

Flashback A1

Scene: A doctor's office.

Doctor: You are playing a completely different character. You are a professional doctor. You have just received the results of a biopsy for Mrs. Veronica Tussard. Mrs. Tussard has advanced lung cancer. She needs an operation and chemotherapy. This is expensive, but if she does not get the operation, she will die within the month. You are meeting with Mr. and Mrs. Tussard to discuss the results of her biopsy. You are a good person and hate to have to break the bad news to them.

N: You are yourself, three months ago. You have no memories of the game-time events. You are married to a wonderful woman named Veronica. Lately, she has been having coughing fits and been feeling weak. Even though you have no medical insurance (you work as a security guard), you took her to a clinic where a biopsy was ordered. You are now meeting with the doctor to discuss the results of the biopsy.

Veronica: You are playing a completely different character. You are Mrs. Veronica Tussard. You are here with your husband, Albert. Lately, you have been having coughing fits and been feeling weak. Even though you have no medical insurance (Albert works as a security guard), he took you to a clinic where a biopsy was ordered. You are now meeting with the doctor to discuss the results of the biopsy.

Flashback A2

Scene: A small apartment.

N: You are yourself, three months ago. You have no memories of the game-time events. You are married to a wonderful woman named Veronica and have a five year old boy named Joseph. You work as a Security Guard, but do not bring in enough money. It is two days after the meeting with the Doctor. Your wife has to have the operation or she will die. You want to sign up for a medical test your company is offering, but it would mean leaving your wife and family, perhaps forever. However, your family would be well compensated and your wife would live. You are adamantly in favor of this and need to convince your wife. This must escalate into a shouting match.

Veronica: You are playing a completely different character. You are Mrs. Veronica Tussard. You live here with your husband, Albert and your five year old son Joseph. You found out two days ago that you have lung cancer and will die without an operation. Your husband wants to take part in a medical experiment his work is offering. But it would mean you might never see him again. You are adamantly against this, even if it means you will die. You will find the money somehow. This must escalate into a shouting match; afterwards, you will have a coughing fit and faint.

Joseph: You are playing a completely different character. You are a five year old boy. Mommy and daddy are arguing in the other room. You should stay out of the scene until they start shouting at each other, after which you should run in crying and sobbing for your mommy.

Flashback A3

Scene: A small, cramped room somewhere in the back of a restaurant in what used to be LoDo (a trendy area of Denver).

Candice: You are yourself, from some time in the future. You have no memories of the game-time events. You are the second in command of a paramilitary resistance cell working with your husband Saul and your best friend Randy. The Illuminati have taken over in a show of force. They already blatantly control the government as well as the governments of Canada, the European union, most of Central America, and the Middle East. They are involved in a war with the Triads of China and the Russian Mafia. However, you are part of the resistance that will see this dictatorship fall. You are at a secret meeting to discuss plans. Saul is just about to make an inspirational speech. At some point, if someone seems to recognize you from the modern day events, you immediately remember everything your character would remember so far.

Saul: You are yourself, from some time in the future. You have no memories of the game-time events. You are in command of a paramilitary resistance cell working with your wife Candice and your best friend Randy. The Illuminati have taken over in a show of force. They already blatantly control the government as well as the governments of Canada, the European union, most of Central America, and the Middle East. They are involved in a war with the Triads of China and the Russian Mafia. However, you are part of the resistance that will see this dictatorship fall. You are at a secret meeting to discuss plans. You are about to begin an inspirational speech (feel free to just reiterate everything you know about the Illuminati, including what is written here, but forcefully, in a “we will defeat this enemy” sort of way). At some point, if someone seems to recognize you from the modern day events, you immediately remember everything your character would remember so far.

