used Processed Reality Deviants trained to use their powers in a more Enlightened manner. The results were wildly successful, and the project continues to expand.

THE WATCHERS

In order to guide the Masses, the New World Order must keep constant tabs on what they do. This is where the Watchers come in. They maintain a vigil over humanity via the omnipresent eye of surveillance technology. The Watchers routinely access and control the camera networks of every public and private security entity into which they can dig their tendrils. They also manufacture the consent of the Masses through various feedback mechanisms in the media. This is an essential component of the Technocratic Union's core mission; without it, the Masses would make the decision to reject or accept new ideas utterly unguided. History is full of reasons why this option is dangerous when left unchecked.

HISTORY

Like much of the NWO, the origin of the Watchers stems from the Grand Housecleaning of the Victorian era. With the destruction of the Cabal of Pure Thought, the Union found itself in control of a group of dedicated and talented researchers. The Ivory Tower repurposed them with investigating Reality Deviance among the Masses instead of esoteric mysteries, branding them the Watchers. They then charged forth (read: were pushed kicking and screaming) into the mundane world.

The early days of the Watchers were a harrowing time. The first waves of investigators were eaten alive by the very mysteries they were charged with monitoring. A lot of them were used to pure analytical work, and had never even seen a vampire or a werewolf before. These early losses spurred them to toughen up and start using the devices and training offered to

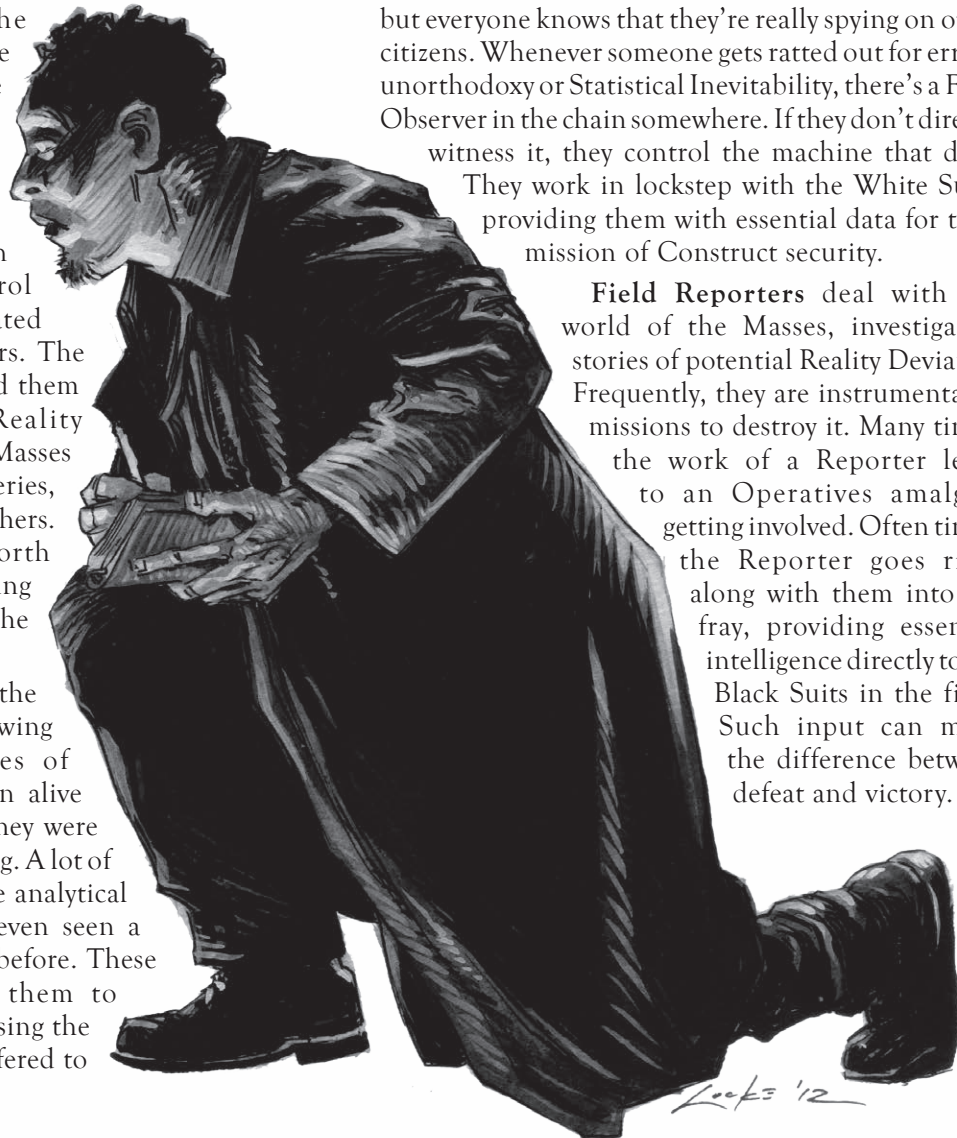
them by the Ivory Tower. By comparison, a modern Watcher agent is much more versatile, sturdy, and hardcore. They frequently operate on their own for long periods of time, investigating the worst Reality Deviance before the Operatives even get involved. While the Watchers don't seek out conflict, they are certainly prepared for it.

ORGANIZATION

There are three primary divisions within the Watchers. **Field Observers** are most often found embedded in amalgams all across the Union. They monitor the activities of Technocratic personnel, and report their findings back to the Administration division of the Ivory Tower. Field Observers claim they're documenting activity for the historical record, but everyone knows that they're really spying on other citizens. Whenever someone gets ratted out for errors, unorthodoxy or Statistical Inevitability, there's a Field Observer in the chain somewhere. If they don't directly witness it, they control the machine that does.

They work in lockstep with the White Suits, providing them with essential data for their mission of Construct security.

Field Reporters deal with the world of the Masses, investigating stories of potential Reality Deviance. Frequently, they are instrumental in missions to destroy it. Many times, the work of a Reporter leads to an Operatives amalgam getting involved. Often times, the Reporter goes right along with them into the fray, providing essential intelligence directly to the Black Suits in the field. Such input can make the difference between defeat and victory.



Reporters are the direct descendants of the first Watchers. They require both insatiable curiosity and battle-honed toughness to do their jobs. They work alone in the field, only occasionally accepting small staffs of Field Observers when ordered to do so. In the days before the Reorganization, their sturdiness and dedication earned them the nickname "Ascension War Correspondents." That suited many of them just fine.

The majority of Sympathizers employed by the NWO fall under the control of the Reporters. Most of them work for news and media organizations of all sizes, monitoring the activities of the Masses. The Field Reporters proper are recruited from this body of Sympathizers. Ironically, most Reporters never have contact with them again once promoted. Field Reporter Sympathizers also work in various police and intelligence organizations around the globe, particularly for those with large deployments of security cameras. These make sure the feed of information up to the Ivory Tower remains uninterrupted.

The **Lensmen** coordinate the efforts of the Watchers. The job's been compared to herding cats, especially when dealing with Reporters. Counterintelligence also falls under the Lensmen's purview. They take great pains to assure that no one is spying on the NWO. As hypocritical as that seems to be, it is essential to the integrity of the Union. Lastly, they are responsible for the day-to-day operations of all the observation platforms used in the prosecution of the Methodology's duties. This used to include multiple orbital facilities placed in the near Horizon, but the

Reorganization has put an end to that. Now, the lion's share of their facilities are terrestrial, embedded in urban centers and in trucks of varying size.

CONVENTION

The Watchers just don't observe the Masses. The flow of information is hardly one way. They are involved in every television network, news empire, and publishing house. They influence the decisions of media ratings businesses and advertising agencies. All of this effort is for one common purpose: manufacturing consent. Ever since the first newspaper discovered its coverage and editorials could influence elections, and advertising could change how people viewed new products and ideas, the Watchers got involved in the processes. After all, one of the primary goals of the Technocratic Union is to nudge humanity toward a glorious technological Utopia. It can only achieve this if the Masses are complicit. Through social and mental conditioning pervading the all the available information channels, the Watchers provide this consent.

They even got into the Internet. In its wild and wooly adolescence, the 'Net was the playground of cowboys such as the Virtual Adepts. Over time, however, entities controlled by the Watchers and the Syndicate began to adapt Internet technologies to their own goals. Almost overnight, people from nearly every culture were using social media to espouse ideas and news, and the Watchers were positioned to control and exploit them.

That went about as well as you might imagine.

THE FEED

To their great surprise, the Watchers discovered the Internet taking on a life of its own, refusing control. Extraordinary citizens began to spring up in unexpected numbers, creating and evangelizing the latest online tools and trends. And they were doing so *completely outside* the purview and the timeline of the Technocratic Union. Entire communities were creating themselves without sanction, ignoring the effects of Mind Procedures developed for them. Dangerous ideas, including primers on Reality Deviance, sprang up like wildfires. The situation got way out of hand.

HISTORY

The Collegium of Information Technology demanded answers, wrote threatening memos, and basically acted like a group of scared children. In response to that pressure, the Watchers collected the Lensmen with the most experience in dealing with social media and told them to find out what the hell was going on. They were given a large budget and virtually no marching orders, as no one understood the nature of the underlying problem. Taking a term from one of the new technologies in question, these men and women dubbed themselves the Feed, and then immediately set to work.

They discovered that the Internet is radically unlike other traditional media. Yes, every child knows this now, but this was before any in-depth analytical work on the subject had been done. The Watchers built their whole Methodology on an old model. Television and print are one-way communications systems, with a many-to-one structure. A relative handful of outlets disseminate information to millions of consumers, who in turn have few channels of feedback. The Internet is radically different. It feeds back on itself instantly, causing mercurial self-metamorphosis overnight. Its denizens act simultaneously as sources and consumers of information, through millions upon millions of asynchronous data channels. The Feed knew the old ways would never work in this new environment, and petitioned the Ivory Tower to spin off into its own Methodology. With the gravity of the situation, and the assent of the Collegium of Information Technology, the Inner Circle approved.

One of the first tasks is to understand the movers and the shakers in this new world. Namely, the Extraordinary citizens that social media proves itself

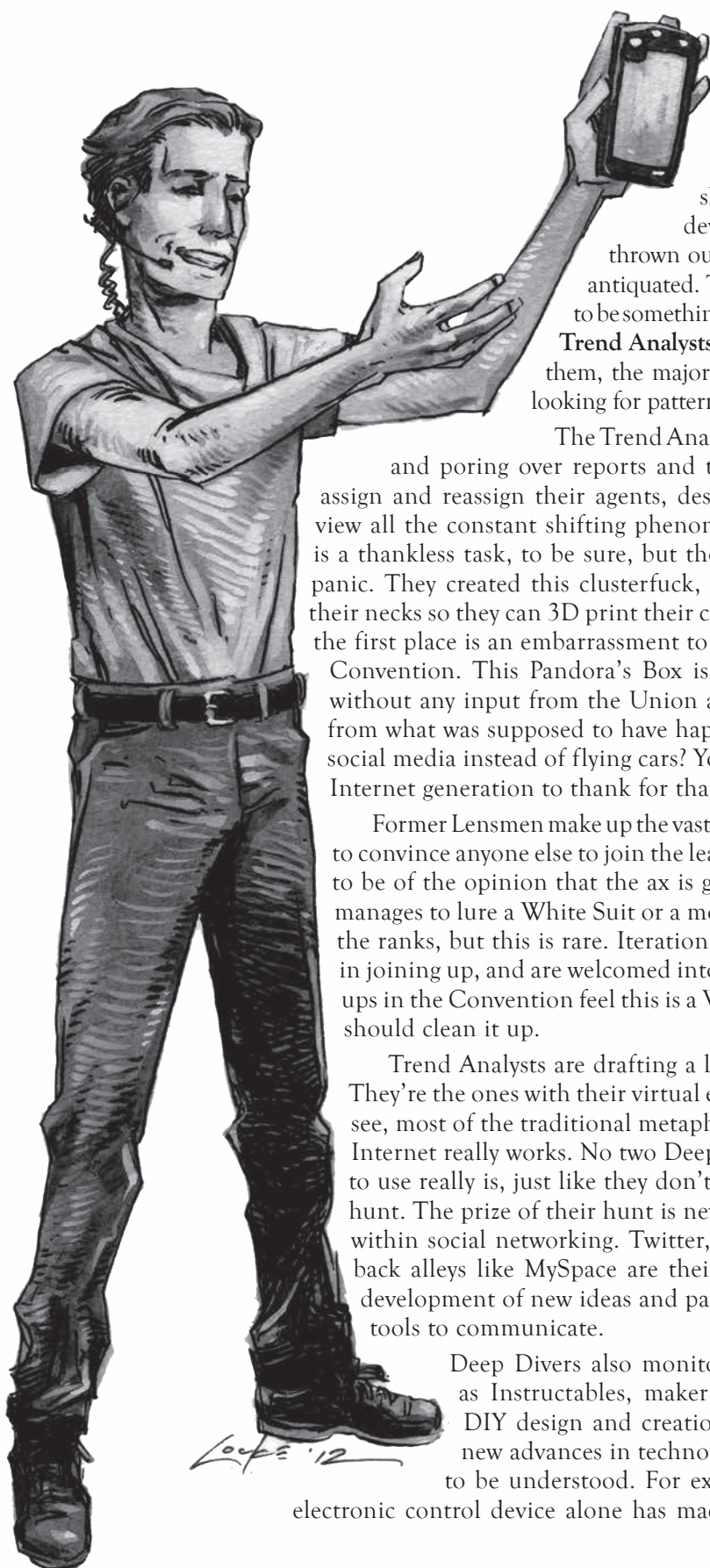
so adroit at fostering. These include CEOs of bleeding-edge startups, bloggers and vloggers with millions of devout fans, technical innovators operating out of their parents' basements, and all the other zeroes-turned-heroes produced by digital culture. Agents of the Feed insinuate themselves into these organizations and social networks, hiring Sympathizers within their ranks. The goal is to study the phenomenon of their creation and rise to positions of celebrity and authority, in order to discover patterns in the process.

A lot of these sharp-minded digerati figure out what's going on and demand to be let in on things. While this ruins any opportunity to study them in the wild, the leadership of the Feed has wisely decided to bring these individuals into the fold. This is done as often as possible without Mind Procedures so that the purity of their ideas and zeitgeist is preserved. With their help, the Feed is becoming clueful about the nature of the Internet's capacity for changing the lives of the Masses.

WHAT'S SO SCARY ABOUT THE INTERNET?

How has social media managed to make the NWO soil itself? It's just cat macros and fart jokes. What gives?

It's the nature of this particular beast that's causing so much consternation. The Convention (and the Union as a whole) has lost control of big, important projects before. But what's different about this problem is that it defies conventional understanding. Usually, when a project goes pear-shaped, there's someone to blame, or someone to coerce into getting it back. The Internet, however, is so decentralized and massive in scale that the traditional methods of reclamation just bounce off of it. To make things worse, every attempt made by the Watchers to get a lock on its dynamics failed. Zooming in on a particular aspect of its morphology just leads to more and more detail, like diving into a fractal. There're so many constituents and points of view and gigs and gigs of data... well, you get the idea. That's what's so scary; it seems to be inherently unknowable.



⊕ ORGANIZATION

In the beginning, there were the Lensmen. And they looked down at their creation, and they found it scary as hell. What they were failing to comprehend was shaping up to be the next chapter in human development. The old models had to be thrown out the window, as they were now hilariously antiquated. They could no longer be Lensmen; they had to be something different. They rebranded themselves as the **Trend Analysts**. Despite the complexity of the tasks before them, the majority of what they do is analyze the Internet, looking for patterns that can begin to unlock its secrets.

The Trend Analysts spend countless hours sifting through and poring over reports and telemetry sent back from the field. They assign and reassign their agents, desperately trying to find the best angle to view all the constant shifting phenomena in their theatre of operations. This is a thankless task, to be sure, but they are driven by a constant sense of near panic. They created this clusterfuck, and the Ivory Tower is already scanning their necks so they can 3D print their chopping blocks. The fact that they exist in the first place is an embarrassment to themselves, the Watchers, and the entire Convention. This Pandora's Box is altering human culture and technology without any input from the Union at all, and the result is radically different from what was supposed to have happened by now. Ever wonder why we have social media instead of flying cars? You have the navel-gazing propensity of the Internet generation to thank for that.

Former Lensmen make up the vast majority of the Trend Analysts. It's difficult to convince anyone else to join the leadership of the Feed, since everyone seems to be of the opinion that the ax is going to fall soon. Occasionally, someone manages to lure a White Suit or a more adventurous Collegium professor into the ranks, but this is rare. Iteration X Statisticians have shown some interest in joining up, and are welcomed into the fold immediately. Most of the higher ups in the Convention feel this is a Watcher mess, however, and that Watchers should clean it up.

Trend Analysts are drafting a legion of field agents called **Deep Divers**. They're the ones with their virtual ear to the digital street. Sort of. As you can see, most of the traditional metaphors break down when discussing how the Internet really works. No two Deep Divers agree on what the best metaphor to use really is, just like they don't agree on the best methods and places to hunt. The prize of their hunt is new and untainted data on emerging trends within social networking. Twitter, Facebook, Reddit, YouTube, even dusty back alleys like MySpace are their stomping grounds. They watch for the development of new ideas and paradigms among the Masses who use these tools to communicate.

Deep Divers also monitor the cradles of new technologies, such as Instructables, maker culture, and the countless blogs about DIY design and creation. Maker culture has produced startling new advances in technology, whose importance is only beginning to be understood. For example, the development of the Arduino electronic control device alone has made Iteration X have kittens. Not over its

laudable flexibility or low price point, but rather the speed with which it came into being. The Deep Divers keep tabs on all of these new trends and shuffle the data up the chain for analysis. The Trend Analysts then provide heavily expurgated reports derived from their data Union-wide.

