

## MAX REAVER

<b>Appearance:</b>	Peace Officer
<b>True Nature:</b>	Lift Handset, Cut-up Girl
<b>Job:</b>	Reality Terrorist
<b>Motivation:</b>	To foil the schemes of control-addicts everywhere
<b>Secret:</b>	Enjoys the power rush of being a cop but does not want to tell her Cut-Up compatriots who will think she has gone over to the control-addicts' side.
<b>Hit Points:</b>	8

The Cut-Ups are an international (and inter-dimensional) loose alliance of loonies, freaks and oddities. Their motto is “Dada was the theory - we are the practice.” Their alternative motto is “This is the weather the cuckoo likes, armored division submissive to vernacular the world into a gambling birdhouse velocity” The Cut-Ups hate conspiracies and the control-addicts who run them. The primary weapon in the Cut-Ups arsenal is chaotic irrationality - they attack conspiracies by attacking the reality which undermines them. The Cut-Ups place special importance on Al Amarja as it is simply crawling with conspiracies.

Lift Handset is a Cut-Up Girl from Alternative X - a dimension of weird science and even weirder cooking utensils. She is on Al Amarja posing as Peace Officer. Her mission: to stop the reality shifting machinations a sinister conspiracy known as the Semiotic Assassins.

The movement of postmodernism has taught us that power is knowledge and knowledge is power. The science of semiotics has taught us that much power is caught up in the meanings of words - the interpretation we assign to things defines their reality. Semiotic magicians have put this theory into practice.

If you can deconstruct a reality to its bare essences then you can destroy it or even reconstruct it in a different manner. Many primitive religions place importance on a person's true name. Control the name and you control the person. This is a form of Semiotic Magic.

The Semiotic Assassins are a conspiracy of semiotic magicians who use ritual semiotic magic to destroy or alter their targets. They recently struck a killing blow against their foremost enemy - the Matagot sorcerers, who were descended from Atlantean mages. The Matagots had a small eastern European country under their control, a country which no longer has a name. The Semiotic Assassins gathered the nine essences of the nation and deconstructed its reality - the name fell out of books and living memory, atlases rearranged themselves around the space where the country used to be, millions of people ceased to have ever existed. Rumor has it that one of the Matagots escaped and is seeking revenge on the Semiotic Assassins.

The Semiotic Assassins use a device known as a 'Cypher Spike' to enhance their ritual magic. This piece of metal is embedded in the base of the skull and attunes the brain to semiotic resonances. Some Semiotic Mages are so powerful that they do not need to alter their minds in this way. In fact some latent semiotic magicians quite happily create and redefine reality without ever realizing in. Characters from stories may come alive, fictional places may become real. The Semiotic Magician who created such things seems to have the power to alter the reality by altering the original text. It is rumored that the United States of America is the result of such an unintended semiotic construction by a group of nineteenth century Viennese novelists who desired to create a convincing fictional country.

What is clear is that the creation may outlive the creator as America continues despite the fact that all five of the Austrian writers are long since dead. Lift suspects that Faith, the prostitute in the red dress, is this sort of construct as she is certainly not real. Not that Lift holds this against Faith, some of her best friends are not real.

The Cut-Ups know that the Semiotic Assassins are involved in some plot regarding Sad Mary's. Their spy within the Semiotic Assassins' ranks, a blind pencil seller, met with a powerful group inside the order known as the Fickle Trust. The group comprises of a monk, a talking tapir and a hairless man. They plan something big involving Sad Marys, apparently involving the escaped Matagot sorcerer. Unfortunately the blind pencil seller has gone missing, perhaps the Assassins caught him.

Lift is currently attempting to discover what the Semiotic Assassins are up to. The American author, Bruno Roth, is on Al Amarja at the moment. He is apparently working on a "theory for everything," a philosophical work which promises to create a form of semiotic shorthand which undermines all meanings. The Cut-Ups want this theory as it would help them skew reality even further. Even if they cannot get the theory it must not, at any cost, fall into the hands of the Semiotic Assassins. There are other conspiracies on the island which would no doubt also be interested in it.

Lift is posing as a Peace Officer called Max Reaver. She has little contact with other Peace Officers as she fears they will discover her deceit. She has, however, learned from other Officers about things which are happening on the Edge.