Raventooth: You are yourself, from some time in the future. You have no memories of the game-time events. You have resumed using the name Randy. You are part of the command structure of a paramilitary resistance cell working with your friends Saul and Candice. The Illuminati have taken over in a show of force. They already blatantly control the government as well as the governments of Canada, the European union, most of Central America, and the Middle East. They are involved in a war with the Triads of China and the Russian Mafia. However, you are part of the resistance that will see this dictatorship fall. You are at a secret meeting to discuss plans. Saul is just about to make an inspirational speech. At some point, if someone seems to recognize you from the modern day events, you immediately remember everything your character would remember so far.

N: You are yourself, from some time in the future. You have no memories of the game-time events. You are Agent Aleph. You are the leader of a team of enhanced humans there to protect the New World Order from traitors and terrorists. You have gotten word that there is a terrorist cell meeting in a back room of a run down restaurant here. You are leading your elite team to arrest these terrorists. You have been authorized to use deadly force. You start outside the room and burst in on the GMs command. However, once you get within five feet of Candice, Saul, or Raventooth, you immediately remember everything your character would remember so far.

Resistance Fighter: You are playing a completely different character. You are part of a paramilitary resistance cell working with your friends Saul and Candice. The Illuminati have taken over in a show of force. They already blatantly control the government as well as the governments of Canada, the European union, most of Central America, and the Middle East. They are involved in a war with the Triads of China and the Russian Mafia. However, you are part of the resistance that will see this dictatorship fall. You are at a secret meeting to discuss plans. Saul is just about to make an inspirational speech.

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Elite Force: You are playing a completely different character. You are an enhanced human, part of an elite force there to protect the New World Order from traitors and terrorists. You have gotten word that there is a terrorist cell meeting in a back room of a run down restaurant here. You are leading your elite team to arrest these terrorists. You have been authorized to use deadly force. You start outside the room and burst in on the GMs command. Your leader is [x](#), a man with enhanced strength and durability. You will follow his orders blindly no matter what they may be.

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Flashback B1

Scene: a doublewide trailer in a trailer park outside of Colorado Springs. It is 1 AM.

Verna: You are playing a completely different character. You are a woman in your mid thirties with a 17 year old daughter you had when you were her age. Her father left you and you have had to shack up with a number of increasingly awful men just to make ends meet. You are scraping the bottom of the barrel. Luke is an abusive alcoholic, but he brings in money and keeps you and Gayle off the streets. Gayle is a handful; you have done all you can think of to keep her from turning out like you did, but she still runs off with boys. She is a constant reminder of how you have failed, and it makes you so ashamed. You don't mean to lash out at her, but you do. Gayle has just come home. Her clothes are in disarray; it is obvious she has been running wild with boys again. You don't want her to end up like you did. This should escalate into a screaming match. When Luke comes home drunk, he will start yelling at Gayle and you will try to protect her. He will argue with you and then backhand you with force and you will collapse, sobbing.

2: You are yourself from five years ago. You have no memories of the game-time events. You hate your mother. She thinks she knows best, but she made so many mistakes with her own life. And now she has shackled up with Luke who comes home drunk every night. You are afraid to come home, sometimes because you don't know if he will try to fuck you or beat the living shit out of you. Nobody at home loves you, but Petey does. Sure, he's only 17, but he owns a truck and has a job down at the Circle K. You have been out with Petey. You have been drinking a bit, too. He told you he loved you and you had sex. Someday you will run away with Petey to a better place. You hate your mom, that bitch. She will try to tell you what is best, but she is an idiot and you are in love (and a bit tipsy). This should escalate into a screaming match. At some point, you will be directed to leave the trailer never to return.

Luke: You are playing a completely different character. You are a man in his late 30s. You are shacking up in your double wide trailer with Verna and her frigid bitch of a 17 year old daughter, Gayle. Verna is a sweet gal; she does what you tell her and doesn't give you any shit the way your ex-wife did. But Gayle doesn't appreciate all you and Verna do for her. You work hard at the machine plant so you can but some fucking bread on the table and that ungrateful bitch won't even kiss her new step daddy. You are stinking drunk; you were out drinking with the boys, one of the few highlights in this hellhole of your life. You arrive in the scene when Verna and Gayle are really going at it. That little bitch, talking back to her momma like that. You will start going in screaming drunk at Gayle. At some point, Verna will try to defend Gayle. How dare she talk back to you like that! You will start going at it verbally with Verna and then backhand her. She will collapse sobbing. You are to break character quickly to give Gayle the cue that she is to flee the trailer, then get back into character and turn your attention to her. The scene ends when Gayle exits the trailer.