Anyone with an analogous skillset may be offered a job in the Divers, if that person can be trusted. Most of the hiring from within the Union comes from the ranks of Field Observers and Reporters. They adapt best to the hands-off nature of the job. Black Suits and Wetwork amalgams are almost never considered. Their first instinct is to assimilate or destroy Reality Deviance, which can be catastrophic to field research. Record keepers from the Ivory Tower are also problematic applicants, since they jealously guard any information they glean, and allowing them in to catalog the available data is far too risky at this point in its development. They just don't have an accurate picture yet, and inviting in the Ivory Tower's armchair quarterbacks would be disastrous.

The **Handlers** focus on the Extraordinary citizens that the Internet creates. These brilliant minds are the champions and evangelists of new ideas, creating and controlling the organizations that make cutting-edge online services and sites. They demonstrate a deep, intuitive understanding of the very conglomeration of systems that the Feed is trying to control.

Before an Extraordinary citizen is brought into the fold, Handlers pose as lower level functionaries, service personnel, and other people in their lives. Once the green light is given by the Trend Analysts, the Handlers offer the candidates mentorship, information, and a chance at the big time. Throughout the entire process, their Handlers catalogue and study their behavior, and report their findings to their superiors. A lot of these techniques are derived from the collegiate recruitment tactics used by the Ivory Tower.

The Handlers most often recruit from the ranks of the Gray Suits. Their experience in infiltration and social malleability makes them ideal for the job. Another invaluable quality that the Gray Suits possess is patience. A lot of the Reality Deviant organizations they penetrate are notoriously paranoid. Being able to wait for long periods of time while simultaneously knowing when and how to act to maximize the trust of one's targets is crucial in their line of work. That maps directly to the needs of watching Extraordinary citizens. They are almost all wildly intelligent, so that anyone but the best field agents tend to get exposed within the first two weeks of an operation. More infrequently,

Reporters who specialize in undercover investigative work are poached and brought in. Sometimes, even the former subjects of operations get in on the action. Being hired requires that they are informed of the very methods used to suborn them in the first place. Very rare is the Internet wunderkind who is not initially creeped out or offended by the idea, but most of them come around in the end.

CONVENTION

The agents of the Feed are truly stuck between a rock and a hard place. On the one hand, they have to contend with the ire of the Ivory Tower. Sure, this anger is sublimated fear of the unknown, but when the purge directives finally come, understanding what is motivating them to shove you in a Processing tank will prove cold comfort. On the other hand, many others in the Union regard them as a sick joke. The fact that they lost control of their Frankenstein monster and received a huge budget to fix it breeds resentment and nasty jokes behind their backs.

Further poisoning their reputation is blowback over the Feed's hiring practices. The only people who possess the proper training, skillset, and trustworthiness are other Technocrats. Since so many of their peers view the new Methodology with such disdain, there's only one surefire way to get the right people; outright bribery. The Feed has a standing policy of offering promotions, raises, personnel, and fat budgets to anyone who meets its hiring needs. This has swelled its ranks with people possessing both the right skills and a heightened sense of personal ambition. These are both things the Feed needs, given the nature of its core mission, but it only exacerbates that resentment. Many amalgams have already lost key personnel to the Feed, which makes for bad blood.

On the upside, the Feed is actually showing some results. The sheer volume of wild Extraordinary citizens brought into the fold is encouraging. Reports released by the Trend Analysts show great insight into the nature of Internet culture, and other Methodologies show results when applying their findings. The other thing that helps the Feed's leadership sleep at night is the fact that the Ivory Tower can't just act unilaterally in this case. The Internet isn't going away, by any stretch of the imagination. If anyone tried to substantially change it, the backlash of Statistical Inevitability would pooch the Convention's plans for a decade. That equates to job security, especially when you're the only ones who have made any headway into understanding or subverting it.



CHAPTER THREE: ASSETS

MOVERS AND SHAKERS



HENRE DE LØRRIS OPERATIVES, 1732-PRESENT

In the midst of World War II, the NWO conducted Traditionalist-Technocrat operations to eliminate Nephandic activity in Europe. Henre de Lørris, a well-known Cultist of Ecstasy, participated in some of these missions.

The charismatic and charming Operative Rudolf Carter was leader of the amalgam de Lørris assisted in Paris,

and the two would spend the war working side by side to eliminate a perversely brilliant Nephandic cell. When the war ended, the Traditionalist tagalong had become Carter's newest student. The conversion of a mage as prominent as de Lørris in the field garnered Carter more accolades than he was comfortable dealing with.

Post-war, de Lørris and his mentor depended on each other for emotional support after their terrible experiences with the Nephandi. Their rather intimate mentor/student relationship raised eyebrows – and red flags. It was only allowed to continue unimpeded



by obvious speculation and gossip after the Ivory Tower's psychological services determined de Lorris and Carter had formed a unique bond. The two men continuously reaffirmed to each other the need for the Technocracy to stamp out the Nephandi, by any means necessary. Carter and de Lorris were found by the Order's leadership to require one another in order to function. This dependency was tolerated because the loss of either asset was one the NWO would not tolerate.

The rise of de Lorris through the Operative ranks was nothing short of meteoric. Carter's protégée became a Gray Suit soon after the war, transferring up to a position as an Intelligence Analyst in short order. His promotion to White Suit in 1965 was considered complication-free after the NWO subjected him to a battery of rigorous tests to vet his loyalty. Carter's death during the initial appearance of the Dimensional Anomaly almost unraveled the decades of meticulous effort and propaganda surrounding de Lorris.

Back on drugs after Carter's death, de Lorris also turned an eye to his attractive female staff. The White Suits monitored the situation, fearful of a defection on the part of de Lorris back to the Ecstasics. Over time, de Lorris has assumed a less erratic pattern of behavior, evolving into a public face of perpetually

amused exhaustion. Only exceptional triumph — or talented stupidity — appears to rouse more energetic reactions from the White Suit.

With massive fatalities suffered by the Union during the Dimensional Anomaly, de Lorris has been forced by matter of rank to assume a more prominent and complex role in the New World Order. Barred from entering the new Symposium due to his well-known and storied past as a Cultist of Ecstasy, he's seen by some as the human face of Order leadership. Whether de Lorris has ceased his drug use or sleeping with his subordinates is unknown.

PAIGE TELFORD

IVORY TOWER, 1980-PRESENT

Dr. Paige Telford graduated from high school in the late '90s and entered university in the midst of a changing academic climate. Interdisciplinary programs had begun to come into vogue, and Telford's multiple fields of interest were assets for the young woman. Setting aside non-academic distractions, Telford graduated a double-major in biology and psychology, devoting her Masters and Ph.D. to the study of psychiatric medicine. Her single-minded pursuit of academic training kept her on track to practice psychiatric medicine, a function she's performed for the Union since her recruitment in 2005.

Telford found the Ivory Tower to share similarities with mundane academia: vicious schisms over differences in method and theory, a publish-or-perish mentality, and fierce fights for funding. Despite the near-lethal competition in the Tower, Paige carved a niche for herself, one that's drawn an unnerving level of attention. This intense scrutiny has led to new changes in her responsibilities.

The young psychiatrist's first project in the Union was an ambitious and experimental overhaul of debriefing Procedures for agents coming back from field assignments. Prior to 2005, the most effective psychological unit debriefings had been done by Void Engineers, but their methods for helping people transition back to living dirt side had lacked easy portability to dealing with psyches scarred on the Front Lines. The New World Order's methods for assisting field agents had prior been clustered around draconian Mind Procedures, pharmaceuticals from the Progenitors, long talks with Supervisors and the heavy use of gin.

Telford's innovations in debriefing Procedures caused the Convention to sit up and take notice. Her patients, and those of her assistants, returned to work with alacrity. Their return to field is twice the rate for agents seeing other therapists in the psychology department, and three times the rate of agents who debrief only with their amalgam or Supervisors. Telford has described her innovations to those outside the department as based in cognitive therapy and early intervention techniques used by the Masses after critical incidents. Her lectures on combining these methods with the use of Mind Procedures to encourage self-soothing behaviors are gleeful and effusive. Her critics have reacted with claims that she's producing a generation of "soft" Technocrats.

Despite such criticisms, Telford and her assistants have been split into their own amalgam inside the psychology wing of Administration, as they await the results of Telford's newest experiment: the rehabilitation of Technocrats suffering from peculiar psychological disturbances with an onset coinciding with their own recent experiences with Statistical Inevitability.

JOHN SMOKE

THE FEED, 1978-PRESENT

John Smoke was a British independent journalist before joining the Technocracy. Smoke entered the field of combat journalism in 2003, during the early stages of the Iraq War. His coverage of the conflict began after the Battle of Baghdad and would stretch late into the year. Smoke spoke with everyone around him whenever

they weren't under fire. It was essentially unlicensed, amateur battlefield counseling. It was during one of these compassionate and articulate encounters that two Field Reporters met the journalist.

The Watchers began to observe him with growing interest after being alerted to his activities by the Reporters. In their observations, John Smoke showed a ferocious need to know. Whatever answers Smoke found in the war zone, he recorded on paper, on video, and with photographs. During this surveillance, Smoke was injured by an explosive targeted at civilians, living through the blast but sustaining physical and psychological trauma. He left the field shortly after, though not entirely by choice. When he arrived home, the Watchers were waiting for him.

Smoke has never known a New World Order but the one rebuilt after the Reorganization. He's as passionate about his Convention as he is about the refining and invention of Procedures, and this zeal has proved jarring for those accustomed to the stereotype of a quiet and meticulous Methodology of Watchers. This experience of cognitive dissonance when faced with a fiercely social Watcher has extended to many Technocrats unprepared for meeting him.

Smoke's deft handling of Mind and data-oriented Correspondence Influence via media has proven him to the Watchers, off-setting some of the gulf between him and his fellow Methodology members. His strongest successes since joining the NWO have been centered on the design of Procedures built for use during live webcasts. But Smoke's work has, over time, become focused on the encouragement of cultural changes in the Masses concerning the embrace of social-centric technology.

In a post 9/11 world, Smoke has avidly supported the citizen journalism movement and the normalization of acquiring news via social media. Smoke justifies support of citizen journalism as a cultural step to disassemble hierarchies in the cultures of the Masses. Smoke's strongest supporters in his work and methods are often the youngest members of the NWO: an ages 18-35 demographic, with Smoke fans spread across every Order Methodology. This combination of youthful support, new methods, and stubborn determination could be the cause of Smoke's migration from the Watchers to the new Feed. If John Smoke was "encouraged" to transfer or filed the paperwork himself is unknown. Neither the Watcher higher-ups nor John Smoke are talking.

Smoke now has the challenge of a new Methodology to nurture, consuming his time. Smoke's success or failure as one of the core leaders of the Feed remains to be seen.

LEGENDS



THE SCROLL OF THOTHMES

Professor Donald Richardson published a paper in 1923 positing the existence of a relic he called the Scroll of Thothmes. The scroll is an alleged mystical artifact created circa 1500 BCE during the reign of the Egyptian ruler Thothmes I.

According to Richardson, Thothmes' Egypt was home to a secret society of Sacred Artisans, whose writings were zealously encoded to the point only an Enlightened individual could read them, let alone even hope to understand their contents. Richardson has championed this theory with the same obsessive verve as he has his other unusual theories.

The decades of amusement over Richardson's silly theorem have suddenly been supplanted by a flurry of activity. A recent report from a NWO Sympathizer working at a London auction house flagged possible Technocratic writing in a lot up for auction. Piecemeal and incomplete, a possible confirmation of Richardson's theory exists in the alleged journal of Skeleton Key Detective Crispin. Dated 10 years before the absorption of the Skeleton Keys into the Lightkeepers, the time-ravaged fragment describes a series of nearly lethal encounters between Crispin and a criminal Reality Deviant who served "the interests of Thothmes, and sought his wisdom."

No other sample of Detective Crispin's writing survived the Victorian era. The value of that find alone is extraordinary. The document, if authenticated, could also serve as plausible confirmation of Richardson's claim that the Scroll of Thothmes exists. Should Richardson's claims be correct, that artifact would be a Rosetta Stone for understanding secret societies from ancient Egypt to the present. Richardson alleges that some fragment, or perhaps the entire Scroll, has fallen into the hands of secret societies at different points throughout recorded history, with the Egyptian motifs used by many of these societies supposedly stemming from their encounters with the Scroll. The symbols of the sun, the rose, and the cross repeatedly used throughout history by secret societies are quite familiar to any Technocrat who has watched any late-night reruns of crackpot conspiracy television shows.

Crispin's journal fragments were retrieved by a British NWO amalgam soon after the Sympathizer's

report hit the system. The documents' authenticity and age are still being determined, however.

SECRET AGENT JOHN COURAGE

Secret Agent John Courage started his career as an NWO Black Suit in the 1960s. His first defection occurred in 1972, after a flawless raid on a Euthantos chantry in Nepal. Courage crossed the Traditionalist/Union line numerous times during the Cold War, becoming a legend in part due to his double (possible triple) agent status. Courage has defected from the NWO more than eight times since 1972; he's also been reported in field amalgam debriefings to supply lifesaving information and other forms of assistance numerous times since his first defection.

When the Digital Web became increasingly important to both the Traditions and the Union, Courage began to appear on the Web as well, in a variety of locales. Though spotted everywhere from the regimented fortresses of the Union to the eclectic hubs of the Virtual Adepts, Courage could be found most often in the self-styled "neutralground" of the Spy's Demise. A digital safe harbor, the Spy's Demise was used as a location to buy and sell information by all sides of the Ascension War. Even after the Web Crash in the late 1990s, the Spy's Demise has continued to operate (also holding a home in the Masses' Internet), and the Union has found it still active enough to merit monitoring — most sightings of Courage come from amalgams assigned to surveillance detail of the Spy's Demise.

To date, there have been no known John Courage impersonators on the Web. The Order takes all reported sightings at face value. Revised guidelines for dealing with Secret Agent John Courage were issued by the NWO in 2000. All members of the Technocratic Union, and the New World Order in particular, are to exercise extreme caution if approached by John Courage or anyone claiming affiliation with him. Any agent who believes she might have even glimpsed Courage is to report it to her Supervisor posthaste.

Since numerous files relating to Courage were lost near the turn of the millennium, and his last debriefing with Union representatives dates back to late 1999, there is a lack of certainty in Courage's allegiance at this time. Any agent of the Union who stayed awake in training knows the basics of Courage's legend — and any agent worth her salt knows the Union has placed cautionary advisories on interactions with him for a reason.

SAINT DAMIAN

In the latter half of the 19th century, the Order of Reason transformed into the Technocratic Union. A need arose in this transition for more than the Declaration of the Ivory Tower to serve as a unifying document for the Union. The Precepts of Damian took five years to negotiate; one Enlightened bureaucrat versus the needs and desires of five different Conventions. This act of exceptional negotiation and bureaucratic skill earned him the moniker “Saint Damian” in future generations.

Though small changes to the wording of the Precepts of Damian have been made over the years, they’ve come through vicious and hotly contentious debate, each Precept change decades in the making. Damian was the first and last Technocrat to ever elicit a bloodshed-free agreement from all five of the Technocratic Union’s Conventions.

Current vernacular often defines the Precepts of Damian as the Union’s “goals,” though many in the Ivory Tower disagree with this interpretation, citing the establishment of goals is actually done during the setting of each Time Table.

Agents researching Mind Procedures from past periods of colonialism and human expansion recently ran across an obscure paper by the deceased psycho-historian Alina Adler, who stated that the Precepts of Damian formed the basis for a Union-wide network of Mind Procedures that enforced loyalty, dedication, and speed on the part of the five Conventions. Adler’s bold theorem is based on the assumption that the Precepts, often misinterpreted or put to whatever use many Technocrats see fit, reinforce the mission of control. Every correctly filed piece of paperwork, impassioned show of loyalty and duly carried out assignment reinforces the Union’s marrow-deep mission to control itself and everything around it.

The paper has been kept under wraps by the New World Order while further research is undertaken. Deep Diver searches of the Ivory Tower’s vast databases have begun to uncover second-hand sources that now present an increasingly solid case for Damian, of whom there is little surviving record, having been one of the premier Enlightened Mind Procedure designers of the past few centuries – and a possible candidate to have laid the groundwork for Adler’s theorized network Mind effect. With the current understanding of Correspondence and its relation to Data (see p. 74), many Correspondence-based Procedures may have their roots in Precept-era Procedures.

Despite this incredible legacy, no one in the Union possesses a shred of significant biographical information about Damian, and no research save Adler’s has been uncovered that directly addresses a possible Procedural heritage of the Precepts. Only a small amount of extant

evidence of Damian having lived can even be found now. The operatives assigned to pursuing research of Damian have begun to debate if the lack of sufficient data is because Damian engineered it to be impossible to find.

ROOM 101

Supervisors never use the term. Amalgam leaders will, now and again. As the distance from the storage rooms or fieldwork grows, the term drops away from the spoken vocabulary of Technocrats. In training, everyone learns about Processing and Conditioning, the Procedural elements of indoctrinating people into the Union – or breaking them quickly to give up what intelligence they have.

Under official lexicon, Room 101 would be part of Processing. Except Processing is a sequence of Procedures and Conditioning (and the judicious use of torture). But every agent knows that Reality Terrorists lie, Marauders are not to be fucked with, and Room 101 will never let you down. Some of them were Processed in such a place, while others have supervised the Processing of countless Reality Terrorists there. The act of Processing is real. Conditioning these terrors to the collective will of the Union is a common occurrence, one that requires no comment from the rank-and-file agent.

No one agent’s description of a Room 101 perfectly matches another’s. The smallest divergence of details causes agents to disagree. Room 101 doesn’t have those tools, that lighting array, or such programs. Obviously, whoever outfitted the Room 101 at their Construct diverged from regulation.

Each Room 101 has a staff, but no one cares what their names are. What they look like. Their names and faces are always on the tip of the tongue, but they never associate with anyone. They work with PsyOps, but PsyOps never talks about the staff of Room 101 or what goes on there, unless it pertains to someone’s current status in Processing. PsyOps *only* calls it Processing, and agents inside only refer to the staff as Control.

