

THE  
**MARVEL**  
**UNIVERSE**  
ROLEPLAYING GAME

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Earth : 851



ILLUMINATI



**Earth 851 :** Earth 851 is a non super powered universe. While many of the persons from Earth 616 and other dimensions may be present, there is a distinct lack super human powers. The exception being, there are mystical powers at work - though of minor power ranks compared to 616. Vampires, Werewolves, Ghosts, and the like exist as well as (low powered) spell casters.

The existence of these forces while known, is widely disbelieved and this is no accident. Governments, Churches and Non-Government organizations put out massive amounts of disinformation. MI-6 exists in this world, complete with it's ranks of secret agents. The Garduna, the Spanish allies of the Inquisition, in this world became enforcers and spies for the Catholic church. The Illuminati merged with branches of the Knights Templar in the late middle ages and exists to this day. Both the Garduna and the Illuminati fight the supernatural forces of evil, but are also enemies to each other. Evil organizations exist such as the League of Shadows, Tarot, etc.



**Leaper Tattoos :** One mystical force that exists are Nemesis Leaper Tattoos. Leaper tattoos were designed to endow the wearer with mystical detection abilities and make them mystically adept. The tattoos are empowered by Agamoto. In theory, they are meant for 'putting right what once went wrong. However, he doesn't intervene if they are misused. He's a very busy entity.

The night of the new and full moons, the tattoos grant the ability to transfer their host's consciousness through space and time, possessing other beings at critical junctures. It grants slow but powerful regeneration and mystical resistance. These tattoos become invisible after the first leap.

If the leaper is sacrificed at the moment of his or her first leap and the heart's blood consumed, the slayer becomes mystically adept and capable of astral projection. They gain increased willpower (psyche +1 CS).

If the leaper is intimately involved at the moment of a leap, he or she may take the other person with them on the leap - possessing a random person within a certain undefined radius of the leaper's target.

Likewise, if a leaper is intimately involved at the time of their return, the other person may return with them, randomly possessing someone again within a certain undefined radius of the leaper's body. If the possessed person is near the leaper at the time of their next leap, the effect reverses returning their spirit to their own body.

The spirit of any possessed persons is stored in body of the person possessing their body. They regain consciousness on a red psyche feat.

The possessor of the Tattoos gains a +1 CS on psyche, and becomes mystically adept. However, on their leaps, their power is very limited unless the host body is also that of a mystically adept person - but only with regards to personal energy spells. Initially, NO spells are known. Astral Projection is easily learned and often the initial power achieved.



**The Illuminati :** In 1314, the Knights Templar had fallen from favor especially in the eyes of the King of France and the Pope. Arrests were ordered, and confessions obtained by use of torture. Dozens of high ranking Templars were burned at the stake. Preceptor of the French Templars, Gérard de Villiers, marshaled a fleet of Templars and escaped persecution. They took with them a large portion of the Templar wealth. Refuge was sought first in Scotland, and then elsewhere. They held sway over other secret societies over the years, including the Masons.

Then, in the late 1700's, the Illuminati emerged. A discrete power struggle ensued between the Illuminati and the Catholic church and the Illuminati might have been destroyed had it not been for the Templars. A merging of power structures occurred and ideologies coalesced. The Illuminati, dedicated to science and the fight against superstition met the Templars whose purpose was no longer to protect pilgrims and crusade in the holy land, but now to fight the unnatural forces of Evil. The merged society adopted/kept the name Illuminati as being more effective than the Templars.

Today, the Illuminati are a powerful secret organization dedicated to suppressing the forces of darkness, both natural and supernatural, that threaten humanity as a whole. They are dedicated to the acquisition of power, usually in the form of knowledge. Their agents are highly trained, well financed, and work world wide. They are often opposed or at best rivaled by organizations like the Catholic special forces, the Garduna, and the infamous League of Shadows

**Structure of the Illuminati :** The Illuminati are lead by a council of 9 Elders. Each Elder is supported by various department heads including a special operations Marshal. Each Marshal has 9 Directors. Each Director has up to 9 Wardens or Sub Directors. These in turn manage up to 9 Commanders, Sub-Commanders, Agents or Consultants.

Juan and Carmen has advanced to Commander rank under SubDirector Victoria Clarke.

### **Known Illuminati :**

Departments -	Finance, Political, Infiltration, Containment, Research, Special Operations,
Directors -	Daniel Clarke
Sub Directors -	Victoria Clarke
Commanders -	Juan Montoya, Carmen Sanchez, Brittany Fox
Sub Commanders -	Valerie Bertinelli,
Agents -	
Consultants -	Damon Hellstrom, Simm Sisters (Witches), Remo Williams,
Places of Interest -	Vatican, Dyatlov Pass, Darien Gap, "Lost" Island, "Children Of the Corn" Gateway, "Monster" Island,

**The House of Glass :** Angel Sanchez was an exotic dancer at a local gentlemen's club in Los Angeles. She was contacted by legal representatives of a fan of from the club. The man, named Cyrus, had recently passed away and left his mansion, art collections and sizable bank account to Angel. Suspicious, Angel invited her cousin along, a street thug of considerable reputation who had only recently been released from prison. His name was Juan Montoya. She also invited her sister, Carmen. The three went to the House of Glass on January 30, 2014, with a lawyer, and the paperwork was completed. After exploring the house, they ordered pizza and raided the very fully equipped bar.

However, all was NOT what it seemed. They had been invited for a nefarious purpose. The three were drugged and to be used in a series of occult sacrifices by Juan's birthmother who had abandoned him as an infant. All three were mystically tattooed and Carmen was sacrificed, her heart cut from her chest and the blood consumed by Juan's mother. Then, Angel was placed within a bizarre mechanical device and drugged. Juan awakened and saw his cousin Angel likewise regaining consciousness but who was temporarily blinded by the drugs. The sound of the spinning blades prevented her from hearing Juan's shouts of warning.

Juan's mother knew that he was a fearless daredevil. He might even be accused of having a death wish. AND that he loved Angel very much. She had little doubt he would try to leap between the spinning blades and save his cousin from rising and stepping into the blades.

She was correct. However, she did not count on him *making* the leap successfully, albeit with the loss of some fingertips. She also did not count on Carmen, whose heart she had cut from it's body and whose blood she had consumed, *regenerating* from the damage ... *regenerating* the very heart in Carmen's chest. Just as Angel had not heard Juan's shouts of warning, Juan's mother did not hear the bloody footsteps which came up behind her and was taken by surprise when Carmen shoved her bodily into the spinning blades.

Juan's fingertips grew back, as Carmen's heart had. A series of misadventures followed, during which they came to the attention of the Illuminati. Their regeneration and impressive physical and (at least in Juan's case) intellectual abilities resulted in their being recruited as agents. Intensive training ensued, and the two proved unnaturally quick studies. Within months, they were fully trained.

While neither began leaping, they did have the after effects of the tattoos, including being mystically adept and have cross trained learning minor mystical abilities. The minor abilities they have studied is fire suppression and disruption of necromantic energies.