Flashback B2

Scene: A command room in a bunker somewhere. A number of men sit around a table. There are two guards (one guard if we only have 5 players).

Arabic Man: You are playing a completely different character. You are sitting around a table arguing in Arabic about your plans to destroy a power station in Tirkut to throw off the infidel's attempt to gain control of that part of your territory. You should argue until 2 enters. When she does, yell and scream. She will kill you all, one by one. You can try to fight back, but she kills with superhuman ease.

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Arabic Guard: You are playing a completely different character. You are here to guard your leaders as they plan the next holy attack against the infidel Americans. When 2 enters, shoot at her, but she will dodge your bullets. She will kill you all, one by one. You can try to fight back, but she kills with superhuman ease.

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2: You are yourself, but you have no conscious thoughts. You are like a machine, programmed to kill. You are a super gymnast and an assassin. You are to kill everyone in the room, which you will do, one at a time with ease. They cannot run from you and their attacks are ineffectual. You can dodge their bullets. After you have killed them all without emotion, you should leave the room.

Flashback B3

Scene: A welfare motel room in the seedy part of downtown Denver.

Man: You are playing a completely different character. You have just finished having sex with 2; she is in her late teens. It was OK. You get dressed and get ready to leave \$50 in cash on the bed. It was supposed to be \$100. You have the other \$50, but the sex wasn't very good and you are feeling cheap. If things get rough, you have a gun, which will cower her enough that you can leave.

2: You are yourself last year. You have no memories of the game-time events. You have just finished having sex with this man. It was a typical transaction. He owes \$100. You need this money. After paying off José, you'll have just enough to get your next fix. You are seriously jonesing for some smack. You started taking it for the thrill once Petey left you, but now you're hooked. If he manages to leave without paying the full \$100, you will be despondent and angry. José will take it out of your hide, or by trade, and you won't get your smack.

Flashback B4

Scene: What seems to be a hospital room. 2 is lying on a bed. There are several (up to 4) medical personnel there.

Medical Personnel One: You are playing a completely different character. You have just been brought in to give this woman a complete physical. She is malnourished, filthy, and has track marks indicating intravenous drug use. However, she is still in general good health. You should explain this to the other personnel using as much technobabble as you can. If asked, she would be a good candidate for the program, assuming she could be weaned off the drugs.

Medical Personnel Two: You are playing a completely different character. You have the lab results for this woman. She has managed to avoid the hepatitis and aids bullets. She does have genital herpes, but that is basically irrelevant. She shows no signs of diabetes, or genetically transmitted diseases. If asked, she would be a good candidate for the program, assuming she could be weaned off the drugs.

Medical Personnel Three: You are playing a completely different character. You are here to hear the results of the examinations. After hearing the results, you should consult with any other people playing "Medical Personnel Three" and after a brief discussion decide that she is acceptable. You are to order the techs to "begin the wipe procedure." This ends the flashback.

2: You are yourself, from some time in the past. You have no memories of the game-time events. You are not certain where you are; you think you are supposed to be unconscious. You are lying naked on a bed of some kind, with just a thin sheet over your body (not over your face). You cannot move or speak. You can only see in a haze, but you can see that the medical personnel are wearing lab coats emblazoned with the same symbol that is on your jumpsuit.

Flashback G1

Scene: A lounge in the rec center of the University of Colorado in Boulder. (1 must be at this flashback).

Candice: You are yourself two months ago. You have no memories of the game-time events. You are listening to the TV in the student rec center on campus with a few classmates. After hearing the report, you should react to their conversation.