Before the Dimensional Anomaly, trips inside Room 101 flowed with the perfection of finally honed Procedures. Minute details could be changed by the staff to assist agents in whatever way was needed to get the results they desired. There was a sense of boring routine; work done inside Room 101 could take hours but leave a feeling of indeterminate time having passed. When the Room 101 attendants aren’t there, every agent has had a fleeting moment of feeling watched. Experienced a flash of insight in its confines. Subtle inspiration and discrete adjustments both have the same outcomes.

After the Dimensional Anomaly, Room 101 continues to function and exist. Every agent in every Construct still knows where to find the hallway that leads to their Room 101. It’s always waiting, and it never lets them down.



NWO maintains many front organizations all over the globe, holding sway over all walks of life. Each Methodology looks to different organizations for fronts: academic institutions for the Ivory Tower, civilian and military police and intelligence for the Operatives, global communication and surveillance companies for the Watchers, and various tech startups for the Feed.

In many cases, a front is, save for certain key staff inside, not aware of its connection to the NWO. These are resource and control assets. However, one may encounter fronts that are amalgams tasked with specific duties, featuring all Enlightened personnel.

Field agents in the Operatives and the Watchers may call up the chain of command to inform or use local resources, though all such calls are logged. Agents who abuse this option or cause harm to a front or an implanted operative's cover will be flagged for Processing.

PRIVATE SECURITY FIRMS

The NWO has benefitted significantly from the rise of private security consultancies and military augmentation. We've infiltrated and influenced the leadership in many such companies, and with that authority, we derive access to military assets and the flexibility of non-governmental oversight. As an additional benefit, control of these firms provides increased revenue, funding projects of which other elements within the Union need not be aware. In turn, we influence government officials dealing with these companies to be, in a word, tolerant of their activities.

The NWO personnel staffing these firms are mostly Sympathizers, not Enlightened Front Line agents. Calling for equipment or intelligence assets is thus preferred over drafting Sleepers as force multipliers to combat Reality Deviants. Do not let a pressing need cause you to break protocol.

COBALT SECURITY

Cobalt Security is the sixth largest private military company in the world. It's headquartered in Atlanta, Georgia, and has field offices throughout North America, South America, and the Middle East. Cobalt supplies intelligence, material, and manpower when and where requested. It recently aided a NWO network amalgam in neutralizing a chantry in Rio de Janeiro suspected of harboring Reality Terrorists.

Cobalt is a key resource that lacks the drawback of public attention the larger companies garner. New hires

there are subjected to Processing within the first few months of employment, making the bulk of its staff compatible with Enlightened technology and various Procedures. It is safe to contact NWO personnel stationed inside directly, though note that all communication is logged and reviewed.

One of our more ambitious experiments takes place within Cobalt. We recruit maimed ex-soldiers and use Progenitor technology to repair their bodies. There is nothing like the loyalty of a soldier who has been given a miraculous new lease on life, especially one with children that he can play with again. The Syndicate's Media Control works with us to keep the mainstream press from covering this development, as the Masses aren't ready for this tech to be deployed on a wide scale. Reports from the Feed state that we won't be able to keep the project a secret for much longer, however.

TECH STARTUPS

There are a significant number of Extraordinary citizens aligned to our cause in the information technology field, and there have been significantly more advancements in Inspired Science since the proliferation of venture capitalism. Startups in particular embody a Union mindset: the 50-plus hours a week expected of development staff, promoting a corporate culture where life and company are heavily intertwined, and the desire to show others—within and outside the company—a high degree of technical prowess and acceptance of cutting-edge technology. It is no wonder that many Sympathizers feel “at home” when placed in startups.

We rely on these Extraordinary citizens (and the occasional Enlightened citizens we discover in their ranks) to guide the Masses' toward Empowerment. As such, Technocratic agents must exercise a gentle guiding hand rather than direct control. This is a recent change in doctrine, as prior efforts to manage these companies have resulted in greater occurrence of Statistical Inevitability.

These assets are primarily useful for global indoctrination, though they offer great benefit for intelligence gathering as well. Be warned: The Syndicate has influence in many of these firms as well, and any efforts to use them for NWO operations may result in leaks.

CHATTER, INC.

This San Francisco Bay Area startup pioneered the field of instant communication, and today is one of the leaders of Internet communication. Millions of users exchange public text and image messages in small,

165-character chunks. The Feed has taken a great interest in this company, as Chatter has had a profound impact on world culture. News travels with an unheard of speed, promoting even a passing interest in new technology. This is not without a downside, as news of technological blunders is also passed along with that same speed and with the same passing interest.

With Chatter and similar companies, we have been able to curb Virtual Adept threats, particularly of proliferation of their Digital Web. People are beginning to feel as though they're "too connected," a blow to a global acceptance of virtual reality augmenting physical space (let alone supplanting it entirely). Unfortunately, the flow of information cannot be controlled in any meaningful way, so the Feed can only track anti-Technocratic sympathies, not silence them.

MEDIA OUTLETS

The media has changed radically over the last few years, between the dwindling of newspapers and the rise of Internet-based news outlets (many of which are unaffiliated with mass media). But by and large, the major television networks still hold influence over the opinions of unEnlightened citizens, either directly or indirectly through individual commentary.

Media has always had a political bent, though many believe that it is far more polarized today than in the past. What is certainly new, however, is a loss of Technocratic influence in major news organizations. Today, you can't turn your television to a cable news network without hearing some sort of diatribe that promotes anti-Technocratic rhetoric, whether it's religious stigma against advanced life sciences or cries against industrial growth and progress.

If this does not frighten you, it should. We know the power that media has on the Consensus, for we've been wielding it since the first newspapers. And now we're losing control of this weapon.

The one area where the media has not changed is in tabloid journalism, which remains an asset. People are quick to dismiss investigative journalism on the unusual and supernatural. The Watchers use the tabloids to keep tabs on potential Reality Deviance.

CONTINENTAL NEWS CORPORATION

Based in Christchurch, New Zealand, with the American headquarters located in Dallas, Texas, Continental News Corporation is one of several upstarts in cable news, one with a heavy conservative and religious leaning. Many of the messages the network promotes are useful from a NWO stance, but the number of its pundits who spout anti-Technocratic rhetoric worry us.

Not only are progresses in life sciences attacked, they've also legitimized certain conspiracy theories among the Consensus. Some of these theories are close to our plans, leading us to believe that there are Extraordinary citizens within the ranks of these pundits or their staff.

As with other recent news networks, attempts to infiltrate CNC's leadership have failed. Whether that's due to unconscious use of Mind or Prime Procedures rooting out external influence or moles within the Watchers is unclear. We've had more success in gaining access to the network's lower echelons — interns, assistants, and stagehands — through Sympathizers. These people are our eyes and ears, but since they cannot exert any control over the network's content and policies, we must be content to watch and wait for now.

REGIONAL WETWORK AMALGAMS

As a result of the Greylocke Incident, we have increased wetwork operations around the globe. This is not a formal reinstatement of the Pogrom, but a protection of our interests in various regions. With humanity's Empowerment at stake, we cannot allow Reality Terrorists to take hold.

Cells of three to six Enlightened personnel trained in a variety of Procedures and counter-magick techniques keep watch over a city or county, depending on the geographic size and population density. They establish safe houses, equipment caches, and remote holding facilities rated to contain mages and other Reality Deviants. There is no typical makeup to these units, as each region has different needs. Some cells are all Black Suits, while others have a Gray Suit cell leader. Some have constructs as force multipliers when needed, while others refuse to employ constructs. Most of these teams are 100 percent NWO, but a few have requested specific members of other Conventions, which are typically granted once we ensure the operatives are trustworthy.

Some call such units "mage busters," though their mandate is broader than that. These units only engage in sanctioned activity when warranted. For some regions, that may be as common as a few days each month. In many others, it's less. During the time between operations, the team uses cover identities for other Union purposes: supporting development and acceptance of Enlightened science, gaining and strengthening intelligence assets, and cultivating trust by integrating into the community.

Do not contact a wetwork cell directly; each has standing orders to eliminate those who threaten its cover, even those claiming to be other Technocrats. If you are in an area and require such assistance, your superiors will arrange a meeting.

CELL VANCOUVER

Four operatives make up the amalgam that covers Vancouver, B.C. and outlying areas. Two are Black Suits, Catherine Johnson and Michael Daugherty. They're lead by a Gray Suit, Leslie Williams. And completing the team is a modified and reprocessed HIT Mark disguised as an elderly male, designated "Grampa Joe."

Their cover stories vary. Johnson takes care of her grandfather (the aforementioned HIT Mark) when she's not teaching undergraduate psychology at the local university. Daugherty is a freelance travel writer, a good cover story for any operative who routinely travels. It also allows him to strike up conversations with other journalists. Williams owns and runs a paintball range with urban terrain.

Cell Vancouver does not meet except when tasked with an op, though its members do exchange frequent status updates. Should 48 hours elapse without contact from one of them, the rest of the unit goes on high alert and reports up the chain.

COLLEGES

Institutions of higher education are where we battle for the Masses' hearts and minds. Students of all types are welcome in the Union — life sciences, physics, and chemistry, political science, psychology, sociology, various engineering fields, history, and so on. Even those majors that at first glance appear to promote deviant thought are welcome, as they serve to inoculate the Consensus from such ideas when framed as myth and ancient superstition.

The Ivory Tower commits significant resources to a variety of universities, technical and vocational schools, private high schools, etc. One theory states Genius is statistically more likely to be unlocked when exposed to a barrage of new ideas, such as in a college environment. Thus, it is important to make sure that students are exposed to the *right* ideas. So, you'll find a number of Sympathizers within college administration, faculty, and student populations. The Tower's Collegia also often take an interest in indoctrinating members of student government, fraternities, and sororities — places that respect and reinforce rules and hierarchy.

A disproportionate number of Traditionalists also exist in academia, looking for the same thing we are: those among the Masses ready to, as they put it, "Awaken." You may be requested to intervene if a situation arises in your area outside their control; these Sympathizers and Enlightened citizens are not rated for covert operations.

THOMAS L. PRESCOTT UNIVERSITY

Prescott University is a small, respected liberal arts college in Greenfield, Massachusetts, renowned for its psychology, physical science, and anthropology departments. Prescott is also an experiment in developing Extraordinary citizens.

Sixty percent of the faculty are Extraordinary, with four individual Enlightened faculty members sitting as the dean and department heads. Scholarships are provided for students who have been deemed as having high Genius potential. Undergraduates are not Processed, though they are flagged for observation once they leave the university, whether through graduation, dropping out, or expulsion. Graduate students, however, are Processed to ensure Technocratic ideals take hold and to facilitate individual progress.

As an important part of the Prescott experiment, the school provides free psychological services, and all the instructors are trained to recognize a student on the verge of achieving Enlightenment. The support staff then helps these new Enlightened citizens cope with the change by creating a welcoming environment for them. That said, the Order hardly ignores those who graduate from Prescott without becoming even Extraordinary; each is a potential Sympathizer.

Maintaining the secrecy of this project is a top priority. Aside from the dean and the department heads, those working at the university and students who have realized Genius there are unaware that it is a Watcher experiment. Even after a student joins a Convention, this fact is not revealed. Contamination of Prescott University, even from alumni, will *not* be tolerated.

NW⊕ TROUPES



While the Technocracy's Conventions work together very well, a chronicle based exclusively on a team of New World Order agents is even easier to work with. After all, the NWO focuses on control and adapting to immediate needs, so its agents have to collect versatile specialties in order to handle diverse situations. The Order shares

one important goal: to influence the Masses. Tackling this mandate from different angles makes for a ruthlessly efficient team. Ruthless efficiency is the NWO ideal.

From a Storytelling perspective, an NWO amalgam is easy to manage, since they're all fed hard mission parameters and given defined constraints. While any game will stray off the rails to some extent, the NWO is a unique case where straying too much is actively discouraged by the organization. If you're

running a game based only on NWO agents, consider the characters you'll be playing. Build a hierarchy. Build a chain of command. Make compelling leaders. This is important. If your leaders aren't even remotely sympathetic, the characters will spend a great deal of time railing against them. While that can work, the Technocracy lends itself to at least some amount of obedience and following of the rules.

When crafting the amalgam's immediate supervisor, ask yourself, "Why does this person care?" Remember, from the NWO's perspective, they're the good guys. They're fighting the good fight, and they're impassioned in their crusade. Any successful Technocrat has a personal reason for doing what she does. Then follow up with, "How do the players' characters know their superior cares?" Even if it's as simple as pointing out a desk photo showing the supervisor's crippled child, every little bit of characterization counts.

While you can express these things simply, motivations shouldn't be simple. They should be deeply personal, complex, and defensible. Maybe the child was harmed by a mage. Maybe the child could be treated, if the Consensus just accepted advanced medical science.

When creating the amalgam, the players should discuss areas of expertise. The Order forms field teams based on specialties and problem-solving abilities. Every NWO amalgam has at least a data expert and a media specialist. Often, such teams will have a combat specialist and tech guru as well. Statistics support from a Time or Entropy specialist is common. Also consider the specific goals of the missions you're planning to send the amalgam on. Don't send a group of shock troops into a chronicle of political actions, unless your goal is to see them fail laughably.

THE MINISTRY OF INFORMATION



The Ministry of Information is an amalgam formed by the Watchers with cooperation from the Feed, made to exhibit the type of approach the Convention would take toward team creation. It's a field team, deployed to cover up supernatural foibles in the media and to investigate the root causes of said foibles. Its members are focused on information; they're rarely ordered to act against the Reality Deviants they encounter.

The amalgam's cover is the InfoTech consulting firm. It's renowned for its ability to swoop into a situation, uncover false information, follow money trails, and swiftly show a news organization where its weaknesses lie. It has ended dozens of high-profile careers this way. Of course, the media doesn't know that these job losses weren't warranted or that the Ministry considers them "worthy sacrifices" in the battle to keep the Masses safe from the widespread panic knowledge of the supernatural would engender.

HISTORY

The Ministry's history is limited; the amalgam only has four years under its belt. However, the history of its two primary pillars stretches back a bit further.

Lensman Aisha Jones acts as Control for the Ministry. She oversees numerous amalgams, but the Ministry's a pet project, so she stays in closer contact than some high-ranking members. Her subordinate, Trend Analyst (and former Field Reporter) Linh Vo, was picked because of the way she and Jones butt heads and constantly compete.

They worked together prior to the Ministry, before the Feed became recognized. Vo went from the mailroom all the way up to Jones's personal assistant in the course of two years. At the time, Jones ran an advertising firm that focused on political attack ads. When Vo uncovered the truth about the NWO, it immediately recruited her. This rapid rise to attention infuriated Jones, who struggled to keep Vo from advancing further. The two cultivated favors and played various agents against one another until Control intervened and disallowed their feud.

Flash forward to a few years later. During a rash of scandals relating to the world's economic crisis, some information surfaced that implicated vampiric necromancers in the Greek financial collapse. This information made national news. While it didn't mention vampires by name, it did mention shell companies and family names that could easily be traced back by an enterprising journalist. The Order decided it needed a media task force to keep this from happening again. It brought Jones on to act as Control for this amalgam, and hired Vo to form and lead the group.

Since then, the Ministry of Information has built quite a name for itself, within both the Order and the Sleeper media. In fact, its shell company has received more media attention than the Order's comfortable with; InfoTech made the Fortune up and coming list in 2011, and featured Vo's smile, front and center.

PRACTICES

The Ministry prides itself in rapid and thorough solutions to every problem. At the first hint of the



supernatural in international news, it hitches private flights and begins planning and preliminary execution on the plane, through anonymous tips, hacking campaigns, and extensive background checks. Once they've landed, members canvas witnesses, authorities, investigators, and profiteers. They deny everything, bend truths, and amass evidence in order to rip investigator credibility to shreds. The amalgam uses journalistic slash-and-burn tactics predicated on Vo's experience with political campaign attacks.

At any given time, Vo maintains at least eight active members of the Ministry. That way, it has the resources to form two cells in the case of divergent or viral news issues. She grooms two leaders and pits them against each other in petty competitions for favor. She's no micromanager when the teams are doing well, but when failure arises, she nitpicks every single thing she can.

USING THE MINISTRY OF INFORMATION

While the Ministry carries a very specific burden, it's an iconic shard of what the New World Order has to offer. The goal is to capture the feel of the Convention and hit home on its themes. As a playable amalgam, Aisha Jones and Linh Vo can operate as Storyteller characters to help filter guidance and plot to the players' characters. As well, it could act as a rival or antagonist group, particularly if you're running a standard **Mage** chronicle. The Ministry of Information could throw monkey wrenches into all sorts of endeavors to Awaken the populace.

The Ministry is a media task force, however, not a strike force. Characters are inducted for their problem-solving skills and their subtlety; the Ministry avoids agents with a penchant for drawing news cameras and tabloid attention. Even if the two Ministry leaders aren't the driving force in your game, they could very well be mentors for subtler characters. Or the players' characters could be caught in the crossfire between the two. Perhaps one is trying turning half the group against the other half.

CONTROL: AISHA JONES

Aisha Jones is getting on in the world, coming up on 62 years, 44 of those as a member of the New World Order. From the day she entered college, from her first internship, she was a proud member of the Union. On paper, she worked with the press secretary in DC. She had a thing for covering civil-rights violations, on account of her mother being heavily involved with the civil-rights movement.

If you hear her tell it, she's never once called in late or sick. Of course, for the last 30 years, she's made her own schedule, so she's bending the logic of that statement more than a bit. Doctor Jones, as she prefers to be called (her second Ph.D. is from the Collegium of Communication Sciences), has kept close to the national media throughout her entire career.

During her years in the White House Press Corp, Jones saw mages fighting against progress and civilization. If the Reality Deviants had their way, freedom would be restricted to those with the most magic, and rights would come only with a powerful Avatar. The very idea disgusted her. The Traditions spoke from a position of privilege that ignored the people on the streets. So she fought. She fought with paper. She fought with lobbies. She fought with targeted strikes and demonstrations.

Over the years, Jones has been offered for every job under the sun. Twenty years ago, she was even offered the position of Press Secretary for the White House. She turned it down, though, because she knew there was always someplace she could do more good. In the Union, she passed up on promotions to strategically situate herself where she felt she could have the most impact. When she was offered the chance to stand as Control over a collection of amalgams, she took the role with little hesitation.

