



## AGENT PROFILE: BILL RICKS

Subject HEP-1388, Blue Level, Reta-9

**Confirmed HEA (Heightened Engagement Ability):** Whenever Bill Ricks goes into a building, Ricks suddenly has memories of having explored that building for a period of about two hours.

**Subject Profile:** Ricks grew up in a rural setting, working on a farm in [REDACTED] with his family. He was completely unaware of his HEA until he went to the city for college at [REDACTED], when he found that he knew the layouts of college buildings without having been in them before. He is a first generation college student. He has a son, [REDACTED] Ricks. Bill Ricks is obsessed with the idea that his son might also be an HEP. Another concern about Ricks is his tendency to [REDACTED], which was particularly dangerous in the incident at [REDACTED].



## AGENT PROFILE: NINA THEROUX

Subject HEP-1976, Red Level, Octal-10

**Confirmed HEA (Heightened Engagement Ability):** Whenever Nina Theroux touches a person, that person sees Nina as the last familiar person that person saw (but Nina does not know which person she is imitating).

**Subject Profile:** Due to Theroux's HEA, she was estranged from her family at a very young age, constantly confusing those around her. Her mother, [REDACTED], kicked Theroux out on the street at age [REDACTED] and then [REDACTED] [REDACTED] [REDACTED] [REDACTED] [REDACTED] [REDACTED] [REDACTED]. Theroux rotated through the foster care system, but was still not able to fundamentally relate to anyone due to her HEA. In one documented instance, Theroux [REDACTED] [REDACTED] [REDACTED] [REDACTED] [REDACTED] [REDACTED] [REDACTED]. However, in adulthood, she has come into her own and is now able to handle a steady living, though she is still prone to extreme mistrust and agitation. Theroux is especially distrustful of authority. She wears gloves consistently to avoid accidentally triggering her HEA.



## AGENT PROFILE: HAROLD WASHINGTON

Subject HEP-810, Blue Level, Via-3

**Confirmed HEA (Heightened Engagement Ability):** Harold Washington possesses enduring photographic memories of a historical research library.

**Subject Profile:** Washington benefited from his HEA greatly in his youth, using his knowledge to excel in school. Washington went to [REDACTED] School in the town of [REDACTED] [REDACTED]. While weaker in mathematical ability, Washington's HEA greatly assisted him in nearly all history and science classes. However, Washington's knowledge often distanced him from other youth in his classes. This got him into [REDACTED] College at the age of [REDACTED], which no one had done before. Despite being naturally shy, Washington has served as the leader of the Twilight Division ever since they solved the mystery of [REDACTED] [REDACTED] [REDACTED], which involved [REDACTED] [REDACTED] [REDACTED] [REDACTED] [REDACTED] [REDACTED].



## AGENT PROFILE: DAMIEN HERNANDEZ

Subject HEP-1316, Blue Level, Ultra-0

**Confirmed HEA (Heightened Engagement Ability):** Damien Hernandez can see his surroundings both regularly and as they were up to thirty minutes ago.

**Subject Profile:** Hernandez was born to a rural [REDACTED] family and appeared to be blind at birth. However, to the astoundment of his family and his doctors, he showed all signs of being able to see and function normally, despite having no clear visual mechanisms. His secondary ability to see five minutes of the past was not clear to others for quite some time, as Hernandez had no way of knowing it wasn't normal. However, when Hernandez was [REDACTED], he used his HEA to [REDACTED] [REDACTED] [REDACTED] [REDACTED] [REDACTED]. To this day, Hernandez still travels with dark glasses and a cane, despite not needing them. Hernandez is shy about being an HEP and tries to hide his HEA from others.



## AGENT PROFILE: ERNEST SETON

Subject HEP-1226, Orange Level, Theta-4

**Confirmed HEA (Heightened Engagement Ability):** Ernest Seton has an uncanny ability to always possess exactly the items needed in a situation.