Classmate 1: You are playing a completely different character. You are listening to the TV in the student rec center on campus with a few classmates. After hearing the report, you should start a conversation with classmate 2 on drunk drivers. You feel that all drunk drivers should be locked up (and the key should be thrown away) after the first offense, even if they don't hurt anyone.

Classmate 2: You are playing a completely different character. You are listening to the TV in the student rec center on campus with a few classmates. After hearing the report, you should start a conversation with classmate 1 on drunk drivers. You feel that drunk drivers need to be rehabilitated. Your mother is an alcoholic. It is a disease, not a crime.

Classmate: You are playing a completely different character. You are listening to the TV in the student rec center on campus with a few classmates. After hearing the report, you should react to their conversation. You may join in, but try to keep the sides even or come up with a new perspective.

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TV Announcer (or GM): You are playing a completely different character. You are offscreen, but can be heard. Read the following: *Star collegiate basketball player, Keith O'Brien of the University of Colorado All-Stars died this morning after being struck by an allegedly drunk driver last night. His loss will be mourned by the entire university. O'Brien was well known as a jovial athlete, and the best player on the team. There will be a memorial service in the fieldhouse on Tuesday at 1 PM.*

Flashback G2

Scene: A basketball game with 1 minute left.

Announcer: You are playing a completely different character. You are there to announce the play of the game. Lead the action of what is happening, balls being passed, shots being tried and so forth. However, with 4 seconds left to go, newcomer Keith O'Brien will make a difficult shot and win the game. Be excited that he won.

1: You are yourself a year ago. You have no memories of the game-time events. You are a sophomore in college and are on the basketball team. Although you warmed the bench most of last year, this year the coach is giving you a chance and it is your first game. The game is tied with one minute left. Listen to what the announcer calls and do what he says. After the game ends react appropriately.

Basketball player: You are playing a completely different character. You are a college basketball player on the same team as 1 (the University of Colorado at Boulder). The game is tied with one minute left. Listen to what the announcer calls and do what he says. After the game ends react appropriately.

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Basketball player 2: You are playing a completely different character. You are a college basketball player on the opposing team of 1 (Montana State University). The game is tied with one minute left. Listen to what the announcer calls and do what he says. After the game ends react appropriately.

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Flashback G3

Scene: A bar in LoDo, a trendy part of Denver.

1: You are yourself a year ago. You have no memories of the game-time events. You are a sophomore in college and are on the basketball team. You are out drinking with your teammates celebrating your 21st birthday. You are already a bit drunk and as the scene goes on, you should get more and more drunk.

Basketball player: You are playing a completely different character. You are a college basketball player on the same team as 1 (the University of Colorado at Boulder), although you know him as Keith O'Brian. He turned 21 today and you are all taking him out to get drunk and to get him to hit on women. Bring him drinks and be obnoxious.

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Bar patron (female): You have come to the bar for a girl's night out with your female friends. The annoying and drunk basketball players should hit on you and your friends. React accordingly.

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Flashback G4

Scene: The back of an unmarked van.

1: You are so very drunk. You hit the bars in LoDo this evening to celebrate your 21st birthday. You start not remembering what is going on and think the others are your buddies on the team. As the scene continues, you remember all that has happened so far, and can kinda figure what is going on although you are still very drunk.

Tech: You are playing a completely different character. You are a medical tech. You have done a number of quick tests on this drunk teenager. He is a perfect specimen for your program. Let the Administrator know that.

Thug: You are playing a completely different character. You are a thug, working for the Administrator. You are there in case the subject gets violent. You can easily beat him in combat and knock him out.

Administrator: You are an Administrator for the project. These techs are here to inform you if the subject is suitable for the program. After they have given their report, nod sagely and say that he is suitable. Then say, "prepare the standard hit and run story." That ends the flashback.

Flashback H1

Scene: A halfway house in one of the worse areas of Denver. Everyone here is speaking Spanish

Worker Drone: You are playing a completely different character. You are here to say the following speech to the kids who live here and then leave. *“Gentlemen. Ladies. This is Hernandez. He will be living with us for a few weeks as the courts figure out his status. Please treat him well; he’s seen some hard times lately. Remember dinner is at 6. Welcome Hernandez.”* Then leave.

