

# Shadow Ops

## What is it

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

The Great Reawakening did not come quietly. Across the country and in every nation, people began "coming up Latent," developing terrifying powers—summoning storms, raising the dead, and setting everything they touch ablaze. Those who Manifest must choose: become a sheepdog who protects the flock or a wolf who devours it...

## Character Creation

Characters are built using 10 dice and may take **Hooks**, **Tales**, and **Lucky Dice**.

### Ideal Cliches

Sorcerer, Selfer, any Modern theme, ask GM

### Hooks

Selfer, Prohibited School

### Magic

[All magic is double pumped]

### Legal Schools

\***Pyromancy** – Allows the Sorcerer to manipulate flame.

\***Hydromancy** – Allows the Sorcerer to manipulate water.

\***Terramancy** – Permits the manipulation of earth and associated flora.

\***Aeromancy** – Allows the Sorcerer to manipulate air.

\***Physiomancy** – "Healers" are able to manipulate living flesh.

\***"Artificing"** - Creates BMER's

### Prohibited Schools

\***Necromancy** – Permits the manipulation of dead flesh.

\***Negramancy** – Covers the manipulation of decay.

\***Portamancy** – The rarest of all schools, able to manipulate the fabric between dimensions, opening portals between them and permitting transit.

\***Elementalist** – Can manipulate various forms of kinetic energy to create sentient elementals.

\***Rending** – The reverse of physiomancy

\***"Whispering"** - Terramantic magic used to control the actions of animals

## Tools of the Trade

Since all Sorcerers are officers in the US military, they have M9 pistols and access to other military hardware. **Limbic Dampener** allows better control of magic (no blowback from magic) **Selfers** are civilians

### Common Enemies

**Gahe** – Impervious to conventional weaponry, requires magic to beat. Always double pumped.

**Rocs** – Flying bird like creatures that often have Goblins riding them. Goblin air support

**Goblins** – Indigenous to the Source, the Defender Goblin tribes want humanity off their territory. Goblin Sorcerers are painted white

**Selfers/SOC** – Self explanatory

### Adventures

**New York City** – There is a group of Selfers in hiding, fighting for Selfer rights

**Mescalero** – A domestic terrorist group of Apaches fighting for their freedom, worshipping Gahe as Mountain Gods

**Source** – Everything in the Source is brighter, better, shinier. Magic is more powerful (No blowback damage from magic)

### Glossary

**BMER** – Bound Magical Energy Repository. Any inanimate object into which magic is bound

**Selfer** – Latent individuals who flee authority and use their magical abilities unsupervised