Image: Aisha is a 60-something African-American woman. She wears NWO-issued business attire, with subtle cues of a mid-20th-century sensibility. Her cufflinks predate some of the United States. While she's older than most agents of the Union, she carries it very well; her fights have all been from the boardroom and behind closed doors. She keeps her hair pulled back and out of her face, radiating a no-distractions disposition. The whispers in the halls of the Order suggest she never blinks. Nobody can offer evidence to the contrary.

Roleplaying Hints: You're confident, but also sympathetic and wise. You've seen a bit of everything, so nothing surprises you. You always have an anecdote of support ready. You believe in the Order with every fiber of your being, and you're downright inspiring to be around. You are an example of Technocratic success, and you know it. You feel it's your responsibility to share what you've learned in order to foster future talent. You know you don't have much longer until retirement, but you're not counting the days; in fact, you're fretting it.

Methodology: The Watchers

Eidolon: Questing

Nature: Architect

Demeanor: Director

Attributes: Strength 2, Dexterity 2, Stamina 3; Charisma 5, Manipulation 4, Appearance 2; Perception 3, Intelligence 3, Wits 4

Abilities: Academics 3, Alertness 3, Athletics 2, Awareness 4, Computer 2, Drive 2, Energy Weapons 1, Enigmas 2, Etiquette 2, Expression 2, Finance 2, Hypertech 1, Intimidation 2, Investigation 3, Law 3 (Constitutional Law), Leadership 5 (Rousing Speeches), Linguistics 1, Politics 4 (Campaigning), Research 3, Science 1, Subterfuge 2, Technology 1

Backgrounds: Destiny 3, Devices 5, Genius 3, Influence (Politics) 5, Resources 4

Enlightenment: 7

Inspired Sciences: Data 5, Entropy 2, Forces 1, Life 2, Matter 1, Mind 5, Prime 2

Willpower: 8

Primal Energy: 7

Statistical Inevitability: 0

MINISTER: LINH V⊕

Linh Vo's not exclusive with the NWO. That is to say, she works full-time, supervises an amalgam, runs the Convention co-ed softball team, acts as a peer advisor, and heads the holiday party decoration crew. But she also has another job as a freelance journalist, and another as a college student. She's going for her doctoral degree in human resource management.

Vo joined the Union as part of her first job out of college, doing internal human resource research studies focused on employee satisfaction and attrition rates at a major pharmaceutical firm contracting with the Progenitors. She never stumbled onto the truth about the Progenitors, though. She found hints and evidence of the New World Order, and dropped everything to uncover it. She vowed to herself she'd head this agency. So she quit her job and took a new one in the mailroom at the press corps, since her degree did her no good there. She rose quickly through the ranks and ended up a media liaison, and in a petty rivalry with Aisha Jones.

Once the Order broke up their feud, it put Vo to work in its media wing, correcting news copy and manipulating reporters. She took to the Internet, and soon established herself as a go-getter with the bloggers and the social media. While the Order hadn't grasped that side of the web just yet, Vo kept on the cutting edge, and kept looking better and better for it. Soon thereafter, the NWO signed her up as the founding member and supervisor of the Ministry of Information.

Vo turned the Ministry into a cross-Methodology detail when she transferred to the Feed. Of course, that didn't soothe her rivalry with Jones one bit.

Image: Linh Vo doesn't look her part. While very serious about her work and the mission, she comes off very casual. She wears polos and slacks, or sometimes even jeans and silkscreened t-shirts. This may well be part of her agenda; she believes it helps the agents feel more comfortable with her, and to see her more as a comrade than an authority figure. She's half-Vietnamese, half-Dutch, and possesses very soft features. Vo keeps her hair in a ponytail as part of her "nice guy" act. When she's called in for direct public access, Vo cleans up and dons the traditional Men in Black garb. She works it well, and privately, it amuses her to co-opt the look.

Roleplaying Hints: You are still a new face in the game. You've been in the Union for less than a decade, but your work ethic and goal-oriented approach to your work has earned you a great deal of praise. You believe that nothing should be done without purpose, without taking steps toward some greater goal. Always have an endgame. Challenge the players' characters. Ask tough questions. Set goals for the Ministry one step higher than you think it can accomplish. If the amalgam succeeds in achieving the heightened goal, ask why it didn't do more. After all, personal responsibility and initiative makes for a great career, while delivering to expectations makes for a great job.

Methodology: The Feed

Eidolon: Dynamic

Nature: Architect

Demeanor: Perfectionist

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 2, Manipulation 4, Appearance 2; Perception 4, Intelligence 3, Wits 4

Abilities: Academics 3, Alertness 2, Athletics 4 (Baseball), Awareness 3, Brawl 1, Computer 3 (Internet), Dodge 2, Drive 2, Energy Weapons 2, Enigmas 2, Etiquette 2, Expression 1, Finance 1, Firearms 3, Hypertech 3 (Device Repair), Investigation 2, Law 1, Leadership 3 (Small Unit Tactics), Linguistics 4, Medicine 2 (First Aid), Melee 1, Politics 2 (Bureaucracy), Research 2, Science 2, Stealth 1, Subterfuge 1, Technology 2

Backgrounds: Destiny 1, Devices 3, Genius 2, Influence (Media) 4, Resources 3

Enlightenment: 4

Inspired Sciences: Correspondence 3, Dimensional Science 1, Mind 4, Prime 3, Time 2

Willpower: 6

Primal Energy: 4

Statistical Inevitability: 0

⊕CORRESPONDENCE AS DATA



Over the past decade, the proliferation of technology has been both a blessing and a curse for the New World Order. While the widespread acceptance of technology is essential to the acceptance of Enlightened science, more available information makes control harder. Since our Order deals in control, this meant adaptation or death. In other words, it meant we needed to stop worrying and love the data.

To the modern NWO operative, these Data Procedures replace Correspondence ones. (The Void Engineers still experiment with Correspondence Procedures that deal with physical space-time manipulation.)

Specialties: Collocation, Encryption, Fabrication, Firewalling, Surveillance/Sousveillance

Everything's related, on the ones and zeroes. Everything we think, everything we do, it can all be reflected digitally. As technology catches up with our ability to codify, we can better create, emulate, and control these concepts. In the endgame, the one who controls the data controls everything.

Those operatives skilled in Data excel in the relationships and manipulation of this information. While typical Correspondence is an abstract concept, Data is highly specific; advanced operatives see elaborate imagery and processes where others see masses of code. To the advanced operative, Data is the language of the universe.

When using a Data Procedure, use the following chart to determine the types of relationships required for app sympathy. It replaces the Correspondence Ranges chart in **Magē: The Ascension** for such Procedures. While masters of Data correlation can find ties to even the most disparate concepts, they find closer connections far easier to establish. With the right ties, an effect will take place wherever the agent desires. These ties require a certain amount of established successes on an extended Intelligence + Enigmas roll. The length of time between rolls is established by the agent's Data dots, as noted on the chart. During this time, the agent needs a connection to the subject equal to or less than her level of Data.

There are two primary differences between Correspondence and Data, functionally.

First, properly copied, data cannot be destroyed. Traditional Correspondence sympathy can be devastated through other magic or through encryption techniques. A programmer with a printout and a little lead time can reestablish any previously broken connection.

The most important difference between Data and physical Correspondence, though, is that Data has no functional boundaries. Ranges do not apply, so long as the practitioner has a method of data delivery (wi-fi, cable, radio, et cetera).

The drawback is that the subject of the Procedure must be “on the grid.” While bugging a Virtual Adept may be a snap when you can trace back their forum sock puppet accounts, a rural Verbena that refuses to touch a cellphone is a challenging target at best.

• ON THE ONES AND ZEROES

The most basic level of Data Influence enables the agent to see the general interconnectedness of all things, through the veil of code. Intimacy with Data comes with expanded perceptions of geometrical and otherwise mathematical concepts of the first three dimensions. An agent can judge the distance between points with pinpoint accuracy. This occurs through familiarity; through rote, the agent can relate past experiences to current perspective perfectly.

Combined with other Inspired Sciences and theory, Data perception extends to people, things, places, mass, and other fields.

•• THE REACH AND THE VIEW

With some calculation, the agent can make predictions and assessments of theoretical spaces. Functionally, that

A REPLACEMENT FOR CORRESPONDENCE

Data Influence and Procedures replace those from normal Correspondence, as Dimensional Science does for Spirit. However, unlike Dimensional Science, Data is not a Technocracy-wide paradigm. While most NWO agents trained in Correspondence follow the Data paradigm, you’ll find few in the Void Engineers who do. The paradigm needn’t be chosen right away – those with one or two dots in Correspondence can play with both worlds. Once that third dot is gained, however, either this or the original paradigm must be chosen.

If this sounds like a Virtual Adept concept, you’re right on the money. They pioneered Data and pushed it to the Masses. It’s the Technocracy that makes the heaviest use of it, though – that’s just a function of numbers. More Technocrats than Traditionalists buy into the idea. Still, that means this paradigm is open to the Traditions as well, and you’ll find most Virtual Adepts see Correspondence this way (or as unnatural hybrids of Data and “old school” Correspondence).

means perceiving what occurs in other places. This extends further still, allowing the proficient agent to extend manipulations and other Enlightened Science along

DATA SYMPATHY

Data	Mastery	Successes	Time Per Roll	Connection Required
One	8	Four	hours	Subject’s presence or body sample, source code, government identification database information
Two	6	Two	hours	A close possession or close companion, sample code, personal email, or social media account
Three	4	One	hour	Casual possession or associate, legacy code, sock puppet, or throwaway email or media accounts
Four	3	One	minute	Acquaintance or used item, derivative code, IP address
Five	2	One	turn	Briefly touched item or met person, code from same language, rerouted IP string
Six+	1	Instant	action	No connection needed to establish relationship

data trails to other parts of the world. This level of Data mastery is all but required for any enterprising Technocrat interested in surveillance or sousveillance efforts.

Combined with other Inspired Sciences and theory, Data extends the practical range of any Procedure indefinitely. With Matter, the agent might modify an important tool for a Technocratic citizen. With Mind, a long-distance communication can influence behavior. As with uses of Correspondence, the lower level of mastery between Inspired Sciences determines the maximum level Procedures.

●●● COLLOCATION, FIREWALLING, SURVEILLANCE HUB

At this point, the agent may develop advanced data transit forms, anything up to and including the relocation of self via quantum teleportation. As well, this degree of mastery allows the user to expedite or toughen the relationships between things, through subtle manipulation of the code strands tying the Patterns. Lastly, the Technocrat can divide her attention over numerous locations. Whereas with physical Correspondence mastery, senses are an all-or-nothing affair, now they can be split over different places to form a hub of perception.

Combined with other Influences, the agent can move things through space. If an assistant needs an object, shifting its Pattern from one place to another solves the problem. Transporting a biological sample from a Reality Deviant to a Progenitor ally is as easy as using the right collocation device.

●●●● BETWEEN SPACE, DIMENSIONAL COHABITATION

Agents using Data go further still in imposing their coding acumen on the fabric of reality. With the right devices, they can open a portal from one place to another, linking the two locations. Instead of simply enacting Procedures to move things from one place to another, this degree of manipulation allows for numerous things to be passed cleanly through the rift, without individual Procedures for each.

Additionally, the Technocrat can disconnect the solid state of her Pattern, to manifest in multiple locations simultaneously. While these duplicates have a limited ability to affect the world, coupled with other Influences, they can be further enabled.

These extensions of Data can even extend to space beyond our understanding. While imperceptible to the naked eye, further dimensional space is accessible with Data. Many Technocrats have used this ability to access “pocket dimensions” in order to protect people, information, and important items from zealous mages.

●●●● REDISTRIBUTE PHYSICAL PROPERTIES, FOLD SPACE

Data mastery turns physics into just another code to hack. The master agent can bring together multiple locations, turning them into a conglomeration that defies human senses. Multiple objects can share the same space. Direction means nothing – an object moving forward can end up behind where it started. Distance becomes a variable – a car in a high-speed chase might find itself on the other side of the world.

Used alongside other Enlightened Sciences, the agent can warp reality significantly, multiplying viewpoints and defying the effects of physics, as things may exist outside of known and understood space.

DATA FORMS OF CORRESPONDENCE EFFECTS

These Procedures work identically to the mentioned effects, within the scope of Technocratic effects. These are just the common names used by agents versed in Data Influence.

- Sense Connection (Detect Connection)
- Landscape of the Mind (Sousveillance)
- Whereami? (Global Positioning)
- Apportation (Basic Collocation)
- Correspondence Sensing (Surveillance)
- Ward (Encryption)
- Chain (Association)
- The Seven-League Stride (Shift Parameters)
- Filter All-Space (Scan, or Control + F for younger Technocrats)
- Bubble of Reality (Dimensional Pocket)
- Hermes Portal (Dimensional Portal, Wrinkle in Space)
- Polyappearance (Duplicity)
- Co-location (Spatial Collocation)
- Spatial Mutations (Fluidity of Relativity)

INSPIRED SCIENCES RELATIONSHIPS WITH DATA

Each Inspired Science interacts differently with Data than it does with traditional, physical Correspondence, due to the vast difference in basic understanding. It's worth a bit of conceptualization.

DATA AND DIMENSIONAL SCIENCE

This combination is a rare one outside the Void Engineers. The leading theory is that extradimensional space is governed by logic similar to Data, but ultimately, they're mathematically incompatible. This incompatibility makes extraplanar data usage risky at best. (Though, there's always someone in the Pan-Dimensional Corps who claims to be near a Unified Theory solution.)

Q Division does devote a degree of development toward the extraplanar. Its Horizon development labs were remarkable assets; enabling a similar opportunity would multiply the completion rates of other projects. Quantum datacasting has enabled safer exploration past the tempest, but it's still not without danger. In one horrific incident, a Q Division R&D agent accidentally allowed an extranormal entity through her computer, due to a hole in her firewall. It possessed the entire lab's equipment before Control put the lab under a blackout protocol and erased every agent within. More mundane failures have been reported, too, mostly fatal biofeedback.

DATA AND ENTROPY

When Data mixes with Entropy, you have a weapon. You can decay data. You can destroy hard drives. You can cause statistical errors, generate calculation foibles, and employ other assorted techniques designed to make the enemy's life harder. Data decay can cripple empires. Do you remember the Y2K scare? Entropy and Data could make that a reality. Numbers run everything. When those numbers break down, everything breaks down. Most everything's backed up, but Enlightened Science takes every hack one step further. A hiccup becomes bedlam. A molehill becomes a mountain.

Data is life. Entropic Data is challenging data to crack, and Entropy will find the holes in any protections. These Procedures encrypt and decrypt the very fabric of modern existence. Wielded correctly, they are exactly the control of which the NWO prides itself.

DATA AND FORCES

Data combined with Forces is all about the buzz, the hum, the call of energy over the wires and the airwaves. It's about seeing the waves and feeling the vibe. A Forces and Data master is a walking wi-fi hub, a shortwave receiver, and at the pinnacle, a quantum projector. On the converse, this combination is about neutralization. It's about nullifying the buzz, killing the signal. In a world where everyone's connected to smartphones and gadgets, silence is fucking frightening.

Unlike the blatant, loud Forces mages, Technocrats with this focus are subtle, dealing in versatile solutions

and widespread control. Every device becomes a node of information, a weapon, protection, a tool, and a contingency plan. Forces and Data specialists tend to be even more urban than most Technocrats, because they're at a distinct disadvantage anywhere that communication lines and widespread radio signals aren't ubiquitous.

DATA AND LIFE

While this meld is more Progenitor than NWO, you'll find those in the Operatives who develop this to mastery. Younger agents call it "living the nano-life." Life-centric agents specialize in nanotechnology and all its applications. They blend the silicon with the organic.

Many NWO agents with an interest in Enlightened Life Science approached it thanks to personal tragedy. Perhaps they were inducted as they found they had a terminal illness. Maybe they lost a loved one to the weakness of human flesh. No matter the inspiration, a Life/Data agent finds comfort in the cold, unbiased numbers that drive nanotech. They take solace in understanding the makeup of every scar and every fracture.

Ranking agents keep nanotech specialists on call at all times while they're doing dangerous fieldwork. This means remote support and less time worrying about personal safety. A gunshot means little when a distant programmer can set nanobots to work, patching the wound before the bullet's even left the body. The nano-programmer can also cater the agent's body and clothing to every situation that arises. Walking into a burning building? The programmer can add a heat-resistant layer to the skin.

DATA AND MATTER

To keep Data safe, it must have a secure, disconnected physical backup. Matter makes this not only possible, but easy. Fabricating backups to make Data immortal is only one of many uses for the Data/Matter combination. Right now, the tech world is obsessed with the civilian proliferation of 3D printers. The Data/Matter Technocrat can fabricate intricate and durable objects at any distance. If a heist requires a verifiable Da Vinci, hack the security cameras, use a Procedure to scan the Saint Anne and create to your heart's content.

Now, the New World Order field offices have been committed to pure Data. Schematics, blueprints, and full working manuals exist in every Matter specialist's smartphone. With a few portable devices, some raw materials, and a few hours' printing time, they can fabricate an office where there was nothing before. A rundown office complex can become a Technocratic sanctuary in the time it takes the field agents to watch the most recent summer blockbuster their antics inspired.

DATA AND MIND

Data/Mind is an essential cog in the machine of the Web. It's the most common combination the NWO uses for standard Procedures. The driving theory is that the mind is just a very complex computer, and remarkable agents have mastered its code. Integrated with computational devices, this code can push, pull, influence, erase, and rebuild minds. Data + Mind hums and sings throughout the wires and airwaves of the Internet, and Data guarantees viral spread. If you pass by a coffee shop, there's a good chance you're crossing through the resonant effects of a Data/Mind Procedure.