1: You are yourself from about a year and a half ago; you are about 9. You have no memories of the game-time events. Two days ago, men from INS busted your father as he was waiting for the truck for work. They took him and your mother away and brought you here. You don’t know what happened to them. You are scared and alone. *(Note: Despite any protests you may have, and you should protest, you must eventually accept what is offered to you. The scene ends when you accept).*

Predatory Teen/Gang Member: You are playing a completely different character. You are a member of MS-13, a San Salvadorian Gang that runs drugs in the area. This new kid would make the perfect runner and watch. You need to bully and coerce Hernandez to join the gang. If the promise of being cool and safety in numbers don’t work, maybe threats will. You’re willing to back up those threats if necessary and make Hernandez’s life here a living hell. You should wait patiently for the Worker Drone to leave before trying to recruit Hernandez.

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Flashback H2

Scene: A street corner in a bad area of town. It is night.

[1]: You are yourself from about a year ago; you are about 10. You have no memories of the game-time events. Shit, where are they? You were supposed to deliver the goods a half hour ago. You are alone and nervous. You have confidence in your brothers in MS-13, but you are supposed to be selling the crack to some punk ass n****rs. Luckily, you are armed. You've never shot a gun, but you need it for protection and to show you are a man. Ah, here they come. Shit. They're drawing on you. *(Note; as part of this flashback, you should have a combat, and shoot at the other two characters; the other players know the result of the combat).*

Crazed Druggie 1: You are playing a completely different character. You two are supposed to buy some crack off a beaner, but you don't have the funds. Well, you need the junk. Time to cut and run. You've got a gun and it's just a kid. The kid'll probably shit when you draw. No problems. *You should allow yourself to be killed in the ensuing shootout. You miss the kid.*

Crazed Druggie 2: You are playing a completely different character. You two are supposed to buy some crack off a beaner, but you don't have the funds. Well, you need the junk. Time to cut and run. You've got a gun and it's just a kid. The kid'll probably shit when you draw. No problems. *You miss the kid in the ensuing shootout. He will kill the other Druggie. You should run away.*

Flashback H3

Scene: An interrogation room.

Official (may be a GM): You are playing a completely different character. You are here to offer this kid a chance. Say the following speech to the kid, "... so Hernandez. The choice is yours. We have your fingerprints on the weapon. The ballistics match. We have Mof's testimony that you pulled your gun first and shot in cold blood. We're going to try you as an adult. You could end up in jail for the rest of your life, which could be a short eight years if we can get the death penalty. But you have a choice. I represent an organization that could save your life, protect you from retribution on the street, and make a new person out of you. What do you say Hernandez?" After which, Hernandez will hopefully ask you all sorts of questions. You will feel compelled to answer them truthfully. If you don't know the true answer, please ask the GM.

[1]: You are disoriented and confused. You don't know where or when you are. When the Official has finished making his speech, you remember. This was just before you were put on trial for first degree murder. You eventually agreed to his program, and that's when you were taken to the facility. But, you have your full memories now, or at least you remember everything that has happened so far. You have your abilities too. You can make the man trust you, make him answer your questions. This is your big chance to learn a great deal of what is going on.

Flashback Z1:

Scene: A car.

1: You are yourself from about five years ago. You have no memories of the game-time events. You are in high school and are driving home from theater rehearsal. The radio is playing a slow dreamy song. Suddenly there are headlights right in front of you. You hear a screech and a crash. Something big smashes through your windshield. Glass and metal fly everywhere. You are in pain, worse pain than you have ever felt. You are cut and bleeding and your bones are all broken. You cry in pain and for help, and then pass out. *When you return from this flashback, you will have a faint memory of Candice, but you cannot place her.*

Flashback Z2/CB2:

Scene: A hospital-like room.