**Subject Profile:** Seton was enrolled in the Boy Scouts at a young age of [REDACTED] in the year [REDACTED]. Seton became obsessed with being prepared, always packing a random assortment of objects in his backpack. While this was originally taken as strange, it would turn out that the random assortment of objects always ended up being exactly what was needed to resolve a situation. In one incident (IR# 1226-338), his backpack consisted solely of a map of Montana (despite living in [REDACTED]), an umbrella, a car battery, chewing gum, and a [REDACTED] [REDACTED]. In a later interview, Seton confirmed that he did not know why he was driven to pack these items. However, 26 hours later his camp was besieged by kidnappers and Seton and three other boys were relocated to Montana. Seton was able to use the chewing gum to keep a door from locking, providing an escape. He used the [REDACTED] [REDACTED] to incapacitate the kidnappers, the car battery to start an abandoned car for a getaway and the map of Montana to navigate. When he returned to his home state of [REDACTED], it was raining. This precise incident brought government attention to his HEA.



## AGENT PROFILE: PAMELA WILLIAMS

Subject HEP-1691, Orange Level, Theta-2

**Confirmed HEA (Heightened Engagement Ability):** Pamela Williams has membership in every organization, though has no special knowledge of their activities.

**Subject Profile:** Pamela discovered her HEA at [REDACTED] in the year [REDACTED] when she was working as a paralegal for the firm [REDACTED] [REDACTED] [REDACTED] when over the course of the year she received 6250lbs of addressed envelopes containing information and confirmation of membership of tens of thousands of organizations. Pamela confirmed she had no knowledge of any of these organizations and when she would meet with members of various organizations she was suddenly a part of they would recognize her despite her having no knowledge of them. It was Pamela's sudden membership into the Twilight Fraternity roster, as well as every UK government council, that brought her attention as a potential HEP. Pamela's HEA brings her stress and concern and she does not feel like her HEA is as useful as the others.



## AGENT PROFILE: BRIAN ALEXANDER

Subject HEP-2244, Red Level, Orca-9

**Confirmed HEA (Heightened Engagement Ability):** Brian Alexander can make other people spontaneously hear things.

**Subject Profile:** Alexander discovered his HEA when he accidentally caused his parents to crash their car into [REDACTED] [REDACTED] by simulating the sound of another car approaching. Alexander barely survived the accident and has been mobility-constrained since then, confined to a wheelchair. He was then able to suppress his talents until the [REDACTED] [REDACTED] [REDACTED] brought him to government attention and ended him on the Twilight watchlist. While he was able to successfully evade [REDACTED] operatives for [REDACTED] years, he eventually chose to join the Twilight organization rather than spend life in a [REDACTED] unit ward.



## AGENT PROFILE: LÉON TAO

Subject HEP-1315, Blue Level, Reta-6

**Confirmed HEA (Heightened Engagement Ability):** Upon meeting a person, Léon will instantly know about them the equivalent of what would be gleaned from a roughly twenty minute casual conversation.

**Subject Profile:** Léon didn't know he was any different growing up, he just knew he had an incredible ability to bond with people and make lots of friends. On occasion, he would alarm people with what he knew about them, such as during the [REDACTED] Incident, but Léon was gradually able to figure out what to say and not say. He was able to leverage his social abilities to become Homecoming King, get into an amazing fraternity, find a great banking job at [REDACTED], and eventually both gain and lose \$[REDACTED]M on the US stock exchange in the same afternoon.