Just as psychology is an imperfect mundane science, Mind is an imperfect Enlightened Science. This often results in terrifying consequences, as minds reject flawed code that was never really meant as part of the human brain. Failures with Data/Mind Procedures are disastrous, with damaged minds in their wake. In most cases, this means a nervous tic or another minor problem. In the worst examples, it results in shattered people, unable to function further in society.

DATA AND PRIME

Data and Prime together is an interesting contradiction, a paradox (and often, a Paradox), and easily the most challenging combination of Influences for an agent. Data is all about digesting everything in palatable, numerical terms. It's about codified information; it's about knowing what you're getting into on the front end. Prime, on the other hand, is still something even the masters don't truly understand. It's about raw, quintessential power that's beyond safe control. This is to say, applications of Data/

Prime are highly experimental and prone to disaster. The masters of these arts see the payoffs as worth the risks. Once, these experiments could be performed with *relative* safety in Horizon, but no longer.

Prime code is a fickle thing, but when a strand of Prime Energy is properly codified, an Eidolon becomes reprogrammable. In the war for Ascension, conversion is twice as valuable as individual victory. This makes Prime and Data combinations essential for the Union's ultimate success.

DATA AND TIME

Time is an easy marriage for Data. Time, after all, is just another dimension, another plane, another series of numbers. Time travel is still dangerous, but manipulating, twisting, and turning time is part of day-to-day operations in the Union. Control requires knowledge, and there's no greater knowledge than that garnered from future possibilities. For this reason, masters of Data and Time hold a uniquely powerful place in the New World Order. Every mission briefing includes potential avenues for action, and each includes probabilities for success factoring countless variables.

In the field, Time manipulation could mean the difference between death and survival. If a field amalgam includes an accomplished Time manipulator, her job tends to be in support. Every time the situation moves toward the unexpected, a Time-talented agent should calculate risk and potential. For teams without one, at least one member usually has a smartphone equipped with a Personal Assistant Software upgrade to help with these calculations.

GEAR



To much of the Technocracy, technology, gadgetry, and gear are a way of life. It defines them, and it keeps them separated from the huddled Masses enough to maintain an objective approach to their future. To the New World Order, technology is a tool, one weapon in the arsenal of control. This doesn't mean the NWO doesn't find tech to be remarkably useful, but it's not recognized as essential to an operative in the way it is by other Conventions.

The devices listed each have a Background cost. This reflects the issuance rather than the item itself. Between

deployments, an operative may swap out devices, given the opportunity. This requires a solid relationship with Q Division, however, since it's given fiat power over any and all requisitions.

Since gear is replaceable, Background dots aren't lost when an item is. However, the Order frowns on egregious wastes of its resources. Low-ranking agents will find themselves censured or at least obstructed from advancement if they play loose and risky with powerful equipment. After all, many devices are worth more than a decade of a low-ranking operative's salary. Often, in fact, a device is harder to replace than a brash operative. Control can always revoke resources.

DEALING WITH Q DIVISION

Since the Reorganization, Q Division has held its cards close to its chest. And in this case, cards mean gear. The New World Order maintains no active policy governing the distribution of Q Division gear; requisitioning has always been handled on a case-by-case basis. Since the NWO has mostly remained properly equipped, leadership never intervened on this.

For the boys and girls in black, this means layers of nepotism and excessive red tape. For those popular and proficient in paperwork, doors to arsenals practically fall open. But to those unwilling to show for the proverbial company picnics, walls erect where they would never otherwise be.

Functionally, this means operatives must watch themselves with Q Division if they intend to regularly procure supplies. Status only goes so far. When Storytelling Q Division, give the characters rope to hang themselves. Play out the interactions, even if they're brief and potentially inconsequential. Escalate differences. Make a big deal out of small things every now and again. If the characters don't maintain a solid relationship with Q Division, deny upgrades or swaps. If they're particularly problematic, Q Division might send them off with a non-functioning or experimental devices. Without telling, of course. An informed subject is a biased variable.

These items, as well as those in **Guide to the Technocracy** can be requisitioned with the appropriate Background dots by any Enlightened citizen in good standing.

ENLIGHTENED SMARTPHONE

Enlightenment 1, 1 Prime Energy, 0 Background Points

The smartphone is a device on everyone's mind. To the New World Order, it's far more than a gadget, an operating system, a communications device, and a fashion statement. The NWO issues Enlightened Science-ready smartphones to every operative worth her salary (unless a given mission parameters state otherwise). Not only do these phones serve as a focus for Procedures and as a phone, but they can foster Enlightened Science — see "The App Model," page 85.

The default battery holds one point of Prime Energy, and is free to any NWO agent. Every Background dot spent on the device adds a point to its capacity. These points can be expended on any Procedure where the phone is used, and they go above and beyond the character's limit on per-turn Prime Energy expenditure.

Unfortunately, smartphone batteries can be fickle and unforgiving. If the battery is fully expended, the phone is rendered useless without a Primal recharge.



From a mundane perspective, these phones are equipped with satellite communications systems, so they can reach beyond standard networks. A Technocrat with an Enlightened smartphone is never disconnected from the world and never without an insertion point for Data Influence based apps.

Most field team leaders receive upgraded models. These come installed with Personal Assistant Software (see p. 86). If none of the team can install the software, Control will provide the protocols. However, this means the team is subject to intense scrutiny, and Control has direct access to the group at all times.

HOLOCOMPUTER

Enlightenment 1, 5 Prime Energy, 1 Background Point

This advanced computer is no larger than a credit card and easily concealed on the agent's body. While it's functionally just a computer, it offers a holographic, touch-based interface that's safe in harsh environments or in places of limited stability.

By expending a point of the device's Prime Energy, it can uplink to satellite communications systems for one minute, in spite of mundane jamming tech or solids that would potentially obstruct the signal.

IDENTIFICATION

Enlightenment 1, 3 Prime Energy, 1 Background Point

This badge is a staple of NWO issuance. While not every agent carries one, every mission should have one. Infused with a simple but effective Mind Procedure, it serves to identify the user however the user suggests to any onlookers. Additionally, it can fool electronic detection methods. It won't grant access with codes it doesn't possess, but it will identify the user however the user wishes. This is often enough to secure access.

PORTABLE MANAR

Enlightenment 1, 5 Prime Energy, 1 Background Point

A manar is the NWO's affectionate term for "magical radar." It senses magical energies and detects Reality Deviants. When active, no roll is required if the magic is not obscured. The device, a seven-inch tablet computer, will give the rough direction and distance of the magical source, up to about 30 feet. It'll then confirm the exact location through the use of its built-in camera. The device automatically transmits all positives to Control. For that reason, some cells refuse to carry a manar or keep theirs deactivated, for risk of implicating their teammates in the heat of battle.

WIRED

Enlightenment 1, 2 Prime Energy, 1 Background Point

This standard-issue communicator is a step up from recent models. First, it's no larger than a hearing aid. Second, its quantum data access renders scrambling and jamming signals irrelevant. Lastly, it functions as shotgun mic, allowing the agent to hone in on the sounds of a specific area with pinpoint accuracy.

COMMUNICATIONS JAMMER

Enlightenment 2, 10 Prime Energy, 2 Background Points

This little black box is more invasive than a government cellular phone jammer. It stops radio and cellular communication in the immediate area. In addition, three points of Prime Energy can be discharged as an electromagnetic pulse. That will halt GPS devices, fry hard drives, shut down navigation systems in cars, and otherwise wreak havoc on anything using electricity. While this won't destroy magical and most Enlightened devices, expenditure of another point of Prime Energy will force such a device to be restarted.

GUN FOR THE JOB

Enlightenment 2, 10 Prime Energy, 2 Background Points

Gray Suits don't look for the same armament as a combat cyborg. For many of their operations, hitting a single target in a crowd without collateral damage is the order of the day. Experienced wetwork agents swear by this gun. By itself, it's just a small machine pistol. Sleek and concealable. But by expending a point of Prime Energy, it can be fired automatically without striking anyone the shooter doesn't wish to hit. This means the agent can spray into a crowd, and only harm intended targets. The gun is no more or less accurate, but it will never strike an unintended target. This negates penalties for firing into a crowd.

MIRRORSHADES

Enlightenment 2, 5 Prime Energy, 2 Background Points

The purpose of mundane mirrorshades is to conceal motives and obscure deception. Technocratic mirrorshades, the signature device of the NWO, does so on a whole different level. The player can spend the device's Prime Energy, one-for-one, to remove successes from any Mind effect or other mind-influencing or mind-reading power used on the character. As well, a single point can be used to negate any Awareness roll to detect lies or motives made against the agent.

Some operatives used to customize their mirrorshades to handle other, more invasive Mind Procedures, but with the ubiquity of Enlightened smartphones, only old-school Technocrats do this.

PANORAMIC SURVEILLANCE NODE

Enlightenment 2, 5 Prime Energy, 2 Background Points

This surveillance device and staple of the Watchers is the size of a marble, and it comes covered in a clear adhesive film. When activated, it records and transmits audio, video, and dimensional coordinates for everything within 10 yards of the device. The device requires no light to take a full and accurate panoramic, 3D video, and its accuracy is sufficient to create a full 3D model of the scene it perceives. As well, anything perceived by the device is encoded with the information necessary to establish a two-dot Data connection without a roll. The device records for just under an hour. A point of Prime Energy will reactivate it for another half hour.

PRIMIUM CUFFS

Enlightenment 2, 10 Prime Energy, 2 Background Points

While the true difficulty in handling mages comes down to catching them, keeping them caught is an essential priority. These cuffs help to make that possible. Disguised as plastic zip ties, the cuffs are actually steel laced with Primium. They're terribly hard to break, resisting breaches with Strength 8, and their Enlightenment acts as automatic countermagic against any effects their captive uses.

Their internal Prime Energy can be spent one-for-one to remove successes from effects. No more than two can be used on a given effect. However, there exists a four-dot version of these cuffs that can negate up to three successes per effect.

"TRUTH SERUM"

Enlightenment 2, 10 Prime Energy, 2 Background Points

The "truth serum" is a small, gun-shaped medical injector. When an NWO agent needs a quick cover-up, the "truth serum" injector allows the agent to implant a single statement the subject will accept as the truth. The injector only works on the unEnlightened. When used, it expends one Prime Energy, and the Technocrat must make a simple statement, no more than a sentence. The subject believes the statement. The subject won't likely hurt himself in the name of this truth, but it sets in and cannot be revoked without extensive effort. To instill multiple statements in a single subject requires multiple injections. Each injection after the first causes one level of lethal damage to the subject.

If used against an Extraordinary citizen, a countermagic roll may be made against the Truth Serum's Enlightenment.

HOLOGRAPHIC PROJECTOR

Enlightenment 3, 5 Prime Energy, 3 Background Points

This device takes the form of three bulky boxes, each a full square foot. When the boxes are placed on the ground and activated, they project a holographic copy of a source subject with an identical device. The holographic duplicate is exactly that. The device operates for one hour per Prime Energy spent and makes for immersive conference calls.

A more impressive ability, however, has the duplicate fully manifest for one turn per Prime Energy spent. The hologram can touch, lift, kiss, whatever, with full tactile force. The source subject feels a feedback similar to what the hologram would. While very temporary, the NWO has used this device for diffusing massive magical weapons or facing down dangerous Reality Deviants. From a more pragmatic (read: cynical) perspective, it guarantees that at least one agent will survive the mission to report.

LAB ASSISTANT

Enlightenment 3, 5 Prime Energy, 3 Background Points

This small robot was designed for the lab, but it isn't restricted in use. The lab assistant is a set of treads, a tiny frame, a telescoping arm, and a narrow collection of articulated digits with a camera and light. It looks deceptively mundane. However, with an included pair of VR glasses, an agent can hear and see what the robot does, and may manipulate its digits from any distance. The device offers full feedback to the user's hands, so the device will not inhibit fine coordination.

MANAR SCANNER

Enlightenment 3, 5 Prime Energy, 3 Background Points

This large device looks identical to the radar scanners used to detect weapons and other dangerous items at airports. In addition to those mundane functions, the device is a precise manar scanner. It will pinpoint areas of magical concentration on a scanned individual or what objects happen to be enchanted. In the four-dot version, the scanner will show possession, those acting under vampiric command and similar influences. Each is coded with a different color on the device's display.

NIGHTMARE FIELD GENERATOR

Enlightenment 3, 10 Prime Energy, 3 Background Points

The nightmare field generator is no larger than a desk globe, and similar in shape. When activated, it probes the minds of those perceiving it, and projects into their perceptions an environment that matches each viewer's worst nightmare. Every object looks like something else,

and the viewer rationalizes the change. The field operates for one turn per Prime Energy expended, and it does not affect those the agent has cleared with the device's software.

CHIRP NODE

Enlightenment 4, 20 Prime Energy, 4 Background Points

Chatter (see p. 68) is the revolutionary social network... and arguably the strongest tool in the Feed's arsenal. While the social network is primarily a Syndicate technology, the Feed has learned to harness it on the local level. The Chirp Node is a small, wireless-enabled device that scans Chatter and other social media networks for specific topics, and manipulates them selectively to serve the Union's purposes.

The agent chooses the criteria to replace, and the message with which she wishes to replace it. Functionally, this attacks specific Background traits. Roll the device's Enlightenment to remove Influence and similar Backgrounds from a target. Initiating this effort costs two points of Prime Energy per dot the target possesses in the targeted trait. These return at a rate of one per day.

NONDESCRIPT VAN

Enlightenment 4, 20 Prime Energy, 8 Background Points

Every time a cell is issued a nondescript van, it's awarded a new, not-so-creative paint job. One time, it

might be branded as a cable television company. Another time, it might be a plumber's work van. The vehicle blends where it needs to and acts as a fully stocked base of operations for a standard mission.

Beyond that, it's an ideal mobile base for Enlightened science. The van walls are thickly shielded with Primium, and the inside is collocated to a locked dimension, accessible only to those authorized by the agent. For those taking the immense effort necessary to penetrate the van, the inside is just that of an empty panel van. It automatically resists any attempt to perceive it as anything but a nondescript van. Roll its Enlightenment to reduce any magical detection successes.

SPECTRE Mk3

Enlightenment 4, 20 Prime Energy, 8 Background Points

The classic Spectre limousine has been a staple of the NWO for decades. That was, up until about the turn of the century, when Q Division realized the cars were too conspicuous. It experimented with the Paladin Sedan for a number of years, but agents missed the class and authority of the classic Spectres. So the engineers at Q Division developed the Mk3 — the Mk2 was prone to deadly gas leaks — and has slowly introduced it to the field. As of now, it's reserved for the elite of the elite; an operative would have to pull favors to requisition a Spectre. The new Spectre Mk3 is still a limo, but



it's slightly smaller than the older models. In fact, it's hardly recognizable to those who haven't experienced it first hand.

Purchasing a Spectre involves a group's pooled Background points. The basic 8 covers the vehicle itself. Additionally, the characters can buy modifications and enhancements, listed below. Mundane modifications and enhancements do not count toward this pool, though Q Division loathes requests to add ground effects and other useless bits inspired by car movies.

CHAITELEON CIRCUIT (SPECTRE UPGRADE)

Enlightenment 2, 5 Prime Energy, 2 Background Points

With this standard upgrade, the Spectre appears however its operator wishes. Some more dramatic Technocrats opt for hearses or military vehicles. Some choose to have their Spectres appear as used clunkers barely worthy of a police auction. (And yes, you can use this upgrade for effects that drive Q Division craftsmen nuts.)

FAST AND FURIOUS (SPECTRE UPGRADE)

Enlightenment 2, 5 Prime Energy, 2 Background Points

This fuel injector takes the Spectre's capabilities beyond those of any other car on the road. The Spectre's not slow to begin with, but when this upgrade is activated, the Spectre doubles in speed for a turn for each point of Prime Energy spent. This doesn't mean getting cross-country much faster, but it'll outrun almost any pursuers in the short term. Then again, a crash at 300 miles per hour is hardly forgiving, possibly as unforgiving as the paperwork involved should one survive.

DRIFT KIT (SPECTRE UPGRADE)

Enlightenment 3, 10 Prime Energy, 3 Background Points

This mod allows for an immediate 90-degree turn by expending one Prime Energy, and a full 180-degree turn with the expenditure of three. While it's very impressive, big-budget cinema has made this a fully coincidental effect. One enterprising Q Division scientist takes credit for a series of films designed to make Spectre upgrades more palatable to the unEnlightened mind (at the annoyance of others in Q).

HIGH-ENERGY SHIELDING (SPECTRE UPGRADE)

Enlightenment 4, 10 Prime Energy 10, 3 Background Points

This ceramic and Primium shielding deflects magical attacks from the Spectre and its crew. It inherently provides four dice of countermagic, and a point of Prime Energy can be spent to double that, offering eight dice of countermagic. The increased shielding crackles with a soft, blue energy that will draw attention from onlookers.

"PARADOX" VERSUS "STATISTICAL INEVITABILITY"

While all good Technocrats fall in line with the Collegium of Linguistics (see p. 16), when it comes to describing game terms, we're still going to call it Paradox. But you're all good Technocrats, right? You wouldn't dare say "Paradox" anywhere where your superior could hear you, right?

I thought so. Be seeing you.

Of course, that kind of countermagic is likely defending against something even better at drawing attention.

HOLDOUT CHAINGUN (SPECTRE UPGRADE)

Enlightenment 4, 20 Prime Energy, 4 Background Points

Hidden in a panel under the hood, this massive device can rise to devastate anything in a 90-degree arc in front of the car. It's been called "the Bulletstorm" by some younger Black Suits. When engaged for a turn, it hurls about 30 bullets at the cost of one point of Prime Energy. Either the driver or a passenger may control the weapon (the driver splitting dice pools if driving at the time), or the weapon may fire itself with a seven-dice autotargeting system. The weapon causes six levels of lethal damage, and is considered fully automatic.

CONTINGENCY PLAN (SPECTRE UPGRADE)

Enlightenment 6, 25 Prime Energy, 6 Background Points

Sometimes, even the greatest technology isn't enough to solve a problem. And when push comes to shove, nothing beats teleporting to a safe spot. With this modification, the Spectre can do just that in an instant. This teleports users and/or the Spectre back to Q Division's lab space, or to another space designated by the agents. Unfortunately, there's a limit to the raw energy it can muster for this contingency. Teleporting the vehicle itself takes ten of its Prime Energy, and each passenger requires an additional five.