Note to GM: If 1 is holding the clipboard at the end of the flashback, she gets to keep it. This flashback must happen after Z1, and CB1.

1: You are yourself from some time ago. You are lying on a bed, conscious, although you think you are supposed to be asleep. You cannot move or speak. You have full memories of everything you would have remembered so far. When the other people in the room leave, you may move, albeit with great pain.

Tech 1: You are playing a completely different character. You are a medical tech. You have done a number of procedures on this woman. They are detailed in the clipboard you are holding; make sure that the clipboard is seen as important. But the procedures aren't working. The woman's internal injuries are too great. You need to explain this to the administrator. You leave when he leaves. Leave the clipboard behind.

Tech 2: You are playing a completely different character. You are a medical tech, working for Tech 1. You have done a number of procedures on this woman. They are detailed in the clipboard Tech 1 is holding. But the procedures aren't working. The woman's internal injuries are too great. You need to explain this to the administrator. You leave when he leaves. Leave the clipboard behind.

Administrator: You are an Administrator for the project. These techs are here to fill you in on the progress of the subject in bed. After they have given their report, nod sagely and say that she should be put on indefinite S.A. until such time as she can be of use. Then leave the room with the techs. Leave the clipboard behind.

Flashback MS1

Scene: This very cabin. Earlier today. *GM announcement: For the purposes of this flashback, the book does not have a monster coming out of the cover.*

Mordechi: You have no memories of the game-time events. You have just had an argument with Candice. She said that the book was a tome of great and evil power, which you find hard to believe. This argument set Raventooth and Felicity against each other as well, but that was brief and they recovered. You were certain that a book of Jewish mysticism would be beneficial. Well, to prove it, you had Raventooth and Felicity help you with a spell from the book. You chose one at random. Candice had Felicity draw up protections just in case, while you had Raventooth draw the Sepheroth on the floor. You placed the offerings on the floor, some salt in Keter, a bowl of wine in Yesod, and your watch in Netsah, You are now ready to chant in Hebrew. (make something up).

Felicity: You have no memories of the game-time events. Morrey just had an argument with Candice. She said that the book was a tome of great and evil power, which Morrey scoffed at. This argument set Raventooth and you against each other as well, but that was brief and you recovered. To prove his point, Morrey had Raventooth and you help with a spell from the book. Candice had you draw up protections just in case, Raventooth drew the Sepheroth on the floor. Morrey placed the offerings on the floor, some salt, a bowl of wine, and his watch. You are now ready for him to chant in Hebrew.

Raventooth: You have no memories of the game-time events. Morrey just had an argument with Candice. She said that the book was a tome of great and evil power, which Morrey scoffed at. This argument set Felicity and you against each other as well, but that was brief and you recovered. To prove his point, Morrey had you and Felicity help with a spell from the book. Candice had Felicity draw up protections just in case, You drew the Sepheroth on the floor. Morrey placed the offerings on the floor, some salt, a bowl of wine, and his watch. You are now ready for him to chant in Hebrew.

Candice: You have no memories of the game-time events. Morrey just had an argument with you. You said that the book was a tome of great and evil power, which Morrey scoffed at. This argument set Felicity and Raventooth against each other as well, but that was brief and they recovered. To prove his point, Morrey had Raventooth and Felicity help with a spell from the book. You had Felicity draw up protections just in case. You wanted nothing to do with this. Ravenwood drew the Sepheroth on the floor. Morrey placed the offerings on the floor, some salt, a bowl of wine, and his watch. He is about to begin to chant in Hebrew.

Saul: You have no memories of the game-time events. Morrey just had an argument with Candice. She said that the book was a tome of great and evil power, which Morrey scoffed at. You have trouble believing that yourself. This argument set Felicity and Raventooth against each other as well, but that was brief and they recovered. To prove his point, Morrey had Raventooth and Felicity help with a spell from the book. Candice had Felicity draw up protections just in case. Ravenwood drew the Sepheroth on the floor. Morrey placed the offerings on the floor, some salt, a bowl of wine, and his watch. He is about to begin to chant in Hebrew.

