



## **PPE - Kickstarter - Secret Illuminati PDF**

### **Illuminati**

Do not say a word. At precisely 19:48, enter confession booth #4143-NDN and admit to being a spammer. You will be rewarded. Go now.

Goals: Unknown but it seems to involve telling members to do random things.

- Friends: None.
- Enemies: None.
- Targets: Seemingly random citizens but especially if they have power and XP Points.

Description: Even among secret societies, the Illuminati remain a mystery. Internal Security is unsure if they exist. They most assuredly do.

The Illuminati takes the conspiracy trope of mysterious people pulling strings from the shadows and leans into that hard. Members are given random tasks at random times, like buying exactly 400g of someberry-flavoured rock candy from the Priceslayer shop in HRN Sector and throwing it in the third trash bin away from the Captain Alpha statue outside. Members never understand why, nor the eventual goal.

How can a secret society run on such ignorance? Through the usual levers of terror and blackmail. Illuminati agents can wake you in the middle of the nightcycle to explain they know what you do each Oneday to that jackobot. (More precisely, what the jackobot does to you with that attachment.) Then you become very willing to jump through whatever hoops they lay out.

Members do get rewards, but these tend to be as odd and arbitrary. No one has any clue what the Illuminati are fighting for. Total control? More rock candy? All they know for sure is that, if they fail, they will be punished.

Structure: The Illuminati are incredibly secret; members only know their immediate supervisor and immediate subordinate. They never meet in person except for the occasional discreet trade, and never know why they do things. Interestingly, members can only get promoted when they have leverage (say, blackmail) on their superior.

### **Typical Favours:**

1. Delay a transbot or make it arrive early.
2. Create a deadzone at your location for 2 rounds.
3. Learn one teammate's secret society or mutation (not both).
4. Get out of trouble (only you, not the whole team).
5. Change the security clearance (Blue or lower only) of one room or object by 2 levels (like Yellow becomes Red).

### **Character Skill Modifiers**

+2 any one Skill, -2 any one Skill (both require GM approval).