Now, there's nothing stopping a crew from abandoning the Spectre to teleport out of harm's way. But try using "personal safety" as an excuse for why the single most valuable vehicle on the road is a smoldering heap, we dare you. Anyone left behind is still subject to momentum and relativity. One cell famously transported a Tradition mage, sped toward a cliff, then teleported itself and its vehicle away, leaving the mage to hurtle along the road and off the precipice.

CHATTER BOMB

Enlightenment 5, 30 Prime Energy, 10 Background Points

Orwell said, "Who controls the past controls the future. Who controls the present controls the past." Today, who controls the social media controls the present.

This device is hardwired into a networked laptop computer. At the speed of Prime, it generates Chatter chirps to influence the local populace. It changes the popular topics to offer skeptical responses and pop-science explanations. In essence, it helps onlookers to rationalize the terrible things they've seen. So long as an agent is on the scene to respond with the Chatter bomb and type furiously in response, vulgar effects aren't so vulgar. Spending two points of Prime Energy from the device negates one Paradox brought on by the current scene. However, if any of the witnesses see the same vulgar effect later on, and the Chatter bomb isn't present to support its coincidence, the Paradox is doubled. Also, in a rural community unaccustomed to social media, use of this device is considered vulgar.

DIRTY BOMB

Enlightenment 6, 20 Prime Energy, 8 Background Points

The dirty bomb does not exist, according to official Q Division reports. It's been deleted from the rolls. All known units have been decontaminated and disposed of. After all, why would an operative want a suicide weapon?

The dirty bomb is a small canister, strapped to the body, wired into the spine. When the agent's vital signs show verifiable death, the bomb erupts. The canister contains a pocket realm, and inside, dozens of vulgar effects trigger. The realm collapses, and the Paradox bursts forth to devastate everything around it. The agent irrevocably dies, her Eidolon shattered by the massive surge of Prime Energy. Everything within 10 yards suffers the full brunt of

a maximized backlash. Everything within 20 yards suffers half that. Anything killed by the backlash simply ceases to be; its Pattern disintegrates completely.

While Q Division technically is disallowed from issuing dirty bombs, a few exist, and they have been given to a handful of agents. Usually, they fall in the hands of traumatized converts from the Traditions. A Q Division agent takes pity on the cracked indoctrinee and offers him a glorious end to his service record. The dirty bomb is an urban legend amongst young Black Suits; thus, plans have circulated, and some agents are more than capable of making working replicas.

QUANTUM DATACASTER

Enlightenment 6, 25 Prime Energy, 5 Background Points

The civilian world is finally seeing the potential of quantum teleportation. The Union has possessed the potential for years. The quantum datacaster is the current iteration of this technology, and Q Division makes advances every day. The quantum datacaster teleports data instantly by manipulating the quantum entanglement of qubits. As one part of the entanglement is changed, the other side is changed in kind, no matter the distance. This means the datacaster can deliver data across any distance, instantly. The only major drawback is the requirement for an entangled qubit at both sides of the teleport. One cannot just send the data anywhere; a datacaster can only send to its paired datacaster.

To the Technocracy, this means near limitless communication between hubs, regardless of their location or dimensional space. It also means a theoretically infinite area of effect for Data Procedures. One of the first datacasters was located in the deep Horizon labs when the Union lost contact. The datacaster has given limited communication to the lab's survivors. Unfortunately, they've only submitted gibberish thus far. This may be faulty encoding, or it may be something else entirely.

PROCEDURES



NWO agents take pride in the subtlety of their Procedures. Whereas other Conventions approach Procedures as specific, hard scientific effects, the NWO sees their Procedures as just that: guidelines, paths to a desired end. They embrace "soft sciences" such as psychology and sociology to sway the Masses.

The NWO improvises Enlightened Science more than any other Convention, but Procedures give a foundation for their methods, and stand at the heart of basic training

and each level of advancement. Structure is essential; structure prevents badthink.

SOUSVEILLANCE (● DATA, ● MIND,
WITH ● IN ANY OTHER INSPIRED SCIENCE)

Sousveillance is witnessing from the inside (opposed to surveillance, the act of witnessing from afar). Instead of expanding perceptions outward, it sharpens them inward. It doesn't extend perceptions beyond their normal limits, but it makes everything the Technocrat senses crystal clear. In game terms, there are no rolls necessary for an agent to see, hear, smell, or otherwise sense the things she might possibly. Due to the Mind effect, she

can take in everything, process it, and remember it — effectively eidetic memory. She can hear two conversations simultaneously and remember everything said in both.

With the addition of a third Inspired Science, she can also scan with her other senses. For example, with Life, she notices every heartbeat and can pick out the one vampire in the conversation. With Prime, she can hear the Resonance at a Node.

HIGH-DEFINITION (●● DATA, ●● MIND)

The old Telescreen Procedure used to be a popular way to spy on the proles and pinpoint mages in private company. However, with the adoption of the high-definition television standard in North America, the old Procedure fell by the wayside, and this new one slowly took its place in common usage.

The agent accesses a communications line, usually cable TV or Internet in the neighborhood upon which she wishes to intrude. This need not be done through a hard wire, but hard wiring prevents reverse intrusion via the wireless signal.

Once active, the app allows the agent to see through any LCD or plasma screen in the area of effect (about one city block per success). As well, the agent can home in on the screen viewing the most magical energy. While this isn't as comprehensive as other Procedures might be, it's a quick way to find a point of powerful magic on the fly.

DRIFT (●●● DATA, ●● PRIME, ● MIND)

In an age where piracy runs rampant and information wishes to be free, a little booby trap goes a long way. This app affects any piece of data. It takes the form of a code algorithm that both defends the data from intrusion and gives any would-be hacker an unwelcome surprise. The app requires custom code, catered to the data it defends. A template may be used, but the agent must fit the unique application.

DRM acts as a mundane firewall, as well as providing countermagic equal to the additional successes devoted during the coding. A Mind effect pulls minor identifying information from the intruder and transmits it to the Technocrat. Not only does this potentially identify the intruder, but it offers a Data connection for later Procedures.

FIFTEEN MINUTES (●●● DATA, ●● MIND)

Andy Warhol said that, in the future, everyone will be world-famous for 15 minutes. It's long been rumored that, by doing so, he was setting the stage for this Procedure to become coincidental. Fifteen Minutes is a series of targeted media campaigns, usually through social media due to its immediacy. The agent chooses a target, then bombards her with a rapid fire fame dump. This turns the target into a celebrity for whatever nonsense reason (usually a doctored video where she's singing atrociously.)

THE APP MODEL

The Technocracy as a whole has started to view Procedures from an "app model" standpoint, just as the Sleeper world is adopting that model thanks to revolutions in tech that allow people to have universal gadgets in their pockets that can play games, be books, stream videos, and on occasion, even handle voice communication. It's not unheard of to hear agents today use the word "app" instead of "Procedure," especially when the given Procedure involves such devices.

A few scientists in Q Division focus on apps for Technocratic smartphones rather than dedicated hardware, but they're in the minority. (From a Storytelling perspective, the app paradigm means smartphones can be a focus for damn near anything you can imagine.)

Have a problem Enlightened Science can solve? There's an app for that.

This short-lived fame is a curse, not a blessing. The newfound celebrity becomes unable to avoid public attention. Successes are spread between effect and duration in days. Effect successes directly reduce any dice pools the subject uses to hide or blend in. Any time people are around, they hound the subject for autographs, cellphone videos, or random epithets (for those who are not fans).

GENOTYPE MAPPING (●●● DATA, ●● LIFE)

In 2003, the National Center for Human Genome Research completed a map of the human genome. This helped us to better understand the relationships and interconnectedness between all of humankind. While the Progenitors have endless uses for the project, the NWO has one unique application: finding sympathy for Data apps. With just a DNA sample (which just takes a standard-issue agent kit,) an agent can establish a Data-worthy connection to anyone connected to the DNA. Technocratic smartphones comes issued with the full human genome database preinstalled, and any agent taught this procedure can easily access the software necessary to spout out the necessary code to establish the Data connection.

When making the roll for the Procedure, each success may add a level of separation from the DNA to a subject. For example, if the agent tests a mage's great-grandfather's DNA, three successes would make an association to the mage, since that's three degrees of separation.

GOING VIRAL (●●●● DATA, ●●● MIND)

The Fifteen Minutes Procedure (above) makes a person very temporarily famous. This Procedure takes that same principle, reapplies it from a person to a fact, and magnifies it. This turns a fact, an idea, a concept into a viral meme. Within an hour of execution, the Internet is awash with bits and bytes, opinions, rant videos, and inevitably, a few loaded references trying to compare somebody to Hitler. It will even show up in the breaking news ticker of a 24-hour news network, as if it's newsworthy enough to rate over reporting human atrocities.

Once the Procedure's enacted, the idea becomes part of the public consciousness. If it ever comes into question, the player of any person can make an Intelligence + Wits roll to be aware of the meme. Once let loose on the Internet, no secret is sacred.

JUNG'S TRICK (●●● MIND, ●● DATA)

Dreams are shortcuts through the labyrinth of the mind. Most discount their significance, but those who do so only discount them due to their own inability to properly translate the symbols and codes of dreams. Jung's Trick requires the agent to research a subject's dreams. At least three such dreams are necessary. Often, this means probing the subject's mind or using hypnosis. A dream diary could work, as could a bestselling vampire romance novel written based on a young woman's own dreamscapes. It would not apply to fan fiction inspired by the novel, however.

Once properly examined, the agent creates a computer algorithm to better understand the subject's subconscious. Then, using wireless protocols, the computer can detect and interpret dream emanations. Functionally, this requires the subject's player to make a declaration of one important thing she aims for her character to do the following day. If at all possible, she must attempt to do that thing.

PERSONAL ASSISTANT SOFTWARE (●●●● MIND, ●● PRITIE)

Active Notification and Guidance via Ephemeral Lucidity Aping software, or ANGELA, is the biggest trend in NWO smartphones, thanks to this Procedure. The programmer binds the computer to its owner and creates a fragmented consciousness within the device, based on the new owner's mind and personality. The consciousness controls the device's functions and assists the agent in keeping active computing time to a minimum. The splinter consciousness can schedule appointments, send emails, and keep the lonely agent busy with someone to talk to during stakeouts.

The biggest criticism of ANGELA is that it's modeled after its owner. This leads to feedback loops and

confirmation bias, since ANGELA will usually agree with its owner. Then again, sometimes it doesn't, which breeds numerous uncomfortable questions. Some popular and clever NWO agents have allowed their consciousnesses to be cloned for ANGELA utilization for this reason. While dangerous, it has the side effect of making those agents even more popular, as many field agents feel they know them thanks to their cellphone personalities.

Installed on an agent's smartphone, the software can initiate a single Procedure under specific criteria. Usually, this allows for a last-ditch escape option. For some zealous heirs to Avalon, this is a boost to secure the last shot in a fatal firefight. The Prime Energy used in this Procedure must come from the smartphone, and the Procedure must be one useable by the agent. If it incurs any Paradox, the agent suffers the effects.

PROCESSING (●●●● MIND, ●● PRITIE)

With Social Conditioning and Programming (see **Guide to the Technocracy**), the Technocracy manipulates proles and agents to be completely loyal. Indoctrination takes a Reality Deviant and bends him to the Union's will.

The Procedure itself is not for the faint of heart. It used to require loud music, straps, holographic projectors, acupuncture needles, bad food, and a dentist's chair—not necessarily in that order—and all over the course of one hellish week. Today, the NWO finds it more efficient to disconnect a target's senses from his nervous system (usually through forcible installation of a DNI) before employing many, many sessions of interrogation and personality correction.

No small number of agents have walked out during field training because of Processing. Members of the Feed have gone so far as to lobby for its removal from standard protocol. The Ivory Tower's counterargument has been "victory by any means necessary," and the Operatives use it extensively for their Enlightened Shock Corps experiment.

What happens when you strap a mage down and make him wish for death? With this Procedure, eventually, you remove his identity. He's left ready to be rebuilt in the Technocracy's image. But this rebuilding is not painted over a blank slate; it's painted over countless scars, resulting in an imperfect creation. This adds to the tragedy, as such newly indoctrinated agents are treated as disposable assets. Some rise to greatness, but this throwaway treatment, along with the emotional trauma of the Procedure, lead to daunting suicide rates. These rates are even higher if one considers the number of new agents who die in a hail of fire from their former allies, ending them out of mercy. This is cruelly referred to as "suicide by Reality Deviant."

The Procedure is never truly complete. The indoctrinated agent becomes a Technocrat, for all intents



and purposes. However, in a time of massive stress, the player can spend a point of Willpower for his character to briefly snap back to his original identity for one turn. But because of the reprogramming, he's unable to act against the Union. This often results in self-destructive behavior. Due of this, such assets are routinely re-Processed to ensure continued service.

COUNTERINTELLIGENCE

(● PRIITE, ● DATA OR MIND)

The goal of the Technocracy is proactive engagement. Sometimes, that's not possible, and a Union operative must operate on the defensive. Reality Deviants pull similar tricks, and the NWO must be on the ready. This classic Procedure sets up a mental wall and prepares the agent for a counterattack against aggressors.

As with countermagic, roll in opposition to an effect levied at your agent. Successes in excess of the aggressor fly back at the caster. While the defaults for this Procedure are Data or Mind, another Inspired Science may be used, depending on the situation.

DETECT REALITY DEVIATION

(● PRIITE, ● DIMENSIONAL SCIENCE OR LIFE)

In the field, it's not always practical to give every suspect a thorough investigation. This Procedure bears some of that weight. It identifies the signs and threads that separate Reality Deviants from the proles. Nearly every Operatives cell boasts at least one agent capable of this Procedure. It exemplifies the ruthless efficiency of the Technocracy. It's a rapid, no-nonsense method for identifying threats. An agent reaches up, touches a button on his mirrorshades or phone, then scans the room in order to home in on the day's mark. That particular usage is well-known and will often cause knowledgeable Deviants to run or attack. Basic training teaches the agents to prepare for this inevitability, and to use it to their advantage.

When active, the agent can identify Reality Deviants at a glance. The sense depends on the focus used. As well, different non-human groups are identified with different Enlightened Sciences. Vampires require Life identification, for instance, and for some bizarre reason, lupines require Dimensional Science.

24-HOUR NEWS PUNDIT

"Senator, I need you to confirm that you are not a space alien come to subvert our religious values and convert our family units into millions of fascist drones. I'm not saying you're a space alien. I'm not even saying I believe space aliens exist. But what I'm saying is, there's a high-ranking staffer in Congress that's told me you're a space alien, and the people deserve to know. What I find most shocking is that you've refused to deny these allegations, time and time again. What do you have to hide, Senator?"

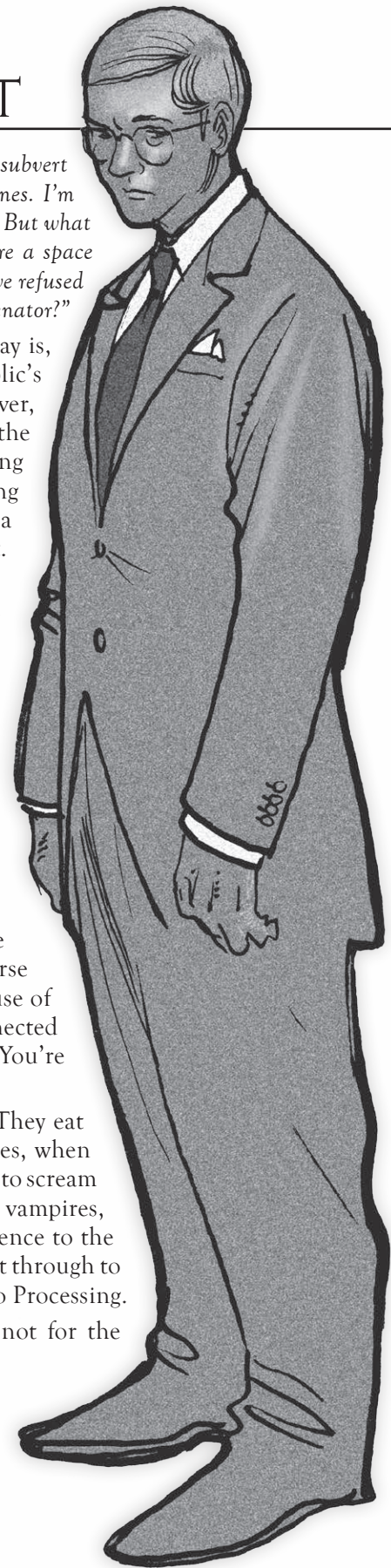
Prelude: The biggest issue with running 24 hours of news per day is, there's not really that much news that's juicy enough to catch the public's attention. The answer to this is to announce the same news over and over, and to pepper it with vitriolic opinion "journalism." In this model, the news is itself the news. Everything these pundits say becomes a talking point. Not the news they're discussing, no, but the abrasive, shocking ways they talk about it. One pundit's tirade attempting to justify a small-scale genocide made headlines for two weeks. You're that pundit. Keep it classy.

Truth be told, you're kind of a nice guy. Off-camera and out-of-character, at least. You're no idealist. You're politically neutral, and you take care of your kids. On-camera, you're so over-the-top, everyone knows it's just an act. Essentially, you're modern-day Vaudeville. You're a rodeo clown. You're a low-brow Jonathan Swift. This is what you tell yourself in the mirror. The fact is, your words are often touted by hate groups and couch-potato slacktivists. Bloggers equate you with Pol Pot. Sometimes, you can see the resemblance. But you're fighting the good fight; you're just doing it via complex methods.

It's easy to stand for equality. It's easy to support the rights of everyone in the world. Those are good default stances to hold. Unfortunately, those groups that espouse peace, love, and equality are sometimes using mystical influence to lord over the Masses. Of course you don't think the former Vice President should be locked up because of his stance on civil rights. Unfortunately, his chief advisor is a well-connected vampire with a vested interest in controlling a key voting demographic. You're the bad guy, but for the greater good.