GM Note: As this chanting in Hebrew goes on, inform the players that the world seems to be swirling as if reality were caught in a tornado. However, they have free will and all of their memories. Make the book move in a circle inside the players circle. Hopefully, one of them will think to grab the book. The scene ends when that happens. They get to keep the book, but when they get back, the book has the monster in the cover.

This flashback should happen in the last third of the game.

Flashback MS2

Scene: The private study of a Talmudic Scholar, circa mid-1400s.

Mordechi: You are a Jew living in Spain in the 1400s. No, wait, you have full memories of where you have been and what has happened. You don't know exactly where you are now.

Saul: You are playing a completely different character. You are a learned man of the Talmud who is penning a book of the practical Kaballah. You have *the* book in front of you, but it is incomplete. Your best friend, Reb Mordechi, has come to see you. He has information. He has just come in and sat down, when you felt a moment of disorientation. Mordechi seems confused. *Note: After this flashback, you will remember everything that happened in this flashback. There should be a GM nearby to answer questions.*

Flashback FC1

Scene: A Jewish household in Denver about 30 odd years ago.

Saul Saltzberg: You are playing a completely different character. You are a ten year old boy, the only son of hard working Jewish immigrants. You come from a strictly religious, Orthodox family. They have taught you the old ways, that the Jews are G-d's chosen people and that other people hate and fear the Jews. And that Jews shouldn't even attempt to associate with non-Jews. That way leads to assimilation, the diluting of Jewish blood and Jewish heritage. Your heritage is all your parents have as their parents fled Eastern Europe with practically nothing. Your parents are away at a shiva house (paying their respects to a woman whose husband has died) and you have been left at home in the care of your older sister Rachel.

Felicity: You know who you are supposed to be, but you also have the complete memories of Felicity so far. You are Amy, the eldest child of the Saltzberg family. You are watching your younger brother, Saul. You come from a strictly religious, Orthodox family. They have taught you the old ways, that the Jews are G-d's chosen people and that other people hate and fear the Jews. And that Jews shouldn't even attempt to associate with non-Jews. That way leads to assimilation, the diluting of Jewish blood and Jewish heritage. Your heritage is all your parents have as their parents fled Eastern Europe with practically nothing. Your parents are away at a shiva house (paying their respects to a woman whose husband has died). But you also have all of Felicity's memories and knowledge. This is the perfect opportunity to change Saul's years of xenophobia. Maybe when this is all over, you can be accepted by Morrey's father.

Flashback CB1:

Scene: A teenage girl's room, circa five years ago.

1: You are playing a completely different character. You are Judy Sinclair. You are in your room with your best friend, Candice. You need to leave in a few minutes to go to rehearsal for the school play. Candice is not only your best friend, she is a fellow Pagan. You have taught her all you know. You have taught her to be tolerant and to hurt no one. *No matter what, you must end this scene by leaving for rehearsal.*

Candice: You are yourself. Judy is about to leave to go to rehearsal and will be hit by a drunk driver on the way home. You never had a chance to say goodbye, or to tell her how much you care for her. *Out of game note: you will be unable to keep her from leaving for rehearsal. You may try in-character, of course, but you must accept out of character that she will leave.*

Flashback R1

Scene: A public gathering, several decades in the future.

Raventooth: You are yourself from some time in the future. You have no memories of the game-time events. You are the supreme leader of the world, having joined the Illuminati and been granted great charisma and magical powers from their Enhanced Human program. You are here to make a speech to the adoring masses (adoring magically enhanced, of course). You should give the last paragraph or so of a charismatic and forceful speech. *When the flashback ends, you will know: This could be your fate, but you would need to sabotage the efforts of your friends to do so. The choice is yours.*

Onlooker: You are playing a completely different character. You are a citizen of the New World Order. You love your leader, Raventooth. After he gives his speech you should cheer loudly and chant, “Raventooth! Raventooth! Raventooth!”

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