The cops are in a huge uproar about the pirate radio station run by the mysterious and fanatical MC Hamish. He purports to be a cool youth deacon, spreading the gospel of Christ. What he spreads is hatred and rage. Hamish runs his pirate radio station from somewhere in the Critica Range. Hamish is a fundamentalist Christian and has incited much violence through his sermons on "morality vengeance." Basically he suggests that someone who does something to offend your sense of morality is actually committing a moral crime against you. The only course open for a victim of such a moral crime is revenge - an eye for an eye - usually through physical violence. Thus Hamish is responsible for a wave of outrage and violence against sex workers, abortion clinic staff and patients, homosexuals, drug users, non-Christians, fashion models, intellectuals and their pets. The Peace Force want him removed, permanently. The heat must have gotten too much for Hamish, as he has stopped broadcasting recently.

Drugs, while technically illegal on Al Amarja, are quite commonplace as the Peace Force does not enforce the drug laws unless it is seeking to persecute someone for some other reason. Lift supports herself from making and selling a drug known as "Fugue." The drug (which must be injected) creates a euphoric high and makes the flesh malleable and liquid. It is dangerous if taken over time and changes might become permanent. Another Cut-Up, a Scottish Chaos Magician called Grant Blake sold Lift the recipe as well as the location of a gateway to the Faerie Lands of Arcadia (where the ingredients may be found), in a Greek ruin on one of the islands near Al Amarja.

Lift has been capturing faeries for this potent brew and selling it to the sleazy street dealer Mathurin Turgot. Recently her intrusions have come to the attentions of the Lord of the Hunt. Things are getting a little too dangerous in Arcadia so Lift wants to sell the business (the recipe and the gateway location).

She is also wary of dealing with Turgot. A few days ago she saw him following a man with a crooked nose. Turgot hit the man over the head, injected him with something, dragged him into the sewers and dumped him in the underground river. By the time Lift got to the river, the body had gone. This piece of nastiness has certainly soured business relations between her and Turgot.

Lift has to be careful of her fur allergy. She must keep her distance from Elias, Montgomery

and Hippensteel, as all three smell of animal fur. If they get too close Lift will start swearing uncontrollably. There is something going on between Elias and Hippensteel. Lift saw the both of them slip away to the mens' toilets together, earlier this evening. Perhaps it is some sick sexual thing?

Lift can force people to say the wrong thing as though it were a 'Freudian Slip'. She uses this on important people to embarrass them and undermine their reality. To use this power Lift must tug at a certain strand of hair which is actually a wire running through her skull and attached to a strange gland implanted behind her hypothalamus. Thus stimulated, the gland pumps strange chemicals into her nasal passage which she sneezes into the air. People inhaling the air-borne drug are the susceptible to the fringe power.

## OBJECTIVES

- Obtain the Theory of Everything before the Semiotic Assassins or any other megalomaniac control-addicts get to it.
- Sell the Fugue business (the recipe and the location of the gateway to Arcadia) as it is getting too dangerous.
- Find out what happened to the Blind Pencil Seller.

## ABILITIES

**Reality Infiltrator:** You're great at blending into the background. To do this simply put on the "IGNORE ME" name badge. You can remain blended into the background for five minutes at a time. While blending into the background you may observe people, but may not interact with people, such as by talking with them, using abilities or initiating combat. Usable 5 times. (Fringe Power)

**Tongue Slip:** You can make people to say the wrong thing as though it were a "Freudian Slip." Pretend to sneeze. After pretending to sneeze you must engage them in conversation for two minutes, they must work into the conversation such a slip that reveals their true thoughts on whatever is going through their head. Show them this card when you sneeze, so they know what to do. For whatever reason, this effect counts as a drug. Usable 5 times.(Fringe Power)

**Ancient Art of Mock-Fu:** You can use any object that describes itself as an "improvised weapon" in combat at +1 damage. However, after using it with this ability, the object breaks. Write "broken" on the card. It is no good anymore as an improvised weapon, but you can use another such object next round. (General Ability)

**Fur Tourette's:** When you remain within arm's reach of Elias, Montgomery, Hippensteel or any furry animal for more than a minute, you must begin loudly swearing occasionally. (Flaw)

## EQUIPMENT

- Peace Force Badge (Forged)
- Gun
- 5 doses of Fugue (Blue Vial - sells for \$100)
- \$300 in money belt

- Recipe for Fugue