The worst part, the part that eats you up, is who people buy it. They eat the rhetoric like so many processed, packaged snack foods. Sometimes, when you're in front of the camera, you consider telling the world everything, to scream about how you're mad as hell. You could tell them the truth about the vampires, about the mummies, about the fairies. But that would just lend credence to the bloggers' theories of your mental instability. Besides, even if you did get through to them, the Order would just erase that show from time and send you to Processing.

You're doing what needs to be done. You're a true hero. Just not for the reasons they think.



INTELLIGENCE FIELD ⊕ OPERATIVE

"We're not here for your money, sir, and we're most certainly not here for your precious census forms. There's a criminal on the loose, and we intend to catch him. Now, you can either assist us, or you can join the list of suspects. Let's go with assistance. You don't want to see what we've been approved to do to suspects."

Prelude: You wanted to be a baseball player. That was, until you wanted to be an astronaut. Then you wanted to be a stock-market tycoon. College came around, and you decided to go for criminal justice. After all, there was this great show on the TV about criminal investigation. It was kind of cheesy, and sunglasses at night, really? But you could see yourself doing that. Without the montages.

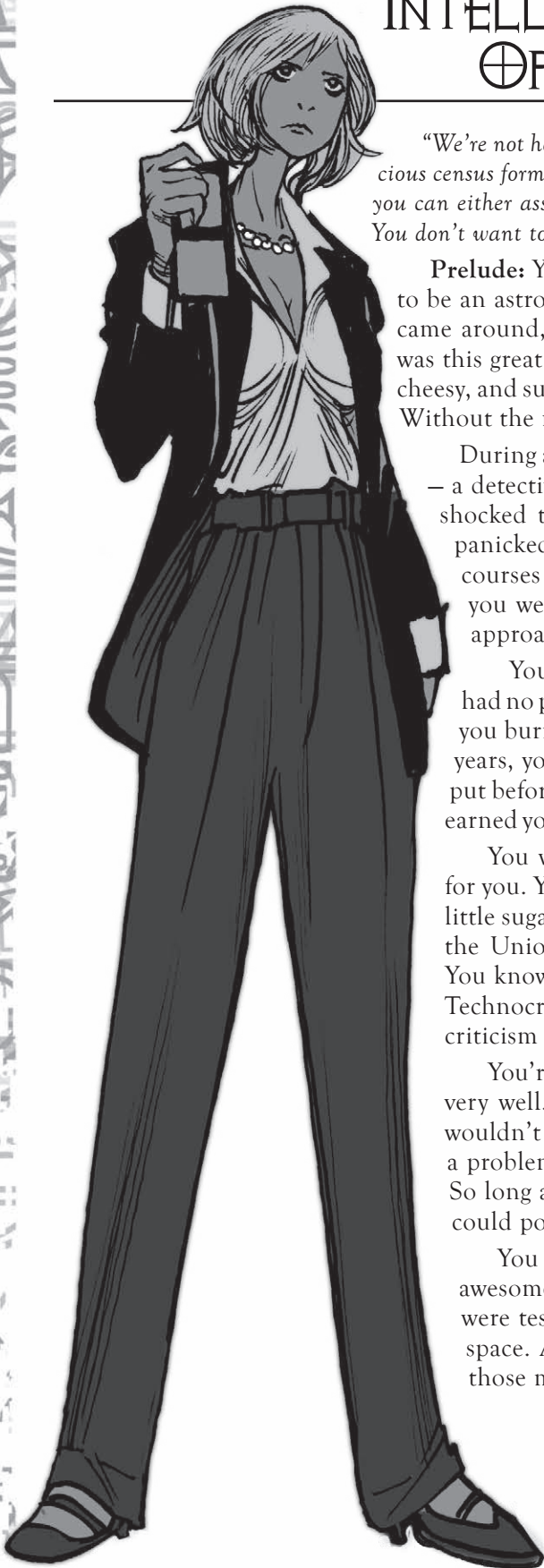
During a hands-on exercise in the field, you watched as a guest speaker – a detective – investigated a murder. To his surprise, the victim woke, shocked the detective, and tore him to shreds. Your fellow students panicked and ran. You remembered a lesson from your self-defense courses and wrenched the fanged beast to the ground. Later, when you were waiting at the precinct for questioning, two men in suits approached you and gave the interview of your life.

You felt directionless before joining the New World Order. You had no purpose, no goals. This was your second chance at success, since you burned the first one at community college. For the last couple of years, you've absorbed every possible bit of information and training put before you. You weren't a once-in-a-generation success, but you just earned your first promotion. You're now an intelligence field Operative.

You wake up bright-eyed and bushy-tailed every day. Life is good for you. You don't just drink the Kool-Aid, you help make it. You add a little sugar just to make it go down better. When anyone speaks against the Union, you have the rhetoric to stand up for the organization. You know the slogans; they make you smile when you hear them. The Technocracy has given you a reason to excel, and you will not hear criticism to the contrary.

You're no genius, but you can follow directions and abide by protocols very well. This makes you a keen part of an investigatory team. You wouldn't work well on your own, but thankfully, that isn't going to be a problem. You're not a leader, either. You act as the ideal pack beta. So long as your leader toes the party line, you're the best support she could possibly have.

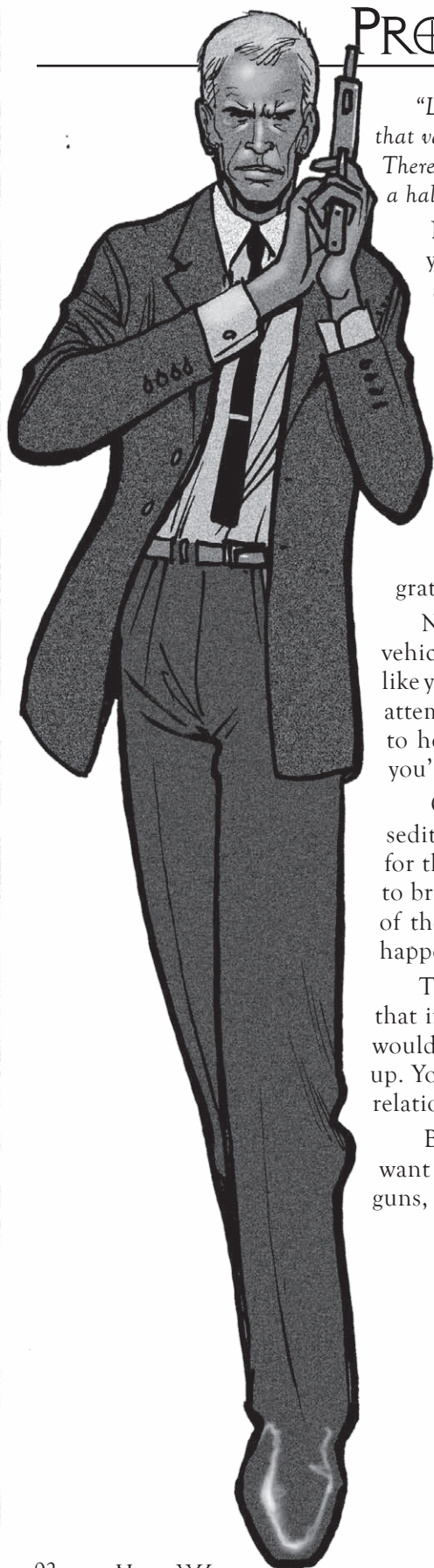
You don't pay for dry cleaning. You have issued suits, including awesome sunglasses. Your pen can cut through steel. Your loafers were tested in another dimension and can withstand the vacuum of space. And now, thanks to Enlightened science, you can even have those montages.





EXPERIENCE

PROCESSED TRADITIONALIST



"Look. Arguing with you is above my pay grade. You're going to end up in that van. Either you can do it of your own volition, or you can do it full of bullets. There're 15 minutes until happy hour is over, and one way or another, I'm getting a half-priced Guinness. You want to keep this up?"

Prelude: You were such a goddamned hippie. Your parents disowned you after your third marijuana conviction. By then, you were already so deeply entrenched in the Cult of Ecstasy that you didn't care about those lame old mods. You could do "magick." Your life was great. That was, until the Technocracy kicked in your chantry door and took everything away.

You don't remember much of that time. You remember that you were straining the very fabric of reality. You remember wasting your brain away with chemicals. You remember being a complete waste of flesh. That's what your amalgam leader reminds you at every turn. After all, she was present when you were "uplifted." She's been responsible for your every success since that day, and you're forever grateful.

Now, you're a soldier. You're the front line, you're the muscle, you're the vehicle for the deaths of those who aren't lucky enough to be indoctrinated like you were. You eschew a personal life; every friendship or romance you've attempted has ended badly due to your emotional baggage. Nobody wants to hear about your past, especially you. But the Order psychologist says you'll be fully functioning with a few more years of treatment.

One time, a friend asked if you secretly hate the Order. You put that sedition in its place, along with a full report to Control. The Union fights for the good of humanity, the best possible future. To win the war, it has to break a few eggs. You know that, as a former Traditionalist, you're one of those eggs. While you don't want to die, you know that it's liable to happen. You're resigned to this fact. You're fucking proud of it.

This makes you an outstanding soldier. You fear nothing. You know that if you took a bullet, so long as you were salvageable, the Technocracy would 'protect' you, its investment. It'd dig out the bullet. It'd patch you up. You're valuable to the New World Order, and that feels better than any relationship ever could.

But when you rest in your bunk at night, you want to be wanted. You want to be needed. You want someone to want you for more than just the guns, and the zeal.



Perception	●●○○○
Intelligence	●●○○○
Wits	●●●○○

KNOWLEDGE	
Academics_____	●○○○○
Computer_____	●○○○○
Enigmas_____	●○○○○
Finance_____	○○○○○
Investigation_____	●○○○○
Law_____	○○○○○
Linguistics_____	○○○○○
Medicine_____	●○○○○
Politics_____	○○○○○
Science_____	○○○○○

Mind_____00000
 Prime_____00000
 Time_____00000

GENRE ACTOR

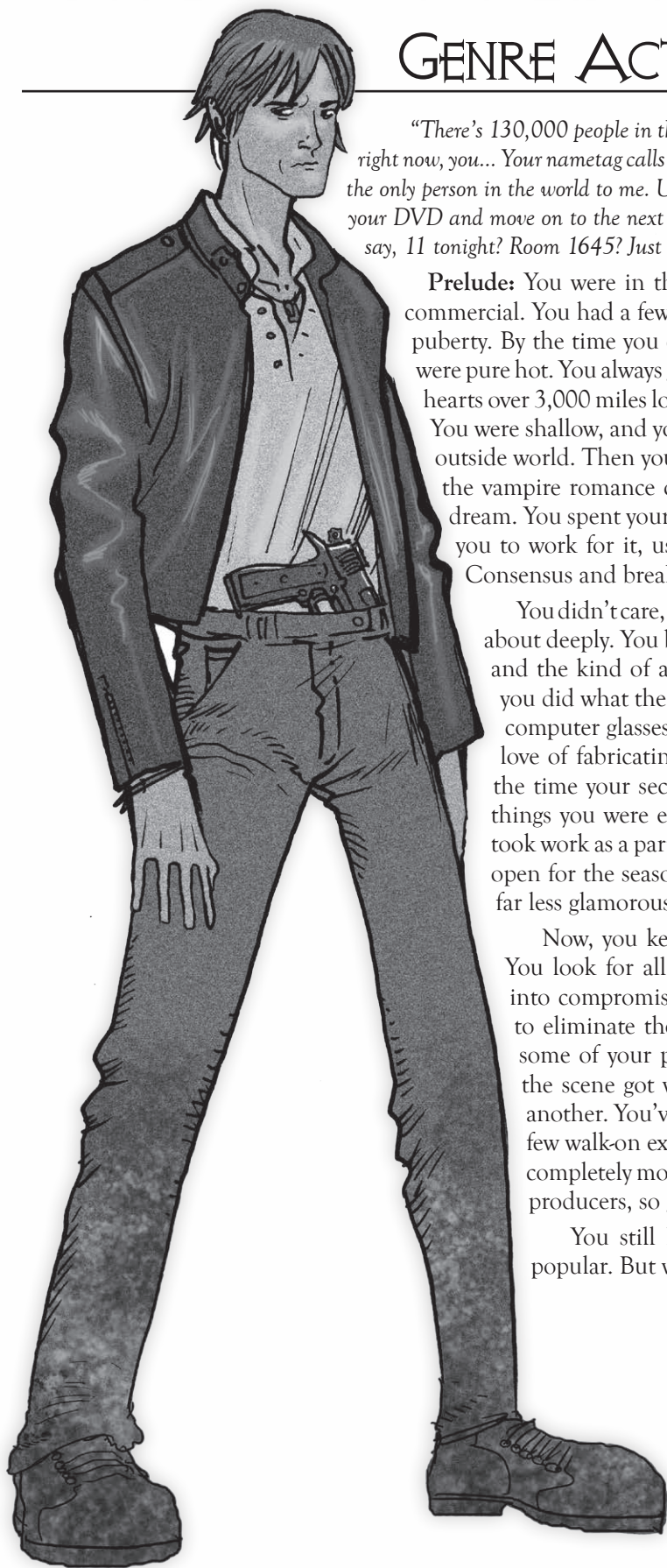
"There's 130,000 people in this place, right now, today. It's busy as hell in here. But right now, you... Your nametag calls you Susan. Can I call you Suzy? Right now, Suzy, you're the only person in the world to me. Unfortunately Suzy, my handler says that I have to sign your DVD and move on to the next fan. But I'd love to hear all about your fan fiction at, say, 11 tonight? Room 1645? Just tell con security you're my guest."

Prelude: You were in that baby shampoo commercial. Then the candy commercial. You had a few clothing catalogs under your belt before you hit puberty. By the time you could drive, you were modeling underwear. You were pure hot. You always got what you wanted, and you left a trail of broken hearts over 3,000 miles long. The Order had no interest in you whatsoever. You were shallow, and you were a total lone wolf. You had no care for the outside world. Then you got hired on a teen sci-fi drama, capitalizing on the vampire romance craze. You were a teen heartthrob, your lifelong dream. You spent your off hours autographing bras. The Order wanted you to work for it, using your television presence to build upon the Consensus and break down the natural human fear of technology.

You didn't care, until they offered you seven figures—that you cared about deeply. You blew your first year's advance on cars, prostitutes, and the kind of antics that make tabloid journalists' careers. But you did what the Order said. It started simple. You wore its dorky computer glasses at press meet and greets. You talked about your love of fabricating machines (whatever in the hell those are). By the time your second year rolled along, you saw the value in the things you were endorsing, and you bought into the system. You took work as a part-time field agent when your filming schedule was open for the season. Suddenly, making out with vampires became far less glamorous.

Now, you keep an eye open in Hollywood and on location. You look for all the telltale signs. You get the Reality Deviants into compromising positions, and then you bring your team in to eliminate the threats. This has caused major problems with some of your productions, because half the up-and-comers on the scene got where they were through magic of some sort or another. You've gotten your amalgam into the stunt crews and a few walk-on extra roles. Your dream is to start your own studio, completely monster-free. Of course, that means a studio without producers, so good luck.

You still haven't gotten that mage who made 3D films popular. But when you do, he'll rue the day.





NAMIE:
PLAYER:
CHRONICLE:

NATURE: *GALLANT*
EIDOLON: *PRIMORDIAL*
DEITEANOR: *BON VIVANT*

DIVISION:
CONCEPT:
ATTALGAMI:

ATTRIBUTES

PHYSICAL

Strength ☒ ☒ ☐ ☐ ☐
Dexterity ☒ ☒ ☐ ☐ ☐
Stamina ☒ ☒ ☐ ☐ ☐

SOCIAL

Charisma ☒ ☒ ☒ ☒ ☐
Manipulation ☒ ☒ ☒ ☒ ☐
Appearance ☒ ☒ ☒ ☒ ☐

MENTAL

Perception ☒ ☒ ☐ ☐ ☐
Intelligence ☒ ☒ ☐ ☐ ☐
Wits ☒ ☒ ☒ ☒ ☐

ABILITIES

TALENTS

Alertness ☐ ☐ ☐ ☐ ☐
Athletics ☐ ☐ ☐ ☐ ☐
Awareness ☐ ☐ ☐ ☐ ☐
Brawl ☐ ☐ ☐ ☐ ☐
Dodge ☐ ☐ ☐ ☐ ☐
Expression *ON CAMERA* ☒ ☒ ☒ ☒ ☐
Intimidation ☐ ☐ ☐ ☐ ☐
Leadership ☒ ☒ ☐ ☐ ☐
Streetwise ☐ ☐ ☐ ☐ ☐
Subterfuge *WHITE LIES* ☒ ☒ ☒ ☒ ☐

SKILLS

Drive ☒ ☒ ☐ ☐ ☐
Energy Weapons ☐ ☐ ☐ ☐ ☐
Etiquette ☐ ☐ ☐ ☐ ☐
Firearms ☒ ☐ ☐ ☐ ☐
Hypertech ☒ ☐ ☐ ☐ ☐
Melee ☐ ☐ ☐ ☐ ☐
Research ☐ ☐ ☐ ☐ ☐
Stealth ☐ ☐ ☐ ☐ ☐
Survival ☐ ☐ ☐ ☐ ☐
Technology ☒ ☐ ☐ ☐ ☐

KNOWLEDGES

Academics ☒ ☒ ☐ ☐ ☐
Computer ☒ ☒ ☐ ☐ ☐
Enigmas ☒ ☐ ☐ ☐ ☐
Finance ☐ ☐ ☐ ☐ ☐
Investigation ☒ ☐ ☐ ☐ ☐
Law *IP LAW* ☒ ☒ ☒ ☒ ☐
Linguistics ☐ ☐ ☐ ☐ ☐
Medicine ☒ ☐ ☐ ☐ ☐
Politics ☒ ☐ ☐ ☐ ☐
Science ☒ ☐ ☐ ☐ ☐

SPHERES

Data ☐ ☐ ☐ ☐ ☐
Dimensional Science ☐ ☐ ☐ ☐ ☐
Entropy ☐ ☐ ☐ ☐ ☐

Forces ☐ ☐ ☐ ☐ ☐
Life ☒ ☒ ☒ ☒ ☐
Matter ☐ ☐ ☐ ☐ ☐

Mind ☒ ☒ ☐ ☐ ☐
Prime ☐ ☐ ☐ ☐ ☐
Time ☐ ☐ ☐ ☐ ☐

ADVANTAGES

BACKGROUNDS

INFLUENCE (MEDIA) ☒ ☒ ☒ ☒ ☐
RESOURCES ☒ ☒ ☒ ☒ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐

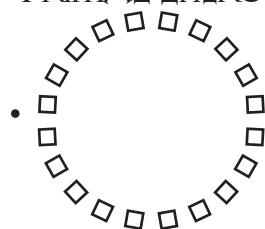
ENLIGHTENMENT

☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILLPOWER

☒ ☒ ☒ ☒ ☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐

PRITIAL ENERGY



PARADOX

HEALTH

Bruised -0 ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

RESONANCE

Dynamic *SEXY* ☒ ☐ ☐ ☐ ☐
Entropic ☐ ☐ ☐ ☐ ☐
Static ☐ ☐ ☐ ☐ ☐

EXPERIENCE

OTHER TRAITS

☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐

MEET-UP MAVEN

"So, tell me about your first encounter. What did it look like? Oh, you say it was gray? With big eyes? That must have been frightening. Tell me about the probe. Of course I know about the probes. Remember, Davis, I was abducted as well. You're in good company here. You can open up. Tell me all about it."

