

UNKNOWN ARMIESTM

KARMIC TIES AND FIFTH WHEELS 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 *Karmic Ties and Fifth Wheels*, the player characters are the black sheep of a large, extended family based in rural Wisconsin. Brought together again for a family reunion at the behest of matriarch Maple Adams, they discover that old

secrets and occult mysteries lie at the heart of everything their family has done over generations. Throughout the campaign they may learn who they truly are, and how thick their blood runs through the veins of the occult underground.

The characters are:

- **Kevin Johnson:** A Civil War re-enactor and failed family man.
- **Lucinda Adams:** An anti-authoritarian book thief.
- **Stevie Malone:** A street performer desperate for a new high.
- **Rachel Malone-Johnson:** A gifted translator seeking the divine.
- **Jeffrey Adams:** A former athlete and future Buddhist monk.

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.

