THE VIOLENCE INHERENT IN THE SYSTEM
CAMPAIGN STARTER KIT

Unknown Armies campaign starter kits help you get started running your *Unknown Armies* campaign quickly. Each kit features the following:

- Five characters, broken and damaged and ready to go.
- One group objective for the cabal to pursue.
- A first session scenario to get things moving quickly.
- GM hooks, additional objective ideas, GMCs, and suggestions for the antagonist phase.

With this campaign starter kit, you have all that you need to fuel your imagination and get things moving. The kit takes the place of the initial planning and collaborative character and setting creation system provided in *Unknown Armies*. Players select a character, choose one or two additional relationships with the other player characters, and make these obsessed individuals their own.

In *The Violence Inherent in the System*, the players take on the role of a group of young people who grow to believe in an abstract yet real force active in the world, a force that embodies systemic oppression and violence against those who do not serve the will of authority. Over the course of the campaign, their efforts to find and understand this force may shift the scope of their activity to a cosmic level.

The characters are:

- **DeMarcus Jones:** A kid from the block who experiences prophetic dreams.
- **Tyrell Ruiz-Jones:** A hustler and avatar of the True King.
- **Bettina Toma:** A Catholic butch lesbian gearhead.
- **Tracy Rabaca:** A costumer and avatar of the Survivor.
- **Rain Walgrave:** A Girl Scout camp leader and adept of Cinemancy.

Like most *Unknown Armies* scenarios and stories, this kit includes and deals with mature themes, characters, and situations. Talk with your players if you are concerned about the content, and be prepared to explore the world of the occult underground through new eyes and alternate points of view.