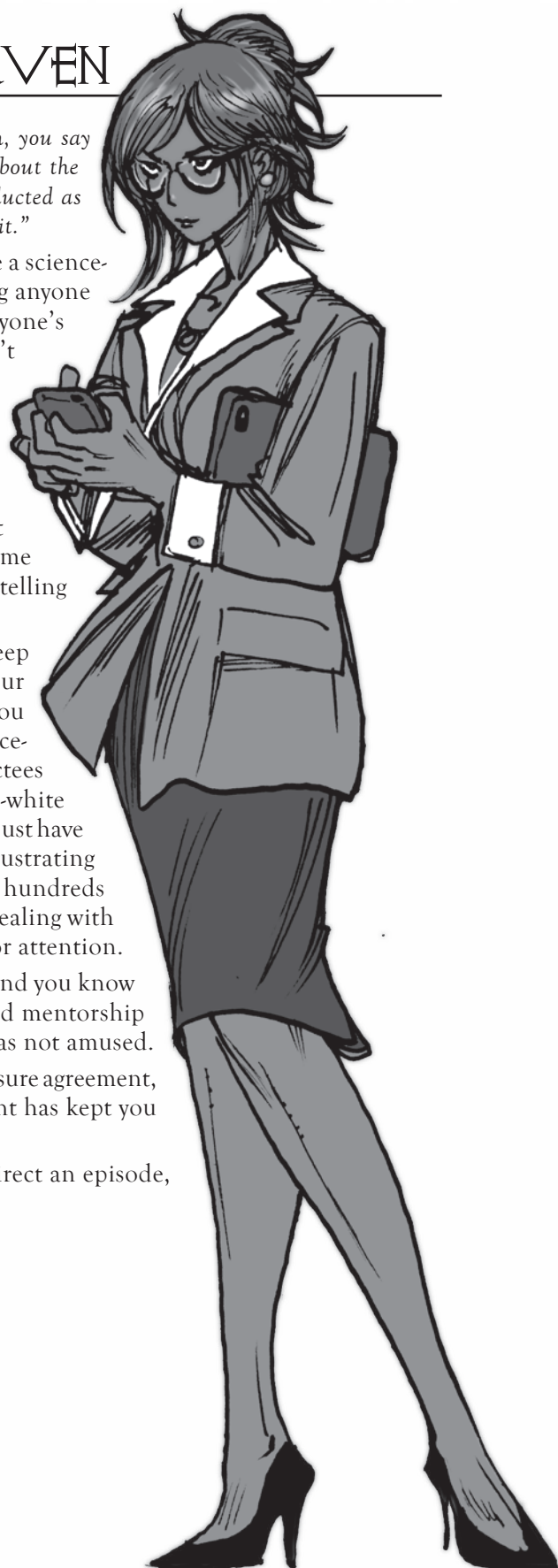
Prelude: You bought into the Order later than most. You were a science-fiction writer. Nothing anyone's ever heard of, or at least, nothing anyone ever attributes to you. You wrote a few episodes of that show everyone's seen. The one with the aliens and the annoying guy who wouldn't die. But you had no control over that; the studio bigwigs insisted on having a recurring antagonist. You fought and fought, but in the end, having a paycheck won out. Once the show was canceled — it technically got a final episode, but let's not mince words: it was canceled — you did the convention circuit. You met the crazies. The ones that assumed you'd been abducted, just like them. At first, they disgusted you. Then, you realized that some of them were telling the truth. They had no idea what they were telling the truth about, but they were telling the truth.

You wrote a book about the ones who told the truth. You dug deep and found some of the secrets buried by their abductors. Once your book hit the shelves, you were approached and given a job offer you couldn't refuse. Now, you use your limited fame within the science-fiction community to organize Internet meet-up groups of abductees and other victims of strange phenomenon. You troll the black-and-white tabloids with their bat-boys and fishmen running for President. You just have a wonderful knack for digging out the shreds of honesty. It's a frustrating calling, but it's yours. You spend most of your time dealing with hundreds of maladjusted nutjobs lying for attention. And when you're not dealing with them, you're dealing with maladjusted nutjobs telling the truth for attention.

You're now to a point where you're living out of a travel bag, and you know hotel staff by name, all over the nation. You've cynically requested mentorship in Dimensional Science to cut down on layover times. Control was not amused.

Part of your agreement with the Order involved a deep nondisclosure agreement, with vague threats referencing third-world prisons. This agreement has kept you from writing a follow-up to your first bestseller.

But hey, the producers of a basic cable drama asked you to direct an episode, and Vancouver's nice this time of year.



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EPILOGUE: DEPLOYMENT



DAY 226 – THE SIBERIAN WILDERNESS, TEMPORARY CONTINUED CAMP

The hulking mass of the Atlas unit paces into the makeshift outpost, letting in a whisper of snow. It barely disturbs the prefab's support frame, showing uncommon grace for something so large. It comes to a stop at a holotable in the center of the room surrounded by personnel, squatting like a gargoyle and surveying the information on the 3D display.

"Please brief me on the nature of the situation," it says, flicking its gaze up to the senior member on staff, a man in an immaculate white suit, exhaustion showing through the bags under his eyes.

"Mr. Smith, I would advise you to consider greater fluid consumption and rest," the unit says, accompanied by a whirring sound from inside its head. "A simple biological scan shows several symptoms of elevated stress, which can lead to neurological impairment and, thus, compromised decision making."

A few of the other agents glance back and forth between the unit and Mr. Smith in shock, but the Man in White puts up a hand to still their concerns. "Your

observation is noted, Atlas Six. We have prepared the briefing as a DNI upload precisely to avoid any... contaminated value judgments regarding its content. You will access the information and make your own decisions about how best to resolve the matter."

"Very well," the unit answers. "Please transmit."

Mr. Smith pushes a button on the holotable. After only a moment, the unit says, "Integrated." It abruptly turns to exit.

"Atlas Six, wait," Mr. Smith calls, causing the unit to pause. "Please summarize your analysis for us."

The unit tilts its head, as if trying to ascertain the purpose of the additional conversation. "Widespread presence of Statistical Inevitability suggests no peaceable solution to the Deviants' activities. Given their numbers, I recommend a complete sanction, before larger manifestations of the Paradox effect become localized."

"Wipe them out?" Mr. Smith asks. "All of them? Even the... high-value targets?"

"My findings indicate that several of the Deviant suspects must be on the verge of transition into Marauder status. Confidence interval for successful processing is extremely low."

Mr. Smith acknowledges the commentary with a nod. "You may proceed, Atlas Six. Please inform me when you're ready for the assault."

"Integrated." The unit leaves, displaying the same grace as when it entered.

Mr. Smith looks around at the other agents, raising his eyebrows. "Well?"

"You didn't need to bring him in here," answers one of them, a slender young lady with neural implants tracing patterns across her otherwise bald head. "You were just showing him off."

Smith chuckles, mainly to hide his annoyance. He only knows the woman's code name, Synapse, and while he was briefed on her prickly demeanor before the Syndicate sent her over, he finds it a larger hurdle in person than he'd anticipated. "Please," he replies. "You needed to see the unit in person to fully appreciate something of its capabilities."

"I understand that he thinks a little too hard for a bot," she counters. "It-X must be insane to think we can keep control of these in the field. Enlightened bio-patterns in robot bodies? It sounds like something the Etherites would make. Who was he?"

Smith steeples his fingers, leans his elbows on the table. "He was a Hermetic of considerable strength. One of their order's most prominent candidates in the command of Forces."

"Ah, I see," Synapse says. "So, of all the types of stubborn mages on the Earth, potentially the most stubborn—"

"The New World Order is overseeing every aspect of their processing and conditioning," Smith says, some heat rising in the words. He isn't going to change her mind. "We have an effective program and have had no incidents."

"Yet. How often do you process them?"

"Weekly."

"And you wipe them clean every time?"

"Yes, of course."

"And what happens if one gets stuck in the field too long?"

"Won't happen. They're programmed to report in or self-destruct."

"Heard that before."

They stare at each other. Everyone else at the table, Smith notes, is either too cowardly or too smart to get involved.

"Well," Smith says finally, placing his hands on the table and pushing to his feet. "Perhaps a further demonstration is in order." He looks down at Synapse, who is still glaring at him over crossed arms. "Join me on the battlefield? I promise you quite the show."

Two hours later, the Atlas units designated Four through Nine stand at the threshold of the Siberian chantry, throwing subdued mages onto the front steps without ceremony.

Mr. Smith, Synapse, and company watch from a vantage point high above, on a plateau overlooking the chantry grounds. A ring of atmospheric control units and a tactical monitoring system surround them, glowing cables culminating in a gigantic viewscreen at the cliff's edge. Technicians bustle back and forth, keeping things in order. The experience is no less comfortable than standing in a posh movie theater, despite the slashing winds and thick snow.

The speaker on the display crackles, and Atlas Six's voice comes through. "Perimeter defenses neutralized. Recommend going forward with the original plan."

Mr. Smith smirks a bit, pauses a moment for dramatic effect, shakes his head. "Negative, Atlas Six. Please place me on broadcast."

"Integrated. You may speak when ready."

Smith flashes a look to Synapse but refrains from the "I told you so." She gives him a scowl anyway.

"Inhabitants of Zharptitsa Chantry," Smith begins, approaching the screen out of habit, "your deviances from established reality must be contained for the good

of society at large. Your activities are proving a danger to the fabric of space and time.”

He glances back at his entourage. “Too much?” he whispers. They deadpan in response. He sighs and turns back to the screen. He does not often get to indulge in this kind of theatricality. The least they can do is pretend to appreciate it.

“We are aware that you have already lost one of your number to Quiet. If you surrender yourselves to the units at your threshold, we shall make every endeavor to help you find peace and a productive place in the world.”

An angry blip appears on the tactical display, and the display itself starts to fizzle. One of the technicians barks out, “Massive disturbance forming in the chantry! It looks like they mean to—”

The viewscreen overloads, sending tendrils of electricity snaking across the plateau, threading through the cables. A technician throws himself at one of the units holding back the tide of winter, just as one of the flying bolts hits him center mass. He takes the energy into his own environment suit and saves the unit, but the reaction reduces him to a smoking heap.

Smith switches to his DNI comm link. “Atlas Six, report!”

Down in the valley, Atlas Six rights itself, pushing out of a crater 20 yards from where it was just standing. A quick systems check reveals no significant damage from the surprise attack.

Its bioscanner has already locked on to four confirmed Reality Deviants in motion toward Agent Smith’s position, deploying from the chantry on a buoy of Primal Essence and anomalous statistical data. It filters out all signals from its sensors other than the raw bioscans and begins running through its countermeasure programming.

“Engaging targets now,” the unit replies. “Recommend—”

“Yes, yes, I know! Disengage mortality interlocks! Kill them all!”

The unit flexes its fingers, and the blade of its thermal lance comes to life, bright blue and jutting from its arm like an extended limb.

“Integrated. Mortality interlocks disengaged.”

It’s over in seconds. Atlas Six discharges its superconductors, performs a magnetically assisted leap across the snow, and collides with its first target in midair. Just the weight of the chassis itself breaks three of the

mage’s ribs on impact, and Atlas Six beheads him on the way to the ground.

One of the other Deviants changes her direction mid-flight and arcs back as Atlas lands, launching a salvo of brightly colored rockets from a clockwork jetpack. Six throws up a kinetic shield from its portable force field generators, bracing its shoulder against the invisible surface. The shots go wide, a product of highly elevated stress levels and wind shear; the blasts leave only cosmetic damage on Six’s frame and a cloud of smoke that proves no hindrance to its sensors.

The Deviant swoops in, drawing a gun made of little more than coiled wires, not anticipating that Six is neither distracted nor blinded by her first attack. The thermal lance swings out and removes both legs, and she tumbles into the snow. Six caves in her head with a quick stomp and will later deny that it was to shorten her suffering.

The final two mages get as far as the plateau, throwing magickal blazes into the midst of the lookout post, but the other Atlas units arrive within a minute. The end of the battle is more a slaughter than a skirmish, flashes of metal and blood.

When Mr. Smith and his entourage finally come out of cover, the Atlas units are gathered in formation, Six at the head of the phalanx.

He approaches them, smiling. “An excellent job. You see, Ms. Synapse? Utterly loyal, utterly capable.”

Atlas Six pointedly meets Smith’s gaze. “I recommend you place a greater value on my tactical advice in the future, Agent Smith.”

Smith stops, furrowing his brow. “Excuse me?”

“I advised a total sanction. You chose to give them warning and, thus, an opportunity to fire on us. Had you been equipped with a lesser force, I estimate your chances of survival would have been less than 5.78%.”

Smith crosses his arms. “Atlas Six, you’ll... refrain from providing tactical commentary in the future, except where specifically authorized to do so. Do you understand?”

Six flickers its sensors between Smith and the operatives behind him. It notes the satisfied grin on Synapse’s face. “Integrated.”

“Good,” Smith says. “Dismissed.”

The units stalk away with their unusual grace. Synapse smiles, watching them. “Well, Mr. Smith, you’re certainly right about the capable part.”

NAME:
PLAYER:
CHRONICLE:

NATURE:
EIDOLON:
DEITEANOR:

DIVISION:
CONCEPT:
ANTIALGAIN:

ATTRIBUTES

PHYSICAL

Strength_____●○○○○○
Dexterity_____●○○○○○
Stamina_____●○○○○○

SOCIAL

Charisma_____●○○○○○
Manipulation_____●○○○○○
Appearance_____●○○○○○

MENTAL

Perception_____●○○○○○
 Intelligence_____●○○○○○
 Wits_____●○○○○○

ABILITIES

TALENTS

Alertness_____	00000
Athletics_____	00000
Awareness_____	00000
Brawl_____	00000
Dodge_____	00000
Expression_____	00000
Intimidation_____	00000
Leadership_____	00000
Streetwise_____	00000
Subterfuge_____	00000

SKILLS

Drive_____	00000
Energy Weapons____	00000
Etiquette_____	00000
Firearms_____	00000
Hypertech_____	00000
Melee_____	00000
Research_____	00000
Stealth_____	00000
Survival_____	00000
Technology_____	00000

KNOWLEDGES

KNOWLEDGE

Academics_____	00000
Computer_____	00000
Enigmas_____	00000
Finance_____	00000
Investigation_____	00000
Law_____	00000
Linguistics_____	00000
Medicine_____	00000
Politics_____	00000
Science_____	00000

SPHERES

Data_____00000
Dimensional Science_00000
Entropy_____00000

Forces_____OOOOO
Life_____OOOOO
Matter_____OOOOO

Mind_____00000
Prime_____00000
Time_____00000

ADVANTAGES

BACKGROUNDS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

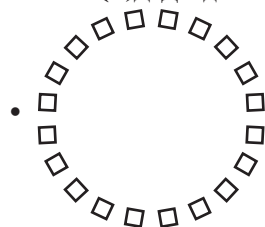
ENLIGHTENMENT

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WILLPOWER

● ● ● ● ● ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

PRINITIAL ENERGY



PARADOX

HEALTH

Bruised	-0	<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

RESONANCE

Dynamic_____	000000
Entropic_____	000000
Static_____	000000

EXPERIENCE

OTHER TRAITS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000



MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS

PROCEDURES

PREFERRED EFFECTS

NOTES

DEVICES

Name	Level	Enlightenment	Primal Energy	Appearance

COMBAT

Weapon	Difficulty	Damage	Range	Rate	Clip	Conceal

ARTIST: _____



EXPANDED BACKGROUND

ALLIES

CONSTRUCT

ENHANCEMENTS

LABORATORY

MENTOR

PATRON

SECRET WEAPONS

BACKUP

COMPANION

INFLUENCE

LIBRARY

NOTE(S)

RESOURCES

SPIES

POSSESSIONS

GEAR (CARRIED)

FOCI

EQUIPMENT (OWNED)

STYLE



HISTORY

EMPOWERMENT

GOALS/DESTINY

SEEKINGS: _____ QUIETS: _____

DESCRIPTION

Age: _____

Apparent Age: _____

Date of Birth: _____

Age of Empowerment: _____

Hair: _____

Eyes: _____

Race _____ Appearance/Nature of Eidolon: _____

Nationality: _____

Height: _____

Weight: _____ Common Resonance: _____

Sex: _____

VISUALS

ATTALGATTI CHART

CHARACTER SKETCH