## #1: The Crane Conspiracy

4 players, 2 hours

- \* Twilight Fraternity introduction
  - Elite group of British detective superheroes
- \* Character selection
- \* Exposition
  - String of unexplained murders that all happen exactly at midnight.
  - Last night, the Prime Minister died in his own room.
- \* Investigation
  - Prime Minister left the office at 6pm and arrived at his home at 10pm.
  - But this was a one hour trip.
    - What was the gap?
  - He was at a motel.
  - Met with another person at the motel. Affair?
  - They left in separate cars.
  - He was meeting with an investigator to give information.
- \* Crane Conspiracy
  - Harold Crane
  - Financier of opposition government
  - Engineering a takeover
- \* Other murders
  - Trader who was about to sell a series of stocks that would greatly enrich Leverage Construction, which donates a lot to the Prime Minister. (Sarah Earnest, Everest Road Capital)
    - A poll-worker, who would be displaced by a pro-opposition poll-worker who would be willing to fix the vote. (Paul Rock)
  - An aide to an MP, to make that MP miss a close vote that tips the balance in favor of the opposition. (Jacob McGovern)
    - Breaking into Crane's mansion



## #2: One of Our Own

2-4 players, 2 hours

- Twilight Fraternity introduction
  - Elite group of British detective superheroes
- Character selection
- Exposition
  - Police found a dead man at Brighton
    - Middle class white male killed and washed up in the ocean
    - Shot once in the chest from close range
    - Likely murdered about a week ago
  - Police think the murder is routine, possibly the work of contract killers, and go to investigate, find that the name of the deceased is Eric Flagstad
  - Unknown to the police, Eric is on the HEP registry and has consulted on prior Twilight cases
    - No one on the HEP registry has been murdered before
    - Could be just someone with the same name, but mandates classified investigation
    - Must find out why Eric was killed and whether the Twilight Program is exposed without tipping off the police or the public
- Investigation
  - Scene of the crime -- body has been moved to the morgue
  - Identification of the body
    - Wife comes by but identifies the body as Roger Parks
  - Job
    - Brighton Batteryworks
    - Battery company with a \$10B government contract to make batteries with a more environmentally friendly energy process
    - Jeff Steeb, CEO
    - Know Eric / Roger as a third identity -- Paul McRoy
    - Had a glowing resume with numerous references who talked highly about him
      - All of the references now go to dead phone numbers
  - Background check
    - Roger Parks alias has a lot of involvement in environmental activism -- forum posts, protests, etc.
    - Paul McRoy doesn't have a background
    - Eric Flagstad was on the Twilight Program payroll and participated in a few cases



- Subject HEP-2163, Orange Level
- HEA is classified
- Can later be declassified to find out what it is
  - Eric's ability: when Eric oversees other people type passwords in person, rather than come up as stars or dots, he sees the literal plaintext, even though no one else does
- Apartment
  - Find lots of photos of Brighton Batteryworks battery activities
  - Find a safe
    - When unlocked, implicates that Brighton Batteryworks is defrauding the government but has no concrete proof
      - merely dumping their waste into the ocean without the government knowing
    - Safe indicates that a professional has been in it before
- Confrontation with Jeff Steeb
  - Claims to know nothing about it
  - Search of his private office in his house shows copies of Eric's photos and the rest of the proof
- Conclusion
  - Eric used his HEA for corporate espionage that the government doesn't know about
    - Found that Brighton Batteryworks was merely dumping their waste into the ocean without the government knowing
    - Defrauding the government contract
  - Jeff Steeb, head of Brighton Batteryworks, found out and had Eric murdered by a professional assassin



### #3: The Mastermind Mystery

2-4 players, 2 hours

Solution:

- String of murders, murder to see into future, prevent terrorist attacks
- Have to murder in a different way each time
- Government cover up

Each murder is impossible, requires foresight

- Guy went to a hotel and didn't tell *anyone*, was murdered there
- Guy had a choice of any car in the lot to test drive and could have got into it at any time, car blew up precisely when he entered it and no one else was even injured
- Guy was poisoned by precisely the beer he ordered

Each murder has a rfid and gps tag, only thing that connects them all

If get too close, all help gets mysteriously reassigned

Like in Homecoming S2, Have to get mother to talk to you and give cellphone with voicemails, then have to hunt down the voicemails